Usenet Newsgroup Archive: comp.sys.atari.advocacy

1995 - 1996

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 1995-01-01 through 1996-12-31

Source text: comp.sys.atari.advocacy.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 6,986

Message records with no readable body available in the source text: 5

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-01 05:43:51 UTC
From: diehl@bonk.io.org
Message-ID: <3e5fen$nni@ionews.io.org>
Source record: 14051
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

sinclair@ins.infonet.net wrote:
: ATARI HAS NOT CHANGED...AT ALL...GET OVER IT..

: Atari's marketing of the Jagflop has been utter shambles. First, the console
: lacks adequate distribution. In Iowa, the Jagflop is not available in
: Wal_mart, K-Mart, BestBuy, Sears and countless Software Mall stores. Second,
: games were very late in the comming. Last minute releases were a day or two
: before Christmas at some locations. Third, the price is too high. The Jagflop
: needs to be reduce to $150 inorder to have a chance. Make the profits in game
: addons. Fourth, Atari's credibility is zero. The firm promised 50 games and the
: cdrom unit before Christmas. The end result is that Atari screwed up by
: delivering only 16 games and the cdrom unit is no were in sight.

Is Iowa in the top 19 markets? NO. Atari has not expanded from the top 19
markets yet. Do you have _any_ facts? At all? Have you dont _any_ kind of
research beyond dredging up idiocies from your furtive imagination?
Second,the price is two high by who's calculations? Compared to what? 32X?
Genesis? These cruddy 16-bit machines? Apparently, you have a _lot_ to
learn about marketing and technology. (Was there ever any doubt?) Third,
Atari promised 50 titles *IN JUNE* of 1994. Every company experiences
delays, and half of the problems had absolutely *nothing* to do with Atari.
Get a clue and then get back to me. BEtter still, get a clue and go away.

(p.s. Ever heard of eliminating unnecessary lines from a post?)

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

2. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-01 05:47:49 UTC
From: diehl@bonk.io.org
Message-ID: <3e5fm5$nni@ionews.io.org>
Source record: 14052
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:
: Well, too bad. The Jaguar is in Germany officialy available, there is a
: distribution contract being signed between Pagedown, a German company, and
: Atari.
: I do not know, how it is in the UK.
: My point was to state, how the situation of sold Jaguars is in Austria
: and Germany from the point of view of a customer. No more and no less.
: Period.

Beamscope is the official distributor for the Jaguar in Canada ... but it is
still not officially being marketed here. My point is that Atari's
advertising campaigns and main marketing thrusts have been concentrated in
the top 19 markets in the US and nowhere else for the time being. That's
what they have the money to finance, and that is what they are doing.

: Now, if you think you are the true marketing specialist, continue to
: think so (well, of course you again confuse "marketing" with "advertising").
: Some people think that if they can fly a flight simulator on a console or
: PC, they are fighter pilots :-)).
: I would suggest you take some time off your joystick and at least try to
: work on yourself, especially on your arrogance and the way you
: conduct yourself in course of discussions. Would improve your culture.
: Honestly.

I never claimed to be a marketing expert. But I do know something about it,
and I apparently seem to know a lot more than Sinclap. If yuou want to talk
about arrogance and improper conduct, go back and read some of his messages.
II'm sure I will seem utterly tame by comparison.

: Regards,

: Alfred
:

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

3. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-02 02:31:24 UTC
From: krishna@max.tiac.net
Message-ID: <3e7ohs$q8g@sundog.tiac.net>
Source record: 14054
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Atari's window of opportunity will be over by the time the first of the next consoles hits the streets.

The truth of the Jag's future probably lies somewhere between the bankruptcy of Atari and healthy success. I think it will survive for A WHILE into the era of the Saturn/PSX/U64, but like anything in the compuer biz that isn't a huge hit, its days will be numbered.

I think we may be looking at another Turbogfx 16. That unit limped on for a while before disappearing entirely. It was a brave little soldier, the 3rd stringer, but finally succumbed.

Despite the fact that there are woefully few games at this time, I think that the Jag will have barely enough by the time the new consoles come out to establish itself enough to avoid totally fizzling out immediately. So it might last another year and a half or so until it and Atari dies completely. I think Atari's Jaguar II development is mostly a PR lie so I don't expect them to come up with magical hardware to save them from obsolescence anymore than CBM could release AAA before they went down.

The Jaguar was a wonderful ace in the hole for the Tramiels to play to prevent them from going down the crapper, which they were right about to do when they finally decided to give up the home computer biz and cut themselves down to nothing but a shell of their former selves with nothing but the Jaguar as their final asset. This time, unless they get a Jag II, they will have nothing at all to fall back on, and the 90 million from SEGA will run out quickly if Atari indeed spends it on advertisements.

It is a shame because I saw echoes of the 2600 in the Jaguar. And it COULD have been great if the software support had materialized.

4. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-02 18:17:02 UTC
From: sinclair@ins.infonet.net
Message-ID: <3e9fuu$sg1@insosf1.infonet.net>
Source record: 14055
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3e2qsh$150@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>In <3e0si3$mfb@insosf1.infonet.net> sinclair@ins.infonet.net writes:
>
>>ATARI HAS NOT CHANGED...AT ALL...GET OVER IT..
>
>>I suggest you take off your blinders and smell the weed...it will do ya
>>wonders..
>
>
>One overused phrase and a reference to peter smoking pot. Well, that's his
>contribution for the day. Thanks, pete, we know you can't be creative. Maybe
>if you STOPPED smelling the weed you'd realize a few things.

So, what happens when I am right and this Atari console is rejected by consumers all over the world?

>
> ~Chris
>--
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

-Peter

5. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-02 18:38:41 UTC
From: sinclair@ins.infonet.net
Message-ID: <3e9h7h$sg1@insosf1.infonet.net>
Source record: 14056
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3e5fen$nni@ionews.io.org>, diehl@bonk.io.org (Eric March) writes:
>sinclair@ins.infonet.net wrote:
>: ATARI HAS NOT CHANGED...AT ALL...GET OVER IT..
>
>: Atari's marketing of the Jagflop has been utter shambles. First, the console
>: lacks adequate distribution. In Iowa, the Jagflop is not available in
>: Wal_mart, K-Mart, BestBuy, Sears and countless Software Mall stores. Second,
>: games were very late in the comming. Last minute releases were a day or two
>: before Christmas at some locations. Third, the price is too high. The Jagflop
>: needs to be reduce to $150 inorder to have a chance. Make the profits in game
>: addons. Fourth, Atari's credibility is zero. The firm promised 50 games and the
>: cdrom unit before Christmas. The end result is that Atari screwed up by
>: delivering only 16 games and the cdrom unit is no were in sight.
>
>Is Iowa in the top 19 markets? NO. Atari has not expanded from the top 19
>markets yet. Do you have _any_ facts? At all? Have you dont _any_ kind of
>research beyond dredging up idiocies from your furtive imagination?
>Second,the price is two high by who's calculations? Compared to what? 32X?
>Genesis? These cruddy 16-bit machines? Apparently, you have a _lot_ to
>learn about marketing and technology. (Was there ever any doubt?) Third,
>Atari promised 50 titles *IN JUNE* of 1994. Every company experiences
>delays, and half of the problems had absolutely *nothing* to do with Atari.
>Get a clue and then get back to me. BEtter still, get a clue and go away.

So what are the top 19 markets? As for the price, A Sega Genises and a SNES
can be had for under a hundred. If Atari was managed well, the Jag should of
been priced at $150 to make up for a lack of games. This was probably the case
when consumers were comparing the big two and the Jagflop and became aware that
the Jag had a half a dozen games available versus the hundreds on the big two.
The cosumer did not want to gamble $250 on Atari's offering with only six
games available before Christmas.

As for delays by other console company's which one(s) suffered delays
with important products? There was a lack of games for the Jagflop for two
Christmas seasons in a row. I am not aware of any console makers that screwed
up as badly as Atari.

As for my credentials. Yes, I studied Marketing/Management during my college
career. Have you? Doesn't sound like it..

>
>(p.s. Ever heard of eliminating unnecessary lines from a post?)

No.
>

>--
> _____ _____
> _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
> _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
>_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

-Peter

6. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-02 19:19:19 UTC
From: diehl@nudge.io.org
Message-ID: <3e9jjn$iuc@ionews.io.org>
Source record: 14060
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

sinclair@ins.infonet.net wrote:
: So what are the top 19 markets? As for the price, A Sega Genises and a SNES
: can be had for under a hundred. If Atari was managed well, the Jag should of
: been priced at $150 to make up for a lack of games. This was probably the case
: when consumers were comparing the big two and the Jagflop and became aware that
: the Jag had a half a dozen games available versus the hundreds on the big two.
: The cosumer did not want to gamble $250 on Atari's offering with only six
: games available before Christmas.

Man. If this isn't proof that you don't have a clue -- among the myriad
other posts by you that similarily prove that you're utterly and hopelessly
clueless -- then I don't know what is.

1) The Jag wasn't designed to compete with the waning 16-bit market. It's
a 64-bit, next-generation machine, and was designed to compete in the
market AFTER people got tired of the toys they had in Genny and Sneeze.
Therefore, a price to compete with extraordinarily inferior technology is a
moot point. Its price point was BELOW what next generation systems were
were at the time -- which consisted only of the overpriced, underpowered
3DO. For technology that is many, many times the power of its inferior
16-bit counterparts, $250 is _not_ a lot to pay. And it's cheaper than any
of the next generation systems out there.

2) No game console is *ever* marketed at a price point "to make up for" ANY
deficiency in software. When you buy a Jaguar, you aren't paying a price
proportional to the amount of software out there, are you? For that matter,
you aren't doing that for any other system, either, are you? Good LORD
you're dense.

: As for delays by other console company's which one(s) suffered delays
: with important products? There was a lack of games for the Jagflop for two
: Christmas seasons in a row. I am not aware of any console makers that screwed
: up as badly as Atari.

The first christmas season was the machine's debut. Did 32X have titles
available for christmas? It had FIVE titles. Five. Which it continues to
have. And you scream about the Jag's lack of titles? THe second season was
due to "growing pains" -- delays from third party deverlopers for the most
part. And that's what I was talking about... not about other coconsoles.
Other 3d party developers dfor the JAGUAR. You've pade quite an art at
putting words into people's mouths -- or twisting the ones they did say to
suit your own weak and pathetic arguements.

: As for my credentials. Yes, I studied Marketing/Management during my college
: career. Have you? Doesn't sound like it..

Looking through community college brochures doesn't count as "studying"

: -Peter

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

7. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-02 19:55:24 UTC
From: guenther@cabal.shnet.org
Message-ID: <FACTDHUXUP@cabal.shnet.org>
Source record: 14057
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <1994Dec31.190613.720@llanelli.demon.co.uk> Martin Thomas wrote:

>The March 1985 issue of Personal Computer World has an article devoted to
>the then new Atari machines including the, you guessed it, 130ST.

And it was, you guessed it, a prototype that has _never_ been sold.

Thorsten

--
- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

8. MagiCMac

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-03 02:23:52 UTC
From: kyron@interaccess.com
Message-ID: <kyron.71.00499FDB@interaccess.com>
Source record: 14061

Is anyone aware of this program. It is a Macintosh emulator of the atari system. Have you heard of it, or better yet, are you aware of a demo on the net somewhere? Please email me at kyron@interaccess.com.

9. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-03 03:25:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3eag2c$bke@darkstar.UCSC.EDU>
Source record: 14058
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <3e9fuu$sg1@insosf1.infonet.net> sinclair@ins.infonet.net writes:

>So, what happens when I am right and this Atari console is rejected by
>consumers all over the world?

Nothing. SInce you are already wrong, it matters little.

~Chris

>-Peter

--

10. Want Info on Atari Portfolio

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-03 03:41:08 UTC
From: davegan@panix.com
Message-ID: <3eah0k$416@panix.com>
Source record: 14059

I don't know that I am posting in the right place, but I am looking for information on teh Atari Portfolio. I am planning to buy one, and am wondering if there is any site for software for these machines, etc.

THanks
Dave
--
Dave Stein
davegan@panix.com

11. Re: Want Info on Atari Portfolio

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-03 09:38:34 UTC
From: diehl@grin.io.org
Message-ID: <3eb5uq$sqp@ionews.io.org>
Source record: 14063

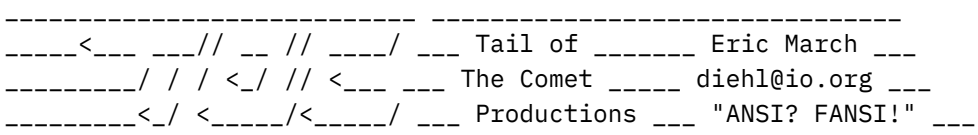
Dave Stein (davegan@panix.com) wrote:
: I don't know that I am posting in the right place, but I am looking for
: information on teh Atari Portfolio. I am planning to buy one, and am
: wondering if there is any site for software for these machines, etc.

atari.archive.umich.edu has everything ever made for the Portfolio (or damn close to it) in /atari/portfolio

Best way to get there is to gopher to gopher.archive.umich.edu and select option 6 (Merit Software Archives) then go into Atari (option 4) and then down to the Portfolio directory. Other than that, you could FTP there, but it's very busy so you may not get on.

: THanks
: Dave
: --
: Dave Stein
: davegan@panix.com

--



12. Re: MagiCMac

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-03 09:39:11 UTC
From: diehl@grin.io.org
Message-ID: <3eb5vv$sqp@ionews.io.org>
Source record: 14062

Brian W. Boyd (kyron@interaccess.com) wrote:
: Is anyone aware of this program. It is a Macintosh emulator of the atari
: system. Have you heard of it, or better yet, are you aware of a demo on the
: net somewhere? Please email me at kyron@interaccess.com.

Actually, you've got it backwards; MagicMac is an Atari emulator (in part)
for the Mac.

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

13. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-04 03:50:01 UTC
From: sinclair@ins.infonet.net
Message-ID: <3ed5t9$u2u@insosf1.infonet.net>
Source record: 14068
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3e9jjn$iuc@ionews.io.org>, diehl@nudge.io.org (Eric March) writes:
>sinclair@ins.infonet.net wrote:
>: So what are the top 19 markets? As for the price, A Sega Genises and a SNES
>: can be had for under a hundred. If Atari was managed well, the Jag should of
>: been priced at $150 to make up for a lack of games. This was probably the case
>: when consumers were comparing the big two and the Jagflop and became aware that
>: the Jag had a half a dozen games available versus the hundreds on the big two.
>: The cosumer did not want to gamble $250 on Atari's offering with only six
>: games available before Christmas.
>
>Man. If this isn't proof that you don't have a clue -- among the myriad
>other posts by you that similarily prove that you're utterly and hopelessly
>clueless -- then I don't know what is.

Answer my question?

>
>1) The Jag wasn't designed to compete with the waning 16-bit market. It's
> a 64-bit, next-generation machine, and was designed to compete in the
>market AFTER people got tired of the toys they had in Genny and Sneeze.
>Therefore, a price to compete with extraordinarily inferior technology is a
>moot point. Its price point was BELOW what next generation systems were
>were at the time -- which consisted only of the overpriced, underpowered
>3DO. For technology that is many, many times the power of its inferior
>16-bit counterparts, $250 is _not_ a lot to pay. And it's cheaper than any
>of the next generation systems out there.

Like it or not, the Jagflop is in competition with the current offerings by
other firms as dictated by the market. I am sure you have covered this in
Principles of Marketing.. As your certion that people are tired of 16 bit
consoles is absurd. Look at the sales of the SNES and Donkey Kong Country as
an example. If and when consumers are tired of the 16 bit consoles, will be
just in time when the Sony PlayStation, the Saturn and possibly the next
offering by Nintendo have come onto the market. These firms have competent
mangement and huge marketing funds that will push what ever is left of the
Jagflop to the sidelines. Like it or not.

>
>2) No game console is *ever* marketed at a price point "to make up for" ANY
>deficiency in software. When you buy a Jaguar, you aren't paying a price
>proportional to the amount of software out there, are you? For that matter,
>you aren't doing that for any other system, either, are you? Good LORD
>you're dense.
>

I am dense? I remember when the SNES first came onto the market and was priced over $200. Within weeks the price was reduced below $200 because of the fierce competition with Sega's Genises. Like it or not, the Jagflop was/is in direxT competition with the lower power/price consoles and did not do so well. The Culprit: Atari's mismangement, high price and lack of games.

>
>: As for delays by other console company's which one(s) suffered delays
>: with important products? There was a lack of games for the Jagflop for two
>: Christmas seasons in a row. I am not aware of any console makers that screwed
>: up as badly as Atari.
>
>The first christmas season was the machine's debut. Did 32X have titles
>available for christmas? It had FIVE titles. Five. Which it continues to
>have. And you scream about the Jag's lack of titles? THe second season was
>due to "growing pains" -- delays from third party deverlopers for the most
>part. And that's what I was talking about... not about other coconsoles.
>Other 3d party developers dfor the JAGUAR. You've pade quite an art at
>putting words into people's mouths -- or twisting the ones they did say to
>suit your own weak and pathetic arguements.

Yes, but Sega owners have a huge library to stay content until the games for 32x pick up steam. Atari had one game for Christma/93 and increased to six for Christmas/94. Can you blame the consumers for hesitation and lack of faith in the company? The buck stops with Atari for not doing an adequate job in supporting their developers with development tools in a timely fashion. Remember the Tramiels are in charge and have not learn their lesson with the Lynx, ST, Falcon, TT, 7800, fiascos...

>
>
>: As for my credentials. Yes, I studied Marketing/Management during my college
>: career. Have you? Doesn't sound like it..
>
>Looking through community college brochures doesn't count as "studying"

Good one.. Try University of Northern Iowa. I suppose the campus has done something right when the top ten percent out of 100 CPA scores nationwide came from this fine institution. Look it up...
>
>: -Peter
>
>
>--
> _____________________________ _____________________________
> _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
> _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
>_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

-Peter

14. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-04 04:33:03 UTC
From: jgillesp@mondrian.CSUFresno.EDU
Message-ID: <D1v5z3.LvA@zimmer.CSUFresno.EDU>
Source record: 14069
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

> As your certion that people are tired of 16 bit consoles is absurd.

I think I am beginning to understand the source of the misunderstanding here. May I have your mailing address, Sinflop? I'm going to send you a book on English grammar and a dictionary. I've got two that are designed to remediate the English errors of second-grade students with hearing impairments.

Here's a thought that may have occurred to you, Sinflop -

* NO ONE LISTENS TO YOU BECAUSE YOU DON'T MAKE ANY SENSE! *

I work with hearing-impaired children and I am not exaggerating when I say that most appear to read and write at a level that escapes your feeble intellect.

And by the way, I don't believe for a second that you have any kind of serious background in marketing or management. You couldn't have possibly graduated with your English skills. At best, perhaps you took (and failed) a buisiness class as part of your GE requirements. Hell, I bet you never even finished your GE! (If you did, it certainly is a blotch on the track record of your purported "University".)

I'll make you a deal. If you can actually state a case against Atari without a single spelling or punctuation error, I'll respond to your post as if you were an intelligent human being. Until then, you're just the laughingstock of the net. Typos are one thing. An utter lack of intellect is another.

And wipe that drool off your face.

JASON

15. 3DO software on PC

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-04 05:57:16 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950103215449.9295B-100000@CSOS.ORST.EDU>
Source record: 14078
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Recently in the airport newsstand, I thumbed through a few PC mags as my flight was about to leave me.... I read somewhere that Creative Labs is supposedly developing whatever hardware/software necessary to allow 3DO software to run on a standard PC.

Any word on this?

James Wood

16. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-04 05:59:24 UTC
From: sinclair@ins.infonet.net
Message-ID: <3eddfs$7rn@insosf1.infonet.net>
Source record: 14077
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <D1v5z3.LvA@zimmer.CSUFresno.EDU>, jgillesp@mondrian.CSUFresno.EDU (Jason Gillespie) writes:
>> As your certion that people are tired of 16 bit consoles is absurd.
>
> I think I am beginning to understand the source of the
>misunderstanding here. May I have your mailing address, Sinflop? I'm
>going to send you a book on English grammar and a dictionary. I've got
>two that are designed to remediate the English errors of second-grade
>students with hearing impairments.

Boy you are a jerk. If someone attacks precious Atari, you go ballistic. I type fast and I have alot of ground to cover. I am sorry(not really) that you are too stupid to comprehend..
>
> Here's a thought that may have occurred to you, Sinflop -
>
> * NO ONE LISTENS TO YOU BECAUSE YOU DON'T MAKE ANY SENSE! *

But you have...Dah!!!!
>
> I work with hearing-impaired children and I am not exaggerating
>when I say that most appear to read and write at a level that escapes
>your feeble intellect.
>

Eh?

> And by the way, I don't believe for a second that you have any
>kind of serious background in marketing or management. You couldn't
>have possibly graduated with your English skills. At best, perhaps you
>took (and failed) a buisiness class as part of your GE requirements.
>Hell, I bet you never even finished your GE! (If you did, it certainly
>is a blotch on the track record of your purported "University".)
>

Eh? Pot kettle...

> I'll make you a deal. If you can actually state a case against
>Atari without a single spelling or punctuation error, I'll respond to
>your post as if you were an intelligent human being. Until then,
>you're just the laughingstock of the net. Typos are one thing. An
>utter lack of intellect is another.

What part(s) do you not understand? Are you stupid? I have made my case stupid..

>
> And wipe that drool off your face.

Insulting your imaginering students? Please attack the messenger if negative things are said about Atari...

>
> JASON
>

-Peter

17. Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-04 06:23:35 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950103220647.9295C-100000@CSOS.ORST.EDU>
Source record: 14066
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

On 29 Dec 1994, Christopher Taylor Oates wrote:

> Maybe it's not officially available because Atari has wisely decided to
> concentrate its resources on one market? As you well know, they cannot afford
> to be blasting every country in the world with ads 24 hours per day, so why not
> focus where they have a good chance? I rarely watch TV, and I've even seen
> a few Jag ads...
>
> ~Chrisd

I played with a Jag at "The Incredible Universe" outside of Portland. There was a rather impressive display. Of course, the displays by the other makers (Nintendo, Sega) were more impressive simply because of the walls covered with game carts.

As far as Atari wisely concentrating its resources on one market.... I don't know if ANYTHING Atari does can be considered wise. Granted even if the Jaguar (simply evaluated as a piece of hardware) may be a decent unit, it's always Atari the corporation that is the biggest problem....a problem that has plagued Atari hardware even when that hardware was undoubtedly state-of-the-art at the time. Biggest evidence of Atari mismanagement? Falling from the industry-pioneering dominant giant in its industry to a fledgling with a small minority of the market. Other than sheer incompetance, what else could have done this?

What's with the claims by some that the Jaguar is "not true 64-bit?" "How many bits" a system is appears to be an almost useless piece of information, fogged in vagueness and ambiguity. Of course, "16-bit" refers to the 65816 in the SNES and the 68000 in the Genesis. However, will someone clarify these as true or false:

1) T or F - The Jag is not a 64-bit chip, but two 32-bit RISC chips functioning in parallel. If true, what's the difference in throughput, then?

2) T or F - The "64-bit" refers to the graphics processing power of the Jaguar, NOT the main processor, which is a 16-bit 68000.

Please note that those statements did not originate with me; I simply heard them and I am curious. I know very little about the Jag.

James Wood

18. Test market Jag x 2 xmas seasons???

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-04 06:29:25 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950103222612.9295E-100000@CSOS.ORST.EDU>
Source record: 14065
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

On 29 Dec 1994, Eric March wrote:

> Please, do the world a favour and sell that Precious Mac of yours and buy
> yourself a clue. Ever heard of progressive marketing? It's where a company
> introduces a product into the market in only a few areas so that they can
> sell units to make more money to be able to introduce it to still more
> markets, where they make more money and again expand their market, and so
> on. And that is what Atari is doing. That, in fact, is what a *lot* of
> companies do -- most company also do test marketing beforehand, introducing
> their product to a small area first before mass marketing it.
>
> You havn't a bloody clue. Get over it.
>

I do find it difficult to accept that the apparent lack of
Jaguars is only because Atari was "test marketing." Perhaps for
Christmas '93.... but even Christmas '94 I only saw it at ONE store.
Test marketing that long???? When Nintendo and Sega were practically
ramming SNES/GENESIS down Xmas shoppers' throats???

James Wood

19. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-04 06:56:40 UTC
From: jgillesp@mondrian.CSUFresno.EDU
Message-ID: <D1vCMG.41E@zimmer.CSUFresno.EDU>
Source record: 14067
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Sinflop wrote:

> Boy you are a jerk. If someone attacks precious Atari, you go
> ballistic. I type fast and I have alot of ground to cover. I am
> sorry(not really) that you are too stupid to comprehend..

Sadly, your linguistic difficulties go far beyond typos. However,
I will concede that I've been a bit vicious in my attacks as of late.
What you don't realize (and probably are incapable of understanding)
is that this has nothing to do with Atari save that it is the platform
that you have chosen to vent your misinformed, lop-sided diatribe
against (feel free to ask for clarification if you're having
difficulty understanding any of these words).
Instead, it has to do with this simple fact: you are globally
considered a misinformed, obtuse, ineloquent and fairly uninteresting
person by ALL involved parties. I considered you thus long before I
bought a Jaguar. Your presence does nothing to convince anyone of
anything, excepting the obvious fact that you can behave like a real
idiot sometimes.
It is hard to believe that in the face of such universal dislike
and ridicule, you would continue to post such inane drivel to the net.
Since you apparently lack the common sense to stop posting to usenet,
I am asking you, in no indirect terms, to do so. You'll save yourself
oh-so-much grief.
You seem to take some kind of private glee in Atari's many
shortcomings. That's fine; we've all got to get our kicks somehow. It
makes you just as bad as the Atari "fanatics", though. Such convincing
rhetoric as "get over it" and "the Jagflop will fail" falls far short
of informed argument.
I own a Jaguar because I like it. It's really that simple. I
don't care about "bitness" or "6 games available by Christmas" (which
is, by the way, as nonsensical as everything else you post). I like my
Jaguar. For you to claim (through some prestigitious avenues) to have
knowledge that Atari will fail is absurd. It might happen. It might
not. I assure you that people far more intelligent, educated and
literate than yourself have predicted the success of the Jaguar with
equal ardor. For you to *wish* for the Jag's failure, however, is more
than a little weird; for you to take pleasure in advocating that it
will happen to people who have made an investment in a machine that they
like is just plain penile (you know, penile - like a penis?).
You always draw some brilliant metaphor (ahem) between flaming
you and killing the messenger. The truth be known, you are only a
messenger of your own idiocy. If Atari fails with the Jaguar, and you
are the first to post with the news of their impending bankruptcy,

then you become a messenger. Until then, you are just another voice in the crowd.

I attack your grammar and spelling because they clearly show your lack of education and wit. If your writing skills fail to convince others of your abysmal dullness, your ideas take up the slack. When you start saying something intelligent and propping up you statements with * facts * (again, something you are pathetically short of), I will continue to laugh at you. Since you've demonstrated time and time again that you love making a fool of yourself, I'll be happy to be the banana peel that you slip on until you get tired of this nonsense.

Sleep well,

JASON

20. I've been doubling.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-04 07:02:36 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950103224854.9295F-100000@CSOS.ORST.EDU>
Source record: 14064

.....doubling over with laughter as I read through this message base....over the Jaguar controversy.

I don't mean to take shots at anybody....but I don't want anyone who is in on the discussion to quit and run off... I've been off the net for several weeks, yet this is the most enjoyable argument I've ever read. Some of the remarks have been absolutely side-splitting.

In the process, I've picked up interesting informational Atari tidbits, too.

This discussion is bound to be a classic. Keep it up, guys!

Bravo; my hat is off.

James Wood

21. Re: I've been doubling.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-04 12:14:06 UTC
From: contacts@mits.mdata.fi
Message-ID: <3ee3ee$ang@prime.mdata.fi>
Source record: 14076

In article <Pine.SUN.3.91.950103224854.9295F-100000@CSOS.ORST.EDU>,
James Wood <jamesw@CSOS.ORST.EDU> wrote:
>
>......doubling over with laughter as I read through this message
>base....over the Jaguar controversy.
>
>I don't mean to take shots at anybody....but I don't want anyone who is
>in on the discussion to quit and run off... I've been off the net for
>several weeks, yet this is the most enjoyable argument I've ever read.
>Some of the remarks have been absolutely side-splitting.
>
>In the process, I've picked up interesting informational Atari tidbits, too.
>
>This discussion is bound to be a classic. Keep it up, guys!

I loved especially the christmas tale!

As a footnote to the previous: what makes people defend and attack these
products so vigorously? After all, they are just machines, and after 5 years
they are replaced by new technology. Do you really have to "take a side"
when you buy a certain machine??

Are there guys practising arguing for their political career or what?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

22. what atari should have done

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-04 12:51:13 UTC
From: rappleye@felix.kodak.com
Message-ID: <rappleye-040195073840@150.102.161.162>
Source record: 14070

The 02 January 1995 MacWeek had a small article about the apple set top system which points out some of the major flaws in atari's technical and marketing (?) approach. The apple system will be on the market by christmas 1995, with an anticipated 50+ games...OK, this is hype...they may really only have 25 games at introduction, but a developers conference (does atari have those?) drew 400 attendees, more than double the anticpated turnout.

Technically, the system will be expandable into a full power PC by adding disk drive, keyboard, and mouse. And, here's the real technical kicker, all the set top games will play, unmodified, on regular macs. In addition, current mac and windows games can be easily modified to operate on the new platform.

It seems as if apple has been reading some of the threads around here, these are the exact same things that many of you have been suggesting for atari to do with the jag chipset. Seems like apple knows what to do with a good idea.

RevDrFreak
'foot soldier

23. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-04 12:57:32 UTC
From: gerald@warbird.usae.bah.com
Message-ID: <3ee5vs$m3s@booz.bah.com>
Source record: 14071
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

sinclair@ins.infonet.net wrote:
: I have made my case stupid..

Ah, so it was intentional.

-- Gerald

24. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-04 18:19:30 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3eeori$ei7@nermal.cs.uoguelph.ca>
Source record: 14072
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

```
: As far as Atari wisely concentrating its resources on one
: market.... I don't know if ANYTHING Atari does can be considered wise.
: Granted even if the Jaguar (simply evaluated as a piece of hardware) may
: be a decent unit, it's always Atari the corporation that is the biggest
: problem....a problem that has plagued Atari hardware even when that
: hardware was undoubtedly state-of-the-art at the time. Biggest evidence
: of Atari mismanagement? Falling from the industry-pioneering dominant
: giant in its industry to a fledgling with a small minority of the
: market. Other than sheer incompetance, what else could have done this?

Agreed. The ST should have destroyed the Mac and the PC when it
was introduced. A much better machine at a much better price.

: 1) T or F - The Jag is not a 64-bit chip, but two 32-bit RISC chips
: functioning in parallel. If true, what's the difference in
: throughput, then?

False. The Jaguar has FIVE processors .... not two running in
parallel. Two 64bit processors, two 32bit processors and a 16 bit
processor. This is a common misconception. It also has a 64bit data bus.

: 2) T or F - The "64-bit" refers to the graphics processing power of the
: Jaguar, NOT the main processor, which is a 16-bit 68000.

False. The Jag has no main processor. Any one of the five can be
used as central processors.

>> Mark <<

--
===============================================================================
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av748@Freenet.Carleton.CA

Dorothy: "But how can you talk if you don't have a brain?"
Scarecrow: "I'm not sure. But ... I know an lot of people without brains who
do an awful lot of talking"
===============================================================================
```

25. Re: 3DO software on PC

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-04 21:39:03 UTC
From: pcm@scammell.ecos.tne.oz.au
Message-ID: <1995Jan4.213903.14596@scammell.ecos.tne.oz.au>
Source record: 14073
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

James Wood (jamesw@CSOS.ORST.EDU) wrote:

: Recently in the airport newsstand, I thumbed through a few PC mags as my
: flight was about to leave me.... I read somewhere that Creative Labs is
: supposedly developing whatever hardware/software necessary to allow 3DO
: software to run on a standard PC.

: Any word on this?

Its already available and called the "3DO Blaster". It doesn't
come with a CDROM and will only work with the Soundblaster
CDROM drives. Here in Australia it actually costs $150 more
than a complete 3DO system!!

: James Wood

26. Re: 3DO software on PC

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-04 22:32:37 UTC
From: thurrott@ix.netcom.com
Message-ID: <3ef7m5$gl@ixnews2.ix.netcom.com>
Source record: 14074
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <Pine.SUN.3.91.950103215449.9295B-100000@CSOS.ORST.EDU> James Wood <jamesw@CSOS.ORST.EDU> writes:

>
>
>
>Recently in the airport newsstand, I thumbed through a few PC mags as my
>flight was about to leave me.... I read somewhere that Creative Labs is
>supposedly developing whatever hardware/software necessary to allow 3DO
>software to run on a standard PC.
>
>Any word on this?
>
>James Wood
>
>

Tis true. Creative labs has released a hardware upgrade for the PC that will allow it to run 3DO games. Equally of note (though far more useless) is a similiar add-on that allows the PC to run CDi software. I believe this one is not yet out.

Paul Thurrott

27. Re: what atari should have done

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-05 01:13:33 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <3efh3t$55v@usenet.INS.CWRU.Edu>
Source record: 14075

In a previous article, rappleye@felix.kodak.com (RevDrFreak) says:

>The 02 January 1995 MacWeek had a small article about the apple set top
>system which points out some of the major flaws in atari's technical and
>marketing (?) approach. The apple system will be on the market by
>christmas 1995, with an anticipated 50+ games...OK, this is hype...they may
>really only have 25 games at introduction, but a developers conference
>(does atari have those?) drew 400 attendees, more than double the
>anticpated turnout.
>
>Technically, the system will be expandable into a full power PC by adding
>disk drive, keyboard, and mouse. And, here's the real technical kicker,
>all the set top games will play, unmodified, on regular macs. In addition,
>current mac and windows games can be easily modified to operate on the new
>platform.
>
>It seems as if apple has been reading some of the threads around here,
>these are the exact same things that many of you have been suggesting for
>atari to do with the jag chipset. Seems like apple knows what to do with a
>good idea.
>
>RevDrFreak
>'foot soldier
>

Maybe Atari still has plans to do so? <grin>

Len

--

28. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-05 14:21:00 UTC
From: christian.andersson@tnogobl.ct.se
Message-ID: <ftn_2.203.611.5_2f0c016f_Christian.Andersson@ct.se>
Source record: 14085

```
>> Apparently you've been nodding off in elementary math class. 64-bit
>> data path, 64-bit GPU, 64-bit object processor, 32-bit DSP, 16-bit
>> 68000 general purpose processor. What part of "DO THE MATH!" didn't
>> you understand?
>
> I have, it's not a 64 bit system. READ above, you said it..

Then there is NO True 64bit-computer or 32bit-computer or 16bit-computer!
The PC has and vill forever (probebly) have an 8-bit Keybord-processor, and I
Truly don't Think tha the PowerMac has a 64-bit Keybord-processor either!
So you see, there is no True 64-bit computer! If you think the way you think!

But Loking at it in an other view! You see that the Jaguar is a 64-bit Console!

Chris.
```

29. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-05 17:58:32 UTC
From: johnso15@muds01.mu.wvnet.edu
Message-ID: <johnso15.789328712@muds01.mu.wvnet.edu>
Source record: 14079
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <Pine.SUN.3.91.950103220647.9295C-100000@CSOS.ORST.EDU> James Wood
<jamesw@CSOS.ORST.EDU> writes:

>On 29 Dec 1994, Christopher Taylor Oates wrote:

>>
>> Maybe it's not officially available because Atari has wisely decided to
>> concentrate its resources on one market? As you well know, they cannot afford
>> to be blasting every country in the world with ads 24 hours per day, so why not
>> focus where they have a good chance? I rarely watch TV, and I've even seen
>> a few Jag ads...
>>
>> ~Chrisd

> I played with a Jag at "The Incredible Universe" outside of
>Portland. There was a rather impressive display. Of course, the
>displays by the other makers (Nintendo, Sega) were more impressive simply
>because of the walls covered with game carts.

> As far as Atari wisely concentrating its resources on one
>market.... I don't know if ANYTHING Atari does can be considered wise.
>Granted even if the Jaguar (simply evaluated as a piece of hardware) may
>be a decent unit, it's always Atari the corporation that is the biggest
>problem....a problem that has plagued Atari hardware even when that
>hardware was undoubtedly state-of-the-art at the time. Biggest evidence
>of Atari mismanagement? Falling from the industry-pioneering dominant
>giant in its industry to a fledgling with a small minority of the
>market. Other than sheer incompetance, what else could have done this?

> What's with the claims by some that the Jaguar is "not true
>64-bit?" "How many bits" a system is appears to be an almost useless
>piece of information, fogged in vagueness and ambiguity. Of course,
>"16-bit" refers to the 65816 in the SNES and the 68000 in the Genesis.
>However, will someone clarify these as true or false:

>1) T or F - The Jag is not a 64-bit chip, but two 32-bit RISC chips
> functioning in parallel. If true, what's the difference in
> throughput, then?
False. The Jaguar has 5 Processors(on 3 differnt chips) 2 of them are 64-bit
2 of them are 32-bit and one is a 16-bit motorala-68k. It uses a 64-bit bus
with 100+megs/sec thouput.

>2) T or F - The "64-bit" refers to the graphics processing power of the
> Jaguar, NOT the main processor, which is a 16-bit 68000.

Neather. I believe that the '64-bit' refers to the bus of the system.
Witch IMHO is the most imporant part....

> Please note that those statements did not originate with me; I
>simply heard them and I am curious. I know very little about the Jag.

>James Wood

30. TOS on CHRP (Power PC)?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-05 22:26:13 UTC
From: rumpf.1@osu.edu
Message-ID: <199501052224.RAA01361@postbox.acs.ohio-state.edu>
Source record: 14084

Any idea if Atari has even considered porting their operating system to
the common hardware reference platform IBM/Apple/Motorola have worked up?

Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"

*** Magic: The Gathering: It's not just a hobby anymore... ***
http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html
---

31. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-05 23:29:05 UTC
From: raine@msupa.pa.msu.edu
Message-ID: <raine.173.004B7401@msupa.pa.msu.edu>
Source record: 13993
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Can't you two Idiots go and argue somewhere else. I mean start a new thread
and leave it only in atari.advocacy where it belongs. I could care less about
the Jag and I'm sure the people over in Mac.advocacy probly feel the same way.
Basically "Who cares". Please quit wasting our bandwidth.

Thanks
\|/
@ @
----------oOO-(_)-OOo----------
Only Amiga Makes it Happen Bob Raine
The computer for the creative mind Michigan State University
Make Up Your Own Mind Physics Astronomy Dept.
Amiga / The Alternative Raine@msupa.pa.msu.edu
---

32. Re: TOS on CHRP (Power PC)?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-06 00:14:12 UTC
From: sinclair@ins.infonet.net
Message-ID: <3ei20k$2so@insosf1.infonet.net>
Source record: 13990

In article <199501052224.RAA01361@postbox.acs.ohio-state.edu>, rumpf.1@osu.edu (Robert Rumpf) writes:
>Any idea if Atari has even considered porting their operating system to
>the common hardware reference platform IBM/Apple/Motorola have worked up?

Atari is out of the computer business. The company can barely support the Jagflop.

>
>____
>Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"
>____
> *** Magic: The Gathering: It's not just a hobby anymore... ***
> http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html
>____

-Peter

33. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-06 01:54:30 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3ei7sm$5k9@darkstar.UCSC.EDU>
Source record: 14080
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <3eddfs$7rn@insosf1.infonet.net> sinclair@ins.infonet.net writes:

>Boy you are a jerk. If someone attacks precious Atari, you go ballistic. I
>type fast and I have alot of ground to cover. I am sorry(not really) that you
>are too stupid to comprehend..

Boy are you insecure. someone points out once again that you have no grasp
of coherent thought and you call him a jerk. BTW, who helped you with this
post? there's no glaring errors in the above sentence. And, 5 words per
minute is not fast. And yes, you do have lots of ground to cover, since your
train of though hasn't even left the assembly line (to wreck a phrase)

>But you have...Dah!!!!

Oh well. Is this babble, or were you attempting a point.

>Eh?

>Eh? Pot kettle...

Borrowing a Travis expression. Cannot even think for yourself, can you?

>What part(s) do you not understand? Are you stupid? I have made my case
>stupid..

Yes, you have made your case very stupid. And you could not post even this
one small post without making an error. Imagine if you tried to post
thoughts about Video games without them...

>Insulting your imaginering students? Please attack the messenger if negative
>things are said about Atari...

Ack. more nonsense. You cannot blame this on typos, petey.

~Chris
>>
>> JASON
>>

>-Peter

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

34. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-06 02:02:09 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3ei8b1$5ri@darkstar.UCSC.EDU>
Source record: 14081
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <Pine.SUN.3.91.950103220647.9295C-100000@CSOS.ORST.EDU> James Wood <jamesw@CSOS.ORST.EDU> writes:

> As far as Atari wisely concentrating its resources on one
>market.... I don't know if ANYTHING Atari does can be considered wise.
>Granted even if the Jaguar (simply evaluated as a piece of hardware) may
>be a decent unit, it's always Atari the corporation that is the biggest
>problem....a problem that has plagued Atari hardware even when that
>hardware was undoubtedly state-of-the-art at the time. Biggest evidence
>of Atari mismanagement? Falling from the industry-pioneering dominant
>giant in its industry to a fledgling with a small minority of the
>market. Other than sheer incompetance, what else could have done this?

Remember, the people who owned Atari diring their fall from grace in 1982 are not the same people who own itr now. The ones who own it now are the ones who have kept the company alive for 10 years despite major problems (many of which can be attributed to mismanagement, yes, but bigger companies have fallen and Atari remains. They must be doing SOMETHING right.)

> What's with the claims by some that the Jaguar is "not true
>64-bit?" "How many bits" a system is appears to be an almost useless
>piece of information, fogged in vagueness and ambiguity. Of course,
>"16-bit" refers to the 65816 in the SNES and the 68000 in the Genesis.
>However, will someone clarify these as true or false:

>1) T or F - The Jag is not a 64-bit chip, but two 32-bit RISC chips
> functioning in parallel. If true, what's the difference in
> throughput, then?

False. The Jaguar has the Tom chip, it's graphic sprocessor and sometimes CPU that has real 64-bit components. Jerry, the sound processor and possible CPU is all 32 bit. the 68000, general processor and sometimes CPU is 16/32 bit. the data bus is 64 bit.

>2) T or F - The "64-bit" refers to the graphics processing power of the
> Jaguar, NOT the main processor, which is a 16-bit 68000.

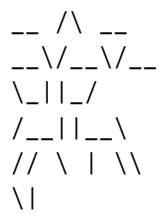
False. Any chip in the Jag can be used as the main processor. However, the graphics processing power is the main 64 bit component. But Tom CAN be used as the cpu as well. the 68000 can be completely "turned off"

> Please note that those statements did not originate with me; I
>simply heard them and I am curious. I know very little about the Jag.

You might want to read R. Jung's Jaguar FAQ.

~Chris

>James Wood

--


35. Re: Test market Jag x 2 xmas seasons???

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-06 02:03:56 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3ei8ec$5s4@darkstar.UCSC.EDU>
Source record: 14082
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <Pine.SUN.3.91.950103222612.9295E-100000@CSOS.ORST.EDU> James Wood
<jamesw@CSOS.ORST.EDU> writes:

> I do find it difficult to accept that the apparent lack of
>Jaguars is only because Atari was "test marketing." Perhaps for
>Christmas '93.... but even Christmas '94 I only saw it at ONE store.
>Test marketing that long???? When Nintendo and Sega were practically
>ramming SNES/GENESIS down Xmas shoppers' throats???

It depends on where you live. I know of at least 6 stores close to me that
jarry Jaguars, and I've not looked very hard. This is in the Bay Area.

~Chris

>James Wood

--

36. Re: Test market Jag x 2 xmas seasons???

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-06 03:13:38 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3eich2$gjv@nermal.cs.uoguelph.ca>
Source record: 14083
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

```
: It depends on where you live. I know of at least 6 stores close to me that
: jarry Jaguars, and I've not looked very hard. This is in the Bay Area.

I agree. I live in little Guelph Ontario and there are at least
three stores that carry the Jaguar.

>> Mark <<

--
================================================================================
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av748@Freenet.Carleton.CA

Dorothy: "But how can you talk if you don't have a brain?"
Scarecrow: "I'm not sure. But ... I know an lot of people without brains who
do an awful lot of talking"
================================================================================
```

37. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-06 06:30:56 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0501952234230001@tsa-44.ucsc.edu>
Source record: 13999
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <Pine.SUN.3.91.950103220647.9295C-100000@CSOS.ORST.EDU>, James Wood <jamesw@CSOS.ORST.EDU> wrote:

> 1) T or F - The Jag is not a 64-bit chip, but two 32-bit RISC chips
> functioning in parallel. If true, what's the difference in
> throughput, then?

The programmable processing power in the Jaguar consists of two custom 32-bit RISC cores. They are general-purpose microprocessors, and are pretty much identical, except that one has direct access to the sound hardware (it resides on the same chip as the sound hardware) and is thus expected to be primarily used for DSP functions, while the other resides on the same chip as the graphics hardware and is thus normally used for computationally expensive graphics processing. The third processor is a 68000 at something like 13 MHz (the RISC processors are at ~26). The 68000's ordinary role would be to handle jobs the RISC processors shouldn't need to worry about - processing joystick input, calculating object positions in the gaming environment, etc.

> 2) T or F - The "64-bit" refers to the graphics processing power of the
> Jaguar, NOT the main processor, which is a 16-bit 68000.

The Jaguar should really be called a 32-bit machine, though it has a 64-bit data bus. You don't call a Pentium or a PowerPC, both 32-bit processors, 64-bit because both of them support a 64-bit wide data bus; their internal registers are all 32-bit, and their instructions operate on 32-bit quantities (except for floating point numbers). Same goes for the Jaguar.

Others may tell you the Jag has five processors. That isn't quite true. The other two processors are a blitter (aka "object processor") and, as far as I could tell from the Atari propaganda, the video DAC / memory controller section of the graphics processing chip (which contains the blitter, memory control, video output, and one of the two RISC processors). The blitter is supposed to support some fancy ops that go beyond normal blitting, like texture mapping and/or Gourad shading, but it's never been too clear exactly what its capabilities are in this regard, other than that it isn't a truly programmable microprocessor - it operates under control of one of the three microprocessors in the system.

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |

+--+

38. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-06 12:42:13 UTC
From: amsler@nevada.edu
Message-ID: <3ejdr5$1vh@news.nevada.edu>
Source record: 14086
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

-wien.ac.at>,<3dso39$sqr@ionews.io.org> <3dt594$e2n@insosf1.infonet.net>
<3dvdmi$7a1@insosf1.infonet.net> <3e0si3$mfb@insosf1.infonet.net>
<3e9h7h$sg1@insosf1.infonet.net>

Distribution:

sinclair@ins.infonet.net wrote:
: In article <3e5fen$nni@ionews.io.org>, diehl@bonk.io.org (Eric March)
: writes:
: >sinclair@ins.infonet.net wrote:
: >: ATARI HAS NOT CHANGED...AT ALL...GET OVER IT..
: >
: >: Atari's marketing of the Jagflop has been utter shambles. First, the console
=========
{no article}

: >: lacks adequate distribution. In Iowa, the Jagflop is not available in
: >: Wal_mart, K-Mart, BestBuy, Sears and countless Software Mall stores. Second,
: >: games were very late in the comming. Last minute releases were a day or two
=======
{coming}

: >: before Christmas at some locations. Third, the price is too high. The Jagflop
: >: needs to be reduce to $150 inorder to have a chance. Make the profits in game
====== ======
{reduced} {in order}

: >: addons. Fourth, Atari's credibility is zero. The firm promised 50 games and the
======
{add-ons}

: >: cdrom unit before Christmas. The end result is that Atari screwed up by
: >: delivering only 16 games and the cdrom unit is no were in sight.
=======
{nowhere}

[snip]

: So what are the top 19 markets? As for the price, A Sega Genises and a SNES
=======
{Genesis}

: can be had for under a hundred. If Atari was managed well, the Jag should of
: been priced at $150 to make up for a lack of games. This was probably the case
: when consumers were comparing the big two and the Jagflop and became aware that
: the Jag had a half a dozen games available versus the hundreds on the big two.

: The cosumer did not want to gamble $250 on Atari's offering with only six
=======
{consumer}

: games available before Christmas.

: As for delays by other console company's which one(s) suffered delays
=========
{companies}
Jesus Christ!

: with important products? There was a lack of games for the Jagflop for two
: Christmas seasons in a row. I am not aware of any console makers that screwed
: up as badly as Atari.

: As for my credentials. Yes, I studied Marketing/Management during my
: college career. Have you? Doesn't sound like it..
^^^^^^^

{I find it impossible to believe that anyone this illiterate could get
INTO college, let alone though it (unless perhaps they were an athlete).
How much did it cost you to bribe the admissions registrar????

If you didn't bribe the admissions registrar, what is your explanation
for your abject inability to use proper English spelling, grammar, and
punctuation after your "college career?????"}

[snip]

: -Peter

- John J. Amsler

39. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-06 12:56:29 UTC
From: amsler@nevada.edu
Message-ID: <3ejelt$1vh@news.nevada.edu>
Source record: 13987
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

-wien.ac.at>,<3dso39$sqr@ionews.io.org> <3dt594$e2n@insosf1.infonet.net>
<3dvdmi$7a1@insosf1.infonet.net> <3e0si3$mfb@insosf1.infonet.net>
<3e9h7h$sg1@insosf1.infonet.net>
<3ed5t9$u2u@insosf1.infonet.net>
Distribution:

sinclair@ins.infonet.net wrote:
[snip]

: Like it or not, the Jagflop is in competition with the current offerings by
: other firms as dictated by the market. I am sure you have covered this in
: Principles of Marketing.. As your certion that people are tired of 16 bit
=======
{assertion,
you brainless
idiot!!!!}

: consoles is absurd. Look at the sales of the SNES and Donkey Kong Country as
: an example. If and when consumers are tired of the 16 bit consoles, will be
: just in time when the Sony PlayStation, the Saturn and possibly the next
: offering by Nintendo have come onto the market. These firms have competent
: mangement and huge marketing funds that will push what ever is left of the
=========
{management}

: Jagflop to the sidelines. Like it or not.

[snip]

: I am dense? I remember when the SNES first came onto the market and was priced
: over $200. Within weeks the price was reduced below $200 because of the fierce
: competition with Sega's Genises. Like it or not, the Jagflop was/is in direxT
=======
{Genesis!!!!!

Jesus Christ, how can
ANYONE be this stupid?????}

: competition with the lower power/price consoles and did not do so well. The
: Culprit: Atari's mismangement, high price and lack of games.
=======
{Why is culprit
capitalized???}

[snip]

: Yes, but Sega owners have a huge library to stay content until the games for
: 32x pick up steam. Atari had one game for Christma/93 and increased to six for
: Christmas/94. Can you blame the consumers for hesitation and lack of faith in
: the company? The buck stops with Atari for not doing an adequate job in
: supporting their developers with development tools in a timely fashion.
: Remember the Tramiels are in charge and have not learn their lesson with the
=====
{learned}

: Lynx, ST, Falcon, TT, 7800, fiascos...

: >
: >
: >: As for my credentials. Yes, I studied Marketing/Management during my college
: >: career. Have you? Doesn't sound like it..
: >
: >Looking through community college brochures doesn't count as "studying"

: Good one.. Try University of Northern Iowa. I suppose the campus has done
: something right when the top ten percent out of 100 CPA scores nationwide came
: from this fine institution. Look it up...
: >
: >: -Peter

Well, they certainly didn't do ANYTHING right by letting an illiterate
like you in, let alone through! Why don't you "look up" a dictionary --
do you even know what one is?????

: -Peter

- John J. Amsler

40. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-06 13:07:08 UTC
From: amsler@nevada.edu
Message-ID: <3ejf9s$1vh@news.nevada.edu>
Source record: 13988
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Jason Gillespie (jgillesp@mondrian.CSUFresno.EDU) wrote:
: > As your certion that people are tired of 16 bit consoles is absurd.

: I think I am beginning to understand the source of the
: misunderstanding here. May I have your mailing address, Sinflop? I'm
: going to send you a book on English grammar and a dictionary. I've got
: two that are designed to remediate the English errors of second-grade
: students with hearing impairments.

: Here's a thought that may have occurred to you, Sinflop -

: * NO ONE LISTENS TO YOU BECAUSE YOU DON'T MAKE ANY SENSE! *

: I work with hearing-impaired children and I am not exaggerating
: when I say that most appear to read and write at a level that escapes
: your feeble intellect.

: And by the way, I don't believe for a second that you have any
: kind of serious background in marketing or management. You couldn't
: have possibly graduated with your English skills. At best, perhaps you
: took (and failed) a buisiness [sic] class as part of your GE requirements.
: Hell, I bet you never even finished your GE! (If you did, it certainly
: is a blotch on the track record of your purported "University".)

: I'll make you a deal. If you can actually state a case against
: Atari without a single spelling or punctuation error, I'll respond to
: your post as if you were an intelligent human being.

ROTFL!!!!

: Until then,
: you're just the laughingstock of the net. Typos are one thing. An
: utter lack of intellect is another.

: And wipe that drool off your face.

: JASON
:

Jason:

Great retort! My sides hurt from laughing so hard!

(And I just got done flaming this mental midget, this intellectual insect,
this cerebral sloth, this English-language emetic, myself!)

Sinflop epitomizes the broader intellectual and academic degradation of
our society at large. A nation of illiterates (and innumerates) cannot

long endure. Sigh.

- John J. Amsler

41. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-06 13:20:05 UTC
From: amsler@nevada.edu
Message-ID: <3ejg25$1vh@news.nevada.edu>
Source record: 13989
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

sinclair@ins.infonet.net wrote:

[snip]

: Boy you are a jerk. If someone attacks precious Atari, you go ballistic. I
: type fast and I have alot of ground to cover. I am sorry(not really) that
====
{two words, idiot!}

: you are too stupid to comprehend..

We ALL (myself included!) OCCASIONALLY make typos, e.g., transposing two letters. The plethora of your incredible spelling, grammar, and punctuation errors goes FAR beyond merely "typing fast" and betrays a deep-seated illiteracy and horrendous laziness (i.e., to use a dictionary). Beyond the content of your postings, THAT is why people are tearing you to electronic bits. (No pun intended. <g>)

: -Peter

- John J. Amsler

42. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-06 13:28:19 UTC
From: amsler@nevada.edu
Message-ID: <3ejghj$1vh@news.nevada.edu>
Source record: 13991
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Jason Gillespie (jgillesp@mondrian.CSUFresno.EDU) wrote:
: Sinflop wrote:

: > Boy you are a jerk. If someone attacks precious Atari, you go
: > ballistic. I type fast and I have alot of ground to cover. I am
: > sorry(not really) that you are too stupid to comprehend..

: Sadly, your linguistic difficulties go far beyond typos. However,
: I will concede that I've been a bit vicious in my attacks as of late.

Hey! There's no need to apologize!

: What you don't realize (and probably are incapable of understanding)
: is that this has nothing to do with Atari save that it is the platform
: that you have chosen to vent your misinformed, lop-sided diatribe
: against (feel free to ask for clarification if you're having
: difficulty understanding any of these words).

Great sardonic comment!

: Instead, it has to do with this simple fact: you are globally
: considered a misinformed, obtuse, ineloquent and fairly uninteresting
: person by ALL involved parties. I considered you thus long before I
: bought a Jaguar. Your presence does nothing to convince anyone of
: anything, excepting the obvious fact that you can behave like a real
: idiot sometimes.
: It is hard to believe that in the face of such universal dislike
: and ridicule, you would continue to post such inane drivel to the net.

Yeah, I don't understand it either!

: Since you apparently lack the common sense to stop posting to usenet,
: I am asking you, in no indirect terms, to do so. You'll save yourself
: oh-so-much grief.

Maybe he's a masochist!?

: You seem to take some kind of private glee in Atari's many
: shortcomings. That's fine; we've all got to get our kicks somehow. It
: makes you just as bad as the Atari "fanatics", though. Such convincing
: rhetoric as "get over it" and "the Jagflop will fail" falls far short
: of informed argument.
: I own a Jaguar because I like it. It's really that simple. I
: don't care about "bitness" or "6 games available by Christmas" (which
: is, by the way, as nonsensical as everything else you post). I like my
: Jaguar. For you to claim (through some prestigitious avenues) to have

: knowledge that Atari will fail is absurd. It might happen. It might
: not. I assure you that people far more intelligent, educated and
: literate than yourself

A few messages ago, he babbled something about Iowa State University (or
some such place), but there's no evidence of him being "educated!"

: have predicted the success of the Jaguar with
: equal ardor. For you to *wish* for the Jag's failure, however, is more
: than a little weird; for you to take pleasure in advocating that it
: *will* happen to people who have made an investment in a machine that they
: like is just plain penile (you know, penile - like a penis?).

Great!

: You always draw some brilliant metaphor (ahem) between flaming
: you and killing the messenger. The truth be known, you are only a
: messenger of your own idiocy. If Atari fails with the Jaguar, and you
: are the first to post with the news of their impending bankruptcy,
: then you become a messenger. Until then, you are just another voice in
: the crowd.

: I attack your grammar and spelling because they clearly show your
: lack of education and wit. If your writing skills fail to convince
: others of your abysmal dullness, your ideas take up the slack.

Fantastic!

: When
: you start saying something intelligent and propping up you statements
: with * facts * (again, something you are pathetically short of), I
: will continue to laugh at you. Since you've demonstrated time and time
: again that you love making a fool of yourself, I'll be happy to be the
: banana peel that you slip on until you get tired of this nonsense.

ROTFL!!

: Sleep well,

: JASON

- John J. Amsler

43. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-06 13:33:39 UTC
From: amsler@nevada.edu
Message-ID: <3ejgrj$1vh@news.nevada.edu>
Source record: 13992
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:

: In <3eddfs$7rn@insosf1.infonet.net> sinclair@ins.infonet.net writes:

: >Boy you are a jerk. If someone attacks precious Atari, you go ballistic. I
: >type fast and I have alot of ground to cover. I am sorry(not really) that you
: >are too stupid to comprehend..

: Boy are you insecure. someone points out once again that you have no grasp
: of coherent thought and you call him a jerk. BTW, who helped you with this
: post? there's no glaring errors in the above sentence. And, 5 words per
: minute is not fast. And yes, you do have lots of ground to cover, since your
: train of though hasn't even left the assembly line (to wreck a phrase)

Reading these flames is great!! I love it!!

- John J. Amsler

44. Re: 3DO software on PC

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-06 20:19:46 UTC
From: peterk@combo.adsp.sub.org
Message-ID: <peterk.03g3@combo.adsp.sub.org>
Source record: 13994
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <1995Jan4.213903.14596@scammell.ecos.tne.oz.au> pcm@scammell.ecos.tne.oz.au (Peter) writes:
>James Wood (jamesw@CSOS.ORST.EDU) wrote:
>
>: Recently in the airport newsstand, I thumbed through a few PC mags as my
>: flight was about to leave me.... I read somewhere that Creative Labs is
>: supposedly developing whatever hardware/software necessary to allow 3DO
>: software to run on a standard PC.
>
>Its already available and called the "3DO Blaster". It doesn't
>come with a CDROM and will only work with the Soundblaster
>CDROM drives. Here in Australia it actually costs $150 more
>than a complete 3DO system!!

You should explain what it is: A complete 3DO with CD-ROM interface
(it only accepts a few selected drives) and soundblaster on a PC
card that connects via feature connector to a SVGA card in that PC.

--
Best Regards, Dr. Peter Kittel //
Private Site in Frankfurt, Germany \X/ Email to: peterk@combo.ganesha.com
Currently employed at "Commodore Konkursverwaltung Hembach"

45. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-06 20:28:28 UTC
From: sinclair@ins.infonet.net
Message-ID: <3ek95c$mtd@insosf1.infonet.net>
Source record: 13995
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3ejg25$1vh@news.nevada.edu>, amsler@nevada.edu (JOHN AMSLER) writes:
>sinclair@ins.infonet.net wrote:
>
>[snip]
>
>: Boy you are a jerk. If someone attacks precious Atari, you go ballistic. I
>: type fast and I have alot of ground to cover. I am sorry(not really) that
> ====
> {two words, idiot!}
>
>: you are too stupid to comprehend..
>
>We ALL (myself included!) OCCASIONALLY make typos, e.g., transposing
>two letters. The plethora of your incredible spelling, grammar, and
>punctuation errors goes FAR beyond merely "typing fast" and betrays a
>deep-seated illiteracy and horrendous laziness (i.e., to use a
>dictionary). Beyond the content of your postings, THAT is why people are
>tearing you to electronic bits. (No pun intended. <g>)

I am sorry, get over it. I suggest you read the threads by Atari advocates in
r.g.v.a.. Do they have credibility?

I don't care if I miss-spell words and so on in the USenet. Go hangout with
the English nerds in alt.english. I stand by my words about the state of Atari
and the Jagflop in particular.

>
>: -Peter
>
>

>- John J. Amsler
>

-Peter

46. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-06 20:39:38 UTC
From: sinclair@ins.infonet.net
Message-ID: <3ek9qa$mtd@insosf1.infonet.net>
Source record: 13996
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3ei7sm$5k9@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>In <3eddfs$7rn@insosf1.infonet.net> sinclair@ins.infonet.net writes:
>
>>Boy you are a jerk. If someone attacks precious Atari, you go ballistic. I
>>type fast and I have alot of ground to cover. I am sorry(not really) that you
>>are too stupid to comprehend..
>
>Boy are you insecure. someone points out once again that you have no grasp
>of coherent thought and you call him a jerk. BTW, who helped you with this
>post? there's no glaring errors in the above sentence. And, 5 words per
>minute is not fast. And yes, you do have lots of ground to cover, since your
>train of though hasn't even left the assembly line (to wreck a phrase)

Chris, Chric....Get your head out of your ass. The Atari Jagflop is a dead console platform. Nothing you can do about it.
>
>>But you have...Dah!!!!
>
>Oh well. Is this babble, or were you attempting a point.
>
>>Eh?
>
>>Eh? Pot kettle...
>
>Borrowing a Travis expression. Cannot even think for yourself, can you?
>

Slop, slurp, pisss....
>>What part(s) do you not understand? Are you stupid? I have made my case
>>stupid..
>
>Yes, you have made your case very stupid. And you could not post even this
>one small post without making an error. Imagine if you tried to post
>thoughts about Video games without them...
>

My writing errors does not change the fact that the Atari Jagflop is a dead platform. As you are aware in r.g.v.a is full of writing errors by Atari Jagflop advocates. You need leave that fine institution in Santa Cruz to see that not all is fine for Atari.

>>Insulting your imaginering students? Please attack the messenger if negative
>>things are said about Atari...
>
>Ack. more nonsense. You cannot blame this on typos, petey.

Blame what?
>
> ~Chris
>>>
>>> JASON
>>>
>
>
>
>>-Peter
>
>--
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

-Peter

47. Re: TOS on CHRP (Power PC)?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-06 22:43:26 UTC
From: hentai@eri.erinet.com
Message-ID: <3ekh2e$iro@eri.erinet.com>
Source record: 13997

Robert Rumpf (rumpf.1@osu.edu) wrote:
: Any idea if Atari has even considered porting their operating system to
: the common hardware reference platform IBM/Apple/Motorola have worked up?

Acording to curresnt notes, Apple has come out with an ST emulator in
Germany. The even showed it off at an Atari only computer show trying
to get a foot hold in the German market.

48. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-07 01:47:23 UTC
From: Mike@tauzero.demon.co.uk
Message-ID: <789443243snz@tauzero.demon.co.uk>
Source record: 13998
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3ejelt$1vh@news.nevada.edu> amsler@nevada.edu "JOHN AMSLER" writes:

> sinclair@ins.infonet.net wrote:
> [snip]
> : Principles of Marketing.. As your certion that people are tired of 16 bit
> =======
> {assertion,
> you brainless
> idiot!!!!}
> : mangement and huge marketing funds that will push what ever is left of the
> =========
> {management}
> : over $200. Within weeks the price was reduced below $200 because of the
fierce
> : competition with Sega's Genises. Like it or not, the Jagflop was/is in
direxT> =======
> {Genesis!!!!!
>
> Jesus Christ, how can
> ANYONE be this stupid?????}

You jerk, you missed "direxT" in the last line.

> : Culprit: Atari's mismangement, high price and lack of games.
> =======
> {Why is culprit
> capitalized???}

And you missed "mismangement".

> : Remember the Tramiels are in charge and have not learn their lesson with the
> =====
> {learned}

Nice. You went all through a post, got some of the spelling and grammatical errors, and presumably think you've won some sort of victory.

I'm sure I'm not the only onlooker who has become totally exasperated by the increasingly more fatuous comments and flames generated in this thread. Why can't you start resorting to logical arguments?

At the risk of sounding hypocritcal - Shut the fuck up, you cretinous bunch of twats.

--
Mike Fleming (aka Mike the Bike, DF, BeeGee, hey you)

My opinions of my ex-employer are my own.

49. Re: TOS on CHRP (Power PC)?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-07 09:09:41 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3ellol$qqf@osiris.wu-wien.ac.at>
Source record: 14000

There has not been any rumours about Atari porting their TOS operating system to other platforms.

However, there exists a TOS compatible operating system, called Magic, that is, as for now, available for Ataris and 680x0 Macintoshes. A Power PC Macintosh version is already being worked on. As for Power PC Prep from IBM,I do not think they started on it yet. Well, let's make theses machines available first. However, I think one can expect Magic to be ported onto those machines, too.

You can consider Magic the succesor of TOS. It is completey rewriten, several factors faster than Single-TOS, offers true preemptive multitasking and MultiTOS functionality. Available for Ataris at the end of January.

Contact
and@sun1.mim.uni-hanover.de
(Andreas Kromke)
for further information
or write to
Application Systems Heidelberg in Germany.

Regards,

Alfred

50. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-07 11:43:44 UTC
From: amsler@nevada.edu
Message-ID: <3elupg$sko@news.nevada.edu>
Source record: 14001
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

sinclair@ins.infonet.net wrote:
: In article <3ejg25$1vh@news.nevada.edu>, amsler@nevada.edu (JOHN AMSLER)
: writes:
: >sinclair@ins.infonet.net wrote:

[snip]

: I don't care if I miss-spell words and so on in the USenet.

Don't you understand?????? The ability to communicate and use language
-- spoken and written, to include grammar, punctuation, and spelling --
is something that is EXPECTED of people [by society itself]!! Nay, it is
DEMANDED by society, regardless whether one is a brain surgeon or a
landscaper, an astronaut or a commercial fisherman! As I said earlier, a
nation of illiterates (and innumerates, for that matter) canNOT long endure.

NOBODY has ANY excuse for being too lazy to use a dictionary. NOBODY!!!!!

Don't you know that a person's credibility, the very validity of their
argument(s), is virtually *completely* obliterated by the type of grotesque
illiteracy that you continuously exhibit??????

And you say you "don't care????" You're a perfect example of the
don't-give-a-damn attitude that is ruining our society!

: Go hangout with the English nerds in alt.english.

Why should I??? I have nothing in common with them. (Why do you call
them -- and me, by implication, nerds? What's your PROOF that they're
"nerds???") By the way, my degrees are NOT in English. (BS Math, MS
Information Systems.) Did you ASSume I was some sort of wimpy little
literature major??

: I stand by my words about the state of Atari and the Jagflop in
: particular.

You are probably right about what you seem to be saying about the
Jaguar (and as a 14-year Atarian, I'll hate to see them go the way of
Commodore), but your "words" would have much more credibility if they
had a physical legitimacy!

- John J. Amsler

51. Re: Test market Jag x 2 xmas seasons???

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-07 18:33:52 UTC
From: jcrowe@isd.tandem.com
Message-ID: <1995Jan7.183352.23270@integrity.uucp>
Source record: 14002

In article <3eich2$gjv@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:

|>
|>
|> : It depends on where you live. I know of at least 6 stores close to me that
|> : jarry Jaguars, and I've not looked very hard. This is in the Bay Area.
|>
|> I agree. I live in little Guelph Ontario and there are at least
|> three stores that carry the Jaguar.

Not to slag the Jag or anything, but how many stores carry Nintendo and Sega? How many carry 3DO? The problem really is not whether the people who really want the Jag to succeed can ferret it out, it's that the competition is SO ubiquitous that the Jag may get lost in the noise. PS, I like the Jag OK myself but it's a little pricy right now and the games are definitely overpriced, IMO.

|> ==========
|> Mark Rathwell The University Of Guelph
--
==========
| Joe Crowe |
| Internet Address:jcrowe@isd.tandem.com |
==========

52. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-07 20:53:51 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0701951257210001@tsa-38.ucsc.edu>
Source record: 14003
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3elupg$sko@news.nevada.edu>, amsler@nevada.edu (JOHN AMSLER) wrote:

[many snips]

> Don't you know that a person's credibility, the very validity of their
> argument(s), is virtually *completely* obliterated by the type of grotesque
> illiteracy that you continuously exhibit??????

I couldn't resist responding to this. This is complete bullshit.
Regardless of how illiterate a person is, his/her arguments must stand on
their own merits. They are not affected by the language they are
expressed in, or the person who makes them. The only bearing bad grammar
and spelling can have is if the poor speaking skills result in
misunderstanding. The quote above is a blatant attempt to state that ad
hominem arguments are valid.

> Why should I??? I have nothing in common with them. (Why do you call
> them -- and me, by implication, nerds? What's your PROOF that they're
> "nerds???") By the way, my degrees are NOT in English. (BS Math, MS
> Information Systems.) Did you ASSume I was some sort of wimpy little
> literature major??

It's pretty surprising that you have a MS in information systems, when it
would appear that you never took any logic classes.

> You are probably right about what you seem to be saying about the
> Jaguar (and as a 14-year Atarian, I'll hate to see them go the way of
> Commodore), but your "words" would have much more credibility if they
> had a physical legitimacy!

It sure is amusing to see talk about credibility when the basis of your
argument is a classic and simple logical fallacy.

I'm not going to say anything about the arguments that Sinclair presents,
but it should be pointed out that many of the posts in this thread attack
him and not the points he's trying to make. That is not a valid argument
technique, by any stretch of the imagination.

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

53. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-07 20:56:26 UTC
From: carol@alaska.net
Message-ID: <carol-0701951256260001@carol.alaska.net>
Source record: 14007
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3ejdr5$1vh@news.nevada.edu>, amsler@nevada.edu (JOHN AMSLER) wrote:

>:sinclair@ins.infonet.net wrote:

*** Lot's of sinclair text with corrected misspellings and grammer
deleted ***

> {I find it impossible to believe that anyone this illiterate could get
> INTO college, let alone though it (unless perhaps they were an athlete).
> How much did it cost you to bribe the admissions registrar????
>
> If you didn't bribe the admissions registrar, what is your explanation
> for your abject inability to use proper English spelling, grammar, and
> punctuation after your "college career?????"}

Grow up and get a life. I have no idea if sinclair's comments about the
Jag are true or not, but instead of addressing them, all you can do is
moan on about his grammer.

Sounds like a classic case of "misdirection" to me. Distract the
worlds attention from something you don't like by bringing up something
else. (Something which has no impact on the argument at hand)

Either ignore him, rebutt his points, or come up with points of your
own, but don't reduce yourself to making what sounds like purely anal
comments about spelling.

A.C.

--
Andrew Carol "Could be worse. Could be raining."
carol@alaska.net carol@ctis.af.mil 71350.3646@compuserve.com

54. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-08 01:31:19 UTC
From: tksavery@netcom.com
Message-ID: <tksaveryD22C87.EFt@netcom.com>
Source record: 14004
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

JOHN AMSLER (amsler@nevada.edu) wrote:
: sinclair@ins.infonet.net wrote:
: : In article <3ejg25$1vh@news.nevada.edu>, amsler@nevada.edu (JOHN AMSLER)
: : writes:
: : >sinclair@ins.infonet.net wrote:

: [snip]

: : I don't care if I miss-spell words and so on in the USenet.

: Don't you understand?????? The ability to communicate and use language
: -- spoken and written, to include grammar, punctuation, and spelling --
: is something that is EXPECTED of people [by society itself]!! Nay, it is
: DEMANDED by society, regardless whether one is a brain surgeon or a
: landscaper, an astronaut or a commercial fisherman! As I said earlier, a
: nation of illiterates (and innumerates, for that matter) canNOT long endure.

: NOBODY has ANY excuse for being too lazy to use a dictionary. NOBODY!!!!!

As opposed to what you may have learned in college, you're wrong. Your
boss could misspell all he/she wants, is more successful than you and
could fire your ass anytime.

If you ever corrected me and you were my subordinate, I'd make your life
a living hell until you quit.

Usenet isn't school. It isn't work. It is only important for information
exchange, and recreation. It's an international forum where English is
not everyone's first language.

Also, some networks, like Netcom, are so slow that it is impossible for
the displayed text to keep up with a person's typing, and a delay of 30
seconds or more is not unusual. Correcting your spelling is a waste of
time under such circumstances.

Face the facts, you're an anal retentive snot. Argue the facts and
premises, even the hypothesis of an argument, but don't deny the validity
of an argument based on grammer and spelling. You're not a teacher in a
classroom, and Usenet isn't you're students.

Techs

--
Techs Avery
tksavery@netcom.com

55. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-08 08:51:21 UTC
From: diehl@r-node.io.org
Message-ID: <3eo929$ss@ionews.io.org>
Source record: 14005
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

James Wood (jamesw@CSOS.ORST.EDU) wrote:

: 1) T or F - The Jag is not a 64-bit chip, but two 32-bit RISC chips
: functioning in parallel. If true, what's the difference in
: throughput, then?

False. The Jaguar contains a 64-bit data pathway, along with 5 processors
in three chips:

Tom: VLSI RISC, contains BLiTTER (64bit; responsible for graphic blitting and other
other minor graphic effects), GPU (32-bit; Graphics processing unit,
responsible for the major effects), and the object processor (64-bit,
primarily for handling polygons)
Jerry: 32-bit proprietary RISC DSP.
68000: General purpose processor. 16-bit; 13.3MHz.

: 2) T or F - The "64-bit" refers to the graphics processing power of the
: Jaguar, NOT the main processor, which is a 16-bit 68000.

Graphics are 32-bit (24-bit palette [16.7m colours] with an 8-bit alpha
channel)

: Please note that those statements did not originate with me; I
: simply heard them and I am curious. I know very little about the Jag.

: James Wood

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

56. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-08 09:03:11 UTC
From: diehl@r-node.io.org
Message-ID: <3eo9of$ss@ionews.io.org>
Source record: 14006
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Tim Seufert (bwanga@cats.ucsc.edu) wrote:

: The programmable processing power in the Jaguar consists of two custom
: 32-bit RISC cores. They are general-purpose microprocessors, and are
: pretty much identical, except that one has direct access to the sound
: hardware (it resides on the same chip as the sound hardware) and is thus
: expected to be primarily used for DSP functions, while the other resides
: on the same chip as the graphics hardware and is thus normally used for
: computationally expensive graphics processing. The third processor is a
: 68000 at something like 13 MHz (the RISC processors are at ~26). The
: 68000's ordinary role would be to handle jobs the RISC processors
: shouldn't need to worry about - processing joystick input, calculating
: object positions in the gaming environment, etc.

That's talking a lot of cack. The Jerry is a 32-bit RISC DSP; Tom is a
64-bit RISC VLSI chip consisting of three processors (64-bit GPU, 64-bit
BLiTTER, 32-bit object processor). The 68000 runs at 13.3Mhz, while the Tom
and Jerry chips both run at 26.6 _MIPS_ ... not megahertz. The 68000
doesn't have any specific role; the programmers can choose which chip to
delegate to what tasks. The 68k doesn't need to be involved at all if
programmers don't want it to be. Additionally, the 68000 doesn't handle
peripherals (joysticks, etc.) The DSP (Jerry) does, as it contains the
peripheral controller. Calculating object positions is handled by the
object processor (part of Tom). The 68000 is mostly used, if it's used at
all, for game logic -- handling score, time, inventories, creature logic,
whatever.

: The Jaguar should really be called a 32-bit machine, though it has a
: 64-bit data bus. You don't call a Pentium or a PowerPC, both 32-bit
: processors, 64-bit because both of them support a 64-bit wide data bus;
: their internal registers are all 32-bit, and their instructions operate on
: 32-bit quantities (except for floating point numbers). Same goes for the
: Jaguar.

Neither the Pentium or Power PC containm 64-bit processors. the Jaguar
does. Tom can calculate in entire phrases (64-bit) if it needs to, as it
has full access to the 64-bit bus, and the registers do _not_ operate in
32-bit quantities unless you're talking the 68000 (which operates at 32-bits
interally) or the object processor.

: Others may tell you the Jag has five processors. That isn't quite true.
: The other two processors are a blitter (aka "object processor") and, as
: far as I could tell from the Atari propaganda, the video DAC / memory
: controller section of the graphics processing chip (which contains the
: blitter, memory control, video output, and one of the two RISC

: processors). The blitter is supposed to support some fancy ops that go
: beyond normal blitting, like texture mapping and/or Gourad shading, but
: it's never been too clear exactly what its capabilities are in this
: regard, other than that it isn't a truly programmable microprocessor - it
: operates under control of one of the three microprocessors in the system.

BLiTTER handles primarily the mapping of objects on to the screen. All
Atari machines after 1987 contained their own Blitters. And indcidentally,
the RAM controller is part of TOM, and is not listed as a processor, but a
controller. This also holds true for the peripheral controller in Jerry.

Read the Jaguar FAQ; you're obviously totally and greviously misinformed
about the internals of the Jaguar. Better still, I could give you the
E-Mail addresses of a dozen Jaguar developers; they could tell you in great
detail what the inner workings of the Jag is like -- all nice and
honest-like, because they don't, officially, work for Atari.

: +---+
: | *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
: +---+
: | Do the environment a favor. Use goat-flavored floppy disks. |
: | Think about it, won't you? Thank you. |
: +---+

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

57. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-08 23:05:39 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0801951509040001@tsb-47.ucsc.edu>
Source record: 14008
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3eo9of$ss@ionews.io.org>, diehl@r-node.io.org (Eric March) wrote:

> Tim Seufert (bwanga@cats.ucsc.edu) wrote:
>
> : The programmable processing power in the Jaguar consists of two custom
> : 32-bit RISC cores. They are general-purpose microprocessors, and are
> : pretty much identical, except that one has direct access to the sound
> : hardware (it resides on the same chip as the sound hardware) and is thus
> : expected to be primarily used for DSP functions, while the other resides
> : on the same chip as the graphics hardware and is thus normally used for
> : computationally expensive graphics processing. The third processor is a
> : 68000 at something like 13 MHz (the RISC processors are at ~26). The
> : 68000's ordinary role would be to handle jobs the RISC processors
> : shouldn't need to worry about - processing joystick input, calculating
> : object positions in the gaming environment, etc.
>
> That's talking a lot of cack. The Jerry is a 32-bit RISC DSP;

The distinction between a DSP and CPU is very slim. For example, the
PowerPC 601 contains some very DSP-like features, such as a multiply-add
instruction. DSP features are also useful for 3-D graphics processing;
both involve the manipulation of vectors and arrays. It is likely that
the GPU and DSP in the Jaguar are the same RISC core, with more high-speed
SRAM for the DSP so that it has a larger local storage area for
calculation scratch space. (It's much less expensive for them to design
two nearly identical RISC cores than to design truly different
processors. It's also much easier on the programmers if they have to deal
with two instruction sets - 68K and RISC - instead of three.)

> Tom is a
> 64-bit RISC VLSI chip consisting of three processors (64-bit GPU, 64-bit
> BLiTTER, 32-bit object processor).

All non-propagandizing information I have seen indicates that the "GPU" is
a 32-bit RISC processor core. It can do 64-bit data bus transactions to
grab two 32-bit words at a time, but internal registers are 32-bit and the
instructions all operate on 32-bit quantities. (The Jaguar FAQ
carefully dances around this issue. Look at the section where it
discusses whether the Jag is 64-bit or not - only the blitter and object
processor are confirmed to be 64-bit. Since those are dumb devices that
just copy memory around, etc., it's not too surprising that they are
64-bit - a blitter should use the whole width of the bus, or else the CPU
will be faster at memory copy operations than it will.)

> The 68000 runs at 13.3Mhz, while the Tom
> and Jerry chips both run at 26.6 _MIPS_ ... not megahertz.

Notice that 26.6 MIPS is exactly two times 13.3. It is highly likely that the RISC cores in the Tom and Jerry chips run at 26.6 MHz if there is a clock in the machine that's a multiple of 13.3. If the RISC cores are single-issue, which is probably the case, a throughput of one instruction per clock cycle is quite believable. (It's pretty hard to cram a superscalar pipelined processor into one chip of only 750,000 transistors, along with memory control, video DAC, sprite generator, and a blitter, so I think it's a pretty good bet that the Jaguar RISC processors are single-issue with a pipeline of moderate depth.)

> The 68000
> doesn't have any specific role;

Please notice that I said "ordinary role." I did not say that those were the only tasks in the world it could handle.

> the programmers can choose which chip to
> delegate to what tasks. The 68k doesn't need to be involved at all if
> programmers don't want it to be. Additionally, the 68000 doesn't handle
> peripherals (joysticks, etc.) The DSP (Jerry) does, as it contains the
> peripheral controller.

In a machine with a unified address space for all of its hardware, any processor should be able to access the memory-mapped functions on any chip. It's probably quite easy for the 68000 to read the joystick registers on the Jerry chip.

The division of functions into the two custom VLSI chips on the Jag is pretty arbitrary. If they had wanted to, they could have spread the functions out over ten chips, or put them all into one chip. Two was probably just the most economical at the time, and it wouldn't be all that surprising if they shifted to a smaller process size sooner or later and integrated everything onto a single chip, including the 68K (which has only about 68000 transistors, which is why it's named the way it is).

> Calculating object positions is handled by the
> object processor (part of Tom).

The object processor is supposed to handle sprites, text display, etc. Sounds like a form of blitter. It does not sound like a general-purpose programmable processor.

> The 68000 is mostly used, if it's used at
> all, for game logic -- handling score, time, inventories, creature logic,
> whatever.

Exacly what I was trying to point out. I include handling joystick input and calculating object positions in game logic. (Object position meaning where creatures are, where the player is, etc.)

I'd bet that most games do use the 68K. For example, in a 3-D game, if you have the GPU doing all of the rendering, it makes things more

complicated if it also has to keep track of player and creature positions. Easier to offload that task to the lightweight processor, the 68000, and let the GPU handle what is appropriate for it. You might have to use semaphores to coordinate things, but that's probably easier in the long run than making the GPU handle user input and game logic in addition to rendering.

> : The Jaguar should really be called a 32-bit machine, though it has a
> : 64-bit data bus. You don't call a Pentium or a PowerPC, both 32-bit
> : processors, 64-bit because both of them support a 64-bit wide data bus;
> : their internal registers are all 32-bit, and their instructions operate on
> : 32-bit quantities (except for floating point numbers). Same goes for the
> : Jaguar.
>
> Neither the Pentium or Power PC containm 64-bit processors.

Exactly what I said. Like the Jag, they are 32-bit processors with a 64-bit memory bus.

> the Jaguar
> does. Tom can calculate in entire phrases (64-bit) if it needs to, as it
> has full access to the 64-bit bus, and the registers do _not_ operate in
> 32-bit quantities unless you're talking the 68000 (which operates at 32-bits
> interally) or the object processor.

Then why have developers said that the processor registers are 32 bits wide?

There is no compelling reason for the Jaguar's processors to use 64-bit registers and instructions. Mainly because game programming simply doesn't need it: 32 bits of accuracy is plenty for gaming. There is a compelling reason for it to have a wide data bus; this allows the blitter to run quite fast, and provides lots of bandwidth to memory. If the designers were at all intelligent, they probably realized that making one of the RISC cores a true 64-bit processor would do nothing to speed the machine up or make games better, and thus the extra logic used to make it 64-bit would be better spent on other things.

There are obvious benefits to 16-bit over 8-bit, and 32-bit over 16-bit, but until memory technology allows us to exhaust a 32-bit address space and we need more than 32-bit accuracy in games, 64-bit has no real advantages over 32-bit.

> : Others may tell you the Jag has five processors. That isn't quite true.
> : The other two processors are a blitter (aka "object processor") and, as
> : far as I could tell from the Atari propaganda, the video DAC / memory
> : controller section of the graphics processing chip (which contains the
> : blitter, memory control, video output, and one of the two RISC
> : processors). The blitter is supposed to support some fancy ops that go
> : beyond normal blitting, like texture mapping and/or Gourad shading, but
> : it's never been too clear exactly what its capabilities are in this
> : regard, other than that it isn't a truly programmable microprocessor - it
> : operates under control of one of the three microprocessors in the system.

>
> BLiTTER handles primarily the mapping of objects on to the screen. All
> Atari machines after 1987 contained their own Blitters.

I suppose the TT030 never existed, then?

> And indcidentally,
> the RAM controller is part of TOM, and is not listed as a processor, but a
> controller. This also holds true for the peripheral controller in Jerry.
>
> Read the Jaguar FAQ; you're obviously totally and greviously misinformed
> about the internals of the Jaguar.

You obviously have very little knowledge about computer architecture and
are merely parroting back propaganda. (Just to provide some flame fuel
back. I'm sure you can work with that.)

> Better still, I could give you the
> E-Mail addresses of a dozen Jaguar developers; they could tell you in great
> detail what the inner workings of the Jag is like -- all nice and
> honest-like, because they don't, officially, work for Atari.

I suggest you talk to them more. While a lot of what I wrote is
speculation, it's just extrapolation from known information about the
Jag's architecture. The rest is just ignoring propaganda claims, like
trying to say that a blitter qualifies as a processor.

I have seen posts from developers saying that the GPU has 32-bit registers
and operators. (Admittedly, I can't produce them, since that was while I
still had an Atari, and I didn't save the files when I transitioned to
Mac.)

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

58. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-08 23:14:35 UTC
From: carol@alaska.net
Message-ID: <carol-0801951514350001@carol.alaska.net>
Source record: 14009
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3elupg$sko@news.nevada.edu>, amsler@nevada.edu (JOHN AMSLER) wrote:

>Don't you understand?????? The ability to communicate and use language
>-- spoken and written, to include grammar, punctuation, and spelling --
>is something that is EXPECTED of people [by society itself]!! Nay, it is
>DEMANDED by society, regardless whether one is a brain surgeon or a
>landscaper, an astronaut or a commercial fisherman! As I said earlier, a
>nation of illiterates (and innumerates, for that matter) canNOT long endure.
^^^^^^

I belive there was meant to be a space in "canNOT". This kind of
lapse can not be taken lightly. Had you done this in a typical
public school in 1950, you would have been taken out and horse
whipped. Today nothing would happen to you. The decline of the
quality of the English language is sad. You do nothing but help
this decline by your total lack of concern for your formating and
use of the space character.

>By the way, my degrees are NOT in English. (BS Math, MS
>Information Systems.) Did you ASSume I was some sort of wimpy little
^^^^^^

Mixed use of case in "ASSume" is very non-standard. I was
shocked and taken aback when I saw it. In fact, I feel faint
even now. I can only hope that there were no young people
reading this.

>You are probably right about what you seem to be saying about the
>Jaguar (and as a 14-year Atarian, I'll hate to see them go the way of
^^^^^^^

I checked the Oxford Dictionary of the English Language and could
not find the word "Atarian". What does this mean?

***** Sarcasm Off ****

Of course we can all stop being anal, and just accept that net
messages are quickly typed, often late at night, by people in
a hurry.

I would think it's best to judge messages by content not format.

I have always thought it was the last stage of losing a debate
when spelling and grammer suddenly become an issue.

Cheers!

--
Andrew Carol "Could be worse. Could be raining."
carol@alaska.net carol@ctis.af.mil 71350.3646@compuserve.com

59. Grammar, logic and Sinflop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-09 02:43:03 UTC
From: jgillesp@mondrian.CSUFresno.EDU
Message-ID: <D24A7r.AIn@zimmer.CSUFresno.EDU>
Source record: 14010
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In the past week, I have seen a number of flames directed at a person who did not start the flame-war against Peter Sinclair. I am the person who started this ball rolling, so if you've got a bone to pick with someone, try me instead.

That said, I'd like to address some of the points brought up in your very mature, logical retorts ("Shut the fuck up", etc.). Thanks to those who had the intelligence and decency to voice their opinions in a more civilized "tone of voice".

In stating that we do nothing to refute Peter's (Sinflop's) arguments by attacking his spelling and grammar, you are absolutely correct. In stating that this argument should have never carried over to the comp.sys.mac.advocacy and comp.sys.amiga newsgroups, you are correct again. I hadn't realized that my usenet replies would be cross-posted to all the various newsgroups. My sincere apologies.

I'd like to believe that logic will win out over illogic in arguments such as this. Sinflop is an unusual species of bird, however. Let me reiterate some of his more recent arguments against the Atari Jaguar:

1. Atari has lost a lot of valuable lead time through hardware and software delays (100% true).

2. Atari is dead.

3. The Jagflop is dead.

4. Get over it.

5. Get over it.

6. Get over it.

No one wishes to argue his first point. His second and third points are nonsense - and impossible to argue, logically, without a operational definition of "dead". Points four, five, and six deserve to be met with the same third-grade rhetoric with which he pollutes the net. His most recent "vision", apparently handed down from the Gods of Significant Console Wisdom:

7. The Jaguar CD is vaporware.

The most logical argument against this would be to cite the people who have seen the CD unit on warehouse shelves; however, Sinflop dismisses this as a "conspiracy", contrived under the wily

supervision of the Tramiels themselves.

People recommend ignoring his immature antics; however, as an Atari owner who knows that potential Jaguar owners may look here for information, his lies and speculation serve to unfairly defame the console. We have tried pointing out his misinformation or his distortions of the truth; he replies with "get over it".

He has gone to great lengths to provoke the negative attention he has received, and seems to enjoy it. I would encourage those people who think that the Sinclair-haters of the net are "anal" or "uptight" take a look at his postings on rec.games.video.atari to see both the extent and the hilarity of his idiocy. I will continue to flame him, albeit only on comp.sys.atari.advocacy, for one reason: the reasonable, non-fanatical Jaguar owners have been swept into the ill-will that he has been spewing at us for the last several months. Anyone with half a brain can see that Atari is sincerely trying to make this console competitive. Maybe they will succeed, or perhaps they will not. In either case, intentionally dishonest, inaccurate, and absurd predictions regarding the future of the Jaguar have destroyed Sinflop's credibility and his welcome here on the net.

Please forgive the apparent inconvenience that his idiocy and our resulting hostility have caused other users of the net. He has a tendency to negatively influence everything he comes in contact with.

Thanks,

JASON

60. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-09 02:44:13 UTC
From: dances@qedbbs.com
Message-ID: <H34myc1w165w@qedbbs.com>
Source record: 14012
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

> Agreed. The ST should have destroyed the Mac and the PC wen it
>was introduced. A much better machine at a much better price.

The ST had many short commings compared to the competition (PC, Mac, Amiga). It did not have the expansion ability of the PC (and as far I am aware, they never made any models that had near the level of expansion of the PC and later Macs and Amigas [in excess of 4 full expansion slots with a good selection of supported cards to use]). The OS was better than MS-DOS, but not clearly supperior to the Mac's OS.

Perhaps the greatest problem with the ST is that it did not keep pace with other machines, speedwise. PC's, Macs, and Amigas always had the latest in fast processors. Didn't the ST's operating system have a problem even running on 32 bit chips like the 030? I guess that was finaly fixed in the Falcon, but it was too late by then.

Compared to, say, the Amiga, the ST really had no advantages other than the silly MIDI port (easily added to any machine, and not usefull to the average computer user anyway). Amiga graphics hardware was vastly supperior to anything available at the time (1985), as was the Operating System. The ST was a joke comparatively. If the Amiga people had thought
of putting a MIDI port on the original Amiga, the ST probably would not have even had that market. Even with Commodore's incompetant management (probably one of the worst examples in written history), the Amiga still outlasted and excelled way beyond the ST.

The ST was poorly designed. It looked bad (physicaly), and the OS looked bad. There's no way it could have "destroyed" the Mac and PC or even the Amiga. The Falcon was also very poorly designed.

> False. The Jaguar has FIVE processors .... not two running in
>parallel. Two 64bit processors, two 32bit processors and a 16 bit

You can say some pretty wild things about almost any computer. I could just as easily claim the CD32 has 5 processors as well, but that doesn't really mean much (BTW, they are: CPU, Blitter, Copper, Akiko, DMA engines).

>processor. This is a common misconception. It also has a 64bit data bus.

Parts of it are 64 bit. One of the custom chips can access the DRAM at 64
bits (the graphics chip). The other custom chip, the sound chip, is only 32 bits (it's only a sound processor, 64 bits would be gross overkill anyway). Then there's the CPU, a 16 bit chip (and a rather slow one

too).
Sure sure, it's not the main processor. Whatever. The cartridge slot is also only 32 bits.

Calling the system a 64 bit system is not a "lie", it's just bending the truth a little bit. The stats on the side of the Jaguar's box are not lies, they're just extremely misleading.

> False. The Jag has no main processor. Any one of the five can be
>used as central processors.

Then why, pray tell, do they even need that little 16 bit 68000 chip?
Huh?
Why bother, if one of those 64 bit "RISC" processors could be the CPU?

The Jaguar is going (IS now) to get its butt kicked by 3DO and the other new systems coming out this year.

---
dances@qedbbs.com (aric r caley) or qed!dances
The QED BBS -- (310)420-9327

61. HUH ! I DID IT ! INCREDIBLE !

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-09 02:59:26 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3eq8qe$soo@netnews.upenn.edu>
Source record: 14011

Subject: HUH ! I DID IT ! INCREDIBLE !
Newsgroups: comp.emulators.cbm
Summary:
Keywords:

I SET UP MY OWN BBS !

THE NUMBER IS: (215)464-7917
NAME : Cyber Lynx
SYSOP : Prime
AREAS : Programming, emulators, 8bit software, multimedia, graphics,
adult (small area). Shareware games. MOre .....
ACCESS : You will have pretty good access from the very begining.

REGISTRATION : I don't need this, do ya ?
NODES : 1-caller's node, 0-local (so, 2 nodes)
COMMENTS:
I don't care about what are gonna upload. If you upload it it
will be somewhere on the BBS.
Hackers WELCOME !

SPECIAL !
CRACKERS ! WELCOME !

E V E R Y T H I N G I S F R E E

CALL NOW !
my email adress: primeart@aol.com
koutchin@sas.upenn.edu

P.S. LOTSA FILES FROM AOL AND INET. YOU CAN ORDER WHAT YOU WANT !

62. Re: TOS on CHRP (Power PC)?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-09 04:07:45 UTC
From: kulabocca@aol.com
Message-ID: <3eqcqh$mhh@newsbf02.news.aol.com>
Source record: 14013

Alfred,

How familiar are you with Magic? Do you have any idea if it's compatible with the GENEVA multitasking application enviroment? I'm using a Mac PPC and an Atari Falcon, would love to run some GEM stuff on the PPC. Any other info on cross platforming would be more than appreciated!

63. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-09 05:23:52 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3eqh98$gtd@darkstar.UCSC.EDU>
Source record: 14014
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <H34myc1w165w@qedbbs.com> dances@qedbbs.com (aric r caley) writes:

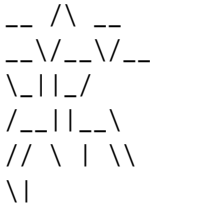
> The ST was poorly designed. It looked bad (physicaly), and the OS
>looked bad. There's no way it could have "destroyed" the Mac and PC or
>even the Amiga. The Falcon was also very poorly designed.

Of course, it (and the OS) looked better than the Amiga, PCs and Macs, so
who is to judge? The main problem is that the Tramiels (for whatever
reason) wer not able/inclined to update the macine and the OS.

>The Jaguar is going (IS now) to get its butt kicked by 3DO and the other
>new systems coming out this year.

Of course, the Jag has outsold the 3DO in the US thus far... with little signs
of slowing down.

~Chris

>------------------------------
>dances@qedbbs.com (aric r caley) or qed!dances
>The QED BBS -- (310)420-9327
--


64. Re: what atari should have done

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-09 13:25:29 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3erdg9$dk7@dux.dundee.ac.uk>
Source record: 14015

Len Stys (aa399@cleveland.Freenet.Edu) wrote:

: In a previous article, rappleye@felix.kodak.com (RevDrFreak) says:

: >The 02 January 1995 MacWeek had a small article about the apple set top
: >system which points out some of the major flaws in atari's technical and
: >marketing (?) approach. The apple system will be on the market by
: >christmas 1995, with an anticipated 50+ games...OK, this is hype...they may
: >really only have 25 games at introduction, but a developers conference
: >(does atari have those?) drew 400 attendees, more than double the
: >anticpated turnout.
: >
: >Technically, the system will be expandable into a full power PC by adding
: >disk drive, keyboard, and mouse. And, here's the real technical kicker,
: >all the set top games will play, unmodified, on regular macs. In addition,
: >current mac and windows games can be easily modified to operate on the new
: >platform.
: >
: >It seems as if apple has been reading some of the threads around here,
: >these are the exact same things that many of you have been suggesting for
: >atari to do with the jag chipset. Seems like apple knows what to do with a
: >good idea.
: >
: >RevDrFreak
: >'foot soldier
: >

: Maybe Atari still has plans to do so? <grin>

Sam Tramiel indicated that Atari is:

1) Still manufacturing Falcons in small quantities

2) The long term future of computers at Atari us not yet decided.

3) If a new machine is launched it will probably have the Jag Chipset.

This is straight from the horses mouth.

Rod

--

```
================================================================================
| Roderick McCall : 3nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ Atari Falcon 030 4/65 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "I'll be back, sometime, someplace, somewhere ..." |
```

|==========

"Oh and good luck against those elephants!"

65. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-09 20:51:21 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3es7k9$jij@nermal.cs.uoguelph.ca>
Source record: 14016
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

: The ST had many short commings compared to the competition (PC, Mac,
: Amiga). It did not have the expansion ability of the PC (and as far I am
: aware, they never made any models that had near the level of expansion of

I was refering to 1985 standards with this argument. The ST
didn't need to be expanded, because it had all the things that most PC
users later had to add.

: the PC and later Macs and Amigas [in excess of 4 full expansion slots
: with a good selection of supported cards to use]). The OS was better
: than MS-DOS, but not clearly supperior to the Mac's OS.

Depends on which area you refer to. I found the MAC OS better at
handling memory, but it was hindered by the fact that the OS was on Disc.
Hence, owners of lower Mac systems were plagued by that ridiculous
"Please insert disc ' '" syndrome.

: Compared to, say, the Amiga, the ST really had no advantages other than
: the silly MIDI port (easily added to any machine, and not usefull to the
: average computer user anyway).

That's a matter of opinion. In terms of price, the ST offered
more bang for the buck. The graphics and sound weren't quite as good, but
they still blew away comparable Macs and PCs at the time. The "silly"
MIDI port sold a lot of ST's. In additon, I found the ST easier to use
and prefered the high resolution text display ... much clearer than that
available on Amiga's, Macs or PCs.

Amiga graphics hardware was vastly
: supperior to anything available at the time (1985), as was the Operating
: System.

"Vastly" is pushing it. "Slightly" is more like it. People have a
bad tendency to exxagerate.

The ST was a joke comparatively. If the Amiga people had
: thought
: of putting a MIDI port on the original Amiga, the ST probably would not
: have even had that market. Even with Commodore's incompetant management
: (probably one of the worst examples in written history), the Amiga still
: outlasted and excelled way beyond the ST.

Yes ... thanks to Atari's mismanagment <but that's another
story>.

: The ST was poorly designed. It looked bad (physicaly), and the OS
: looked bad. There's no way it could have "destroyed" the Mac and PC or
: even the Amiga. The Falcon was also very poorly designed.

In 1985? I suggest you check the ST's competition at the time.
Compare it's specs compared to 1985 Macs or PCs. I'll grant, the Amiga
was a winner.

: You can say some pretty wild things about almost any computer. I could
: just as easily claim the CD32 has 5 processors as well, but that doesn't
: really mean much (BTW, they are: CPU, Blitter, Copper, Akiko, DMA
: engines).

I can assure you that the Jaguar offers a hell of a lot more
power than a CD32.

: Calling the system a 64 bit system is not a "lie", it's just bending the
: truth a little bit. The stats on the side of the Jaguar's box are not
: lies, they're just extremely misleading.

The box says "64 bit power with parallel processing". No lies at all.

: Then why, pray tell, do they even need that little 16 bit 68000 chip?
: Huh?

From what I've heard, Atari didn't want to include a 68000, but
the developers it talked to wanted something familiar in the system.

: Why bother, if one of those 64 bit "RISC" processors could be the CPU?

It's called ease of programming.

: The Jaguar is going (IS now) to get its butt kicked by 3DO and the other
: new systems coming out this year.

The 3DO? Sorry ... but I don't see that happening. I like the
3DO, but sales aren't great. The corporation has been in some serious
trouble (by Trip's own admission), and software developers are bailing.
Atari has finally built up some good partnerships and I feel they have a
strong chance of surviving.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av748@Freenet.Carleton.CA

Dorothy: "But how can you talk if you don't have a brain?"
Scarecrow: "I'm not sure. But ... I know an lot of people without brains who
do an awful lot of talking"
==

66. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-10 01:17:27 UTC
From: sinclair@ins.infonet.net
Message-ID: <3esn77$fp8@insosf1.infonet.net>
Source record: 14017
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3elupg$sko@news.nevada.edu>, amsler@nevada.edu (JOHN AMSLER) writes:
>sinclair@ins.infonet.net wrote:
>: In article <3ejg25$1vh@news.nevada.edu>, amsler@nevada.edu (JOHN AMSLER)
>: writes:
>: >sinclair@ins.infonet.net wrote:
>
>[snip]
>
>: I don't care if I miss-spell words and so on in the USenet.
>
>Don't you understand?????? The ability to communicate and use language
>-- spoken and written, to include grammar, punctuation, and spelling --
>is something that is EXPECTED of people [by society itself]!! Nay, it is
>DEMANDED by society, regardless whether one is a brain surgeon or a
>landscaper, an astronaut or a commercial fisherman! As I said earlier, a
>nation of illiterates (and innumerates, for that matter) canNOT long endure.

Eh? The US has had a population of illiterates since the creation of this
nation. Yes, I am a lousy speller. The Usenet editor does not have a spell
checker. The problem is I have a lot of ground to cover on the usent with a
limited amount of time. I type faster in some cases when the internet
provider's system slows down and creates a lag time.

>
>NOBODY has ANY excuse for being too lazy to use a dictionary. NOBODY!!!!!

It's not being lazy but the time involved. I'd rather use the time of using
the dictionary or the spell checker for written assignments.

>
>Don't you know that a person's credibility, the very validity of their
>argument(s), is virtually *completely* obliterated by the type of grotesque
>illiteracy that you continuously exhibit??????

Yes and No. My credibility with you is zero because you are a pompous ass who
can't refute my arguments. I can understand people's feelings when they convey
their opinions on issues with the use of slang language. Here in the MidWest,
successful farmers communicate with slang language and I am sure many are
terrible spellers and the writing legibility is not upto snuff.
>
>And you say you "don't care????" You're a perfect example of the
>don't-give-a-damn attitude that is ruining our society!
>

Actualy, on Usenet I don't care..
>
>
>: Go hangout with the English nerds in alt.english.
>
>Why should I??? I have nothing in common with them. (Why do you call
>them -- and me, by implication, nerds? What's your PROOF that they're
>"nerds???") By the way, my degrees are NOT in English. (BS Math, MS
>Information Systems.) Did you ASSume I was some sort of wimpy little
>literature major??

You act like one. You remind me of a Restraunt owner in town who is as anal as you are. He bitches and moans that people do not use the English language properly. He even corrects his clientel on the the correct usage. And he can't understand why business is slow. I mean he corrects the White collar crowd who are more successful than he is, go figure.

We are a nation of many languages and you better get over it.

>
>
>: I stand by my words about the state of Atari and the Jagflop in
>: particular.
>
>You are probably right about what you seem to be saying about the
>Jaguar (and as a 14-year Atarian, I'll hate to see them go the way of
>Commodore), but your "words" would have much more credibility if they
>had a physical legitimacy!

What is an 'Atarian'?

>
>- John J. Amsler
>

-Peter

67. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-10 01:19:43 UTC
From: nathanh@bin.anu.edu.au
Message-ID: <3esnbf$sq2@manuel.anu.edu.au>
Source record: 14018
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Mike Fleming (Mike@tauzero.demon.co.uk) wrote:
: In article <3ejelt$1vh@news.nevada.edu> amsler@nevada.edu "JOHN AMSLER" writes:

: > sinclair@ins.infonet.net wrote:
: > [snip]
: > : Principles of Marketing.. As your certion that people are tired of 16 bit
: > =======
: > {assertion,
: > you brainless
: > idiot!!!!}
: > : mangement and huge marketing funds that will push what ever is left of the
: > =========
: > {management}
: > : over $200. Within weeks the price was reduced below $200 because of the
: fierce
: > : competition with Sega's Genises. Like it or not, the Jagflop was/is in
: direxT> =======
: > {Genesis!!!!!
: >
: > Jesus Christ, how can
: > ANYONE be this stupid?????}

: You jerk, you missed "direxT" in the last line.

: > : Culprit: Atari's mismangement, high price and lack of games.
: > =======
: > {Why is culprit
: > capitalized???}

: And you missed "mismangement".

: > : Remember the Tramiels are in charge and have not learn their lesson with the
: > =====
: > {learned}

: Nice. You went all through a post, got some of the spelling and grammatical
: errors, and presumably think you've won some sort of victory.

: I'm sure I'm not the only onlooker who has become totally exasperated by the
: increasingly more fatuous comments and flames generated in this thread. Why
: can't you start resorting to logical arguments?

: At the risk of sounding hypocritcal - Shut the fuck up, you cretinous bunch of
: twats.

: --
: Mike Fleming (aka Mike the Bike, DF, BeeGee, hey you)

: My opinions of my ex-employer are my own.

My lord... you are arguing SPELLING on a COMP group. Puhlease. If you cant make any valid points then I will assume you (Mike) have already lost the argument. Whether the original poster was correct in his opinions I do not know. But I am not going to accept the opinions of any person who corrects SPELLING. Try making some real arguments and Ill reconsider.

Mike Fleming equals anal-retentive twat (hmmm... paradox)

68. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-10 01:35:46 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0901951739190001@tsa-32.ucsc.edu>
Source record: 14019
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3es7k9$jij@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) wrote:

> I was refering to 1985 standards with this argument. The ST
> didn't need to be expanded, because it had all the things that most PC
> users later had to add.
>
> : the PC and later Macs and Amigas [in excess of 4 full expansion slots
> : with a good selection of supported cards to use]). The OS was better
> : than MS-DOS, but not clearly supperior to the Mac's OS.
>
> Depends on which area you refer to. I found the MAC OS better at
> handling memory, but it was hindered by the fact that the OS was on Disc.
> Hence, owners of lower Mac systems were plagued by that ridiculous
> "Please insert disc ' '" syndrome.

The original 520 TOS was disk-loaded too, remember? (No disk swapping because they just sucked down as much RAM as was needed to load the OS, thereby greatly reducing the free RAM.) A Mac without two floppies was a useless Mac, though. BTW, by no means was all of the Mac OS disk-loaded - a great number of the Toolbox routines resided in the 64 K ROM (which has since grown to 4 MB on the Power Macs!).

A great number of the problems with the Mac OS today are a direct result of the tricks Apple pulled to get around the lack of a MMU in the 68K. Interesting how the neat hacks of yesterday turn into today's boat-anchors so often.

```
+-------------------------------------------------------------+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+-------------------------------------------------------------+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+-------------------------------------------------------------+
```

69. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-10 04:38:01 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3et2v9$2r9@nermal.cs.uoguelph.ca>
Source record: 14020
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Tim,

: The original 520 TOS was disk-loaded too, remember? (No disk swapping
: because they just sucked down as much RAM as was needed to load the OS,
: thereby greatly reducing the free RAM.) A Mac without two floppies was a
: useless Mac, though. BTW, by no means was all of the Mac OS disk-loaded -
: a great number of the Toolbox routines resided in the 64 K ROM (which has
: since grown to 4 MB on the Power Macs!).

I forgot about the original 520ST! It's been so long since I've
seen one of those 360K detachable drives, that I'd forgotten there was a
520ST out there!

: A great number of the problems with the Mac OS today are a direct result
: of the tricks Apple pulled to get around the lack of a MMU in the 68K.
: Interesting how the neat hacks of yesterday turn into today's boat-anchors
: so often.

Same with the x86 machines. Loading programs in 64k chunks really
slows down the potential speed of upgrades.

>> Mark <<

70. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-10 04:49:25 UTC
From: nathanh@bin.anu.edu.au
Message-ID: <3et3kl$70k@manuel.anu.edu.au>
Source record: 14021
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Techs Avery (tksavery@netcom.com) wrote:

: If you ever corrected me and you were my subordinate, I'd make your life
: a living hell until you quit.

Well, a good boss should listen to constructive critism and thus make
themselves better. Bugging someone for implying you arent perfect is
a tad extreme. Of course, if any subordinate of mine said "hey you
dumbass, M-I-S-S-A-P-P-R-E-H-E-N-S-I-O-N has ONE S" Id kick his butt
bright blue.

: Usenet isn't school. It isn't work. It is only important for information
: exchange, and recreation. It's an international forum where English is
: not everyone's first language.

Exactly.

: Also, some networks, like Netcom, are so slow that it is impossible for
: the displayed text to keep up with a person's typing, and a delay of 30
: seconds or more is not unusual. Correcting your spelling is a waste of
: time under such circumstances.

Good point.

: Face the facts, you're an anal retentive snot. Argue the facts and
: premises, even the hypothesis of an argument, but don't deny the validity
: of an argument based on grammer and spelling. You're not a teacher in a
: classroom, and Usenet isn't you're students.

I agree. Unfortunately the anal retentive snot has several supporters.

71. The Jag has bombed

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-10 09:27:58 UTC
From: sinclair@ins.infonet.net
Message-ID: <3etjuu$7g2@insosf1.infonet.net>
Source record: 14022

According to the WCES trade journal, Atari Prez for life was quoted that over 125,000 Jagflops have been shipped with little inventory left on the shelves. This info came from r.g.v.a....

So much for the test markets and the top 19 markets.

-Peter

72. Re: what atari should have done

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-10 10:56:03 UTC
From: sanders@sci.kun.nl
Message-ID: <D26rpF.9Cr@sci.kun.nl>
Source record: 14023

In <3erdg9$dk7@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>Sam Tramiel indicated that Atari is:
>1) Still manufacturing Falcons in small quantities
>2) The long term future of computers at Atari us not yet decided.
>3) If a new machine is launched it will probably have the Jag Chipset.

>This is straight from the horses mouth.

Ummm, look, I'm an ATARI fan as much as the next guy, but mister
Tramiel also stated in an interview with a Dutch ST mag that `he could
safely promise that the Falcon040 (!) would be on show on the next CeBIT.'

That was in 1991.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

73. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-10 12:13:28 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3ettl8$ptr@dux.dundee.ac.uk>
Source record: 14024
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

I'm an Amiga owner, but I still have to agree with what this guy has to say:-

Mark Rathwell (mrathwel@uoguelph.ca) wrote:

: Depends on which area you refer to. I found the MAC OS better at
: handling memory, but it was hindered by the fact that the OS was on Disc.
: Hence, owners of lower Mac systems were plagued by that ridiculous
: "Please insert disc ' '" syndrome.

I found this a problem when my Amiga 500Plus (a later model) only had one drive. It's fair to say that I would have committed computercide in frustration if I hadn't bought the second floppy (although most of the OS on Amigas except the A1000 is in ROM). The ST had the great advantage that you could run it reasonably well with just one floppy drive, yet still have a halfway decent interface (have you ever seen MSDOS "graphical interfaces" without windows?).

: : Compared to, say, the Amiga, the ST really had no advantages other than
: : the silly MIDI port (easily added to any machine, and not usefull to the
: : average computer user anyway).

: That's a matter of opinion. In terms of price, the ST offered
: more bang for the buck. The graphics and sound weren't quite as good, but
: they still blew away comparable Macs and PCs at the time. The "silly"
: MIDI port sold a lot of ST's. In additon, I found the ST easier to use
: and prefered the high resolution text display ... much clearer than that
: available on Amiga's, Macs or PCs.

I don't know where you get that idea about the display being better, except with a mono monitor possibly. But I totally agree about the MIDI interface- it must have sold a lot of STs- why else would so many musicians have them? If my Amiga had a built in MIDI interface, I wouldn't be waiting to get my hands on one at the moment.

: Amiga graphics hardware was vastly
: : supperior to anything available at the time (1985), as was the Operating
: : System.

: "Vastly" is pushing it. "Slightly" is more like it. People have a
: bad tendency to exxagerate.

Vastly is closer to the truth than slightly. The ST really doesn't have anything like HAM, although I've heard of programs which give you 512 colours on screen (with limitations). But an interlaced HAM screen on the Amiga still holds up amazingly well, even today. That's not counting the

new improved HAM-8 either.

: The ST was a joke comparatively. If the Amiga people had
: : thought
: : of putting a MIDI port on the original Amiga, the ST probably would not
: : have even had that market.

That's True.

: : The ST was poorly designed. It looked bad (physicaly), and the OS
: : looked bad. There's no way it could have "destroyed" the Mac and PC or
: : even the Amiga. The Falcon was also very poorly designed.

As if the PC or its OS was ever any good. It's the marketplace that made
the PC in the main, because of all the clones. That's what made it popular
in the mainstream.

: In 1985? I suggest you check the ST's competition at the time.
: Compare it's specs compared to 1985 Macs or PCs. I'll grant, the Amiga
: was a winner.

The ST was *much* more popular in the UK for quite a while simply because
it was much better value for money originally. About 1990 the Amiga had
taken over as the fashionable machine to own, in much the same way that
the PC clones seem to have done now. This proves that fashion and style
seems to have **** all to do with each other.

--
Thought:
What does the growth of Cyberspace mean?
More people getting more oppurtunities to talk more and more pretentious
crap about it, that's what!

Graeme Fenwick gfenwick@mcs.dundee.ac.uk
---

74. Those were the days [WAS:Atari, and is the Jag "64-bit?"]

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-10 12:40:48 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3etv8g$4pq@whitbeck.ncl.ac.uk>
Source record: 14025
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3es7k9$jij@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>
>: The ST had many short commings compared to the competition (PC, Mac,
>: Amiga). It did not have the expansion ability of the PC (and as far I am
>: aware, they never made any models that had near the level of expansion of
>
> I was refering to 1985 standards with this argument. The ST
>didn't need to be expanded, because it had all the things that most PC
>users later had to add.

Actually, if you compare an ST to a 1985 PC you will get a shock. The ST was a great deal faster, an order of magnitude cheaper, and had much better graphics.

I remember the time vividly. I was looking at the Amiga & ST, but I bought an ST 'coz there wasn't a stable release of the Amiga OS at the time, and they were very over priced (anyone remember the original Amiga? PC style case, desktop that looked grimmer than the standard green ST desktop? Guru meditation?)

The PC's of the time just looked like the CPM boxes that went before them - text displays, noisy, looking generally poor. Then along comes the ST, in what at the time was a quite reasonable case, quite sexy really :) with power, gfx, loads of stuff.....

>
>: the PC and later Macs and Amigas [in excess of 4 full expansion slots
>: with a good selection of supported cards to use]). The OS was better
>: than MS-DOS, but not clearly supperior to the Mac's OS.

And no-one in their right mind would say that the PC architecture was a good one. Thats just not true. The FutureBus+ architecture is a good one - not widely used, but very good : variable bus width (32-256 bit data bus, asynchronous transferrs, multi-cpu with sharing & cache integrity built into the standard).

>: Compared to, say, the Amiga, the ST really had no advantages other than
>: the silly MIDI port (easily added to any machine, and not usefull to the
>: average computer user anyway).
>
> That's a matter of opinion. In terms of price, the ST offered
>more bang for the buck. The graphics and sound weren't quite as good, but
>they still blew away comparable Macs and PCs at the time. The "silly"
>MIDI port sold a lot of ST's. In additon, I found the ST easier to use
>and prefered the high resolution text display ... much clearer than that

>available on Amiga's, Macs or PCs.

That's true. The ST Hi-res mode was a better display than a Macs, and better
for serious work than the Amiga - remember, you couldn't buy a colour
DTP system at all, for any platform, so loads of colours was no advantage
for that.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

75. Atari Worldwide?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-10 12:46:30 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3etvj6$r4j@dux.dundee.ac.uk>
Source record: 14026

What countries is Atari presently trading in?

I read a while ago that Australia/NZ had gone along with some of
the European countries. I hope that sales of the JAG have been
up to a 'reasonable level' otherwise its bye,bye.

Rod

--

```
================================================================================
| Roderick McCall : 3nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ Atari Falcon 030 4/65 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "I'll be back, sometime, someplace, somewhere ..." |
|================================================================================
```

"Oh and good luck against those elephants!"

76. Re: Grammar, logic and Sinflop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-10 14:27:55 UTC
From: rappleye@felix.kodak.com
Message-ID: <rappleye-100195092353@150.102.161.162>
Source record: 14027

In article <D24A7r.AIn@zimmer.CSUFresno.EDU>,
jgillesp@mondrian.CSUFresno.EDU (Jason Gillespie) wrote:

> 7. The Jaguar CD is vaporware.
>
> The most logical argument against this would be to cite the
> people who have seen the CD unit on warehouse shelves; however,
> Sinflop dismisses this as a "conspiracy", contrived under the wily
> supervision of the Tramiels themselves.
>
Well, looking in as a more or less impartial observer, I do know that CD technology is really nothing special these days, there's very little to designing, producing, or marketing a CD-ROM unit. So why then isn't the Atari unit on the market? The most likely reasons are:

1. Atari doesn't have the unit designed or built.

2. Atari has the unit designed, but can't afford to build it.

3. Atari has the unit designed and built, but is waiting for an opportune time to release it with a massive marketing blitz.

As an old Atari guy, I've been down this road too many times to get sucked into it again.

RevDrFreak
'foot soldier

77. Student Discounts List

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-10 14:43:54 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3eu6fa$4bs@dux.dundee.ac.uk>
Source record: 14028
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

This list is correct at 10/12/94.

==========

LEXICOR SOFTWARE CORPORATION
36 Queensberry street, suite 6
(617) 437 0414 service@lexicor.com, info@lexicor.com
(617) 437 9413

(510) 848 7621
(510) 848 7613

PRODUCT INFORMATION:

Lexicor Software imports several products and developes several too,
discount rates for students only apply to some products that are not on
special sales.

DTP software/Graphics Hardware and Software such as NOVA Graphics Board,
Medusa Computer system, Phoenix 2.0 Object Renderer, Raystart, DA Picture,
DA Vector (and Pro), Metamorphosis 24, Chronos-3D, Utility Pack, CAD 3D
Design and Illustration Disk, Prism Paint plus more.

DISCOUNT RATES & MIN ORDER: Student
Educational

please call or email for information

RESTRICTIONS ON DISCOUNTS:

please call or email for information (U.S.A. only)

December 8th, 1994

==========

TEAM Software
POB 7332, Washington, DC 20044, USA
TEL 703-533-2132, FAX 703-538-4598

email address mlake@dgs.dgsys.com

PRODUCT INFORMATION: Entertainment, simulation of the horse racing track

DISCOUNT RATES & MIN ORDER: Student any quantity, $10 off list
which comes to $29.95 plus
shipping
Educational ditto

RESTRICTIONS ON DISCOUNTS: no restrictions

December 7, 1994

==========

--

```
=============================================================================
| Roderick McCall : 3nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ Atari Falcon 030 4/65 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "I'll be back, sometime, someplace, somewhere ..." |
|============================================================================
```

"Oh and good luck against those elephants!"

78. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-10 15:22:21 UTC
From: termusta@utu.fi
Message-ID: <D27419.6A2@utu.fi>
Source record: 14029
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

nathanh@bin.anu.edu.au (Nathan Hand) writes:

>: Usenet isn't school. It isn't work. It is only important for information
>: exchange, and recreation. It's an international forum where English is
>: not everyone's first language.

>Exactly.

>: Face the facts, you're an anal retentive snot. Argue the facts and
>: premises, even the hypothesis of an argument, but don't deny the validity
>: of an argument based on grammer and spelling. You're not a teacher in a
>: classroom, and Usenet isn't you're students.

>I agree. Unfortunately the anal retentive snot has several supporters.

Correcting spelling in the Usenet is actually a major netiquette
violation. If somebody starts to correct my spelling or grammar in the
international newsgroups, I will probably start to use some other
language than English. Though the majority of people in Usenet still are
native English speakers, there is a large minority of other
(non-English) people, too. So I think a "communicative" approach to
this matter should be used; as long as everybody (or at least almost
everybody) understands, what one is trying to say, is everything alright.

BTW, did you understand what I meant? :) :)

Tero P. Mustalahti

79. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-10 16:42:51 UTC
From: sinclair@ins.infonet.net
Message-ID: <3eudeb$mp8@insosf1.infonet.net>
Source record: 14030
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3etghg$7q9@lynx.unm.edu>, dehrig@callisto.unm.edu (Vincent Vega) writes:
>-wien.ac.at>,<3dso39$sqr@ionews.io.org> <3dt594$e2n@insosf1.infonet.net>
><3dvdmi$7a1@insosf1.infonet.net> <3e0si3$mfb@insosf1.infonet.net>
<3e9h7h$sg1@insosf1.infonet.net> <3ed5t9$u2u@insosf1.infonet.net>
>Distribution:
>
>: I am dense? I remember when the SNES first came onto the market and was priced
>: over $200. Within weeks the price was reduced below $200 because of the fierce
>: competition with Sega's Genises. Like it or not, the Jagflop was/is in direxT
>: competition with the lower power/price consoles and did not do so well. The
>: Culprit: Atari's mismangement, high price and lack of games.
>
>I hesitate to enter this thread, but I must remind you that when the
>Genesis came out, it sold at about a 1:8 ratio to the original
>nintendo. Now, Its the main competitor with the SNES juggernaut. By
>being the first 64-bit system out, the Jag has a leg up on the future,
>as Genesis did back then.

However, the Jag has failed to capitalise on the fact that it is being
advertised as a 64 bit machine. But the public fails to see the difference
hardware wise between the Jag and 3do.
>
>Do you even remember what Sega's 8-bit machine was called? Past
>performance doesn't always dictate the future.
>

Playmaster? PlayStation? I forget...

>-Dan
>
>-- My inner child is a mean little fucker.
>
>"I bet you can't eat just one"
>"Kid, I once went a year without _breathin_," -Jack Palance

-Peter

80. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-10 17:14:57 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3eufah$41p@bs33n.staffs.ac.uk>
Source record: 14031
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Oh please guys and gals, is this comp.sys.atari.advocay or comp.sys.sinflop.advocay ? Please lets stick to the subject matter, agreed he can be a pain and come out with some outlandish comments, but at least he contributes and keeps this place alive, one way or another.

RiCH

81. Re: Those were the days [WAS:Atari, and is the Jag "64-bit?"]

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-10 18:44:08 UTC
From: Zisbo@aol.com
Message-ID: <Zisbo-100195134313@128.89.17.114>
Source record: 14032

In article <3etv8g$4pq@whitbeck.ncl.ac.uk>, Craig Graham
<Craig.Graham@ncl.ac.uk> wrote:

> >
> >: The ST had many short commings compared to the competition (PC, Mac,
> >: Amiga). It did not have the expansion ability of the PC (and as far I am
> >: aware, they never made any models that had near the level of expansion of
_
> | \ | | / | Makers of CLA Logic
> |_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
> ------------------------------- o ---------------------------
> Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
> WWW: http://www.ncl.ac.uk/~n08z7

blah blah blah ....

would you kindly stop crossposting this to comp.sys.mac.advocacy? Thanx

82. Re: Grammar, logic and Sinflop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-10 18:55:04 UTC
From: jgillesp@mondrian.CSUFresno.EDU
Message-ID: <D27Dvs.8tB@zimmer.CSUFresno.EDU>
Source record: 14033

> Well, looking in as a more or less impartial observer, I do know that
> CD technology is really nothing special these days, there's very
> little to designing, producing, or marketing a CD-ROM unit. So why
> then isn't the Atari unit on the market? The most likely reasons are:
>
> 1. Atari doesn't have the unit designed or built.
>
> 2. Atari has the unit designed, but can't afford to build it.
>
> 3. Atari has the unit designed and built, but is waiting for an
> opportune time to release it with a massive marketing blitz.

Well, these would seem reasonable guesses. Truth is, however,
that the units (at least the first several thousand) are sitting on
warehouse shelves collecting dust. Why? Do you know how much flak
Atari has gotten for releasing the Jag before several titles were
ready?
The third-party CD software developers are running one-two months
behind schedule - nothing unusual for a software developer by anyone's
definition. Atari will *not* release the CD until the first five
titles are ready. Everyone at WCES has been talking about how
fantastic these CD games are, and how nice the CD drives look. The CD
drive is not vapor. Even Sinflop has been singing a different tune:
first, he calls the CD vaporware, then he predicts a slightly delayed
release. Believe me, when Sinflop begins admitting that an Atari
product exists, he must have seen it, smelled it, or in some other way
experienced it with his own underdeveloped sensese.

People are saying that Electronic Arts has mailed out a letter to
several Jag owners who requested that EA begin developing for the Jag.
People say that it is extraordinarily good news for the Jag. I have a
funny feeling that Atari is going to be laughing last around here...
Considering that within a five-mile radius, the folling chains are all
carrying and *heavily* promoting the Jag (with kiosks, posters,
banners, etc):

The Good Guys
BRE Software
Toys "R" Us
Wherehouse
Tower Records

I think the cat is poise to pounce.

If not, who cares. My Sega's been sitting in a closet since I got
my Jag, and even if Atari *were* to fail (which I don't think will

happen), I'd still keep this machine around after buying another console because, in brief, I think it's a fantastic machine and I have a lot of fun playing it.

Cheers and thanks for the RATIONAL argument for a change...

JASON

83. Re: Test market Jag x 2 xmas seasons???

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-10 20:23:32 UTC
From: Luis J Cabrera <shaolin+@CMU.EDU>
Message-ID: <oj4in4q00iV1M3rvNB@andrew.cmu.edu>
Source record: 14034
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy

In new york every store that sells games I've been to also sells the Jaguar

84. Re: Grammar, logic and Sinflop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-10 21:37:19 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3euumf$l9o@ccshst05.cs.uoguelph.ca>
Source record: 14035

```
: 1. Atari doesn't have the unit designed or built.

Wrong. It's done ... it's the software that isn't written.

: 2. Atari has the unit designed, but can't afford to build it.

With the recent settlement from Sega & Jag sales this Christmas,
that's not likely to be a factor either.

: 3. Atari has the unit designed and built, but is waiting for an opportune
: time to release it with a massive marketing blitz.

Well ... this is Atari, so I doubt it too <grin> ... though
advertising has been improved.

>> Mark <<

--
===============================================================================
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av748@Freenet.Carleton.CA

Dorothy: "But how can you talk if you don't have a brain?"
Scarecrow: "I'm not sure. But ... I know an lot of people without brains who
do an awful lot of talking"
===============================================================================
```

85. Re: The Jag has bombed

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-10 21:40:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3euurg$l9o@ccshst05.cs.uoguelph.ca>
Source record: 14036

sinclair@ins.infonet.net wrote:
: According to the WCES trade journal, Atari Prez for life was quoted that over
125,000 Jagflops have been shipped with little inventory left on the shelves.
This info came from r.g.v.a....

Ahem ... this Christmas. Hence, Atari beat their estimates of
200,000 units sold.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av748@Freenet.Carleton.CA

Dorothy: "But how can you talk if you don't have a brain?"
Scarecrow: "I'm not sure. But ... I know an lot of people without brains who
do an awful lot of talking"
==

86. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-10 22:29:23 UTC
From: lolsen@hsr.no
Message-ID: <3ev1o3$gro@marton.hsr.no>
Source record: 13837
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Techs Avery (tksavery@netcom.com) wrote:
: JOHN AMSLER (amsler@nevada.edu) wrote:
: : sinclair@ins.infonet.net wrote:
: : : In article <3ejg25$1vh@news.nevada.edu>, amsler@nevada.edu (JOHN AMSLER)
: : : writes:
: : : >sinclair@ins.infonet.net wrote:

I won't comment any quotes here but I'll have to say I am startled
by the commitment wich so many "well educated" persons have shown
regarding this rather irrelevant issue (I did not catch the
beginning of this tread, so you'll have to have me excused if I'm
missing a point or two here).
Illiteracy is not the same as not being able to develop intelligent
and meaningful idea-patterns:

"... But if we laugh with derision, we will never understand.
Human intellectual capacity has not altered for thousands of
years so far as we can tell. If intelligent people invested
intense energy in issues that now seem foolish to us, then the
failure lies in our understanding of their world, not in their
distorted perceptions. Even the standard example of ancient
nonsense -- the debate about angels on pinheads -- makes sense
once you realize that theologians were not discussing whether
five or eighteen would fit, but whether a pin could house a finite
or an infinite number."
-- S. J. Gould, "Wide Hats and Narrow Minds"

87. Re: The Jag has bombed

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-11 00:44:50 UTC
From: sinclair@ins.infonet.net
Message-ID: <3ev9m2$t8q@insosf1.infonet.net>
Source record: 13838

In article <3euurg$l9o@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>sinclair@ins.infonet.net wrote:
>: According to the WCES trade journal, Atari Prez for life was quoted that over
>125,000 Jagflops have been shipped with little inventory left on the shelves.
>This info came from r.g.v.a....
>
> Ahem ... this Christmas. Hence, Atari beat their estimates of
>200,000 units sold.

I have to clarify. Only 125,000 has been shipped since introduction over a year ago to Jan1, 1995. So were does the 200,000 come from?
>
> >> Mark <<
>
>
>--
>==
>Mark Rathwell The University Of Guelph
>mrathwel@uoguelph.ca or av748@Freenet.Carleton.CA
>
>Dorothy: "But how can you talk if you don't have a brain?"
>Scarecrow: "I'm not sure. But ... I know an lot of people without brains who
> do an awful lot of talking"
>==

-Peter

88. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-11 04:20:09 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1001952023450001@tsa-26.ucsc.edu>
Source record: 13839
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <D27419.6A2@utu.fi>, termusta@utu.fi (Tero P. Mustalahti) wrote:

> (non-English) people, too. So I think a "communicative" approach to
> this matter should be used; as long as everybody (or at least almost
> everybody) understands, what one is trying to say, is everything alright.
>
> BTW, did you understand what I meant? :) :)

I sure did. BTW, in the spirit of helping you to improve your English,
the phrase in your sentence above should have been "everything is
alright." <G> Oh, and the comma in "understands, what" is not necessary,
and "alright" is best spelled out as "all right."

(This has been an attempt to show a rare example of a constructive
grammar/spelling comment. If this had been a real grammar flame, by now
you would have been doomed to write in the passive voice forever. Please
do not fire up your spellcheckers in alarm; there's nothing to see here.)

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

89. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-11 04:25:52 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1001952029290001@tsa-26.ucsc.edu>
Source record: 13840
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3et2v9$2r9@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) wrote:

> : A great number of the problems with the Mac OS today are a direct result
> : of the tricks Apple pulled to get around the lack of a MMU in the 68K.
> : Interesting how the neat hacks of yesterday turn into today's boat-anchors
> : so often.
>
> Same with the x86 machines. Loading programs in 64k chunks really
> slows down the potential speed of upgrades.

Well - actually, I'd be hesitant to classify the x86 segmented memory architecture as a neat hack. It was an ugly munged up way to graft a 1 MB address space onto a 16-bit microprocessor.

The stuff Apple did in software to allow a form of virtual memory without having a MMU to do it with was really quite elegant, but limiting in the long run. They're now making an end run around the old code resource limitations by defining an entirely new way for code to be stored in a PowerPC application, and retrofitting that architecture to 68K code as well.

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

90. Re: Those were the days [WAS:Atari, and is the Jag "64-bit?"]

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-11 04:34:17 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1001952037540001@tsa-26.ucsc.edu>
Source record: 13841
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

> That's true. The ST Hi-res mode was a better display than a Macs, and better
> for serious work than the Amiga - remember, you couldn't buy a colour
> DTP system at all, for any platform, so loads of colours was no advantage
> for that.

I think what truly broke Atari and Commodore was the introduction of the
Mac II in 1987. Neither company responded to it for a long, long time.
By the time they did, the window for them to expand into the lucrative
business markets that Apple got into with the II had closed. Atari in
particular was very slothful at releasing a modernized ST; the TT came out
in what, 1991?

The Mac II did a number of things to revolutionize the Mac - it had a high
resolution screen with plenty of colors, a fast (for the time) CPU,
tremendous expansion capability, and an OS whose sophistication was
unmatched.

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

91. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-11 17:43:23 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3f15br$qpo@dux.dundee.ac.uk>
Source record: 13842
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Atari would have been much better to licence out the Jag Technology to companies in the contries where it didn't have enough money to market it. Foe example give a licence to say make X thousand units in a fixed period of time. This would mean that Atari could have its brand name used in varoius contries and two earn cash for little or no outlay. Therefore if and when the Jag II comes out the machine and brand name wil already be established to a small extent. Then they can if they wish continue to sell the Jag via the licencee or via there own company.

Rod

--

==
| Roderick McCall : 3nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ Atari Falcon 030 4/65 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "I'll be back, sometime, someplace, somewhere ..." |
|==

"Oh and good luck against those elephants!"

92. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-11 20:56:53 UTC
From: sinclair@ins.infonet.net
Message-ID: <3f1gml$9bd@insosf1.infonet.net>
Source record: 13843
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3f15br$qpo@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>
>Atari would have been much better to licence out the Jag Technology to
>companies in the contries where it didn't have enough money to
>market it. Foe example give a licence to say make X thousand units
>in a fixed period of time. This would mean that Atari could have its
>brand name used in varoius contries and two earn cash for little
>or no outlay. Therefore if and when the Jag II comes out the machine
>and brand name wil already be established to a small extent. Then they can
>if they wish continue to sell the Jag via the licencee or via there own
>company.

According to the Wall ST Journal, the Jagflop II will be out in time for
Christmas/95.
>
>Rod
>
>--
>
>==
>| Roderick McCall : 3nd Year Bsc Computing Sci & Accountancy |
>|email rmccall@mcs.dundee.ac.uk ______ Atari Falcon 030 4/65 |
>|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
>| "I'll be back, sometime, someplace, somewhere ..." |
>|==
>
> "Oh and good luck against those elephants!"

-Peter

93. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-12 00:28:44 UTC
From: $liaodm@brandonu.ca
Message-ID: <1995Jan11.182845.11981@news.brandonu.ca>
Source record: 13844
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

If you've been following this thread for awhile, you'll be glad to know that I am not even going to bother quoting the previous postings on this thread. And, although off topic (didn't Edward Woodward drive a Jaguar in "The Equalizer?"), this article addresses some important points.

In previous postings (dating back at least a full week, from what I can tell), we've seen the involved parties flaming away at each other over unsatisfactory grammar and spelling. The postings I've seen have had almost nothing to do with the topic "What about Atari?"

Admittedly, in a Usenet newsgroup (and indeed, almost everywhere else on the Internet) the only way others can get to know us "personally" is by observing how we get our points across - our "written voice" if you will. Some people have a more refined written voice than others, either because they are more fluent, or they have more time to spend refining their postings.

In the end, the interests of any newsgroup would be better served if more attention were paid to the actual _points_ being made in an article, and not the written voice in which they are presented.

This newsgroup is called "comp.sys.mac.advocacy." Flaming someone for their spelling and grammar (or flaming someone back for criticizing _your_ spelling and grammar) makes no point relevant to this newsgroup. Of course "What about Atari?" is not exactly an "appropriate discussion topic" for this newsgroup either, but couldn't the parties just agree to disagree, or at least take their juvenalia to _private email,_ where nobody else would have to look at it?

___
/ \
/ \
| _____
|Daniel M. Liao
$LiaoDM@BrandonU.CA

94. Re: Those were the days [WAS:Atari, and is the Jag "64-bit?"]

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-12 01:24:02 UTC
From: nathanh@bin.anu.edu.au
Message-ID: <3f20bi$nkv@manuel.anu.edu.au>
Source record: 13845
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Mark Rathwell (mrathwel@uoguelph.ca) wrote:

: : I think what truly broke Atari and Commodore was the introduction of the
: : Mac II in 1987. Neither company responded to it for a long, long time.
: : By the time they did, the window for them to expand into the lucrative
: : business markets that Apple got into with the II had closed. Atari in
: : particular was very slothful at releasing a modernized ST; the TT came out
: : in what, 1991?

: : The Mac II did a number of things to revolutionize the Mac - it had a high
: : resolution screen with plenty of colors, a fast (for the time) CPU,
: : tremendous expansion capability, and an OS whose sophistication was
: : unmatched.

: Finally ... rec.mac.advocacy has sent over an intelligent
: debater. Now ... if we could just return Sinclap ...

Slurp slurp slurp... mmmm... yummy butt

```
|||||
0 0
<
\___/
U
```

95. Re: A tale of missed opportunities

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-12 02:06:06 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1101951809430001@tsb-51.ucsc.edu>
Source record: 13846

In article <3f1knu$3gq@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) wrote:

> Atari seems to have missed to boa when it comes to computers this
> last Christmas. This year all we've had is PC PC PC nad a hint of MAC.
> Last year the Amiga was also their with a VERY small supply of ST's.
> If Atari had any clue why didn't it try and shift some Falcons over
> Christmas?

Because it can't? Atari has clearly lost the "power for the price" race. Both the DOS and Macintosh worlds can set you up with 60+ MHz Pentium or PowerMac systems at a price of around $2000 US. The Falcon is so far behind in performance it isn't even funny, and it doesn't cost much less than $2K after you outfit it with equivalent equipment, AFAIK.

I don't know what DOS/Mac sells for in the UK, but I doubt the situation is too different for you.

```
+-------------------------------------------------------------+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+-------------------------------------------------------------+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+-------------------------------------------------------------+
```

96. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-12 02:24:20 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3f23sk$bru@ccshst05.cs.uoguelph.ca>
Source record: 13847
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

sinclair@ins.infonet.net wrote:
: In article <3etghg$7q9@lynx.unm.edu>, dehrig@callisto.unm.edu (Vincent Vega) writes:
: >-wien.ac.at>,<3dso39$sqr@ionews.io.org> <3dt594$e2n@insosf1.infonet.net>
: ><3dvdmi$7a1@insosf1.infonet.net> <3e0si3$mfb@insosf1.infonet.net>
<3e9h7h$sg1@insosf1.infonet.net> <3ed5t9$u2u@insosf1.infonet.net>
: >Distribution:

: >Do you even remember what Sega's 8-bit machine was called? Past
: >performance doesn't always dictate the future.
: >

Master System. Wicked little machine.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av748@Freenet.Carleton.CA

Dorothy: "But how can you talk if you don't have a brain?"
Scarecrow: "I'm not sure. But ... I know an lot of people without brains who
do an awful lot of talking"
==

97. Re: A tale of missed opportunities

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-12 12:55:44 UTC
From: sinclair@ins.infonet.net
Message-ID: <3f38sg$6g2@insosf1.infonet.net>
Source record: 13862

In article <3f23qb$bru@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>: Atari seems to have missed to boa when it comes to computers this
>: last Christmas. This year all we've had is PC PC PC nad a hint of MAC.
>: Last year the Amiga was also their with a VERY small supply of ST's.
>: If Atari had any clue why didn't it try and shift some Falcons over
>: Christmas?
>
> Because Atari is cashed strapped and could make a lot more money
>selling Jaguars than Falcons.

Atari will never make money with the Jagflop. The Jagflop bombed this past Christmas..

>
> >> Mark <<
>
>
>--
>==
>Mark Rathwell The University Of Guelph
>mrathwel@uoguelph.ca or av748@Freenet.Carleton.CA
>
>Dorothy: "But how can you talk if you don't have a brain?"
>Scarecrow: "I'm not sure. But ... I know an lot of people without brains who
> do an awful lot of talking"
>==

-Peter

98. Re: Grammar, logic and Sinflop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-12 14:51:03 UTC
From: rappleye@felix.kodak.com
Message-ID: <rappleye-120195095438@150.102.161.162>
Source record: 13848

In article <3evi47$p9m@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu
(Christopher Taylor Oates) wrote:

>
> In <rappleye-100195092353@150.102.161.162> rappleye@felix.kodak.com (RevDrFreak) writes:
>
> >3. Atari has the unit designed and built, but is waiting for an opportune
> >time to release it with a massive marketing blitz.
>
> THey are waiting on the 3rd parties to finish the games for it so there's
> not another wave of "So where are the games?" nonsense from people.
>
Yup, and not having the HW on the market really encourages the SW guys to
product/port their games...

RevDrFreak
'foot soldier

99. Re: A tale of missed opportunities

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-12 14:52:47 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3f3fnv$2tv@dux.dundee.ac.uk>
Source record: 13849

Tim Seufert (bwanga@cats.ucsc.edu) wrote:
: In article <3f1knu$3gq@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod
: McCall) wrote:

: > Atari seems to have missed to boa when it comes to computers this
: > last Christmas. This year all we've had is PC PC PC nad a hint of MAC.
: > Last year the Amiga was also their with a VERY small supply of ST's.
: > If Atari had any clue why didn't it try and shift some Falcons over
: > Christmas?

: Because it can't? Atari has clearly lost the "power for the price" race.
: Both the DOS and Macintosh worlds can set you up with 60+ MHz Pentium or
: PowerMac systems at a price of around $2000 US. The Falcon is so far
: behind in performance it isn't even funny, and it doesn't cost much less
: than $2K after you outfit it with equivalent equipment, AFAIK.

: I don't know what DOS/Mac sells for in the UK, but I doubt the situation
: is too different for you.

Macs seem to start at abour #600 ukp for a base spec with some free software.
PC's for anything decent are about #700 plus.

My point wa more that Atari had the chance to reduce prices to a
reasonable level and perhaps bundle it with some software and a monitor
and hence compete with Macs's, PC's. Insted it chose to keep the
price too high.

Rod

--

==
| Roderick McCall : 3nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ Atari Falcon 030 4/65 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "I'll be back, sometime, someplace, somewhere ..." |
|==

"Oh and good luck against those elephants!"

100. Re: A tale of missed opportunities

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-12 14:54:17 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3f3fqp$2tv@dux.dundee.ac.uk>
Source record: 13850

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : Atari seems to have missed to boa when it comes to computers this
: : last Christmas. This year all we've had is PC PC PC nad a hint of MAC.
: : Last year the Amiga was also their with a VERY small supply of ST's.
: : If Atari had any clue why didn't it try and shift some Falcons over
: : Christmas?

: Because Atari is cashed strapped and could make a lot more money
: selling Jaguars than Falcons.

Well, if a company is cash strapped it usually sells of stocks it
needs to get rid of at a cheaper price, so it can raise cash. ATari
could quite easily have done this, whilst also making a small profit
and then used that cash to market the Jaguar.

Rod

--

==
| Roderick McCall : 3nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ Atari Falcon 030 4/65 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "I'll be back, sometime, someplace, somewhere ..." |
|==

"Oh and good luck against those elephants!"

101. Re: A tale of missed opportunities

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-12 15:25:07 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3f3hkj$ieh@lyra.csx.cam.ac.uk>
Source record: 13851

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>Mark Rathwell (mrathwel@uoguelph.ca) wrote:
>: Because Atari is cashed strapped and could make a lot more money
>: selling Jaguars than Falcons.

>Well, if a company is cash strapped it usually sells of stocks it
>needs to get rid of at a cheaper price, so it can raise cash. ATari
>could quite easily have done this, whilst also making a small profit
>and then used that cash to market the Jaguar.

But there is no point selling something if nobody knows about it. And
telling people (AKA marketing) costs *money* (lots of it, to do it properly).
And AFAIK Atari has already sold off any stock it doesn't want....

There is no way Atari can compete with the PC's and Macs. They sell in
such high volumes that they can be produced for much less than normal.
I think Atari are doing the best thing for them at the moment. That is
concentrate on the Jag (which should do really well for them) until the
computer industry sorts itself out and then maybe come back in with some
competitively priced and good quality kit.

Even if Atari were to go out of business tomorrow, atari machines will
still be used for a long time yet!!

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

102. Re: TOS on CHRP (Power PC)?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-12 16:13:12 UTC
From: e9250467@stud1.tuwien.ac.at
Message-ID: <3f3keo$kii@news.tuwien.ac.at>
Source record: 13852

Kula Bocca (kulabocca@aol.com) wrote:
: Alfred,

: How familiar are you with Magic? Do you have any idea if it's compatible
: with the GENEVA multitasking application enviroment? I'm using a Mac PPC
: and an Atari Falcon, would love to run some GEM stuff on the PPC. Any
: other info on cross platforming would be more than appreciated!

Magic and Geneva serve the same purpose, ie.replacing parts of the operating system (Geneva) or the operating system itsself. Geneva, in particular, replaces just the AES of the GEM system, Magic replaces not only AES but the whole TOS system. Both systems are competitors and should be reasonably compatible to the original TOS. For example, both Geneva and Magic allow for old applications to run in single tasking mode. Geneva and Mgic should be reaonabily compatible.

As for ypu Mac PPC you still have to wait - Magic Mac runs in its first version only with the old non ppc macs. This is due to the fact that the 680x0 enulator on the PPC does not support an MMU,which is necessary for Magic. Magic thus hast to be rewritten in at least that point in PPC native code, which takes time and even Apple doesn't have the whole of their OS in native code on their own machines. Expect however at the time Magic PPC appears to also have native PPC- GEM applications available.

Regards,

Alfred

103. Re: A tale of missed opportunities

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-12 17:26:38 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3f3ooe$djt@dux.dundee.ac.uk>
Source record: 13853

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
: rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
: >Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: >: Because Atari is cashed strapped and could make a lot more money
: >: selling Jaguars than Falcons.

: >Well, if a company is cash strapped it usually sells of stocks it
: >needs to get rid of at a cheaper price, so it can raise cash. ATari
: >could quite easily have done this, whilst also making a small profit
: >and then used that cash to market the Jaguar.

: But there is no point selling something if nobody knows about it. And
: telling people (AKA marketing) costs *money* (lots of it, to do it properly).
: And AFAIK Atari has already sold off any stock it doesn't want....

: There is no way Atari can compete with the PC's and Macs. They sell in
: such high volumes that they can be produced for much less than normal.
: I think Atari are doing the best thing for them at the moment. That is
: concentrate on the Jag (which should do really well for them) until the
: computer industry sorts itself out and then maybe come back in with some
: competitively priced and good quality kit.

: Even if Atari were to go out of business tomorrow, atari machines will
: still be used for a long time yet!!

Atari was selling ST's in the high street stores in Christmas 93 and 92.
This was with ZERO marketing. Why then didn't try and shift the
Falcon in the same way?

Answer: They couldn't be bothered, sure it's fine concentrating on the
Jag, but it so far has been to the detriment of EVERYTHING else. Atari
could quite easily have had a full package for #799 including software,
SVGA monitor and a wordprocessor. All the evidence is there a 4mb
Falcon is #399, add #175 for a monitor then #180 for a 65/85 mb
IDE and what do you have #754, then all they have to do is add
in a software bundle say for example, some games and a version of
Atari Works. There you have it, a full system for #799. A system which
in my opinion would compete with the Mac machines. With a bit of
vision and planning Atari could have sold Falcons via the high street
if they had done a little planning. By doing so the money (cash) made
could then be spent on Jaguar marketing. Whats more Atari could
quite easily have avoided actually having to spend any money on
buying in the monitors by simply telling retailers that they can
sell any monitor they like with it, providing it meets certain
technical requirements. Thus retailer could find the cheapest source
by avoiding Atari's markup on the monitors, hence they also make

more cash.

If the Falcon was bundled with decent software which made use of
its CPU, DSP and more advanced graphics then it could quite easily
have been sold via the high street stores. Until Xmas 93 Atari still
had some form of brand name, now it has none depsite the Jaguar. I spoke
to someone recently who said "Atari, do they still exist?", that sums
it up really. Atari really should have tried to sell the Falcon, that
way their name would have reamined on peoples minds, now all we et
is Sega or Nintendo, followed by IBM and Apple.

Rod
--

==
| Roderick McCall : 3nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ Atari Falcon 030 4/65 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "I'll be back, sometime, someplace, somewhere ..." |
|==

"Oh and good luck against those elephants!"

104. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-12 19:57:46 UTC
From: bob@morinda.it.ntu.edu.au
Message-ID: <3f41jq$n6m@pellew.ntu.edu.au>
Source record: 13854
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Techs Avery (tksavery@netcom.com) wrote:
: JOHN AMSLER (amsler@nevada.edu) wrote:
: : sinclair@ins.infonet.net wrote:
: : : In article <3ejg25$1vh@news.nevada.edu>, amsler@nevada.edu (JOHN AMSLER)
: : : writes:
: : : >sinclair@ins.infonet.net wrote:

: : [snip]

: : : I don't care if I miss-spell words and so on in the USenet.

: : Don't you understand?????? The ability to communicate and use language
: : -- spoken and written, to include grammar, punctuation, and spelling --
: : is something that is EXPECTED of people [by society itself]!! Nay, it is
: : DEMANDED by society, regardless whether one is a brain surgeon or a
: : landscaper, an astronaut or a commercial fisherman! As I said earlier, a
: : nation of illiterates (and innumerates, for that matter) canNOT long endure.

: : NOBODY has ANY excuse for being too lazy to use a dictionary. NOBODY!!!!!

: As opposed to what you may have learned in college, you're wrong. Your
: boss could misspell all he/she wants, is more successful than you and
: could fire your ass anytime.

: If you ever corrected me and you were my subordinate, I'd make your life
: a living hell until you quit.

If you were my boss, making my life a living hell 'cause your ego is too
insecure to accept that you can make mistakes, I'd have quit long ago,
probably going a long way over your head to explain exactly why.

"The boss is always right. If he's wrong, it's the fault (and the problem)
of the guys under him"

With all due respect, if your boss is misspelling words and uses illiterate
grammar, then how on earth did such an undereducated buffon get in that
position. Grammar is a primary school subject. You Statesiders even call it
grammar school.

: Usenet isn't school. It isn't work. It is only important for information
: exchange, and recreation. It's an international forum where English is
: not everyone's first language.

Believe it or not, you've just validated John Amsler's argument. That's
righte, Usenet is about information exchange. Kinda hard to exchange
information when you can't understand each other, isn't it?
And you're right, English is not everyone's first language. So why has it

become the de facto standard of the 'Net? Think for a minute, I'm sure
you'll understand why.

: Also, some networks, like Netcom, are so slow that it is impossible for
: the displayed text to keep up with a person's typing, and a delay of 30
: seconds or more is not unusual. Correcting your spelling is a waste of
: time under such circumstances.

Get an offline reader, then. Probably cut back on your phone bill as well,
if the link is that bad.

--
Robert Watkins bob@it.ntu.edu.au
Real Programmers never work 9 to 5. If any real programmers
are around at 9 am, it's because they were up all night.

105. Re: A tale of missed opportunities

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-12 20:56:57 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3f452p$e8d@ccshst05.cs.uoguelph.ca>
Source record: 13855

```
: Atari will never make money with the Jagflop. The Jagflop bombed this past
: Christmas..

Here we go again ... Peter with his stupid, unsupported statements.

>> Mark <<

--
================================================================================
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av748@Freenet.Carleton.CA

Dorothy: "But how can you talk if you don't have a brain?"
Scarecrow: "I'm not sure. But ... I know an lot of people without brains who
do an awful lot of talking"
================================================================================
```

106. Re: A tale of missed opportunities

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-12 20:58:11 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3f4553$e8d@ccshst05.cs.uoguelph.ca>
Source record: 13856

```
: Well, if a company is cash strapped it usually sells of stocks it
: needs to get rid of at a cheaper price, so it can raise cash. ATari
: could quite easily have done this, whilst also making a small profit
: and then used that cash to market the Jaguar.

Do you mean Falcon inventory? I doubt Atari really had that many
in stock, though it would have been a good idea.

>> Mark <<

--
================================================================================
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av748@Freenet.Carleton.CA

Dorothy: "But how can you talk if you don't have a brain?"
Scarecrow: "I'm not sure. But ... I know an lot of people without brains who
do an awful lot of talking"
================================================================================
```

107. Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-13 01:17:57 UTC
From: sinclair@ins.infonet.net
Message-ID: <3f4kc5$cui@insosf1.infonet.net>
Source record: 13857

There was a write up in Wednesday/Wall ST Journal about how Nintendo was able to keep the sales fall off from last Christmas minimal from the previous Christmas due to the success of Donkey Kong Country. There will be another Donkey Kong game for next Christmas. Nintendo sold six million of Donkey Kong Country Worldwide during the holiday period and resulted in increase sales of the SNES.

CDI sales doubled last year to an install base of one million due to popular software titles. 3do did better than expected with retailers in not having enough to sell. Atari was barely mentioned at all and had to do with the Jagflop cdrom.

It was pointed out that the Nintendo U64 will be cartridge based and will be priced at below $250. The U64 will be out next fall. Expect Nintendo to do things right that Atari failed to do with the Jagflop: Nationwide distribution, plenty of games and tens of millions in marketing expenditures. Atari will not have a prayer. Atari failed with the Jagflop in 1994 and '95 will not be any different.

-Peter

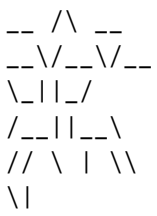
108. Re: Grammar, logic and Sinflop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-13 05:44:48 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3f540g$bng@darkstar.UCSC.EDU>
Source record: 13858

In <rappleye-120195095438@150.102.161.162> rappleye@felix.kodak.com (RevDrFreak) writes:
>> THey are waiting on the 3rd parties to finish the games for it so there's
>> not another wave of "So where are the games?" nonsense from people.
>>
>Yup, and not having the HW on the market really encourages the SW guys to
>product/port their games...

Yes, it's sort of a "Damned if you do, damned if you don't" situation. They
tried it first way with the jag and the #1 criticism has been lack of games.
Do you blame them for trying things differnetly now???

~Chris

>RevDrFreak
>'foot soldier
--


109. Re: Those were the days [WAS:Atari, and is the Jag "64-bit?"]

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-13 07:05:27 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <D2C114.5C9@hpbbrd.bbn.hp.com>
Source record: 13859
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

Robert Rhode (rhode@ee.rochester.edu) wrote:
> Unlike, for example, the ST -- which required a floppy disk to be in a
> drive (or the presence of a hard disk), even though the whole OS was in
> ROM. Yes, you could use a blank, unformatted floppy. But something had
> to be there. THAT was just plain stupid.

Not true. You don't need a floppy in the drive to boot an ST with ROMs.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

110. WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-13 09:50:15 UTC
From: lolsen@hsr.no
Message-ID: <3f5icn$r21@marton.hsr.no>
Source record: 13860
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

As I've said before there is a great deal of confusion regarding
the definition of "Wavetable synthesis" (wich is a method of
reproducing sound) and MIDI (wich is a data protocol).

FM and Wavetable:

FM synthesis techniques generally use one periodic signal (the
modulator) to modulate the frequency of another signal (the carrier).
If the modulating signal is in the audible range, then the result
will be a significant change in the timbre of the carrier signal.
Each FM voice requires a minimum of two signal generators.
These generators are commonly referred to as "operators", and
different FM synthesis implementations have varying degrees of
control over the operator parameters. Sophisticated FM systems
may use 4 or 6 operators per voice, and the operators may have
adjustable envelopes which allow adjustment of the attack and decay
rates of the signal. Although FM systems were implemented in the
analog domain on early synthesizer keyboards, modern FM synthesis
implementations are done digitally.

FM synthesis techniques are very useful for creating expressive new
synthesized sounds. However, if the goal of the synthesis system
is to recreate the sound of some existing instrument, this can
generally be done more accurately with digital sample-based
techniques.
Digital sampling systems store high quality sound samples digitally,
and then replay these sounds on demand. Digital sample-based synthesis
systems may employ a variety of special techniques, such as sample
looping, pitch shifting, mathematical interpolation, and polyphonic
digital filtering, in order to reduce the amount of memory required
to store the sound samples (or to get more types of sounds from a
given amount of memory). These sample-based synthesis systems are
often called "wavetable" synthesizers (the sample memory in these
systems contains a large number of sampled sound segments, and can
be thought of as a "table" of sound waveforms which may be looked
up and utilized when needed).

MIDI:

The Musical Instrument Digital Interface (MIDI) protocol has been
widely accepted and utilized by musicians and composers since its
conception in the 1982/1983 time frame. MIDI data is a very efficient
method of representing musical performance information, and this

makes MIDI an attractive protocol for computer applications which produce sound, such as multimedia presentations or computer games.

For instance, files containing high quality stereo sampled audio require about 10 MBytes of data per minute of sound, while a typical MIDI sequence might consume less than 10 KBytes of data per minute of sound. This is because the MIDI file does not contain the sampled audio data, it contains only the instructions needed by a synthesizer to play the sounds. These instructions are in the form of MIDI messages, which instruct the synthesizer which sounds to use, which notes to play, and how loud to play each note. The actual sounds are then generated by the synthesizer.

The General MIDI system specifies which instrument or sound corresponds with each program/patch number, but General MIDI does not specify how these sounds are produced. Thus, program number 1 should select the Acoustic Grand Piano sound on any General MIDI instrument. However, the Acoustic Grand Piano sound on two General MIDI synthesizers which use different synthesis techniques may sound quite different.

In light of this it's apperant that neither the Mac's sound-system nor any other standard computer platform use Wavetable to reproduce sound. _Some_ of the principles _may_ apparently look similar - this doesn't, however, make the Mac reproduce sound with wavetable.

Cheers...

111. Positive Amiga info?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-13 10:57:45 UTC
From: lolsen@hsr.no
Message-ID: <3f5mb9$s2q@marton.hsr.no>
Source record: 13861
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

William D. Simpson (wsimpson@mailer.fsu.edo) kindly wrote :

: Amid all the negative words we hear about the Amiga platform these days
: it was enlightening to run across this tidbit of positive reporting:

: (From Computer Video Nov/Dec 1994, pg 14 an article entitled
: "Does Unix Have a Place on Your Desktop?" by Daniel
: Rappaport...hope this isn't too much a copyright
: violation.)

: "The case of the Amiga is interesting. It enjoys the most
: UNIX-like operating system among personal computers. Consider its standard
: features: true pre-emptive multitasking, multiprocessor capabilities, both
: a GUI interface and an optional command line Shell, as well as an extensive
: command set and filing system that clearly borrowed heavily on UNIX.

: It is also well known that most Amiga users are in the process of
: migrating to other platforms. An Amiga user who is expert with the internals
: of AmigaDOS will be appalled by the crudeness of MS-DOS or stifled with
: the lack of command line in the Mac Finder (not to mention the lack of
: any hint of multitasking). Former Amiga partisans may want to seriously
: consider moving on to a UNIX platform."

Then Paul Thurrott (thurrott@ix.netcom.com) wrote:

: Positive journalism is just as dangerous as negative journalism. I
: prefer HONESTY. The article you quote was obviously written by an Amiga
: fantic like most of us in this group. I suggest we meter any glee we
: feel at the potshots that author takes at MS-DOS and remember where we
: stand in the world of computing - right next to Atari. Not a pretty
: view, is it?

And this is my opinion :

If not driven to extremity I'll have to disagree a little -
"HONESTY" isn't always the clue to good sales.
Take a look at the PC world about 8-12 years ago. Better hardware
and software-solutions did exist outside IBM/Microsoft - and
I'm pretty sure they knew.
But, good marketing, gentle persuasion and based on peoples
uncertainty/ignorance, look what happend - well over 100
million PC's have been sold today..... 8-)

Cheers...

112. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-13 13:45:30 UTC
From: hofman@alcatel.nl
Message-ID: <3f605q$hrm@btmplq.god.bel.alcatel.be>
Source record: 13863
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

```
In article <3f41jq$n6m@pellew.ntu.edu.au>, bob@morinda.it.ntu.edu.au
(Robert Watkins) writes:
>Techs Avery (tksavery@netcom.com) wrote:
>: JOHN AMSLER (amsler@nevada.edu) wrote:
>: : sinclair@ins.infonet.net wrote:
>: : : In article <3ejg25$1vh@news.nevada.edu>, amsler@nevada.edu (JOHN
>AMSLER)
>: : : writes:
>: : : >sinclair@ins.infonet.net wrote:
>
>: : [snip]
>
>: : : I don't care if I miss-spell words and so on in the USenet.
>
>: : Don't you understand?????? The ability to communicate and use
>language
>: : -- spoken and written, to include grammar, punctuation, and spelling
>--
>: : is something that is EXPECTED of people [by society itself]!! Nay, it
>is
>: : DEMANDED by society, regardless whether one is a brain surgeon or a
>: : landscaper, an astronaut or a commercial fisherman! As I said
>earlier, a
>: : nation of illiterates (and innumerates, for that matter) canNOT long
>endure.
>
>: : NOBODY has ANY excuse for being too lazy to use a dictionary.
>NOBODY!!!!!
>
>: As opposed to what you may have learned in college, you're wrong. Your
>: boss could misspell all he/she wants, is more successful than you and
>: could fire your ass anytime.
>
>: If you ever corrected me and you were my subordinate, I'd make your life
>>: a living hell until you quit.
>
>If you were my boss, making my life a living hell 'cause your ego is too
>insecure to accept that you can make mistakes, I'd have quit long ago,
>probably going a long way over your head to explain exactly why.
>
>"The boss is always right. If he's wrong, it's the fault (and the
>problem)
>of the guys under him"
```

>
>With all due respect, if your boss is misspelling words and uses
>illiterate
>grammar, then how on earth did such an undereducated buffon get in that
>position. Grammar is a primary school subject. You Statesiders even call
>it
>grammar school.
>
>: Usenet isn't school. It isn't work. It is only important for information
>>: exchange, and recreation. It's an international forum where English is
>>: not everyone's first language.
>
>Believe it or not, you've just validated John Amsler's argument. That's
>righte, Usenet is about information exchange. Kinda hard to exchange
>information when you can't understand each other, isn't it?
>And you're right, English is not everyone's first language. So why has it
>become the de facto standard of the 'Net? Think for a minute, I'm sure
>you'll understand why.
>
>: Also, some networks, like Netcom, are so slow that it is impossible for
>>: the displayed text to keep up with a person's typing, and a delay of 30
>>: seconds or more is not unusual. Correcting your spelling is a waste of
>>: time under such circumstances.
>
>Get an offline reader, then. Probably cut back on your phone bill as
>well,
>if the link is that bad.
>
>
>--
> Robert Watkins bob@it.ntu.edu.au
> Real Programmers never work 9 to 5. If any real programmers
> are around at 9 am, it's because they were up all night.
>

Perhaps it is time for some new newsgroups??

like: comp.sys.atari.spelling.freaks???
comp.sys.mac.spelling.freaks???
comp.sys.amiga.spelling.freaks???

Peter Hofman e-mail: see 'Reply-To' in header

That will be all

113. Re: TOS on CHRP (Power PC)?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-13 13:49:10 UTC
From: gc85@d5.hrz.uni-giessen.de
Message-ID: <D2CJpz.8EC@muster.hrz.uni-giessen.de>
Source record: 13864

Richard Blair (hentai@eri.erinet.com) wrote (6 Jan 1995 17:43:26 -0500) in
comp.sys.atari.advocacy:
: Robert Rumpf (rumpf.1@osu.edu) wrote:
: : Any idea if Atari has even considered porting their operating system to
: : the common hardware reference platform IBM/Apple/Motorola have worked up?

: Acording to curresnt notes, Apple has come out with an ST emulator in
: Germany. The even showed it off at an Atari only computer show trying
: to get a foot hold in the German market.

It is true that there is an ST emulator on Mac68k, but is not from Apple,
it is from Application Systems Heidelberg, is called MagiC! I suppose (?)

--
-
Konstantinos XONIS
(XAKChaos of XAK-Design Wetzlar)

Snail Mail: E-mail/FAX:
Konstantinos Xonis Konstantinos.Xonis@physik.uni-giessen.de
Buderusstrasse 14 FAX: +49 6441 42504
D35576 Wetzlar +49 6441 417663
FR Germany

114. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-13 15:28:20 UTC
From: guenther@cabal.shnet.org
Message-ID: <FANPBEURUP@cabal.shnet.org>
Source record: 13865
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <H34myc1w165w@qedbbs.com> aric r caley wrote:
>The ST had many short commings compared to the competition (PC, Mac,
>Amiga). It did not have the expansion ability of the PC (and as far I am
>aware, they never made any models that had near the level of expansion of
>the PC and later Macs and Amigas [in excess of 4 full expansion slots
>with a good selection of supported cards to use]). The OS was better
>than MS-DOS, but not clearly supperior to the Mac's OS.

But the SM124 was superior to anything else at that time. the ST _was_ a
big success in the late eighties here.

> Perhaps the greatest problem with the ST is that it did not keep pace
>with other machines, speedwise. PC's, Macs, and Amigas always had the
>latest in fast processors. Didn't the ST's operating system have a
>problem even running on 32 bit chips like the 030? I guess that was
>finaly fixed in the Falcon, but it was too late by then.

Do you really believe such a stupid claim? The TT _had_ a 030, and surely
TOS ran on it (v. 3.0x), the MegaSTE TOS 2.06 also runs on 680x0 machines,
at least up to 030s. The TT was out at the same time as the A3000.

And PCs having the latest in fast processors is good for a laugh. Up to
1988 the vast majority of PCs was _slower_ than all 68000 machines.
This changed with the introduction of the 80386, not earlier.

>Compared to, say, the Amiga, the ST really had no advantages other than
>the silly MIDI port (easily added to any machine, and not usefull to the
>average computer user anyway).

Retargetable Graphics, SM 124, ability to run the machine with one disk
drive (and this _was_ an argument in the eighties), plus the software
advantage in some areas (Signum was unique when it came out, e.g.).

>Amiga graphics hardware was vastly
>supperior to anything available at the time (1985), as was the Operating
>System.

Yes, of course :-), at times when a 10 meg HDD cost more than 1000 US$, it
surely was an advantage to load anything from disk. Machines with half a
meg of RAM are predestined to run many applications at the same time in
preemptive multitasking :-)...

> The ST was poorly designed. It looked bad (physicaly), and the OS
>looked bad.

Kick 1.x is the worst visual impression among OSes available.

>There's no way it could have "destroyed" the Mac and PC or
>even the Amiga. The Falcon was also very poorly designed.

Of course :_)))))))), that's why national sales of the ST were much higher
than those of the Mac for many years.

Thorsten

--
- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

115. Re: what atari should have done

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-13 15:53:38 UTC
From: guenther@cabal.shnet.org
Message-ID: <FANPBEUUUP@cabal.shnet.org>
Source record: 13866

In <D26rpF.9Cr@sci.kun.nl> Sander Stoks wrote:
>In <3erdg9$dk7@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>
>>Sam Tramiel indicated that Atari is:
>>1) Still manufacturing Falcons in small quantities
>>2) The long term future of computers at Atari us not yet decided.
>>3) If a new machine is launched it will probably have the Jag Chipset.
>
>>This is straight from the horses mouth.
>
>Ummm, look, I'm an ATARI fan as much as the next guy, but mister
>Tramiel also stated in an interview with a Dutch ST mag that `he could
>safely promise that the Falcon040 (!) would be on show on the next CeBIT.'
>
>That was in 1991.

And that is a lie. 1991 was _one_ year after the TT, the same year when
the MegaSTE came out. If I remember correctly, the 040 wasn't even
finished by Motorola.

Thorsten

--
- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

116. Re: A tale of missed opportunities

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-13 16:55:55 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3f6bar$188@dux.dundee.ac.uk>
Source record: 13867

Mark Rathwell (mrathwel@uoguelph.ca) wrote:

: : Well, if a company is cash strapped it usually sells of stocks it
: : needs to get rid of at a cheaper price, so it can raise cash. ATari
: : could quite easily have done this, whilst also making a small profit
: : and then used that cash to market the Jaguar.

: Do you mean Falcon inventory? I doubt Atari really had that many
: in stock, though it would have been a good idea.

According to many people Atari allegedly had a large inventory of
Falcons. If this was the case they could quite easily have shifted
them over Christmas. The Falcon if bundled correctly (ie with monitor
& software) can quite easily compete with low/mid range PC's and Macs.

My point was that it is quite possible to sell Computers without needing
to resort to millions on avertising indeed a relatively small budget
if done at a critical time (xmas) will suffice. Indeed I'm not sure
about advertising in Magazines but a few years ago Page 6 charged
around #1300 for a full page add in NAU. Even if you multiply this by
6 (magazines) and over 12 weeks then times it by 3 (for safety) you get
about #280k. If Atari spent the same again on other forms of advertising
they'd get a reaonable campaign for the Christmas period, as well as
sales to match (provided they had the Falcon at a sensible price). Say
they make #150 on each bundle they need to sell 56500 units to make
any cash. This is 1/5 of what the Amiga sold in one year!!

If they then followed this campaign up with literature and sales in
the retail channel, then kept a small add campaign for the rest of
the year, they'd do quite well.

Rod

--

```
================================================================================
| Roderick McCall : 3nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ Atari Falcon 030 4/65 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "I'll be back, sometime, someplace, somewhere ..." |
|==============================================================================
```

"Oh and good luck against those elephants!"

117. Re: Grammar, logic and Sinflop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-13 17:45:53 UTC
From: rappleye@felix.kodak.com
Message-ID: <rappleye-130195123953@150.102.161.162>
Source record: 13868

In article <3f540g$bng@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu
(Christopher Taylor Oates) wrote:

>
> In <rappleye-120195095438@150.102.161.162> rappleye@felix.kodak.com (RevDrFreak) writes:
> >> THey are waiting on the 3rd parties to finish the games for it so there's
> >> not another wave of "So where are the games?" nonsense from people.
> >>
> >Yup, and not having the HW on the market really encourages the SW guys to
> >product/port their games...
>
> Yes, it's sort of a "Damned if you do, damned if you don't" situation. They
> tried it first way with the jag and the #1 criticism has been lack of games.
> Do you blame them for trying things differnetly now???

The right way to do it is to have your HW and SW ready to go at the same
time. You pick the time and have all (or at least most) of your associate
developers deliver with you. Atari never had enough developers in the
first place, so when some of them failed to deliver, the entire effort was
unsuccessful. The developers see the success of the platform and initial
games, and are encouraged to write more games, thereby lengthening the life
of the platform.

In the case of the original Jag, there weren't enough games at introduction
and there still aren't. Given the relatively short lifespan of a gaming
platform, Atari's failure to have a total suite of HW and SW on the market
is nothing short of suicidal.

RevDrFreak
'foot soldier

118. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-13 18:41:31 UTC
From: andyj@unx.al.alcoa.com
Message-ID: <ANDYJ.95Jan13134131@unx.al.alcoa.com>
Source record: 13869
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

```
>>>>> "Lasse" == Lasse Olsen <lolsen@hsr.no> writes:
Lasse>
Lasse> As I've said before there is a great deal of confusion regarding
Lasse> the definition of "Wavetable synthesis" (wich is a method of
Lasse> reproducing sound) and MIDI (wich is a data protocol).

[..lots of useful stuff deleted...]

Lasse> In light of this it's apperant that neither the Mac's sound-system
Lasse> nor any other standard computer platform use Wavetable to reproduce
^^^^^^^^^^^^^^^^^^^^^^^^^^
Lasse> sound. _Some_ of the principles _may_ apparently look similar - this
Lasse> doesn't, however, make the Mac reproduce sound with wavetable.
Lasse>
Lasse> Cheers...

I am not sure what you mean by the "standard platform", but there are
several PC sound cards that use wavetable synthesis. October '94 issue
of Windows Magazine reviews 16 of them.

I personally have the SB AWE32 card that uses wavetable synthesis. It
has a built in 1MB ROM to store standard patches (General MIDI, MT-32,
and GS (I think). It also allows for downloading custom patches.

--

Andy Jaworski

Alcoa Technical Center
AMCT-D
100 Technical Drive
Alcoa Center, PA 15069

jaworski_ap@atc.alcoa.com
(132.226.16.20)
```

119. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-13 20:52:12 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3f6p5s$sak@ccshst05.cs.uoguelph.ca>
Source record: 13870

sinclair@ins.infonet.net wrote:
: There was a write up in Wednesday/Wall ST Journal about how Nintendo was able to keep the sales fall off from last Christmas minimal from the previous Christmas due to the success of Donkey Kong Country. There will be another Donkey Kong game for next Christmas. Nintendo sold six million of Donkey Kong Country Worldwide during the holiday period and resulted in increase sales of the SNES.

: CDI sales doubled last year to an install base of one million due to popular software titles. 3do did better than expected with retailers in not having enough to sell. Atari was barely mentioned at all and had to do with the Jagflop cdrom.

: It was pointed out that the Nintendo U64 will be cartridge based and will be priced at below $250. The U64 will be out next fall. Expect Nintendo to do things right that Atari failed to do with the Jagflop: Nationwide distribution, plenty of games and tens of millions in marketing expenditures. Atari will not have a prayer. Atari failed with the Jagflop in 1994 and '95 will not be any different.

Hey Sinflop ... you originally predicted Atari's bankruptcy by January 1995. Atari is still with us.

Yeah ... Donkey Kong Country sold well ... it's a good game. However, 6 million copies still means that the majority of SNES owners around the world did NOT buy this flagship game. Second, you didn't list how much SNES sales were increased. The Jaguar sales increased when AvP and Doom came out too.

Third, the CD-I has been out for several years and struggled to get to that point. Fourth, Atari has also spent tens of millions on the Jag. Their not as in trouble as you seem to think.

>> Mark <<

--
==========
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Dorothy: "But how can you talk if you don't have a brain?"
Scarecrow: "I'm not sure. But ... I know an lot of people without brains who do an awful lot of talking"
==========

120. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-13 23:27:48 UTC
From: sinclair@ins.infonet.net
Message-ID: <3f729k$juu@insosf1.infonet.net>
Source record: 13871

In article <3f6p5s$sak@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>sinclair@ins.infonet.net wrote:
>: There was a write up in Wednesday/Wall ST Journal about how Nintendo was able to keep the sales fall off from last Christmas minimal from the previous Christmas due to the success of Donkey Kong Country. There will be another Donkey Kong game for next
>Christmas. Nintendo sold six million of Donkey Kong Country Worldwide during the holiday period and resulted in increase sales of the SNES.
>
>
>
>: CDI sales doubled last year to an install base of one million due to popular software titles. 3do did better than expected with retailers in not having enough to sell. Atari was barely mentioned at all and had to do with the Jagflop cdrom.
>
>: It was pointed out that the Nintendo U64 will be cartridge based and will be priced at below $250. The U64 will be out next fall. Expect Nintendo to do things right that Atari failed to do with the Jagflop: Nationwide distribution, plenty of games and
> tens of millions in marketing expenditures. Atari will not have a prayer. Atari failed with the Jagflop in 1994 and '95 will not be any different.
>
> Hey Sinflop ... you originally predicted Atari's bankruptcy by
>January 1995. Atari is still with us.
>
> Yeah ... Donkey Kong Country sold well ... it's a good game.
>However, 6 million copies still means that the majority of SNES owners
>around the world did NOT buy this flagship game. Second, you didn't list
>how much SNES sales were increased. The Jaguar sales increased when AvP
>and Doom came out too.

Six million in two months!! I wonder what sales would be like in 12 months.
Jagflop sales were miniscule. Atari announced last September that 95,000
Jagflops shipped worldwide. This week, an Atari Vice President of marketing
was quoted that Atari's install base of Jagflops worldwide increased to 125,000
worldwide. So, Atari sold about 30,0000 Jagflops in the Christmas period.
>
> Third, the CD-I has been out for several years and struggled to
>get to that point. Fourth, Atari has also spent tens of millions on the
>Jag. Their not as in trouble as you seem to think.
>

I am not concern with CD-1. Atari's investment in the Jagflop has failed to
realise the profits from it. Atari's Jagflop BOMBED! Nothing you can do about
it. Get over it..

> >> Mark <<
>
>
>--
>==
>Mark Rathwell The University Of Guelph
>mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
>Dorothy: "But how can you talk if you don't have a brain?"
>Scarecrow: "I'm not sure. But ... I know an lot of people without brains who
> do an awful lot of talking"
>==

-Peter

121. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-14 01:25:33 UTC
From: wormey@eskimo.com
Message-ID: <D2DFyM.8Js@eskimo.com>
Source record: 13872
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

In article <3f5icn$r21@marton.hsr.no>, Lasse Olsen <lolsen@hsr.no> wrote:
>
> In light of this it's apperant that neither the Mac's sound-system
> nor any other standard computer platform use Wavetable to reproduce
> sound. _Some_ of the principles _may_ apparently look similar - this
> doesn't, however, make the Mac reproduce sound with wavetable.

Oh? What would you call QuickTime Musical Instruments? Sure looks like
a wavetable to me...

~Steve

--
Steven R. Allen - wormey@eskimo.com

Faith is the quality that enables you to eat blackberry jam on a picnic
without looking to see whether the seeds move.

122. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-14 02:19:07 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3f7car$a0f@ccshst05.cs.uoguelph.ca>
Source record: 13873

: > Hey Sinflop ... you originally predicted Atari's bankruptcy by
: >January 1995. Atari is still with us.

Peter ... you still didn't respond to this. I just love how you
duck some statements.

: Six million in two months!! I wonder what sales would be like in 12 months.
: Jagflop sales were miniscule. Atari announced last September that 95,000
: Jagflops shipped worldwide. This week, an Atari Vice President of marketing
: was quoted that Atari's install base of Jagflops worldwide increased to 125,000
: worldwide. So, Atari sold about 30,0000 Jagflops in the Christmas period.

Give me your source Peter. I won't believe anything *YOU* say
until you've got reliable sources.

: I am not concern with CD-1.

Then why did you mention it? For that matter, why are you so
determined to see Atari fail?

: realise the profits from it. Atari's Jagflop BOMBED! Nothing you can do about
: it. Get over it..

Nothing has bombed yet. The CD-1 was a poor seller at first, as
was the 3DO. Why don't you get over it? Nothing is written in stone.

>> Mark <<

123. Falcon BBS List ***

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-14 14:21:45 UTC
From: fg024@cleveland.Freenet.Edu
Message-ID: <3f8mlp$62n@usenet.INS.CWRU.Edu>
Source record: 13874
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,fr.comp.sys.atari

```
Here is a List of BBSs that have a Falcon Section, If you Have more please
E-mail me info of:
+Country
+Phone numbers
+Speed
+Ratios
+Parity
+Used Spaced for Falcon
```

Now my gathering (by the way I would like to thank s the people
who have contributed to this list).

```
Denmark (+ 45)
--------------
DK-Soft
43 71 70 75 19.2 kbps ??? ???

France (+33)
----------
Brasil
1 44 67 08 44 at least 14.4 Kbps ??? ???

Norway (+47)
----------
The STand
56 30 58 57 14.4 kbps no ratios 8-N-1

XBASE
73 52 30 18 28.8 kbps ??? ???

U S A (+ 1)
--------
NEOSTAG
216-792-2580 14.4 kbps no ratios 8-y-0

PLEASE NOTE:
This list is copyright 1995 by Hirlimann Ludovic.
It should be widely distributed as long has NO MONEY IS MADE OUT
OF IT. So please distribute it. Upload it to your favorite bbs.
If youhave any information dealing with Falcon bbss please mail
them to me, thos info will be added to the List.

--
E-Mail : Fg024@Cleveland.freenet.edu
```

124. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-15 05:56:02 UTC
From: nathanh@bin.anu.edu.au
Message-ID: <3faddi$3ps@manuel.anu.edu.au>
Source record: 13875
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

JOHN AMSLER (amsler@nevada.edu) wrote:

: : As for my credentials. Yes, I studied Marketing/Management during my
: : college career. Have you? Doesn't sound like it..
: ^^^^^^^

: {I find it impossible to believe that anyone this illiterate could get
: INTO college, let alone though it (unless perhaps they were an athlete).
: How much did it cost you to bribe the admissions registrar????

: If you didn't bribe the admissions registrar, what is your explanation
: for your abject inability to use proper English spelling, grammar, and
: punctuation after your "college career?????"}

Oh go protest an abortion clinic or something.

125. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-15 10:20:39 UTC
From: carol@alaska.net
Message-ID: <carol-1501950120390001@carol.alaska.net>
Source record: 13876
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

In article <3f5icn$r21@marton.hsr.no>, lolsen@hsr.no (Lasse Olsen) wrote:

*** Excellent summary of FM vs. Wavetable sound deleted ***

> In light of this it's apperant that neither the Mac's sound-system
> nor any other standard computer platform use Wavetable to reproduce
> sound. _Some_ of the principles _may_ apparently look similar - this
> doesn't, however, make the Mac reproduce sound with wavetable.

Not quite true. Quick Time 2.0 has a large library of wavetables
that Apple licensed from a large MIDI company. I don't recall the
companies name, but they provided all the instruments that come
with QT 2.0.

Of course the Macs also does four channel stereo sampled sound.
The Mac does not do FM, but cards are available to do so.

---- Cheers!

--
Andrew Carol "Could be worse. Could be raining."
carol@alaska.net carol@ctis.af.mil 71350.3646@compuserve.com

126. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-15 10:57:02 UTC
From: carol@alaska.net
Message-ID: <carol-1501950157020001@carol.alaska.net>
Source record: 13877
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <FANPBEURUP@cabal.shnet.org>, guenther@cabal.shnet.org
(Thorsten Guenther) wrote:

>Of course :_)))))))), that's why national sales of the ST were much higher
>than those of the Mac for many years.
>

Please to provide backup for this. In what years were Atari ST world
wide sales, or even just US sales, higher than the Macintosh? Please
also provide the source such as DataQuest or stock auditing agency.

You did say "many" so I would expect this was not an isolated incident.

Thank you.

Cheers!

--
Andrew Carol "Could be worse. Could be raining."
carol@alaska.net carol@ctis.af.mil 71350.3646@compuserve.com

127. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-15 18:06:31 UTC
From: barrett@iastate.edu
Message-ID: <3fbo77$rnk@news.iastate.edu>
Source record: 13878
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

```
In article <D2DFyM.8Js@eskimo.com>, Space Case <wormey@eskimo.com> wrote:
>In article <3f5icn$r21@marton.hsr.no>, Lasse Olsen <lolsen@hsr.no> wrote:
>>
>> In light of this it's apperant that neither the Mac's sound-system
>> nor any other standard computer platform use Wavetable to reproduce
>> sound. _Some_ of the principles _may_ apparently look similar - this
>> doesn't, however, make the Mac reproduce sound with wavetable.
>
>Oh? What would you call QuickTime Musical Instruments? Sure looks like
>a wavetable to me...

Sorry, the QuickTime Musical Instruments INIT is used only with MIDI.
It's pretty useless if you don't use your Mac to play QuickTime movies
with the audio routed to a MIDI device, which is why I deleted it.

+++++++
++++ Marc Barrett -MB-
++ IRC nick: Cyclone | e-mail: barrett@iastate.edu
+
```

128. Re: Positive Amiga info?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-15 18:30:18 UTC
From: goody@coho.halcyon.com
Message-ID: <3fbpjq$dp8@news.halcyon.com>
Source record: 13879
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

```
In article <3f5mb9$s2q@marton.hsr.no>, Lasse Olsen <lolsen@hsr.no> wrote:
> William D. Simpson (wsimpson@mailer.fsu.edo) kindly wrote :
>
>: Amid all the negative words we hear about the Amiga platform these days
>: it was enlightening to run across this tidbit of positive reporting:
>
>: (From Computer Video Nov/Dec 1994, pg 14 an article entitled
>: "Does Unix Have a Place on Your Desktop?" by Daniel
>: Rappaport...hope this isn't too much a copyright
>: violation.)
>
>: "The case of the Amiga is interesting. It enjoys the most
>: UNIX-like operating system among personal computers. Consider its standard
>: features: true pre-emptive multitasking, multiprocessor capabilities, both
>: a GUI interface and an optional command line Shell, as well as an extensive
>: command set and filing system that clearly borrowed heavily on UNIX.
>
>: It is also well known that most Amiga users are in the process of
>: migrating to other platforms. An Amiga user who is expert with the internals
>: of AmigaDOS will be appalled by the crudeness of MS-DOS or stifled with
>: the lack of command line in the Mac Finder (not to mention the lack of
>: any hint of multitasking). Former Amiga partisans may want to seriously
>: consider moving on to a UNIX platform."
>
> Then Paul Thurrott (thurrott@ix.netcom.com) wrote:
>
>
>: Positive journalism is just as dangerous as negative journalism. I
>: prefer HONESTY. The article you quote was obviously written by an Amiga
>: fantic like most of us in this group. I suggest we meter any glee we
>: feel at the potshots that author takes at MS-DOS and remember where we
>: stand in the world of computing - right next to Atari. Not a pretty
>: view, is it?
>
> And this is my opinion :
>
> If not driven to extremity I'll have to disagree a little -
> "HONESTY" isn't always the clue to good sales.
> Take a look at the PC world about 8-12 years ago. Better hardware
> and software-solutions did exist outside IBM/Microsoft - and
> I'm pretty sure they knew.
> But, good marketing, gentle persuasion and based on peoples
```

> uncertainty/ignorance, look what happend - well over 100
> million PC's have been sold today..... 8-)

I agree with all the posts in this thread. But with the topic of honesty brought up I wanted to make sure that anyone reading this thread realizes that the original post is true.

129. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-15 19:12:00 UTC
From: especkma@reed.edu
Message-ID: <3fbs20$6k8@scratchy.reed.edu>
Source record: 13880
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

```
In article <3fbo77$rnk@news.iastate.edu>,
Marc N. Barrett <barrett@iastate.edu> wrote:
>In article <D2DFyM.8Js@eskimo.com>, Space Case <wormey@eskimo.com> wrote:
>>
>>Oh? What would you call QuickTime Musical Instruments? Sure looks like
>>a wavetable to me...
>
> Sorry, the QuickTime Musical Instruments INIT is used only with MIDI.
>It's pretty useless if you don't use your Mac to play QuickTime movies
>with the audio routed to a MIDI device, which is why I deleted it.

MArathon uses it, or so I am told.
--
-------------------------------------------------------------------------
Erik A. Speckman Seattle, Washington Good Brain Doesn't Suck
especkma@reed.edu especkma@halcyon.com
Copyright, 1994 Erik Speckman. May be freely copied for non-commercial use
```

130. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-15 19:32:55 UTC
From: mdg@ukc.ac.uk
Message-ID: <539@stork.ukc.ac.uk>
Source record: 13881
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

In article <3f5icn$r21@marton.hsr.no> lolsen@hsr.no (Lasse Olsen) writes:
:> it's apperant that neither the Mac's sound-system
:> nor any other standard computer platform use Wavetable to reproduce
:> sound. _Some_ of the principles _may_ apparently look similar - this
:> doesn't, however, make the Mac reproduce sound with wavetable.

Hmmmm.... its funny how when I double click on a midi file with my mac up comes a quicktime movie player which plays the midi file with a set of general midi instruments and on my Falcon I'm writing a program called 'The digital sound module' for a large Atari company which does exactly what you say 'computer platforms' do no do....

STOP BEING SO PEDANTIC.

Griff
--
dx4-100,falcon 030,Quadra 660AV.

131. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-15 23:45:11 UTC
From: wormey@eskimo.com
Message-ID: <D2H0nC.3v0@eskimo.com>
Source record: 13882
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

In article <3fbo77$rnk@news.iastate.edu>,
Marc N. Barrett <barrett@iastate.edu> wrote:
>In article <D2DFyM.8Js@eskimo.com>, Space Case <wormey@eskimo.com> wrote:
>>In article <3f5icn$r21@marton.hsr.no>, Lasse Olsen <lolsen@hsr.no> wrote:
>>>
>>> In light of this it's apperant that neither the Mac's sound-system
>>> nor any other standard computer platform use Wavetable to reproduce
>>> sound. _Some_ of the principles _may_ apparently look similar - this
>>> doesn't, however, make the Mac reproduce sound with wavetable.
>>
>>Oh? What would you call QuickTime Musical Instruments? Sure looks like
>>a wavetable to me...
>
> Sorry, the QuickTime Musical Instruments INIT is used only with MIDI.
>It's pretty useless if you don't use your Mac to play QuickTime movies
>with the audio routed to a MIDI device, which is why I deleted it.

Two points:
1) The operative statement was essentially "The Mac doesn't do wavetable."
But with QTMI, it does.
2) QT does not do MIDI out to an external device. It allows those
applications coded with MIDI sound to reproduce those sounds on the
Mac. Same general idea as using a wavetable card on a PC.

~Steve

--
Steven R. Allen - wormey@eskimo.com

Faith is the quality that enables you to eat blackberry jam on a picnic
without looking to see whether the seeds move.

132. Re: TOS on CHRP (Power PC)?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-16 06:06:02 UTC
From: kulabocca@aol.com
Message-ID: <3fd2ca$rc0@newsbf02.news.aol.com>
Source record: 13883

Thanks for the info Alfred, I'm gonna keep an eye out for the PPC version.

133. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-16 06:11:42 UTC
From: kulabocca@aol.com
Message-ID: <3fd2mu$rdk@newsbf02.news.aol.com>
Source record: 13884

I hope Atari's move into VR and modem peripherals for the Jaguar helps stimulate sales. Atari has some fantastic technology but they need to get the word out. Great games for the Jag (at least I'm enjoying them!)

134. Re: NEON DEMO HAS ARRIVED !!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-16 06:13:14 UTC
From: kulabocca@aol.com
Message-ID: <3fd2pq$re0@newsbf02.news.aol.com>
Source record: 13885

Will there be a US distributor for Neon?

135. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-16 08:28:16 UTC
From: adb92tyt@hfb-aes.hfb.se
Message-ID: <ADB92TYT.95Jan16092816@hfb-aes.hfb.se>
Source record: 13886
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

In article <carol-1501950120390001@carol.alaska.net> carol@alaska.net (Carol) writes:

[cut]

Of course the Macs also does four channel stereo sampled sound.
The Mac does not do FM, but cards are available to do so.

The Mac does FM synthezis. Not many recent apps that use it though.

//Thomas

136. Re: Positive Amiga info?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-16 09:28:18 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950116011619.28924B-100000@CSOS.ORST.EDU>
Source record: 13937
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

On 13 Jan 1995, Lasse Olsen wrote:

> "HONESTY" isn't always the clue to good sales.
> Take a look at the PC world about 8-12 years ago. Better hardware
> and software-solutions did exist outside IBM/Microsoft - and
> I'm pretty sure they knew.
> But, good marketing, gentle persuasion and based on peoples
> uncertainty/ignorance, look what happend - well over 100
> million PC's have been sold today..... 8-)

What is your definition of "better?" In the eye of which beholder is such a subjective judgement to be made? In 1985, for **MY** purposes, the Atari ST presented a "better" hardware/software solution to **ME** than any PC solution would have done at the time. I cannot, nor shall I attempt to, evaluate nor speak for the reasons why PC buyers at the time made their choice. It seems senseless for someone to look back on times that have passed and label the development to be "based on people's uncertainty/ignorance." Such judgemental speculation has little basis in fact, and is actually irrelevant. Perhaps early PCs DID offer the users the "best" solution. Who knows? Who cares? The fact is that **NOW** the PC offers the best value in terms of bang for the buck that has ever been offered - in terms of hardware and software. It was only after that fact that I switched to the PC platform. As soon as some other platform gets to that point (could be Power PC in the future, could be '686 in the short run), I'll switch to that platform. I just don't understand how people can become so "loyal" to any particular platform or brand. Whether its a computer, automobile, or whatever....I simply buy whatever looks good, works good, and represents the best value. When it comes time to upgrade, I don't care what brand or "platform" it is, if it satisfies those requirements.

James Wood

137. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-16 15:12:46 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3fe2de$fnd@ccshst05.cs.uoguelph.ca>
Source record: 13938
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

```
: Please to provide backup for this. In what years were Atari ST world
: wide sales, or even just US sales, higher than the Macintosh? Please
: also provide the source such as DataQuest or stock auditing agency.

Andrew ... he said "National", meaning in his country. ST sales
in Europe during the late 80's blew European Macintosh sales out of the
water.

>> Mark <<

--
================================================================================
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Dorothy: "But how can you talk if you don't have a brain?"
Scarecrow: "I'm not sure. But ... I know an lot of people without brains who
do an awful lot of talking"
================================================================================
```

138. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-16 15:26:46 UTC
From: paulcho@io.org
Message-ID: <paulcho-1601951026460001@pet.net2.io.org>
Source record: 13939
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

In article <D2H0nC.3v0@eskimo.com>, wormey@eskimo.com wrote:

> Two points:
> 1) The operative statement was essentially "The Mac doesn't do wavetable."
> But with QTMI, it does.
> 2) QT does not do MIDI out to an external device. It allows those
> applications coded with MIDI sound to reproduce those sounds on the
> Mac. Same general idea as using a wavetable card on a PC.

If you read Inside Macintosh: Sound, you will find the Sound Manager can play 3 kind of sound 1) square-wave 2) wave-table 3) sampled-sound. You can goto the index and look up wave-table. QuickTime require Sound Manager.

The speech manager also looks like some form of wave-table to me. The wave table is a table of phoneme and by using difference voice file, you can have male, female or robot etc. You can even change pitch, prosody etc for one set of phoneme. There is over 20 voices file on ftp.support.apple.com. Some sounds like singing, whisper etc.

Sound Manager is part of all macintosh for years now. System 7.5 come with QuickTime 2.0, the QuickTime Musical instruments and Speech Manager. There are all part of the Mac now.

--
Paul C. H. Ho
Pink Elephant Technologies
paulcho@io.org
Paul_C.H._Ho@magic.ca
74020.772@compuserve.com

139. Re: Positive Amiga info?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-16 17:33:02 UTC
From: thurrott@ix.netcom.com
Message-ID: <3feake$cjk@ixnews3.ix.netcom.com>
Source record: 13940
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

In <Pine.SUN.3.91.950116011619.28924B-100000@CSOS.ORST.EDU> James Wood <jamesw@CSOS.ORST.EDU> writes:

>
>
>
>On 13 Jan 1995, Lasse Olsen wrote:
>
>> "HONESTY" isn't always the clue to good sales.
>> Take a look at the PC world about 8-12 years ago. Better hardware
>> and software-solutions did exist outside IBM/Microsoft - and
>> I'm pretty sure they knew.
>> But, good marketing, gentle persuasion and based on peoples
>> uncertainty/ignorance, look what happend - well over 100
>> million PC's have been sold today..... 8-)
>
> What is your definition of "better?" In the eye of which
>beholder is such a subjective judgement to be made? In 1985, for
MY
>purposes, the Atari ST presented a "better" hardware/software solution to
>**ME** than any PC solution would have done at the time. I cannot, nor
>shall I attempt to, evaluate nor speak for the reasons why PC buyers at
>the time made their choice. It seems senseless for someone to look back
>on times that have passed and label the development to be "based on
>people's uncertainty/ignorance." Such judgemental speculation has little
>basis in fact, and is actually irrelevant. Perhaps early PCs DID offer
>the users the "best" solution. Who knows? Who cares? The fact is that
>**NOW** the PC offers the best value in terms of bang for the buck that
>has ever been offered - in terms of hardware and software. It was only
>after that fact that I switched to the PC platform. As soon as some
>other platform gets to that point (could be Power PC in the future, could
>be '686 in the short run), I'll switch to that platform. I just don't
>understand how people can become so "loyal" to any particular platform or
>brand. Whether its a computer, automobile, or whatever....I simply buy
>whatever looks good, works good, and represents the best value. When it

>comes time to upgrade, I don't care what brand or "platform" it is, if
it
>satisfies those requirements.
>
>James Wood
>
>

Well said, James. The whole issue of "better" is "best" left to the
consumer.

140. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-16 18:55:07 UTC
From: dis6218@ultb.isc.rit.edu
Message-ID: <1995Jan16.185507.2780@ultb.isc.rit.edu>
Source record: 13941
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

In article <D2DFyM.8Js@eskimo.com> wormey@eskimo.com writes:
>In article <3f5icn$r21@marton.hsr.no>, Lasse Olsen <lolsen@hsr.no> wrote:
>>
>> In light of this it's apperant that neither the Mac's sound-system
>> nor any other standard computer platform use Wavetable to reproduce
>> sound. _Some_ of the principles _may_ apparently look similar - this
>> doesn't, however, make the Mac reproduce sound with wavetable.
>
>Oh? What would you call QuickTime Musical Instruments? Sure looks like
>a wavetable to me...

As much as I dislike the QuickTime 2.0 sound quality, I'd have to agree. Even pre-QT2.0 Macs had a note synthesizer tool (software) that relied on sample data to create music. On the PC side, if one considers the SoundBlaster digital audio, one could even argue that MOD music players used a form of wavetable synthesis...ditto for the Amiga, which fathered the MOD format years and years ago. Consider also the Apple IIGS actually had an Ensoniq 5503 digital oscillator chip built-in to the machine (1987), which certainly used the wavetable techniques that Olsen mentioned. Any computer with a digital sound output can implement "a table of sound waveforms which may be looked up and utilized when needed."

Of course, the QUALITY of computer-based wavetable leaves something to be desired compared to professional wavetable products, though you can add them on to your PC if need be.

Perhaps the distinction is being made based on hardware implementation, or more accurately the division of labor between computer and tone generator.

From a generic hardware point of view, both the Mac and dedicated wavetable synthesizer maintain a store of samples and some method of accessing them. I wouldn't be surprised is modern wavetable synthesizers used DSPs and other microprocessor logic to control sample looping, filtering, and interpolation.

From the division of labor point of view, the overburdened Mac has to both playback MIDI data, interpret, AND synthesize sound. This is not as ideal as having a dedicated MIDI synthesizer purring under the hood. With the Mac QT or Note Synthesizer approach, you

1) Lose execution speed. I know, I know, Apple says "The PowerPC chip is powerful enough to do that and also run your programs!" However, that 10-20% hit in CPU could have been giving you a faster framerate instead.

2) Lose sound quality. You could probably program a PowerMac to sound
just as good as pro-quality wavetable synth, if that's all it had to do.
If you have to let other programs run, you're going to have to sacrifice
some features...it may be polyphony, sample rate, or timing resolution.

--
Dave Seah (dis6218@rit.edu)
PC Graphics Forum Consultant, America Online

141. Re: Positive Amiga info?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-16 19:04:11 UTC
From: tailor@solstice.jpl.nasa.gov
Message-ID: <3fefvb$og@lo-fan.jpl.nasa.gov>
Source record: 13942
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

Well, i guess i have to come out of the closet, yes...i was an amiga fanatic about 5 years ago. The machine was a good idea, but good ideas ain't enough. Would i migrate to unix? geez, i've spent 20 years in the business and unix is still here...why? apparent portablility and the C language me thinks.

The best o.s. i've used was VMS on vaxes. It was the only system i could write system/driver level code and not have to debug with an osiliscope. They had the greatest crash tool. Instead of just rebooting, you'd get a dump with a really good diagnostic tool to analyse it with. The biggest problem i saw in the amiga was the attitude that if your program crashes because there's no way to protect against using too much stack, then tough, its your fault. So programs crashed easily because there was no protection. Also, they didn't have a toolbox like the mac. Lesson: multitask without protection your gonna get lots of agravation. So every time anyone tried an amiga, you'd end up with a dumb red box saying "guru meditation" or some such nonsense.

I've switched to macs for my desktop and i access unix files using nfs (i still have 1 amiga with its own internet address running nfs for text editing - beats VI anyday) but my friends tell me that the o.s. that will win in the next few years is windows nt. Why? because it runs all those windows and dos things and was built by the same guy who was the cornerstone of the VMS o.s. (WNT = VMS + 1 as in ibm=hal+1). I think WNT was microsoft asking Cutler to build a newer and more portable vms. Some tell me he was successful. I'm gonna buy the book soon. Hear its better than soul of a new machine. (i programmed nova's and pdp11s too, gad i'm getting old...)

142. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-16 20:31:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FAQTFBXXUP@cabal.shnet.org>
Source record: 13943
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <9501160918.AA07403@alaska.net> Carol wrote:

>In article <FANPBEURUP@cabal.shnet.org>, guenther@cabal.shnet.org
>(Thorsten Guenther) wrote:
>
>>Of course :_)))))))), that's why national sales of the ST were much higher
>>than those of the Mac for many years.
>>
>
>Please to provide backup for this. In what years were Atari ST world
>wide sales, or even just US sales, higher than the Macintosh? Please
>also provide the source such as DataQuest or stock auditing agency.

National sales != U.S. sales. I can assure you that I am not a citizen of
that country, not even a resident. And you have heard that there are other
nations around, right?

>You did say "many" so I would expect this was not an isolated incident.

Yes, 1986-1989, I presume. I threw away all my old magazines of that time,
but sales statistics for Mac were...errrr...not worth mentioning in
Germany (yes, that is from where I write) up to 1992, when Apple finally
decided to lower the prices dramatically.

Thorsten

--
- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

143. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-16 20:58:06 UTC
From: hing@csulb.edu
Message-ID: <3femku$f4a@garuda.csulb.edu>
Source record: 13944
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : Please to provide backup for this. In what years were Atari ST world
: : wide sales, or even just US sales, higher than the Macintosh? Please
: : also provide the source such as DataQuest or stock auditing agency.

: Andrew ... he said "National", meaning in his country. ST sales
: in Europe during the late 80's blew European Macintosh sales out of the
: water.
:
You're right. In the late 80's Atari was the hotest compter in France. It
had outsold anyone. It was the most popular and sold in the home computer.

: >> Mark <<

: --
: ===
: Mark Rathwell The University Of Guelph
: mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

: Dorothy: "But how can you talk if you don't have a brain?"
: Scarecrow: "I'm not sure. But ... I know an lot of people without brains who
: do an awful lot of talking"
: ===

--
[0;5m
---O\ [0;0m
-----[0;5m -\ <,[0;0m Houn-Nam Ing -----
-----[0;5m (*)/(*)[0;0m hing@csulb.edu -----
-- ``If I live, I will fight, where ever I must, as long as I must, -----
-- until the enemy is defeated and the national stain washed clean.'' -----
-------------------------- Charles de Gaulle ----------------------------

144. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-17 00:55:58 UTC
From: sinclair@ins.infonet.net
Message-ID: <3ff4iu$6i8@insosf1.infonet.net>
Source record: 13945

In article <3f997e$5cu@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>
>: I am wrong. But I made that prediction before Sega's cash infusion in Atari.
>: Atari may live in some form but the Jagflop has failed and there is nothing
>: Atari can do about it..
>
> Says who? You were wrong before ... what's to say you won't be
>wrong again. You, yourself said that the CD-1 has sold a million units.
>It's been out for *THREE* years now.
>
>: >until you've got reliable sources.
>
>: Try r.g.v.a.
>
> That's not a reliable source. I want written sources, not heresy.

It seems the Trav is keeping mum on the numbers. If Atari had a blow out Christmas Quarter, the word would have been out. Gary Tramiel was quoted as saying that sales did not live upto expectations.

>
>
>: > Nothing has bombed yet. The CD-1 was a poor seller at first, as
>: >was the 3DO. Why don't you get over it? Nothing is written in stone.

CDI is lingering on due to the deep pockets of its maker.

>
>: The Jagflop is dead as a console platform. Sales failed to pick up.
>
> If sales have failed to pick up, why have several magazines
>(Including "The Edge", "EGM" and others) pointed out that sales *HAVE*
>picked up? Eh Peter?

Whats the definition of sales pickup? I am sure that the sales have picked up somewhat..

>
> Jagflop
>: sales are under 200,000 and this is their second christmas. Sega and Nintendo
>: sold millions of consoles each. Atari doesn not have the know how to compete.
>
> You've heard that there are 125,000 Jags out there, I've heard
>that there are 270,000 Jags out there. Who's right? Who knows, but I read
>this in the Wall Street Journal. You're basing your claim on heresy.

>
>: Sure the Jagflop will linger on as the Lynx did, but will never be a
>: competitive threat to anyone. It's the sad truth..
>
> Okay Peter ... tell that to the stores that are selling more
>Jags than 3DO's ... there are many. My local EB has pointed out that Jag
>sales have increased a lot this Christmas. There is now a full wall of
>Jag software and people are interested.

I know lots of stores selling 3DO's than Jagflops.. What about Nintendo and
Sega, Atari's primary competitors?
>
> >> Mark <<
>
>PS Do you think the Jag sucks on a technical sense? I'd really like
>to know.
>

No.

>
>--
>==
>Mark Rathwell The University Of Guelph
>mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
>Dorothy: "But how can you talk if you don't have a brain?"
>Scarecrow: "I'm not sure. But ... I know an lot of people without brains who
> do an awful lot of talking"
>==

-Peter

145. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-17 05:49:45 UTC
From: paulcho@io.org
Message-ID: <paulcho-1701950049450001@pet.net2.io.org>
Source record: 13946
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

In article <1995Jan16.185507.2780@ultb.isc.rit.edu>,
dis6218@ultb.isc.rit.edu (D.I. Seah) wrote:

> 1) Lose execution speed. I know, I know, Apple says "The PowerPC chip
> is powerful enough to do that and also run your programs!" However, that
> 10-20% hit in CPU could have been giving you a faster framerate instead.

You are assuming a large % of cpu time is need. I don't think it will be
that large. What if it only take <2%? I don't know what the % is now but
PPC is getting faster and faster. Even if it take 20% today, it will
become 5% in a year.

> 2) Lose sound quality. You could probably program a PowerMac to sound
> just as good as pro-quality wavetable synth, if that's all it had to do.
> If you have to let other programs run, you're going to have to sacrifice
> some features...it may be polyphony, sample rate, or timing resolution.

Again what if it only take a small % of cpu time to get pro-quality
output? Sure sound chip is nice, but I want another PPC in the box much
more. :-)

> --
> Dave Seah (dis6218@rit.edu)
> PC Graphics Forum Consultant, America Online

--
Paul C. H. Ho
Pink Elephant Technologies
paulcho@io.org
Paul_C.H._Ho@magic.ca
74020.772@compuserve.com

146. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-17 06:05:21 UTC
From: paulcho@io.org
Message-ID: <paulcho-1701950105210001@pet.net2.io.org>
Source record: 13947
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

In article <paulcho-1701950049450001@pet.net2.io.org>, paulcho@io.org
(Paul C. H. Ho) wrote:

> In article <1995Jan16.185507.2780@ultb.isc.rit.edu>,
> dis6218@ultb.isc.rit.edu (D.I. Seah) wrote:
>
> > 1) Lose execution speed. I know, I know, Apple says "The PowerPC chip
> > is powerful enough to do that and also run your programs!" However, that
> > 10-20% hit in CPU could have been giving you a faster framerate instead.
>
> You are assuming a large % of cpu time is need. I don't think it will be
> that large. What if it only take <2%? I don't know what the % is now but
> PPC is getting faster and faster. Even if it take 20% today, it will
> become 5% in a year.

(Sorry follow up my own post)
Don't forget QuickTime can play MIDI music on 68K machine too. So the
performance hit on PowerMac should be minimal.

> > 2) Lose sound quality. You could probably program a PowerMac to sound
> > just as good as pro-quality wavetable synth, if that's all it had to do.
> > If you have to let other programs run, you're going to have to sacrifice
> > some features...it may be polyphony, sample rate, or timing resolution.
>
> Again what if it only take a small % of cpu time to get pro-quality
> output? Sure sound chip is nice, but I want another PPC in the box much
> more. :-)
>
> > --
> > Dave Seah (dis6218@rit.edu)
> > PC Graphics Forum Consultant, America Online
>
> --
> Paul C. H. Ho
> Pink Elephant Technologies
> paulcho@io.org
> Paul_C.H._Ho@magic.ca
> 74020.772@compuserve.com

--
Paul C. H. Ho
Pink Elephant Technologies
paulcho@io.org
Paul_C.H._Ho@magic.ca

74020.772@compuserve.com

147. Re: Sinclap ducks again!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-17 10:23:57 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3fg5rt$gds@dux.dundee.ac.uk>
Source record: 13948

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: What is it with Peter Sinclair Day? He constantly makes flames and argues
: against Atari. True ... that's what this group is for. He's entitled to
: his opinion. However, why is it that he ducks the majority of comments
: directed at him?

Since Sinclap appears to annoy everyone why doesn't everyone just ignore
what he says. Therefore after a while he may just sod off as know one will
bother even to reply to his posts. Has this been tried again?

--

==
| Roderick McCall : 3nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ Atari Falcon 030 4/65 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "I'll be back, sometime, someplace, somewhere ..." |
|==

"Oh and good luck against those elephants!"

148. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-17 10:28:45 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3fg64t$gds@dux.dundee.ac.uk>
Source record: 13949
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Houn-Nam Ing (hing@csulb.edu) wrote:
: Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : : Please to provide backup for this. In what years were Atari ST world
: : : wide sales, or even just US sales, higher than the Macintosh? Please
: : : also provide the source such as DataQuest or stock auditing agency.

: : Andrew ... he said "National", meaning in his country. ST sales
: : in Europe during the late 80's blew European Macintosh sales out of the
: : water.
: :
: You're right. In the late 80's Atari was the hotest compter in France. It
: had outsold anyone. It was the most popular and sold in the home computer.
:

I think it was much the same in the UK until about 1989/90, then C=
started selling the Amiga by the ton, Atari then didn't deliver any
competitive upgrade and so lost its market to C=. Now Apple is a high
street, rather than minority brand, which is a HUGE change from the late
80's, when Atari was the brand leader.

Just goes to show what poor marketing, lack of innovation and down right
stupidity can lead to.

Rod

--

==
| Roderick McCall : 3nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk _____ Atari Falcon 030 4/65 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "I'll be back, sometime, someplace, somewhere ..." |
|==

"Oh and good luck against those elephants!"

149. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-17 11:11:02 UTC
From: lolsen@hsr.no
Message-ID: <3fg8k6$ok8@marton.hsr.no>
Source record: 13950
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

Martin Griffiths (mdg@ukc.ac.uk) wrote:
: In article <3f5icn$r21@marton.hsr.no> lolsen@hsr.no (Lasse Olsen) writes:
: :> it's apperant that neither the Mac's sound-system
: :> nor any other standard computer platform use Wavetable to reproduce
: :> sound. _Some_ of the principles _may_ apparently look similar - this
: :> doesn't, however, make the Mac reproduce sound with wavetable.

: Hmmmm.... its funny how when I double click on a midi file with my mac up comes
: a quicktime movie player which plays the midi file with a set of general midi
: instruments and on my Falcon I'm writing a program called 'The digital sound
: module' for a large Atari company which does exactly what you say 'computer
: platforms' do no do....

You should've paid more attention to what you quote - what I said
was "_standard_ computer platfor_m_"....

: STOP BEING SO PEDANTIC.

Hmmm...I honestly thought that resorting to "child-language"
was not necessary when explaining on the net....og well, here we go.

The word "Wavetable" seen as a sort of standard, you know, here
in "music-land". The Macintosh can maybe do a little _w_avetable
juggerly (as I have said maaaany times before) but it is not by
faaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaar
good enough for us you see (the standard PC/Atari/Archimedes/Amiga
can do this too).

I'll give you _the_ problem : I want to play my G-MIDI composing on a
standard Mac.
It's a standard G-MIDI file of a 32 polyphony song with multiple
seemingly simultaneous effects including something like ; echo,
time-stretch, phase, flange, reverb, crossfade and chorus with
at least 95db dynamic range (note I did not say s/n ratio, but
this should at least approach 89db - wich is accepted in a studio).
If you can show me a way - even theoreticly - of doing this on
a bog standard Mac I'm yours (because this would mean I could
throw my Wavecard away)....
I am able to do this on a PC with a Roland-card (accept for the
s/n ratio wich needs a little "tweeking" - PC's are a little noisy).

Is this simple enough? I hope I don't have to explain this again.
Cheers...

150. Re: Positive Amiga info?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-17 11:20:46 UTC
From: ceenad@cee.hw.ac.uk
Message-ID: <D2JrIM.5A7@cee.hw.ac.uk>
Source record: 13951
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

```
In article <3fbpjq$dp8@news.halcyon.com>, goody@coho.halcyon.com (Robert Goodlett) writes:
|> In article <3f5mb9$s2q@marton.hsr.no>, Lasse Olsen <lolsen@hsr.no> wrote:
|> > William D. Simpson (wsimpson@mailer.fsu.edo) kindly wrote :
|> >
|> >: Amid all the negative words we hear about the Amiga platform these days
|> >: it was enlightening to run across this tidbit of positive reporting:
|> >
|> >: (From Computer Video Nov/Dec 1994, pg 14 an article entitled
|> >: "Does Unix Have a Place on Your Desktop?" by Daniel
|> >: Rappaport...hope this isn't too much a copyright
|> >: violation.)
|> >
|> >: "The case of the Amiga is interesting. It enjoys the most
|> >: UNIX-like operating system among personal computers. Consider its standard
|> >: features: true pre-emptive multitasking, multiprocessor capabilities, both
|> >: a GUI interface and an optional command line Shell, as well as an extensive
|> >: command set and filing system that clearly borrowed heavily on UNIX.
|> >
|> >: It is also well known that most Amiga users are in the process of
|> >: migrating to other platforms. An Amiga user who is expert with the internals
|> >: of AmigaDOS will be appalled by the crudeness of MS-DOS or stifled with
|> >: the lack of command line in the Mac Finder (not to mention the lack of
|> >: any hint of multitasking). Former Amiga partisans may want to seriously
|> >: consider moving on to a UNIX platform."
|> >
|> > Then Paul Thurrott (thurrott@ix.netcom.com) wrote:
|> >
|> >
|> >: Positive journalism is just as dangerous as negative journalism. I
|> >: prefer HONESTY. The article you quote was obviously written by an Amiga
|> >: fantic like most of us in this group. I suggest we meter any glee we
|> >: feel at the potshots that author takes at MS-DOS and remember where we
|> >: stand in the world of computing - right next to Atari. Not a pretty
|> >: view, is it?
|> >
|> > And this is my opinion :
|> >
|> > If not driven to extremity I'll have to disagree a little -
|> > "HONESTY" isn't always the clue to good sales.
|> > Take a look at the PC world about 8-12 years ago. Better hardware
|> > and software-solutions did exist outside IBM/Microsoft - and
|> > I'm pretty sure they knew.
```

|> > But, good marketing, gentle persuasion and based on peoples
|> > uncertainty/ignorance, look what happend - well over 100
|> > million PC's have been sold today..... 8-)
|>
|> I agree with all the posts in this thread. But with the topic of
|> honesty brought up I wanted to make sure that anyone reading this
|> thread realizes that the original post is true.

I agree with the honesty aproach. The top statement is true, but some of the crap that UK amiga magazines spout makes the Amiga community look bad. Amiga Shopper this month told a reader that the reason there were 60 pound 24 bit cards for the pc, was that all they were was frame buffers, using a comparison to using operators in ADPro, where you dont see what you are doing until you render. My friend has a 50 pound trident card and it does 24 bit in 640*480 no problem in windows. I have a 150 pound Orchid

Kelvin 64, which is very fast i 24 bit 800*600. Hardly frame buffers, and alot cheaper than my 320 pound picasso II, and faster by miles (not to mention supported). Lies like these in Amiga press are frequent, and look bad.>

--

\ Nick Duddy C= VIC-20 3.5K 176*184 16 Color /
/ ceenad@cee.hw.ac.uk DATACASSETTE + JOYSTICK! SPEED!!!! \
\ /
/ A4000/030, 33mhz 68882, 6Mb, 340Mb HD, Microvitec 1440, Canon BJ200 \
\ & 2mb Picasso II. /
/ \
\ Oh, and a SNES too. And all this was before cartoons? /
/ \
\ http://www.cee.hw.ac.uk/~ceenad/ /
/ TELEPHONE Edinburgh (0131) 229 2470 \
\--/

151. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-17 11:21:06 UTC
From: lolsen@hsr.no
Message-ID: <3fg972$ok8@marton.hsr.no>
Source record: 13952
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

Space Case (wormey@eskimo.com) wrote:
: >>In article <3f5icn$r21@marton.hsr.no>, Lasse Olsen <lolsen@hsr.no> wrote:
: >>>
: >>> In light of this it's apperant that neither the Mac's sound-system
: >>> nor any other standard computer platform use Wavetable to reproduce
----
: >>> sound. _Some_ of the principles _may_ apparently look similar - this
: >>> doesn't, however, make the Mac reproduce sound with wavetable.

Er, I should've typed _W_avetable.

: Two points:
: 1) The operative statement was essentially "The Mac doesn't do wavetable."

Eh no, it was rather something like the Mac doesn't do _W_avetable
wich is considered a musical standarisation of Wavetable sound...

Cheers...

152. Re: Positive Amiga info?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-17 11:54:01 UTC
From: lolsen@hsr.no
Message-ID: <3fgb4p$ok8@marton.hsr.no>
Source record: 13953
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

James Wood (jamesw@CSOS.ORST.EDU) wrote:

: On 13 Jan 1995, Lasse Olsen wrote:

: > "HONESTY" isn't always the clue to good sales.
: > Take a look at the PC world about 8-12 years ago. Better hardware
: > and software-solutions did exist outside IBM/Microsoft - and
: > I'm pretty sure they knew.
: > But, good marketing, gentle persuasion and based on peoples
: > uncertainty/ignorance, look what happend - well over 100
: > million PC's have been sold today..... 8-)

: What is your definition of "better?" In the eye of which
: beholder is such a subjective judgement to be made? In 1985, for **MY**
: purposes, the Atari ST presented a "better" hardware/software solution to
: **ME** than any PC solution would have done at the time. I cannot, nor
: shall I attempt to, evaluate nor speak for the reasons why PC buyers at
: the time made their choice.

Largely because quite many of them didn't know they had a choise.
I've seen firms spend 10's of thousands of dollars on PC's
(or in some cases Mac's) wich really didn't answer their
requrements - they could (at the time before anyone really knew
wich trend would be dominant) have been much better of with another
brand.

: It seems senseless for someone to look back
: on times that have passed and label the development to be "based on
: people's uncertainty/ignorance." Such judgemental speculation has little
: basis in fact, and is actually irrelevant.

Well of course it's irrelevant today - the point is "what can
we conclude from this?".
Still today the average consumer has at best minor knowledge of
computer technology and software - the future of computer marketing
may have something to learn from paying attention to this.

Cheers...

153. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-17 12:08:23 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.1.000C241E@cam.ac.uk>
Source record: 13958
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <H34myc1w165w@qedbbs.com> dances@qedbbs.com (aric r caley) writes:
>> Agreed. The ST should have destroyed the Mac and the PC wen it
>>was introduced. A much better machine at a much better price.

> Perhaps the greatest problem with the ST is that it did not keep pace
>with other machines, speedwise. PC's, Macs, and Amigas always had the
>latest in fast processors. Didn't the ST's operating system have a
>problem even running on 32 bit chips like the 030? I guess that was
>finaly fixed in the Falcon, but it was too late by then.

The problem with the o/s was that it used instructions in user mode that are only available in supervisor mode with the '020 and later chips. This was fixed much earlier than the falcon; TOS 2.0x works (it actually came out after TOS 3.0x on the TT), and IIRC TOS 1.04 did even earlier.

> Compared to, say, the Amiga, the ST really had no advantages other than
>the silly MIDI port (easily added to any machine, and not usefull to the
>average computer user anyway). Amiga graphics hardware was vastly
>superior to anything available at the time (1985),

It was superior to the ST's, but not by much of a margin; and the Amiga lacked the (admittedly mono) high res mode of the ST.

>as was the Operating System.

The Amiga's o/s was powerful with nice multitasking etc; the user interface on top wasn't as easy to use nor did it look as nice (later versions are quite nice admittedly, but in '85 and for quite a few years thereafter the amiga was nowhere near as nice to use as the atari) (IMO of course)

>have even had that market. Even with Commodore's incompetant management
>(probably one of the worst examples in written history),

Worse than atari's?

> The ST was poorly designed. It looked bad (physicaly),

Maybe, but hardly any worse than the amiga.

> and the OS looked bad.

As I've already said, I can't agree with that

> There's no way it could have "destroyed" the Mac and PC or even the Amiga.

When it was released it was faster and had better graphics and sound than all but the most expensive PCs. With better marketing and more importantly, with continued development, it could have at least taken a large market share off

the PC or the Mac. As could the amiga of course, neither machine was marketed well and both were superior to most PCs at the time.

> The Falcon was also very poorly designed.

In many ways I would agree with that; using a 16 bit data bus, and only clocking the processor at 16Mhz were stupid decisions, presumably cost cutting. Not having an expansion slot (there is one, but there's hardly any space for a card, and it's different to the one in the TT and MSTE) was also a bad decision, which they justified by using the same case (why? Why not the TTs case?)

>> False. The Jaguar has FIVE processors .... not two running in
>>parallel. Two 64bit processors, two 32bit processors and a 16 bit

>You can say some pretty wild things about almost any computer. I could
>just as easily claim the CD32 has 5 processors as well, but that doesn't
>really mean much (BTW, they are: CPU, Blitter, Copper, Akiko, DMA
>engines).

I don't know about all of those chips, as I don't know the details of the cd32's architecture; the jag has three real general purpose CPUs and two which while atari count them as processors I think most people would not.

>anyway). Then there's the CPU, a 16 bit chip (and a rather slow one
>too).

It's fast enough for it's purpose.

The jaguars architecture (lots of different chips, with the main processor fairly slow) is great for games, less so for serious applications, which is why I hope they don't try to make a jaguar computer (I don't believe they will but there were rumours of it)

>Then why, pray tell, do they even need that little 16 bit 68000 chip?
>Huh?
>Why bother, if one of those 64 bit "RISC" processors could be the CPU?

To offload the game logic from the other processors allowing them to concentrate on the graphic
--
/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Runer spools, OK **

154. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-17 12:36:50 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.4.000C9D85@cam.ac.uk>
Source record: 13960
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3etghg$7q9@lynx.unm.edu> dehrig@callisto.unm.edu (Vincent Vega) writes:
>nintendo. Now, Its the main competitor with the SNES juggernaut. By
>being the first 64-bit system out, the Jag has a leg up on the future,
>as Genesis did back then.

>Do you even remember what Sega's 8-bit machine was called? Past
>performance doesn't always dictate the future.

It was called the Master System and it sold very well in the UK - it has
always outsold the Nintendo 8bit (No, I don't have any figures to support
this, but I do know that a lot of I knew had one and noone had a nintendo,
and that judging by the magazines this was not unusual)

--
/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Runer spools, OK **

155. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-17 12:38:56 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.6.000CA68B@cam.ac.uk>
Source record: 13961
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <H34myc1w165w@qedbbs.com> dances@qedbbs.com (aric r caley) writes:
>The Jaguar is going (IS now) to get its butt kicked by 3DO and the other
>new systems coming out this year.

Not the 3dO; it's already outselling it despite them having been available a similar amount of time. The new systems are a great threat to it as many of them are technically superior, and have more marketing muscle behind them as well.

--
/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Runer spools, OK **

156. Re: Those were the days [WAS:Atari, and is the Jag "64-bit?"]

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-17 12:43:39 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.7.000CBAA7@cam.ac.uk>
Source record: 13962
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <D2C114.5C9@hpbbrd.bbn.hp.com> clausb@hpbbrd.bbn.hp.com (Claus Brod) writes:

>> Unlike, for example, the ST -- which required a floppy disk to be in a
>> drive (or the presence of a hard disk), even though the whole OS was in
>> ROM. Yes, you could use a blank, unformatted floppy. But something had
>> to be there. THAT was just plain stupid.

>Not true. You don't need a floppy in the drive to boot an ST with ROMs.

You do if you don't want to sit there waiting for a minute.

--
/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Runer spools, OK **

157. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-17 14:33:41 UTC
From: vnudd@merlion.singnet.com.sg
Message-ID: <3fgkg5$mvp@singapura.singnet.com.sg>
Source record: 13954
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

Lasse Olsen (lolsen@hsr.no) wrote:

: I am able to do this on a PC with a Roland-card (accept for the
: s/n ratio wich needs a little "tweeking" - PC's are a little noisy).

I thought the Turtle Beach was able to do this as well?? In any case,
soundcards are becoming standard on PCs. AAA would have had these
capabilities too, I think.

158. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-17 16:59:23 UTC
From: Makkey@tiac.net
Message-ID: <Makkey-1701951159230001@photoshop.tiac.net>
Source record: 13955
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

Sorry to be a bit off topic, I've read somewhere that Roland and Apple have agreed to put General MIDI sound chip which is used in Roland Sound Canvas series in future Macs. If this becomes reality, we'll finally be able to reproduce high-quality sound without add-ons!

Now, anyone know when this happens?

Satoru

159. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-17 17:13:10 UTC
From: lolsen@hsr.no
Message-ID: <3fgtr6$ms@marton.hsr.no>
Source record: 13956
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Thorsten Guenther (guenther@cabal.shnet.org) wrote:

: And PCs having the latest in fast processors is good for a laugh. Up to
: 1988 the vast majority of PCs was _slower_ than all 68000 machines.
: This changed with the introduction of the 80386, not earlier.

I was under the impression that all AT's used 8-10-12-16 or even
20MHz 80286 CPU's (wich was about twice as fast as the 68000 at
16MHz) - right up to the point in 1987 when the 80386
(wich was the cutting edge then) became available and the PC
quickly transfered to the new processor (the 68030 wasn't out
until a year later).

: >Compared to, say, the Amiga, the ST really had no advantages other than
: >the silly MIDI port (easily added to any machine, and not usefull to the
: >average computer user anyway).

: Retargetable Graphics, SM 124, ability to run the machine with one disk
: drive (and this _was_ an argument in the eighties), plus the software
: advantage in some areas (Signum was unique when it came out, e.g.).

Um, you could also run the Amiga with one drive in those days.

: Kick 1.x is the worst visual impression among OSes available.

Still much better than the Atari OS - _IF_ you ask me....

Cheers...

160. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-17 17:21:34 UTC
From: lolsen@hsr.no
Message-ID: <3fguau$ms@marton.hsr.no>
Source record: 13957
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware

Thomas Ytterberg - HFB S (adb92tyt@hfb-aes.hfb.se) wrote:
: In article <carol-1501950120390001@carol.alaska.net> carol@alaska.net (Carol) writes:

: [cut]

: Of course the Macs also does four channel stereo sampled sound.
: The Mac does not do FM, but cards are available to do so.

: The Mac does FM synthezis. Not many recent apps that use it though.

Um, it can probably _compute_ FM sounds - like the Amiga also
is able to - but without a dedicated FM-chip it's not easy to
do it in realtime.

Cheers...

161. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-17 21:30:14 UTC
From: pvdh@motship.xs4all.nl
Message-ID: <pvdh.0vex@motship.xs4all.nl>
Source record: 13959
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Mark Rathwell (mrathwel@uoguelph.ca) wrote:

: Andrew ... he said "National", meaning in his country. ST sales
: in Europe during the late 80's blew European Macintosh sales out of the
: water.

Actually Apple is a minor player in the European home market anyway. And
before sinclap comes back with his 'they had 2 billion sales in Europe
alone' that means shit when you look at what the clones did over the
same period.

Speaking for the Netherlands, I am a firm believer that one could draw
a parallel between modem use and home market penetration. Overhere
PC's have 80% of the modem market, Amiga 12%, Atari 4% and Mac 2%..

--

Paul 'Starchild' van der Heu, The MotherShip Connection
pvdh@motship.xs4all.nl

This is an airconditioned room, do not open Windows.
- Panu on IRC #amiga

162. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-18 00:26:55 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3fhn8f$m8u@ccshst05.cs.uoguelph.ca>
Source record: 13963

```
: I know a lot of you guys don't like Peter, but in spite of his rather
: abrasive manner, much of what he says is absolutely true...

Some of what he says is true. A lot of what he says is BS.

>> Mark <<

--
==============================================================================
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Dorothy: "But how can you talk if you don't have a brain?"
Scarecrow: "I'm not sure. But ... I know an lot of people without brains who
do an awful lot of talking"
==============================================================================
```

163. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-18 03:34:02 UTC
From: hing@csulb.edu
Message-ID: <3fi27a$h45@garuda.csulb.edu>
Source record: 13964
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

aric r caley (dances@qedbbs.com) wrote:
: > Agreed. The ST should have destroyed the Mac and the PC wen it
: >was introduced. A much better machine at a much better price.

: The ST had many short commings compared to the competition (PC, Mac,
: Amiga). It did not have the expansion ability of the PC (and as far I am
: aware, they never made any models that had near the level of expansion of
: the PC and later Macs and Amigas [in excess of 4 full expansion slots
: with a good selection of supported cards to use]). The OS was better
: than MS-DOS, but not clearly supperior to the Mac's OS.

Back then all the expension slot were for was Serial port, Parralelle
port etc... when you look at the ST whatever you need to add to the PC
the ST had it. That's why their is no need of expansion slots.

: Perhaps the greatest problem with the ST is that it did not keep pace
: with other machines, speedwise. PC's, Macs, and Amigas always had the
: latest in fast processors. Didn't the ST's operating system have a
: problem even running on 32 bit chips like the 030? I guess that was
: finaly fixed in the Falcon, but it was too late by then.

: Compared to, say, the Amiga, the ST really had no advantages other than
: the silly MIDI port (easily added to any machine, and not usefull to the
: average computer user anyway). Amiga graphics hardware was vastly
: supperior to anything available at the time (1985), as was the Operating
: System. The ST was a joke comparatively. If the Amiga people had
: thought
: of putting a MIDI port on the original Amiga, the ST probably would not
: have even had that market. Even with Commodore's incompetant management
: (probably one of the worst examples in written history), the Amiga still
: outlasted and excelled way beyond the ST.

Not true, for a long periode of time Amiga didn't have any software
except for graphic and sound sampling. On the other hand Atari had all
the software you need for a home computer and for a ridiculous price.
Even though the software price was low, there were a lot piracy and I
think that might kill the ST since the publisher stopped to produce their
program on the ST first. As long as the MIDI is concerned, back then
nobody has the MIDI not even a extension card. When they finally came out
with the MIDI card for the Mac or PC it costed thousand of dollars. Why
do you think that the ST is so popular in the Music world?

: The ST was poorly designed. It looked bad (physicaly), and the OS
: looked bad. There's no way it could have "destroyed" the Mac and PC or
: even the Amiga. The Falcon was also very poorly designed.

It is a question of taste.

: ------------------------------
: dances@qedbbs.com (aric r caley) or qed!dances
: The QED BBS -- (310)420-9327

--
[0;5m
---O\ [0;0m
-----[0;5m -\ <,[0;0m Houn-Nam Ing -----
-----[0;5m (*)/(*)[0;0m hing@csulb.edu -----
-- ``If I live, I will fight, where ever I must, as long as I must, -----
-- until the enemy is defeated and the national stain washed clean.'' -----
--------------------------- Charles de Gaulle -----------------------------

164. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-18 04:00:46 UTC
From: plsuh@econ.sas.upenn.edu
Message-ID: <plsuh-1701952300460001@ts7-55.upenn.edu>
Source record: 13965
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

Just to toss a little gasoline on things here, this is an abstract for a
new application posted to the info-mac archive:

>Date: Fri, 13 Jan 1995 19:10:20 -0600
>From: tomlaw@cs.wisc.edu (Thomas R. Lawrence)
>Subject: [*] OutOfPhase 1.1 PPC; a music utility
>
>This version of OutOfPhase is for Power Macintosh. Thanks to Steve Stone
>(sstone@mpd.tandem.com) for building this version.
>
>OutOfPhase is a program for digital music synthesis with the
>following features:
>
>- GNU licensed
>- Unlimited number of instruments, tracks, simultaneous notes
>- Sampled and indexed wave table driven synthesis
>- Parameters controlled by envelopes
>- Built in programming language for waveform construction
>- High quality output (16-bit stereo 48kHz possible)
>
>Direct all correspondence and bug reports to:
>tomlaw@world.std.com
>
>[Archived as /info-mac/snd/util/out-of-phase-11-ppc.hqx; 830K]
>[Archived as /info-mac/dev/src/out-of-phase-11-c.hqx; 1480K]

Does this count as wavetable sound?

--Paul

--
P |\ / S University of Pennsylvania /---------\
| \ / Graduate Economics |/-------\|
| X || . . || My first Macintosh
| / \ Paul L. Suh || _/ || 512K!
|/ \ D plsuh@econ.sas.upenn.edu || ||
+------ Q |\-------/|
|---------|
|_________|

165. Re: Bye Bye Apple!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-18 04:29:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3fi5ec$6ck@darkstar.UCSC.EDU>
Source record: 13966

In <Pine.SUN.3.91.950117193153.29818B-100000@CSOS.ORST.EDU> James Wood
<jamesw@CSOS.ORST.EDU> writes:
> Yes, off-topic...but interesting, nonetheless. I find it
>relevant to post what the other camps are up to. Can someone please
>elaborate on what this post is saying? Who is ORACLE, and who is Larry
>E.? Perhaps this is common knowledge and my ears have been plugged!

Oracle is just about the biggest company for corporate-level relational
database software. Larry Ellison is the High Muckety-Muck/President/Whatever
and is a very intelligent and competent buisenessperson. Yes, this is
personally biased as my father was one of the original Ora-folks and made
his money becuase of Oracle.

~Chris

p.s. I happen to have a fond memory of an Oracle COmpany picnic long long ago
at Larry's house where a young and impressionable me played COuntermeasure
on a (then new) Atari 5200. :)

>James

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

166. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-18 15:22:10 UTC
From: carol@alaska.net
Message-ID: <carol-1801950623050001@carol.alaska.net>
Source record: 13967
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

In article <D2H0nC.3v0@eskimo.com>, wormey@eskimo.com wrote:

>Two points:
>1) The operative statement was essentially "The Mac doesn't do wavetable."
> But with QTMI, it does.

Fair assesemnt, QT adds midi wave tables to the Mac.

>2) QT does not do MIDI out to an external device. It allows those
> applications coded with MIDI sound to reproduce those sounds on the
> Mac. Same general idea as using a wavetable card on a PC.

I suspect the QuickTime team will be rather shocked to hear this.

If you are plugged into a MIDI device it will make full use of
it, but if not, it will fall back to it's built in sample library.

I know this for an _ABSOLUTE_ fact. I've seen it, and at length
questioned the QuickTime MIDI lead.

QuickTime _FIRST_ tries to find hardware which it will use. If
it can't be found it will fall back to software.

This means if you have a super graphics card, it will make full
screen 30 frame a second smooth video, else it will do a poorer
software version. But it will always get done.

People always rag on how slow QuickTime is, but they forget that
as 3rd parties and Apple ship more hardware support, the software
is already there to take advantage.

There is an incentive for the software houses to write multimedia
apps because they know it will work to varying degrees on any Mac
which can run QT.

If anybody thinks this is a bad idea, I will direct them to the
sad posts from the people who have trouble between AA and AGA.
I suspect having a single universal API, which will lay on all
hardware, and _KILLING_ any devloper who goes around it is
really a good idea.

--- Cheers!

--
Andrew Carol "Could be worse. Could be raining."
carol@alaska.net carol@ctis.af.mil 71350.3646@compuserve.com

167. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-18 16:53:53 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3fjh31$j05@ccshst05.cs.uoguelph.ca>
Source record: 13968

Distribution: world

: BS? Such as?

- The Jagflop is dead
- All Apple products are huge sellers
- Atari is going to die in January 1995
- Everything the Tramiels do is stupid
- The 3DO is killing the Jag everywhere
- All Atari products are flops.

>> Mark <<

--
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Dorothy: "But how can you talk if you don't have a brain?"
Scarecrow: "I'm not sure. But ... I know an lot of people without brains who do an awful lot of talking"

168. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-18 19:54:06 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3fjrku$i4q@whitbeck.ncl.ac.uk>
Source record: 13969
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3fgtr6$ms@marton.hsr.no>, lolsen@hsr.no (Lasse Olsen) writes:
> I was under the impression that all AT's used 8-10-12-16 or even
> 20MHz 80286 CPU's (wich was about twice as fast as the 68000 at
> 16MHz) - right up to the point in 1987 when the 80386

That's rubbish. The 68000 is a much more efficient than a 286, and even
blows a 20MHz 386sx out of the water (at least in a PC architecture).
The x86 family requires more clock cycles for a given instruction than
the equivalent 680x0 instruction. Fact.

> (wich was the cutting edge then) became available and the PC
> quickly transfered to the new processor (the 68030 wasn't out
> until a year later).

The 386 was never cutting edge except in the PC world. Have you ever used
a sun386i ? They ditched the intel chips quick smart when it became apparent
that they weren't going to get a good enough performance from the chips
even when used in a non-PC architecture. They moved onto motorola chips
(the Sun3 is a 68030 machine) before going into RISC.

The ARM1 was available at the same time as the 386, and to be honest, it
really is a much faster & more efficient CPU. Compare the original
Archimedes machine to a 386 at the time - there is no comparison.

Now compare a modern Acorn RiscPC to a Pentium PC - the PC still loses,
and the price point is the same.

So don't try to say PC's have ever been state of the art - they aren't,
they never have been, and people will laugh at you for saying it.

> Um, you could also run the Amiga with one drive in those days.

I tried them both when I got my atari. The amiga was beatiful hardware,
let down by an OS which was initially very unstable, and a prohibitive
price tag.

>: Kick 1.x is the worst visual impression among OSes available.
>
> Still much better than the Atari OS - _IF_ you ask me....

That statement requires an IMHO - and a straight jacket :)

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

169. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-18 21:21:18 UTC
From: mdg@ukc.ac.uk
Message-ID: <548@stork.ukc.ac.uk>
Source record: 13971
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

In article <3fg8k6$ok8@marton.hsr.no> lolsen@hsr.no (Lasse Olsen) writes:
(i wrote)
: a quicktime movie player which plays the midi file with a set of general midi
: instruments and on my Falcon I'm writing a program called 'The digital sound
: module' for a large Atari company which does exactly what you say 'computer
: platforms' do no do....
:> You should've paid more attention to what you quote - what I said
:> was "_standard_ computer platfor_m_"....

:>: STOP BEING SO PEDANTIC.

:> Hmmm...I honestly thought that resorting to "child-language"
:> was not necessary when explaining on the net....og well, here we go.
:> The word "Wavetable" seen as a sort of standard, you know, here
:> in "music-land". The Macintosh can maybe do a little _w_avetable
:> juggerly (as I have said maaaany times before) but it is not by
:> faaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaar
:> good enough for us you see (the standard PC/Atari/Archimedes/Amiga
:> can do this too).
:> I'll give you _the_ problem : I want to play my G-MIDI composing on a
:> standard Mac.
:> It's a standard G-MIDI file of a 32 polyphony song with multiple
:> seemingly simultaneous effects including something like ; echo,
:> time-stretch, phase, flange, reverb, crossfade and chorus with

(hmmm... but GM specfies only a few controllers such as PAN,volume ad
modulation... the phase,flange and reverb would be System Exclusive, so
the file would not work with ALL GM keyboards, please don't argue i've
got the GM specs in front of me, I used them to write a DSP Synth module
(published soon) for the Atari Falcon which turns the 56001 DSP into a
24 voice GM synth - your above statement of '32 polyphony' G MIDI is
rubbish, General midi specifies 16 dynamic voices + 8 percussion tracks,
any genereal midi song must stick to this if it is to meet the minimum
standard.
My Falcon app generates 24 voices of 16bit sound, which are mixed
internally with 24bit precision, each voice has stereo pan, volume,
and full ADSR wave (interpolated on each sample point i.e. each 48khz
voice has a 48khz ADSR wave which is applied at each point) - This
program is due to be published in a few months, a version will follow
for the Cubase Audio 8 channel digital outputs which are used professionally.

I think your out of your depth here, you may use the stuff, but I write
them - I apologise for my arrogance.

:> at least 95db dynamic range (note I did not say s/n ratio, but
:> this should at least approach 89db - wich is accepted in a studio).
:> If you can show me a way - even theoreticly - of doing this on
:> a bog standard Mac I'm yours (because this would mean I could
:> throw my Wavecard away)....
:> I am able to do this on a PC with a Roland-card (accept for the
:> s/n ratio wich needs a little "tweeking" - PC's are a little noisy).

I speak the truth, your basically now making up some excuse that it isn't
wavetable unless the SNR isn't more than 89db? Please don't make me laugh.

Griff
--

170. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-18 21:24:11 UTC
From: bjgrier@bnr.ca
Message-ID: <3fk0tr$o88@brtph500.bnr.ca>
Source record: 13972
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3fjrku$i4q@whitbeck.ncl.ac.uk>, Craig Graham <Craig.Graham@ncl.ac.uk> writes:
|>
|> In article <3fgtr6$ms@marton.hsr.no>, lolsen@hsr.no (Lasse Olsen) writes:
|> > I was under the impression that all AT's used 8-10-12-16 or even
|> > 20MHz 80286 CPU's (wich was about twice as fast as the 68000 at
|> > 16MHz) - right up to the point in 1987 when the 80386
|>
|> That's rubbish. The 68000 is a much more efficient than a 286, and even
|> blows a 20MHz 386sx out of the water (at least in a PC architecture).
|> The x86 family requires more clock cycles for a given instruction than
|> the equivalent 680x0 instruction. Fact.
|>

Actually the 80286, 80386 and 68000 use the same number of cycles per
memory fetch. The 68000 beat the 286, at the same clock rate, because
of the instruction set, and instruction timing. A 12mHz 286 was comparable
to an 8mHz 68000 in terms of getting a job done.

The 80386 is the equivalent of a 68030 running on an async 32 bit bus with
one wait state. With the additional instructions available, and improved
instruction timing, the 80386 is an equivalent processor, at a given clock
rate.

Brian

171. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-18 21:59:02 UTC
From: UZS106@ibm.rhrz.uni-bonn.de
Message-ID: <1732A1352DS85.UZS106@ibm.rhrz.uni-bonn.de>
Source record: 13970
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

In article <plsuh-1701952300460001@ts7-55.upenn.edu>
plsuh@econ.sas.upenn.edu (Paul L. Suh) writes:
>Just to toss a little gasoline on things here, this is an abstract for a
>new application posted to the info-mac archive:
>>Date: Fri, 13 Jan 1995 19:10:20 -0600
>>From: tomlaw@cs.wisc.edu (Thomas R. Lawrence)
>>Subject: [*] OutOfPhase 1.1 PPC; a music utility
>>
>>OutOfPhase is a program for digital music synthesis with the
>>following features:
>>
>>- Unlimited number of instruments, tracks, simultaneous notes
>>- Sampled and indexed wave table driven synthesis
>>- Parameters controlled by envelopes
>>- Built in programming language for waveform construction
>>- High quality output (16-bit stereo 48kHz possible)
>
>Does this count as wavetable sound?
>
Dunno, seems so. Haven't used this version, but _cool_ programm ! Great
sounds possible, but not in real time. A little bit to complicated for me,
but if you have little experiences with C and other languages, you will get
a lot out of it. I just changed the samples and the notes, clicking around,
changing some numbers. Hope that they don't remove the older version !!! H.

172. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-19 00:47:24 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1801951651100001@tsa-31.ucsc.edu>
Source record: 13973
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3fjrku$i4q@whitbeck.ncl.ac.uk>, Craig Graham
<Craig.Graham@ncl.ac.uk> wrote:

> The 386 was never cutting edge except in the PC world. Have you ever used
> a sun386i ? They ditched the intel chips quick smart when it became apparent
> that they weren't going to get a good enough performance from the chips
> even when used in a non-PC architecture. They moved onto motorola chips
> (the Sun3 is a 68030 machine) before going into RISC.

Erm - Sun started out on 680x0, and turned to RISC when Motorola couldn't
keep delivering high performance 68K series processors at a rate
competitive with RISC processors. Somewhere in there they did the 386i
experiment. Your post seems to imply that they switched to 680x0 from
x86, and finally went RISC, which was not what actually happened.

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

173. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-19 03:46:42 UTC
From: carol@alaska.net
Message-ID: <carol-1801951847400001@carol.alaska.net>
Source record: 13974
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

In article <ADB92TYT.95Jan16092816@hfb-aes.hfb.se>,
adb92tyt@hfb-aes.hfb.se (Thomas Ytterberg - HFB S) wrote:

>In article <carol-1501950120390001@carol.alaska.net> carol@alaska.net
(Carol) writes:
>
>[cut]
>
> Of course the Macs also does four channel stereo sampled sound.
> The Mac does not do FM, but cards are available to do so.
>
>The Mac does FM synthezis. Not many recent apps that use it though.
>

As much of a Mac advocate as I am, I don't think this is true.

I can find no reference to this in any of the "Inside Macintosh"
books.

As far as I can tell, Mac sound is either sampled at various rates,
or tones of a specific frequency. I can't find anything in the
hardware or software which allows one tone to modulate another.

I suppose it could be emulated with a fair bit of overhead.

Oh well......

--
Andrew Carol "Could be worse. Could be raining."
carol@alaska.net carol@ctis.af.mil 71350.3646@compuserve.com

174. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-19 13:10:11 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3flobj$dn9@whitbeck.ncl.ac.uk>
Source record: 13975
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <bwanga-1801951651100001@tsa-31.ucsc.edu>, bwanga@cats.ucsc.edu (Tim Seufert) writes:
>In article <3fjrku$i4q@whitbeck.ncl.ac.uk>, Craig Graham
><Craig.Graham@ncl.ac.uk> wrote:
>
>> The 386 was never cutting edge except in the PC world. Have you ever used
>> a sun386i ? They ditched the intel chips quick smart when it became apparent
>> that they weren't going to get a good enough performance from the chips
>> even when used in a non-PC architecture. They moved onto motorola chips
>> (the Sun3 is a 68030 machine) before going into RISC.
>
>Erm - Sun started out on 680x0, and turned to RISC when Motorola couldn't
>keep delivering high performance 68K series processors at a rate
>competitive with RISC processors. Somewhere in there they did the 386i
>experiment. Your post seems to imply that they switched to 680x0 from
>x86, and finally went RISC, which was not what actually happened.

I do stand corrected on this point (someone mailled me the real order of events). What confused me was that the Sun3 remained in production for quite a while after the 386i bit the dust ('coz it was better & faster & more reliable), so we got a few Sun3's at work after 386i's stopped being produced (so I wrongly assumed they were the more recent machine).

Thats even worse though - Sun use a 68030, start makeing a 386 based machine, then stop making the 386 machine again, but carry on with the 68030 machine (I've been told they made Sun3's & Sparc's at the same timefor a while).

Appologies for my initial (wrong) post. I stand by what I said about Intel & PC architecture though - it sucks real bad.

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ----------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

175. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-19 14:18:41 UTC
From: carol@alaska.net
Message-ID: <carol-1901950519390001@carol.alaska.net>
Source record: 13979
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

In article <1995Jan16.185507.2780@ultb.isc.rit.edu>,
dis6218@ultb.isc.rit.edu (D.I. Seah) wrote:

>Of course, the QUALITY of computer-based wavetable leaves something to be
>desired compared to professional wavetable products, though you can add them
>on to your PC if need be.
>
>From the division of labor point of view, the overburdened Mac has to both
>playback MIDI data, interpret, AND synthesize sound. This is not as ideal as
>having a dedicated MIDI synthesizer purring under the hood. With the Mac QT
>or Note Synthesizer approach, you

You miss the point. Those people who need better than the default
QT voices can buy a Midi card or plug in a synth!!!!

The QT stuff is for the poor guy who doesn't have money to throw
around. It's there so that a multimedia guy can use Midi to do
his soundtrack for his game. This can allow much smaller binaries
and he can count on all Macs being able to play the sound!

People seem to have it in their heads that just because Apple was
nice and licensed those samples from Roland and put them in QT
that that was the only way to do Midi on a Mac!!!!

You really can have it both ways!

--- A.C.

--
Andrew Carol "Could be worse. Could be raining."
carol@alaska.net carol@ctis.af.mil 71350.3646@compuserve.com

176. Grendels Games Lists V22

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-19 14:24:27 UTC
From: jkauppin@muikku.jmp.fi
Message-ID: <3flsmr$ojm@muikku.jmp.fi>
Source record: 13976

```
--- Grendel's Games Lists ---

- PC/Amiga/ST cable/modem/network/pbm playable games
- Amiga analog joystick supporting games
- Amiga multibutton/cd32-controller supporting games
- Amiga multitasking commercial games
- Eastern Front 1941-1945 strategy games
- Space strategy/tactical/combat games
- Amiga CD-ROM games compatible with any CD-ROM system
- CD32/CDTV/anything titles compatible with Amiga Zappo CD-drive

Compiled and updated by Jukka O. Kauppinen (Grendel/Byterapers).
V22 19.01.1995 Iisalmi, Finland

* Modem / Cable / Network games
RAC = Race STR = Strategy SIM = Simulation SPO = Sports ACT = Action
L = LINK M = MODEM N = NETWORK P = PLAY BY MAIL
PD = Public Domain or Share Ware
Rating = my personal rating how good each game is while
played by link or modem. Please note that ratings may
differ dramatically from 1-player ratings.
(!) = Very recommended!

PC
Game Publisher Rating

Modem Wars -STR M Electronic Arts
Armor Alley -ACT LM Three-Sixty ***** (!)
Fireteam -STR LM
Populous -STR LM Electronic Arts ****
Command HQ -STR LM MicroProse ***** (!)
Medieval Warriors -STR Merit
Linewars -ACT PD
F-16 Falcon -SIM LM Spectrum Holobyte
Falcon 3.0 -SIM LM Spectrum Holobyte
F29 Retaliator -SIM Ocean
Knights Of The Sky -SIM LM MicroProse **
Firepower -ACT M
The Perfect General -STR LM QQP ***** (!)
Spacewar -ACT PD
Flight Simulator 2+3+4 -SIM
688 Attack Sub -SIM Electronic Arts
F16 Combat Pilot -SIM L Digital Integrations ****
3D Helicopter Simulator -SIM Sierra
Tracon II with FS -SIM
```

Tank -SIM
NFL Pro League -SPO
Battlechess I+II -STR -LM Electronic Arts
Wild Wheels -ACT L? N?
Global Conquest -STR LM MicroProse
Powermonger -STR LM Electronic Arts
Global Effect -STR LM Millenium ****
Vette! -RAC LM Spectrum Holobyte ***
Flight of the Intruder -SIM L
Tom Landry's Strategy Football -SPO LM
V for Victory -STR LM Three-Sixty
Megatron -ACT LM PD
Formula 1 GP (update) -SIM LM MicroProse
Dogfight -SIM LM MicroProse ***** (!)
Cars and Drivers -RAC LM
Strike Eagle III -SIM LM MicroProse
SVGA Air Warrior -SIM LM On-Line ***** (!)
Tetris Classic -PUZ
IndyRAC Racing -RAC LM
Seawolf -SIM LM Electronic Arts
Doom -ACT LMN SW (Id Software) ****
Evasive Ection -SIM LM Mindscape
Robosport -STR LMN Maxis
Global Domination -STR LM Impressions
Pro League Football -SPO M Micro Sports
Archon Ultra -ACT STR LM SSI
Empire Deluxe -STR M New World *****
Alien Legacy -STR ? Sierra
Spectre VR -? MN ?
Kasparov's Gambit -STR M Electronic Arts
Corridor 7 -ACT LMN U.S.Gold
WW2 -str M? QQP
Merchant Prince -STR M? QQP
Empire Deluxe -STR M?
Buzz Aldrin's Race Into Space
-STR MP Interplay
Wacky Wheels -RAC ? PD
Henrik Ter&#xFFFD;v&#xFFFD;n L-Peli -STR ? PD
Warcraft -STR MLN Interplay
Nascar Racing -RAC/SIM ML
Grandest Fleet -STR QQP
Transport Tycoon -STR L MicroProse
Linewars II -ACT MN PD
Lords of the Realm -STR M Impressions
Heretic -ARC MLN PD
Dark Legions -STR M SSI

Amiga
Populous -STR LM Electronic Arts ****

Powermonger -STR LM Electronic Arts
Telewars -STR M Merit
F-16 Falcon -SIM LM Spectrum Holobyte **
Operation Com-Bat -STR LM Merit ****
Demon Wars -STR M SW
Lotus II -RAC L Gremlin
Stunt RAC Racer -RAC L Microplay (?) ***** (!)
Prince -STR L
Firepower -ACT M
RFV Honda -ACT L
Fire Brigade -STR L Panther Games
The Jet -SIM M
Turbo -?
Lotus Turbo Challenge II -RAC L Gremlin
Fighter Duel -SIM LM Jaeger Software ****
F-16 Combat Pilot -SIM L Digital Integrations ****
The Perfect General -STR LM QQP ***** (!)
Knights of the Sky -SIM LM MicroProse **
Battlechess I+II -STR Electronic Arts
Spacewar -ACT PD
Populous II -STR LM Electronic Arts *****
Global Effect -STR LM Millenium ****
Fighter Duel Pro -SIM LM Jaeger Software ****
Air Warrior -SIM ML Kesmai
Flight of the Intruder -SIM L
Vroom -RAC LM ***
Flight Simulator II -SIM LM
Dogfight -SIM LM MicroProse
Overdrive -RAC L Team 17 ****
Fighter Duel Pro 2 -SIM LM Jaeger Software *****
Skidmarks -RAC ACT ML Acid Software ***** (!)
BattleRAC -RAC L PD
Gridlock -STR LMN PD
Robosport -STR ? Maxis
Scud Buster -ACT M S/W
Modem Drag Race -RAC M PD
Motor Duel -RAC L PD
Serial Stratego -STR LM (+IRC) PD
Ellis -STR L PD
Incinerator -ARC L PD

* Amiga analog-joysticks supporting games

Knights of the Sky Formula 1 GP
F15 Strike Eagle II Gunship 2000
F-19 Stealth Fighter Flight of the Intruder
Tornado /AGA Fighter Duel /PRO/PRO 2
Air Warrior
- This list very deficient. Please help.

Testing required with e.g. following software:
F-29 Indy 500 Megafortress Reach for Skies
Red Baron Jet Armour Geddon AV8B Harrier
Birds of Prey BlueMax Chuck Yeager F-16 Combat Pilot
F-16 Falcon Tornado

* Amiga multibutton-sticks supporting games

Arabian Knights Flashback Desert Strike Street Fighter II
Turrican I/II/III Overdrive James Pond 3 R-Type
Out to Lunch
- This list also very deficient. Please help.

* Amiga multitasking games
(under 1% mentioned - PLEASE help.)
(COMMERCIAL ONLY, loads & loads PD & S/W multitask)

Gold of Americas (SSG) When 2 Worlds War (Impressions)
No Greater Glory (SSI) Red Storm Rising V2 (MPS)
Sim Life (Maxis) Sim City (Maxis)
Civilization AGA (MPS)
Infocom Adventures

* Strategy games, Eastern Front 1941-1945
(A=Amiga,P=PC,C=C-64,S=ST)

Second Front - SSI AP Kampfgruppe - SSI CAP
Panzer Battles - SSG CAP Russian Front II - S/W P
Stalingrad - CCS A Road to Moscow - ? C
Panzer Strike - SSI C Russia - SSG C
Battlefront - SSG C Panzer Grenadiers - SSI C
War In Russia - SSI AP Tigers on Prowl -HPS P
Panzer General -SSI P

* Strategy games, space-war (ship vs ship, tactical, strategic)
(A=Amiga,P=PC,C=C-64,S=ST)

Imperium - EOA AP Star Control - Accolade AP
Worlds at War - S/W A 2525 - Interstel P
Star Fleet / II - EOA APC/P Reach for the Stars - SSG CAP
Imperium Galactum - SSI C Stellar Conflict / II - ? A/A
Stellar Crusade - SSI CAP Deuteros - Activision A
Millenium 2.2 - Activision A Supremacy - Virgin A
Space Conquest - SW A Cosmic Conquest - SW A
Renegade Legion - Interceptor - SSI AP
Rules of Engagement - ? AP Rules of Engagement II P
Spaceward HO! -? P Master of Orion -MPS P
Colonial Conquest II -PD A

* NEW *
* Amiga CD-ROM games software compatible with any
CD-ROM system = CDTV/CD32/other CD-games that works
with e.g. SCSI drive equipped OCS/ECS/AGA -machne.
(A=all machines,AGA=AGA machines)

The Labyrinth of Time - EOA A Pinball Fantasies CD32 - 21st C. AGA
Liberation - Mindscape A Superfrog - Team 17 A

* NEW *
* CD32/CDTV/CD-ROM titles compatible with Amiga Zappo/Overdrive
PCMCIA CD-drive, that is able to emulate CD32 on A1200.

CDS THAT DO WORK:
Arcade Pool, Banshee, Beavers, Brutal Sports Football, Bubba 'n' Stix,
Bubble & Squeak, Castles II, Chambers of Shaolin, Chaos Engine,
D/Generation, Deep Core, Disposable Hero, Donk, F-17, Fire & Ice,
Fly Harder, Fu)ry of the Furries, Guardian, Gunship 2000, Heimdall 2,
Humans I + II, International Karate, James Pond 2, John Barnes European
Football, Labyrinth of Time, Legacy of Sorasil, Lemmings CD32,
Liberation, Lunar-C, Mean Arenas, Microcosm, Morph, Naughty Ones,
Nick Faldo's Championship Golf, Overkill, Pinball Fantasies,
Ryder Cup Golf, Seek and Destroy, Sensible Soccer International,
Seven Gates of Jambala, Sleepwalker, Striker, Summer Olympix,
SuperFrog, Super Methane Brothers, Surf Ninjas, Total Carnage, Trolls,
UFO: Enemy Unknown, Ultimate Body Blows, Whales Voyage, Zool I&II

CDS THAT DO NOT WORK!
Alfred Chicken, Brian The Lion, Cannon Fodder, Chuck Rock I+II,
Dennis, Impossible Mission 2049, James Pond 3, Lost Vikings,
Manchester United, Nigel Mansell's World Championship,
Pirates! Gold, Project X, Sabre Team, Sensible Soccer,
Simon The Sorcerer

Anything else you want to be listed? Just suggest it to me,
but if I like it, then _be prepared_ to give me a healthy
collection of names for it.

Help needed with Atari ST/Falcon software. Many of titles
above exist for it too, but I have no information which
include modem/cable options on ST versions too. Therefore,
I shall not mention ST on them, unless I have clear
verification from an ST user.

Want to help me with the lists? I could use someone
with co-author, collecting software titles for those lists
with me, so the updates would be more complete and
happen more often. Co-author MUST have E-Mail.

All lists are updated more or less regularly, depending how often
I come across new list-worthy items myself, or anyone cares to
report them to me. I can be contacted at several sources:

!! E-Mail: jkauppin@muikku.jmp.fi or grendel@freenet.hut.fi !!

IRC: "Grendel-B" (#Amiga, #C-64)
FINNS ONLY: BBS Neuvosto-Savo 977-1525280 (2400-14400)
1 (2400)

2 (2400)
FINNS ONLY: MikroBITTI BBS "MBnet" as "Jukka Kauppinen"
FINSS ONLY: huomatkaa, ei en�� Fido-osoitteita. K�yn Fidossa
en�� vain pudottamassa t�m�n listan, postin luku on j��nyt
sikseen.

Internetters : PLEASE USE E-MAIL! I MOST PROBABLY
WON'T SEE YOUR POSTINGS FROM NEWSGROUPS!

Please be active and report any mistakes and additions. I can't
personally find everything, but would like very much help the
computer community and games freaks with as complete list as
possible.

This list is freely distributable, and I encourage everyone to
do so - but please also mention the Version-number. Suggested
filename : GGLxx.* (LZH or TXT, please). xx for version number,
like GGL21.TXT. Thanks!

(ps. Latest revisions of Air Warrior support disks available from
Neuvosto-Savo and MBnet directly from author. On Amiga/PC formats.)

J♯K

* Offline Orbit 0.70b *

--
Jukka O. Kauppinen Mail: Sankarinkatu 9A3,74100 IISALMI,FINLAND
Journalist E-Mail: Grendel@Freenet.hut.fi
Tel/fax +358-77-24225
Byterapers Inc. Amiga 500/1200(030),PC486,CD32,C64,Spectrum

177. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-19 15:52:02 UTC
From: schmid@goofy.zdv.Uni-Mainz.DE
Message-ID: <3fm1r2$fj3@bambi.zdv.Uni-Mainz.DE>
Source record: 13977
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

```
In article <mnb20.4.000C9D85@cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) writes:
"> "In article <3etghg$7q9@lynx.unm.edu> dehrig@callisto.unm.edu (Vincent Vega) writes:
"> ">nintendo. Now, Its the main competitor with the SNES juggernaut. By
"> ">being the first 64-bit system out, the Jag has a leg up on the future,
"> ">as Genesis did back then.
"> "
"> ">Do you even remember what Sega's 8-bit machine was called? Past
"> ">performance doesn't always dictate the future.
"> "
"> "It was called the Master System and it sold very well in the UK - it has
"> "always outsold the Nintendo 8bit (No, I don't have any figures to support
"> "this, but I do know that a lot of I knew had one and noone had a nintendo,
"> "and that judging by the magazines this was not unusual)
"> "
"> "--
"> " /\ /\ mnb20@cam.ac.uk (terms)
"> " / \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
"> " / \\/ \\
"> "/ \\ \\ ** Runer spools, OK **
```

yeah, but I remember reading that nintendo has a 80+% marketshare with game consoles.
so long, peter
P.S.: if you interested, email me and I’ll look it up.

178. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-19 15:55:06 UTC
From: s9409498@yallara.cs.rmit.OZ.AU
Message-ID: <3fm20q$s5c@goanna.cs.rmit.edu.au>
Source record: 13982
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

Makkey@tiac.net (Satoru Arao) writes:

>Sorry to be a bit off topic, I've read somewhere that Roland and Apple
>have agreed to put General MIDI sound chip which is used in Roland Sound
>Canvas series in future Macs. If this becomes reality, we'll finally be
>able to reproduce high-quality sound without add-ons!

I believe this is what you originally read, and here it is again, straight
from the horses mouth...

====================

This section is from the document '/Apple Press Releases/April-May.1994.Release
s/05'10'94-Apple_Brings_Music_to_.txt'.

THE FOLLOWING RELEASE MOVED OVER PR NEWSWIRE ON TUESDAY, MAY 10, 1994 AT 8:31
AM, EST.

Contact:
Katy Boos
Apple Computer, Inc.
408-974-4451

Kellie Whitmire
Roland Corporation
213-685-5141 ext. 423

Apple Brings Music to the Macintosh with Help from Roland Corporation

CUPERTINO, California--May 10, 1994--Apple Computer, Inc., a computer
and information industry pioneer, and Roland Corporation, a leading
manufacturer of professional musical instruments, today announced an
agreement in which Apple will license Roland's musical instrument
sound collection for use in future versions of QuickTime , Apple's
software that brings multimedia capabilities to computers and
consumer electronics devices.
The Roland Sound Canvas musical instrument collection includes
digitized samples of more than 10 instrument families including
piano, organ, guitar, bass, strings and orchestra, ensemble, brass,
reed, percussion, sound effects and more. These sounds can be used
to create and play music on computers--without users needing to know
the technical nuances of MIDI technology.
"Until now, our instrument samples have been used primarily by
professional musicians," commented Ikutaro Kakehashi, president of
Roland Corporation. "The rapid growth in the multimedia industry,

however, has prompted us to lower the barriers to entry for people who want to create and play music, without assembling an entire music studio. Apple's move to include our Sound Canvas libraries with QuickTime will make high-quality music much more widely available, while allowing a natural upgrade path to Roland's professional instruments."

"Like music in feature films, music in CD-ROM titles and multimedia presentations results in a more approachable, entertaining user experience," said Tom Ryan, manager of the AppleSoft Media Software Group. "Over time, music will become a standard part of the Macintosh experience."

QuickTime Music Architecture Makes Music Easy

The QuickTime Music Architecture, a component of QuickTime 2.0, includes several features that make it easier for computer users to create, edit, play, and synchronize music with video. Through the use of the Roland instrument library and Apple's proprietary sound synthesis technology, the architecture requires no additional hardware to play music.

A key feature of the QuickTime Music Architecture is that it requires very little of the user's disk space. For example, Beethoven's Moonlight Sonata would require nearly 180MB if recorded as CD-quality audio, but when stored as a QuickTime movie it only uses 75K of disk space. Or an entire corporate presentation--complete with high-quality images with background music--could fit on one floppy disk.

The QuickTime Music Architecture is also compatible with MIDI, yet is distinctly different from MIDI. Any Standard MIDI File can be converted directly into a QuickTime music movie, and MIDI devices, such as MIDI keyboards, can record directly into music movies. In addition, the architecture is scalable, so it will automatically take advantage of the best available device for playback--including MIDI devices, such as those offered by Roland. Unlike MIDI, additional hardware is not required and users do not need to know how to configure instruments or channels, or understand complicated file formats.

QuickTime 2.0: Bigger, Faster Video

QuickTime 2.0, announced this February, not only includes enhanced support for music, but also provides greatly increased performance for video. The latest version of QuickTime provides for larger video windows to be played at faster frame rates, resulting in full-screen movies without the addition of hardware. QuickTime 2.0 also provides an infrastructure for development and delivery of interactive television applications, including MPEG support and network enhancements so that QuickTime can address distributed networks and devices.

System Requirements

QuickTime 2.0 will run on any color-capable (68020 or later) Macintosh computer running System 7 or 6.0.7 with at least 2 MB of memory.

Availability

The QuickTime 2.0 developer kit for the Macintosh is expected to be

available in mid-1994. As with previous versions, QuickTime 2.0 is designed to permit cross-platform compatibility between platforms which support it.
Headquartered in Cupertino, California, Apple Computer, Inc. (NASDAQ:AAPL) develops, manufactures and markets personal computer, server, and personal interactive electronic systems for use in business, education, the home, science, engineering and government. A recognized pioneer and innovator in the information industry, Apple does business in more than 120 countries.
Roland Corporation is a leader in the development and production of electronic musical instruments. Headquartered in Osaka, Japan, Roland manufactures and distributes products through four divisions: musical instruments, contemporary keyboards, professional audio and a newly formed multimedia division. Roland promotes a multi-brand strategy which includes the Roland, BOSS and Rodgers lines of products. Roland is a global company with 19 overseas joint ventures and affiliates, 40 distributors, and six R&D facilities worldwide.
-30-
Apple, the Apple logo, and Macintosh are registered trademarks and QuickTime is a trademark of Apple Computer, Inc. Roland is a registered trademark and Sound Canvas is a trademark of Roland Corporation.
.
==========

--
|/-\| Michael Coburn email: s9409498@yallara.cs.rmit.edu.au |/-\|
|\-/| |\-/|

179. Re: Atari Worldwide?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-19 18:19:33 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.17.001253F1@cam.ac.uk>
Source record: 13980

In article <3etvj6$r4j@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>What countries is Atari presently trading in?

>I read a while ago that Australia/NZ had gone along with some of
>the European countries.

Although most European atari headquarters have been closed, what was Atari UK
is now called Atari Europe, so they are still, nominally at least, covering
all of Europe.

--
/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Runer spools, OK **

180. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-19 18:47:03 UTC
From: Kevin Pigman <Kevin.Pigman@ColumbiaSC.ATTGIS.COM>
Message-ID: <D2o1IF.D29@ncrcae.ColumbiaSC.NCR.COM>
Source record: 13978

```
>==========Mark Rathwell, 1/18/95==========
>
>
>Distribution: world
>
>: BS? Such as?
>
> - The Jagflop is dead
> - All Apple products are huge sellers
> - Atari is going to die in January 1995
> - Everything the Tramiels do is stupid
> - The 3DO is killing the Jag everywhere
> - All Atari products are flops.
>
> >> Mark <<

Wow! Such intelligence and market insight.......
Kevin Pigman
AT&T Global Information Solutions
Kevin.Pigman@ColumbiaSC.ATTGIS.COM
(803) 939-6533
```

181. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-20 03:52:15 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3fnc1f$fm@ccshst05.cs.uoguelph.ca>
Source record: 13981

: And what makes you think it's alive..

- It's in stores,
- It's selling
- There are new games
- There are third party developers making games
- It's talked about highly in magazines
- There are commercials on tv
- I know people who bought them

: That prediction was made before the Sega cash infusion. I wonder what the
: condition of the company would have been today without the cash infusion.

Have you learned nothing? The Tramiels always find a way to
survive. They may not please everyone, but they know how to keep a
company afloat.

: The Tramiels have screwed what ever products fall in their hands..

You know about the Tramiel's sex lives? Considering Atari's size,
the Jag is being well handled. What would you do? Huh?

: The 3do is doing better than the Jag. But only time well tell. I think the
: U64 and the Saturn due to thier distribution network will garner the lion share
: of the market.

Not by much. The 3DO is more of a flop because *MUCH* higher
sales were expected and it's bombed worse than the Jag. As for the
Saturn, Sega has divided the market with the 32X. And the Ultra 64 is
being released even though the SNES is not that old. Nintendo already
screwed millions of NES fans.

: Need we say more..

Please do! The ST sold well in Europe, the 7800 sold more than
two million machines on $300,000 advertising, the 2600 was a hit, the
portfolio was fairly successful.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Dorothy: "But how can you talk if you don't have a brain?"
Scarecrow: "I'm not sure. But ... I know an lot of people without brains who
do an awful lot of talking"

==========

182. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-20 04:41:46 UTC
From: wormey@eskimo.com
Message-ID: <D2ot1n.AL2@eskimo.com>
Source record: 13983
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

In article <carol-1801950623050001@carol.alaska.net>,
Carol <carol@alaska.net> wrote:
>In article <D2H0nC.3v0@eskimo.com>, wormey@eskimo.com wrote:
>
>>2) QT does not do MIDI out to an external device. It allows those
>> applications coded with MIDI sound to reproduce those sounds on the
>> Mac. Same general idea as using a wavetable card on a PC.
>
>I suspect the QuickTime team will be rather shocked to hear this.
>
>If you are plugged into a MIDI device it will make full use of
>it, but if not, it will fall back to it's built in sample library.
>
>I know this for an _ABSOLUTE_ fact. I've seen it, and at length
>questioned the QuickTime MIDI lead.

There must be some secret I don't know about then, because even with
my midi keyboard hooked up, I could not get QT to drive it. In the
PatchBay window, the QT icon has only an input connector, not an output.
I *have* been able to use the keyboard to play QT instruments, however...

~Steve

--
Steven R. Allen - wormey@eskimo.com

Faith is the quality that enables you to eat blackberry jam on a picnic
without looking to see whether the seeds move.

183. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-20 11:23:51 UTC
From: lolsen@hsr.no
Message-ID: <3fo6g7$8bn@marton.hsr.no>
Source record: 13984
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

Carol (carol@alaska.net) wrote:
: In article <ADB92TYT.95Jan16092816@hfb-aes.hfb.se>,
: adb92tyt@hfb-aes.hfb.se (Thomas Ytterberg - HFB S) wrote:

: >
: >The Mac does FM synthezis. Not many recent apps that use it though.
: >

: As much of a Mac advocate as I am, I don't think this is true.

: I can find no reference to this in any of the "Inside Macintosh"
: books.

: As far as I can tell, Mac sound is either sampled at various rates,
: or tones of a specific frequency. I can't find anything in the
: hardware or software which allows one tone to modulate another.

: I suppose it could be emulated with a fair bit of overhead.

Yes it probably could. Using one channel as the carrier and
another as the modulator could create a FM-like synthesis -
though it probably would create an undesirable effect on the CPU....

Cheers...

184. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-20 12:25:38 UTC
From: lolsen@hsr.no
Message-ID: <3foa42$8bn@marton.hsr.no>
Source record: 13985
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:

: In article <3fgtr6$ms@marton.hsr.no>, lolsen@hsr.no (Lasse Olsen) writes:
: > I was under the impression that all AT's used 8-10-12-16 or even
: > 20MHz 80286 CPU's (wich was about twice as fast as the 68000 at
: > 16MHz) - right up to the point in 1987 when the 80386

: That's rubbish. The 68000 is a much more efficient than a 286, and even
: blows a 20MHz 386sx out of the water (at least in a PC architecture).
: The x86 family requires more clock cycles for a given instruction than
: the equivalent 680x0 instruction. Fact.

Eh, care to elaborate this a little...?
I'm wasn't comparing PC-architecture here - if you have
access to SpecInt-89 or -92 you will see that the 80386
and 68030 are in the same performance region...

: > (wich was the cutting edge then) became available and the PC
: > quickly transfered to the new processor (the 68030 wasn't out
: > until a year later).

: The ARM1 was available at the same time as the 386, and to be honest, it
: really is a much faster & more efficient CPU. Compare the original
: Archimedes machine to a 386 at the time - there is no comparison.

Of course it compares - the ARM might be faster but it was also
faster the contemporary 68030's....

: Now compare a modern Acorn RiscPC to a Pentium PC - the PC still loses,
: and the price point is the same.

You better give me some figures and a referance here....

: So don't try to say PC's have ever been state of the art - they aren't,
: they never have been, and people will laugh at you for saying it.

Now then, I *NEVER* said that the PC was state of the art (grin)
but that the 386 was when it came out - speedwise.....

: > Um, you could also run the Amiga with one drive in those days.

: I tried them both when I got my atari. The amiga was beatiful hardware,
: let down by an OS which was initially very unstable, and a prohibitive
: price tag.

It seemed extreemly unstable to many who used one because they
mostly used pirated software. If you cared to invest in a program

wich wasn't copied, it was as firm as my mothers chest.....

: >: Kick 1.x is the worst visual impression among OSes available.
: >
: > Still much better than the Atari OS - _IF_ you ask me....

: That statement requires an IMHO - and a straight jacket :)

OK then........everyone is entitled to his/hers opinion.... 8)

Cheers...

185. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-20 17:58:18 UTC
From: nyberg@ctron.com
Message-ID: <3fotjqINNn60@ctron-news.ctron.com>
Source record: 13986
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

mnb20@cam.ac.uk (Mark Baker) writes:
/In article <H34myc1w165w@qedbbs.com> dances@qedbbs.com (aric r caley) writes:
/>The Jaguar is going (IS now) to get its butt kicked by 3DO and the other
/>new systems coming out this year.
/
/Not the 3dO; it's already outselling it despite them having been available a
/similar amount of time. The new systems are a great threat to it as many of
/them are technically superior, and have more marketing muscle behind them as
/well.

In your dreams... Has the Jag sold over half a million units? Didn't think
so.

--
Jason Nyberg (nyberg@ctron.com) My thoughts, my opinions.

On the surface, in the air, under water, I'll be there!

186. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-20 18:11:22 UTC
From: lorenr@usenet.nerdc.ufl.edu
Message-ID: <3fouca$gjm@no-names.nerdc.ufl.edu>
Source record: 13892
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

Carol (carol@alaska.net) wrote:
: In article <3f5icn$r21@marton.hsr.no>, lolsen@hsr.no (Lasse Olsen) wrote:

: *** Excellent summary of FM vs. Wavetable sound deleted ***

: > In light of this it's apperant that neither the Mac's sound-system
: > nor any other standard computer platform use Wavetable to reproduce
: > sound. _Some_ of the principles _may_ apparently look similar - this
: > doesn't, however, make the Mac reproduce sound with wavetable.

: Not quite true. Quick Time 2.0 has a large library of wavetables
: that Apple licensed from a large MIDI company. I don't recall the
: companies name, but they provided all the instruments that come
: with QT 2.0.

: Of course the Macs also does four channel stereo sampled sound.
: The Mac does not do FM, but cards are available to do so.

: ---- Cheers!
They licensed the sounds from Roland
: --
: Andrew Carol "Could be worse. Could be raining."
: carol@alaska.net carol@ctis.af.mil 71350.3646@compuserve.com

187. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-20 18:15:58 UTC
From: lolsen@hsr.no
Message-ID: <3fouku$d77@marton.hsr.no>
Source record: 13888
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

Martin Griffiths (mdg@ukc.ac.uk) wrote:

: (hmmm... but GM specfies only a few controllers such as PAN,volume ad
: modulation...

And.....included in the 'GM Performance Capabilities' -
the number of voices controlled....

: the phase,flange and reverb would be System Exclusive

Not always - ever heard of Roland General Synthesizer Standard?

: , so
: the file would not work with ALL GM keyboards, please don't argue i've
: got the GM specs in front of me,

Argue GM? Please don't put words in my mouth?

: I used them to write a DSP Synth module
: (published soon) for the Atari Falcon which turns the 56001 DSP into a
: 24 voice GM synth - your above statement of '32 polyphony' G MIDI is
: rubbish, General midi specifies 16 dynamic voices + 8 percussion tracks,
: any genereal midi song must stick to this if it is to meet the minimum
: standard.

What on earth does the number of MIDI-channels have to do with
the polyphony of a sound-device - I'm sure you heave heard of
Running Status? (otherwise I'll give you an indepth explenation
if you should request it)
The point with GM was to standarize the sound-patches within a
MIDI/sound-source enviroment (127 predetermined patches although
Roland took this a little further with General Synthesizer functions
wich is a superset of thoose specified by GM).
And yes, this was part of my point - the Roland cards are able
to interpret my song (ever heard of MPC-401 (LAPC-1/MT-32) and RGS?).
So then, should the _standard_ Mac (or our Falcon) be able to do as
braged by a good number of our Mac friends here......

: My Falcon app generates 24 voices of 16bit sound, which are mixed
: internally with 24bit precision, each voice has stereo pan, volume,
: and full ADSR wave (interpolated on each sample point i.e. each 48khz
: voice has a 48khz ADSR wave which is applied at each point)

Is this Extended Multitimbral? What are the s/n and s/r
ratios? What kind of effects are appliable? Is there any

kind of oversampling involved? (how do you overcome 'Phase
Shifting' when looping?)
What type of interpolation algorithm/s is/are used, linear?
If so what formula? (ex. if the address pointer indicates an
address of (n+k) where n is the integer part - I presume you are
using this with the MC56001 - and k is the fractional part).
How about digital filters? Any layering? Antialising? Splits? etc..etc.

: - This
: program is due to be published in a few months, a version will follow
: for the Cubase Audio 8 channel digital outputs which are used professionally.

Ok, I'm looking foreward to this - please give me a call when
this is ready...(yes, we have a Falcon in our studio aswell -
we run Cubase on it occasionally (a shame it's not available for
the Amiga but BPPro does a good job)).

: I think your out of your depth here, you may use the stuff, but I write
: them - I apologise for my arrogance.

You're welcome but I think you have mised a point or two along
the way - did you follow this subject from the beginning?

: I speak the truth, your basically now making up some excuse that it isn't
: wavetable unless the SNR isn't more than 89db? Please don't make me laugh.

Hmmmm......
Once again :
I have *never ever* said that the Mac (or ANY other computer) -
by definition - doesn't use some type of wavetable (digital
sample-based synthesis) to reproduce sound - infact most
recent computer-brands (the C-64 didn't).
My point was that theese standard Mac's don't do what a non-tech-
musical-anti-guru-play-the-piano-and-compose-a-beautiful-piece
would assume to be Wavetable.
If used in a professional manner, any sound produced or otherwise
processed through a sound-system creates electromagneticly indused
noise in the cirquitry - of course. In order for - lets say - a
network TV-channel to accept the produced product, it has to meet
a sertain quality criteria - both for audio and visually.
Usually this implies not going below a s/n ratio of 89db in a
digital record and broadcasting system (or a classical recording).
The dynamic range is just as important althoug the use of 'Limiters'
are widespread to boost the d/r to acceptable levels wich *usually*
implies a d/r of about 95db (wich has an undesirable effect on s/n
ratio).
Both theese suffer under *some* "slow" DSP routines as it probably
would be within a PMac wich supports 8 (stereo) voices with a s/n
ratio of 85db (I presume).
When you try to mix 32 16-bit 44.1KHz voices (multitimbral of course)
with multiple effects etc. the CPU just can't produce a sound quality
wich meets theese requirements - not by a longshoot.

It might, however, be quite capable of producing 32 voices
simultainously - even a 25MHz '040 is able to do this with
acceptable sound quality as defined by the average man on the street.
(my Paula in my Amiga is able to do 4 voices in 8-bit at 28.3KHz each
wich with the 6-bit volume control effectivly makes it 14-bit
(85bd d/r produced) although the s/n ratio is about 48db))

Now, for God's sake, I hope I don't have to write this again, and
again, and again - I only have x years to live....

Cheers...

188. Sinclap's brain found??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-20 21:00:50 UTC
From: eddiea@bnr.ca
Message-ID: <3fp8a3$l@crchha60.bnr.ca>
Source record: 13893

I was reading the AMW the other day and came upon this article. Are they talking about our buddy Peter Sinclair a.k.a. Sinclap?? You Decide.

This article has been reproduced in its entirety without permission of Astounding Medical Weekly newsletter (vol. 8 issue 10, pg 12):

==========

PETER'S BRAIN FOUND!!!!!

The Banzai Institute has done it again! On Jan 12th 1995, Doctor Buckaroo Banzai, with the assistance of several Institute members succeeded in finding what everyone said did not exist: Peter's brain.

Dr Banzai released the following statement:

Through the years, there have been several reports of MWOB's (Men WithOut Brains). They were all fairly easy to solve- Genetic Mental Deficiency Disorder, Heinikens Multi-Brain-Cell Shrinkage Syndrome, Saget's Brain Stem Detachment Complex. All these were discovered and identified by this Institute's previous attempts to prove/disprove that MWOB's do in fact exist.

We had heard about Peter, and the multitudinous assertations that here indeed was a MWOB did not fail to catch our attention. We contacted him early last year and invited him to the Institute to take some tests. The initial series of tests and scans looked promising, so we set up a schedule for Peter to return and take more tests. All the data was indicating that Peter was a MWOB. Then two weeks ago, New Jersey and Dr. Hakita detected a very faint neural retransmission firing in Peter's cranial area. We informed Peter of this and he was very eager to allow us to operate. At this point he had become very concerned that he might actually be a MWOB. Notoriety aside, who among us would really want to go down in history as the first Man Without a Brain? We removed the top of his cranium on January 12th. We thought we had prepared ourselves, but it was still a shock to actually view the vast empty space we had uncovered. We had intended to use our new enhanced laser scanning tunneling lepton microscope to search for the brain, but with such a large volume of space to search, it would take weeks. We could not leave the top of Peter's head off for that amount of time. In a flash of inspiration, Perfect Tommy theorized that having known Peter for the past year, we could assume that if he has a brain, it would move extremely slowly, if at all, allowing us to do away with Heisenberg's Uncertainty Principle. We quickly calculated the exact location to search for the brain, and were able to capture a picture of it with our new microscope. Peter has recovered completely and is enthused at having a new syndrome named after him - Peter's Ultra Microscopic Brain Syndrome (PUMBS).

Dr Banzai further said that after spending such an exhausting year locating Peter's brain, the Institute would be putting further research into MWOB's on

hold, turning instead to MWNP's (Men With No Penises). Although there is no comment from the Institute, it is rumored that Peter is also involved in this study.

==========
--
+--+
No email to bnr.ca - it will bounce back. Instead post replies in USENET.

189. Re: Grammar, logic and Sinflop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-20 21:19:54 UTC
From: sinclair@ins.infonet.net
Message-ID: <3fp9dq$huj@insosf1.infonet.net>
Source record: 13887

In article <3fmqbt$5vm@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>sinclap2954@cobra.uni.edu writes:
>^^^^^^^^^^
>
>I see that you're using your old account again.
>How long will it be before before Ken once again
>revokes your Internet privileges, forcing you to
>pay $20-a-month for a commericial account?

It's a new account. I was not enrolled last semester, thus I lost my account.
As for commercial, there will be a Freenet soon. One of my Profs is the leader
behind it and is beta testing as we speak..

>
>And what do you think about Apple's announcement
>that they will release Copland over a year late?
>I've asked you this question five times, and you
>haven't addressed it yet. Can you not admit that
>your beloved Apple is shooting itself in the foot!?

What can I say. Macoroni is reportedly to be the intern one to fend off Wentel
96. As for Apple shooting itself in the foot: The firm just announced
record sales/earnings..

>
>>Peter Sinclair-Day
>>Home Office: The University of Northern Iowa
>
>You forgot the Cedar Falls part.
>
>
>For old times sake:
>
>2954 is an evil number!
>Iowa is a boring state!
>
>
>* Tom Trauth
>* Real computers aren't sold at McDonald's
>
>PS: So hows your Lynx doing. Did you bring it with
> you back to school?

Yes.
>
>PPS: To Ken Connelly: My condolences.

>
He will get over it..

>
>
>
>
>
>
>
-Peter
>
>
>

190. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-21 00:49:58 UTC
From: ivan_cavero_belaunde@avid.com
Message-ID: <ivan_cavero_belaunde-2001951937460001@raptor.avid.com>
Source record: 13889
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

In article <3fbo77$rnk@news.iastate.edu>, barrett@iastate.edu (Marc N. Barrett) wrote:
> In article <D2DFyM.8Js@eskimo.com>, Space Case <wormey@eskimo.com> wrote:
> >In article <3f5icn$r21@marton.hsr.no>, Lasse Olsen <lolsen@hsr.no> wrote:
> >> In light of this it's apperant that neither the Mac's sound-system
> >> nor any other standard computer platform use Wavetable to reproduce
> >> sound. _Some_ of the principles _may_ apparently look similar - this
> >> doesn't, however, make the Mac reproduce sound with wavetable.
> >Oh? What would you call QuickTime Musical Instruments? Sure looks like
> >a wavetable to me...
> Sorry, the QuickTime Musical Instruments INIT is used only with MIDI.
> It's pretty useless if you don't use your Mac to play QuickTime movies
> with the audio routed to a MIDI device, which is why I deleted it.

Huh? What *are* you talking about?

QTMI contains musical instruments components and wavetables (licensed from Roland, in fact, and stored in the form of snd resources) in order to support software-only playback of General MIDI files through the Mac speaker.

And the various sound chips in the Macs have done wavetable sound (based on digital samples) since time immemorial. Resampling, mixing, et al is typically done in S/W, but it's not FM based.

-Iv&#65533;n

Iv&#65533;n Cavero Bela&#65533;nde (ivan_cavero_belaunde@avid.com)
Avid VideoShop Project Lead
Avid Technology, Inc.

191. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-21 01:21:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3fpnhs$baf@ccshst05.cs.uoguelph.ca>
Source record: 13890
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

```
: In your dreams... Has the Jag sold over half a million units? Didn't think
: so.

Actually, he's refering to US sales. The Jag was just released in
Japan, whereas the 3DO has been successful there for a while. The 3DO has
not sold a half million units in North America or the UK or both together.

>> Mark <<

--
================================================================================
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Dorothy: "But how can you talk if you don't have a brain?"
Scarecrow: "I'm not sure. But ... I know an lot of people without brains who
do an awful lot of talking"
================================================================================
```

192. Re: Sinclap's brain found??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-21 02:06:44 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3fpq7k$ljo@paul.rutgers.edu>
Source record: 13891

That was a good one. :-)

* Tom Trauth

193. Atari's stock is below $4

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-21 08:03:29 UTC
From: sinclair@ins.infonet.net
Message-ID: <3fqf4h$mt@insosf1.infonet.net>
Source record: 13894

Why is Atari's stock below $4 if the Jags are supposely selling well?

-Peter

194. Re: Grammar, logic and Sinflop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-21 08:12:07 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3fqfkn$52b@paul.rutgers.edu>
Source record: 13895

sinclair@ins.infonet.net writes:
^^^^^^^^^^^^

Back to your commercial account already? Boy, you sure were kicked
off fast! So what did you do, post more forgeries in r.g.v.atari?

<Deletion>

>It's a new account. I was not enrolled last semester, thus I lost my account.

It sure looked like your old account. It even had that stupid 2954 thing!

>As for commercial, there will be a Freenet soon. One of my Profs is the leader
>behind it and is beta testing as we speak..

What exactly is this Freenet thing. Is this just for UNI students, or
is it open to everyone. Could I get an account, for example?
One more question, who will run the Freenet: Your professor? You? Ken?

>>And what do you think about Apple's announcement
>>that they will release Copland over a year late?
>>I've asked you this question five times, and you
>>haven't addressed it yet. Can you not admit that
>>your beloved Apple is shooting itself in the foot!?

>What can I say. Macoroni is reportedly to be the intern one to fend off Wentel
>96. As for Apple shooting itself in the foot: The firm just announced
>record sales/earnings..

What's Macoroni? Some System 7.6? I haven't heard about any such
planned Apple OS release in c.s.m.adv or c.s.ppc.

I know about Apple's record earnings - I read about them in the NY
Times. They did well during the Xmas season because of the Pentium
FPU-bug fiasco.

I don't think Apple has to worry about Windows96...that won't be out until
the next century. ;-)

>>PS: So hows your Lynx doing. Did you bring it with
>> you back to school?

>Yes.

Hope you enjoy it.

>>PPS: To Ken Connelly: My condolences.

>He will get over it..

Then why are you already back to your infonet account?

Can't you come up with a better .sig than this?
>-Peter

*
* Tom Trauth
* Real computers aren't served at McDonald's!
*

Pot, kettle, whatever...

195. New tread - "..eh... Computing afterthoughts".

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-21 08:13:38 UTC
From: lolsen@hsr.no
Message-ID: <3fqfni$hnc@marton.hsr.no>
Source record: 13896
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.unix.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.powerpc,comp.sys.amiga.hardware

Carol (carol@alaska.net) wrote:

: Why does Power2 need 5 times the number of transisters to make
: a similar speed chip as an Alpha?

: Do not fall into the trap of thinking that a chip with a lower
: clock is better than a similar performance chip at a higher
: clock. People think "Well, if Power2 at 72Mhz is about as fast
: as an Alpha at 275Mhz, then think of how fast Power2 will be
: at 275Mhz". Won't happen.

: Some chips are designed to be as simple as possible, but can
: run at a very, very high clock. They are fast.

: Other chips are deigned to be complex and do a lot in each clock,
: they are limited to a low clock. They are also fast.

: Each company has made a bet about which is better in the end.
: Either simple, high clocks, or complex, low clocks.

I argree.
I would also like to rise a "little something", hopefully to form
the bases of a discussion - suitable for an afterthought perhaps..
1
During the past dozen years or so, many a time have the
computer-scientists found themselves in serious boubt of the
likelyhood of further quantum performance progress and and quietly
moaned: "We've finally hit the wall, we can't make it much
faster now - nomatter what". This has been the trend every couple
of years since the days of the 68000 design.
CPU-performance is a sum of several fatcors : in order of
importance ; feature size, data-bus width and silicon purity
or die size if you will.
The limit of data-bus width was apparently hit several years
ago within the mainframe community. In the next couple of years
CPU performance will be defined mostly by feature size and silicon
purity alone - and this "wall" is fast leaping towards us.
We are fast reaching the absoulute density wich silicon atoms
are able to operate before quantum effects takes over and makes
it impossible to predict the behaviour of the electrical path
within current Sa cirquit-technologies (CMOS, BiCMOS etc.).
Yet, the biggest problem today isn't that we are not able to
produce even tighter Sa masks, but the enormous expense related
to mass-production.

2
This is somewhat what happend with the much expectant GaAs-chips
(a combination of gallium and arsenic in a single crystal wich
should yield 6-8 times faster CPU's) - because of the big market
dominance of Sa it would've costed much more than first predicted
to produce GaAs-chips in large quantities.
Complete new technology in development, producing and manufacturing
prooved to be faar to costly. Even so to the extent that Cray
Research - the absoulute forerunner for GaAs-technology together
with Gigabit Logic - had to put it's Cray 3 prodject on a
"wait-state" and concentrate on it's next generation of silicon
supercomputer - the C90.
3
If we, however, concentrate on Sa-technology - where do we stand?
The latest superscalar processors have all you probably
could imagine of clever subtlety : a large on-chip, nonblocking,
branch prediction, branch folding, critical-word-first, out-of-
order execution, speculative prefetch, register renaming, write-
back-caches, operand forwarding, buffered writes and multiple
execution units.....seemingly everything.
4
So the other big problem facing the Sa-chips is clock-speed.
Sa-chips will, however simple and pure the architecture might be,
not be able to work proparly much above 500MHz - an absolute physical
limit for Sa wich is governed by the fact that Sa-chips are not able
to work at tempratures much higher than 150 degrees Celcius.
This leads me to belive that the Power2 technology might have a
firmer grip on reality for future development than that of the Alpha.
Of course I could be wrong - as history has shown in previous battles.
5
Several developers of high end CPU's are concentrating great effort
on producing a GaAs-chip with effectivly would be a simple chip
upgrade - the goal is to offer a pin compatible upgrade to existing
state-of-the-art processors, much like you upgrade a '486 to a
Pentium - with the drawbacks this approach implies though. It is,
however, a much more convinient and smooth way to - lets say -
quadruple (maybe even more) the speed of your CPU wich again ensures
a big market-share right from the beginning...
6
What about other technologies. In light of the recent CICS/RISC
"struggle", it could be appropriate to mention that some time back
a survey was made on a fundamental new approach to CPU behaviour
(I'm sad to say I don't remeber by whom).
This is anther major problem in the fundamental subjective way
the CPU's of today operate - the parallelism in the instruction
flow itself. The author then went on to argue against using
instructions at all - something already, in principle, pioneered
by sertain gfx-cards to improve QuickDraw performance by executing
the QD commands directly in hardware - something wich of course would
require some sort of logic interpret system (if anyone have any info

regarding this subject, mail me will you. I've been trying to dig
uo this info ever since with less degree of success. I *think*
I read it somewhere in a science-magazine about 15 months ago.)
7
What about the even more state-of-the-art synthezsized diamond-
layer based thechnology in development (possibly by Inmos
labratories) wich should produce chips at least 20 times faster
than todays best silicon dies.... Anyone have relevant info on
this too.
How about _very_ recent advances in BiCMOS, bi-polar or MOSFET
research - I'd be most grateful for any contribution....
8
I don't think draging infant research like optical, bio/organic,
super conductive or massive parallel neuro-network computers
into the discussion will bear much relevance in my (next) 5-10 year
timeframe, although it could be a comforting and creative challenge
to "dream" a little.....
Last but no least, I have tried (as always) to keep this article
in a simple fashion - I wan't "everyone" who participate - if not
by more than reading - at least be able to understand what is said.

And, for the first time ever, my disklamer debut. Completly home-made
by a good friend of mine wich also is the father and inspiration-
source (and somewhat co author) of this article - Bjornar Bolsoy.
After several houres of wishful thinking (and a barrel of beer),
I found that an article was perhaps not that of a bad idea..

"Freedom and democracy? Great! - as long as you follow the rules."
-- Bjornar Bolsoy --
Cheers...

196. Re: Atari, and is the Jag "64-bit?"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-21 09:20:00 UTC
From: lolsen@hsr.no
Message-ID: <3fqjk0$hnd@marton.hsr.no>
Source record: 13897
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Carol (carol@alaska.net) wrote:
: In article <FANPBEURUP@cabal.shnet.org>, guenther@cabal.shnet.org
: (Thorsten Guenther) wrote:

: >Of course :_)))))))), that's why national sales of the ST were much higher
: >than those of the Mac for many years.
: >

: Please to provide backup for this. In what years were Atari ST world
: wide sales, or even just US sales, higher than the Macintosh? Please
: also provide the source such as DataQuest or stock auditing agency.

Could there be a sertain level of confusion here?
The number of Atari's vs the actual sales - expressed in $...?
I'm just wondering....:)

Cheers...

197. *** Falcon BBS List ***

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-21 14:27:11 UTC
From: fg024@cleveland.Freenet.Edu
Message-ID: <3fr5k0$jro@usenet.INS.CWRU.Edu>
Source record: 13898
Cross-posted to: fr.comp.sys.atari,de.comp.st,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy

```
BBS that have a Falcon 030 section
==========================
Version : 0.01
Here is a List of BBSs that have a Falcon Section, If you Have more please E-mail me info
of:
+Name
+Country
+Phone numbers
+Speed (Min /Max)
+Ratios
+Parity ( n of bits ; Even/Odd/None ; bit of stop )
+Used Spaced for Falcon

Now my gathering (by the way I would like to thankUs the people who have contributed to
this list).

WhatUs New : added Canada, Germany, Sweeden, UK ; Added 9 bbs

Canada (+ 1)
-----------
Grand Central Galaxy
403 986 9843 14.4 kbps 5/1 8-N -1

Denmark (+ 45)
-------------
DK-Soft
43 71 70 75 19.2 kbps no ratios 8-n-1

France (+33)
----------
Brasil
1 44 67 08 44 at least 14.4 Kbps ??? ???

Germany (+49)
------------
GoreZone
4841 6069 2.4-19.2 Kbps no ratios 8-N-1

Norway (+47)
----------
The STand
56 30 58 57 14.4 kbps no ratios 8-N-1

XBASE
73 52 30 18 28.8 kbps ??? ???
```

Sweden (+46)

Crime City
8 760 40 67 28.8 kbps no ratios ???

Jabberwocky
031 795624 14.4 Kbps ??? 8-N-1

Master
031 364423 14.4 kbps ??? 8-N-1

MidiNet
40 160655 28.8 Kbps Membership 8-N-1
(Free for Foreigners)
STraight
031 363973 28.8 Kbps ??? 8-N-1

U K (+44)

Chameleon
0272 881095 14.4Kbps Yes (?) 8-N-1

U S A (+ 1)

Neostag
216 792 2580 14.4 kbps no ratios 8-O-1

Cumberland county
609 451 7475 14.4 kbps ??? 8-?-?

PLEASE NOTE:
This list is copyright 1995 by Hirlimann Ludovic. It should be widely distributed as long has NO MONEY IS MADE OUT OF IT. So please distribute it. Upload it to your favorite bbs. If youhave any information dealing with Falcon bbss please mail them to me, those info will be added to the List.

--
E-Mail : Fg024@Cleveland.freenet.edu
Falcon 030 VGA + FPU 4/200

198. Re: New tread - "..eh... Computing afterthoughts".

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-21 16:21:51 UTC
From: tsikes@netcom.com
Message-ID: <tsikesD2rK4F.H92@netcom.com>
Source record: 13899
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.unix.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.powerpc,comp.sys.amiga.hardware,comp.arch

Sorry to quote this whole thing again, but it was originally not
posted to comp.arch, and thats where the most constructive comments
would probably come from...

In article <3fqfni$hnc@marton.hsr.no>, Lasse Olsen <lolsen@hsr.no> wrote:
>Carol (carol@alaska.net) wrote:
>
>: Why does Power2 need 5 times the number of transisters to make
>: a similar speed chip as an Alpha?
>
>: Do not fall into the trap of thinking that a chip with a lower
>: clock is better than a similar performance chip at a higher
>: clock. People think "Well, if Power2 at 72Mhz is about as fast
>: as an Alpha at 275Mhz, then think of how fast Power2 will be
>: at 275Mhz". Won't happen.
>
>: Some chips are designed to be as simple as possible, but can
>: run at a very, very high clock. They are fast.
>
>: Other chips are deigned to be complex and do a lot in each clock,
>: they are limited to a low clock. They are also fast.
>
>: Each company has made a bet about which is better in the end.
>: Either simple, high clocks, or complex, low clocks.
>
> I argree.
> I would also like to rise a "little something", hopefully to form
> the bases of a discussion - suitable for an afterthought perhaps..
> 1
> During the past dozen years or so, many a time have the
> computer-scientists found themselves in serious boubt of the
> likelyhood of further quantum performance progress and and quietly
> moaned: "We've finally hit the wall, we can't make it much
> faster now - nomatter what". This has been the trend every couple
> of years since the days of the 68000 design.
> CPU-performance is a sum of several fatcors : in order of
> importance ; feature size, data-bus width and silicon purity
> or die size if you will.
> The limit of data-bus width was apparently hit several years
> ago within the mainframe community. In the next couple of years
> CPU performance will be defined mostly by feature size and silicon
> purity alone - and this "wall" is fast leaping towards us.
> We are fast reaching the absoulute density wich silicon atoms

> are able to operate before quantum effects takes over and makes
> it impossible to predict the behaviour of the electrical path
> within current Sa cirquit-technologies (CMOS, BiCMOS etc.).
> Yet, the biggest problem today isn't that we are not able to
> produce even tighter Sa masks, but the enormous expense related
> to mass-production.
> 2
> This is somewhat what happend with the much expectant GaAs-chips
> (a combination of gallium and arsenic in a single crystal wich
> should yield 6-8 times faster CPU's) - because of the big market
> dominance of Sa it would've costed much more than first predicted
> to produce GaAs-chips in large quantities.
> Complete new technology in development, producing and manufacturing
> prooved to be faar to costly. Even so to the extent that Cray
> Research - the absoulute forerunner for GaAs-technology together
> with Gigabit Logic - had to put it's Cray 3 prodject on a
> "wait-state" and concentrate on it's next generation of silicon
> supercomputer - the C90.
> 3
> If we, however, concentrate on Sa-technology - where do we stand?
> The latest superscalar processors have all you probably
> could imagine of clever subtlety : a large on-chip, nonblocking,
> branch prediction, branch folding, critical-word-first, out-of-
> order execution, speculative prefetch, register renaming, write-
> back-caches, operand forwarding, buffered writes and multiple
> execution units.....seemingly everything.
> 4
> So the other big problem facing the Sa-chips is clock-speed.
> Sa-chips will, however simple and pure the architecture might be,
> not be able to work proparly much above 500MHz - an absolute physical
> limit for Sa wich is governed by the fact that Sa-chips are not able
> to work at tempratures much higher than 150 degrees Celcius.
> This leads me to belive that the Power2 technology might have a
> firmer grip on reality for future development than that of the Alpha.
> Of course I could be wrong - as history has shown in previous battles.
> 5
> Several developers of high end CPU's are concentrating great effort
> on producing a GaAs-chip with effectivly would be a simple chip
> upgrade - the goal is to offer a pin compatible upgrade to existing
> state-of-the-art processors, much like you upgrade a '486 to a
> Pentium - with the drawbacks this approach implies though. It is,
> however, a much more convinient and smooth way to - lets say -
> quadruple (maybe even more) the speed of your CPU wich again ensures
> a big market-share right from the beginning...
> 6
> What about other technologies. In light of the recent CICS/RISC
> "struggle", it could be appropriate to mention that some time back
> a survey was made on a fundamental new approach to CPU behaviour
> (I'm sad to say I don't remeber by whom).
> This is anther major problem in the fundamental subjective way

> the CPU's of today operate - the parallelism in the instruction
> flow itself. The author then went on to argue against using
> instructions at all - something already, in principle, pioneered
> by sertain gfx-cards to improve QuickDraw performance by executing
> the QD commands directly in hardware - something wich of course would
> require some sort of logic interpret system (if anyone have any info
> regarding this subject, mail me will you. I've been trying to dig
> uo this info ever since with less degree of success. I *think*
> I read it somewhere in a science-magazine about 15 months ago.)
> 7
> What about the even more state-of-the-art synthezsized diamond-
> layer based thechnology in development (possibly by Inmos
> labratories) wich should produce chips at least 20 times faster
> than todays best silicon dies.... Anyone have relevant info on
> this too.
> How about _very_ recent advances in BiCMOS, bi-polar or MOSFET
> research - I'd be most grateful for any contribution....
> 8
> I don't think draging infant research like optical, bio/organic,
> super conductive or massive parallel neuro-network computers
> into the discussion will bear much relevance in my (next) 5-10 year
> timeframe, although it could be a comforting and creative challenge
> to "dream" a little.....

Well, the areas you mention are indeed the ones that offer the
greatest long-term relief. You left out quantum-effect devices and
simple massive parallelism, both of which may happen in the shorter
run.

> Last but no least, I have tried (as always) to keep this article
> in a simple fashion - I wan't "everyone" who participate - if not
> by more than reading - at least be able to understand what is said.
>
> And, for the first time ever, my disklamer debut. Completly home-made
> by a good friend of mine wich also is the father and inspiration-
> source (and somewhat co author) of this article - Bjornar Bolsoy.
> After several houres of wishful thinking (and a barrel of beer),
> I found that an article was perhaps not that of a bad idea..
>
> "Freedom and democracy? Great! - as long as you follow the rules."
> -- Bjornar Bolsoy --
> Cheers...

199. Re: Atari's stock is below $4

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-21 17:23:44 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3frfv0$b2l@paul.rutgers.edu>
Source record: 13900

sinclair@ins.infonet.net writes:

>Why is Atari's stock below $4 if the Jags are supposely selling well?

>-Peter

How much was it before? If Atari's stock went from $1 to $3, that is a sign of good sales.

BTW what do you think Apple's stock will be after Windoze99 is released? Probably a lot lower than it is now, especially if Copland2007 suffers further delays - and I don't think that this Macaroni (what a code name!) stop-gap will cut the mustard. I bet Macaroni will just be a System 7.5 with a couple minor new features and about 10 more Toolbox calls rewritten in native PPC code.

-Tom

200. Re: New tread - "..eh... Computing afterthoughts".

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-21 17:40:41 UTC
From: katzer@esp68.nrl.navy.mil
Message-ID: <3frgup$n0l@ra.nrl.navy.mil>
Source record: 13901
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.unix.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.powerpc,comp.sys.amiga.hardware,comp.arch

Hi Terry, Lasse, Carol and All,

I've got a little to add, and some minor corrections....

In <tsikesD2rK4F.H92@netcom.com>, tsikes@netcom.com (Terry Sikes) writes:
>In article <3fqfni$hnc@marton.hsr.no>, Lasse Olsen <lolsen@hsr.no> wrote:
>>Carol (carol@alaska.net) wrote:

[...]

>> The limit of data-bus width was apparently hit several years
>> ago within the mainframe community. In the next couple of years
>> CPU performance will be defined mostly by feature size and silicon
>> purity alone - and this "wall" is fast leaping towards us.
>> We are fast reaching the absoulute density wich silicon atoms
>> are able to operate before quantum effects takes over and makes
>> it impossible to predict the behaviour of the electrical path
>> within current Sa cirquit-technologies (CMOS, BiCMOS etc.).

I'm not sure what you mean by "Sa" - Si?

Silicon still has a bright future ahead of it. A big problem with making silicon integrated circuits faster is the capacitance between the circuit elements and the silicon wafer substrate. There are techniques to reduce this capacitance by putting a layer of silicon dioxide below the circuit elements. (e.g. SIMOX, BESOI, etc.) There are problems with these techniques, but progress is being made.

Another way of producing faster "silicon" integrated circuits is by using silicon-germanium alloys for the circuit elements. IBM has done a lot of work with this. Individual transistors made from this material have been shown to be very fast - approaching the speed of gallium arsenide transistors. But there are problems with SiGe as well.

Si, SiGe, GaAs, InP, GaN, Diamond, SiC, etc. all work best in different niches....

>> Yet, the biggest problem today isn't that we are not able to
>> produce even tighter Sa masks, but the enormous expense related
>> to mass-production.

I'm not sure I agree. Sure it is expensive to build a new fabrication facility for Si circuits on 8" wafers with < 0.5 micron feature sizes. But once the fab is running, producing circuits on that scale is *very* profitable. Industry is working on ways to produce these facilities so

that the cost isn't as large as once feared, and cooperative agreements between companies on the development of new technology is helping to reduce costs further.

>> 2
>> This is somewhat what happend with the much expectant GaAs-chips
>> (a combination of gallium and arsenic in a single crystal wich
>> should yield 6-8 times faster CPU's)

It's not that simple. A comparison of the Electron Mobility between GaAs and Si gives the 6-8 times figure. But the mobility advantage of GaAs only applies at regions in transistors where the electrons are under the influence of low electric fields. This is of course important, but doesn't tell the whole story. At high electric fields, electrons in Si and GaAs move at comparable speeds. One of the biggest advantage GaAs has over Si is that a practical "semi-insulating" substrate exists for reasonable costs. This greatly reduces the capacitive coupling to the substrate (discussed above) and makes fast circuits possible.

This is a complicated subject and has been argued about for years. An old joke in the IC industry is, "GaAs is the material of the future - always has and always will be!" :-)

>> - because of the big market
>> dominance of Sa it would've costed much more than first predicted
>> to produce GaAs-chips in large quantities.

Actually GaAs chips are much *cheaper* than they would have been if the GaAs IC industry hadn't been able to take advantage of the processing equipment, device computer models, etc., developed for the Si IC industry. There are many reasons why GaAs ICs are expensive:

1. Ga and As are more expensive than Si.
2. Production of GaAs crystals is more expensive than Si crystals.
3. GaAs is more fragile than Si, so wafers have to be thicker - meaning fewer wafers per crystal.
4. GaAs is softer than Si, so the wafers are more difficult to polish.
5. GaAs is toxic, so there are some safety issues involved in working with it.
6. Si wafers will be available in 12" diameters in a few years, while GaAs wafers are just starting to reach 6" diameters. Since the incremental processing cost for a 12" wafer is just a little more than a 6" wafer, it's obvious that devices made from a 12" wafer will be *much* cheaper than those from a 6" wafer.

You get the idea....

>> Complete new technology in development, producing and manufacturing
>> prooved to be faar to costly. Even so to the extent that Cray
>> Research - the absoulute forerunner for GaAs-technology together
>> with Gigabit Logic - had to put it's Cray 3 prodject on a
>> "wait-state" and concentrate on it's next generation of silicon
>> supercomputer - the C90.

The Cray 3 was/(is?) built by Cray Computer Corp. which was spun off from Cray Research. Part of GigaBit ended up with Cray Computer Corp, and part of it merged with a couple of other GaAs IC companies and ended up combined with TriQuint. GigaBit was one of *many* of the early players in GaAs ICs. As I recall, a Cray 3 was sold to one of the US National Labs. but wasn't delivered on time, so that Lab rejected it. Corrections on my recollection are welcomed....

[...]

>> 4
>> So the other big problem facing the Sa-chips is clock-speed.
>> Sa-chips will, however simple and pure the architecture might be,
>> not be able to work proparly much above 500MHz - an absolute physical
>> limit for Sa wich is governed by the fact that Sa-chips are not able
>> to work at tempratures much higher than 150 degrees Celcius.

So? There are often ways around limitations like this if you're creative and pound on the problem long enough. I recall that 10 years or more ago someone published a paper in which they had a Si circuit running at (I believe) 500 C. How? Well, they machined a fine array of ridges in the back of the Si wafer and used a liquid cooling technique to suck the heat away from the circuit. Crays and many mainframes have used liquid cooling for years. Yes, heat dissipation is a big problem, but it can be solved.

I recall that about 10 years ago the conventional wisdom was that optical lithography couldn't go below 1 micron feature sizes, that silicon transistors couldn't work above 1 GHz, and that you couldn't get light from silicon. All of these hard-and-fast rules from conventional wisdom have proved to be wrong, or at least not as simple as once thought. If the market demands microprocessors which run at 1 GHz, then someone will find a way to provide them. As an aside, I believe an article in the IEEE Spectrum magazine on the Alpha AXP microprocessor mentioned that the architecture was designed to eventually use 1 GHz clocks....

>> This leads me to belive that the Power2 technology might have a
>> firmer grip on reality for future development than that of the Alpha.
>> Of course I could be wrong - as history has shown in previous battles.

I agree that Power2 is neat. But, very few things are as easy to predict as one might hope! :-)

>> 5
>> Several developers of high end CPU's are concentrating great effort
>> on producing a GaAs-chip with effectivly would be a simple chip
>> upgrade - the goal is to offer a pin compatible upgrade to existing
>> state-of-the-art processors, much like you upgrade a '486 to a
>> Pentium - with the drawbacks this approach implies though. It is,
>> however, a much more convinient and smooth way to - lets say -
>> quadruple (maybe even more) the speed of your CPU wich again ensures
>> a big market-share right from the beginning...

That's a very tough market. I wish them luck.

[...]

>> 7
>> What about the even more state-of-the-art synthezsized diamond-
>> layer based thechnology in development (possibly by Inmos
>> labratories) wich should produce chips at least 20 times faster
>> than todays best silicon dies.... Anyone have relevant info on
>> this too.

Diamond is still a very immature technology. Diamond has lots of nice properties, but too little is known about how to make circuits with it to make it a viable market except where *nothing* else will work for the near future - IMHO. SiC has similar problems. Recently a lot of progress has been made in GaN technology and it has a lot of promise. But you won't see GaN microprocessors any time soon!

It'll take a *lot* of work, time, and money for anything to replace Si in the CPU market - and even then it may never happen.

>> How about _very_ recent advances in BiCMOS, bi-polar or MOSFET
>> research - I'd be most grateful for any contribution....

Check out the IEEE journals like Transactions on Electron Devices and the Journal of Solid-State Circuits.

[...]

Just my humble opinions....

Cheers,
Scott.

D. Scott Katzer | I know a cat named Easter
NRL - Code 6856 | He says, "Will you ever learn?
Washington, D.C. 20375-5347 | You're just an empty cage girl
----------------------------| if you kill the bird."
My opinions, not NRL's. | - Tori Amos

201. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-21 20:09:40 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3frpm4$eck@paul.rutgers.edu>
Source record: 13902
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

hofman@alcatel.nl () writes:

>In article <3f41jq$n6m@pellew.ntu.edu.au>, bob@morinda.it.ntu.edu.au
>(Robert Watkins) writes:
>>Techs Avery (tksavery@netcom.com) wrote:
>>: JOHN AMSLER (amsler@nevada.edu) wrote:
>>: : sinclair@ins.infonet.net wrote:
>>: : : In article <3ejg25$1vh@news.nevada.edu>, amsler@nevada.edu (JOHN

>>: : NOBODY has ANY excuse for being too lazy to use a dictionary.
>>NOBODY!!!!!

>>: As opposed to what you may have learned in college, you're wrong. Your
>>: boss could misspell all he/she wants, is more successful than you and
>>: could fire your ass anytime.
>>: If you ever corrected me and you were my subordinate, I'd make your life
>>: a living hell until you quit.

And if I were YOUR boss and knew that you had that kind of attitude, I'd
fire you in a second.

>>If you were my boss, making my life a living hell 'cause your ego is too
>>insecure to accept that you can make mistakes, I'd have quit long ago,
>>probably going a long way over your head to explain exactly why.

I'll second this! What kind of person are you if you can't take even
constructive criticism? Suppose one of your employees spotted a mistake
in a report you were about to release to the public? Would you prefer
it if he kept mum about it and let you embarress yourself or tell you
about the mistake so you can correct it and release an error-free report?

* Tom Trauth

202. Re: New tread - "..eh... Computing afterthoughts".

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-21 21:16:44 UTC
From: jmg7981@uxa.cso.uiuc.edu
Message-ID: <3frtjs$lmk@vixen.cso.uiuc.edu>
Source record: 13903
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.unix.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.powerpc,comp.sys.amiga.hardware

Nice article. SCIENTIFIC AMERICAN February 1995 Volume 272 Number 2 Pages 90-95

also contains an interesting article "Trends In Semiconductor Manufacturing"
which readers may find interesting. Talks about the limits of
photo-lithography, war between photo-lithography and x-ray lithography,
limits of these techniques, etc. Very interesting - check it out -
available on America Online too.

Jaideep

203. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-21 22:15:14 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jan21.161514.37581@cobra.uni.edu>
Source record: 13904

In article <3fnc1f$fm@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>
> : And what makes you think it's alive..
>
> - It's in stores,

Not all stores, you know the important ones. The new U64 and the Saturn will be sold in their existing distribution which means a two minute drive to Wal-Mart.

> - It's selling

No doubt it's selling some units..

> - There are new games

I would hope so, but games do not automaticaly make it a success..

> - There are third party developers making games

As well as the other consoles..

> - It's talked about highly in magazines

Not all.

> - There are commercials on tv

Barely.

> - I know people who bought them

I know alot who have not..

>
> : That prediction was made before the Sega cash infusion. I wonder what the
> : condition of the company would have been today without the cash infusion.
>
> Have you learned nothing? The Tramiels always find a way to
> survive. They may not please everyone, but they know how to keep a
> company afloat.

The Tramiels could keep the company afloat with just 5 employese. What about the long haul that has revelancy.
>
> : The Tramiels have screwed what ever products fall in their hands..
>
> You know about the Tramiel's sex lives? Considering Atari's size,

> the Jag is being well handled. What would you do? Huh?
>

What I would have done was to coordinate a lasting partnership with developers
and the distributors/retailers. What the Tramiels did was to dump product than
on the retailers, skimp on marketing, R&D and than pull the plug on the product
knowing that they could not or were not willing to do so..

> : The 3do is doing better than the Jag. But only time well tell. I think the
> : U64 and the Saturn due to thier distribution network will garner the lion share
> : of the market.
>
> Not by much. The 3DO is more of a flop because *MUCH* higher
> sales were expected and it's bombed worse than the Jag. As for the
> Saturn, Sega has divided the market with the 32X. And the Ultra 64 is
> being released even though the SNES is not that old. Nintendo already
> screwed millions of NES fans.

There are more releses on the SNES, so how are SNES fans being screwed?
>
> : Need we say more..
>
> Please do! The ST sold well in Europe, the 7800 sold more than
> two million machines on $300,000 advertising, the 2600 was a hit, the
> portfolio was fairly successful.

First, the 2600 was not a Tramiel doing. Second, if the 7800 was a sucess were
are the games? As for the Portfolio, were is the Portfolio II?

>
> >> Mark <<
>
>
> --
> ===
> Mark Rathwell The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> Dorothy: "But how can you talk if you don't have a brain?"
> Scarecrow: "I'm not sure. But ... I know an lot of people without brains who
> do an awful lot of talking"
> ===

-Peter

204. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-22 01:49:35 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3fsdjf$g4s@ccshst05.cs.uoguelph.ca>
Source record: 13905

Peter,

: Not all stores, you know the important ones. The new U64 and the Saturn will
: be sold in their existing distribution which means a two minute drive to
: Wal-Mart.

If it was as dead as you claim, it wouldn't be in *ANY* stores.
As for the Ultra 64, don't believe everything. While I'll admit that
Nintendo is well supported by retailers, not all are happy. Radio Shack
in Canada is going to drop the SNES because they aren't making any money
off of them.

: No doubt it's selling some units..

If it were "dead", it wouldn't sell any.

: I would hope so, but games do not automaticaly make it a success..

If it were "dead", Atari themselves wouldn't be making games for
it.

: > - There are third party developers making games

: As well as the other consoles..

Do you think Jaleco, Tradewest, Readysoft, UBI Soft, Activision,
ID and others would even look at the Jag if they didn't think it had
potential.

: > - It's talked about highly in magazines

: Not all.

Most. Even "The Edge" and "EGM" have been favorable as of late.

: > - There are commercials on tv

: Barely.

Depends on where you live. I've seen more Jag commercials that
3DO commercials.

: > - I know people who bought them

: I know alot who have not..

Whoopie! I know a lot of people who didn't buy Super Nintendo's
or Genesis's. That point is stupid.

: The Tramiels could keep the company afloat with just 5 employese. What about
: the long haul that has revelancy.

Let's see ... losses have shrunken, Atari is growing and there is
renewed faith in Atari amongst 3rd party developers. I'd say the long
haul is pretty good.

: What I would have done was to coordinate a lasting partnership with developers
: and the distributors/retailers.

Excuse me? What do you call the partnership with Toys R' Us? What
do you call Atari's improved developer support program? What do you call
the joint advertising Atari has been doing with dealers? What about the
Jag Kioks? The Jaguar signs? The relaxed liscencing policy? Your point is
stupid, because Atari beat you to it.

What the Tramiels did was to dump product than
: on the retailers, skimp on marketing, R&D and than pull the plug on the product
: knowing that they could not or were not willing to do so..

Apple did the same thing with the Apple III, the IIGS and the
Lisa. Atari has since improved their relationships with dealers,
and increased marketing a *LOT*. Atari, like Apple or any other company
is in the business to make money.

: There are more releses on the SNES, so how are SNES fans being screwed?

Not yet. On the other hand, consider this: When the SNES was
released, Nintendo suffered a terrible Christmas and lowered the price of
the SNES so it was nearly the same price as the NES. This *KILLED* the
NES and caused 30 million people to be stuck with an orphan machine.
Unlike Sega, who offers upgrades (32X, Powerbase converter, etc.),
Nintendo drops machines quite quickly. Yes ... there are currently a lot
of SNES releases, but look at how the software support for the NES
collapsed when the SNES was released. Now, Nintendo is jumping ship again.

: First, the 2600 was not a Tramiel doing. Second, if the 7800 was a sucess were
: are the games? As for the Portfolio, were is the Portfolio II?

The 7800 software was impeded by Nintendo's illegal "software
controls." Many developers wanted to write for it, but were locked out
because of their contracts with Nintendo. Given the fact that the 7800
sold more units than the 3DO or Jaguar or 32X have, the developers should
have jumped aboard. The Portfolio development was suspended when Atari
rehauled it's operation.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Dorothy: "But how can you talk if you don't have a brain?"
Scarecrow: "I'm not sure. But ... I know an lot of people without brains who

```
do an awful lot of talking"
================================================================================
```

205. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-22 08:57:26 UTC
From: c2a192@ugrad.cs.ubc.ca
Message-ID: <3ft6lmINNj27@gambier.ugrad.cs.ubc.ca>
Source record: 13906
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3ejf9s$1vh@news.nevada.edu>, JOHN AMSLER <amsler@nevada.edu> wrote:

>Sinflop epitomizes the broader intellectual and academic degradation of
>our society at large. A nation of illiterates (and innumerates) cannot
>long endure. Sigh.
>
>- John J. Amsler

Sure they can! You haven't seen the way these people can use a Mac!

206. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-22 09:02:55 UTC
From: c2a192@ugrad.cs.ubc.ca
Message-ID: <3ft6vvINNj66@gambier.ugrad.cs.ubc.ca>
Source record: 13907
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3frpm4$eck@paul.rutgers.edu>,
Thomas Trauth <trauth@paul.rutgers.edu> wrote:

>I'll second this! What kind of person are you if you can't take even
>constructive criticism? Suppose one of your employees spotted a mistake
>in a report you were about to release to the public? Would you prefer
>it if he kept mum about it and let you embarress yourself or tell you
>about the mistake so you can correct it and release an error-free report?
>
>
>* Tom Trauth

Tom: Replace the word "report" with "microprocessor" to make your
example resemble a familiar fiasco...

207. Re: Atari's stock is below $4

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-22 10:23:41 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3ftbnd$9o8@darkstar.UCSC.EDU>
Source record: 13908

In <3frfv0$b2l@paul.rutgers.edu> trauth@paul.rutgers.edu (Thomas Trauth) writes:

>sinclair@ins.infonet.net writes:

>>Why is Atari's stock below $4 if the Jags are supposely selling well?

Why did Apple's stock drop after reporting record earnings???

~Chris
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

208. Re: Atari's stock is below $4

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-22 11:24:30 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-2201950328200001@tsa-32.ucsc.edu>
Source record: 13909

In article <3frfv0$b2l@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) wrote:

> BTW what do you think Apple's stock will be after Windoze99 is released?
> Probably a lot lower than it is now, especially if Copland2007 suffers
> further delays - and I don't think that this Macaroni (what a code name!)
> stop-gap will cut the mustard. I bet Macaroni will just be a System 7.5
> with a couple minor new features and about 10 more Toolbox calls rewritten
> in native PPC code.

Marconi (note correct spelling) is supposed to be an interim release of the MacOS, between 7.5 and Copland. Reason being that they need an OS for their upcoming 604 PowerMacs with PCI expansion buses, and there are no plans to offer support for the new architecture PowerMacs in 7.5. It is supposed to be a PowerPC-only release, and probably will feature a lot more native code than 7.5.

Basically, Copland without the complete feature set, released along with the 604 PowerMacs so that they have an OS to run.

There are indications that Apple may initially release Copland for the PowerMac only as well. Evidently there is a faction that wants to release it as quick as possible for the PowerMac by deferring the release of the 68K version.

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

209. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-22 20:13:23 UTC
From: sinclair@ins.infonet.net
Message-ID: <3fue93$lm7@insosf1.infonet.net>
Source record: 13910
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3ft6lmINNj27@gambier.ugrad.cs.ubc.ca>, c2a192@ugrad.cs.ubc.ca (Kazimir Kylheku) writes:
>In article <3ejf9s$1vh@news.nevada.edu>, JOHN AMSLER <amsler@nevada.edu> wrote:
>
>>Sinflop epitomizes the broader intellectual and academic degradation of
>>our society at large. A nation of illiterates (and innumerates) cannot
>>long endure. Sigh.
>>
>>- John J. Amsler
>
>Sure they can! You haven't seen the way these people can use a Mac!
>
What ever happen to John J. Amsler?

As for the snide remark against the mac, do you have Mac software envy?

>

-Peter

210. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-23 08:00:27 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3fvnmr$5e5@btmplq.god.bel.alcatel.be>
Source record: 13911
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

Sorry but I missed the start of this thread... are we talking about playing back stored waveforms (which I would call PCM), ditto plus some post-treatment like what the Roland U-110 and its relatives do (forget what Roland call this), or having a number of stored single-cycle waveforms and cross-fading from one to another so that each sound is defined as a locus in waveform-space? The last one is my description of what the PPG Wave and Waldorf [Micro]Wave do, although they call cross-fading by another name ... and that's what I would call wavetable synthesis.

BTW if anyone has a Waldorf Wave they don't want, I'll take it :}.
(You know that one day you'll have to choose between Her and the Wave).
--

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

---

211. Re: Sinclap ducks again!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-23 16:33:07 UTC
From: clarkebj@aston.ac.uk
Message-ID: <D2v9z7.92M@aston.ac.uk>
Source record: 13912

In article iaa@raffles.technet.sg, naina@technet.sg (Naina Jahangir) writes:
>I have been meaning to ask someone from UK... Exactly what does "sod off"
>mean? I have come across this term in Brit comedies like Black Adder
>before. Is it sort of like "F*ck Off"? (No offense people. I'm using this
>strictly in the interest of science. ;#)

It's a lot more polite than that, although you are in the right sort of
vein.

Of course, why anyone would want to be polit to Peter Sinclair-Day is a
mystery....

Barry.

212. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-23 16:50:12 UTC
From: ivan_cavero_belaunde@avid.com
Message-ID: <ivan_cavero_belaunde-2301951137530001@raptor.avid.com>
Source record: 13913
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

In article <3fg972$ok8@marton.hsr.no> you write:
> Eh no, it was rather something like the Mac doesn't do _W_avetable
> wich is considered a musical standarisation of Wavetable sound...
>
> Cheers...

while in article <3f5icn$r21@marton.hsr.no> you write:
> Digital sampling systems store high quality sound samples digitally,
> and then replay these sounds on demand. Digital sample-based synthesis
> systems may employ a variety of special techniques, such as sample
> looping, pitch shifting, mathematical interpolation, and polyphonic
> digital filtering, in order to reduce the amount of memory required
> to store the sound samples (or to get more types of sounds from a
> given amount of memory). These sample-based synthesis systems are
> often called "wavetable" synthesizers (the sample memory in these
> systems contains a large number of sampled sound segments, and can
> be thought of as a "table" of sound waveforms which may be looked
> up and utilized when needed).

The Mac has a "sample-based synthesis system." It does looping, pitch shifting, interpolation, and some filtering either manually (under programmer control) or automatically through QT2's MIDI support. It stores sounds as series of samples to be played back. It stores instrument definitions as series of samples to be played back. Can you elucidate a bit further on what "a musical standarisation of Wavetable sound" is that the Mac does not do? To be blunt, it sounds like big-worded gibberish.

-Iv&#65533;n

Iv&#65533;n Cavero Bela&#65533;nde (ivan_cavero_belaunde@avid.com)
Avid VideoShop Project Lead
Avid Technology, Inc.

213. Atari user seeks Internet Provider in Innsbruck, Austria

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-23 20:12:44 UTC
From: jchung@CAM.ORG
Message-ID: <v01510100ab49794d281b@[199.84.43.225]>
Source record: 13914

To:comp.sys.atari.advocacy@cs.utexas.edu
From:jchung@CAM.ORG (Jonathan Chung)
Subject:Atari user seeks Internet Provider in Innsbruck, Austria

I am looking for a Internet Service provider in Innsbruck, Austria (or closeby) on behalf of my brother who lives there (he is an Atari user). Additionally, I would like to know how much a shell, SLIP, or PPP account would cost, plus an idea of how much the phone company charges for time online.

Email reply appreciated. Thanx.

Jonathan
jchung@cam.org

214. Re: New tread - "..eh... Computing afterthoughts".

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-24 12:59:11 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3g2tiv$ps6@dux.dundee.ac.uk>
Source record: 13915
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.unix.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.powerpc,comp.sys.amiga.hardware,comp.arch

About 10 years ago Sir Clive sinclair deveoped a system of 'wafer-scale integration' whereby an ENTIRE computer could be mounted onto a circuit board, without any need for silicon chips. Indeed it got to the stage where Sir Clive built a Sinclair QL on a wafer, there was no sign of chips, resistors or transistors.

Rod

--


```
================================================================================
| Roderick McCall : 3nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ Atari Falcon 030 4/65 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "I'll be back, sometime, someplace, somewhere ..." |
|================================================================================
```


"Oh and good luck against those elephants!"

215. Re: New tread - "..eh... Computing afterthoughts".

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-24 14:07:38 UTC
From: michael.williams@armltd.co.uk
Message-ID: <3g31ja$ncu@doc.armltd.co.uk>
Source record: 13916
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.unix.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.powerpc,comp.sys.amiga.hardware,comp.arch

In article <3g2tiv$ps6@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Sir William) writes:
>About 10 years ago Sir Clive sinclair deveoped a system of 'wafer-scale
>integration' whereby an ENTIRE computer could be mounted onto a circuit
>board, without any need for silicon chips. Indeed it got to the stage where
>Sir Clive built a Sinclair QL on a wafer, there was no sign of chips, resistors
>or transistors.

Um, no he didn't. AFAIK they never got further than having arrays of
DRAMs on a single wafer. The big problem, I believe, was the heat
generated by the things. The idea of having a wafer full of today's
power hungry devices (ourselves excluded, of course 8-) is a bit
erksome, to say the least...

Mike.

____
\ x / Michael Williams Advanced RISC Machines Limited
|\/|\/\ mwilliams@armltd.co.uk Fulbourn Road, Cambridge, CB1 4JN, UK
| |(__)"I might well think that Matti, ARM Ltd. couldn't possibly comment."

216. Re: TOS on CHRP (Power PC)?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-24 14:55:24 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3g34cs$6m5@dux.dundee.ac.uk>
Source record: 13917

Peter Hofman (hofman@31.30.dnet@god.bel.alcatel.be) wrote:

: In article <3fjd7n$460@metro.atlanta.com>, fender@intellimedia.com (Gene
: Fender) writes:
: >In article <199501052224.RAA01361@postbox.acs.ohio-state.edu>,
: >rumpf.1@osu.edu (Robert Rumpf) says:
: >>
: >>Any idea if Atari has even considered porting their operating system to
: >>the common hardware reference platform IBM/Apple/Motorola have worked
: >up?
: >
: >Although it probably would do no good (not 32-bit), there was at least
: >a PC version of GEM once upon a time. Furthermore, did this version
: >of GEM actually include TOS? I'm pretty sure it didn't.
: >
: >THE Storehouse of the Arcane
: >

: It came for free with the Amstrad/Schneider PC.
: I do not know the version of it, but I do know that the latest PC version
: of GEM is 3.0.
: The answer to your second question:
: PC-GEM did not include TOS. It only has AES and VDI.

I take it then that the AES and VDI in the Atari ROMS are infact
copyrighted by Digital Research?

Therefore the Atari infact has two operating systems running in
parrallel TOS and GEM.

Rod
--

```
================================================================================
| Roderick McCall : 3nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ Atari Falcon 030 4/65 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "I'll be back, sometime, someplace, somewhere ..." |
|================================================================================
```

"Oh and good luck against those elephants!"

217. Falcon For Sale

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-24 16:05:58 UTC
From: Bruce.Sarte@f616.n266.z1.fidonet.org
Message-ID: <f60_9501250502@nisc.fidonet.org>
Source record: 13924

For Sale:

Atari Falcon 030/16mhz, only 3 months old
with external 32 meg SCSI HD (and cables)
NEC 74-1 External Caddy CD ROM Drive (Double Speed w/ cable)
ExtenDOS Pro 2.0
VGA Adapter
Genius Mouse
Atari CX40 Joystick
Original Atari disks (Language Disk, Extras and MultiTOS)
Ishar for the Falcon
Photo Show Pro

Asking $800 for the package or best offer. Email me here.
or you can give me a call at 215-413-2850. I love the machine, but I have to
sell it..

Bruce

218. Re: New tread - "..eh... Computing afterthoughts".

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-24 18:49:24 UTC
From: iank@tdc.dircon.co.uk
Message-ID: <iank.790973217@tdc>
Source record: 13919
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.unix.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.powerpc,comp.sys.amiga.hardware,comp.arch

rmccall@mcs.dundee.ac.uk (Sir William) writes:

>About 10 years ago Sir Clive sinclair deveoped a system of 'wafer-scale
>integration' whereby an ENTIRE computer could be mounted onto a circuit
>board, without any need for silicon chips. Indeed it got to the stage where
>Sir Clive built a Sinclair QL on a wafer, there was no sign of chips, resistors
^^^^^^^^^^^^^^^^^^^^^^^^
>or transistors.
>

Rather a low gate density there, what? :-):-):-)

Seriously, though, folks, didn't Amdahl do some serious work
on WSI in the early 80's? I seem to remember press reports
at the time that it nearly bankrupted him personally... whatever
happened to that?

--
- -
Ian Kemmish 18 Durham Close, Biggleswade, Beds SG18 8HZ
ian@eeyore.dircon.co.uk Tel: +44 767 601 361
- -

219. Re: New tread - "..eh... Computing afterthoughts".

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-24 19:12:14 UTC
From: Raine@msupa.pa.msu.edu
Message-ID: <3g3jpu$jak@msunews.cl.msu.edu>
Source record: 13918
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.unix.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.powerpc,comp.sys.amiga.hardware,comp.arch

Much too esoteric.

\|/
@ @
----------oOO-(_)-OOo----------
Only Amiga Makes it Happen Bob Raine
The computer for the creative mind Michigan State University
Make Up Your Own Mind Physics Astronomy Dept.
Amiga / The Alternative Raine@msupa.pa.msu.edu
---

220. Re: New tread -

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-24 21:35:29 UTC
From: John Kocurek <ucs_jmk@shsu.edu>
Message-ID: <3g3rr1$fn7@pip.shsu.edu>
Source record: 13921
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.unix.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.powerpc,comp.sys.amiga.hardware,comp.arch

```
iank@tdc.dircon.co.uk (Ian Kemmish) wrote:
>
> rmccall@mcs.dundee.ac.uk (Sir William) writes:
>
> >About 10 years ago Sir Clive sinclair deveoped a system of 'wafer-scale
> >integration' whereby an ENTIRE computer could be mounted onto a circuit
> >board, without any need for silicon chips. Indeed it got to the stage where
> >Sir Clive built a Sinclair QL on a wafer, there was no sign of chips, resistors
> ^^^^^^^^^^^^^^^^^^^^^^^^
> >or transistors.
> >
>
> Rather a low gate density there, what? :-):-):-)
>
> Seriously, though, folks, didn't Amdahl do some serious work
> on WSI in the early 80's? I seem to remember press reports
> at the time that it nearly bankrupted him personally... whatever
> happened to that?
>
According to "EE Times" of that time period, the difficulty of getting reliable,
consistent interconnects eventually killed the project. I believe they were
trying to put a system 370(390?) on a wafer.
```

221. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-24 23:51:29 UTC
From: dave.haynie@scala.com
Message-ID: <1995Jan24.235129.7740@scala.scala.com>
Source record: 13920
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

In <ANDYJ.95Jan13134131@unx.al.alcoa.com>, andyj@unx.al.alcoa.com (Andy Jaworski) writes:
>>>>>> "Lasse" == Lasse Olsen <lolsen@hsr.no> writes:

> Lasse> As I've said before there is a great deal of confusion regarding
> Lasse> the definition of "Wavetable synthesis" (wich is a method of
> Lasse> reproducing sound) and MIDI (wich is a data protocol).

Apparently so. Given that you're still confused about sampled audio ("Wavetable synthesis" being a slightly inaccurate modern day buzzword for this on the PC Clones), I take it you consider this confusion a good thing :-).

Simply put, what they mean by "Wavetable Synthesis" in The PC Industry is audio synthesis by means of stored digital samples played through a D/A converter, rather than perhaps the various approaches to "sound chips", popular on machines like the C64 10 years ago and the PC Clone somewhat more recently. To add to the confusion, there really is a more accurate definition for "Wavetable Synthesis", but since that's not at all what is being done here, I won't go into it.

Sample playback is how the Amiga makes its sounds; it has four separate, DMA-driven 8-bit audio channels. Lots of the Macs do it this way, a few even have an AT&T DSP3210 with a real 16-bit D/A converter to do the job. Some of the add-ins for PClones work similarly, usually using a Motorola DSP56001 or perhaps one of the 16-bit AMD DSPs to manage the playback. The cool thing about using a DSP is that it can mix channels in the digital domain, rather than in the analog domain like the Amiga does. That means that channels are essentially a software phenomenon, based on how much work the DSP can get done in one audio sample frame.

> Lasse> In light of this it's apperant that neither the Mac's sound-system
> Lasse> nor any other standard computer platform use Wavetable to reproduce

>I am not sure what you mean by the "standard platform", but there are
>several PC sound cards that use wavetable synthesis. October '94 issue
>of Windows Magazine reviews 16 of them.

"Keyboard" had a review of some last fall, too. They're pretty common these days. Just because a card uses samples is no guarantee that a sound on one system will be as good, or as true to the intended MIDI code, as it might on another system. The whole point of General MIDI, rather than poking bits in an FM-synthesis chip, is that applications get to say "what" rather than "how", leaving the "how" as a problem

for the sound card itself. That's device independence at its best. Just like your PostScript output doesn't look as good on a HP-LJIII or in a GhostScript window on-screen as it would printed on clay paper by a professional 1200 DPI Linotype machine.

>I personally have the SB AWE32 card that uses wavetable synthesis. It
>has a built in 1MB ROM to store standard patches (General MIDI, MT-32,
>and GS (I think). It also allows for downloading custom patches.

There's the rub. First problem is generating the samples. Some companies will simply do this better than others. Then there's the matter of compression. The AWE32 puts all its standard samples in a 1MB ROM, using a lossy compression algorithm. Get a Turtle Beach or Roland card and you have maybe 6MB for the same sample set. And a better set of samples to being with, which you're paying for.

Dave Haynie | ex-Commodore Engineering | See my first film
Sr. Systems Engineer | Class of '94 | "The Deathbed Vigil"
Scala Inc., US R&D | C= Failure n. See: Greed | info@iam.com

"Caught a bolt of lightning, cursed the day he let it go" -Pearl Jam

222. Re: Atari's stock is below $4

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-25 06:25:54 UTC
From: sinclair@ins.infonet.net
Message-ID: <3g4qti$59h@insosf1.infonet.net>
Source record: 13923

```
In article <3ftbnd$9o8@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates)
writes:
>
>In <3frfv0$b2l@paul.rutgers.edu> trauth@paul.rutgers.edu (Thomas Trauth) writes:
>
>>sinclair@ins.infonet.net writes:
>
>>>Why is Atari's stock below $4 if the Jags are supposely selling well?
>
>Why did Apple's stock drop after reporting record earnings???

Profit taking.. I believe it's selling short...

>
> ~Chris
>--
> __ /\ __
> __\/__\/__
> \_||_/
> /__||__\
> // \ | \\
> \|

-Peter
```

223. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-25 06:48:22 UTC
From: sinclair@ins.infonet.net
Message-ID: <3g4s7m$59h@insosf1.infonet.net>
Source record: 13922

In article <3fsdjf$g4s@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>Peter,
>
>: Not all stores, you know the important ones. The new U64 and the Saturn will
>: be sold in their existing distribution which means a two minute drive to
>: Wal-Mart.
>
> If it was as dead as you claim, it wouldn't be in *ANY* stores.
>As for the Ultra 64, don't believe everything. While I'll admit that
>Nintendo is well supported by retailers, not all are happy. Radio Shack
>in Canada is going to drop the SNES because they aren't making any money
>off of them.

Not all maybe happy with Nintendo's policies but these retailers will not drop the product. Hell, there are retailers who are not happy with Compaq computers policies. But, Compaq is #1 worldwide. The Jag flopped. Yes, stores have some stock in low quantities. Retailers next fall will have to decide weather to keep the Jagflop in terms of sales and or make room for the upcomming new consoles.

>: No doubt it's selling some units..
>
> If it were "dead", it wouldn't sell any.
>
Let me use flopped than. Flopped is the stage before death. One Software developer quoted 150,000 Jagflop sales worldwide.

>: I would hope so, but games do not automaticaly make it a success..
>
> If it were "dead", Atari themselves wouldn't be making games for
>it.

Atari believes it is not dead, but the market will hammer it in their brains, or lack of. What else does Atari have? Trading cards?

>: > - There are third party developers making games
>
>: As well as the other consoles..
>
> Do you think Jaleco, Tradewest, Readysoft, UBI Soft, Activision,
>ID and others would even look at the Jag if they didn't think it had
>potential.

Announcing and market entry are different. So were are the games?
>
>: > - It's talked about highly in magazines
>
>: Not all.
>
> Most. Even "The Edge" and "EGM" have been favorable as of late.
>
Yes, favorable does not mean increased sales..

>
>: > - There are commercials on tv
>
>: Barely.
>
> Depends on where you live. I've seen more Jag commercials that
>3DO commercials.

Well I have seen the opposite.

>
>: > - I know people who bought them
>
>: I know alot who have not..
>
> Whoopie! I know a lot of people who didn't buy Super Nintendo's
>or Genesis's. That point is stupid.
>
>: The Tramiels could keep the company afloat with just 5 employese. What about
>: the long haul that has revelancy.
>
> Let's see ... losses have shrunken, Atari is growing and there is
>renewed faith in Atari amongst 3rd party developers. I'd say the long
>haul is pretty good.

It still does not mean increased sales...

>
>: What I would have done was to coordinate a lasting partnership with developers
>: and the distributors/retailers.
>
> Excuse me? What do you call the partnership with Toys R' Us? What
>do you call Atari's improved developer support program? What do you call
>the joint advertising Atari has been doing with dealers? What about the
>Jag Kioks? The Jaguar signs? The relaxed liscencing policy? Your point is
>stupid, because Atari beat you to it.

I remember Atari announcing these programs with the Lynx, 7800 and the 65GS but
pulled the rug underneath of their partners.
>
> What the Tramiels did was to dump product than
>: on the retailers, skimp on marketing, R&D and than pull the plug on the product
>: knowing that they could not or were not willing to do so..

>
> Apple did the same thing with the Apple III, the IIGS and the
>Lisa. Atari has since improved their relationships with dealers,
>and increased marketing a *LOT*. Atari, like Apple or any other company
>is in the business to make money.
>
Don't compare Apple's to Atari's. Apple backs up their market with sufficient
R&D, marketing and on time product introductions(except system 8). Apple
makes money after their investments/support bears fruitation..

>: There are more releses on the SNES, so how are SNES fans being screwed?
>
> Not yet. On the other hand, consider this: When the SNES was
>released, Nintendo suffered a terrible Christmas and lowered the price of
>the SNES so it was nearly the same price as the NES. This *KILLED* the
>NES and caused 30 million people to be stuck with an orphan machine.
>Unlike Sega, who offers upgrades (32X, Powerbase converter, etc.),
>Nintendo drops machines quite quickly. Yes ... there are currently a lot
>of SNES releases, but look at how the software support for the NES
>collapsed when the SNES was released. Now, Nintendo is jumping ship again.

Did Sega offered an upgrade from their 8 bit console to the Genises? Eventualy
consoles / computers have to be replaced. Apple/IBM continues to invest in new
computer models to advance the market with new technologies. Eventually my
Performa 550 will be outdated soon, but my investment is safe due to a planned
inexpensive PowerPC upgrade that will replace my mother board.

Atari abandoned their computer line. Apple/IBM is committed with new models
and technology.
>
>: First, the 2600 was not a Tramiel doing. Second, if the 7800 was a sucess were
>: are the games? As for the Portfolio, were is the Portfolio II?
>
> The 7800 software was impeded by Nintendo's illegal "software
>controls." Many developers wanted to write for it, but were locked out
>because of their contracts with Nintendo. Given the fact that the 7800
>sold more units than the 3DO or Jaguar or 32X have, the developers should
>have jumped aboard. The Portfolio development was suspended when Atari
>rehauled it's operation.
>

Well I have a 7800(in the attic with the 2600)

> >> Mark <<
>
>
>--
>==
>Mark Rathwell The University Of Guelph
>mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
>Dorothy: "But how can you talk if you don't have a brain?"

>Scarecrow: "I'm not sure. But ... I know an lot of people without brains who
> do an awful lot of talking"
>==========

-Peter

224. Re: TOS on CHRP (Power PC)?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-25 11:09:33 UTC
From: <>
Message-ID: <3g5bhd$ilp@btmplq.god.bel.alcatel.be>
Source record: 13925

In article <3g34cs$6m5@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Sir
William) writes:
>Peter Hofman (hofman@31.30.dnet@god.bel.alcatel.be) wrote:
>
>: In article <3fjd7n$460@metro.atlanta.com>, fender@intellimedia.com
>(Gene
>: Fender) writes:
>: >In article <199501052224.RAA01361@postbox.acs.ohio-state.edu>,
>: >rumpf.1@osu.edu (Robert Rumpf) says:
>: >>
>: >>Any idea if Atari has even considered porting their operating system
>to
>: >>the common hardware reference platform IBM/Apple/Motorola have worked
>: >up?
>: >
>: >Although it probably would do no good (not 32-bit), there was at least
>: >a PC version of GEM once upon a time. Furthermore, did this version
>: >of GEM actually include TOS? I'm pretty sure it didn't.
>: >
>: >THE Storehouse of the Arcane
>: >
>
>: It came for free with the Amstrad/Schneider PC.
>: I do not know the version of it, but I do know that the latest PC
>version
>: of GEM is 3.0.
>: The answer to your second question:
>: PC-GEM did not include TOS. It only has AES and VDI.
>
>I take it then that the AES and VDI in the Atari ROMS are infact
>copyrighted by Digital Research?

I think so. Atari has a license to use it in the ST

>
>Therefore the Atari infact has two operating systems running in
>parrallel TOS and GEM.
>
There is one operating system : TOS
But it has 2 parts: AES and GEMDOS
AES is the part that handles the application environment
(AES=Application Environment System)

GEMDOS is the part that handles the disk

You should consider AES as a shell with a graphical user interface
(like Microsoft-Windows on PC)

>
>Rod
>--
>
>===
>=====
>| Roderick McCall : 3nd Year Bsc Computing Sci & Accountancy |
>|email rmccall@mcs.dundee.ac.uk ______ Atari Falcon 030 4/65 |
>|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
>| "I'll be back, sometime, someplace, somewhere ..." |
>|===
>=====
>
> "Oh and good luck against those elephants!"
>

--

Peter Hofman e-mail: see 'Reply-To' in header
----

225. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-25 18:07:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3g6404$qmr@ccshst05.cs.uoguelph.ca>
Source record: 13926

: Not all maybe happy with Nintendo's policies but these retailers will not drop
: the product. Hell, there are retailers who are not happy with Compaq computers
: policies. But, Compaq is #1 worldwide. The Jag flopped. Yes, stores have
: some stock in low quantities. Retailers next fall will have to decide weather
: to keep the Jagflop in terms of sales and or make room for the upcomming new
: consoles.

If the Jag wasn't selling, many stores such as EB would have
dropped it already. They haven't. Radio Shack is dropping the SNES
because they aren't making any money on it.

: Let me use flopped than. Flopped is the stage before death. One Software
: developer quoted 150,000 Jagflop sales worldwide.

Which software developer? I find that 150,000 quote *VERY* hard
to believe.

: Atari believes it is not dead, but the market will hammer it in their brains,
: or lack of. What else does Atari have? Trading cards?

If the Jag is dead, why are UBI Soft, Tradewest, Readysoft,
Beyond Games, Activision, US Gold, Telegames, Jaleco and others making
Jag games? Huh?

: Announcing and market entry are different. So were are the games?

Well, they *have* been started. I have seen the Jaguar versions of
games from UBI Soft, Tradewest, Readysoft, and Beyond Games. It's not as
if they're vapourware. Also ... Telegames has already released one game
with several more on the way.

: Yes, favorable does not mean increased sales..

Funny ... that's one of the things EGM and Edge said ... Jag
sales have increased nicely.

: I remember Atari announcing these programs with the Lynx, 7800 and the 65GS but
: pulled the rug underneath of their partners.

Sorry Peter, but you're full of hot air here. I know the Lynx,
and 7800 situation *VERY* well and Atari did not do the same things that
they did with the Jag.

: Don't compare Apple's to Atari's. Apple backs up their market with sufficient
: R&D, marketing and on time product introductions(except system 8). Apple
: makes money after their investments/support bears fruitation..

Really? Tell that to Apple III owners. And Lisa owners. They were
shafted nicely by Apple.

: Did Sega offered an upgrade from their 8 bit console to the Genises?

No, but they did offer the Powerbase converter which allowed SMS
owners to play their SMS games on the Genesis. Hence, they could sell
their SMS. Nintendo didn't even offer that.

: Atari abandoned their computer line. Apple/IBM is committed with new models
: and technology.

Again ... what about the Apple III and IIGS?

: Well I have a 7800(in the attic with the 2600)

Mine's still in use. With over forty-five games (not counting
2600 carts), I'm not putting it away soon.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Now begone ... before someone drops a house on you too!"
==

226. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-25 20:21:11 UTC
From: simon@smcgill.demon.co.uk
Message-ID: <9501252044.AA001ec@smcgill.demon.co.uk>
Source record: 13930
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

<...SNIP...>

> I'll second this! What kind of person are you if you can't take even
> constructive criticism? Suppose one of your employees spotted a mistake
> in a report you were about to release to the public? Would you prefer
> it if he kept mum about it and let you embarress yourself or tell you
> about the mistake so you can correct it and release an error-free report?

Ladies, ladies, don't you think your taking this all a bit too far ? Anyone would think this guy, Mr. Original Bad Spelling ;), was doing something that personaly injured you.

The fact that the original post was just that (a post to a usenet group) & not a major press release from an international corporations' boss, should realy be weighed against the vigure of your responses.

OK, so bad spelling isn't something that should be ignored - especialy by the education authorities - but then again it isn't important enough to ridicule people about either.

I know many people that are to a certain extent dislexic, and I'd wager that they are every bit a well rounded person as ALL OF THOSE that threaded to this subject!!!

Christ, if I back tracked all these peoples' posts to the usenet I'm sure there are spelling mistakes even by these hallowed saints-of-spelling & grammar.

Simon.

BTW, if there are spelling mistakes in my post I don't f**king care - good spelling or not I'm sure you get the gist of that!!!!!!!!!!!!!!!!!!!!!!!!

--

_____ _____.--'-`--._____
|____==========_) _'==========`
_,--___.-|__|-._____|=====/ `---'
`---------._ ~~~~~| ------------------------
`-._ - - - ,' A4k/040-12MB-710MB-CDROM
_____,-' simon@smcgill.demon.co.uk

Simon Says:- It's A Free World.....BOLLOCKS!!!

227. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-25 21:06:24 UTC
From: lolsen@hsr.no
Message-ID: <3g6egg$af7@marton.hsr.no>
Source record: 13927
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

Dave Haynie (dave.haynie@scala.com) wrote:

: Apparently so. Given that you're still confused about sampled audio
: ("Wavetable synthesis" being a slightly inaccurate modern day buzzword
: for this on the PC Clones), I take it you consider this confusion a
: good thing :-).

Hmmm not really....

: Simply put, what they mean by "Wavetable Synthesis" in The PC Industry
: is audio synthesis by means of stored digital samples played through a
: D/A converter, rather than perhaps the various approaches to "sound
: chips", popular on machines like the C64 10 years ago and the PC Clone
: somewhat more recently. To add to the confusion, there really is a
: more accurate definition for "Wavetable Synthesis", but since that's
: not at all what is being done here, I won't go into it.

No need to, I've done it already....
This whole "frenzy" really started out by me modestly pointing
out that the standard Mac really dosn't do what we in high end
music, comercial and broadcast-production would refere to as
"Wavetable" - the potential sound-quality is just not up to
theese standards (I've had 32/64 voice polyphony with effects ect.
in mind all the time)....
Although I've been constantly repeating this ever since, new people
have entered the discussion without reading the previous posts,
thereby effectivly misinterpretating many of the arguments - I really
don't have the time or resources to repeat every statement I do....
The fact that someone somewhere split the discussion into several loose
treads, of course added to my ever increasing workload - you wouldn't
belive the amount of work wich this (now rather irrelevant) issue
has consumed.........

Cheers...

228. Re: Atari's stock is below $4

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-26 02:11:12 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3g70c0$p78@darkstar.UCSC.EDU>
Source record: 13929

In <3g4qti$59h@insosf1.infonet.net> sinclair@ins.infonet.net writes:
>>
>>Why did Apple's stock drop after reporting record earnings???

>Profit taking.. I believe it's selling short...

No, the answer is this: Even though the earnings are record for Apple, they
are still BELOW what is expected and normal in the industry. In other words:
simply looking at stock performance & earnings is highly misleading.

~Chris

>-Peter
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

229. Re: New tread -

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-26 02:35:42 UTC
From: bksmith@clnt1kgn.kgn.ibm.com
Message-ID: <3g71pu$ef7@mhvnews.kgn.ibm.com>
Source record: 13928
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.unix.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.powerpc,comp.sys.amiga.hardware,comp.arch

In article <3g3rr1$fn7@pip.shsu.edu> John Kocurek <ucs_jmk@shsu.edu> writes:
>iank@tdc.dircon.co.uk (Ian Kemmish) wrote:
>> Seriously, though, folks, didn't Amdahl do some serious work
>> on WSI in the early 80's? I seem to remember press reports
>> at the time that it nearly bankrupted him personally... whatever
>> happened to that?
>>
>According to "EE Times" of that time period, the difficulty of getting reliable,
>consistent interconnects eventually killed the project. I believe they were
>trying to put a system 370(390?) on a wafer.

I think it was called the Trinity, or Trilogy chip. Last I heard, they were
fabbing the chip, but there were problems getting it work. They claimed that
it was the most complex chip ever fabbed, probably helped by some
marketing folks. I think it finally folded in 1989, or 1990.

DISCLAIMER: The opinions expressed here are my own, and are not
necessarily those of my employer.

-*-*-*

230. Re: New tread -

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-26 11:12:37 UTC
From: Phil@sievers.com
Message-ID: <791118757snz@sievers.com>
Source record: 13931
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.unix.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.powerpc,comp.sys.amiga.hardware,comp.arch

In article <3g3rr1$fn7@pip.shsu.edu> ucs_jmk@shsu.edu "John Kocurek" writes:

> According to "EE Times" of that time period, the difficulty of getting
> reliable, consistent interconnects eventually killed the project. I
> believe they were trying to put a system 370(390?) on a wafer.

For the record, it wasn't the Amdahl Corporation but Trilogy Corporation that failed with WSI. Actually, they did produce some useful innovations and patents, but never got the CPU to run.

One major problem was hotspots. IBM is very close to the single-chip CPU idea with their Renoir and Monet programmes - these use four chips for a single System/390 processor.

--
Phil Payne
(ex-Amdahl Corporation, now retained as consultant)
Sievers Consulting UK
Vice Chair, UK Computer Measurement Group
Phone +44 385 302803
Fax/BBS +44 1536 723021
Fido 2:2503/415
CIS 100012,1660

231. Re: Atari's stock is below $4

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-26 13:03:19 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jan26.070319.37760@cobra.uni.edu>
Source record: 13932

In article <3g70c0$p78@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <3g4qti$59h@insosf1.infonet.net> sinclair@ins.infonet.net writes:
>>>
>>>Why did Apple's stock drop after reporting record earnings???
>
>>Profit taking.. I believe it's selling short...
>
> No, the answer is this: Even though the earnings are record for Apple, they
> are still BELOW what is expected and normal in the industry. In other words:
> simply looking at stock performance & earnings is highly misleading.

That would explain why Atari's stock is taking a nosedive.

>
> ~Chris
>
>>-Peter
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

-Peter

232. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-26 13:14:43 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jan26.071443.37761@cobra.uni.edu>
Source record: 13933

In article <3g6404$qmr@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>
> : Not all maybe happy with Nintendo's policies but these retailers will not drop
> : the product. Hell, there are retailers who are not happy with Compaq computers
> : policies. But, Compaq is #1 worldwide. The Jag flopped. Yes, stores have
> : some stock in low quantities. Retailers next fall will have to decide weather
> : to keep the Jagflop in terms of sales and or make room for the upcomming new
> : consoles.
>
> If the Jag wasn't selling, many stores such as EB would have
> dropped it already. They haven't. Radio Shack is dropping the SNES
> because they aren't making any money on it.

A chain of stores has already. This was posted in r.g.v.a..

>
>
> : Let me use flopped than. Flopped is the stage before death. One Software
> : developer quoted 150,000 Jagflop sales worldwide.
>
> Which software developer? I find that 150,000 quote *VERY* hard
> to believe.

He hangs out in r.g.v.a. I believe he develops for the Jag.

>
> : Atari believes it is not dead, but the market will hammer it in their brains,
> : or lack of. What else does Atari have? Trading cards?
>
> If the Jag is dead, why are UBI Soft, Tradewest, Readysoft,
> Beyond Games, Activision, US Gold, Telegames, Jaleco and others making
> Jag games? Huh?
>
> : Announcing and market entry are different. So were are the games?
>
> Well, they *have* been started. I have seen the Jaguar versions of
> games from UBI Soft, Tradewest, Readysoft, and Beyond Games. It's not as
> if they're vapourware. Also ... Telegames has already released one game
> with several more on the way.

These announcements were made way back than when optimism was high for the Jagflop. So far I have only seen less than 20 games listed. I suspect many will hold off with additional game announcements due to developing for U64, Saturn, Playstation and maybe the pippin.

>
> : Yes, favorable does not mean increased sales..
>
> Funny ... that's one of the things EGM and Edge said ... Jag
> sales have increased nicely.

From a hundred to a couple of hundred a day. Big deal..

> : I remember Atari announcing these programs with the Lynx, 7800 and the 65GS but
> : pulled the rug underneath of their partners.
>
> Sorry Peter, but you're full of hot air here. I know the Lynx,
> and 7800 situation *VERY* well and Atari did not do the same things that
> they did with the Jag.
>

I am sorry, but Atari is doing the same strategy.

> : Don't compare Apple's to Atari's. Apple backs up their market with sufficient
> : R&D, marketing and on time product introductions(except system 8). Apple
> : makes money after their investments/support bears fruitation..
>
> Really? Tell that to Apple III owners. And Lisa owners. They were
> shafted nicely by Apple.

Yes.. But Apple rebounded and is still in the computer business, unlike Atari.
These flops were in the early 80's. Company's learn from mistakes unlike
Atari.

>
>
> : Did Sega offered an upgrade from their 8 bit console to the Genises?
>
> No, but they did offer the Powerbase converter which allowed SMS
> owners to play their SMS games on the Genesis. Hence, they could sell
> their SMS. Nintendo didn't even offer that.

Thats funny, there must be alot of pissed off Nintendo owners. meanwhile
millions of units are still sold each year.

>
> : Atari abandoned their computer line. Apple/IBM is committed with new models
> : and technology.
>
> Again ... what about the Apple III and IIGS?

What about the Apple III and IIGS? Mac users can ad the Apple II card if the
need for Apple II software arises.

>
> : Well I have a 7800(in the attic with the 2600)
>
> Mine's still in use. With over forty-five games (not counting
> 2600 carts), I'm not putting it away soon.

Just 45 games?
>
> >> Mark <<
>
>
> --
> ===
> Mark Rathwell The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "Now begone ... before someone drops a house on you too!"
> ===

-Peter

233. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-26 13:28:15 UTC
From: ivan_cavero_belaunde@avid.com
Message-ID: <ivan_cavero_belaunde-2601950815490001@raptor.avid.com>
Source record: 13934
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

In article <D2ot1n.AL2@eskimo.com>, wormey@eskimo.com wrote:

> In article <carol-1801950623050001@carol.alaska.net>,
> Carol <carol@alaska.net> wrote:
> >In article <D2H0nC.3v0@eskimo.com>, wormey@eskimo.com wrote:
> >
> >>2) QT does not do MIDI out to an external device. It allows those
> >> applications coded with MIDI sound to reproduce those sounds on the
> >> Mac. Same general idea as using a wavetable card on a PC.
> >
> >I suspect the QuickTime team will be rather shocked to hear this.
> >
> >If you are plugged into a MIDI device it will make full use of
> >it, but if not, it will fall back to it's built in sample library.
> >
> >I know this for an _ABSOLUTE_ fact. I've seen it, and at length
> >questioned the QuickTime MIDI lead.
>
> There must be some secret I don't know about then, because even with
> my midi keyboard hooked up, I could not get QT to drive it. In the
> PatchBay window, the QT icon has only an input connector, not an output.
> I *have* been able to use the keyboard to play QT instruments, however...
>

You need to have the Music Configuration app (maybe it's a control panel
these days) - it allows you to see QT as a source in patchbay, and you can
take it from there. An old version (that doesn't work) was in the beta CD,
and the newest version will be available in the 2.0 developer CD (I don't
think it's out yet but should be soon) and is currently available in the
CD-ROM bundled with Hayden Books' new QuickTime book (QT: The Official
Guide for Mac users or somesuch is the title). FWIW, you also get every
little QT utility the QT team has written (single fork flattener,
rechunker, etc), the full version of VideoShop 2.0 ;), sample movies, and
demo versions of various other commercial QT tools.

I've used the Music Config with an external Roland box. It's *way* cool.
The "directly supported instrument" list expands considerably, for
example.

HTH,

-Iv&#65533;n

Iv&#65533;n Cavero Bela&#65533;nde (ivan_cavero_belaunde@avid.com)

Avid VideoShop Project Lead
Avid Technology, Inc.
#include <std.disclaimer.h>

234. Re: WAVETABLE explained - PERIOD!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-26 14:48:10 UTC
From: wade@macc.wisc.edu
Message-ID: <wade-2601950848100001@bucky.famres.wisc.edu>
Source record: 13935
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.misc,comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware.systems

In article <3g6egg$af7@marton.hsr.no>, lolsen@hsr.no (Lasse Olsen) wrote:

> This whole "frenzy" really started out by me modestly pointing
> out that the standard Mac really dosn't do what we in high end
> music, comercial and broadcast-production would refere to as
> "Wavetable" - the potential sound-quality is just not up to
> theese standards (I've had 32/64 voice polyphony with effects ect.
> in mind all the time)....

I guess I should modestly point out that the "standard" PC probably won't either.

To do "professional" stuff, you would connect a MIDI keyboard/synth to your Mac/PC, yes?

--
+---+
| wade@macc.wisc.edu |
+---+
| "Shop smart...shop S-Mart" |
| Ash, 'Army of Darkness' |
+---+

235. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-26 18:14:57 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3g8or1$fl9@ccshst05.cs.uoguelph.ca>
Source record: 13936

: A chain of stores has already. This was posted in r.g.v.a..

Whoopie. A chain of stores just dropped the SNES too. It happens
a lot.

: He hangs out in r.g.v.a. I believe he develops for the Jag.

1) You're not sure if he's a developer.
2) He's could be lying to you.
3) Find me a quote of a *real* honest to goodness developer and
I'll believe you.

: These announcements were made way back than when optimism was high for the
: Jagflop. So far I have only seen less than 20 games listed. I suspect many
: will hold off with additional game announcements due to developing for U64,
: Saturn, Playstation and maybe the pippin.

I've heard some things to the contrary ... namely from
Activision. The president admitted that they were initially dragging
their feet on Jag software, but now things are going full speed ahead. US
Gold is about to manufacture Cannon Fodder and Syndicate.

: From a hundred to a couple of hundred a day. Big deal..

Proof Peter?

: I am sorry, but Atari is doing the same strategy.

Where? There were no 7800 kiosks. There was no joint advertising.
There were no huge Lynx banners. There were no deals signed? You *ARE* wrong.

: > Really? Tell that to Apple III owners. And Lisa owners. They were
: > shafted nicely by Apple.

: Yes.. But Apple rebounded and is still in the computer business, unlike Atari.
: These flops were in the early 80's. Company's learn from mistakes unlike
: Atari.

Atari is doing what's nessescary to survive. And ... judging by
all the improvements on the Jag, Atari has learned from their mistakes. I
see commercials, I see a toll free line, I see Jag kiosks, I see dealer
videos, I see promotions and I see 3rd party games.

: Thats funny, there must be alot of pissed off Nintendo owners. meanwhile
: millions of units are still sold each year.

Millions of NES units? I doubt it. Nintendo has officially
discontinued the machine.

: What about the Apple III and IIGS? Mac users can ad the Apple II card if the
: need for Apple II software arises.

But Apple III (not II) users were stuck out in the cold. And the
massively overpriced IIGS was left out to dry.

: Just 45 games?

I can't afford more right now.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Now begone ... before someone drops a house on you too!"
==

236. Re: Atari's stock is below $4

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-26 21:47:12 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3g9590$cii@darkstar.UCSC.EDU>
Source record: 13787

In <1995Jan26.070319.37760@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>That would explain why Atari's stock is taking a nosedive.

Nosedive? it's risen 2 out of the last 3 days... Of course, it's fluctuating
right under 4. Hardly a nosedive when it gains what it loses and vice versa.
Standard chaotic behaivor.

~Chris

>-Peter

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

237. Re: New tread - "..eh... Computing afterthoughts".

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-27 07:26:59 UTC
From: pavlov@niktow.canisius.edu
Message-ID: <6141@niktow.canisius.edu>
Source record: 13788
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.unix.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.powerpc,comp.sys.amiga.hardware,comp.arch

In article <3g31ja$ncu@doc.armltd.co.uk>, michael.williams@armltd.co.uk (Michael Williams) writes:
> In article <3g2tiv$ps6@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Sir William) writes:
> >an ENTIRE computer could be mounted onto a circuit board, ...
> >Sir Clive built a Sinclair QL on a wafer,
>
> Um, no he didn't. AFAIK they never got further than having arrays of
> DRAMs on a single wafer. The big problem, I believe, was the heat
> generated by the things. The idea of having a wafer full of today's
> power hungry devices (ourselves excluded, of course 8-) is a bit
> erksome, to say the least...
>
Wasn't this the principal idea behind a startup by Gene Amdahl (??) back in the mid/late-70's: a complete mainframe cpu on one or more wafers, with redundant circuits to increase wafer yield ?

greg pavlov
pavlov@fstrf.org

238. CUT THIS SHIT, PEOPLE.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-27 10:23:10 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950127021425.18771F-100000@CSOS.ORST.EDU>
Source record: 13789
Body handling: HTML body converted to readable text

There's been enough Atari-bashing on here for a while. I've done some of it a few months back, I'll admit.

However, when is it going to stop? Why do I have to log on and, in-between the messages that interest me, read some jerk's continual forecast for doom (not the game, mind you) of Atari? I'm tired of it, and I really don't care. So what if they go broke...so what if they don't. There's nothing that can be said here that will probably have any bearing.

Why would an ex-Atari user stay on here, just to bash Atari continuously? Why not get on the Apple forum and bash Atari?? If you have a real problem with Atari and Ataris, to the point that you feel the need to continually flood the Atari forum with negative messages, perhaps you should consider the following:

1) Sell ALL the Atari stuff that you own, if any. (cheap, too)

2) Think about something else....baseball...Apple....Power PC chips.....the Brady Bunch...whatever.

3) Unsubscribe from the Atari forums. There's nothing that a bunch of posts like "Atari Stock now only $x.xx" can do here.

4) If, for some reason, Atari was to fold up, don't smile and pat yourself on the back, because you didn't have a goddamned thing to do with it. You've just been blowing hot air, and random chance has operated in your favor....certainly not insight/intuition.

James

239. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-27 18:45:12 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3gbevo$gk@ccshst05.cs.uoguelph.ca>
Source record: 13790

: I think it is Andrew Welch from so and so software.

So and So? I think? This is not accurate, detailed proof, Peter.

: Why, he likes the Atari console.

How do you know that he's a developer.

: I have. I was on the Lexis-Nexis today and read an Atari Press release dated
: Sept.28, 1994 stating that 90,000 Jagflops have been shipped/sold.. Atari most
: likely sold about 60,000 Jagflops in Q4. This would confirm the statement by a
: n Atari VP. The Jagflop is not doing so well.

The first part, I believe. The second part I don't. Where did you
pull the 60,000 number from? Where did you pull the vp statement from?
Nothing concrete or official here. C'mon Peter ... you're ducking again.
Show me official proof.

: What about the other ones? Have they renew their faith?

Who knows? The fact that Activision is increasing production says
something. The production of MK III is another boost to the Jag.

: I have.. Read above. The Jagflop has been out for 16 months(480 days, give or
: take..This comes to about 312.5 units sold a day..These sales do not ven come
: close in covering Atari's expenses. So about 150,000 have been shipped/sold.

You have not given official proof. You've given heresay ... yet again.

: I have not seen any kiosks. For that manner, I have not seen a Jagflop for
: sale in Cedar Falls/ Waterloo. Plenty of SNES's and 3DO's..

I *HAVE* seen Jag banners, and Jag Kiosks and Jags for sale. In
Guelph, Ottawa and Toronto, Ontario.

: >: > Really? Tell that to Apple III owners. And Lisa owners. They were
: >: > shafted nicely by Apple.

: In what way? These owners went to the Mac. This time frame happened 15 years
: ago. Plus Apple provided monetary incentives for those who wanted to trade in
: their Lisa's and Apple III's for a Mac..

What incentives? I know of a few Apple III owners that got left
in the cold by Apple. And ... if you want to go that route, Atari did the
same thing. Atari allowed 8-bit owners to upgrade to the ST.

: Atari has not learned anything.. Product delays continue.

You can't read, can you? Every one is plagued by production
delays. Where the hell is the Sega Genesis modem ... announced in 1989.
Or the SNES CD ROM? Or the Color Gameboy? Atari HAS LEARNED. What do you
call the commercials? Kiosks? Toll-free Customer Service? Banners? Joint
Advertising? 3rd Party Developers? Don't duck this Peter. *NONE* of these
things were present on previous Atari consoles.

: I meant SNES.

I meant NES. The pattern will continue when Nintendo releases the
Ultra 64. The SNES is almost 2 years older than the Genesis, the Nintendo
is releasing the Ultra 64 the same time as the Saturn.

: Apple III users were given a monetary incentive to get a Mac. IIGS owners who
: did upgraded to the Mac transfered their Keyboard, Printer and Drive over to
: it because of the common connectors.

But they still had to buy a Mac. Until recently, Macs (and all
other Apple machines) were WAY over-priced.

: Atari has continously abandoned their customers.

8-bit owners were allowed to upgrade to the ST, through an
inexpensive tradeup program. 7800 users could play 2600 games on their
machine. The Lynx is connectable to the Jaguar. It's not as bad as you think.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Now begone ... before someone drops a house on you too!"
==

240. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-28 08:44:28 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3gd05c$eag@darkstar.UCSC.EDU>
Source record: 13791

In <3gbjl6$b9f@paul.rutgers.edu> trauth@paul.rutgers.edu (Thomas Trauth) writes:

>That's not surprising since I can't see why anyone would want to buy
>your penis.

>[Snip..]

That's gotta hurt!!!!!

~Chris

>* Tom Trauth
>* Real computers aren't served at McDonald's!

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

241. Other Atari Newsgroups?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-28 17:06:20 UTC
From: kulabocca@aol.com
Message-ID: <3gdtic$td@newsbf02.news.aol.com>
Source record: 13792

Anyone out there aware of other Atari-related newsgroups? I have a
Falcon 030 as well as a Mega ST4, and would like to find some good info.
I know there is a FIDOnet style base called AtariNet, however I'm not sure
if it can be accessed via the 'net.

Any info will be more than appreciated!

242. Re: Atari's stock is below $4

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-28 18:51:29 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3ge3nh$a2o@ccshst05.cs.uoguelph.ca>
Source record: 13793

```
: Well have to wait until Atari announces their earnings. But the feeling on the
: net and elsewere is that Atari had a bad Q4.

First time you've said anything feasable in awhile. When Atari
releases fourth quarter earnings, you can rant and rave all you want.
Until then, stop posting BS based upon heresay.

>> Mark <<

--
==============================================================================
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Now begone ... before someone drops a house on you too!"
==============================================================================
```

243. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-28 18:54:40 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3ge3tg$a2o@ccshst05.cs.uoguelph.ca>
Source record: 13794

: It counts.. It's a bad sign.

Well then ... I guess Radio Shack Canada's decision to drop the
SNES is a bad sign for them too. Radio Shack has a lot of stores here.

: You have not paid attention in rec.games.video.advocacy. When I stumble on the
: name's I will post it here..

I don't want heresay. Most of what is said in advocacy is BS. I
want real information.

: You have. Do you have a thing for my penis?

No ... sorry to disapoint you, but I am hetero, too.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Now begone ... before someone drops a house on you too!"
==

244. Re: Other Atari Newsgroups?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-29 18:29:06 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rYeMC-0005uEC@black.csi.cam.ac.uk>
Source record: 13795

In article <3gdtic$td@newsbf02.news.aol.com>, kulabocca@aol.com (Kula Bocca) wrote:

> Anyone out there aware of other Atari-related newsgroups? I have a
> Falcon 030 as well as a Mega ST4, and would like to find some good info.

comp.sys.atari.st
comp.sys.atari.st.tech
comp.sys.atari.announce
comp.sys.atari.programmer

> I know there is a FIDOnet style base called AtariNet, however I'm not sure
> if it can be accessed via the 'net.

Atarinet is a FSC (ie. fidonet style) based network. I don't know of any way to access it's message areas from an internet site. NeST and Turbonet are other FSC networks, which are better than Usenet for atari stuff IMO, but I don't think you can access them from the internet either.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

245. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-29 22:46:44 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3gh5sk$k4f@paul.rutgers.edu>
Source record: 13796

Peter Sinflop writes:

>>>Let me use flopped than. Flopped is the stage before death. One Software
>>>developer quoted 150,000 Jagflop sales worldwide.
>>
>>
>>That's not surprising since I can't see why anyone would want to buy
>>your penis.

>You said erotic things about my penis through E-mail.. I suggest you hang out
>in alt.sex.homo dude..

Would you mind backing up this accusation with some form of proof, Sinclap?
You probably wouldn't since you don't have any. I have never said any
erotic things about your penis (a.k.a. "jagflop"). I CHALLENGE you to
prove that I have been sending you "erotic" e-mail!

>>And I know a lot of people who have NEVER bought *any* video game systems!
>>Your point, as Mark said, was stupid.
>>And I find it interesting that this is the only one of Mark's statements
>>that you didn't comment on. Sinclap ducks again!!

>What did I duck?

Mark's statement that your "I know a lot of people who haven't [bought
a Jaguar]" point was stupid because many people don't buy any video game
systems.

By conveniently ignoring this while responding to all of Mark's other
statements, you, IMHO, implicitly admitted that Mark was right in saying
that that particular point of your's was stupid. And your lame attempt
to address in your last post was too little too late.

>>As I remember, System 7 was late also.
>>And it Apple's R&D was "sufficient" for the Apple III, why was every III
>>shipped defective? Because it was poorly designed, perhaps? And Apple's
>>marketing sucked until recently. They used to grossly overprice their
>>products (especially inferior ones like the unusable Mac Portable).
>>They're pricing policies held back the Mac for years and killed the Lisa
>>almost instantly. Not to mention that Apple's marketing failed completely
>>with Corporate America (less than 2% of corporate personal computers are
>>Macs). Therefore, your claim is false Sinclap.

>Yes, Apple has been late with products to the market. And Yes, System 8 -
>Copland will be rather late.. Apple is late with one product as I know, but the
>the other ones have been here on time like the Quadras, PowerMacs and so on.
>At the recent MacWorld, Apple announces the speed bumb PowerMacs. That same

>day, they were available to purchase. I been reading previous Atari Press
>releases on the Lexis/nexis with quotes by Sam Tramiel who is upto his old
>tricks. "The Jagflop cdrom will be available by June and that 30 games will be
>out by Christmas."

Apple is in general better at sticking to its schedules than Atari is.
I will admit that. But if Copland is the only product that Apple was
ever late with, than you mustn't know too much. They were also late
with System 7 and the PPC-based PowerBooks. That's *three* late products
right there. I have only been following Apple for the last five years,
so I'm sure that there are other examples.

Someone help me out on this. Name all the Apple product delays that
you can think of.

>The powerMac I wanted was not over priced, I just did not have the money for
>it. My all in one trinitron screen, 2x cdrom, fast 030, big size keyboard plus
^^^

68030 !!???!!
No one makes 386's anymore. Therefore, Apple shouldn't make 68030's anymore
either. If it wasn't for the PPC-upgrade option, I would say that you were
rooked majorly. For $1189 you can get a 486DX2-33, which I'm sure is much
faster than your lowly "fast" 030!

>over $1000 worth of software cost $1189 at Wal-Mart. I will be upgrading to
>the 75 mhz PowerMac one in May. I slide my mother board out and slide in the
>new PCI one. The alchemy will cost way under $2000 for a complete system.

Name the software. WE will decide if it's worth $1000.

>Meanwhile the Falcon 030 will chug along at 16 mhz and still cost $1299.

It probably costs less than that since it's been discontinued.

>>As soon as those new models and technologies come out that is.

>They are out today and more to come in May.

What will come out in May?

>>>-Peter
>>
>>* Tom Trauth
>>* Real computers aren't served at McDonald's!
>>
>-Peter

LEARN HOW TO EDIT!!

* Tom Trauth

246. Re: Atari's stock is below $4

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-29 22:53:11 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3gh68n$kbr@paul.rutgers.edu>
Source record: 13797

sinclair@ins.infonet.net writes:

>>sinclap2954@cobra.uni.edu writes:
>>
>>>That would explain why Atari's stock is taking a nosedive.
>>
>>Can you back this one up, Sinclap?
>>How many points did it drop?
>>And when?

>Well, you get the NewYork Times. Look under Amex in the Business section.

Not right now. My apartment's NY Times subscription doesn't resume until
the second week of February.

>>>-Peter
>>Where's the HOME BASE IOWA thing?

>Cedar Falls.. The future home of Microm Technologies?

I mean where is it in your .sig?
And who cares what Cedar Falls is the future home of!?

>>* Tom Trauth
>>* Real computers have disk-eject buttons!

>You are good...

Like you'd know..

>-Peter

* Tom Trauth
* Peter doesn't use real computers!!

247. Well, well, well...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-30 00:33:57 UTC
From: steveg@phantom.com
Message-ID: <3ghc5l$i5m@dockmaster.phantom.com>
Source record: 13798

sigh

It's been quite awhile since I last perused the articles on this newsgroup. Unfortunately, it looks like the same people are still bitching it out with each other...

"You're wrong!"
"No, you're wrong!"
"Oh yeah? YOU'RE wrong!"

sigh

And people have the audacity to wonder why I no longer actively support Atari any more. *shakes head* Folks, all sarcasm and bad feelings aside, grow up, eh? In the several months that have passed since I was last in the newsgroup, it seems like only the subject matter has changed. The logistics of those involved in these petty, worthless arguments have not.

You want to settle this Great Controversy? Fine. Get copies of the stock reports from Apple, IBM, Atari, Nintendo, Sega, and all the other players here. They will tell you everything you've been bitching to each other about; no more speculation, just plain fact.

Now...How about a little intelligent conversation?

248. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-30 04:13:27 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jan29.221327.37889@cobra.uni.edu>
Source record: 13799

In article <3gh5sk$k4f@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> Peter Sinflop writes:
>
>
>>>>Let me use flopped than. Flopped is the stage before death. One Software
>>>>developer quoted 150,000 Jagflop sales worldwide.
>>>
>>>
>>>That's not surprising since I can't see why anyone would want to buy
>>>your penis.
>
>>You said erotic things about my penis through E-mail.. I suggest you hang out
>>in alt.sex.homo dude..
>
>
> Would you mind backing up this accusation with some form of proof, Sinclap?
> You probably wouldn't since you don't have any. I have never said any
> erotic things about your penis (a.k.a. "jagflop"). I CHALLENGE you to
> prove that I have been sending you "erotic" e-mail!

You always ask: How is your penis? Need I say more..

>
>
>>>And I know a lot of people who have NEVER bought *any* video game systems!
>>>Your point, as Mark said, was stupid.
>>>And I find it interesting that this is the only one of Mark's statements
>>>that you didn't comment on. Sinclap ducks again!!

Duck what? The Jagflop bombed.....Get over it..

>
>>What did I duck?
>
>
> Mark's statement that your "I know a lot of people who haven't [bought
> a Jaguar]" point was stupid because many people don't buy any video game
> systems.

The Jagflop's installed base is around 150,000 worldwide.. Tens of millions
own SNES, NES, and Genises. Over half the students in my previous residence
hall had a NES and SNES.

>
> By conveniently ignoring this while responding to all of Mark's other
> statements, you, IMHO, implicitly admitted that Mark was right in saying

> that that particular point of your's was stupid. And your lame attempt
> to address in your last post was too little too late.

Oh well. many of your statements are pretty lame. About every post of yours
is attacking me and somewhat my penis(You can't have it - Get over it).

>
>
>>>As I remember, System 7 was late also.
>>>And it Apple's R&D was "sufficient" for the Apple III, why was every III
>>>shipped defective? Because it was poorly designed, perhaps? And Apple's
>>>marketing sucked until recently. They used to grossly overprice their
>>>products (especially inferior ones like the unusable Mac Portable).
>>>They're pricing policies held back the Mac for years and killed the Lisa
>>>almost instantly. Not to mention that Apple's marketing failed completely
>>>with Corporate America (less than 2% of corporate personal computers are
>>>Macs). Therefore, your claim is false Sinclap.
>
>>Yes, Apple has been late with products to the market. And Yes, System 8 -
>>Copland will be rather late.. Apple is late with one product as I know, but the
>>the other ones have been here on time like the Quadras, PowerMacs and so on.
>>At the recent MacWorld, Apple announces the speed bumb PowerMacs. That same
>>day, they were available to purchase. I been reading previous Atari Press
>>releases on the Lexis/nexis with quotes by Sam Tramiel who is upto his old
>>tricks. "The Jagflop cdrom will be available by June and that 30 games will be
>>out by Christmas."
>
>
> Apple is in general better at sticking to its schedules than Atari is.
> I will admit that. But if Copland is the only product that Apple was
> ever late with, than you mustn't know too much. They were also late
> with System 7 and the PPC-based PowerBooks. That's *three* late products
> right there. I have only been following Apple for the last five years,
> so I'm sure that there are other examples.

Apple never publicly stated when the Powerbook(PPC) were to be released. Apple
talks to their developers about product plans and intro dates. Apple did not
issue a PR press statement that the new Powerbooks would be available by a
certain time. However, Atari's press statements have said on numerous times
that there will be 50 games avilable by Christmas, than issue another one that
30 would be available by X-mas and than not deliver. What 12 games available?
Atari issues numerous PR statements that the cdrom would be available by
November, Before Christmas, late December, late January, early February and now
March.
Sam Tramiel is a shameless liar who is constantly quoted and they are not true.

However, Apple issued a Press statement stating that Copland would be delayed.

>
> Someone help me out on this. Name all the Apple product delays that
> you can think of.

>
>
>>The powerMac I wanted was not over priced, I just did not have the money for
>>it. My all in one trinitron screen, 2x cdrom, fast 030, big size keyboard plus
> ^^^
>
> 68030 !!???!!
> No one makes 386's anymore. Therefore, Apple shouldn't make 68030's anymore
> either. If it wasn't for the PPC-upgrade option, I would say that you were
> rooked majorly. For $1189 you can get a 486DX2-33, which I'm sure is much
> faster than your lowly "fast" 030!

But not as nice..

>
>
>>over $1000 worth of software cost $1189 at Wal-Mart. I will be upgrading to
>>the 75 mhz PowerMac one in May. I slide my mother board out and slide in the
>>new PCI one. The alchemy will cost way under $2000 for a complete system.
>
>
> Name the software. WE will decide if it's worth $1000.

ClarisWorks, Groilers encyclopedia, System 7.5, PC exchange, quicken and about
eight cdtitles.

>
>
>>Meanwhile the Falcon 030 will chug along at 16 mhz and still cost $1299.
>
>
> It probably costs less than that since it's been discontinued.
>

I heard it has not been discontinued..

>
>>>As soon as those new models and technologies come out that is.
>
>>They are out today and more to come in May.
>
> What will come out in May?

PCI powerMacs. About six models..

>
>
>>>>-Peter
>>>
>>>* Tom Trauth
>>>* Real computers aren't served at McDonald's!
>>>
>>-Peter
>

>
> LEARN HOW TO EDIT!!
>
>
> * Tom Trauth
>

-Peter

249. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-30 06:39:03 UTC
From: hing@csulb.edu
Message-ID: <3gi1i7$6v7@garuda.csulb.edu>
Source record: 13800

sinclap2954@cobra.uni.edu wrote:
: In article <3gh5sk$k4f@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth)
writes:
: > Peter Sinflop writes:
: >
: >
: >>>>Let me use flopped than. Flopped is the stage before death. One Software
: >>>>developer quoted 150,000 Jagflop sales worldwide.
: >>>
: >>>
: >>>That's not surprising since I can't see why anyone would want to buy
: >>>your penis.
: >
: >>You said erotic things about my penis through E-mail.. I suggest you hang out
: >>in alt.sex.homo dude..
: >
: >
: > Would you mind backing up this accusation with some form of proof, Sinclap?
: > You probably wouldn't since you don't have any. I have never said any
: > erotic things about your penis (a.k.a. "jagflop"). I CHALLENGE you to
: > prove that I have been sending you "erotic" e-mail!

: You always ask: How is your penis? Need I say more..

: >
: >
: >>>And I know a lot of people who have NEVER bought *any* video game systems!
: >>>Your point, as Mark said, was stupid.
: >>>And I find it interesting that this is the only one of Mark's statements
: >>>that you didn't comment on. Sinclap ducks again!!

: Duck what? The Jagflop bombed.....Get over it..

: >
: >>What did I duck?
: >
: >
: > Mark's statement that your "I know a lot of people who haven't [bought
: > a Jaguar]" point was stupid because many people don't buy any video game
: > systems.

: The Jagflop's installed base is around 150,000 worldwide.. Tens of millions
: own SNES, NES, and Genises. Over half the students in my previous residence
: hall had a NES and SNES.

: >
: > By conveniently ignoring this while responding to all of Mark's other
: > statements, you, IMHO, implicitly admitted that Mark was right in saying
: > that that particular point of your's was stupid. And your lame attempt
: > to address in your last post was too little too late.

: Oh well. many of your statements are pretty lame. About every post of yours
: is attacking me and somewhat my penis(You can't have it - Get over it).

: >
: >
: >>>As I remember, System 7 was late also.
: >>>And it Apple's R&D was "sufficient" for the Apple III, why was every III
: >>>shipped defective? Because it was poorly designed, perhaps? And Apple's
: >>>marketing sucked until recently. They used to grossly overprice their
: >>>products (especially inferior ones like the unusable Mac Portable).
: >>>They're pricing policies held back the Mac for years and killed the Lisa
: >>>almost instantly. Not to mention that Apple's marketing failed completely
: >>>with Corporate America (less than 2% of corporate personal computers are
: >>>Macs). Therefore, your claim is false Sinclap.
: >
: >>Yes, Apple has been late with products to the market. And Yes, System 8 -
: >>Copland will be rather late.. Apple is late with one product as I know, but the
: >>the other ones have been here on time like the Quadras, PowerMacs and so on.
: >>At the recent MacWorld, Apple announces the speed bumb PowerMacs. That same
: >>day, they were available to purchase. I been reading previous Atari Press
: >>releases on the Lexis/nexis with quotes by Sam Tramiel who is upto his old
: >>tricks. "The Jagflop cdrom will be available by June and that 30 games will be
: >>out by Christmas."
: >
: >
: > Apple is in general better at sticking to its schedules than Atari is.
: > I will admit that. But if Copland is the only product that Apple was
: > ever late with, than you mustn't know too much. They were also late
: > with System 7 and the PPC-based PowerBooks. That's *three* late products
: > right there. I have only been following Apple for the last five years,
: > so I'm sure that there are other examples.

: Apple never publicly stated when the Powerbook(PPC) were to be released. Apple
: talks to their developers about product plans and intro dates. Apple did not
: issue a PR press statement that the new Powerbooks would be available by a
: certain time. However, Atari's press statements have said on numerous times
: that there will be 50 games avilable by Christmas, than issue another one that
: 30 would be available by X-mas and than not deliver. What 12 games available?
: Atari issues numerous PR statements that the cdrom would be available by
: November, Before Christmas, late December, late January, early February and now
: March.
: Sam Tramiel is a shameless liar who is constantly quoted and they are not true.

: However, Apple issued a Press statement stating that Copland would be delayed.

: >
: > Someone help me out on this. Name all the Apple product delays that

: > you can think of.

: >
: >
: >>The powerMac I wanted was not over priced, I just did not have the money for
: >>it. My all in one trinitron screen, 2x cdrom, fast 030, big size keyboard plus
: > ^^^
: >
: > 68030 !!???!!
: > No one makes 386's anymore. Therefore, Apple shouldn't make 68030's anymore
: > either. If it wasn't for the PPC-upgrade option, I would say that you were
: > rooked majorly. For $1189 you can get a 486DX2-33, which I'm sure is much
: > faster than your lowly "fast" 030!

: But not as nice..

: >
: >
: >>over $1000 worth of software cost $1189 at Wal-Mart. I will be upgrading to
: >>the 75 mhz PowerMac one in May. I slide my mother board out and slide in the
: >>new PCI one. The alchemy will cost way under $2000 for a complete system.
: >
: >
: > Name the software. WE will decide if it's worth $1000.

: ClarisWorks, Groilers encyclopedia, System 7.5, PC exchange, quicken and about
: eight cdtitles.

This is great people actually pay for an OS, ridiculous.

: >
: >
: >>Meanwhile the Falcon 030 will chug along at 16 mhz and still cost $1299.
: >
: >
: > It probably costs less than that since it's been discontinued.
: >

: I heard it has not been discontinued..

: >
: >>>As soon as those new models and technologies come out that is.
: >
: >>They are out today and more to come in May.
: >
: > What will come out in May?

: PCI powerMacs. About six models..

: >
: >
: >>>>-Peter
: >>>

: >>>* Tom Trauth
: >>>* Real computers aren't served at McDonald's!
: >>>
: >>-Peter
: >
: >
: > LEARN HOW TO EDIT!!
: >
: >
: > * Tom Trauth
: >

: -Peter

250. Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-30 08:19:10 UTC
From: pl4266@u.cc.utah.edu
Message-ID: <3gi7du$7r2@news.cc.utah.edu>
Source record: 13801

There have been some really good points made on this news group
about the important differences between Atari's and PC compatibles. I
believe some of these desereve recounting.

- Huge corporations do not produce software that benefits the user, they
produce software that will drive their sales, so if you buy from
Microsoft you have the best chance of getting inefficient software which
is so expertly engineered to eat memory and clock spped that you must buy
a faster machine with more memory.
-Atari's cannot be cloned without a proper license from Atari Corp.
meaning broad based compatibility can't be had for free like in the x86
PC world which was only possible because of lack of patent by IBM or
INTEL or both. This free for all is now ending with proprietary chips
such as Motorola designed PowerPC's and Intel pentiums. If you look
closely, you see the proprietary companies banding together against the
clone-makers. Intel started it's intel-inside warning label campaign so
that they can pull sales from clone makers who will no longer be able to
copy their processors. IBM and APPLE commissioned Motorola to design a
chip for their corner of the market so in the future they will be
set-apart from clone fakers who cannot build PowerPC's without paying a
license fee. IBM also manufactures the Jaguar under license from ATARI.
The only proprietary company not gearing up to combat cloning is
COMMODORE-AMIGA which is skating itself through thin-ice running circles
in court.
- Proprietary computers such as Macs, ATARI's and AMIGA'S have onboard
hardware and custom chips for graphics/ sound I/O of many kinds. Although
many of these machines have smaller numbers in the clock-speed column,
they are still infact more effective at certain kinds of processing than
computers twice their speed. Integrated hardware and DMA technology help
these computers take advantage of hardware efficiency that would be
faster than the "Software Drivers" used in ernest on PC's.
- Beyond hardware, it is true that computers like Atari, Mac and
especially AMIGA have had far more advanced operating systems much sooner
than many PC's. This is because people have thoughtfully pushed the
limits of the hardware instead of selling out the industry by fooling
people into believing they need expsensive upgrade hardware to do simple
home-user tasks. In the PC WINDOWS users world it is stark reality that
to get the performance equalling a 10year old 680x0 machine you must
spend much more, be much faster and have much more disk space than you
really need. The processor and disk size are only important because of
ominously shamefully lousy operating systems that everyone thinks are the
only alternative. It is planned to be this way, you by the world's most
speed/memory inefficient os and computer companies bless the name of
Microsoft because now they're selling you new hardware that you really

don't need to do what most people do with their computers! If you had a thoughtfully programmed OS in ROM like TOS/GEM or whatever then you don't waste disk space, you have icons and windowing that acts like a REAL operating system and you can do it with less speed and memory and still come out with more favorable results. Especially using AMIGA's very classic and someday history-making Multi-Tasking OS which came out in 1985 and gets the job done in as little as 256k because the programs are written to be lean and fast!

It is scandalous and incredibly distugsuting that people dance like marrionettes to the game of Microsoft and Compatible companies, spending exorbitant amounts of un-necessary cash to get a system that is completely impractical for home or even semi-pro computing, although very effective for Buzz-word contests and Ego stimulation. I suppose the smartest marketers are those who can make complete asses out of their customers and still have the beg for more, they must be laughing it up right now, all the way to the bank. It is true about the U.S. people buy what they're told they need and trends far dominate independent thought! Consumers should be the first priority and they can make themselves such by refusing to be insulted by corporate giants out to sell them off and they should buy something good.

251. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-30 09:30:32 UTC
From: <>
Message-ID: <3gibjo$944@btmplq.god.bel.alcatel.be>
Source record: 13802

YES!!!!!!!!!(Read the original posting)

Ever considered publishing this???

Peter Hofman

---

252. Re: Atari's stock is below $4

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-30 13:29:45 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3gipk9$b55@btmplq.god.bel.alcatel.be>
Source record: 13803

In article <bwanga-2201950328200001@tsa-32.ucsc.edu>, bwanga@cats.ucsc.edu (Tim Seufert) writes:
| In article <3frfv0$b2l@paul.rutgers.edu>, trauth@paul.rutgers.edu
| (Thomas Trauth) wrote:
|
| > BTW what do you think Apple's stock will be after Windoze99 is released?
| > Probably a lot lower than it is now, especially if Copland2007 suffers
| > further delays - and I don't think that this Macaroni (what a code name!)

[...]

|
| Marconi (note correct spelling) is supposed to be an interim release of
|

None of my business <tm>, but Marconi seems like a strange choice, in that it's one of the most established trademarks in the electronics business. Haven't the owners (GEC?) anything to say.

Macaroni sounds much better to me. Like spaghetti, but kinda hollow. :>)

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

---

253. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-30 15:33:32 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3gj0sc$k7t@ccshst05.cs.uoguelph.ca>
Source record: 13804

: The Jagflop's installed base is around 150,000 worldwide.. Tens of millions
: own SNES, NES, and Genises. Over half the students in my previous residence
: hall had a NES and SNES.

Proof Peter!!!! Quit ducking the fucking question!!! Where is
your proof. Your heresay arguements are fucking annoying. Pardon my
language, but I'm sick of you making these statements without officially
backing them up.

: I heard it has not been discontinued..

It hasn't. And ... it doesn't cost $1200 either. I don't know
where you pulled that figure from.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Now begone ... before someone drops a house on you too!"
==

254. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-31 06:21:04 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jan31.002104.37926@cobra.uni.edu>
Source record: 13805

In article <3gj0sc$k7t@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : The Jagflop's installed base is around 150,000 worldwide.. Tens of millions
> : own SNES, NES, and Genises. Over half the students in my previous residence
> : hall had a NES and SNES.
>
> Proof Peter!!!! Quit ducking the fucking question!!! Where is
> your proof. Your heresay arguements are fucking annoying. Pardon my
> language, but I'm sick of you making these statements without officially
> backing them up.

What proof do you want? My eyes? The figure is accurate, that over half own NES and SNES in my previous Residence Hall.
Thats the truth Jack...

>
> : I heard it has not been discontinued..
>
> It hasn't. And ... it doesn't cost $1200 either. I don't know
> where you pulled that figure from.

This price came from Toad Computers. I do have their catalog.

>
> >> Mark <<
>
>
> --
> ==
> Mark Rathwell The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "Now begone ... before someone drops a house on you too!"
> ==

-Peter

255. ATARI 520STFM FOR SALE !

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-31 15:43:04 UTC
From: Cs9h4hsh@Swansea.ac.uk
Message-ID: <D3A0zs.EFK@info.swan.ac.uk>
Source record: 13806

I know that this may not be the right place to place an ad,
however if anyone in the UK, South Wales, Mid Glam etc. area interested
then please e-mail me !

What I have for sale is :

Atari 520STFM computer with mouse,
Phillips CM8833 colour monitor,
Over £900 of software and games,
all cables and boxes are included.

I will be asking about £250 o.n.o.

Cheers all

Simon

256. Re: Other Atari Newsgroups?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-31 17:06:56 UTC
From: to43211@aida
Message-ID: <3glqng$fa9@news.cict.fr>
Source record: 13807

Kula Bocca (kulabocca@aol.com) wrote:
: Anyone out there aware of other Atari-related newsgroups? I have a
: Falcon 030 as well as a Mega ST4, and would like to find some good info.
: I know there is a FIDOnet style base called AtariNet, however I'm not sure
: if it can be accessed via the 'net.

: Any info will be more than appreciated!

You can see fr.comp.sys.atari, if you speak french !!!

HERVE (pas de mail, SVP, je n'y ai pas acces)

257. Toad Computers Internet Support

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-31 19:28:52 UTC
From: "Toad Computers, Inc." <toad@charm.net>
Message-ID: <3gm31k$hua@canton.charm.net>
Source record: 13808

```
TOAD COMPUTERS ANNOUNCES INTERNET SUPPORT SERVICES 01/31/95
------------------------------------------------------------------------

Toad Computers is proud to announce online support on the Internet,
including a World Wide Web (WWW) homepage, an ftp site, and e-mail for
sales and technical support.

The World Wide Web homepage allows customers to get product
information (like Jaguar game screenshots and availability dates),
request a catalog, learn more about Toad Computers, and view Atari-
related graphics and animations. Right now, the Toad Homepage even
allows online ordering of some products, like clearance games.

In addition to resources specific to Toad Computers, the Toad Homepage
offers pointers (or hypertext 'hotlinks' as they are called), to other
Atari-related resources on the Internet including software archives,
newsgroups, and other Atari-oriented WWW homepages.

"We believe that the Internet is an important new medium," says Dave
Troy of Toad Computers, "and if it helps us to provide better service
to our customers, we want to be a part of it." While there is no
graphical 'Mosaic'-type WWW browser for the Atari, Toad Computers is
very interested in seeing one developed. According to Dave Troy,
"Hypertext Markup Language (HTML), the raw text underlying the Web, is
extremely straightforward. The tricky part of getting Web access on
the Atari is the TCP/IP connection that PC's can get using a program
like Trumpet Winsock. Once a PPP (point-to-point protocol) connection
can be made reliable, a web browser should be fairly easy to
implement." Right now, there are a few packages (such as
KA9Q/NOS/STNET/MintNet) which deliver PPP access on the Atari, and ZFC
(the makers of Edith Professional) have been talking about writing a
graphical browser. It is likely that before the end of the year,
software should be available to allow Atari PPP and WWW access through
a variety of local Internet access providers.

For now, to access the WWW homepage, Atari users will have to use
Internetworked PC's or Mac's equipped with a 'Mosaic'-type browser. In
addition, America Online (also accessible through Mac's and PC's),
will be offering graphical WWW access this winter. "It shouldn't be
too hard for someone to find a Mac or PC running Mosaic. Many Atari
users use these systems at work, and they can also be found on just
about any school campus -- from university to community college,
everyone is running Mosaic!," says Troy.

An ftp site is also available for Atari users to download files that
pertain to Toad Computers, such as our SYSINFO system & modem tester,
```

STraight FAX! support notes, and ordering information. Right now, CompuServe, America Online, and GEnie all offer limited FTP access, so users of these services should have no problem accessing this site. And of course, any machine on the Internet can be used to access this site using a conventional ftp client. The KA9Q PPP package for the Atari includes a built-in ftp client.

Toad Computers has always been available through e-mail, but Internet e-mail allows greater flexibility and faster response times. "With our e-mail on GEnie, it has always been a project to read it and respond quickly," says Troy, "and that has been particularly true with the huge volume of mail we received after mailing our most recent catalog."

If you have sent e-mail to the 'toad@genie.geis.com' address, please be patient; it will be answered. However, for an immediate response, please direct all e-mail to our new address, 'toad@charm.net'.

Toad Computers does not plan to stop visiting the Atari ST/Jaguar Roundtable on GEnie. "GEnie has always been a core part of our online support, and we appreciate the relationship we have developed with customers and developers there. We will continue to post specials and news files on GEnie, and we will also continue to be involved in the Bulletin Board areas," says Troy. And of course, any e-mail received at 'toad@genie.geis.com' will be answered. However, customers are once again reminded that response will be faster if e-mail is sent to 'toad@charm.net'.

Toad Computers Internet addresses are as follows:

WWW Page: http://www.charm.net/~toad/

Anonymous FTP Site: ftp://ftp.charm.net/pub/home/toad/
(ftp to ftp.charm.net,
go to pub/home/toad directory)

E-Mail: toad@charm.net

E-mail from GEnie: toad@charm.net@INET#
(@INET# instructs GEnie to use
their Internet e-mail gateway)

For more information, Toad Computers may be reached by mail, telephone, or FAX as well.

Toad Computers, Inc.
570 Ritchie Highway
Severna Park, MD 21146-2925

(800) 448-8623 Orders (410) 544-6943 Information
(410) 544-1329 FAX (410) 544-6999 BBS
(410) 544-0098 FAXBack

Toad Computers is North America's leading supplier of products for the Atari ST, TT, and Falcon computers and also supports the Atari Jaguar, Lynx, Portfolio, and XL/XE computers.

========== (C) TC, Inc. 1995 ========

258. Re: New tread -

Newsgroup: comp.sys.atari.advocacy
Date: 1995-01-31 23:43:32 UTC
From: msohnius@novell.co.uk
Message-ID: <D3An8M.1vz@novell.co.uk>
Source record: 13762
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.unix.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,comp.sys.powerpc,comp.sys.amiga.hardware,comp.arch

[who the heck invented THAT followup list!]

Phil Payne (Phil@sievers.com) wrote:

[snip]

: ...IBM is very close to the single-chip CPU idea

[snip]

Really? I thought Intel had that idea a long time ago. And, in contrast
to IBM, they had $2.3 billion earnings this year (and that's AFTER writing
off half a billion for the impact of the pentium bug, folks!)

Just kidding, just kidding...

--
+----------------------------------+
Martin Sohnius | The first rule in politics: |
Novell Labs Europe | "When in a hole, stop digging." |
Bracknell, England | - Denis Lord Healey |
+44-1344-724031 +----------------------------------+
(I speak for myself, not for Novell or anyone else.)

259. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-01 03:36:18 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3gmvji$29h@ccshst05.cs.uoguelph.ca>
Source record: 13809

: What proof do you want? My eyes? The figure is accurate, that over half own
: NES and SNES in my previous Residence Hall.
: Thats the truth Jack...

What about the figures you always spout about the Jag. I want official, printed, sourced statements supporting your 150,000 figure. You have *ALWAYS* quoted something you've heard from some other netter. That's not official proof, Pete.

: This price came from Toad Computers. I do have their catalog.

Well take a look at some other places. The Falcon base unit is $799 ... that's Atari's suggested retail price.

>> Mark <<

--
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Now begone ... before someone drops a house on you too!"

260. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-01 06:57:52 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3gnbdg$onf@paul.rutgers.edu>
Source record: 13810

His Cluelessness,
sinclair@ins.infonet.net writes:

>>>A chain of stores has already. This was posted in r.g.v.a..
>>
>>That chain was Tower Records, which barely counts.

>It counts.. It's a bad sign.

No it doesn't. The Tower Records near me sells several CDs, tapes, and
videocassettes but virtually no video games. It just isn't that kind of
store.

>>>> Which software developer? I find that 150,000 quote *VERY* hard
>>>> to believe.
>>
>>>He hangs out in r.g.v.a. I believe he develops for the Jag.
>>
>>Names please..

>You have not paid attention in rec.games.video.advocacy. When I stumble on the
>name's I will post it here..

Well, until you do so (and I clarify that those names really ARE developers)
I won't believe a word you say.

>>>These announcements were made way back than when optimism was high for the
>> ^^^^^^^^
>>>Jagflop. So far I have only seen less than 20 games listed. I suspect many
>> ^^^^^^^
>>
>>The Pippinflop will never see the light of day!

>You have proof? The Next Generation had a preview on the pippin.

I don't exactly have proof, but I do have strong evidence, namely that
Apple has absolutely NO experience in the video game market. I bet the
only reason why their getting into video games is because they are afraid
(and rightly so) that Windows96 will *kill* the Macintosh line.

>>And why would anyone be optimistic about your penis?

>You have. Do you have a thing for my penis?

NO WAY!! I have no idea where you got that idea from. And as for me being
"optimistic" about your penis, I'm afraid that you couldn't be farther from
the truth. Neither me nor anyone else is optimistic about your penis (I am
using the term "penis" very loosely here, BTW). Even you mustn't be too

optimistic about it; why else would you constantly call it a "flop"?

>>>> Really? Tell that to Apple III owners. And Lisa owners. They were
>>>> shafted nicely by Apple.
>>
>>>Yes.. But Apple rebounded and is still in the computer business, unlike Atari.
>>>These flops were in the early 80's. Company's learn from mistakes unlike
>>>Atari.
>>
>>But who knows how much longer Apple will be in the computer business?
>>And Apple didn't correct many of their mistakes (gross over-pricing,
>>refusal to allow a clone market) until recently. It's good to know
>>however that you are willing to admit that that oh so sacred company,
>>Apple, is capable of making mistakes.

>$2.8 billion in sales, and $188 million/earnings. $1.5 billion in cash and
>over $5 billion in assets.

And only about 10% of the personal computer market (as opposed to about
80% for the IBM clones).

>Define until recently?

The last three years or so.

>>>> >> Mark <<
>>>-Peter
>>* Tom Trauth
>>* The Peterflop is a flop!
>You must be homo..

Actually I'm quite hetero.
As for you, I guess you're what one would call
a "cybero". (What's a cybero you ask. Figure it out.)

>-Peter

* Tom Trauth
* Macs suck!!

261. Hollywood Hustler, a new game for the ATARI ST

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-01 10:52:34 UTC
From: "G.R.Keen" <G.R.Keen@dcs.hull.ac.uk>
Message-ID: <3gnp5i$44j@wimbledon.dcs.hull.ac.uk>
Source record: 13811

Hello to all ST owners,
This is to tell you about a new game that is coming out on the ATARI
ST in the next few weeks. Here's what ST-Format had to say about it:-

HOLLYWOOD HUSTLER ST-FORMAT PREVIEW

PRODUCED & DISTRIBUTED
BY DESERT STAR SOFTWARE
MACHINES - ALL ST/STFM/STEs (1 MEG & ABOVE)
PRICE - TBA
RELEASE - MID-FEB

COMING FROM THE NEWLY FORMED DESERT STAR SOFTWARE, HOLLYWOOD
HUSTLER HAS TO BE THE CLOSEST THING TO INTERACTIVE VIDEO
WE'VE SEEN ON THE ST! YOU FOLLOW THE STORY OF A YOUNG
DAVID ESSEX LOOKALIKE, WHO'S ON A QUEST TO RETRIEVE HIS
WAYWARD GIRLFRIEND BY GAMBLING (SO THAT'S HOW IT'S DONE!")

COMPLETE WITH A CAST OF UNSHAVEN ACTORS IN ILL-FITTING
SHIRTS, HUSTLER COMBINES DIGITISED ANIMATION (FILMED ON
LOCATION IN HOLLYWOOD AND HULL ALIKE) WITH SAMPLED SOUND
TO A MORE UPTO-DATE FEEL TO THE GAME.

AT ITS CORE HOLLYWOOD HUSTLER IS A FIVE CARD POKER
GAME (THE FIRST LIVE-ACTION POKER GAME ON ANY FORMAT...
PC INCLUDED)... AND CONTAINS SOME SCENES THAT COULD BE
UNSUITABLE FOR YOUNGER AUDIENCES, BUT WITHOUT BEING AT ALL
OFFENSIVE OR EXPLICIT.... HUSTLER SHOULD BE REARING ITS
HEAD SOON!

FULL REVIEW IN NEXT ISSUE.

Now here's our press release/advert :-

"HUSTLER - THE CLOSEST
THING TO INTERACTIVE
VIDEO WE'VE SEEN ON THE
ST!"
ST FORMAT

"IT'S THE REAL THING!"
MIKE SINGLETON - AUTHOR OF THE
BEST-SELLING 'MIDWINTER' SERIES

THE FIRST FULLY DIGITISED COMMERCIAL
GAME ON THE ATARI ST/STE!

OVER 1 MEG OF INTERACTIVE SAMPLED
SPEECH & FX!

ORIGINAL HOLLYWOOD LOCATIONS

COLOURFUL CAST OF ACTORS WITH FILM
& TV CREDITS THAT INCLUDE
THE ROCKY HORROR PICTURE SHOW..
THE BEIDERBECK AFFAIR..
CONFESSIONS OF A WINDOW CLEANER
ETC.

SPECIALLY DEVELOPED ARTIFICIAL INTELLIGENCE
FOR TOTALLY COMPELLING AND WHOLLY
AUTHENTIC PLAY

ADVENTURE STYLE "CINEMATIC" INTRO, PLUS
THREE INDIVIDUAL ENDINGS

Runs on ANY standard ST/STFM/STE with 1 MEG & above.

Available shortly on Atari ST/STE and Commodore Amiga.
PC and PC-CDROM versions to follow.

For advance orders or wholesale enquiries please contact :-

DESERT STAR SOFTWARE
120 BURDEN ROAD
BEVERLEY
NORTH HUMBERSIDE
HU17 9LH
ENGLAND

TEL: 01482 871210

US DISTRIBUTION BY

PACIFIC SOFTWARE
CALIFORNIA
USA

We are still seeking RETAIL/DISTRIBUTION outlets
throughout mainland Europe - Germany, Holland, France,
Scandinavia..

Screen shots are available on the WWW at:-

http://www.dcs.hull.ac.uk/~cs6grk/dss.html

For any info or enquiries you can also E-Mail me at:-
G.R.Keen@dcs.hull.ac.uk

We are a small company, new to the world of Software Publishing and would
really appreciate any feedback.

THANK YOU
Glenn Keen (Desert Star Software).

262. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-01 17:19:36 UTC
From: sinclair@ins.infonet.net
Message-ID: <3gofr8$uo9@insosf1.infonet.net>
Source record: 13812

In article <3gmvji$29h@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>: What proof do you want? My eyes? The figure is accurate, that over half own
>: NES and SNES in my previous Residence Hall.
>: Thats the truth Jack...
>
> What about the figures you always spout about the Jag. I want official,
>printed, sourced statements supporting your 150,000 figure. You have *ALWAYS*
>quoted something you've heard from some other netter. That's not official
>proof, Pete.

It's already February and Atari has not announced their earnings. If the Jagflop enjoyed awesome sales in Q4, would not Atari let the world know by now?

>
>: This price came from Toad Computers. I do have their catalog.
>
> Well take a look at some other places. The Falcon base unit is
>$799 ... that's Atari's suggested retail price.

The base unit is the 1 meg version. The four meg one is $999

>
> >> Mark <<
>
>
>--
>==
>Mark Rathwell The University Of Guelph
>mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
>"Now begone ... before someone drops a house on you too!"
>==

-Peter

263. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-01 18:52:54 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3gola6$s94@ccshst05.cs.uoguelph.ca>
Source record: 13813

: It's already February and Atari has not announced their earnings. If the
: Jagflop enjoyed awesome sales in Q4, would not Atari let the world know by now?

Atari *ALWAYS* reports their earnings at the same time. Success
or no success. Where's your *REAL* proof Peter?

: The base unit is the 1 meg version. The four meg one is $999

You never said that before. You were originally trying to get
people to believe that *ALL* Falcons were $1200. They aren't.

>> Mark <<

--
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Now begone ... before someone drops a house on you too!"

264. Commodore Monitor for Sale

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-01 20:09:53 UTC
From: ind01497@pegasus
Message-ID: <3gopqh$42l@news.cc.ucf.edu>
Source record: 13814

For sale a Commodore 1802 color monitor at $100. Good conditon no box or manuals, however, I used it with an Atari 800 XL then later as a monitor for my SNES and Sega. Yes I'm sure you can hook it up to a Commodore computer. It's a great monitor the only reason why I am selling it is because it takes too much room.

265. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-01 22:53:05 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3gp3ch$g20@paul.rutgers.edu>
Source record: 13815

sinclap2954@cobra.uni.edu writes:

>>>You said erotic things about my penis through E-mail.. I suggest you hang out
>>>in alt.sex.homo dude..

>> Would you mind backing up this accusation with some form of proof, Sinclap?
>> You probably wouldn't since you don't have any. I have never said any
>> erotic things about your penis (a.k.a. "jagflop"). I CHALLENGE you to
>> prove that I have been sending you "erotic" e-mail!

>You always ask: How is your penis? Need I say more..

#1) That is *hearsay*, not proof. Why not post one of these "erotic"
e-mail messages, Sinflop. And post a REAL one, not one of your
forgeries (and we will all be able to tell that it's a forgery just
from the grammar and spelling).

#2) Actually I asked "How is your jagflop doing?" not "How is your penis
doing?". Oops, forgot...the "jagflop" IS your penis, isn't it!? Sorry..

#3) Why have you been posting that your penis is a "flop" all over the net??
Are you really *that* disappointed in it

>>>>And I know a lot of people who have NEVER bought *any* video game systems!
>>>>Your point, as Mark said, was stupid.
>>>>And I find it interesting that this is the only one of Mark's statements
>>>>that you didn't comment on. Sinclap ducks again!!

>Duck what? The Jagflop bombed.....Get over it..

Read the above four lines carefully...you should be able to figure it out...
but then again, maybe not..

Read these three lines below carefully also. They should help you figure it
out.

>> Mark's statement that your "I know a lot of people who haven't [bought
>> a Jaguar]" point was stupid because many people don't buy any video game
>> systems.

>The Jagflop's installed base is around 150,000 worldwide.. Tens of millions
>own SNES, NES, and Genises. Over half the students in my previous residence
>hall had a NES and SNES.

Over half the students in your residence hall probably didn't even have a
video game system (I know none of mine ever did). Unless the state of Iowa
is video game crazy or something, that statement of yours is very suspect.

BTW here are four more lines to help you..

>> By conveniently ignoring this while responding to all of Mark's other
>> statements, you, IMHO, implicitly admitted that Mark was right in saying
>> that that particular point of your's was stupid. And your lame attempt
>> to address in your last post was too little too late.

>Oh well. many of your statements are pretty lame. About every post of yours
^^
>is attacking me and somewhat my penis(You can't have it - Get over it).

Your one to talk. How do you define "lame"?

Every post of yours attacks Atari and the Jaguar for no good reason.
There is nothing wrong with you hating Atari, but I see no reason why
you have to spend three years of your (non)live belittling the company
in Atari newsgroups. There are Mac groups, you know (to readers of
c.s.m.a and c.s.ppc, I apologize for directing the Evil Clapmaster to
your forums). And since you like the Jag, why do you want it to flop?

>Apple never publicly stated when the Powerbook(PPC) were to be released. Apple

It's common knowledge, though, that they delayed the introduction of the
PPC PowerBooks 6 months because 603's cache was to small for their emulator,
so they had to ask IBM and Moto to develop the 603+ (A 603 with a bigger
cache). I guess you could say that that was more IBM's fault than Apple's
but they could have informed IBM of the problem earlier than they did.

And the fact that they never publicly stated when they planned to release
them doesn't get them completely off the hook. A delay is a delay. They
never officially announced the release date of Copland either - they just
said "around late 1995" and then changed there projection to "mid 96". But
it's still a (BIG) delay, isn't it!?!?

As Apple has admitted, both Copland and the PPC PowerBooks have been delayed.

>talks to their developers about product plans and intro dates. Apple did not
>issue a PR press statement that the new Powerbooks would be available by a
>certain time. However, Atari's press statements have said on numerous times
>that there will be 50 games avilable by Christmas, than issue another one that
>30 would be available by X-mas and than not deliver. What 12 games available?
>Atari issues numerous PR statements that the cdrom would be available by
>November, Before Christmas, late December, late January, early February and now
>March.
>Sam Tramiel is a shameless liar who is constantly quoted and they are not true.

It's not the fault of Atari or the Tramiels that third-party developers are
late with releasing their games. Yes, they made a mistake in announcing
"50 games by Christmas", but they based that on what their third-party
developers told them...and what they told Atari turned out to be way to
optimistic.

>However, Apple issued a Press statement stating that Copland would be delayed.

That is correct.

>> No one makes 386's anymore. Therefore, Apple shouldn't make 68030's anymore
>> either. If it wasn't for the PPC-upgrade option, I would say that you were
>> rooked majorly. For $1189 you can get a 486DX2-33, which I'm sure is much
>> faster than your lowly "fast" 030!

>But not as nice..

Elaborate. How is a 030-based Mac nicer than a 486?

>> Name the software. WE will decide if it's worth $1000.

>ClarisWorks, Groilers encyclopedia, System 7.5, PC exchange, quicken and about
>eight cdtitles.

If that's the case, then Mac software is as overpriced as its hardware.
What are the 8 CD titles?

>> What will come out in May?

>PCI powerMacs. About six models..

'Bout time. PCI-based Pentiums will have been out for over a year by
that time.

>> LEARN HOW TO EDIT!!
>>
>>
>> * Tom Trauth
>>

>-Peter

* Tom Trauth
* The Pippinflop is a flop!!

266. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-02 00:33:07 UTC
From: sinclair@ins.infonet.net
Message-ID: <3gp983$acg@insosf1.infonet.net>
Source record: 13816

In article <3gola6$s94@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>: It's already February and Atari has not announced their earnings. If the
>: Jagflop enjoyed awesome sales in Q4, would not Atari let the world know by now?
>
> Atari *ALWAYS* reports their earnings at the same time. Success
>or no success. Where's your *REAL* proof Peter?

Were is your proof that I am not correct?

>
>: The base unit is the 1 meg version. The four meg one is $999
>
> You never said that before. You were originally trying to get
>people to believe that *ALL* Falcons were $1200. They aren't.

Let me rephrase it: To get a Falcon that is useful will cost $1300.(minus monitor). Hell a Q630 4/250 can be had for $1049. A Performa 550 costs about $1199 from Office Depot.

> >> Mark <<
>
>
>
>--
>==
>Mark Rathwell The University Of Guelph
>mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
>"Now begone ... before someone drops a house on you too!"
>==

-Peter

267. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-02 03:42:05 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3gpkad$hts@ccshst05.cs.uoguelph.ca>
Source record: 13817

Distribution:

: Were is your proof that I am not correct?

That is the *STUPIDEST* retort that I have ever heard. It's like
saying "I know you are but what am I." Hell Peter ... using your logic,
Apple will go out of business this year. Why? Because none of the people
in my residence hall are using Macs. They all use PC's. Sound stupid? So
does your retort. You're ducking the question again, because you don't
have any *SOLID* proof.

: Let me rephrase it: To get a Falcon that is useful will cost $1300.(minus
: monitor). Hell a Q630 4/250 can be had for $1049. A Performa 550 costs about
: $1199 from Office Depot.

I'll be the first to admit that the Macs are currently more
affordable than the Falcon. However, the term "useful" is being stretched
here. There are lots of things you can do with a one meg Falcon, if you
think about it. I'm sure the Falcon owners can come up with a nice list.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Now begone ... before someone drops a house on you too!"
==

268. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-02 08:10:54 UTC
From: pl4266@u.cc.utah.edu
Message-ID: <3gq42e$b6v@news.cc.utah.edu>
Source record: 13818

Peter Hofman (hofman@31.30.dnet@god.bel.alcatel.be) wrote:

: YES!!!!!!!!!(Read the original posting)

: Ever considered publishing this???
: --
: Peter Hofman
: --
Thanks for your comments, Peter, but how would I publish this ? I
would ask by E-mail but It couldn't find you. Let me know what you know
about publishing for ths and future articles. Answer by E-mail if you
can, if not here would be fine.
Thanks,
Paul Luscher

Het leven is een eigenaardige verzameling van alles buitengwoon! Dag!
ATARI FALCON 030 is a fine piece of hardware...
:) Paul.Luscher@m.cc.utah.edu
(exclude Smiley :) from email address!)

269. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-03 06:13:09 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Feb3.001309.38096@cobra.uni.edu>
Source record: 13819

In article <3gi7du$7r2@news.cc.utah.edu>, pl4266@u.cc.utah.edu (Paul Luscher) writes:
> There have been some really good points made on this news group
> about the important differences between Atari's and PC compatibles. I
> believe some of these desereve recounting.
>
> - Huge corporations do not produce software that benefits the user, they
> produce software that will drive their sales, so if you buy from
> Microsoft you have the best chance of getting inefficient software which
> is so expertly engineered to eat memory and clock spped that you must buy
> a faster machine with more memory.

This is utter bullshit. Are you saying that the Adobe Photoshop does not
meet the needs of their customers? Can you get the Mac and PC equivelants for
the ST? Your Falcon would choke..

> -Atari's cannot be cloned without a proper license from Atari Corp.
> meaning broad based compatibility can't be had for free like in the x86
> PC world which was only possible because of lack of patent by IBM or
> INTEL or both. This free for all is now ending with proprietary chips
> such as Motorola designed PowerPC's and Intel pentiums. If you look
> closely, you see the proprietary companies banding together against the
> clone-makers. Intel started it's intel-inside warning label campaign so
> that they can pull sales from clone makers who will no longer be able to
> copy their processors. IBM and APPLE commissioned Motorola to design a
> chip for their corner of the market so in the future they will be
> set-apart from clone fakers who cannot build PowerPC's without paying a
> license fee. IBM also manufactures the Jaguar under license from ATARI.
> The only proprietary company not gearing up to combat cloning is
> COMMODORE-AMIGA which is skating itself through thin-ice running circles
> in court.
> - Proprietary computers such as Macs, ATARI's and AMIGA'S have onboard
> hardware and custom chips for graphics/ sound I/O of many kinds. Although
> many of these machines have smaller numbers in the clock-speed column,
> they are still infact more effective at certain kinds of processing than
> computers twice their speed. Integrated hardware and DMA technology help
> these computers take advantage of hardware efficiency that would be
> faster than the "Software Drivers" used in ernest on PC's.
> - Beyond hardware, it is true that computers like Atari, Mac and
> especially AMIGA have had far more advanced operating systems much sooner
> than many PC's. This is because people have thoughtfully pushed the
> limits of the hardware instead of selling out the industry by fooling
> people into believing they need expsensive upgrade hardware to do simple
> home-user tasks. In the PC WINDOWS users world it is stark reality that
> to get the performance equalling a 10year old 680x0 machine you must
> spend much more, be much faster and have much more disk space than you

> really need. The processor and disk size are only important because of
> ominously shamefully lousy operating systems that everyone thinks are the
> only alternative. It is planned to be this way, you by the world's most
> speed/memory inefficient os and computer companies bless the name of
> Microsoft because now they're selling you new hardware that you really
> don't need to do what most people do with their computers! If you had a
> thoughtfully programmed OS in ROM like TOS/GEM or whatever then you don't
> waste disk space, you have icons and windowing that acts like a REAL
> operating system and you can do it with less speed and memory and still
> come out with more favorable results. Especially using AMIGA's very
> classic and someday history-making Multi-Tasking OS which came out in
> 1985 and gets the job done in as little as 256k because the programs are
> written to be lean and fast!

Your asertion that Amiga programs are lean and fast is misleading. Yes
many Amiga programs are lean and fast, but so are the ones for the Mac and PC
platform. Try running Lightwave on a 256k Amiga.

>
> It is scandalous and incredibly distugsuting that people dance
> like marrionettes to the game of Microsoft and Compatible companies,
> spending exorbitant amounts of un-necessary cash to get a system that is
> completely impractical for home or even semi-pro computing, although very
> effective for Buzz-word contests and Ego stimulation. I suppose the
> smartest marketers are those who can make complete asses out of their
> customers and still have the beg for more, they must be laughing it up
> right now, all the way to the bank. It is true about the U.S. people buy
> what they're told they need and trends far dominate independent thought!
>
The last sentence is pure bullshit. I walk in Best Buy, I have a choice between
a Mac performa's or a PC. However, there is no ST and The Amiga in sight.
Who's fault is that. What's an Omega or ST(you figure Atari would of come up
with a better name).

Consumers should be the first priority and they can make
> themselves such by refusing to be insulted by corporate giants out to
> sell them off and they should buy something good.

I don't think the consumers are insulted as you think they are. You are pissed
off that the consumers did not buy the ST(and to a certain point the Amiga).
Atari Corp. screwed up: Atari did not advance the hardware/software in a
timely time frame, kept it a secret, screwed their developers, dealers and
spent next to zero on marketing.
>

-Peter

270. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-03 08:39:38 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3gsq4a$19i$4@mhade.production.compuserve.com>
Source record: 13820

Oops... I thought this was a comp newsgroup... I guess I must have
miskeyed and ended up in a comedy.creative.writing group instead...

What an amazing load of technical BS..!

:)

BobR

271. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-03 08:50:38 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3gsqou$19i$5@mhade.production.compuserve.com>
Source record: 13821

An Atari rep, can't remember his name at the moment, said Atari sales of Jaguars for 1994 was 150,000 during the Winter Consumer Electronics Show in January.

BobR

272. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-03 08:54:21 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3gsqvt$19i$6@mhade.production.compuserve.com>
Source record: 13822

The $799 base price for the Falcon030 is for the 4 Megabyte, NO HARD DRIVE model... virtually unusable.

Try pricing one with a reasonable amount of memory and a hard drive.

BobR

273. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-03 09:09:52 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3gsrt0$19i$7@mhade.production.compuserve.com>
Source record: 13823

>There are lots of things you can do with a one meg Falcon, if you think
>about it. I'm sure the Falcon owners can come up with a nice list.

Now THIS one could be fun..!

What exactly can you do with a floppy based 1 Meg computer..?

How about... impress your technically ignorant mother when she comes over
to see you..?

Keep that old kitchen door from swinging shut and swatting you in the butt..?

Use it as a monitor stand for a REAL computer..?

Take a $799 tax deduction as your contribution to the "Send The Tramiel Boys
To Business School" fund...?

Letterman ought to get in on this one...
:)

BobR

274. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-03 11:37:30 UTC
From: djs@jet.uk
Message-ID: <djs.791811328@gen-off-1>
Source record: 13824

trauth@paul.rutgers.edu (Thomas Trauth) writes:

>sinclap2954@cobra.uni.edu writes:

>>>>You said erotic things about my penis through E-mail..
>>> erotic things about your penis (a.k.a. "jagflop"). I CHALLENGE you to

Is this getting a bit silly or what? Grow chaps, please.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

275. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-03 11:40:26 UTC
From: djs@jet.uk
Message-ID: <djs.791811548@gen-off-1>
Source record: 13825

```
>>There are lots of things you can do with a one meg Falcon, if you think
>>about it. I'm sure the Falcon owners can come up with a nice list.
Bollocks. I had a 4MB Falcon, and it kept running out of memory. If
you want a decent screen resolution, and NVDI/Speedo, etc, then 4MB is
pushing it, 1MB is useless.

I have 14MB now, it's a shame that 8MB isn't an option.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

================================================================================
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
================================================================================
```

276. Hollywood Hustler Screen Shots

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-03 13:33:37 UTC
From: "G.R.Keen" <G.R.Keen@dcs.hull.ac.uk>
Message-ID: <3gtbbh$b5d@wimbledon.dcs.hull.ac.uk>
Source record: 13826

Just a quick message for anyone who wants the Hollywod Hustler screen shots
but don't have access to the WWW then I can mail you uuencode versions!
All you need is uudecode and the ability to view .GIF'S.

BYE
Glenn Keen (Desert Star Software).

277. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-03 14:28:59 UTC
From: djs@jet.uk
Message-ID: <djs.791821544@gen-off-1>
Source record: 13827

djs@jet.uk (David Stevenson) writes:

>Is this getting a bit silly or what? Grow chaps, please.
^^^^^^^^^^

Er, that should probably read "grow up, chaps."

--

Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

278. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-03 15:35:53 UTC
From: sinclair@ins.infonet.net
Message-ID: <3gtigp$ua0@insosf1.infonet.net>
Source record: 13828
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3ft6lmINNj27@gambier.ugrad.cs.ubc.ca>, c2a192@ugrad.cs.ubc.ca (Kazimir Kylheku) writes:
>In article <3ejf9s$1vh@news.nevada.edu>, JOHN AMSLER <amsler@nevada.edu> wrote:
>
>>Sinflop epitomizes the broader intellectual and academic degradation of
>>our society at large. A nation of illiterates (and innumerates) cannot
>>long endure. Sigh.

John, we miss you. Are you too busy fighting the illiterates who want to take public television and radio from you?

>>
>>- John J. Amsler
>
>Sure they can! You haven't seen the way these people can use a Mac!

In what way? Oh I forgot, you like to use amatuer apps while we Macies have profesional apps..

>
>

-Peter

279. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-03 15:45:18 UTC
From: sinclair@ins.infonet.net
Message-ID: <3gtj2e$ua0@insosf1.infonet.net>
Source record: 13829

In article <3gsqou$19i$5@mhade.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
>An Atari rep, can't remember his name at the moment, said Atari sales of
>Jaguars for 1994 was 150,000 during the Winter Consumer Electronics Show
>in January.

I believe that Atari rep was the VP of marketing. So Atari failed miserably
with the Jagflop..Oh well.

What console well come out on top in Q4'95'? The 3do? The U64? The Saturn? The
Playstation? Or the sleeper, the Pippin?

>
>BobR

-Peter

280. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-03 17:05:12 UTC
From: hing@csulb.edu
Message-ID: <3gtno8$4o8@garuda.csulb.edu>
Source record: 13830

sinclap2954@cobra.uni.edu wrote:
: In article <3gi7du$7r2@news.cc.utah.edu>, pl4266@u.cc.utah.edu (Paul Luscher) writes:
: > There have been some really good points made on this news group
: > about the important differences between Atari's and PC compatibles. I
: > believe some of these desereve recounting.
: >
: > - Huge corporations do not produce software that benefits the user, they
: > produce software that will drive their sales, so if you buy from
: > Microsoft you have the best chance of getting inefficient software which
: > is so expertly engineered to eat memory and clock spped that you must buy
: > a faster machine with more memory.

: This is utter bullshit. Are you saying that the Adobe Photoshop does not
: meet the needs of their customers? Can you get the Mac and PC equivelants for
: the ST? Your Falcon would choke..

Yes, you can, they are Retouche Pro and APEX Media to name a few. And
when you see APEX on Falcon you would choke.(What's a good news that
would be)

: > -Atari's cannot be cloned without a proper license from Atari Corp.
: > meaning broad based compatibility can't be had for free like in the x86
: > PC world which was only possible because of lack of patent by IBM or
: > INTEL or both. This free for all is now ending with proprietary chips
: > such as Motorola designed PowerPC's and Intel pentiums. If you look
: > closely, you see the proprietary companies banding together against the
: > clone-makers. Intel started it's intel-inside warning label campaign so
: > that they can pull sales from clone makers who will no longer be able to
: > copy their processors. IBM and APPLE commissioned Motorola to design a
: > chip for their corner of the market so in the future they will be
: > set-apart from clone fakers who cannot build PowerPC's without paying a
: > license fee. IBM also manufactures the Jaguar under license from ATARI.
: > The only proprietary company not gearing up to combat cloning is
: > COMMODORE-AMIGA which is skating itself through thin-ice running circles
: > in court.
: > - Proprietary computers such as Macs, ATARI's and AMIGA'S have onboard
: > hardware and custom chips for graphics/ sound I/O of many kinds. Although
: > many of these machines have smaller numbers in the clock-speed column,
: > they are still infact more effective at certain kinds of processing than
: > computers twice their speed. Integrated hardware and DMA technology help
: > these computers take advantage of hardware efficiency that would be
: > faster than the "Software Drivers" used in ernest on PC's.
: > - Beyond hardware, it is true that computers like Atari, Mac and
: > especially AMIGA have had far more advanced operating systems much sooner
: > than many PC's. This is because people have thoughtfully pushed the

: > limits of the hardware instead of selling out the industry by fooling
: > people into believing they need expsensive upgrade hardware to do simple
: > home-user tasks. In the PC WINDOWS users world it is stark reality that
: > to get the performance equalling a 10year old 680x0 machine you must
: > spend much more, be much faster and have much more disk space than you
: > really need. The processor and disk size are only important because of
: > ominously shamefully lousy operating systems that everyone thinks are the
: > only alternative. It is planned to be this way, you by the world's most
: > speed/memory inefficient os and computer companies bless the name of
: > Microsoft because now they're selling you new hardware that you really
: > don't need to do what most people do with their computers! If you had a
: > thoughtfully programmed OS in ROM like TOS/GEM or whatever then you don't
: > waste disk space, you have icons and windowing that acts like a REAL
: > operating system and you can do it with less speed and memory and still
: > come out with more favorable results. Especially using AMIGA's very
: > classic and someday history-making Multi-Tasking OS which came out in
: > 1985 and gets the job done in as little as 256k because the programs are
: > written to be lean and fast!

: Your asertion that Amiga programs are lean and fast is misleading. Yes
: many Amiga programs are lean and fast, but so are the ones for the Mac and PC
: platform. Try running Lightwave on a 256k Amiga.

Just take a look at the OS size. Atari 0b, Mac at least 2 Mb to have
something decent to work on.

: >
: > It is scandalous and incredibly distugsuting that people dance
: > like marrionettes to the game of Microsoft and Compatible companies,
: > spending exorbitant amounts of un-necessary cash to get a system that is
: > completely impractical for home or even semi-pro computing, although very
: > effective for Buzz-word contests and Ego stimulation. I suppose the
: > smartest marketers are those who can make complete asses out of their
: > customers and still have the beg for more, they must be laughing it up
: > right now, all the way to the bank. It is true about the U.S. people buy
: > what they're told they need and trends far dominate independent thought!
: >
: The last sentence is pure bullshit. I walk in Best Buy, I have a choice between
: a Mac performa's or a PC. However, there is no ST and The Amiga in sight.
: Who's fault is that. What's an Omega or ST(you figure Atari would of come up
: with a better name).
:

This prove how ignorant you are. Amiga, not Omega is Commodore and ST
means Sixtenn-Thirtytwo. Speaking of choice, you have a choice between
Mac and PC because Best Buy or whatever decide that way, this not Atari
fault. And that is exactly his point. People follow the trends, Mac and
PC is hyp so they have to get their Performa or Aptiva and in six months
run to the same store to buy all the upgrade that cost sometimes more
than $200 just to have the latest version. Here is one rediculous
example, at work I use Corel Draw 5, it is full of bugs, even 5.02b and

the other day I recieved an ad for Corel 6.0. So what they want is the
customers keep paying them $200 bug every year.

: Consumers should be the first priority and they can make
: > themselves such by refusing to be insulted by corporate giants out to
: > sell them off and they should buy something good.

: I don't think the consumers are insulted as you think they are. You are pissed
: off that the consumers did not buy the ST(and to a certain point the Amiga).
: Atari Corp. screwed up: Atari did not advance the hardware/software in a
: timely time frame, kept it a secret, screwed their developers, dealers and
: spent next to zero on marketing.
: >

The good part of Atari Corp not come up every year a new version allow
developers to take full advantage of the machine. Take a look at Calamus
SL and QuarkX, I used them both on TT and Quad 950, well SL on TT is
faster and 'leaner' than QuarkX on Quad.

: -Peter

--
[33m[1m-----------------------------------[0;0m
[35m[2m--- E-mail: hing@engr.csulb.edu ---[0;0m
[33m[1m-----------------------------------[0;0m

281. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-03 21:49:34 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3gu8de$7l7@ccshst05.cs.uoguelph.ca>
Source record: 13831

: I believe that Atari rep was the VP of marketing. So Atari failed miserably
: with the Jagflop..Oh well.

Still no proof, still relying on heresay. Get a life Peter. In most universities, you get laughed out of the place for citing heresay in your work. (ie. "Well, I heard from someone who heard from someone else - maybe an Atari VP, but I'm not sure - that the Jaguar only sold 150,000 units in all the world.)

If I were to use your logic Peter, I could come up with bigger numbers for the Jag. Hell ...

- A german magazine reported that 350,000 jags were sold in the US in 1994, along with 60,000 in Europe. That = 410,000 units. Of course, I only heard this from someone who read the magazine.

- Another netter reported 30,000 machines sold in France, 50,000 machines sold in the UK, 40,000 more sold in Germany as of Christmas 1994. Add to that, the 90,000 sold in the US as of February 1st. Not counting US sales sales during X-Mas or the sales in Japan, Australia and Canada, that equals 210,000 machines. Of course ... this is just heresay too!

: What console well come out on top in Q4'95'? The 3do?

Possibly. It's a good machine.

The U64?

I really doubt it - I've already said why.

The Saturn?

No. The 32X is standing in the way.

The
: Playstation?

A distinct possibility.

Or the sleeper, the Pippin?

Ha ha ha ha ha ha ha ha ha ha ha ha ha!!!! There is *NO* way this will happen. By the time Apple gets the thing out, it will be too late. Given Apple's introductory pricing scheme, the thing will likely cost a fortune. And ... since Apple computers are so popular in school, kids will be turned off by the concept of having an Apple game machine. Apple = School = Work.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Now begone ... before someone drops a house on you too!"
==

282. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-03 21:51:10 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3gu8ge$7l7@ccshst05.cs.uoguelph.ca>
Source record: 13832
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

sinclair@ins.infonet.net wrote:

: public television and radio from you?

We wouldn't miss you if you left, Peter.

: In what way? Oh I forgot, you like to use amatuer apps while we Macies have
: profesional apps..

It's fortunate that you are not reprisentitive of the Mac users I
know.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Now begone ... before someone drops a house on you too!"
==

283. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-04 15:54:11 UTC
From: amsler@nevada.edu
Message-ID: <3h07v3$oe@news.nevada.edu>
Source record: 13833

Thomas Trauth (trauth@paul.rutgers.edu) wrote:
: His Cluelessness,
: sinclair@ins.infonet.net writes:

[snip]

"His Cluelessness" -- that's a good one, Tom!

- John J. Amsler

284. Atari going the way of Commodore?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-04 18:58:15 UTC
From: jcassara@gate.net
Message-ID: <jcassara-0402951358580001@miafl-14.gate.net>
Source record: 13834

What's the latest condition of Atari Computers? We're not about to loose
yet ANOTHER great elder of the computer industry, are we?

Thanks,
Joe

--
Joe Cassara
jcassara@gate.net

"Sieg Huizenga! Sieg Huizenga!"

285. html viewer help

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-04 20:07:18 UTC
From: mesha@gate.net
Message-ID: <3h0mpm$1oan@tequesta.gate.net>
Source record: 13835

I am sure this is the wrong place to post this, however I am looking for help for my brother. He live in Vegas and has an Atari because I have an Amiga I cannot help him. He is new on the internet and is learning how to move around. He is looking for a htlm viewer and I have no idea where to tell him to go. If someone would please E-Mail me the information I can then forward the information to him.
Thanks for any help anyone can give me.
Marsha

286. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-04 22:45:27 UTC
From: jtempril@uoguelph.ca
Message-ID: <3h1027$fg4@ccshst05.cs.uoguelph.ca>
Source record: 13836

BobR (76702.1466@CompuServe.COM) wrote:
: Oops... I thought this was a comp newsgroup... I guess I must have
: miskeyed and ended up in a comedy.creative.writing group instead...

: What an amazing load of technical BS..!

: :)

: BobR

Although I agree with you Bob on this point, I did read many of your
articles participating in the aforementioned....

287. St 1040

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-04 22:47:29 UTC
From: jtempril@uoguelph.ca
Message-ID: <3h1061$fg4@ccshst05.cs.uoguelph.ca>
Source record: 13737

Hello,

I still use my ST for sequencing and other nifty things... I am wondering
if I could find someone in the Guelph-Waterloo area that could enlighten
me on throwing in more Ram some how.... possibly aquiring a hard drive???

Cheers

--
==_/_/_/_/ _/_/_/_/
[]+[] Whats wrong with being drunk? Ask a glass of water! _/ _/_/
===========<jt@snowhite.cis.uoguelph.ca>================== _/ _/_/
_/ _/ + _/_/ +
_/_/_/ _/_/

288. For Mark & Peter...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-05 01:24:15 UTC
From: steveg@phantom.com
Message-ID: <3h19bv$1qj@dockmaster.phantom.com>
Source record: 13738

Hey guys...This is gonna sound REALLY harsh, but I think it needs to be said.

Shut the hell up already!

It is quite obvious, I think, to everyone in this newsgroup that you two (and probably a couple others) are involved in a never-ending little whinefest which does nothing to benefit anyone here. I've only peripherally glanced over some of your respective postings and I find them almost completely devoid of anything resembling intelligent, logical conversation -- and frankly, I'm tired of it. It's bullsh*t, plain and simple, and belongs either in your own personal email accounts or in alt.whiners.post.here.

Unlike some of your more recent postings, this message is not intended to be any sort of personal attack. It's just a reminder that you're acting like little whining babies and it's really, really annoying without being beneficial to this newsgroup in any way.

Just my two bits...

289. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-05 15:06:44 UTC
From: guenther@cabal.shnet.org
Message-ID: <FBFNFFWJUP@cabal.shnet.org>
Source record: 13739

In <1995Feb3.001309.38096@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>In article <3gi7du$7r2@news.cc.utah.edu>, pl4266@u.cc.utah.edu (Paul Luscher) writes:

>> - Huge corporations do not produce software that benefits the user, they
>> produce software that will drive their sales, so if you buy from
>> Microsoft you have the best chance of getting inefficient software which
>> is so expertly engineered to eat memory and clock spped that you must buy
>> a faster machine with more memory.
>
>This is utter bullshit. Are you saying that the Adobe Photoshop does not
>meet the needs of their customers? Can you get the Mac and PC equivelants for
>the ST? Your Falcon would choke..

Can you get the TOS equivalents for the Mac Classic? It would choke.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

290. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-05 19:53:48 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95036.145348STIRRE31@MAINE.MAINE.EDU>
Source record: 13740

Peter,
How about True Image or DAs Picture on the Falcon? These might
not be as powerful as Photoshop but they sure are less expensive!
ST is a decent name. Much worse than LC, right? Not much difference.
Of course, you must be desparate for things to complain about.
I personally like 'Falcon.' Has character unlike any machine made
by, um, Apple, for instance (IMHO).
scott tirrell

291. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-05 22:56:41 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Feb5.165641.38178@cobra.uni.edu>
Source record: 13741

In article <3gu8de$7l7@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>
> : I believe that Atari rep was the VP of marketing. So Atari failed miserably
> : with the Jagflop..Oh well.
>
> Still no proof, still relying on heresay. Get a life Peter. In
> most universities, you get laughed out of the place for citing heresay in
> your work. (ie. "Well, I heard from someone who heard from someone else -
> maybe an Atari VP, but I'm not sure - that the Jaguar only sold 150,000
> units in all the world.)

It has been widely reported at the recent CES show that a ATARI VP quoted 150,00. BobR confirmed it. What else do you want?

>
> If I were to use your logic Peter, I could come up with bigger
> numbers for the Jag. Hell ...
>
> - A german magazine reported that 350,000 jags were sold in the
> US in 1994, along with 60,000 in Europe. That = 410,000 units. Of course,
> I only heard this from someone who read the magazine.

According to a Atari press statement, 200,000 Jags will be manufactured in 1994.
>
> - Another netter reported 30,000 machines sold in France, 50,000
> machines sold in the UK, 40,000 more sold in Germany as of Christmas
> 1994. Add to that, the 90,000 sold in the US as of February 1st. Not
> counting US sales sales during X-Mas or the sales in Japan, Australia and
> Canada, that equals 210,000 machines. Of course ... this is just heresay too!
>
Nice to dream!

>
> : What console well come out on top in Q4'95'? The 3do?
>
> Possibly. It's a good machine.
>
> The U64?
>
> I really doubt it - I've already said why.
>
> The Saturn?
>

> No. The 32X is standing in the way.
>
> The
> : Playstation?
>
> A distinct possibility.
>
> Or the sleeper, the Pippin?
>
> Ha ha ha ha ha ha ha ha ha ha ha ha ha!!!! There is *NO* way
> this will happen. By the time Apple gets the thing out, it will be too
> late. Given Apple's introductory pricing scheme, the thing will likely
> cost a fortune. And ... since Apple computers are so popular in school,
> kids will be turned off by the concept of having an Apple game machine.
> Apple = School = Work.

Apple realises a great share of their sales in the consumer market with their Performa line. The Pippin is not being marketed as just a game machine. Try Education/Multimedia. Only time well tell..

>
> >> Mark <<
>
>
> --
> ===
> Mark Rathwell The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "Now begone ... before someone drops a house on you too!"
> ===

-Peter

292. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-05 22:59:16 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Feb5.165916.38179@cobra.uni.edu>
Source record: 13742

In article <FBFNFFWJUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:
> In <1995Feb3.001309.38096@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>In article <3gi7du$7r2@news.cc.utah.edu>, pl4266@u.cc.utah.edu (Paul Luscher) writes:
>
>>> - Huge corporations do not produce software that benefits the user, they
>>> produce software that will drive their sales, so if you buy from
>>> Microsoft you have the best chance of getting inefficient software which
>>> is so expertly engineered to eat memory and clock spped that you must buy
>>> a faster machine with more memory.
>>
>>This is utter bullshit. Are you saying that the Adobe Photoshop does not
>>meet the needs of their customers? Can you get the Mac and PC equivelants for
>>the ST? Your Falcon would choke..
>
> Can you get the TOS equivalents for the Mac Classic? It would choke.

Why?

>
> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O
> -- /
> - .signature still under construction - _
> ----&#65533;=ae--&#65533;=oe--&#65533;=ue--&#65533;=Ae--&#65533;=Oe--&#65533;-Ue--&#65533;=sz---- __)
>

-Peter

293. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-05 23:12:56 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Feb5.171256.38181@cobra.uni.edu>
Source record: 13743
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

```
In article <3gtno8$4o8@garuda.csulb.edu>, hing@csulb.edu (Houn-Nam Ing) writes:
> sinclap2954@cobra.uni.edu wrote:
> : In article <3gi7du$7r2@news.cc.utah.edu>, pl4266@u.cc.utah.edu (Paul Luscher) writes:
> : > There have been some really good points made on this news group
> : > about the important differences between Atari's and PC compatibles. I
> : > believe some of these desereve recounting.
> : >
> : > - Huge corporations do not produce software that benefits the user, they
> : > produce software that will drive their sales, so if you buy from
> : > Microsoft you have the best chance of getting inefficient software which
> : > is so expertly engineered to eat memory and clock spped that you must buy
> : > a faster machine with more memory.
>
> : This is utter bullshit. Are you saying that the Adobe Photoshop does not
> : meet the needs of their customers? Can you get the Mac and PC equivelants for
> : the ST? Your Falcon would choke..
>
> Yes, you can, they are Retouche Pro and APEX Media to name a few. And
> when you see APEX on Falcon you would choke.(What's a good news that
> would be)

I understand that the above is very buggy and not even close on par on what is
available on the other platforms. I am sure that software will surely advance
on a 16 mhz 030 machine... Get real..

>
> : > -Atari's cannot be cloned without a proper license from Atari Corp.
> : > meaning broad based compatibility can't be had for free like in the x86
> : > PC world which was only possible because of lack of patent by IBM or
> : > INTEL or both. This free for all is now ending with proprietary chips
> : > such as Motorola designed PowerPC's and Intel pentiums. If you look
> : > closely, you see the proprietary companies banding together against the
> : > clone-makers. Intel started it's intel-inside warning label campaign so
> : > that they can pull sales from clone makers who will no longer be able to
> : > copy their processors. IBM and APPLE commissioned Motorola to design a
> : > chip for their corner of the market so in the future they will be
> : > set-apart from clone fakers who cannot build PowerPC's without paying a
> : > license fee. IBM also manufactures the Jaguar under license from ATARI.
> : > The only proprietary company not gearing up to combat cloning is
> : > COMMODORE-AMIGA which is skating itself through thin-ice running circles
> : > in court.
> : > - Proprietary computers such as Macs, ATARI's and AMIGA'S have onboard
> : > hardware and custom chips for graphics/ sound I/O of many kinds. Although
> : > many of these machines have smaller numbers in the clock-speed column,
```

> : > they are still infact more effective at certain kinds of processing than
> : > computers twice their speed. Integrated hardware and DMA technology help
> : > these computers take advantage of hardware efficiency that would be
> : > faster than the "Software Drivers" used in ernest on PC's.
> : > - Beyond hardware, it is true that computers like Atari, Mac and
> : > especially AMIGA have had far more advanced operating systems much sooner
> : > than many PC's. This is because people have thoughtfully pushed the
> : > limits of the hardware instead of selling out the industry by fooling
> : > people into believing they need expsensive upgrade hardware to do simple
> : > home-user tasks. In the PC WINDOWS users world it is stark reality that
> : > to get the performance equalling a 10year old 680x0 machine you must
> : > spend much more, be much faster and have much more disk space than you
> : > really need. The processor and disk size are only important because of
> : > ominously shamefully lousy operating systems that everyone thinks are the
> : > only alternative. It is planned to be this way, you by the world's most
> : > speed/memory inefficient os and computer companies bless the name of
> : > Microsoft because now they're selling you new hardware that you really
> : > don't need to do what most people do with their computers! If you had a
> : > thoughtfully programmed OS in ROM like TOS/GEM or whatever then you don't
> : > waste disk space, you have icons and windowing that acts like a REAL
> : > operating system and you can do it with less speed and memory and still
> : > come out with more favorable results. Especially using AMIGA's very
> : > classic and someday history-making Multi-Tasking OS which came out in
> : > 1985 and gets the job done in as little as 256k because the programs are
> : > written to be lean and fast!
>
> : Your asertion that Amiga programs are lean and fast is misleading. Yes
> : many Amiga programs are lean and fast, but so are the ones for the Mac and PC
> : platform. Try running Lightwave on a 256k Amiga.
>
> Just take a look at the OS size. Atari 0b, Mac at least 2 Mb to have
> something decent to work on.

The Atari OS resides in the rom chip. Very inconvenient when it's time to
upgrade. What upgrade? The Mac OS makes the Atari OS look like GEOS on the
C64. No comparison on features/functionality.

>
> : >
> : > It is scandalous and incredibly distugsuting that people dance
> : > like marrionettes to the game of Microsoft and Compatible companies,
> : > spending exorbitant amounts of un-necessary cash to get a system that is
> : > completely impractical for home or even semi-pro computing, although very
> : > effective for Buzz-word contests and Ego stimulation. I suppose the
> : > smartest marketers are those who can make complete asses out of their
> : > customers and still have the beg for more, they must be laughing it up
> : > right now, all the way to the bank. It is true about the U.S. people buy
> : > what they're told they need and trends far dominate independent thought!
> : >
> : The last sentence is pure bullshit. I walk in Best Buy, I have a choice between
> : a Mac performa's or a PC. However, there is no ST and The Amiga in sight.

> : Who's fault is that. What's an Omega or ST(you figure Atari would of come up
> : with a better name).
> :
>
> This prove how ignorant you are. Amiga, not Omega is Commodore and ST
> means Sixtenn-Thirtytwo. Speaking of choice, you have a choice between
> Mac and PC because Best Buy or whatever decide that way, this not Atari
> fault. And that is exactly his point. People follow the trends, Mac and
> PC is hyp so they have to get their Performa or Aptiva and in six months
> run to the same store to buy all the upgrade that cost sometimes more
> than $200 just to have the latest version. Here is one rediculous
> example, at work I use Corel Draw 5, it is full of bugs, even 5.02b and
> the other day I recieved an ad for Corel 6.0. So what they want is the
> customers keep paying them $200 bug every year.

Yes, I had my share of Omega's thank you. Of course it's Atari's fault. Don't
blame the retailers. As for your bad experience on Corel Draw is prevalant on
every platform. What about Atari developers? What developers? Yes, at least
we have these problems but is not the norm. WordPerfect charges little like
$59 for upgrades. And same goes for Microsoft and Claris.

>
> : Consumers should be the first priority and they can make
> : > themselves such by refusing to be insulted by corporate giants out to
> : > sell them off and they should buy something good.
>
> : I don't think the consumers are insulted as you think they are. You are pissed
> : off that the consumers did not buy the ST(and to a certain point the Amiga).
> : Atari Corp. screwed up: Atari did not advance the hardware/software in a
> : timely time frame, kept it a secret, screwed their developers, dealers and
> : spent next to zero on marketing.
> : >
>
> The good part of Atari Corp not come up every year a new version allow
> developers to take full advantage of the machine. Take a look at Calamus
> SL and QuarkX, I used them both on TT and Quad 950, well SL on TT is
> faster and 'leaner' than QuarkX on Quad.

The Atari platform was never taken full advantage and this was the platform's
downfall. You obviously have not seen Quark and PageMaker on the PowerMacs.
How much does your beloved TT cost today?

>
> : -Peter
>
>
> --
> [33m[1m-----------------------------------[0;0m
> [35m[2m--- E-mail: hing@engr.csulb.edu ---[0;0m
> [33m[1m-----------------------------------[0;0m
>

>

-Peter

294. Re: Atari going the way of Commodore?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-05 23:39:56 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3h3nkc$pou@ccshst05.cs.uoguelph.ca>
Source record: 13744

```
: What's the latest condition of Atari Computers? We're not about to loose
: yet ANOTHER great elder of the computer industry, are we?

Atari Computers has changed it focus, making the Jaguar Game
Console it's main focus. Things are rocky, but it does have potential.
They are still making small quantities of Falcon030 machines.

>> Mark <<

--
================================================================================
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Now begone ... before someone drops a house on you too!"
================================================================================
```

295. Looking for GAUNTLET/GAUNTLET II for the PC!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-05 23:53:59 UTC
From: "Richard S. Fineman" <sythe@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.91.950205155246.29369B-100000@phantasm.ecst.csuchico.edu>
Source record: 13745

As the title stats, I'm looking to purchase GAUNTLET/GAUNTLET II
for the IBM PC. Any info leading to such a purchase would be greatly
appreciated! Thanx.

BTW: Please e-mail all info

-Syther

==========
True virtual reality games will require a 200MHz Pentium.
After all, what is a 90MHz Pentium other than a mere
stepping stone in the world of computer graphics...
==========

296. GAUNTLET/GAUNTLET 2 wanted!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-06 00:44:42 UTC
From: sythe@ecst.csuchico.edu
Message-ID: <3h3rdq$24g@charnel.ecst.CSUChico.EDU>
Source record: 13746
Cross-posted to: comp.sys.ibm.pc.games.action,rec.games.video.arcade,rec.g,rec.games.video.classic,comp.sys.atari.advocacy,rec.games.video.atari

I'm looking to purchase a copy of both GAUNTLET and GAUNTLET II
for the PC. I know its discontinued by Atari, so this is the only way.
If anyone out there has a copy or knows where to get one, please e-mail
any information! Thanx in advance...

-Syther
--
==========
True virtual reality games will require a 200MHz Pentium.
After all, what is a 90MHz Pentium other than a mere
stepping stone in the world of computer graphics...

297. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-06 02:40:22 UTC
From: hing@csulb.edu
Message-ID: <3h426m$dj7@garuda.csulb.edu>
Source record: 13747
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

sinclap2954@cobra.uni.edu wrote:

: > Yes, you can, they are Retouche Pro and APEX Media to name a few. And
: > when you see APEX on Falcon you would choke.(What's a good news that
: > would be)

: I understand that the above is very buggy and not even close on par on what is
: available on the other platforms. I am sure that software will surely advance
: on a 16 mhz 030 machine... Get real..

Atari 16Mhz or 32Mhz with APEX can do a better job than your Mac that
cost three times more. With my TT and Calamus SL I can take you or any
other on the Mac to get the job done better and cheaper.

: >
: > Just take a look at the OS size. Atari 0b, Mac at least 2 Mb to have
: > something decent to work on.

: The Atari OS resides in the rom chip. Very inconvenient when it's time to
: upgrade. What upgrade? The Mac OS makes the Atari OS look like GEOS on the
: C64. No comparison on features/functionality.

What incomvenient about that. The point of the author of the original
threat was that publisher made program that required the user to buy more
hard drive, Ram because the new upgrade required more and more RAM.

: > This prove how ignorant you are. Amiga, not Omega is Commodore and ST
: > means Sixtenn-Thirtytwo. Speaking of choice, you have a choice between
: > Mac and PC because Best Buy or whatever decide that way, this not Atari
: > fault. And that is exactly his point. People follow the trends, Mac and
: > PC is hyp so they have to get their Performa or Aptiva and in six months
: > run to the same store to buy all the upgrade that cost sometimes more
: > than $200 just to have the latest version. Here is one rediculous
: > example, at work I use Corel Draw 5, it is full of bugs, even 5.02b and
: > the other day I recieved an ad for Corel 6.0. So what they want is the
: > customers keep paying them $200 bug every year.

: Yes, I had my share of Omega's thank you. Of course it's Atari's fault. Don't
: blame the retailers. As for your bad experience on Corel Draw is prevalant on
: every platform. What about Atari developers? What developers? Yes, at least
: we have these problems but is not the norm. WordPerfect charges little like
: $59 for upgrades. And same goes for Microsoft and Claris.

Well, I am glad for you. I know that I am not an idiot who wants to spend
$60 or so every year because the publisher didn't do his job right in the
first place.

: >
: > : Consumers should be the first priority and they can make
: > : > themselves such by refusing to be insulted by corporate giants out to
: > : > sell them off and they should buy something good.
: >
: > : I don't think the consumers are insulted as you think they are. You are pissed
: > : off that the consumers did not buy the ST(and to a certain point the Amiga).
: > : Atari Corp. screwed up: Atari did not advance the hardware/software in a
: > : timely time frame, kept it a secret, screwed their developers, dealers and
: > : spent next to zero on marketing.
: > : >
: >
: > The good part of Atari Corp not come up every year a new version allow
: > developers to take full advantage of the machine. Take a look at Calamus
: > SL and QuarkX, I used them both on TT and Quad 950, well SL on TT is
: > faster and 'leaner' than QuarkX on Quad.

: The Atari platform was never taken full advantage and this was the platform's
: downfall. You obviously have not seen Quark and PageMaker on the PowerMacs.
: How much does your beloved TT cost today?

I don't know, there is no need for me to buy another TT. And on the
contrary, the software on the Atari plaform took the full advantage of
the machine. Give me an example of a DTP software on Windows or Mac that
can be use on a 1 Meg machine. Ooops sorry, there is not enough ram to
run the OS.

: -Peter

Houn-Nam
--
[35m[2m
o--o
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------- Charles de Gaulle --------------------------o
[0;0m

298. Ultima and Bard's Tale

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-06 03:40:02 UTC
From: bwallace@grits
Message-ID: <3h45mi$o4f@catfish.valdosta.peachnet.edu>
Source record: 13748

Does anyone know if bard's tale 2 or ultima 1 or 2 or 5 or 6 came out on the atari st, also what about legacy of the ancients, I would be willing to buy them,

299. Re: Atari going the way of Commodore?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-06 04:12:52 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3h47k4lnd1@mhade.production.compuserve.com>
Source record: 13749

Atari Computers are R.I.P.

Long live the Jaguar.

BobR

300. Re: html viewer help

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-06 04:15:37 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3h47p9lnd2@mhade.production.compuserve.com>
Source record: 13750

As of this point in time, there is no html\\ program for the Atari ST.

Someone, no doubt in Germany, is probably working on one...

BobR

301. Re: St 1040

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-06 04:21:53 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3h4851lnd3@mhade.production.compuserve.com>
Source record: 13751

Re: RAM for an ST...

If you have an STe, a RAM upgrade is no sweat.

If it's an earlier model then you need a hardware hack, as those models were NOT designed to be expanded.

I have a "solder in" RAM upgrade board in my 520ST which I can highly recommend over the kludge "solderless" upgrades, however I don't know if it's being produced any more.

The board was made by "Data Free", and I believe they were actually located in the Kitchener-Waterloo area. (I'm not at home at the moment, but I can look up the address on the company if it would help)

A good source of Atari info in the "general area" would be the Toronto Atari Federation... they're planning a big Atari show in the near future, and it's possible there may be vendors at the show that can provide RAM upgrades.

BobR

302. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-06 04:26:11 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3h48d3lnd4@mhade.production.compuserve.com>
Source record: 13752

>Although I agree with you Bob on this point, I did read many of your
>articles participating in the aforementioned....

Umm.. not *my* articles, you didn't... at least not for a good year or more. I just wandered back into these areas to post a message looking for help for a CIS Atari Forum member, and to see if the children were still fighting... I see they are...

BobR

303. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-06 06:02:06 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Feb6.000206.38211@cobra.uni.edu>
Source record: 13753

In article <95036.145348STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> Peter,
> How about True Image or DAs Picture on the Falcon? These might
> not be as powerful as Photoshop but they sure are less expensive!
> ST is a decent name. Much worse than LC, right? Not much difference.
> Of course, you must be desparate for things to complain about.
> I personally like 'Falcon.' Has character unlike any machine made
> by, um, Apple, for instance (IMHO).

The above does not make sense. I can reverse: Mac hardware is less expensive
than the Falcon. The LC is called the Macintosh LC. 'LC' is syno. to the
education market.

Has character? So when is Atari going to advance the Falcon line.

Right now, a PowerMac 6100/66 8/350 costs $1689. Your beloved 16 mhz. 030
Falcon costs as much when outfitted with 8 megs and a good size HD.

> scott tirrell

-Peter

304. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-06 06:16:33 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Feb6.001633.38212@cobra.uni.edu>
Source record: 13754
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

In article <3h426m$dj7@garuda.csulb.edu>, hing@csulb.edu (Houn-Nam Ing) writes:
> sinclap2954@cobra.uni.edu wrote:
>
> : > Yes, you can, they are Retouche Pro and APEX Media to name a few. And
> : > when you see APEX on Falcon you would choke.(What's a good news that
> : > would be)
>
> : I understand that the above is very buggy and not even close on par on what is
> : available on the other platforms. I am sure that software will surely advance
> : on a 16 mhz 030 machine... Get real..
>
> Atari 16Mhz or 32Mhz with APEX can do a better job than your Mac that
> cost three times more. With my TT and Calamus SL I can take you or any
> other on the Mac to get the job done better and cheaper.

How does a equivelent Mac system costs three times as much as a TT system. A
Q630 starts at $1050. Apple sells an 040 system called the Performa 475 for
$1099 that will put your tt to shame. As for software costs, I can pick up
PageMaker for $1199. So whats after the Falcon?

>
> : >
> : > Just take a look at the OS size. Atari 0b, Mac at least 2 Mb to have
> : > something decent to work on.
>
> : The Atari OS resides in the rom chip. Very inconvenient when it's time to
> : upgrade. What upgrade? The Mac OS makes the Atari OS look like GEOS on the
> : C64. No comparison on features/functionality.
>
> What incomvenient about that. The point of the author of the original
> threat was that publisher made program that required the user to buy more
> hard drive, Ram because the new upgrade required more and more RAM.

Excuse me, but I use low memory apps such as clarisWorks, Microphone lite and
so so on. As for extra memory and HD space is not a problem. A Mac system on
average comes with 8 megs as standard and a 350 meg HD and still is cheaper
than a Falcon system. If you need more memory, get Ram Doubler. Your knowlege
of the other platforms is limited..

>
> : > This prove how ignorant you are. Amiga, not Omega is Commodore and ST
> : > means Sixtenn-Thirtytwo. Speaking of choice, you have a choice between
> : > Mac and PC because Best Buy or whatever decide that way, this not Atari
> : > fault. And that is exactly his point. People follow the trends, Mac and

> : > PC is hyp so they have to get their Performa or Aptiva and in six months
> : > run to the same store to buy all the upgrade that cost sometimes more
> : > than $200 just to have the latest version. Here is one rediculous
> : > example, at work I use Corel Draw 5, it is full of bugs, even 5.02b and
> : > the other day I recieved an ad for Corel 6.0. So what they want is the
> : > customers keep paying them $200 bug every year.
>
> : Yes, I had my share of Omega's thank you. Of course it's Atari's fault. Don't
> : blame the retailers. As for your bad experience on Corel Draw is prevalant on
> : every platform. What about Atari developers? What developers? Yes, at least
> : we have these problems but is not the norm. WordPerfect charges little like
> : $59 for upgrades. And same goes for Microsoft and Claris.
>
> Well, I am glad for you. I know that I am not an idiot who wants to spend
> $60 or so every year because the publisher didn't do his job right in the
> first place.

Like adding more functionality. Isn't that what Atari developers do? Oh but
Atari users are cheap and demand the upgrades for free. No wonder the
developers went to greener pastures..

>
> : >
> : > : Consumers should be the first priority and they can make
> : > : > themselves such by refusing to be insulted by corporate giants out to
> : > : > sell them off and they should buy something good.
> : >
> : > : I don't think the consumers are insulted as you think they are. You are pissed
> : > : off that the consumers did not buy the ST(and to a certain point the Amiga).
> : > : Atari Corp. screwed up: Atari did not advance the hardware/software in a
> : > : timely time frame, kept it a secret, screwed their developers, dealers and
> : > : spent next to zero on marketing.
> : > : >
> : >
> : > The good part of Atari Corp not come up every year a new version allow
> : > developers to take full advantage of the machine. Take a look at Calamus
> : > SL and QuarkX, I used them both on TT and Quad 950, well SL on TT is
> : > faster and 'leaner' than QuarkX on Quad.
>
> : The Atari platform was never taken full advantage and this was the platform's
> : downfall. You obviously have not seen Quark and PageMaker on the PowerMacs.
> : How much does your beloved TT cost today?
>
> I don't know, there is no need for me to buy another TT. And on the
> contrary, the software on the Atari plaform took the full advantage of
> the machine. Give me an example of a DTP software on Windows or Mac that
> can be use on a 1 Meg machine. Ooops sorry, there is not enough ram to
> run the OS.

This memory issue is mute. I can run my Apps just fine on my standard 5
megs(10 megs with ram doubler) . For what I paid for my set up costed less

than a Falcon set up.

>
> : -Peter
>
> Houn-Nam
> --
> [35m[2m
> o--o
> | ``If I live, I will fight, where ever I must, as long as I must, |
> | until the enemy is defeated and the national stain washed clean.'' |
> o-------------------------- Charles de Gaulle --------------------------o
> [0;0m

-Peter

305. Re: CUT THIS SHIT, PEOPLE.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-06 06:29:11 UTC
From: largo@imap1.asu.edu
Message-ID: <3h4fjn$mfu@news.asu.edu>
Source record: 13755
Body handling: HTML body converted to readable text

James Wood (jamesw@CSOS.ORST.EDU) wrote:

: There's been enough Atari-bashing on here for a while. I've done some of
: it a few months back, I'll admit.

: However, when is it going to stop? Why do I have to log on and,
: in-between the messages that interest me, read some jerk's continual
: forecast for doom (not the game, mind you) of Atari? I'm tired of it,
: and I really don't care. So what if they go broke...so what if they
: don't. There's nothing that can be said here that will probably have any
: bearing.

: Why would an ex-Atari user stay on here, just to bash Atari
: continuously? Why not get on the Apple forum and bash Atari?? If you
: have a real problem with Atari and Ataris, to the point that you feel the
: need to continually flood the Atari forum with negative messages,
: perhaps you should consider the following:

: 1) Sell ALL the Atari stuff that you own, if any. (cheap, too)

: 2) Think about something else....baseball...Apple....Power PC
: chips.....the Brady Bunch...whatever.

: 3) Unsubscribe from the Atari forums. There's nothing that a bunch of
: posts like "Atari Stock now only $x.xx" can do here.

: 4) If, for some reason, Atari was to fold up, don't smile and pat
: yourself on the back, because you didn't have a goddamned thing to do
: with it. You've just been blowing hot air, and random chance has
: operated in your favor....certainly not insight/intuition.

:

: James

Not to sound too sarcastic, but the point of having this newsgroup is so
that people can say the things they have been.

306. Lots of atari-clones this year?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-06 13:58:03 UTC
From: iagaw@cluster1.urz.uni-halle.de
Message-ID: <9502061357.AA39790@cluster1.urz.uni-halle.de>
Source record: 13756

In the latest issue of the german atari-mag "Atari inside" there is an
article, that is really interesting.
They are saying, that already 12 companies bought a TOS-license from Atari.
So we can hope to see some powerful clones this year!

307. Re: Lots of atari-clones this year?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-06 14:40:59 UTC
From: rappleye@felix.kodak.com
Message-ID: <rappleye-060295094030@150.102.161.162>
Source record: 13757

In article <9502061357.AA39790@cluster1.urz.uni-halle.de>,
iagaw@cluster1.urz.uni-halle.de wrote:

> In the latest issue of the german atari-mag "Atari inside" there is an
> article, that is really interesting.
> They are saying, that already 12 companies bought a TOS-license from Atari.
> So we can hope to see some powerful clones this year!

It still amazes me that some people still "can hope" for a future for atari
computers...whatever chance they once had, they blew...

RevDrFreak
'foot soldier

308. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-06 15:18:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3h5ej8$l84@m1.cs.man.ac.uk>
Source record: 13758

In article <3gsrt0$19i$7@mhade.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
|> >There are lots of things you can do with a one meg Falcon, if you think
|> >about it. I'm sure the Falcon owners can come up with a nice list.
|>
|> Now THIS one could be fun..!
|>
|> What exactly can you do with a floppy based 1 Meg computer..?
|>

For a start, you could do anythig you could do on an ST. (except play
some of the games...)

On top of that, you can do audio processing etc. (although recording
would be a little impracticle.)

Not to mention play Llamazap - A great game from Jeff Minter/Atari.

Anthony
(who doesn't own a 1mb model....)

309. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-06 15:40:35 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3h5ftj$nis@ccshst05.cs.uoguelph.ca>
Source record: 13759

: It has been widely reported at the recent CES show that a ATARI VP quoted
: 150,00. BobR confirmed it. What else do you want?

Christ! It's like talking to a brick wall!!!! Peter, *SHOW ME
PROOF*!!!! You can say "this person said this" all you want, but for all
I know, you could be making it up and so could your source. You are the
only person who has said this. I have seen no other people confirming.
Show me some E_Mail from an Atari VP backing this up, or a couple of
magazine articles or Atari stock information or something.

: According to a Atari press statement, 200,000 Jags will be manufactured in
: 1994.

That was a) back in September and b) for the US only. Atari could
have had more Jags manufactured (the Sega infusion came *AFTER* that
press release) and it's not counting sales in other countries. The US is
not the only country in the world.

: Nice to dream!

Yes ... you do it a lot - believing that your heresay is the law.

: Apple realises a great share of their sales in the consumer market with their
: Performa line. The Pippin is not being marketed as just a game machine. Try
: Education/Multimedia. Only time well tell..

I really doubt it. By the time it arrives, there will be too much
competition already.

>> Mark <<

==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"
==

310. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-06 20:59:19 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1995Feb6.205919@phlem.ph.kcl.ac.uk>
Source record: 13760
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

```
%
% The Atari OS resides in the rom chip. Very inconvenient when it's time to
% upgrade. What upgrade? The Mac OS makes the Atari OS look like GEOS on the
% C64. No comparison on features/functionality.
%

a) The atari OS is on ROM, or you can load it from disk. Atari's own MultiTOS
loads from disk. Wrong again.

b) The atari's os is fully as complete as the Mac's. Granted you don't get
led by the nose to do anything, but that's a plus As far as I'm concerned.

Networking : put socket.xdd and nfs.xfs into C:/Mint and you can mount others
drives and export your own to your hearts content. Works over
ethernet, serial, parallel or midi.
Drag'n'Drop: Had it since time immemorial
Online help: Use the hypertext STguide
Multiple fs: put (say) minix.xfs into C:/mint and you can access a real file
system
internet : since the OS is basically unix, you can run any of the many
freely available unix tools for internet machines. Want your own
WWW site ? Simple, run httpd. Just like a unix box.
links : The desktop has supported 'aliases' for a long time - minixfs
supports it on the filesystem too.
expansion : simple - use SCSI. Same as the Mac.

Then of course, the OS is freely available in SOURCE form. Plenty of people
expand it and add more stuff to it, then re-release it. There is a clearing
house for new versions to be sent to, and you just download the latest version
from any FTP site. What upgrade you ask ? Well I've upgraded my OS around 12
times in the last year. Others might not want to do this, so they upgrade
less frequently. I think you shot yourself in the foot over this one.

BTW Pete, have you tried running X on a Mac :-) Laughable isn't it? Pity my
little old Falcon runs it nice and smoothly, if with not enough memory for
anything major :-( But VM solves that :-)

I reckon the Atari OS competes on a level footing with the Mac. It looks
just as friendly, and assumes you have-a-brain rather than the Mac's way of
`knowing' what is best.

Oh, and of course, *we* have fully pre-emptive multitasking with memory
protection and *we* don't have to reserve memory in advance because *we*
have real dynamic memory allocation. Pity the Mac doesn't isn't it ?
```

Then again, we're used to excellent free software from the FSF. Pity they've boycotted Apple. Is uppose that's why Linux-68k has an excellent X server available for it now (even before the amiga), whereas the mac... has Linux been ported to that arch. Yet ? I don't think so, but I'm not entirely sure...

Ah well, maybe in system 8,9, or 10 apple will incorporate all the benefits that running an Atari gives you today. Maybe.

Simon.

--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
>> home page: http://www.ph.kcl.ac.uk/~sjg/home.html <<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
"Delenda est Microsoft!"

311. STAR WARS T-SHIRTS

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-06 23:05:53 UTC
From: aazrak@sales.STERN.NYU.EDU
Message-ID: <78746@sales.STERN.NYU.EDU>
Source record: 13761
Cross-posted to: comp.os.os2.games,comp.robotics,comp.sys.atari.advocacy,comp.sys.ibm.pc.games.adventure

Get ready for the comeback of the hottest sci-fi movie, "STAR WARS" trilogy to be released Decemeber, 1996.

Join the 'out of this world, craze and own your very own officially licensed "STAR WARS GALAXT" t-shirt, availible in large & x-large for all sci-fi fans.

For FREE colro catalog of available t-shirts, please send name and address to AAZRAK@SALES.STERN.NYU.EDU

312. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-07 00:00:08 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3h6d68$3d6@paul.rutgers.edu>
Source record: 13763
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

sinclap2954@cobra.uni.edu writes:

>How does a equivelent Mac system costs three times as much as a TT system. A
>Q630 starts at $1050. Apple sells an 040 system called the Performa 475 for
>$1099 that will put your tt to shame. As for software costs, I can pick up
>PageMaker for $1199. So whats after the Falcon?
^^^^^

$1199 for Aldus PageMaker!! HA HA HA!!!
Peter, you have just single-handedly proven my theory that Mac software is
twice as expensive as PC software. You can buy the Windows version of
PageMaker for only around $500. And in case you want proof, I can cite
several magazine ads in which PageMaker for Windows is listed at about $500.

His Cluelessness,
>-Peter

* Tom Trauth
* 2954 IS AN EVIL NUMBER!!!

313. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-07 00:03:49 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3h6dd5$3h7@paul.rutgers.edu>
Source record: 13764

sinclair@ins.infonet.net writes:

>What console well come out on top in Q4'95'? The 3do? The U64? The Saturn? The
>Playstation? Or the sleeper, the Pippin?

Definitely not the Pippinflop.

>-Peter

* Tom Trauth
* 2954 IS AN EVIL NUMBER!!!

314. Re: CUT THIS SHIT, PEOPLE.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-07 00:17:43 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3h6e77$kn9$1@mhadg.production.compuserve.com>
Source record: 13765

The newsgroup for info about the Atari ST computer line is comp.sys.atari.st

This is comp.sys.atari.advocacy... there's a difference...

BobR

315. GAUNTLET II for PC: wanted

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-07 04:16:28 UTC
From: sythe@ecst.csuchico.edu
Message-ID: <3h6s6s$lgq@charnel.ecst.CSUChico.EDU>
Source record: 13766
Cross-posted to:
comp.sys.atari.advocacy,rec.games.video.atari,comp.sys.ibm.pc.games.action,chico.misc,misc.forsale.computers.other.software

I'm looking to purchase a copy of both GAUNTLET and GAUNTLET II
for the PC. I know its discontinued by Atari, so this is the only way.
If anyone out there has a copy or knows where to get one, please e-mail
any information! Thanx in advance...

-Syther
--
==========
True virtual reality games will require a 200MHz Pentium.
After all, what is a 90MHz Pentium other than a mere
stepping stone in the world of computer graphics...

316. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-07 05:17:30 UTC
From: sinclair@ins.infonet.net
Message-ID: <3h6vpa$ubd@insosf1.infonet.net>
Source record: 13767
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

In article <3h6d68$3d6@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>sinclap2954@cobra.uni.edu writes:
>
>>How does a equivelent Mac system costs three times as much as a TT system. A
>>Q630 starts at $1050. Apple sells an 040 system called the Performa 475 for
>>$1099 that will put your tt to shame. As for software costs, I can pick up
>>PageMaker for $1199. So whats after the Falcon?

OOPS, a typo.. I meant $199...

> ^^^^^
>
>$1199 for Aldus PageMaker!! HA HA HA!!!
>Peter, you have just single-handedly proven my theory that Mac software is
>twice as expensive as PC software. You can buy the Windows version of
>PageMaker for only around $500. And in case you want proof, I can cite
>several magazine ads in which PageMaker for Windows is listed at about $500.

How do you spell Macaroni? No, stupid! It'Marconi...

>
>His Cluelessness,
>>-Peter
>
>
>* Tom Trauth
>* 2954 IS AN EVIL NUMBER!!!
>

-Peter

317. Re: For Mark & Peter...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-07 05:19:45 UTC
From: sinclair@ins.infonet.net
Message-ID: <3h6vth$ubd@insosf1.infonet.net>
Source record: 13768

In article <3h19bv$1qj@dockmaster.phantom.com>, steveg@phantom.com (Steve G.) writes:
>
>Hey guys...This is gonna sound REALLY harsh, but I think it needs to be said.
>
>Shut the hell up already!
>
>It is quite obvious, I think, to everyone in this newsgroup that you two
>(and probably a couple others) are involved in a never-ending little
>whinefest which does nothing to benefit anyone here. I've only
>peripherally glanced over some of your respective postings and I find
>them almost completely devoid of anything resembling intelligent, logical
>conversation -- and frankly, I'm tired of it. It's bullsh*t, plain and
>simple, and belongs either in your own personal email accounts or in
>alt.whiners.post.here.
>
>Unlike some of your more recent postings, this message is not intended to
>be any sort of personal attack. It's just a reminder that you're acting
>like little whining babies and it's really, really annoying without being
>beneficial to this newsgroup in any way.
>
>Just my two bits...
>

And Peter responds: With out us, this place would be dead...

-Peter

318. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-07 10:15:47 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3h7h8j$b8a$1@mhade.production.compuserve.com>
Source record: 13769

>On top of that, you can do audio processing, etc.

Umm... how much audio processing will fit on one 1.4 meg floppy..?

How many minutes of 8 channel audio will fit into 1 meg of RAM...?

$800 to play Llamazap sounds a little impractical...

BobR

319. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-07 10:22:50 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3h7hlq$b8a$2@mhade.production.compuserve.com>
Source record: 13770

Mark, you obviously aren't going to believe ANYTHING that ANYONE says that doesn't fit into your own prejudiced world view, so why not do this:

Call (408) 745-2000 and ask to speak to Don Thomas. Tell him that I told you to call, and ask him how many Jaguars have been sold in the world.

If you refuse to do that, then I invite you to shut up with your juvenile "Nyaa nyaa prove it, prove it" arguments.

Not that it matters to me what you think...

BobR

320. Hollywood Hustler Retailers

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-07 11:23:24 UTC
From: "G.R.Keen" <G.R.Keen@dcs.hull.ac.uk>
Message-ID: <3h7l7c$kta@wimbledon.dcs.hull.ac.uk>
Source record: 13771

```
Hello,
We here at Desert Star Software are still looking for
Retailers to handle the ATARI ST version of Hollywood
Hustler. We still need retailers in most European countries.

If you would be interested then please Email me.

Cheers
Glenn Keen.
```

321. Jaguar Games

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-07 11:47:06 UTC
From: A J Whitehead <A.J.Whitehead@durham.ac.uk>
Message-ID: <3h7mjq$33k@mercury.dur.ac.uk>
Source record: 13786

What games are actually available for the Jaguar?

322. Re: For Mark & Peter...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-07 13:33:31 UTC
From: rappleye@felix.kodak.com
Message-ID: <rappleye-070295083258@150.102.161.162>
Source record: 13772

In article <3h6vth$ubd@insosf1.infonet.net>, sinclair@ins.infonet.net
wrote:

>
> And Peter responds: With out us, this place would be dead...
>
Amen, Brother...the only topic left to "advocate" is whether to relegate
your Atari computer to doorstop status immediately or to wait a year or
two...

RevDrFreak
'foot soldier

323. Re: Lots of atari-clones this year?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-07 16:33:17 UTC
From: <>
Message-ID: <3h87cd$4ht@btmplq.god.bel.alcatel.be>
Source record: 13773

In article <rappleye-060295094030@150.102.161.162>,
rappleye@felix.kodak.com (RevDrFreak) writes:
>In article <9502061357.AA39790@cluster1.urz.uni-halle.de>,
>iagaw@cluster1.urz.uni-halle.de wrote:
>
>> In the latest issue of the german atari-mag "Atari inside" there is an
>> article, that is really interesting.
>> They are saying, that already 12 companies bought a TOS-license from
>Atari.
>> So we can hope to see some powerful clones this year!
>
>It still amazes me that some people still "can hope" for a future for
>atari

Why not???

>computers...whatever chance they once had, they blew...

They should have fired their managers instead.
But that is the problem.

You can compare almost any business with professional soccer,
with this difference:

when something goes wrong in a soccer game, the trainer and the
manager get fired.

when something goes wrong in a company, the managers stay and
someone else gets fired

What I am trying to say is: Atari could have made it with better
management, marketing strategies etc., but instead they choose
to fill their pockets and get out of the computer business.
Same for Commodore.

>
>RevDrFreak
>'foot soldier
>

Peter Hofman

AS I DO NOT HAVE ACCESS TO ALL THE FACTS, MY STATEMENT JUST MIGHT BE WRONG
BUT WHO WOULD CARE??

324. Re: Lots of atari-clones this year?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-07 19:24:13 UTC
From: rappleye@felix.kodak.com
Message-ID: <rappleye-070295142016@150.102.161.162>
Source record: 13774

In article <3h87cd$4ht@btmplq.god.bel.alcatel.be>,
hofman@31.30.dnet@god.bel.alcatel.be (Peter Hofman) wrote:

>
> In article <rappleye-060295094030@150.102.161.162>,
> rappleye@felix.kodak.com (RevDrFreak) writes:

> >It still amazes me that some people still "can hope" for a future for
> >atari
>
> Why not???
>
Well, I might try to respond here, but you seem to have summed up the
situation quite accurately:

> What I am trying to say is: Atari could have made it with better
> management, marketing strategies etc., but instead they choose
> to fill their pockets and get out of the computer business.

Atari had it's brief shining moment as "The Power Without the Price"
provider of computers. They blew it, probably for the very reasons you
cite. If they still provided value as they did in the late 80's, they'd be
selling 68040 boxes for $500. Too bad...

RevDrFreak
'foot soldier

325. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-07 20:23:29 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3h8ks1$pns@paul.rutgers.edu>
Source record: 13775
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

sinclair@ins.infonet.net writes:

>In article <3h6d68$3d6@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>>sinclap2954@cobra.uni.edu writes:
>>
>>>How does a equivelent Mac system costs three times as much as a TT system. A
>>>Q630 starts at $1050. Apple sells an 040 system called the Performa 475 for
>>>$1099 that will put your tt to shame. As for software costs, I can pick up
>>>PageMaker for $1199. So whats after the Falcon?

>OOPS, a typo.. I meant $199...

Can you cite any sources to back up your claim, Peter?
I cite PC Magazine (just about any issue).

>>$1199 for Aldus PageMaker!! HA HA HA!!!
>>Peter, you have just single-handedly proven my theory that Mac software is
>>twice as expensive as PC software. You can buy the Windows version of
>>PageMaker for only around $500. And in case you want proof, I can cite
>>several magazine ads in which PageMaker for Windows is listed at about $500.

>How do you spell Macaroni? No, stupid! It'Marconi...

I only spelled it Macaroni because that's what you called it in
the post in which you mentioned it. I was unfamiliar with it
(I don't follow Mac news that closely) so I didn't know that its
real code name was Marconi. So don't accuse me of bad spelling
here. BTW while on the topic of bad spelling, may I ask how you
can FLAME ANYONE for spelling when YOU average about two spelling
mistakes per sentence? But enough of this...only dweebs dwell
forever on incorrect spelling and poor grammar.

You are right about one thing though, Mr. Clap.
I was stupid...FOR BELIEVING ONE OF YOUR PATHETIC POSTS!

>>
>>His Cluelessness,
>>>-Peter
>>
>>
>>* Tom Trauth
>>* 2954 IS AN EVIL NUMBER!!!
>>

His Cluelessness,
>-Peter

BTW Peter you better be careful...
It seems that they are about to launch a
mass e-mail-writing campaign to your
sys. admins. on r.g.v.atari. It looks
like you may have to find a new account.

* Tom Trauth

326. Re: For Mark & Peter...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-07 20:28:59 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3h8l6b$psh@paul.rutgers.edu>
Source record: 13776

sinclair@ins.infonet.net writes:

>In article <3h19bv$1qj@dockmaster.phantom.com>, steveg@phantom.com (Steve G.) writes:
>>
>>Hey guys...This is gonna sound REALLY harsh, but I think it needs to be said.
>>
>>Shut the hell up already!

[Snip..]

>>Unlike some of your more recent postings, this message is not intended to
>>be any sort of personal attack. It's just a reminder that you're acting
>>like little whining babies and it's really, really annoying without being
>>beneficial to this newsgroup in any way.
>>
>>Just my two bits...

>And Peter responds: With out us, this place would be dead...

However, considering what this group has degenerated to, that
might not be a bad thing..

His Cluelessness,
>-Peter

* Tom Trauth

BTW Peter, what do you think will happen to Apple's stock when
Windows 96 comes out?

327. Re: For Mark & Peter...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-07 21:27:10 UTC
From: sinclair@ins.infonet.net
Message-ID: <3h8oje$8lu@insosf1.infonet.net>
Source record: 13777

In article <3h8l6b$psh@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>sinclair@ins.infonet.net writes:
>
>>In article <3h19bv$1qj@dockmaster.phantom.com>, steveg@phantom.com (Steve G.) writes:
>>>
>>>Hey guys...This is gonna sound REALLY harsh, but I think it needs to be said.
>>>
>>>Shut the hell up already!
>
>[Snip..]
>
>>>Unlike some of your more recent postings, this message is not intended to
>>>be any sort of personal attack. It's just a reminder that you're acting
>>>like little whining babies and it's really, really annoying without being
>>>beneficial to this newsgroup in any way.
>>>
>>>Just my two bits...
>
>>And Peter responds: With out us, this place would be dead...
>
>However, considering what this group has degenerated to, that
>might not be a bad thing..

You would lose your purpose..

>
>
>His Cluelessness,
>>-Peter
>
>
>* Tom Trauth
>
>BTW Peter, what do you think will happen to Apple's stock when
>Windows 96 comes out?

Stay the same or increase with the advent release/bundle of Quickdraw 3d for
the PowerMacs. Can't use Qickdraw 3d on the Falcon. - Info available on
Apple's gopher in the press release. Look for price reductions on the PowerMac
line soon..-Pentium machines will be down to the $1500 range as well.

>
>

-Peter

328. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-07 21:30:22 UTC
From: sinclair@ins.infonet.net
Message-ID: <3h8ope$8lu@insosf1.infonet.net>
Source record: 13778
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

In article <3h8ks1$pns@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>sinclair@ins.infonet.net writes:
>
>>In article <3h6d68$3d6@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth)
writes:
>>>sinclap2954@cobra.uni.edu writes:
>>>
>>>>How does a equivelent Mac system costs three times as much as a TT system. A
>>>>Q630 starts at $1050. Apple sells an 040 system called the Performa 475 for
>>>>$1099 that will put your tt to shame. As for software costs, I can pick up
>>>>PageMaker for $1199. So whats after the Falcon?
>
>>OOPS, a typo.. I meant $199...
>
>Can you cite any sources to back up your claim, Peter?
>I cite PC Magazine (just about any issue).

University Book and Supply on 23rd st in Cedar Falls, Iowa.

>
>>>$1199 for Aldus PageMaker!! HA HA HA!!!
>>>Peter, you have just single-handedly proven my theory that Mac software is
>>>twice as expensive as PC software. You can buy the Windows version of
>>>PageMaker for only around $500. And in case you want proof, I can cite
>>>several magazine ads in which PageMaker for Windows is listed at about $500.
>
>>How do you spell Macaroni? No, stupid! It'Marconi...
>
>I only spelled it Macaroni because that's what you called it in
>the post in which you mentioned it. I was unfamiliar with it
>(I don't follow Mac news that closely) so I didn't know that its
>real code name was Marconi. So don't accuse me of bad spelling
>here. BTW while on the topic of bad spelling, may I ask how you
>can FLAME ANYONE for spelling when YOU average about two spelling
>mistakes per sentence? But enough of this...only dweebs dwell
>forever on incorrect spelling and poor grammar.

Amen..

>
>You are right about one thing though, Mr. Clap.
>I was stupid...FOR BELIEVING ONE OF YOUR PATHETIC POSTS!

You will get over it.

>
>>>
>>>His Cluelessness,
>>>>-Peter
>>>
>>>
>>>* Tom Trauth
>>>* 2954 IS AN EVIL NUMBER!!!
>>>
>
>
>His Cluelessness,
>>-Peter
>
>
>BTW Peter you better be careful...
>It seems that they are about to launch a
>mass e-mail-writing campaign to your
>sys. admins. on r.g.v.atari. It looks
>like you may have to find a new account.

I have plenty of accounts.
>
>
>* Tom Trauth

-Peter

329. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-07 23:38:18 UTC
From: smeyer@ball.com
Message-ID: <smeyer-0702951638180001@smeyer.ball.com>
Source record: 13779
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

In article <3h6d68$3d6@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) wrote:

> sinclap2954@cobra.uni.edu writes:
>
> >How does a equivelent Mac system costs three times as much as a TT system. A
> >Q630 starts at $1050. Apple sells an 040 system called the Performa 475 for
> >$1099 that will put your tt to shame. As for software costs, I can pick up
> >PageMaker for $1199...
>
> $1199 for Aldus PageMaker!! HA HA HA!!!
> Peter, you have just single-handedly proven my theory that Mac software is
> twice as expensive as PC software. You can buy the Windows version of
> PageMaker for only around $500. And in case you want proof, I can cite
> several magazine ads in which PageMaker for Windows is listed at about $500.

This was obviously a typo. $550 is a typical mail order catalog price for PageMaker. (Sorry to contribute to a thread so far off the subject. I just couldn't resist responding to such obvious confusion.)

Steve M.

330. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-08 01:38:13 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3h97a5$9kp@darkstar.UCSC.EDU>
Source record: 13780

In <3h7h8j$b8a$1@mhade.production.compuserve.com> BobR <76702.1466@CompuServe.COM> writes:

>>On top of that, you can do audio processing, etc.

>Umm... how much audio processing will fit on one 1.4 meg floppy..?

Infinite amounts, since "Audio Processing" on the Falcon is a _REAL TIME_
operation that consumes no more disk or ram memory than the program used
to generate the effects takes up. Now, if you want to save your processed
audio, then it becomes an issue.

>How many minutes of 8 channel audio will fit into 1 meg of RAM...?

Well, since this has nothing to do with audio processing, I don't think it
needs an answer.

>$800 to play Llamazap sounds a little impractical...

Tell that to 3DO buyers who paid $800 to play Crash & Burn when it first came
out...

~Chris
>BobR
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

331. Dorfman has been correct!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-08 03:37:47 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Feb7.213747.38334@cobra.uni.edu>
Source record: 13781

Dorfman has been correct, that Atari's stock would be in the dumps by now. Atari's stock is down to $3.25 a share. So much for the Jag to save Atari's ass. Next time you Jag advocates should think before you flame the truth.

-Peter

332. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-08 07:03:05 UTC
From: murphyn@orca.cig.mot.com
Message-ID: <murphyn.792226985@orca>
Source record: 13782
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

sinclap2954@cobra.uni.edu writes:

>In article <3gtno8$4o8@garuda.csulb.edu>, hing@csulb.edu (Houn-Nam Ing) writes:
>> sinclap2954@cobra.uni.edu wrote:
>> : In article <3gi7du$7r2@news.cc.utah.edu>, pl4266@u.cc.utah.edu (Paul Luscher) writes:
>>
>> : > -Atari's cannot be cloned without a proper license from Atari Corp.
>> : > meaning broad based compatibility can't be had for free like in the x86
>> : > PC world which was only possible because of lack of patent by IBM or
>> : > INTEL or both. This free for all is now ending with proprietary chips
>> : > such as Motorola designed PowerPC's and Intel pentiums. If you look
>> : > closely, you see the proprietary companies banding together against the
>> : > clone-makers. Intel started it's intel-inside warning label campaign so
>> : > that they can pull sales from clone makers who will no longer be able to
>> : > copy their processors. IBM and APPLE commissioned Motorola to design a
>> : > chip for their corner of the market so in the future they will be
>> : > set-apart from clone fakers who cannot build PowerPC's without paying a
>> : > license fee. IBM also manufactures the Jaguar under license from ATARI.
>> : > The only proprietary company not gearing up to combat cloning is
>> : > COMMODORE-AMIGA which is skating itself through thin-ice running circles
>> : > in court.

Geez. You all let *this* go by? IBM and Apple did *not* commission Motorola to design a CPU. IBM and Motorola worked together to produce a single-chip version of IBM's very good POWER architecture. Apple is in there because they needed to move beyond the 68K. The PowerPC is not intended to be proprietary; the intent is to license it to whomever wants to make it. The intent of the IBM/Moto/Apple alliance is to create an OPEN system/architecture, on which any number of OSs can run, under which software from any manufacturer will run, provided it it PowerOpen-compatible. As I understand, there is already a third chip manufacturer working on it's own version of the PowerPC CPU. There is the Taiwan consortium working to produce PReP/CHRP compatible motherboards. There is another US company producing PReP systems.

IBM learned its lesson with the original PC: this time it is not trying to maintain proprietary ownership of the system architecture. They wanted to create a new, open standard that would take the industry into the next 20 years. Clone-makers are welcome and encouraged to join in making PPC systems. Moto are making motherboards and systems. IBM are making systems. Groupe-Bull are making SMP PPC systems. The clone-makers are working on systems. They are all working to make them Power-Open-compliant, so that softweare that runs on one will run on all. IBM are working on offic minis and mainframes based on the PowerPC/POWER architecture, also Power-Open-compliant, so that software that runs on the desktop can be run on minis and mainframes when more speed, more I/O

bandwidth and/or more disk space are needed.

All the companies involved are working to keep the systems open and compatible. Industry and individual computer users have clamored for true open systems.

It will take time, but I do believe this dream will come to fruition.

Fester

333. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-08 10:07:35 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3ha557$1qu@infa.central.susx.ac.uk>
Source record: 13785

STIRRE31@MAINE.MAINE.EDU wrote:
: Peter,
: How about True Image or DAs Picture on the Falcon? These might
: not be as powerful as Photoshop but they sure are less expensive!
: ST is a decent name. Much worse than LC, right? Not much difference.
: Of course, you must be desparate for things to complain about.
: I personally like 'Falcon.' Has character unlike any machine made
: by, um, Apple, for instance (IMHO).
: scott tirrell

I purchase my computers because they get the jobs I need done, done. I keep using them because they keep getting the job done. Not because they possess character. IMO ST _was_ a decent name. As _MY_ requirements of a home computer have grown, the ST has not been able to keep up. So what, I 'lumbered' myself with Intel hardware. All else aside, it works well gets done what is required of me. Word 6.0d, yeah, it just gets bigger, and slower if you don't upgrade the harware just as often as the software, but get this: I actually like using it! It has macros like software on the Atari platform can only dream of. I find it no less stable than That's Write on the ST. Sure I used v1.51, but I took the idea of upgrading to v3.0 OR Papyrus into consideration when deciding on what path to upgrade my computing capabilities. I tried TeX, graphics conversion programs etc, but being a chemist, at the end of the day, ST has software that is not upto scratch for my needs. MAC/PC does. I had little choice in my upgrae route. There are impose standards that I must follow. It just so happens that would never turn back: I find games/graphic/dtp and WP software far superior on the PC than on the ST - I did use Calamus SL, Geneva, Speedo etc so was using ST HighEnd software.

What really miffs me is that, or so it would appear, most non-PC owning individuals rant on about buggy PC software, upgrading it all the time and having to upgrade the hardware to match. That sucks. Get real. When I had my atari, I bought software and used it as was. Bugs and all. I didn't upgrade software and certainly not hardware to match - How many of you upgraded memory to run Speedo or MTOS, by the way?

Me, I got my machine now, and I get WP/DTP/Graphic software for it. It all works fine. If I need to upgrade hardware etc to get performance out of new software, THEN I BUY NEITHER. If it ain't broke, don't fix it. Just like you, I on't have the money to keep splashing out all the time.

Now on the suject of just how 'dandy' your Falcon is, how well does Linux/X11R6 run? On the PC, i've not had it crash ONCE, 8Mb ram it flies along. I now use dow/windows only for some work purposes, though there

is much neat recreational software around, much of it shareware. Linux provies a stable environment, with some very powerful software available. I think that it's neat that I can download UNIX source code and compile it as is and run it it on my PC under Linux.

And it's free, so none of these price arguements you all seem to love so much.

Regards,

An Ex-ST owner, and future Falcon-owner (when funds permit)

Steven
--

Steven Constantine:

i-DX2-66 : 8Mb Ram : 946Mb HD: Soundblaster 16 : Creative CD-ROM

.....sporting a rather tasteful unix-thingie...'L' something....

334. Re: Lots of atari-clones this year?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-08 10:11:44 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3ha5d0$7ok@osiris.wu-wien.ac.at>
Source record: 13783

RevDrFreak (rappleye@felix.kodak.com) wrote:
: provider of computers. They blew it, probably for the very reasons you
: cite. If they still provided value as they did in the late 80's, they'd be
: selling 68040 boxes for $500. Too bad...

The future of Atari computing does not necessarily depend on Atari themselves, especially their hardware. The most important thing nowadays is the operating system. As ASH has programmed a completely TOS compatible operating system for Atari hardware and Macintosh hardware (Power PC to come), it is of absolutely little interest, wether Atari is comitted to their computer line or not (especially as they did and do no marketing for their computers). Atari computing will continue for some time, but it will be under the label of the "Magic" operating system.

Regards,

Alfred

: RevDrFreak
: 'foot soldier

335. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-08 10:25:28 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3ha66o$7ok@osiris.wu-wien.ac.at>
Source record: 13784
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

sinclap2954@cobra.uni.edu wrote:
: > Yes, you can, they are Retouche Pro and APEX Media to name a few. And
: > when you see APEX on Falcon you would choke.(What's a good news that
: > would be)

: I understand that the above is very buggy and not even close on par on what is
: available on the other platforms. I am sure that software will surely advance
: on a 16 mhz 030 machine... Get real..

This not true! The programs can easily compare to the Mac programs (well,
at least Repro and DAs Picture but not True Image). I know that, because
I hav been working with Mac, Winows and Atari programs (BTW, the mac
versions are much better than their counterparts in the Windows world.

: The Atari OS resides in the rom chip. Very inconvenient when it's time to
: upgrade. What upgrade? The Mac OS makes the Atari OS look like GEOS on the
: C64. No comparison on features/functionality.

I do not quite get your points. The TOS operating system from Atari
resides in ROM, true. However, the opearting system can be also run from
disk and harddrive. There exists an "upgrade" to the original Atari
operating system called Magic, a completely rewritten piece of software
whioch comes NOT from Atari. It has not only ENORMOUS advantages over the
original
Atari TOS, but also about Aplle System 7. (for example, preemptive
multitasking). And, last but not least, it is
available for Atari hardware and Macintosh hardware. It is actively
supported, so where is the problem? You can run now excellent pieces of
software also on your mac. You do not need Atari at all, to keep the
system alive.

Regards,

Alfred

336. Re: Atari's and PC compatible/ Quotes

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-08 13:01:55 UTC
From: contacts@mits.mdata.fi
Message-ID: <3hafc3$9tp@prime.mdata.fi>
Source record: 13688
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

In article <1995Feb5.171256.38181@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:
>In article <3gtno8$4o8@garuda.csulb.edu>, hing@csulb.edu (Houn-Nam Ing) writes:
>> sinclap2954@cobra.uni.edu wrote:
>> : In article <3gi7du$7r2@news.cc.utah.edu>, pl4266@u.cc.utah.edu (Paul Luscher) writes:

Learn to QUOTE, please! (It seems that Mac's don't have a del- key...)
There's 30 lines of new text and 300 lines of quotes - is it the
American way or what?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

Right?

337. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-08 16:16:57 UTC
From: sinclair@ins.infonet.net
Message-ID: <3haqpp$5um@insosf1.infonet.net>
Source record: 13708

In article <3h07v3$oe@news.nevada.edu>, amsler@nevada.edu (JOHN AMSLER) writes:
>Thomas Trauth (trauth@paul.rutgers.edu) wrote:
>: His Cluelessness,
>: sinclair@ins.infonet.net writes:
>
>[snip]
>
>"His Cluelessness" -- that's a good one, Tom!

Hy John, what thes be upp? U hav net been round...

>
>
>- John J. Amsler
>
-Peter

338. Re: html viewer help

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-08 16:42:40 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.RxCfRFnhHPg@icon.pp.se>
Source record: 13698

In <3h47p9lnd2@mhade.production.compuserve.com>, BobR <76702.1466@CompuServe.COM>
writes:
> As of this point in time, there is no html\\ program for the Atari ST.

I just finished a Lynx-session on my Falcon, but I must have been
imagining, right?

If you want a graphical browser then install Linux68k, X11R6 and Mosaic.

> Someone, no doubt in Germany, is probably working on one...

Yes, probably!

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

339. Re: STAR WARS T-SHIRTS

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-08 18:15:43 UTC
From: cardinal@omni.voicenet.com
Message-ID: <cardinal.70.04C69B69@omni.voicenet.com>
Source record: 13644
Cross-posted to: comp.os.os2.games,comp.robotics,comp.sys.atari.advocacy,comp.sys.ibm.pc.games.adventure

In article <78746@sales.STERN.NYU.EDU> aazrak@sales.STERN.NYU.EDU (Adam M Azrak) writes:

>Get ready for the comeback of the hottest sci-fi movie, "STAR WARS" trilogy to be released Decemeber, 1996.

>Join the 'out of this world, craze and own your very own officially licensed
>"STAR WARS GALAXT" t-shirt, availible in large & x-large for all sci-fi fans.

Is the shirt misspelled too?

Tim

Tim Woehr
Ceramic Engineer
cardinal@omni.voicenet.com

340. No flames please...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-08 18:55:05 UTC
From: goos@badlands.NoDak.edu
Message-ID: <D3p37t.Hp4@ns1.nodak.edu>
Source record: 13687

No flames please. These may be interpreted as stupid questions...

1. Which Atari models are currently under production? Are the current models compatible with the prior models (1040 ST?).

2. I hate MS-DOS computers and Windows (I have to use them at work) and my old Amiga at home is dying and won't be repairable in a few months, I fear. Can anyone here tell me why I should consider an Atari rather than a Mac?

3. I recently saw a local ad for a used 1040 ST with monitor, HD, and the software collection of the owner for $300. Was this a good deal?

4. Is the Atari, like the Mac, easy to use?

5. Is there any future to the Atari, or is it dying a slow death like the Amiga?

341. Re: Lots of atari-clones this year?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-08 19:29:19 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3hb62f$866@ccshst05.cs.uoguelph.ca>
Source record: 13689

```
: Atari had it's brief shining moment as "The Power Without the Price"
: provider of computers. They blew it, probably for the very reasons you
: cite. If they still provided value as they did in the late 80's, they'd be
: selling 68040 boxes for $500. Too bad...

When Atari sold their Taiwan plant and downsized themselves, they
lost the ability to undercut the competition. A $500 Falcon040 would
certainly grab my attention.

>> Mark <<

--
===============================================================================
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"
===============================================================================
```

342. Re: Jaguar Games

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-08 19:32:17 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3hb681$866@ccshst05.cs.uoguelph.ca>
Source record: 13690

1. Cybermorph
2. Tevur McFurr
3. Dino Dudes
4. Raiden
5. Tempest 2000
6. Wolfenstein 3-D
7. Aliens Vs. Predator
8. Brutal Sports Football
9. Doom
10. Club Drive
11. Checkered Flag
12. Zool 2
13. Kasumi Ninja
14. Bubsy
15. Van Di'Siere Skiing
16. Dragon: The Bruce Lee Story

And Cannon Fodder is due out next week. Six third party titles are due
out in the next month and a half.

>> Mark <<

--
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"

343. Re: Lots of atari-clones this year?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-08 20:12:15 UTC
From: contacts@mits.mdata.fi
Message-ID: <3hb8iv$c63@prime.mdata.fi>
Source record: 13691

In article <rappleye-060295094030@150.102.161.162>,
RevDrFreak <rappleye@felix.kodak.com> wrote:
>In article <9502061357.AA39790@cluster1.urz.uni-halle.de>,
>iagaw@cluster1.urz.uni-halle.de wrote:
>> In the latest issue of the german atari-mag "Atari inside" there is an
>> article, that is really interesting.
>> They are saying, that already 12 companies bought a TOS-license from Atari.
>> So we can hope to see some powerful clones this year!
>
>It still amazes me that some people still "can hope" for a future for atari
>computers...whatever chance they once had, they blew...

The TOS-licence means that you build a machine around Atari's OS - not that
they are going to make Atari-type machines! TOS is needed to run all that
wonderful software that is available and developed. Atari's days might be
counted, but TOS lives, because people want good programs, and not any
mainstream standard shit.

>RevDrFreak
>'foot soldier

Pekka Saarinen
Corporal in Finnish Army (really!) :-)

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

344. Re: For Mark & Peter...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-08 21:43:11 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3hbdtf$bm9@paul.rutgers.edu>
Source record: 13692

sinclair@ins.infonet.net writes:

[Post telling Mark and Peter to "Shut up" snipped..]

>>>And Peter responds: With out us, this place would be dead...

>>However, considering what this group has degenerated to, that
>>might not be a bad thing..

>You would lose your purpose..

And what, may I ask, do you consider my purpose to be?

>>His Cluelessness,
>>>-Peter

>>* Tom Trauth

>>BTW Peter, what do you think will happen to Apple's stock when
>>Windows 96 comes out?

>Stay the same or increase with the advent release/bundle of Quickdraw 3d for
>the PowerMacs. Can't use Qickdraw 3d on the Falcon. - Info available on
>Apple's gopher in the press release. Look for price reductions on the PowerMac
>line soon..-Pentium machines will be down to the $1500 range as well.

Will this Quickdraw 3D have any use outside the Engineering community
(who, judging by Autodesk's decision to abandon the Mac market, have
little use for Macs)? And how the hell do you think that a mere 3D
version of Quickdraw will be enough to stave of the onslaught of Windows
96?? My gut feeling is that Windows96 will steam roll everything in
its path, including the Mac, and I don't even like Windows (a major
understatement). Apple better have more ammunition than that if it
wants to combat Microsoft.

I would hope that Apple would reduce Power Mac prices, especially that
of the grossly overpriced 8100-110; otherwise they will be blown out
of the water by all the Packard Bells and Gateways of the world. Besides,
is it really fair to force people to pay top dollar for machines that,
barring a $500+ upgrade, will be obsolete by this Summer when the PCI
Power Macs come out!

I hope you are right that the prices of Pentium-based computers will soon
go down to $1500. I want to buy a new computer to replace my aging 386SX,
and a Pentium should suit me just fine. BTW where did you get that info?
Inquiring minds want to know..

His Cluelessness,
>-Peter

* Tom Trauth
* 2954 IS AN EVIL NUMBER!!!

345. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-08 21:53:16 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3hbegc$c28@paul.rutgers.edu>
Source record: 13693
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

sinclair@ins.infonet.net writes:

>>>>>PageMaker for $1199. So whats after the Falcon?
>>>OOPS, a typo.. I meant $199...

>>Can you cite any sources to back up your claim, Peter?
>>I cite PC Magazine (just about any issue).

>University Book and Supply on 23rd st in Cedar Falls, Iowa.

Are you sure?? $199 sounds a bit low, even when you factor in
student discounts.

[Snip..]

>>You are right about one thing though, Mr. Clap.
>>I was stupid...FOR BELIEVING ONE OF YOUR PATHETIC POSTS!

>You will get over it.

Get over what? Oh yeah..over tremendous psychological damage
that your pathetic posts cause me. Don't worry, I am seeing a
shrink about it as we speak. :-)

>>His Cluelessness,
>>>-Peter

>>BTW Peter you better be careful...
>>It seems that they are about to launch a
>>mass e-mail-writing campaign to your
>>sys. admins. on r.g.v.atari. It looks
>>like you may have to find a new account.

>I have plenty of accounts.

And how much do they all cost? Is posting
your pathetic drivel so important that you
are willing to spend your life savings on
Internet accounts to ensure that you always
have Usenet access, no matter how many people
you piss off??

You have just proven beyond a reasonable
doubt my theory that you have NO LIFE.

You are 100% GUILTY of having NO LIFE!!

>>* Tom Trauth

His Cluelessness,
>-Peter
Owner of multiple spew sources...I mean
accounts..

* Tom Trauth
* Real computers aren't served at McDonald's!

346. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-08 23:13:09 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3hbj65iqh1@mhade.production.compuserve.com>
Source record: 13694

Re: audio processing...

Ah.. OK.. you're talking about standalone DSP applications for doing things like processing old vinyl records to take the hiss and pops out of the audio stream..

I can go along with that.. the applications should fit on a 1.4 Meg disk, and as long as both the application program and any audio buffer will fit in 1 Meg

of RAM, it ought to work...

Just curious.. how many of those applications are actually avaialable..?

BobR

347. Re: Jaguar Games

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-08 23:25:52 UTC
From: sinclair@ins.infonet.net
Message-ID: <3hbju0$f5g@insosf1.infonet.net>
Source record: 13695

In article <3h7mjq$33k@mercury.dur.ac.uk>, A J Whitehead <A.J.Whitehead@durham.ac.uk>
writes:
>What games are actually available for the Jaguar?
>

Not to many..

-Peter

348. Re: Lots of atari-clones this year?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-08 23:28:31 UTC
From: sinclair@ins.infonet.net
Message-ID: <3hbk2v$f5g@insosf1.infonet.net>
Source record: 13696

In article <3hb62f$866@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>: Atari had it's brief shining moment as "The Power Without the Price"
>: provider of computers. They blew it, probably for the very reasons you
>: cite. If they still provided value as they did in the late 80's, they'd be
>: selling 68040 boxes for $500. Too bad...
>
> When Atari sold their Taiwan plant and downsized themselves, they
>lost the ability to undercut the competition. A $500 Falcon040 would
>certainly grab my attention.

If Atari put all their effort in the music market, they would be on top in that market and would have carved out a profitable niche..

>
> >> Mark <<
>
>--
>==
>Mark Rathwell The University Of Guelph
>mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
>"Very funny Scotty! Now ... beam down my clothes!!!"
>==

-Peter

349. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-08 23:31:39 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3hbk8riqh3@mhade.production.compuserve.com>
Source record: 13697
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

>Geez. You all let *this* go by?

Yeah.. at first I thought it was just supposed to be a joke, since almost everything in it was wrong.. then it became apparent that it was supposed to be serious, but by then I was laughing so hard that I didn't want to spoil the fun of it.

A point-by-point refutation would just take way too long, and besides that would spoil its amusement value...

BobR

350. Re: No flames please...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-08 23:40:32 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3hbkpg$ft7@ccshst05.cs.uoguelph.ca>
Source record: 13701

```
: 1. Which Atari models are currently under production? Are the current
: models compatible with the prior models (1040 ST?).

The TT030 and the Falcon030 are in limited production. Atari is
pretty much out of the computer scene.

: 2. I hate MS-DOS computers and Windows (I have to use them at work) and
: my old Amiga at home is dying and won't be repairable in a few months, I
: fear. Can anyone here tell me why I should consider an Atari rather than
: a Mac?

I hate to agree with Peter, but there are very few reasons. The
ST is a steal on the second hand market and is a strong MIDI computer. On
the other hand, it's really out of the mainstream now.

: 3. I recently saw a local ad for a used 1040 ST with monitor, HD, and
: the software collection of the owner for $300. Was this a good deal?

It's okay. I've seen used 1040STe machines with colour monitors
and software for $150 Canadian.

: 4. Is the Atari, like the Mac, easy to use?

Yes. The interface isn't quite as nice, but it's a point and
click environment. On the ST side, the OS is in ROM, so there's none of
this "insert disk X" bullcrap.

: 5. Is there any future to the Atari, or is it dying a slow death like
: the Amiga?

It is dying, unfortunately. Macs will be next. As much as I hate
to say it, it's a PC world out there.

>> Mark <<
\

--
===============================================================================
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"
===============================================================================
```

351. FS Atari compatible inkjet printer

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-09 00:00:59 UTC
From: mcginc@netcom.com
Message-ID: <mcgincD3pHDo.4HB@netcom.com>
Source record: 13699

I have a Star SJ 48 inkjet printer for sale. It works great and outputs really nice papers. It's a little slow when printing a graphic intensive file, but so is any inkjet. Originally it cost $400.00. I'm asking $200.00 for it. I have the manuals, box, etc. It will also work with PC/Windows and Mac.

Contact Rich Goward if interested. Email, or call
805/523-1386 after 6:00PM pacific time
818/841-9100 9-5 M-F pacific time

Thanks
Rich

352. FS Mega 2, mono mon+S/W

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-09 00:04:09 UTC
From: mcginc@netcom.com
Message-ID: <mcgincD3pHIx.4tH@netcom.com>
Source record: 13700

Mega 2 and monochrome monitor and 9 pin printer FS. Lots of software
including the coolest music program-Cubase. Asking $400.00 for package.
Email if you want to know more.
Call voice as follows if you prefer,
805/523-1386 after 6:00PM pacific time
818/841-9100 9-5 M-F pacific time

Thanks,
Rich Goward

353. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-09 01:50:51 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3hbsdr$19b@darkstar.UCSC.EDU>
Source record: 13702

In <3hbj65iqh1@mhade.production.compuserve.com> BobR <76702.1466@CompuServe.COM> writes:

>Re: audio processing...

>Ah.. OK.. you're talking about standalone DSP applications for doing things like
>processing old vinyl records to take the hiss and pops out of the audio stream..

Well, also things like Reverb, pitch shifting, Karaoke effects, all sorts of
other nifty DSP tricks...

>I can go along with that.. the applications should fit on a 1.4 Meg disk, and
>as long as both the application program and any audio buffer will fit in 1 Meg
>of RAM, it ought to work...

>Just curious.. how many of those applications are actually avaialable..?

Well, I can think of a few. AFM came with the Falcon, and then there's
Musicom. I never looked beyond that...

~Chris

>BobR
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

354. Re: Bye, bye Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-09 03:59:46 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3hc3vingo1@mhadf.production.compuserve.com>
Source record: 13703

>>$800 to play Llamazap sounds a little impractical...

>Tell that to 3DO buyers who paid $800 to play Crash & Burn...

True... but those 3DO buyers now have LOTS of choices of games to play..

How many Llamazap quality games are there for the Falcon..?

BobR

355. Re: Lots of atari-clones this year?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-09 04:54:39 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3hc76f$lu7@ccshst05.cs.uoguelph.ca>
Source record: 13704

: If Atari put all their effort in the music market, they would be on top in that
: market and would have carved out a profitable niche..

I always thought that this is what they should do. Atari used to
be king of the MIDI market, but lost it when they focused their MIDI
resources on other sectors and failed. The ST is a terrific MIDI machine.
Perhaps they can try to rebuild that market in the near future. The
Falcon, for all it's faults excells in that area.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"
==

356. Re: CUT THIS SHIT, PEOPLE.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-09 05:58:00 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950208215608.10094P-100000@PEAK.ORG>
Source record: 13705
Body handling: HTML body converted to readable text

On 6 Feb 1995 largo@imap1.asu.edu wrote:

> James Wood (jamesw@CSOS.ORST.EDU) wrote:
>
>
> : There's been enough Atari-bashing on here for a while. I've done some of
> : it a few months back, I'll admit.
>
> : However, when is it going to stop? Why do I have to log on and,
> : in-between the messages that interest me, read some jerk's continual
> : forecast for doom (not the game, mind you) of Atari? I'm tired of it,
> : and I really don't care. So what if they go broke...so what if they
> : don't. There's nothing that can be said here that will probably have any
> : bearing.
>
> : Why would an ex-Atari user stay on here, just to bash Atari
> : continuously? Why not get on the Apple forum and bash Atari?? If you
> : have a real problem with Atari and Ataris, to the point that you feel the
> : need to continually flood the Atari forum with negative messages,
> : perhaps you should consider the following:
>
> : 1) Sell ALL the Atari stuff that you own, if any. (cheap, too)
>
> : 2) Think about something else....baseball...Apple....Power PC
> : chips.....the Brady Bunch...whatever.
>
> : 3) Unsubscribe from the Atari forums. There's nothing that a bunch of
> : posts like "Atari Stock now only $x.xx" can do here.
>
> : 4) If, for some reason, Atari was to fold up, don't smile and pat
> : yourself on the back, because you didn't have a goddamned thing to do
> : with it. You've just been blowing hot air, and random chance has
> : operated in your favor....certainly not insight/intuition.
>
> :
>
>
> : James
>
> Not to sound too sarcastic, but the point of having this newsgroup is so
> that people can say the things they have been.

Yes, but my point was that I'm tired of seeing the same forecast
of doom. Why can't they just say that they think Atari sucks, then get a

f*cking life and quit posting the SAME stuff. Is all of this bullshit going to change anything?????

James

357. <ad> GUARANTEED CREDIT REPAIR BY LAW FIRM

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-09 10:06:56 UTC
From: ccapc@cyber.sell.com
Message-ID: <3hcpg0$i0l@panix.com>
Source record: 13706

Consumer Credit Advocates, PC
11 Pennsylvania Plaza, Suite 2101
New York, NY 10001
(212) 629-5261 (telephone) (212) 629-4762 (fax)
E-MAIL: ccapc@cyber.sell.com

Our LAW FIRM offers direct guaranteed effective credit restoration services by experienced attorneys. THIS IS NOT A DO-IT-YOURSELF KIT.

What can we do?

We have successfully facilitated the removal of Late Payments, Charge-offs, Foreclosures, Repossessions, Collection Accounts, Loan Defaults, Tax Liens, Judgments and Bankruptcies from our clients' credit reports. WE GUARANTEE THAT YOUR CREDIT CAN BE RESTORED!!!

Who needs our services?

Anyone who has experienced the inconvenience and embarrassment of being turned down for a credit card, a lease or a purchase of an automobile.

Anyone who is unable to buy the house of their dreams due to denial of a mortgage application or who has to pay thousands of dollars more in mortgage interest than someone with good credit.

Anyone who has been turned down for a job or promotion due to derogatory credit items on a credit report.

Anyone in business who has lost a deal because a person or firm wanted to see his/her credit report before doing business.

Anyone who has been unable to establish credit.

THE FOUR GREAT MYTHS OF CREDIT:

Myth #1: It is illegal or immoral to have your credit report cleared.

Fact: It is not illegal nor immoral. In fact, that is what the Fair Credit Reporting Act is all about. The act was enacted by Congress in 1971. One of its purposes as to give consumers the protection of the law and to help guard against

any unwarranted invasion of a consumer's right to privacy.

Myth #2: The information on a credit report cannot be changed.

Fact: Actually, the opposite is true under the Fair Credit Reporting Act. Federal and State laws require that items be removed if they are not 100% accurate or cannot be verified in a timely manner.

Myth #3: It is impossible to get a bankruptcy off a credit report.

Fact: Bankruptcies can come off credit reports like any other derogatory item. The nature of the derogatory item has nothing to do with its removal under the Fair Credit Reporting Act.

Myth #4: Credit Reporting Agencies are empowered with some kind of governmental authority.

Fact: Absolutely Not!! They are simply large corporations whose primary goal is to make a profit like any other business.

If you have ever applied for or received credit, a file exists in one or more of the credit bureaus. These companies collect, store and distribute as much credit information as they can find, retaining negative information on a credit report for 7 to 10 years. This information is evaluated by potential creditors to determine your credit worthiness.

Credit reporting agencies are in business to protect the interests of the creditors. the LAW FIRM's goal is to help and protect the individual consumer from inaccurate credit reporting.

The president of our LAW FIRM has been practicing consumer law since 1984. The staff of our firm has successfully processed, disputed and challenged thousands of client credit reports.

Our legal fee is based o the number of negative items that appear on a client's credit reports, issued b the three national credit bureaus. Our retainer agreement offers a MONEY BACK GUARANTEE stating that if any negative item is not deleted, upgraded or corrected from a client's credit file, it will give the client a full refund for that item or continue to process the client's file at no additional fee until that item is

corrected, upgraded or deleted. THE ONLY THING YOU HAVE TO LOSE IS YOUR BAD CREDIT!!

PLEASE CONTACT THE LAW FIRM AND LEAVE YOUR FULL NAME, MAILING ADDRESS AND TELEPHONE NUMBER SO WE MAY FORWARD FURTHER INFORMATION AND INSTRUCTIONS TO YOU ABOUT OUR SERVICE.

Consumer Credit Advocates, PC
11 Pennsylvania Plaza, Suite 2101
New York, NY 10001
(212) 629-5261 (telephone) (212) 629-4762 (fax)
E-MAIL: ccapc@cyber.sell.com

358. Re: No flames please...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-09 10:51:26 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3hcs3e$1om$1@mhade.production.compuserve.com>
Source record: 13707

1> There are no Atari Computers in commercial production.

Compatibility is variable depending on the model and the version of TOS

2> You should consider a new Atari purchase instead of a Mac, if:

You dislike being able to buy software locally, and prefer to mailorder
ALL of it from one or two sources.

You enjoy having a lot of the documentation for software written in
German.

You don't want updated versions of programs, and like to use software
which was last revised years ago by companies which are long out of
business.

You're satisfied with the hardware you have, and don't care that
hardware upgrades, if available at all, can cost thousands of dollars.

You can fix anything that breaks by yourself.

You don't care about playing games that are newer than about four or
five years old.

There's more, but you get the idea...

3> With monitor and hard drive, $300 isn't a bad price.

A 1040 STe would be better, as the memory can be easily upgraded.

4> The Atari ST is very easy to use.

5> The Atari Computer line is not dying a slow death. It's already dead.
The body just hasn't stopped twitching yet. For those of us who already
have Atari systems, they'll continue to do what they do until they stop.
I would not recommend that anyone new buy one without a very clear
understanding of what they're getting into.

The Atari ST is my favorite of all the computers I've ever owned. It was an
excellent system when it came out in 1985. It was fast, and relatively
inexpensive, and fun to use. Unfortunately, this is 1995.

BobR

359. Re: For Mark & Peter...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-09 13:00:23 UTC
From: clarkebj@aston.ac.uk
Message-ID: <D3qHGn.DBz@aston.ac.uk>
Source record: 13709

```
In article ubd@insosf1.infonet.net, sinclair@ins.infonet.net writes:
>In article <3h19bv$1qj@dockmaster.phantom.com>, steveg@phantom.com (Steve G.) writes:
>
>And Peter responds: With out us, this place would be dead...
>
>
>-Peter

With out you this place would be heaven!

Barry

---

Barry Clarke
clarkebj@aston.ac.uk
"code 0..0..0..Destruct..0"
```

360. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-09 13:59:23 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95040.085923STIRRE31@MAINE.MAINE.EDU>
Source record: 13710

Steve,
You obviously use your computer for more professional uses than I do. I am a student at the University of Maine and mainly use my computer for word processing and DTP. I use AtariWorks and Pagestream and both work quite fine. Considering that I do not need oodles of software choices (and have little money to buy any) the Atari is just fine for me. And since I do not need a screaming fast system "character" is a consideration. I want a fun system to use and a Falcon is it. A PC is not fun IMHO. My friends think it is fun to play pirated copies of Doom, sure, but since I buy my software there are enough nifty Falcon games out there (more than I have money for).
As far as Linux goes, there is a version for the Falcon but I have no need for it and would rather not attempt to install it. I have a feeling that a novice like myself would have trouble with Linux.
-scott tirrell

361. Re: Ultima and Bard's Tale

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-09 14:36:51 UTC
From: proche@isis.imag.fr
Message-ID: <3hd9a3$rb7@cosmos.imag.fr>
Source record: 13711

In article <3h45mi$o4f@catfish.valdosta.peachnet.edu>, bwallace@grits (watchingyou) writes:
|>
|>
|> Does anyone know if bard's tale 2 or ultima 1 or 2 or 5 or 6 came out on the atari st, also what about legacy of the ancients, I would be willing to buy them,
|>
Yes, Ultima 5 and 6 came out a few years ago. As for Ultima 1 and 2, I don't know.
For Bard's Tale 2, I don't think so.

--
Pascal Roche
e-mail: Pascal.Roche@imag.fr
Tel: 76-57-43-22
"Yeah, Yeah" Nirvana

362. Re: html viewer help

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-09 14:45:42 UTC
From: geoff@damp.apana.org.au
Message-ID: <3hd9qn$683@frisbee.damp.apana.org.au>
Source record: 13712

BobR <76702.1466@CompuServe.COM> writes:

>As of this point in time, there is no html\\ program for the Atari ST.

What about Lynx???

>Someone, no doubt in Germany, is probably working on one...

>BobR
Geoff

--
\|/ ____ \|/ | Answers, abuse, comments, and flames to: | \|/ ____ \|/
@~/ ,. \~@ | | @~/ ., \~@
/_(__/)_\ | geoff@damp.apana.org.au | /_(__/)_\
__U_/ | | _U__/

363. Re: No flames please...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-09 16:28:52 UTC
From: rappleye@felix.kodak.com
Message-ID: <rappleye-090295112327@150.102.161.162>
Source record: 13713

In article <3hbkpg$ft7@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) wrote:

> : 5. Is there any future to the Atari, or is it dying a slow death like
> : the Amiga?
>
> It is dying, unfortunately. Macs will be next. As much as I hate
> to say it, it's a PC world out there.

Is Atari dead or dying? Sure. Will the Mac be next? Depends on what you call dying. Apple is moving away from the proprietary HW market to become a player in the OS market. Think about a PREP computer which would allow you to run MacOS, OS/2, Windows, TOS (MagicMac), Unix, or just about anything else you can imagine. Why would you not buy into this? It's a new paradigm. We're on the verge of an age of hardware irrelevance...if Intel chooses not to play on this field, their days are numbered.

This marks the end of the Mac as we know it, but a preservation of the Mac way of doing things. A similar analogy applies to Atari.

RevDrFreak
'foot soldier

364. I Bob and Peter an appology

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-09 18:07:29 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3hdll1$79s@ccshst05.cs.uoguelph.ca>
Source record: 13714

I hate to say it, but I was wrong. My yearning for official proof on the Jaguar's success led me to conact Atari Corp. directly. I contacted Don Thomas because he's not the type of person to butter bread like other Atari employees. He's always honest, even when the truth hurts. And this time, it does hurt. The Jaguar base is around 125,000 machines.

While I think the Jag is a fine machine and that Atari did put a good effort into it, it is a flop - even by their standards. Perhaps things can change, but it's really facing an uphill battle.

When the Lynx was first released, it outsold it's entire test market of 80,000 units in less than one day. The machine has sold more than 1 million units around the world. The 7800 has sold over two million machines. Both were considered disapointments.

So what went wrong? Anyone willing to offer suggestions? By other standards, the Jag is better supported and better advertised than other Atari machines. My guess is that Atari's burned too many past bridges and it's too late to fix things.

People can harp about Atari not changing from before, but they really have. Atari spent $300,000 advertising the 7800 over four years. They've spent tens of millions on Jag advertising. Two years after it's release, the Lynx had 16 games. The Jag has that many after one year ... with many more in development.

The 7800 had three 3rd party developers ... Activision, Absolute Entertainment and Froggo Games. The Lynx also had three ... Shadowsoft, Telegames and Beyond Games.

The Jag has a lot. Atari has bent over backwards trying to get people to sign up ... and they have had some success. I would have killed to see Jaleco, Williams, Ocean, US Gold, and any of the dozens of active Jag developers write for my 7800. Atari has also helped dealers out better than in the past ... joint advertising, banners, kiosks, dealer tapes.

It's a shame that this "improved" Atari didn't start a couple of years earlier.

>> Mark <<

--
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"
==========

365. Re: For Mark & Peter...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-09 19:44:50 UTC
From: sinclair@ins.infonet.net
Message-ID: <3hdrbi$kdt@insosf1.infonet.net>
Source record: 13715

In article <3hbdtf$bm9@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>sinclair@ins.infonet.net writes:
>
>[Post telling Mark and Peter to "Shut up" snipped..]
>
>>>>And Peter responds: With out us, this place would be dead...
>
>>>However, considering what this group has degenerated to, that
>>>might not be a bad thing..
>
>>You would lose your purpose..
>
>And what, may I ask, do you consider my purpose to be?

Attacking me..

>
>
>>>His Cluelessness,
>>>>-Peter
>
>>>* Tom Trauth
>
>>>BTW Peter, what do you think will happen to Apple's stock when
>>>Windows 96 comes out?
>
>>Stay the same or increase with the advent release/bundle of Quickdraw 3d for
>>the PowerMacs. Can't use Qickdraw 3d on the Falcon. - Info available on
>>Apple's gopher in the press release. Look for price reductions on the PowerMac
>>line soon..-Pentium machines will be down to the $1500 range as well.
>
>Will this Quickdraw 3D have any use outside the Engineering community
>(who, judging by Autodesk's decision to abandon the Mac market, have
>little use for Macs)? And how the hell do you think that a mere 3D
>version of Quickdraw will be enough to stave of the onslaught of Windows
>96?? My gut feeling is that Windows96 will steam roll everything in
>its path, including the Mac, and I don't even like Windows (a major
>understatement). Apple better have more ammunition than that if it
>wants to combat Microsoft.

Read the press statement for more info. You are far off in what you are
saying..
I heard this before when Wintel 3 was to steam roll the Mac.. Apple does have
the ammo, it's called the Powermacs.. Apple will double their unit shipments in
the next quarters...

>
>I would hope that Apple would reduce Power Mac prices, especially that
>of the grossly overpriced 8100-110; otherwise they will be blown out
>of the water by all the Packard Bells and Gateways of the world. Besides,
>is it really fair to force people to pay top dollar for machines that,
>barring a $500+ upgrade, will be obsolete by this Summer when the PCI
>Power Macs come out!

The PowerMac 8100/110 is aimed at the prof multimedia crowd who have the money.
It's only offered in one config. However the 8100/100 is offered in many
configs and significantly cheaper. The 8100/110 is a safe investment for those
who have an investment in Nubus boards and will not be upgrading to pci right
away.

>
>I hope you are right that the prices of Pentium-based computers will soon
>go down to $1500. I want to buy a new computer to replace my aging 386SX,
>and a Pentium should suit me just fine. BTW where did you get that info?
>Inquiring minds want to know..

Last Friday's Wall ST Journal which had an article on Intel's price reductions
on the Pentiums. Prices wil start at $1500 soon. Apple executives were quoted
that they will match the top tier clone prices..

>
>
>His Cluelessness,
>>-Peter
>
>
>* Tom Trauth
>* 2954 IS AN EVIL NUMBER!!!
>* White people are inferior

-Peter

366. Re: No flames please...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-09 20:01:16 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3hdsac$bba@ccshst05.cs.uoguelph.ca>
Source record: 13716

: Is Atari dead or dying? Sure. Will the Mac be next? Depends on what you
: call dying.

Well, Atari Corp is still in business. There are still machines
being manufactured in small quantities and software is still being
written. To quote Monty Python "Not quite dead yet ..."

: This marks the end of the Mac as we know it, but a preservation of the Mac
: way of doing things. A similar analogy applies to Atari.

I never thought of it that way. However, I've begun to notice
that many stores that were carrying Apple products aren't any more.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"
==

367. Re: Jaguar Games

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-10 03:02:30 UTC
From: dpj@delphi.com
Message-ID: <Zkwa7be.dpj@delphi.com>
Source record: 13717

Mark Rathwell <mrathwel@uoguelph.ca> writes:

>14. Bubsy
>15. Van Di'Siere Skiing
>16. Dragon: The Bruce Lee Story

17 Iron Soldier

368. Re: CUT THIS SHIT, PEOPLE.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-10 03:02:41 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3hel0h$fv2$1@mhadg.production.compuserve.com>
Source record: 13720

>..my point was that I'm tired of seeing the same forccast of...

Just one question then... why in God's Name do you read an .advocacy newsgroup then..??

That's like standing in the middle of a freeway and complaining that you keep getting hit by cars...

BobR

369. Re: html viewer help

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-10 03:05:05 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3hel51$fv2$2@mhadg.production.compuserve.com>
Source record: 13718

>What about Lynx???

Does Lynx run on the ST..?

I'll amend my statement: There is no graphical Web browser available for the ST at this time.

BobR

370. Re: Lots of atari-clones this year?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-10 03:08:31 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3helbf$fv2$3@mhadg.production.compuserve.com>
Source record: 13719

Re MIDI:
>Perhaps they can try to rebuild that market in the near future.

Atari has no plans to re-enter the computer marketplace at this time, or in the "near future".

If anyone promotes the MIDI capabilities of the Falcon it will be C-LAB, not Atari.

BobR

371. Re: For Mark & Peter...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-10 04:42:31 UTC
From: geoff@damp.apana.org.au
Message-ID: <3heqrn$3oj@frisbee.damp.apana.org.au>
Source record: 13724

sinclair@ins.infonet.net writes:

>In article <3h19bv$1qj@dockmaster.phantom.com>, steveg@phantom.com (Steve G.) writes:
>>
>>Hey guys...This is gonna sound REALLY harsh, but I think it needs to be said.
>>
>>Shut the hell up already!
>>
>>It is quite obvious, I think, to everyone in this newsgroup that you two
>>(and probably a couple others) are involved in a never-ending little
>>whinefest which does nothing to benefit anyone here. I've only
>>peripherally glanced over some of your respective postings and I find
>>them almost completely devoid of anything resembling intelligent, logical
>>conversation -- and frankly, I'm tired of it. It's bullsh*t, plain and
>>simple, and belongs either in your own personal email accounts or in
>>alt.whiners.post.here.
>>
>>Unlike some of your more recent postings, this message is not intended to
>>be any sort of personal attack. It's just a reminder that you're acting
>>like little whining babies and it's really, really annoying without being
>>beneficial to this newsgroup in any way.
>>
>>Just my two bits...
>>

>And Peter responds: With out us, this place would be dead...

No - without you some sensible people might post after all who posts to a
group full of bull s%&t but those that feed on it.

>-Peter

--
\|/ ____ \|/ | Answers, abuse, comments, and flames to: | \|/ ____ \|/
@~/ ,. \~@ | | @~/ ., \~@
/_(__/)_\ | geoff@damp.apana.org.au | /_(__/)_\
__U_/ | | _U__/

372. Re: For Mark & Peter...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-10 04:50:39 UTC
From: steveg@phantom.com
Message-ID: <3herav$g1n@dockmaster.phantom.com>
Source record: 13721

Do you guys ALWAYS have to turn every damned message into an Atari-vs-whoever argument?!? GET A LIFE! Jesus...You guys are something else! I have never, ever seen a group of people so intent on arguing about such petty bullshit than you. Does that make you feel better? Does the fact that you are collectively destroying this newsgroup make your life just that much more satisfying?

Y'know, I used to wonder why I left this newsgroup. Now I know.

Apologies to all who care about the swearing.

373. Re: Dorfman has been correct!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-10 04:51:15 UTC
From: steveg@phantom.com
Message-ID: <3herc3$g1n@dockmaster.phantom.com>
Source record: 13722

sinclap2954@cobra.uni.edu wrote:
: Dorfman has been correct, that Atari's stock would be in the dumps by now.
: Atari's stock is down to $3.25 a share. So much for the Jag to save Atari's
: ass. Next time you Jag advocates should think before you flame the truth.

Just out of curiosity, what kind of computer do you have?

374. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-10 05:14:05 UTC
From: qwalker@mit.edu
Message-ID: <qwalker-1002950014050001@galilee.mit.edu>
Source record: 13723
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

I haven't been following all of the thread, but what computers does Atari continue to make and for what market. Is Atari still in the personal computer market, what are they doing, etc...

Quentin
qwalker@mit.edu

375. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-10 05:16:26 UTC
From: pl4266@u.cc.utah.edu
Message-ID: <3hesra$mjr@news.cc.utah.edu>
Source record: 13725
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

And Besides, you can do pro quality Direct to disk recording and
Digital Effects with a Falcon and Cubase Audio (that's 16 tracks, Man)
something which CANNOT be done on any other platform without buying
unreasonably exspensive hardware to add to your Mac or PC or whatever.
Did I have to buy a DSP card for my Falcon? Nope
Did I have to buy a MIDI interface? Nope!
Did I buy a LocalTalk card for my Falcon? Nope!
Did I buy a SCSI card (like I would need on a PC to use my syquest)? No Way!
Did I buy a Graphics Card to get 16+ Million Colors? No!
Did I have to buy a Mouse and Drivers or Game ports? No.
Do I have to buy extra hardware to connect my Falcon to a TV? No!
Can I take my Damn Hi Density Floppy out whenevr the Hell I want to?
YES!
Can I connect a standard SVGA monitor to my Falcon..Yes...
I use Macs and PC's just as often as my Falcon and I'd rather use a Mac
any day than a x86 or Compatible machine running anything by MS but my
Falcon is really alot more user useable than the MAC. If a Mac were like
a ferrari and a PC like a LEXUS I'd still drive my Honda Scooter, Cause
it's my style and I can feel the breeze, drive the freeway with less Gas
and lower insurance and still go 75 MPH, It looks cool and it's a lot
more fun! Besides it's easy to park.
I own a Falcon because it is the only piece of hardware that can
do what I need it to do at the cost I can afford, Direct to Disk
recording would be completely impractical and much too exsensive on
anything else. I didn't need to comparsion shop, I know very well what a
MAC can and Can't do well. There's now comparison for the level of depth
and developpment involved in Illustrator or Photoshop, they are
formidable programs, and Mac knows how to market and carry their users
over to new platforms , yet still retain them. It was brilliant to
emulate with PPC to beable to offer tons of 68k software immediately
useable on a completely new computer. Mac has offered great deals on
systems with lots of memory, diskspace and even built in CD rom. I would
have spent $2300 dollars on a MAC instead of my Falcon system (with
Syquest and Cubase Audio) and my Falcon still has only 4MEG ram! (by the
way where can I get more RAM for my Falcon, no dealer where I live,
please help EMAIL Paul.Luscher@m.cc.utah.edu) See how hard it is to own
an underdog brand? Yet ATARI thoughtfully included a few extra processors
in the Falcon that make its price 1/3 the same set-up on a MAC or PC for
my admittedly specific Direct to Disk needs.
Paul Luscher

376. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-10 06:00:46 UTC
From: DO you BELIEVE?! GHOST! <quasar@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.91.950209215949.9678I-100000@corpse.ecst.csuchico.edu>
Source record: 13726
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

```
Quentein
Currently they're in the gaming industry, Using Jaguar CD system.
It's supposed to be the best hardware on the gaming market. Although they
seemingly can't find any one to make games for them. Sucks! It's all
american made for once and we can't even supply games for it! Geeez
BILL
```

377. Re: No flames please...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-10 15:32:56 UTC
From: rappleye@felix.kodak.com
Message-ID: <rappleye-100295102545@150.102.161.162>
Source record: 13732

In article <3hdsac$bba@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) wrote:

> : This marks the end of the Mac as we know it, but a preservation of the Mac
> : way of doing things. A similar analogy applies to Atari.
>
> I never thought of it that way.

You should probably start...Atari computing has always represented a particular way of doing things...it really isn't HW or SW or the brand name on the computer case...Atari is never going to sell a PPC based TOS system...but that doesn't mean you can't have one.

> However, I've begun to notice
> that many stores that were carrying Apple products aren't any more.
>
Everything's local...here in the northeast US the computer superstores are carrying Mac HW and SW in a proportion greater than the Mac market share, a phenomena being repeated in non-computer retailers as well. It seems that Apple is concentrating on large retailers rather than the corner computer store.

There's also been a resurgence of Apple in the eduacational market...some of the deals they offer to educators are fantastic.

RevDrFreak
'foot soldier

378. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-10 15:41:02 UTC
From: rappleye@felix.kodak.com
Message-ID: <rappleye-100295103558@150.102.161.162>
Source record: 13733
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

In article <3hesra$mjr@news.cc.utah.edu>, pl4266@u.cc.utah.edu (Paul Luscher) wrote:

> Yet ATARI thoughtfully included a few extra processors
> in the Falcon that make its price 1/3 the same set-up on a MAC or PC for
> my admittedly specific Direct to Disk needs.

You've hit on the real reason to buy computers...to do something. You also hit on the real reason to select a particular platform...because it does something better than the others. Blind loyalty is foolish and impractical. Calm rationality will lead you to the correct choice...find the best application for your purposes...then buy the HW and OS which run it cheapest and best...even if it is from Atari...

RevDrFreak
'foot soldier

379. Re: Dorfman has been correct!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-10 16:54:51 UTC
From: atariman@athena.mit.edu
Message-ID: <3hg5or$ejf@senator-bedfellow.MIT.EDU>
Source record: 13727

Isn't it funny that since the day Petey posted this crap, Atari stock has been on the way up? Admittedly, the value still stinks, but it has risen. It is no surprise that Petey agrees with Dorfman. Just compare the two:

- they are both idiots
- they both ramble on and make no sense
- they are both wrong almost every time
- nobody who has a clue respects either of them

I know it isn't proper to laugh at those with mental deficiencies, but I just can't help it when it comes to Petey.

Shane Shaffer atariman@athena.mit.edu

Carts: 2600 304; 5200 50; 7800 38; ADAM 22;APF 8; Colecovision 21; Fairchild 9 Intv. 20; Odyssey2 9; VideoBrain 3; Systems: 2600 2; 2600A 2; 5200 1; 7800 3; ADAM 2; Colecovision 2;Intellivision 2; Pong type 7; Pinball machines 1
AND 1 ATARI 2600 AUTOGRAPHED BY NOLAN BUSHNELL!!!!!!!!!

380. Calamus Printer Driver for Epson Stylus 300 Needed

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-10 17:18:22 UTC
From: sar@crash.cts.com
Message-ID: <D3so2n.9zw@crash.cts.com>
Source record: 13728

Feb. 10, 1995

Please excuse the cross post. If there is a more appropriate location,
please let me know.

I need a Calamus SL printer driver for the Epson Stylus 300 ink jet printer.
I have Epson LQ and others, but they simply don't work properly.
Any information or assistance would be greatly appreciated.

I may be reached as follows:

E-mail: sar@cts.com
FTP dropbox: ftp.cts.com /usr/spool/ftp/pub/sar/incoming

Thank you very much,

-Scott-

381. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-10 21:06:34 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3hgkgq$7q$1@mhadg.production.compuserve.com>
Source record: 13736
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

>..what computers does Atari continue to make..

Atari is not making any computers for general sales any longer.

They have made small numbers of TT030 computers for use as Jaguar game system development platforms in the last year.

>..what are they doing..

Atari is putting all of its resources behind the Jaguar game system.

BobR

382. Re: No flames please...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-10 21:23:09 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3hglft$7q$2@mhadg.production.compuserve.com>
Source record: 13729

I think a distinction has to be drawn between "Atari is dead" and "Atari product xxxxx is dead".

When criticized for the way they do business, Atari will often reply, "Oh Yeah? Well, Xxxx Corp, one of our competitiors, is out of business.. we're still here"

When people say "Atari is dead", I think they often mean the "Atari Jaguar is dead as a viable product in the marketplace".. (substitute Lynx, Atari ST, or whatever, as appropriate).

In reply to criticism over the failure of the Atari St, Jack Tramiel said (and here I'll have to paraphrase, since I don't recall the exact wording of his statement) "Atari is not in the business of making computers, Atari is in the business of making money".

In a personal respect, he's certainly correct there... he's made a LOT of money from Atari over the years.

It also demonstrates the kind of committment to an individual product we can expect to see from Atari, and goes a long way toward explaining the string of failures we've seen from them.

BobR

383. Re: I Bob and Peter an appology

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-10 21:31:36 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3hglvo$7q$3@mhadg.production.compuserve.com>
Source record: 13730

Incidentally, today Darryl Still, of Atari Europe, mentioned that the total worldwide sales of the Jaguar included 125,000 units in the US, 30,000 units in the UK, and 30,000 units in Europe.

Atari recently announced that they were to begin selling the Jaguar in Japan, but so far no one has said anything about whether this has begun, or mentioned any sales figures if it has.

As a "quote without comment" for contrast, a sidebar in "Wired" recently mentioned that PRE-RELEASE sales of "Donkey Kong Country" for the 16 bit Super Nintendo Entertainment System were 2.2 MILLION units.

BobR

384. Re: I Bob and Peter an appology

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-11 01:53:51 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3hh5bf$fbb@ccshst05.cs.uoguelph.ca>
Source record: 13731

I heard some encouraging news from Don Thomas today ... that the
figure he gave me was old and incomplete. This is a plus for Atari ...
perhaps they did reach their sales goal after all. 125,000 units in the
US plus 30,000 units in the UK, plus 30,000 for the rest of Europe equals
185,000 units overall. That's not including sales in other countries like
Canada, Australia, and Japan.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"
==

385. Re: No flames please...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-11 08:50:08 UTC
From: contacts@mits.mdata.fi
Message-ID: <3hhto0$ppc@prime.mdata.fi>
Source record: 13734

In article <D3p37t.Hp4@ns1.nodak.edu>,
Robert J Goos <goos@badlands.NoDak.edu> wrote:
>1. Which Atari models are currently under production? Are the current
>models compatible with the prior models (1040 ST?).

Atari does not make computers any more, but Falcons are available on
demand, and there are third party machines arriving (not clones but
machines which run TOS software), like Medusa, Eagle and C-lab Falcon.

>2. I hate MS-DOS computers and Windows (I have to use them at work) and
>my old Amiga at home is dying and won't be repairable in a few months, I
>fear. Can anyone here tell me why I should consider an Atari rather than
>a Mac?

Don't get any computer unless you find you find out what do you want to do
with it: first, find programs you want to use, and the find a computer
that runs the required software. Cubase Audio Falcon is a good reason to
buy a Falcon - all other software is available (and very good), but it's
an effort to find it if you don't live in europe and know the right people.

>3. I recently saw a local ad for a used 1040 ST with monitor, HD, and
>the software collection of the owner for $300. Was this a good deal?

IMHO anything but a Falcon, Eagle, Medusa or TT is not a good deal when
talking about TOS- computers. 1040's and STe's are doomed, and they lack
important features like VGA support and SCSI. Ste might be a good choice
for normal sequencing job, though.

>4. Is the Atari, like the Mac, easy to use?

Atari's operating system is simpler, but as effective as Mac's for doing
everyday jobs. Programs for TOS 4.04 and Falcon are very well designed
and full of functions. IMHO the quality of Atari shareware programs
is higher that many commercial Mac programs (examples: Connect 2.46e,
Two-In-One, Gemview 3.10, 7Up, JV-1080 editor). Don't get a machine
with TOS 1.0, 1.2 or 1.4, those old OS's are too simple. TOS 4.04
makes programs look better and run smoother. You have a good choice
of replacement desktops (Gemini, Ease, No!Desk, Kaos, Neodesk) to
get the "touch" you like (maybe some PS/2 -look & UNIX shell...?).

>5. Is there any future to the Atari, or is it dying a slow death like
>the Amiga?

Atari (clones) is going to survive as a music computer and maybe also
as a DTP/graphics design system. Get Atari if you do musical stuff
(digital audio/MIDI: Falcon) or DTP/Graphics (Eagle/Medusa/TT).
There are all the other programs (and very good!) available, but

it takes some effort to find them and to find support for them.
Net helps a lot as the "Atari community (europe)" is very virile and
helpful).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

386. Re: Ultima and Bard's Tale

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-11 09:50:01 UTC
From: mmettler@ttmath.ttu.edu
Message-ID: <3hi189$5nm@hydra.acs.ttu.edu>
Source record: 13735

I seem to have missed the original posting, but if I understand correctly, the question is what Ultima and Bard's Tale games were supported for the Atari computers. Until a few years ago, I was playing Ultimas I-IV and Bard's Tale I on an old Atari 800 machine. I don't know if they're still available or not.

mjm

387. Re: Lots of atari-clones this year?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-11 15:43:38 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <792517418snz@yeadontt.demon.co.uk>
Source record: 13637

In article <3ha5d0$7ok@osiris.wu-wien.ac.at>
h9250467@idefix.wu-wien.ac.at "Alfred Radauer" writes:

>
> The future of Atari computing does not necessarily depend on Atari
> themselves, especially their hardware. The most important thing nowadays
> is the operating system. As ASH has programmed a completely TOS
> compatible operating system for Atari hardware and Macintosh hardware
> (Power PC to come), it is of absolutely little interest, wether Atari is
> comitted to their computer line or not (especially as they did and do no
> marketing for their computers). Atari computing will continue for some
> time, but it will be under the label of the "Magic" operating system.
>

I am all in favour of 3rd parties developing new machines (Medusa_drool!), but
I want to know why Atari didn't do more for the existing range of machines when
they were doing well.

The other problem Atari have never cured is marketing.

I bought a TT in 1991, at considerable expense, only to see Atari do everything
except deny existence of the machine. When the Falcon came along I didn't see
this as an upgrade, slower clock speed, built in keyboard, no VME port etc. So
I decided to wait for the much promised Falcon 040!! [Picture an old man with
a long grey beadr sat outside Silica refusing to move until the Falcon 040 is
released].

I have stuck with Atari since 1987 and see no reason to change my TT for a PC
but I will be seriously considering both the Eagle and Medusa machines.

****
*)|(###### ###### *
*)|(Phil Yeadon # # *
*) | (phil@yeadontt.demon.co.uk # # *
*) | (# # *
****

388. Re: CUT THIS SHIT, PEOPLE.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-11 17:10:54 UTC
From: jcassara@gate.net
Message-ID: <jcassara-1102951211500001@dffl2-23.gate.net>
Source record: 13638

In article <Pine.SUN.3.91.950208215608.10094P-100000@PEAK.ORG>, James Wood
<jamesw@CSOS.ORST.EDU> wrote:

> > Not to sound too sarcastic, but the point of having this newsgroup is so
> > that people can say the things they have been.
>
>
> Yes, but my point was that I'm tired of seeing the same forecast
> of doom. Why can't they just say that they think Atari sucks, then get a
> f*cking life and quit posting the SAME stuff. Is all of this bullshit
> going to change anything?????
>
James,

Back when I subscribed to comp.sys.amiga.advocacy I read millions of
"Amiga is Dead," "Commodore stock is falling," and "AMIGA SUX H0H0H0H0!"
posts. They all made me sick. In between intelligent posts, I would
always throw in a plea or two for these posts to halt. After months of
posting these requests, I realized that they are inevitable -- they just
won't go away.

I learned to ignore these rediculous scribblings in time. The majority of
them were composed simple to introduce excitement into the pathetic life
of the author via flames. "Typical PC/MAC user." :D

Keep in mind that not everyone who predicts Atari's death hates the
machine. If you ask any (ex)Amiga user what they feel killed out beloved
machine, the majority will tell you Commodore management screwed it up.
It's true.

My advice: ignore the posts. If the group overflows with these flames or
exaggerated points, wipe it off your list.

--
Joe Cassara
<jcassara@gate.net>

Those "JERKS" at WIOD? Hmpf.

389. Re: Dorfman has been correct!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-11 19:20:43 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3hj2mb$k22$1@mhade.production.compuserve.com>
Source record: 13639

>I know it isn't proper to laugh at those with mental deficiencies, but I just
>can't help it when it comes to Petey.

Such well reasoned, logical and fact filled arguments..!

Makes me proud to be an Atari owner...

BobR

390. BROTHER HL-630 LASER PRIN

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-11 23:01:00 UTC
From: jim.gain@primetime.org
Message-ID: <1e3.195.4070@primetime.org>
Source record: 13642

Am seriously considering purchasing a BROTHER HL 630 Laser printer.

Need to know:

1. Are printer drivers available to run from an Atari
1040 Ste?

2. What is the best price/sale price anyone has seen
currently? Especially Southern Ontario/Canada.

3. Anyone with an Atari running this Laser printer, please
write me direct to: jim.gain@primetime.org or in
ATARI_ST, or Atari-ST.

Thanks.

Internet: jim.gain@primetime.org (Jim Gain)
This message lovingly processed in beautiful Muskoka, Ontario, Canada by:
PrimeTime BBS - (705)689-1757
---

391. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-11 23:04:14 UTC
From: guenther@cabal.shnet.org
Message-ID: <FBLWFHUUUP@cabal.shnet.org>
Source record: 13640
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

In <1995Feb5.171256.38181@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>The Atari OS resides in the rom chip. Very inconvenient when it's time to
>upgrade.

Just out of curiosity: what the hell _is_ in the 2 megs of ROM the Mac
has? It surely can't be the OS, as it would be "inconvenient when it's
time to upgrade".

>The Atari platform was never taken full advantage and this was the platform's
>downfall. You obviously have not seen Quark and PageMaker on the PowerMacs.

Peter, are you trying to tell us that you have seen SL meanwhile?
Otherwise, I am kindly asking you to piss off.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

392. Re: No flames please...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-11 23:07:12 UTC
From: guenther@cabal.shnet.org
Message-ID: <FBLWFHUXUP@cabal.shnet.org>
Source record: 13641

In <3hhto0$ppc@prime.mdata.fi> Pekka Saarinen wrote:
>>3. I recently saw a local ad for a used 1040 ST with monitor, HD, and
>>the software collection of the owner for $300. Was this a good deal?
>
>IMHO anything but a Falcon, Eagle, Medusa or TT is not a good deal when
>talking about TOS- computers. 1040's and STe's are doomed, and they lack
>important features like VGA support and SCSI. Ste might be a good choice
>for normal sequencing job, though.

Well, one can upgrade a usual ST/STe to run faster than a TT, and graphics
boards are also a possibility, but this will be more expensive than a used
TT or already upgraded used machine.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

393. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-12 00:29:49 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3hjkpt$1sq@ccshst05.cs.uoguelph.ca>
Source record: 13643
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

: Atari is not making any computers for general sales any longer.

Actually, they still make Falcon 030's. Granted they aren't in
large quantities, but general users can buy them. It is a good MIDI machine.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"
==

394. Re: Well, well, well...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-12 00:57:12 UTC
From: abstract@wam.umd.edu
Message-ID: <3hjmd8$t0g@cville-srv.wam.umd.edu>
Source record: 13645

Steve G. (steveg@phantom.com) wrote:

: *sigh*

: It's been quite awhile since I last perused the articles on this
: newsgroup. Unfortunately, it looks like the same people are still
: bitching it out with each other...

: "You're wrong!"
: "No, you're wrong!"
: "Oh yeah? YOU'RE wrong!"

: *sigh*

: And people have the audacity to wonder why I no longer actively support
: Atari any more. *shakes head* Folks, all sarcasm and bad feelings aside,
: grow up, eh? In the several months that have passed since I was last in
: the newsgroup, it seems like only the subject matter has changed. The
: logistics of those involved in these petty, worthless arguments have not.

: You want to settle this Great Controversy? Fine. Get copies of the stock
: reports from Apple, IBM, Atari, Nintendo, Sega, and all the other players
: here. They will tell you everything you've been bitching to each other
: about; no more speculation, just plain fact.

: Now...How about a little intelligent conversation?
Wow! There is someone with more than half a brain! THANK YOU!
--Lunatic

395. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-12 01:02:37 UTC
From: abstract@wam.umd.edu
Message-ID: <3hjmnd$t0g@cville-srv.wam.umd.edu>
Source record: 13646
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

ca>

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: sinclair@ins.infonet.net wrote:

: : public television and radio from you?

: We wouldn't miss you if you left, Peter.
Peter, you seem to be very content with your Macintosh.
That is wonderful. Why don't you talk to fellow Macintosh owners about
how great they are. We are not interested.

: : In what way? Oh I forgot, you like to use amatuer apps while we Macies have
: : profesional apps..

: It's fortunate that you are not reprisentitive of the Mac users I
: know.
No, you are definately in a class of your own.
: >> Mark <<

: --
: ===
: Mark Rathwell The University Of Guelph
: mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

: "Now begone ... before someone drops a house on you too!"
: ===

--Lunatic

396. I'll trade 3 of mine for 1 of yours!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-12 01:15:51 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3hjng7$2gs@ccshst05.cs.uoguelph.ca>
Source record: 13647

Hi!

I have received *MANY* offers to buy and trade for the cartridges I'm offering. Unfortunately, not many people seem to be hitting the right keys. So, I'd like to change things a bit. To those of you who have already arranged deals with me, your cartridges have been set aside. The following items are still up for grabs:

Atari 7800 Atari 2600
========== ==========
1. Super Huey UH-IX 1. Kangaroo
2. Impossible Mission 2. Pac-Man
3. Fight Night
4. Touchdown Football Sega Master System
5. Real Sports Baseball ==========
6. Choplifter! 1. Hang On/Safari Hunt
7. Karateka
8. Galaga
9. One On One Basketball
10. Hat Trick
11. Centepede
12. Galaga

I will trade any three of the above games for one of the following:
^^^^^^ ^^^

Atari Lynx: Atari 7800 Tandy CoCo III
========== ========== ==========
1. Klax 1. F-18 Hornet 1. CoCo Max III
2. Dracula: The Undead 2. Water Ski 2. Max 10
3. Lemmings 3. Tank Command 3. Robocop
4. Ninja Gaiden 4. Tetris
5. Gauntlet III 5. Super Pitfall
6. Dirty Larry: Renegade Cop

My only conditions are that all games must have instructions and be in working order. If you want to make a different offer, please feel free. I'm fairly flexible.

Thanks!

>> Mark <<

--
==========
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"
==========

397. Re: No flames please...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-12 04:35:28 UTC
From: steveg@phantom.com
Message-ID: <3hk36g$7iq@dockmaster.phantom.com>
Source record: 13648

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: Yes. The interface isn't quite as nice, but it's a point and
: click environment. On the ST side, the OS is in ROM, so there's none of
: this "insert disk X" bullcrap.

Just a note...So long as the Mac has a hard drive (and nearly every Mac since '86 has one), you won't get that "insert disk X" bullcrap.

398. Re: html viewer help

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-12 14:27:29 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rdfCc-0005uMC@black.csi.cam.ac.uk>
Source record: 13649

In article <H.ekBL.RxCfRFnhHPg@icon.pp.se>, root@icon.pp.se wrote:

> If you want a graphical browser then install Linux68k, X11R6 and Mosaic.

Has anyone ported Mosaic to MiNT+X11R5 ?

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

399. Re: For Mark & Peter...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-12 19:46:47 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3hloj7$c9i@paul.rutgers.edu>
Source record: 13650

Peter Sinflop writes:

>>>>BTW Peter, what do you think will happen to Apple's stock when
>>>>Windows 96 comes out?

>>>Stay the same or increase with the advent release/bundle of Quickdraw 3d for
>>>the PowerMacs. Can't use Qickdraw 3d on the Falcon. - Info available on
>>>Apple's gopher in the press release. Look for price reductions on the PowerMac
>>>line soon..-Pentium machines will be down to the $1500 range as well.

>>Will this Quickdraw 3D have any use outside the Engineering community
>>(who, judging by Autodesk's decision to abandon the Mac market, have
>>little use for Macs)? And how the hell do you think that a mere 3D
>>version of Quickdraw will be enough to stave of the onslaught of Windows
>>96?? My gut feeling is that Windows96 will steam roll everything in
>>its path, including the Mac, and I don't even like Windows (a major
>>understatement). Apple better have more ammunition than that if it
>>wants to combat Microsoft.

>Read the press statement for more info. You are far off in what you are
>saying..
>I heard this before when Wintel 3 was to steam roll the Mac.. Apple does have
>the ammo, it's called the Powermacs.. Apple will double their unit shipments in
>the next quarters...

Far off? About what? Do you really think that built-in 3D rendering in
itself will set the world on fire? It seems to me that only a handful
of specialists will be that interested in it. Win96, OTOH will finally
throw off (to a large extent at least) throw off the 16-bit shackles that
have plagued PC software for 10 years. That, backed with Microsoft's
extraordinarily effective hype machine, has a very good chance of setting
the world on fire.

>>I would hope that Apple would reduce Power Mac prices, especially that
>>of the grossly overpriced 8100-110; otherwise they will be blown out
>>of the water by all the Packard Bells and Gateways of the world. Besides,
>>is it really fair to force people to pay top dollar for machines that,
>>barring a $500+ upgrade, will be obsolete by this Summer when the PCI
>>Power Macs come out!

>The PowerMac 8100/110 is aimed at the prof multimedia crowd who have the money.
>It's only offered in one config. However the 8100/100 is offered in many
>configs and significantly cheaper. The 8100/110 is a safe investment for those
>who have an investment in Nubus boards and will not be upgrading to pci right
>away.

I see. So the 8100/110 is aimed at professional multimedia users with deep pockets and low price sensitivity. Of course, if these people have so much money, why WOULDN'T they want to upgrade to PCI cards right away?

>>I hope you are right that the prices of Pentium-based computers will soon
>>go down to $1500. I want to buy a new computer to replace my aging 386SX,
>>and a Pentium should suit me just fine. BTW where did you get that info?
>>Inquiring minds want to know..

>Last Friday's Wall ST Journal which had an article on Intel's price reductions
>on the Pentiums. Prices wil start at $1500 soon. Apple executives were quoted
>that they will match the top tier clone prices..

Good. Assuming the cloners decrease their prices accordingly, it looks like I will be getting a new computer soon.

As for Apple matching the prices of the top-tier clone makers, if by "top-tier" clone maker they mean IBM and Compaq, their prices will still be relatively high.

>>His Cluelessness,
>>>-Peter
>>* Tom Trauth
>>* 2954 IS AN EVIL NUMBER!!!

Looks like you've just stooped to a new low: misquoting.
I did not write this:

>>* White people are inferior

However, I will write this:

* Tom Trauth
* 2954 IS AN EVIL NUMBER!!!
* Sinclap is inferior!!!

400. What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-12 20:11:38 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3hlq1q$dig@paul.rutgers.edu>
Source record: 13651
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

I just read Mark's "I owe Bob and Petey an apology" post, and in it he stated some very bad news: That the Jaguar user base is only 125,000 people. Considering that the Jag has been out for over a year, that Atari went all out in their promotion of it, and that other video game systems like SNES and Sega Genesis have millions of users, a user base of only 125,000 people is quite miniscule. If things don't turn around soon, the Jaguar will be, as Peter so eloquently puts it, a flop.

So, with this in mind, I have one question: What will Atari do if the Jag fails? The only possibility I could think of is that they could become a PC clone maker and start churning out "power w/o the price" Pentiums. Anyone else have any ideas?

* Tom Trauth

401. Re: What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-12 22:43:19 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3hm2u7$i4s@ccshst05.cs.uoguelph.ca>
Source record: 13652
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

```
: I just read Mark's "I owe Bob and Petey an apology" post,
: and in it he stated some very bad news: That the Jaguar
: user base is only 125,000 people.

Actually Tom, that number is incorrect. Don Thomas wrote back and
said that the actual number of Jags sold is larger. That figure was for
the US and was an old figure at that. Atari's user base is at least
200,000 units (this from several sources) and probably larger.

: in their promotion of it, and that other video game systems
: like SNES and Sega Genesis have millions of users, a user
: base of only 125,000 people is quite miniscule. If things
: don't turn around soon, the Jaguar will be, as Peter so
: eloquently puts it, a flop.

While I hate to use the word flop, the Jag is a disapointment.
Still ... the CD-I and 3DO picked themselves up. Anything is possible.
There are a *LOT* of games in the pipeline. People often forget that it
takes a year to program a game and the 3DO developers had their kits a
year before Jag developers. I think most people would agree that the
Jag's achilles heel is it's small library of games. There are enough
games in the pipeline that will help Atari in the long-run if they can
keep the Jaguar afloat until then.

>> Mark <<

--
================================================================================
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"
================================================================================
```

402. Re: Atari Stacey

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-13 02:09:43 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3hmf17$l00@ccshst05.cs.uoguelph.ca>
Source record: 13653

Speaking of the Atari Stacey, does anyone know if Atari actually released the ST Book? I have a couple of pictures of it in AtariUser magazine.

>> Mark <<

--
==========
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"
==========

403. Re: No flames please...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-13 02:10:59 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3hmf3j$l00@ccshst05.cs.uoguelph.ca>
Source record: 13654

```
: Just a note...So long as the Mac has a hard drive (and nearly every Mac
: since '86 has one), you won't get that "insert disk X" bullcrap.

I guess my old high school was pretty cheap. None of their Macs,
bar a few, had hard drives.

>> Mark <<

--
================================================================================
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"
================================================================================
```

404. Re: Atari Stacey

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-13 04:40:48 UTC
From: sinclair@ins.infonet.net
Message-ID: <3hmnsg$jl5@insosf1.infonet.net>
Source record: 13655

In article <3hmf17$l00@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> Speaking of the Atari Stacey, does anyone know if Atari actually
>released the ST Book? I have a couple of pictures of it in AtariUser
>magazine.

I believe Atari released small quantities of the ST Book in the UK. I remember seeing mailorder ads in ST Format at one time having the ST Notebooks.

>
> >> Mark <<
>
>--
>==
>Mark Rathwell The University Of Guelph
>mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
>"Very funny Scotty! Now ... beam down my clothes!!!"
>==

-Peter

405. Re: For Mark & Peter...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-13 04:51:58 UTC
From: sinclair@ins.infonet.net
Message-ID: <3hmohe$jl5@insosf1.infonet.net>
Source record: 13656

In article <3hloj7$c9i@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>Peter Sinflop writes:
>
>>>>>BTW Peter, what do you think will happen to Apple's stock when
>>>>>Windows 96 comes out?
>
>>>>Stay the same or increase with the advent release/bundle of Quickdraw 3d for
>>>>the PowerMacs. Can't use Qickdraw 3d on the Falcon. - Info available on
>>>>Apple's gopher in the press release. Look for price reductions on the PowerMac
>>>>line soon..-Pentium machines will be down to the $1500 range as well.
>
>>>Will this Quickdraw 3D have any use outside the Engineering community
>>>(who, judging by Autodesk's decision to abandon the Mac market, have
>>>little use for Macs)? And how the hell do you think that a mere 3D
>>>version of Quickdraw will be enough to stave of the onslaught of Windows
>>>96?? My gut feeling is that Windows96 will steam roll everything in
>>>its path, including the Mac, and I don't even like Windows (a major
>>>understatement). Apple better have more ammunition than that if it
>>>wants to combat Microsoft.
>
>>Read the press statement for more info. You are far off in what you are
>>saying..
>>I heard this before when Wintel 3 was to steam roll the Mac.. Apple does have
>>the ammo, it's called the Powermacs.. Apple will double their unit shipments in
>>the next quarters...
>
>Far off? About what? Do you really think that built-in 3D rendering in
>itself will set the world on fire? It seems to me that only a handful
>of specialists will be that interested in it. Win96, OTOH will finally
>throw off (to a large extent at least) throw off the 16-bit shackles that
>have plagued PC software for 10 years. That, backed with Microsoft's
>extraordinarily effective hype machine, has a very good chance of setting
>the world on fire.

16 bit shackles? Microsoft has already set the world on fire and is still
burning.. Remember this is Apple, a ten billion company with marketing clout..

>
>>>I would hope that Apple would reduce Power Mac prices, especially that
>>>of the grossly overpriced 8100-110; otherwise they will be blown out
>>>of the water by all the Packard Bells and Gateways of the world. Besides,
>>>is it really fair to force people to pay top dollar for machines that,
>>>barring a $500+ upgrade, will be obsolete by this Summer when the PCI
>>>Power Macs come out!
>

>>The PowerMac 8100/110 is aimed at the prof multimedia crowd who have the money.
>>It's only offered in one config. However the 8100/100 is offered in many
>>configs and significantly cheaper. The 8100/110 is a safe investment for those
>>who have an investment in Nubus boards and will not be upgrading to pci right
>>away.
>
>I see. So the 8100/110 is aimed at professional multimedia users with deep
>pockets and low price sensitivity. Of course, if these people have so much
>money, why WOULDN'T they want to upgrade to PCI cards right away?

PowerMac 8100/110 comes in one configuration: 16 megs ram and two gig's of
storage space. Plus Apple can extract a premium because of the low volume of
the 110 mhz 601. And than there are other PowerMacs at various price points.
There is going to be atransition time for people converting their Nubus boards
to PCI ones. Not everyone will upgrade right away. I just seen the specs on
the summer release of Nitro, TNT, Catylist and alchemy.. This line up will
hold off any Wintel 96 threat..

>
>>>I hope you are right that the prices of Pentium-based computers will soon
>>>go down to $1500. I want to buy a new computer to replace my aging 386SX,
>>>and a Pentium should suit me just fine. BTW where did you get that info?
>>>Inquiring minds want to know..
>
>>Last Friday's Wall ST Journal which had an article on Intel's price reductions
>>on the Pentiums. Prices wil start at $1500 soon. Apple executives were quoted
>>that they will match the top tier clone prices..
>
>Good. Assuming the cloners decrease their prices accordingly, it looks like
>I will be getting a new computer soon.
>
>As for Apple matching the prices of the top-tier clone makers, if by
>"top-tier" clone maker they mean IBM and Compaq, their prices will still
>be relatively high.

Have you priced a Mac lately?

>>>His Cluelessness,
>>>>-Peter
>>>* Tom Trauth
>>>* 2954 IS AN EVIL NUMBER!!!
>
>Looks like you've just stooped to a new low: misquoting.
>I did not write this:
>
>>>* White people are inferior
>
>However, I will write this:

So, whats with Rutger? Will Madam Whitman fire your Prez?

>
>* Tom Trauth
>* 2954 IS AN EVIL NUMBER!!!
>* Sinclap is inferior!!!
>

>
>
>
>

-Peter

406. Atari 1040 ST For sale

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-13 05:17:58 UTC
From: bhunt5@rain.org
Message-ID: <3hmq26$3m0@news.rain.org>
Source record: 13657

I have a friend that has an Atari 1040 ST with color monitor and small hard drive (I think it's 10 meg), and lots of disks (maybe 200-300). He will let it all go for $200.00. If anyone is interested E-Mail me, and I will pass it on tho him. (he's not on the Net)
Brian

--
--bhunt5@coyote.rain.org

407. Re: For Mark & Peter...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-13 05:30:10 UTC
From: soupigf@enterprise.america.com
Message-ID: <3hmqp2$9n1@enterprise.america.com>
Source record: 13658

Thomas Trauth (trauth@paul.rutgers.edu) wrote:

: BTW Peter, what do you think will happen to Apple's stock when
: Windows 96 comes out?

I know its kinda out of topic, but I have no doubts it will send
Apple's stock SOARING, as well as a huge influx of funds to NeXT. It will
be a year late, and will come nowhere near meeting people's expectations,
nevermind being "as good as a Mac!".
At this point, people will abandon MS/Intel like rats from a
sinking ship, and seek refuge in a true user interface, such as the one
provided by Apple for personal computers and NeXT for workstations.

SoupIsGood Food

408. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-13 05:35:41 UTC
From: soupigf@enterprise.america.com
Message-ID: <3hmr3d$9ut@enterprise.america.com>
Source record: 13659
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

Thomas Trauth (trauth@paul.rutgers.edu) wrote:

: $1199 for Aldus PageMaker!! HA HA HA!!!
: Peter, you have just single-handedly proven my theory that Mac software is
: twice as expensive as PC software. You can buy the Windows version of
: PageMaker for only around $500. And in case you want proof, I can cite
: several magazine ads in which PageMaker for Windows is listed at about $500.

: His Cluelessness,
: >-Peter

Err, I hate to break this to you, but your little friend is
wrong. Pagemaker/Mac can be had in the latest PowerPC version for $299.
It is listed here quite plainly in this month's MacUser, in any one of
the myriad mail-order houses.

SoupIsGood Food

409. Re: What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-14 21:36:39 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3hr7p7$gul@paul.rutgers.edu>
Source record: 13660
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

BobR <76702.1466@CompuServe.COM> writes:

>>...they could become a PC clone maker...

>Atari already tried to do this back in 1987.. they showed a nice little PC
>clone at the Winter Consumer Electronics Show, which had a VERY competitive
>price... they were VERY high on this product, even to the point that I had
>to wonder if I was going to have to get into the IBM world to help support
>"Atari PC" owners in the Atari Roundtable...

>It never went anywhere.

How hard did they push it? Maybe they were preoccupied with the ST
and didn't pay much attention to their clone line.

>Eventually they did sell a few 80386 clones in Canada and Europe, but that
>only lasted a very short time.

>If they can't sell the most advanced video game system in existance, how
>are they going to sell "just another clone"...?

Well, the advantages to selling "just another clone" over a new video
game system is that the software is already their. In selling clones,
they wouldn't face the "It only has 12 titles" problem that has plagued
the Jag. All they have to do is make a half-way decent clone, stick on
it a low price tag, market it correctly (something they may have problems
with) and get the right computer store chains to carry it (which they
will definitely have problems with, though hardly insurmountable ones).

I mean, what would be easier: selling "just another gas-powered car" or
an advanced new car that ran on alcohol?

>BobR

* Tom Trauth

410. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-14 21:48:37 UTC
From: steve@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3hr8fl$aue@fred.netinfo.com.au>
Source record: 13661

Peter Hofman (hofman@31.30.dnet@god.bel.alcatel.be) wrote:

: YES!!!!!!!!!(Read the original posting)

: Ever considered publishing this???

I may be wrong, but I believe posting a message here IS publishing.

411. ATARI 1040 ste

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-15 04:12:05 UTC
From: sblinman@neumann.une.edu.au
Message-ID: <3hruul$jd2@grivel.une.edu.au>
Source record: 13662

Can anyone post or send me some information on the
Atari 1040 ste......

I need general and technical info and any disk images

Thanks..
sblinman@neumann.une.enu.au

412. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-16 00:36:45 UTC
From: sinclair@ins.infonet.net
Message-ID: <3hu6mt$2qd@insosf1.infonet.net>
Source record: 13663

In article <D42C5G.pIp@ns1.nodak.edu>, goos@badlands.NoDak.edu (Robert J Goos) writes:
>OK, Atarioids, it's time for this newsgroup to live up to its name...
>
>I am requesting that ONLY DIE-HARD, LOYAL Atari owners answer here.
>Complainers, flamers, etc., can start their own threads.
>
>I am requesting that those of you who like, enjoy, love, etc. the Atari
>platform to follow up this posting by answering the following questions:
>
>1. Why do you like your Atari computer?
>2. What does your Atari do (or do more efficiently, elegantly, etc.)
>better than other platforms (particularly Windows or Mac)?
>
>Please feel free to wax eloquent, and please mention for me what Atari
>model you are so attached to.
>
>I'm not an Atari user, but would be quite interested in knowing what you
>find so appealing about your chosen platform.

'Yawn'

>
>Thanks a lot...
>
>R. J. Goos
>Fargo, ND

-Peter

413. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-16 01:35:14 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3hua4i$djs@ccshst05.cs.uoguelph.ca>
Source record: 13664

```
: 1. Why do you like your Atari computer?

My 130XE is:

a) Cheap
b) Has lot's of software
c) Is a funky little machine

: 2. What does your Atari do (or do more efficiently, elegantly, etc.)
: better than other platforms (particularly Windows or Mac)?

It's not really better, but it is less expensive ... that's why I
love it. The software & hardware can be had for next to nothing. The
130XE can be purchaced for less than the cost of a sound card needed to
give PC's comparable sound. I use it for Word Processing,
Telecommunications, Graphics, Programming, Music and of course, Games.

Cheers,

>> Mark <<

--
================================================================================
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"
================================================================================
```

414. WANTED: Atari 800XL

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-16 02:45:49 UTC
From: anna@wam.umd.edu
Message-ID: <Pine.ULT.3.91.950215193504.21011D-100000-100000@rac6.wam.umd.edu>
Source record: 13665

Hi..

I'm looking for an Atari 800XL with power supply and floppy drive.
I know it's an old machine, but it was my first "real" machine...

If anyone knows where I can find one reasonably priced (I called
Best Electronics, and they want $99 (?!?!?!) for one...) or
will sell one for a decent price, please e-mail:
anna@wam.umd.edu

Thanks for all help!

Anna Winkler

415. Re: Atari's and Pc compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-16 05:01:51 UTC
From: pl4266@u.cc.utah.edu
Message-ID: <3hum7v$atn@news.cc.utah.edu>
Source record: 13666

rimka@univ-angers.fr wrote:

: This is a short response to Houn-Nam Ing and the others:
: All Atari can be clone like the Pc ,this isn't a dream because

Yess, but anyone who clones ATARI's must pay ATARI for a license!

416. The Atari 8-bit Omnibus

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-16 07:29:13 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199502160728.AA218709735@relay1.geis.com>
Source record: 13667

The Atari 8-bit Omnibus is still available, now with a money back guarantee.
This ad-stravaganza filled with products for the Classic Atari costs only
$5 per copy. That includes worldwide shipping.

The Guarantee:
==============
If you don't like it/find it boring/think it's not worth $5/etc.,
just send me a letter with your name and address, saying what you
don't like. KEEP the magazine! I'll write back, apologizing and
including a cheque for your $5. Good enough?

Current Notes called it "...a nice piece of work...a neat idea..."

Comments on comp.sys.atari.8bit have included "Check it out!" and "Shell out
five bucks and get a copy of the Omnibus." Who am I to disagree?

So c'mon and try it!

The Atari 8-bit Omnibus
PO Box 342
Cote-St-Luc, QU H4V 2Y5
Canada

[Canadians can pay in Canadian funds. All others please pay in US $]
[If paying by cheque or money order, make it payable to David A. Paterson]
User group special pricing: $4 per copy, minimum order 5 (five) copies.

417. No of Falcons Sold

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-16 12:26:40 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3hvga0$5ri@dux.dundee.ac.uk>
Source record: 13668

Does anyone know how many have been sold?

Rod

--
--
Rod McCall, President, Lip Theatre Company
==========
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of the university @@
@@ hence don't complain to them, complain to me!! @@
==========
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

418. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-16 13:32:04 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3hvk4k$m85@ccshst05.cs.uoguelph.ca>
Source record: 13669

```
: >I am requesting that ONLY DIE-HARD, LOYAL Atari owners answer here.
: >Complainers, flamers, etc., can start their own threads.

: 'Yawn'

Hey Peter ... can't you read what the man wrote???

>> Mark <<

--
==========================================================================
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"
==========================================================================
```

419. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-16 14:43:32 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95047.094332STIRRE31@MAINE.MAINE.EDU>
Source record: 13678

Robert,
I use an Atari Falcon030 and enjoy it for many reasons. First of all, the people in the Atari community are just great. If you have a problem with anything just post something in the Atari group to see what I mean. Also, go to an Atari trade show if possible. Because software companies in the Atari world are small, problems with software are usually discussed with the author of the program. This is much nicer than huge software companies in the IBM/Mac worlds, IMO.
I also think that TOS 4.04/GEM is the nicest desktop environment I've seen for any personal computer. It is very much like System 7 (IMO) and in ROM so that it does not take up gobs of system memory. It is the most user-friendly desktop that I have seen. Also, MultiTOS offers pre-emptive multitasking. Hopefully, magix for the Falcon will arrive soon for an alternative to the admittedly slow MultiTOS.
Software prices for the Atari market are, on the whole, much less than for PC or Mac. Upgrades are also generally much less. Furthermore, software seems to be much more efficeint on the Atari. Some will argue that software on the Atari just is not as powerful as software on the IBM but I find Atari software does the job.
Finally, I still argue that the Atari platform has "character." It is off the beaten path and this is good. I believe that personal computers are just that- personal. I don't need Microsoft to tell me what I need and I am very sick of people who believe the only platforms on the planet are Windows and Mac. Many people ask the Circuit City salespeople what they need and take their advice as gospel. For me, the Atari does the job and does it in a much nicer way. But, again, this is my personal choice :-).
Oh, one more thing. I still think for a beginning system there is nothing better than a 1 meg STe which can be had with bundles of software and monitor for a little over $300 US. So many families buy a $1000+ system for junior nowadays not realizing that there are other options available to them.
-scott tirrell

420. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-16 14:49:12 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3hvol8$nqd@darkstar.UCSC.EDU>
Source record: 13670

In <D42C5G.pIp@ns1.nodak.edu> goos@badlands.NoDak.edu (Robert J Goos) writes:

>1. Why do you like your Atari computer?

Various reasons, mostly answered by #2

>2. What does your Atari do (or do more efficiently, elegantly, etc.)
>better than other platforms (particularly Windows or Mac)?

Just about everything. I have a 486/66 with all the bells & whistles
and I spend more time wrestling with it than doing things on it. On my
Falcon, I know what I want to do, and I can tell the computer to do it.
From telecomms to word processing to MIDI to rendering, there's no horrid
configurations, there's no "reinstall the system and ever application is
hosed" there's no "I'm a mac and I'll tell the user what to do and not
vice versa"

Yes, when my PC works, it's great... but in 8 years of ST ownership I've had
less hassle than I've had in 6 months (heck, in the first 2 weeks!) of
PC ownership. And I've used Macs in work situations. That's why, when I
dedicated my Falcon to MIDI, I got a PC to replace the normal duties.

>Please feel free to wax eloquent, and please mention for me what Atari
>model you are so attached to.

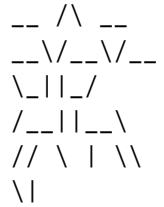
Any and all. I've had a 600xl, 800xl, 1040STf, 1040STE, megaSTE and currently
a Falcon.

>I'm not an Atari user, but would be quite interested in knowing what you
>find so appealing about your chosen platform.

It's a simple equation. I tell it what to do and it does it. A mac will
do something else instead and a PC will break 10 times first.

>Thanks a lot...

Yer welcome...

~Chris
>R. J. Goos
>Fargo, ND
--


421. Re: What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-16 16:54:45 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3i000l$smu@m.ehd.hwc.ca>
Source record: 13671
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Thomas Trauth (trauth@paul.rutgers.edu) wrote:
: I just read Mark's "I owe Bob and Petey an apology" post,

...

: So, with this in mind, I have one question: What will Atari
: do if the Jag fails? The only possibility I could think of
: is that they could become a PC clone maker and start churning
: out "power w/o the price" Pentiums. Anyone else have any ideas?

If Atari were to do this, I know which Pentium chips they would _chose_
to use in the "New Atari Pentium machines." Anyone for an Atari Pentium SX.

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

422. Re: Atari's and Pc compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-16 18:21:27 UTC
From: 76702.1466@CompuServe.COM
Message-ID: <3i0537$5cr$1@mhade.production.compuserve.com>
Source record: 13672

>Yess, but anyone who clones ATARI's must pay ATARI for a license!

Why..?

The Atari ST is a fairly simple design, composed mostly of off-the-shelf parts (it had to be, since Tramiel Technologies had to get the product to market in six months after losing the rights to the Amiga). It would be fairly simple to design an Atari ST "workalike" computer from similar parts.

The GEM desktop was licensed from Digital Research, who was bought by Novell... I doubt Novell has any further interest in selling licenses to use GEM (unfortunately it would have to be GEM 2), but you never know.

That leaves the underlying operating system (TOS) to be simulated... I doubt a compatible operating system would be difficult to create without using any Atari code.

The same applies to the TT and Falcon.. the question is, who would want to bother..?

(Yes, I know about the Medusa and the Eagle.. look at their prices, then look at their total sales..)

BobR

423. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-16 18:24:16 UTC
From: 76702.1466@CompuServe.COM
Message-ID: <3i058g$5cr$2@mhade.production.compuserve.com>
Source record: 13673

>Hey Peter ... can't you read what the man wrote???

Yes, except that this is an open invitation for a one-sided, unchallenged onslaught of misinformation like the last few responses have been full of...

Sort of like the way Nixon would probably have liked to have run the media.

BobR

424. Re: No of Falcons Sold

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-16 18:27:41 UTC
From: 76702.1466@CompuServe.COM
Message-ID: <3i05et$5cr$3@mhade.production.compuserve.com>
Source record: 13674

Re: Falcons

>Does anyone know how many have been sold?

I remember Charles F. Johnson of CodeHeads Technology making some
educated guesses at the total number of Falcons in the world, but I don't
remember exactly what figure he came up with, so I can't give any specific
numbers..

But the number was vanishingly small...

BobR

425. Re: No of Falcons Sold

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-16 18:35:44 UTC
From: sinclair@ins.infonet.net
Message-ID: <3i05u0$hkm@insosf1.infonet.net>
Source record: 13675

In article <3hvga0$5ri@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>Does anyone know how many have been sold?

Not many...

>
>Rod
>
>--
>--
>Rod McCall, President, Lip Theatre Company
>==
>// email: rmccall@mcs.dundee.ac.uk //
>@@ No part of any mail I send is the reponsibility of the university @@
>@@ hence don't complain to them, complain to me!! @@
>==
>for infomation on the following
> CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
>**
>
>
>
>
>
>
>

-Peter

426. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-16 18:42:17 UTC
From: sinclair@ins.infonet.net
Message-ID: <3i06a9$hkm@insosf1.infonet.net>
Source record: 13676

In article <3hvol8$nqd@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>In <D42C5G.pIp@ns1.nodak.edu> goos@badlands.NoDak.edu (Robert J Goos) writes:
>
>>1. Why do you like your Atari computer?
>
>Various reasons, mostly answered by #2
>
>>2. What does your Atari do (or do more efficiently, elegantly, etc.)
>>better than other platforms (particularly Windows or Mac)?
>
>Just about everything. I have a 486/66 with all the bells & whistles
>and I spend more time wrestling with it than doing things on it. On my
>Falcon, I know what I want to do, and I can tell the computer to do it.
>From telecomms to word processing to MIDI to rendering, there's no horrid
>configurations, there's no "reinstall the system and ever application is
>hosed" there's no "I'm a mac and I'll tell the user what to do and not
>vice versa"

Thats why the ST failed.. Atari's marketing sucked... Apple's marketing research systems responded to customers needs. My Mac does not tell me what to do. My Mac suggests this particular extension belongs in this folder and I have the final say.

>
>Yes, when my PC works, it's great... but in 8 years of ST ownership I've had
>less hassle than I've had in 6 months (heck, in the first 2 weeks!) of
>PC ownership. And I've used Macs in work situations. That's why, when I
>dedicated my Falcon to MIDI, I got a PC to replace the normal duties.
>
>>Please feel free to wax eloquent, and please mention for me what Atari
>>model you are so attached to.
>
>Any and all. I've had a 600xl, 800xl, 1040STf, 1040STE, megaSTE and currently
>a Falcon.
>
>>I'm not an Atari user, but would be quite interested in knowing what you
>>find so appealing about your chosen platform.
>
>It's a simple equation. I tell it what to do and it does it. A mac will
>do something else instead and a PC will break 10 times first.

Your cool...

>
>>Thanks a lot...
>
>Yer welcome...
>
> ~Chris
>>R. J. Goos
>>Fargo, ND
>--
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|
~~~~~~~~~~~~~~~~~
sounds elitist

-Peter
~~~~~~~~~~~~~~~~~

427. Re: No of Falcons Sold

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-16 21:41:50 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3i0gqu$64n@ccshst05.cs.uoguelph.ca>
Source record: 13677

: Does anyone know how many have been sold?

About a year and a half ago, Atari announced that 110,000 Falcons
had been sold in Europe.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"
==

428. Atari 520ST problems

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-17 00:47:35 UTC
From: lreuter@mail1.sas.upenn.edu
Message-ID: <3i0rn7$c1a@netnews.upenn.edu>
Source record: 13679

A friend of mine was just given an old Atari 520ST. Everything went well, but he tried to copy a disk using an appartently faulty drive and now when he tries to use the source disk, he gets "TOS ERROR #35" when he tries to run a program on it (it is a music sequencer-type program from Hybrid). Does this mean the entire disk is bad (it still opens), or just that program, and is there a way to save it. You see, the operating system manual did not come with the gift (of course). Any help would be greatly appreciated. BTW, if anyone has an old user's manual for this computer (520ST), please let me know.

Thanks in advance.

-Leo

429. Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-17 01:03:14 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <792982994snz@yeadontt.demon.co.uk>
Source record: 13680

I have been an Atari user since 1987. I started with an STFM with a single sided floppy, since then I have progressed through a Mega 4 ST with a Megafile 30 hard disk to a TT030 with 8Mb RAM and an internal 105Mb hard disk.

I have stayed with the Atari platform for one simple reason. I LIKE IT.

The Atari machines I have owned have always performed well and I have never experienced any major unreliabilities from either software or hardware.

I currently use my TT for small scale Desktop Publishing with Calamus SL, vector drawing with DA Vector and programming with GFA Basic 3.6TT and Devpac TT.

I have been involved in many debates with PC (contemptables?) owners over the last few years, and on each occasion stated my belief that the PC clones are just a 1981 design with go-faster stripes bolted on afterwards, with the inevitable incompatability problems that always go hand in hand with this type of system. I mean, who wants a operating system (Windows) that requires 8Mb of RAM to be useable and requires over 30Mb of hard drive space! I compare this to TOS which runs on a 512Kb machine from a 256Kb ROM and still leave enough memory for applications to run in.

I wish Atari would go back to devoloping computers, my current dream machine would be based around Jaguar hardware with the CD-ROM as standard. All Atari need to do is add a 'Desktop' enviroment to a Jaguar and put in a descent case (seperate keyboard essential). Imagine the processing power available for graphics and sound (Multimedia) work that this combination would give.

I have stuck by Atari for nearly eight years now, and can still see no reason for me to change this situation. I thought that the Atari computers were just about washed up until I joined the Internet, now I can see that I was wrong.

Long Live Atari Users!!!!!


```
*****************************************************************************
* )|( ###### ###### *
* )|( Phil Yeadon # # *
* ) | ( phil@yeadontt.demon.co.uk # # *
* ) | ( # # *
*****************************************************************************
```

430. Re: What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-17 08:04:42 UTC
From: funkster@spud.Hyperion.COM
Message-ID: <3i1laq$gef@spud.Hyperion.COM>
Source record: 13681
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

bdean@hpb.hwc.ca (BLAIR DEAN) writes:
>Thomas Trauth (trauth@paul.rutgers.edu) wrote:
>: So, with this in mind, I have one question: What will Atari
>: do if the Jag fails? The only possibility I could think of
>: is that they could become a PC clone maker and start churning
>: out "power w/o the price" Pentiums. Anyone else have any ideas?

>If Atari were to do this, I know which Pentium chips they would _chose_
>to use in the "New Atari Pentium machines." Anyone for an Atari Pentium SX.

Atari made IBM PC clones at one time; they stopped, long ago. Ever heard
of the Atari Business Computer (ABC)? No? Now you know why they stopped.

It would be an even _worse_ idea for Atari to get into the clone business
these days. There's no margin left in it.

--
larry hastings, the galactic funkster, funkster@hyperion.com
"MELROSE! I'm SORRY!"
My WWW homepage

431. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-17 08:29:27 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3i1mp7$l2h@paul.rutgers.edu>
Source record: 13682

NOT!!

* Tom Trauth

(I think this is when your supposed to follow-up with a NOT post...
isn't it????)

432. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-17 11:17:22 UTC
From: soupigf@enterprise.america.com
Message-ID: <3i20k2$l0c@enterprise.america.com>
Source record: 13683
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

guenther@cabal.shnet.org (Thorsten Guenther) writes:

>Just out of curiosity: what the hell _is_ in the 2 megs of ROM the Mac
>has? It surely can't be the OS, as it would be "inconvenient when it's
>time to upgrade".

The 2 megs of rom are system traps, little subroutines that
execute when called upon by the OS or programs. Around 128-256k of that
is the basic graphics and interface stuff. The rest is goodies like
networking, communications toolbox, performance enhancers for specific
modles, all kindsa fun stuff.
If you have an outmoded Mac with dinky ROMs, the OS will provide
patches. Not as convienient, to be sure, but it gets the job done.

Note: I am not taking sides. I own and love the Mac, but am
equally interested in other platforms, such as the ST/Falcon.

SoupIsGood Food

433. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-17 11:31:42 UTC
From: soupigf@enterprise.america.com
Message-ID: <3i21eu$l7k@enterprise.america.com>
Source record: 13684

abstract@wam.umd.edu (Lunatic) writes:

>I think that the main problem is that now that people have spent
>thousands of dollars to follow what seemed at the time to be a good
>thing, they are naturally reluctant to scrap their PC's and Mac's and get
>a good machine.

I don't think this is the case. More and ore people are switching
to once obscure platforms such as Sun and Silicon Graphics.
What consumers are looking for, IMO, is a stable, supported
platform that offers superior performance, even if it comes at a premium.
The trouble with Atari and Commodore's Amiga is simply that the
support behind these two wonderful platforms are basically the Banna
republics of the computer industry. They don't have software evangelists
out there kicking developers' butts to develop good ST applications, they
don't have a marketing campaign, and they don't do any hard-core computer
science R&D; they merely repackage whats out there already.
If Atari had made a deal with an obscure chip manufacturer with
an awesome microprocessor that could go toe to toe with the PowerMac or
Pentium, or even just the 68040 and 486, and if they advertised, and
invested money in publicity, we would be seeing a huge increase in the
customer/aftermarket base.
Unfortunately, due to bad management, another good platform is
relegated to obscurity.

SoupIsGood Food

434. Re: Atari's and Pc compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-17 11:35:56 UTC
From: soupigf@enterprise.america.com
Message-ID: <3i21ms$l9k@enterprise.america.com>
Source record: 13685

sinclair@ins.infonet.net writes:

>Are you serious? $2363 for an 040 classed machine? Have you heard of Nitro,
>TNT, catalyst and alchemy? All comming soon..

Motorola/IBM PPC 604, PCI bus...Eeeee!

I can't wait for the 603+ Duos, either...

SoupIsGood Food

435. Re: What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-17 11:47:07 UTC
From: soupigf@enterprise.america.com
Message-ID: <3i22br$lge@enterprise.america.com>
Source record: 13686
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

trauth@paul.rutgers.edu (Thomas Trauth) writes:

>So, with this in mind, I have one question: What will Atari
>do if the Jag fails? The only possibility I could think of
>is that they could become a PC clone maker and start churning
>out "power w/o the price" Pentiums. Anyone else have any ideas?

God, I hope not! Instead of making little C-64 style computers,
they should start making handbooks. Yery simmilar to the Zeos Handbook.
Add in a PCMCIA type III slot, kittyhawk HD, built in modem and an
active-matrix backlit color screen. Then, bundle it with a cellular link,
and position it as a "Portable Internet Workstation".
Think about it, TOS is a Unix derivitave, right? And it has Unix
development tools, and networking stuff like TCP/IP, UUCP, Usenet, etc.
This makes a perfect, low-cost net surfing vehicle!

This, however, requires a competent management behind it, one
that can invest in the advertisement and industry evangelism neccesary to
make such an effort fly.
Atari is doomed. B)

SoupIsGood Food

436. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-17 15:54:34 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D45Iuy.4Mo@ecf.toronto.edu>
Source record: 13587

In article <3i115m$8ik@darkstar.ucsc.edu>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>Uh... the mac does things like: I drag a file and IT decides whether I wanted
>to copy or move based on a (usually wrong) internal criteria

You mean just like the GEM Desktop assumes that when I drag a file that I want to copy it? The Mac's criteria are very simple. When you drag an item from one disk to another, it assumes you want to copy. All other times, it assumes you want to move the file. This is logical and fits in with what most people actually do in the real world.

You *do* know that it is very easy to tell the Mac that you want to copy a file instead of moving it? In fact, it's almost the same as on the Atari.
In GEM, you move a file by holding down control and dragging. In the Finder, you copy a file by holding down option and dragging. Alternatively, you can select the item and choose "Duplicate" from the File menu, or press Command-D.

> It tells me
>when I can and cannot eject a disk. Blah Blah...

The only time *I* ever use floppies is when I'm installing a new program or copying a document from a friend.

> Yes, the mac has a certain
>place for people who don't want to know about computers but use them anyway,

Are you telling me that I don't know (or don't want to know) about computers because I'm a Mac user?

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

437. Re: No of Falcons Sold

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-17 20:32:06 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3i3146$64o$1@mhadf.production.compuserve.com>
Source record: 13588

>The master of nuimerical information, Peter the Great has spoken. All must
>prostrate themselves in his glory.

I'm sure you feel very clever in making that oh, so funny comment.. but unless
you have any information to offer to the contrary, you're no better than
"Peter the Great"...

>p.s. it's probably mnore than Apple sold of Lisa machines...

I wouldn't be too sure.. why not call Atari and ask them..?

Then come back and laugh... if you still feel like it after finding out.

BobR

438. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-17 20:39:11 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3i31hf$64o$2@mhadf.production.compuserve.com>
Source record: 13589

Asking legitimate questions is a bit different from telling people you only want to hear one side of a story...

Your own answer was full of misinformation about other brands of computers than it was about positive experiences with Atari computers, which was what the original question asked about.

Just because you don't like a particular brand of computer doesn't make any other brand any better.

If you like your Atari computer, then say so.. you don't have to "put down" anything else to make the Atari appear better.

The question was NOT about what's so bad about IBMs and Macintoshes, or anything else... why answer it that way..?

BobR

439. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-17 20:46:50 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3i31vq$64o$3@mhadf.production.compuserve.com>
Source record: 13590

>It tells me when I can and cannot eject a disk. Blah Blah...

Oh, I see..!

You LIKE to screw up the FATs on your disk, and you don't want anyone stopping
you from damaging the files beyond repair, is that is..?

Pretty poor argument, if you ask me...

BobR

440. Re: What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-17 20:57:45 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3i32k9$64o$4@mhadf.production.compuserve.com>
Source record: 13591
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

>Too bad Atari didn't release the STBook here. It would have sold better
>then the 2/386(?)s they went with.

Umm.. no...

The STBook computer had NO floppy disk in it, or available for it. It had NO backlight on its screen, and it had NO means to attach an external monitor or keyboard to it. It had NO standard I/O ports on it.

What it DID have was a pricetag as high as other notebooks on the market that DID have these features. It would have fallen flat on its face, and Atari finally realized that, and pulled it.

The only x86 machines Atari ever made were desktop units under several different names, the last being "Atari Business Computers", or "ABC"..

The one portable PC clone Atari did make was the Portfolio palmtop, but that was in a different class from the notebook market.

The biggest problem with the Atari PC clones, besides their typical marketing, was the time it took them to get the machines to market. By the time they got their 8088 machine ready to sell, AT class '286 machines were common and were sellling for much the same price as the Atari 8088s were. Then when they got their '286 ready to go finally, the '386 was the industry standard..

Much like bringing out a 16 Mhz 68030 machine just in time for the market to have moved on to 25 Mhz 68040s...

The computers were never BAD designs, they were just too late...

BobR

441. Re: What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-17 21:00:15 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3i32ov$64o$5@mhadf.production.compuserve.com>
Source record: 13592
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

>Think about it, TOS is a Unix derivitave, right?

Umm.. no.. Atari TOS was originally based on CP/M 68K...

People have developed UNIXlike tools to use with it, true.

BobR

442. Re: No of Falcons Sold

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-17 21:03:35 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3i32v7$4j5@ccshst05.cs.uoguelph.ca>
Source record: 13593

: Then come back and laugh... if you still feel like it after finding out.

If you could get a straight answer. Don Thomas would be the guy
to ask. Everyone else will give you the run around.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"
==

443. Re: What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-17 22:48:24 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3i393o$qlo@paul.rutgers.edu>
Source record: 13594
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

bdean@hpb.hwc.ca (BLAIR DEAN) writes:

>: So, with this in mind, I have one question: What will Atari
>: do if the Jag fails? The only possibility I could think of
>: is that they could become a PC clone maker and start churning
>: out "power w/o the price" Pentiums. Anyone else have any ideas?

>If Atari were to do this, I know which Pentium chips they would _chose_
>to use in the "New Atari Pentium machines." Anyone for an Atari Pentium SX.

There is no Pentium SX. Never was and never will be. The only chips that had the SX suffix were the 386SX and the 486SX. The 386SX was a 386 with a 16-bit external interface rather than a 32-bit one. The 486SX (which was a joke) was a 486 with a crippled floating-point unit (kind of like the Pentium's ;-)). If you added a "487" math coprocessor (which was really a regular 486) to a 487-based system, the system bypassed the 486SX and used the 487 (486) instead.

However, I read that one of the Pentium-chip cloners (forget which one) was going to release an FPU-less Pentium clone. There rational for doing this was that it would keep costs down and most users don't really need an FPU anyway. Is that the chip you were referring to??

>--
>Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
>Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe

* Tom Trauth

444. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-17 22:51:53 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3i39a9$qon@paul.rutgers.edu>
Source record: 13595

mrathwel@uoguelph.ca (Mark Rathwell) writes:

>: >I am requesting that ONLY DIE-HARD, LOYAL Atari owners answer here.
>: >Complainers, flamers, etc., can start their own threads.

>: 'Yawn'

> Hey Peter ... can't you read what the man wrote???

You mean you actually think that Peter can read??
They normally don't teach that until first grade.

> >> Mark <<

* Tom Trauth

445. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-17 23:26:51 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3i3bbr$qn1@darkstar.UCSC.EDU>
Source record: 13596

In <3i1mp7$l2h@paul.rutgers.edu> trauth@paul.rutgers.edu (Thomas Trauth) writes:

>NOT!!

>* Tom Trauth

>(I think this is when your supposed to follow-up with a NOT post...
> isn't it????)

I've frequently not follwed up to your posts...

~Chris

--

446. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-17 23:30:07 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3i3bhv$qpl@darkstar.UCSC.EDU>
Source record: 13597

In <D45Iuy.4Mo@ecf.toronto.edu> pischke@ecf.toronto.edu (PISCHKE DAVID) writes:

>You mean just like the GEM Desktop assumes that when I drag a file that I want
>to copy it? The Mac's criteria are very simple. When you drag an item from
>one disk to another, it assumes you want to copy. All other times, it assumes
>you want to move the file. This is logical and fits in with what most people
>actually do in the real world.

It's inconsistent behavior. A computer should NOT differentiate between
a drag between windows on differne tdisks and windows on the same disk. It
means that whenever I drag a file I have to thing "Is this between disks or
on the same one"

>You *do* know that it is very easy to tell the Mac that you want to copy a file
>instead of moving it? In fact, it's almost the same as on the Atari.
>In GEM, you move a file by holding down control and dragging. In the Finder,
>you copy a file by holding down option and dragging. Alternatively, you can
>select the item and choose "Duplicate" from the File menu, or press Command-D.

Tell me: how do you force a MOVE between disks? Answer: you cannot on a
mac.

>> Yes, the mac has a certain
>>place for people who don't want to know about computers but use them anyway,

>Are you telling me that I don't know (or don't want to know) about computers
>because I'm a Mac user?

No, but the mac was DESIGNED for those people.

>--
> David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
>___ _____ Engineering is the art of moulding materials we do not fully
>|__ |) | | | understand into shapes we cannot fully analyse and preventing
>|__ |\ | |/\| the public from realising the full extent of our ignorance.

~Chris
--
```
__ /\ __
__\/__\/__
\_||_/
/__||__\
// \ | \\
\|
```

447. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-17 23:35:27 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3i3brv$qth@darkstar.UCSC.EDU>
Source record: 13598

In <3i31hf$64o$2@mhadf.production.compuserve.com> BobR <76702.1466@CompuServe.COM> writes:

>Asking legitimate questions is a bit different from telling people you only
>want to hear one side of a story...

No, he wants atari advocates to voice their opinions without being flamed
by "the other side"

>Your own answer was full of misinformation about other brands of computers
>than it was about positive experiences with Atari computers, which was what
>the original question asked about.

Misinformation? Yyou mean I lied? Yeah right...

>Just because you don't like a particular brand of computer doesn't make any
>other brand any better.

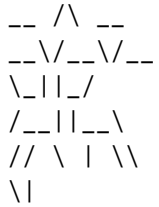
I like Atari computers because I think they are better than Macs or PCs, and I
have the experiences to back up my opinion. If you are insecure enough about
YOUR choice of computer so that you cannot handle that someone not liking them,
that's your psychological issue.

>If you like your Atari computer, then say so.. you don't have to "put down"
>anything else to make the Atari appear better.

I'm not "putting down" anything. I state my opinions. I'm typing this on a PC
right now. It's my main computer. My falcon works better, but it's been
dedicated to MIDI. I've had nothing but headaches since I put this PC
together (yes, I bought the parts and assembled it, so I do know what is going
on in side it)

>The question was NOT about what's so bad about IBMs and Macintoshes, or
>anything else... why answer it that way..?

Okay. What is good about Atari computers is that they work the way you
expect them to. I cannot speak for any and all other brands of computers
that in my experience may or may not have operated in a different fashion.
Is that watered-down enough for you??????

~Chris
--


448. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-17 23:37:56 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3i3c0k$r02@darkstar.UCSC.EDU>
Source record: 13599

In <3i31vq$64o$3@mhadf.production.compuserve.com> BobR <76702.1466@CompuServe.COM> writes:

>>It tells me when I can and cannot eject a disk. Blah Blah...
>
>Oh, I see..!

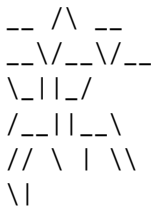
>You LIKE to screw up the FATs on your disk, and you don't want anyone stopping
>you from damaging the files beyond repair, is that is..?

Yeah, that must be why in 8 years of ST ownership that's never happened
and I've had "happy macs" eat disks because I could not eject them.

>Pretty poor argument, if you ask me...

Well, you didn't have to make it.

~Chris

>BobR
--


449. Re: What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-18 00:40:04 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3i3fl4$92p@ccshst05.cs.uoguelph.ca>
Source record: 13600
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

: The one portable PC clone Atari did make was the Portfolio palmtop, but that
: was in a different class from the notebook market.

Sorry, but no. Atari released several 80286 and 80386 laptops in
Canada at least.

: were sellling for much the same price as the Atari 8088s were. Then when they
: got their '286 ready to go finally, the '386 was the industry standard..

That's not the way I remember it. As I recall, Atari had some of
the least expensive PC clones on the market. You are right about the
delays though.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"
==

450. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-18 01:52:05 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.793072325@sfu.ca>
Source record: 13602

First of all, this is not meant as an attack on the Atari platfrom but I just had to comment on the advisability of getting an Atari for your children. It seems to me that there is not enough support for the Atari to make that a good decision. Most young people aren't interested in looking for software; they want to run the program that they say at school and they want to produce files that are readily moved to their school computer systems. The Atari is also short of multi-media educational packages and tutorials. And for those who want to encourage their children to more than use their computer as a tool then the Mac and PC are probably better choises because they have cheap and user friendly developement environments and lots of documentation.

--

Brian Quinlan
quinlan@sfu.ca

451. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-18 03:43:20 UTC
From: pl4266@u.cc.utah.edu
Message-ID: <3i3qco$cki@news.cc.utah.edu>
Source record: 13601

I like my FALCON 030 because it is a fine computer that does everthing I need it to, including Direct to disk recording and digital audio effects processing. I have ample software to do any of the work I need a computer to do including great wordprocessing with Bitstream Fonts and communications software, I'm logged in with my Falcon right now. It has nice graphics excellent CD quality sound, all the necessary ports and hardware for all I need to do and it cost me $1100 including a CTX 14" VGA monitor. (Purchased Used)
I would like to have more games and more selection in the software world, but I chose a computer which is not well marketed and not well supported.
I have received lots of help from other ATARI users in finding sources and there is probably a lot more available for my falcon than I know about.
The Falcon is contained All-in-one with really nice hardware for the price and it's all in one unit, which I like. Others may prefer a big separate box, but I like the small machine on my desk, it's about 19 1/2" along the front and about 14" along the side and and 3" tall including the keyboard and the HD floppy and a 65 meg HD.
Yes, the Falcon has character and the ATARI name is one I use with pride. Mine is a very personal computer, and it can do pretty much anything. I have tons of MAC and PC experience and I have encountered a lot of pleasing features and nice hardware, but my falcon is the machine for me.
Inside my falcon I have a tiny card which is made by a 3rd party called COMPO software. It contains a 286 and some BIOS rom chips, coupled with some COMPO software it sold with, it allows me to switch to a 286 mode and is fast enough in it's emulation to run windows in 256 color VGA and DOS applications (in 256 color 320 x 200 or mono VGA). It allows me to play a few games or run a few programs that I need for work or school.

Because my Falcon has a built in SCSI II port, I was able to add a syquest 270 removeable Hard disk unit. It gives me plenty of extra room and only cost about $500.00 US.
Paul Luscher

452. Re: No of Falcons Sold

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-18 07:17:41 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3i46uljuq1@mhadf.production.compuserve.com>
Source record: 13604

>If you could get a straight answer. Don Thomas would be the guy
>to ask. Everyone else will give you the run around.

No kidding..! One CompuServe Atari Forum member reported not long ago
that he called Atari Headquarters in Sunnyvale, California with a question
about his Atari computer... the people who answered the phone didn't even
KNOW Atari made computers..!

After shuffling him around to several different similarly clueless people,
they suggested he buy an IBM compatible computer. He hung up in disgust...

BobR

453. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-18 07:20:25 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3i473pjuq2@mhadf.production.compuserve.com>
Source record: 13605

>It means that whenever I drag a file I have to thing "Is this between disks..

I hate it when a computer makes me thing... I mean, I bought this darn computer to do all the thinging...

Still sounds like pretty lame arguments to me...

BobR

454. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-18 07:45:44 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3i48j8juq3@mhadf.production.compuserve.com>
Source record: 13606

>I'm typing this on a PC right now. It's my main computer.
..
>I've had nothing but headaches since I put this PC together (yes, I bought
the parts and assembled it, so I do know what is going on inside it)

Well, I'm typing this on a PC that I assembled from parts myself, and it's
been nothing but a joy to use... it performs flawlessly in heavy day to day
use, runs orders of magnitude faster than my 1040STe, plays DOOM as smooth
as silk (which isn't even available on any Atari computer) and best of all,
has a future...

(Maybe you should ask someone for help that knows about PCs.. no system
should "crash 10 times a day" or whatever it was you said in your "non-
misinformation" opinion about PCs.)

>If you are insecure enough about YOUR choice of computer so that you cannot
>handle that someone not liking them, that's your psychological issue.

You mean my choice of Atari 520ST and Atari 1040STe..?
(Not to mention the 400/800/800XL)

Funny how the Atari supporters' arguments usually end up being personal attacks
when they run out of logical and factual arguments to hold up their end of
the "discussion"...

>Okay. What is good about Atari computers is that they work the way you
>expect them to.

Yes.. that was what the original question asked.

It wasn't about what's wrong with PCs or Macs, it asked what you like about
your Atari.

>Is that watered-down enough for you??????

No, that's what was asked for in the first place.

BobR

455. Re: Atari's and Pc compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-18 20:54:16 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3i5mpo$c58@osiris.wu-wien.ac.at>
Source record: 13607

BobR (76702.1466@CompuServe.COM) wrote:
: >Yess, but anyone who clones ATARI's must pay ATARI for a license!

: Why..?

: The GEM desktop was licensed from Digital Research, who was bought by
: Novell... I doubt Novell has any further interest in selling licenses to
: use GEM (unfortunately it would have to be GEM 2), but you never know.

: That leaves the underlying operating system (TOS) to be simulated... I doubt
: a compatible operating system would be difficult to create without using any
: Atari code.

A TOS compatible operating system exists, is called Magic and runs on
Atari and Macintosh hardware (with 68ox0 processors). It also has its own
VDI, AES and Desktop (which is called Ease), so no GEM from Novell or DR
is needed.

Regards,

Alfred

456. Re: What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-19 00:13:10 UTC
From: jlwoodal@unity.ncsu.edu
Message-ID: <3i62em$cm9@taco.cc.ncsu.edu>
Source record: 13603
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Thomas Trauth (trauth@paul.rutgers.edu) wrote:
: bdean@hpb.hwc.ca (BLAIR DEAN) writes:

: >: So, with this in mind, I have one question: What will Atari
: >: do if the Jag fails? The only possibility I could think of
: >: is that they could become a PC clone maker and start churning
: >: out "power w/o the price" Pentiums. Anyone else have any ideas?

: >If Atari were to do this, I know which Pentium chips they would _chose_
: >to use in the "New Atari Pentium machines." Anyone for an Atari Pentium SX.

: There is no Pentium SX. Never was and never will be. The only chips that
: had the SX suffix were the 386SX and the 486SX. The 386SX was a 386 with
: a 16-bit external interface rather than a 32-bit one. The 486SX (which
: was a joke) was a 486 with a crippled floating-point unit (kind of like the
: Pentium's ;-)). If you added a "487" math coprocessor (which was really
: a regular 486) to a 487-based system, the system bypassed the 486SX and
: used the 487 (486) instead.

: However, I read that one of the Pentium-chip cloners (forget which one)
: was going to release an FPU-less Pentium clone. There rational for doing
: this was that it would keep costs down and most users don't really need
: an FPU anyway. Is that the chip you were referring to??
:

I believe it was a joke.

Jeff

457. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-19 04:43:32 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3i6i9k$frs@darkstar.UCSC.EDU>
Source record: 13608

In <3i473pjuq2@mhadf.production.compuserve.com> BobR <76702.1466@CompuServe.COM> writes:

>>It means that whenever I drag a file I have to thing "Is this between disks..

>I hate it when a computer makes me thing... I mean, I bought this darn
>computer to do all the thinging...

If you want it that way, fine. I bought a computer to do what I tell it to.
I don't WANT it to think!

>Still sounds like pretty lame arguments to me...

Hey, you're the one who doesn;t want to think...

~Chris

>BobR
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

458. Re: What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-19 05:27:44 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950218211340.7445F-100000@PEAK.ORG>
Source record: 13610
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

> : So, with this in mind, I have one question: What will Atari
> : do if the Jag fails? The only possibility I could think of
> : is that they could become a PC clone maker and start churning
> : out "power w/o the price" Pentiums. Anyone else have any ideas?

The PC Clone market is saturated with suppliers. There's no way
that Atari could move into this industry and compete. There seems to be
a multi-tiered arrangement of PC suppliers, in a market designed to
capture varying degrees of consumer thrift.

There's the old IBM and Compaq camps, mucho $$$. There's the
big-time mail orders like Gateway, Zeos, and Dell (and others). There's
the many many many numerous Gateway/Zeos/Dell wanna-bees....(majority of
Computer Shopper) selling generic Far East components (usually systems
comprised of whatever X brands of X components were available cheapest at
the time), there's the mass-marketers like Packard Bell (IBM, Dell, too).

Where would Atari fit in? They couldn't offer the support of
IBM, Compaq, Dell. They couldn't undercut the cheapest Asian clones....

Since the Power PC is still in its infancy, I'd very much like to
see an Atari Power PC. Here, they'd have a chance to incorporate a
little of that innovation that has always made Atari products unique, and
desiriable. Atari hardware has always sold largely on innovation (Atari
800 vs. Apple II, etc).

I think the Power PC is the way to go in the future. Power Macs
are actually pretty nice machines. Who knows what IBM will do with its
PPC machine, but there are LOTS of makers slating production of PPC
boxes. I'll bet if Atari had a design, they would be able to tap a lot
of Atari loyalists. Everyone who uses an ST/TT/Falcon would upgrade.
There are a lot of DOS users who would make the swap. I'll bet the
majority of Atari 8-bit and ST users who no longer use Atari machines use
DOS machines. When the time comes to upgrade, I'm sure that many of them
would be pleased to buy another Atari, if it offered performance/value as
other Ataris did in their heydays.

Atari "loyalism" is perhaps one of the strongest that *ANY*
market has ever known. If Atari had any ability and resources (they'd
have the latter if they'd have had the former), they would realize this,
and tap it. Most former Atari owners (that I have observed) smile in
favorable recollection when they see my 800XL system still in use. I'm
sure Atari could regain these past customers, if their product was hot
and their advertising widespread. Forgive me....I'm dreaming. If the
PowerMac only had a Fuji symbol, instead of that ghastly discolored fruit!

James

459. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-19 05:38:16 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950218212857.7445G-100000@PEAK.ORG>
Source record: 13611

On Wed, 15 Feb 1995, Robert J Goos wrote:

> 1. Why do you like your Atari computer?
> 2. What does your Atari do (or do more efficiently, elegantly, etc.)
> better than other platforms (particularly Windows or Mac)?

I use the Atari computer because it's the most FUN of any computer I've ever used. Since I obtained my first Atari computer as a child, I wondered how it works, and how to program it. I still haven't figured it all out, but I have a lot of fun doing hobbiest flunky programming (still learning...not much time) and answering those questions that I've had for so many years.

I cannot analyze my Atari in terms of a new computer, because they are birds of a different feather. See those old Model-T cars all restored? Their owners seem to take great pride in them; many do all the restoration themselves. One guy I know can took a 1940 Ford pickup out of the ditch (upside down, rust holes and bullet holes) and made it into a show winner (all original). Must it be compared to a 1995 model to be appreciated? I think not.

The Atari 8-bit was so advanced for its time, that I am still pleased to this day. Every once in a while, an Eastern European demo comes up with so many colors and moving objects that I grin for some time. I've walked into the software store MANY times, with cash-in-hand, looking for a game to play on the PC. Most times, I leave with my money in my pocket. Besides flight simulators, I don't enjoy modern games as well as the old school. The Microsoft Arcade was perhaps my favorite PC game. Why do I need to buy these all over again? I'll just play 'em on my Atari.

James

460. Re: What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-19 05:56:08 UTC
From: mnelson@netcom.com
Message-ID: <mnelsonD48pAJ.598@netcom.com>
Source record: 13615
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

trauth@paul.rutgers.edu (Thomas Trauth) wrote:
>There is no Pentium SX. Never was and never will be. The only chips that
>had the SX suffix were the 386SX and the 486SX. The 386SX was a 386 with
>a 16-bit external interface rather than a 32-bit one. The 486SX (which
>was a joke) was a 486 with a crippled floating-point unit (kind of like the
>Pentium's ;-)). If you added a "487" math coprocessor (which was really
>a regular 486) to a 487-based system, the system bypassed the 486SX and
>used the 487 (486) instead.
>
>However, I read that one of the Pentium-chip cloners (forget which one)
>was going to release an FPU-less Pentium clone. There rational for doing
>this was that it would keep costs down and most users don't really need
>an FPU anyway. Is that the chip you were referring to??
>
>* Tom Trauth

I believe it was only the initial batch of 486sx chips that were really
crippled 486DXs. Ironically, the initial 486sx were probably MORE
expensive to produce thatn the 486DXs!

The company that produces the FPUless Pentium clone is called NexGen,
I think. The chip is not a direct replacement for a Pentium, it
has to have its own motherboard.

Michael Nelson

461. Re: GAUNTLET/GAUNTLET 2 wanted!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-19 11:15:26 UTC
From: microweb@crl.com
Message-ID: <3i798e$kfb@crl10.crl.com>
Source record: 13612
Cross-posted to: comp.sys.ibm.pc.games.action,rec.games.video.arcade,rec.g,rec.games.video.classic,comp.sys.atari.advocacy,rec.games.video.atari

Richard S. Fineman (sythe@ecst.csuchico.edu) wrote:

: I'm looking to purchase a copy of both GAUNTLET and GAUNTLET II
: for the PC. I know its discontinued by Atari, so this is the only way.
: If anyone out there has a copy or knows where to get one, please e-mail
: any information! Thanx in advance...

It was picked up by Mindscape...
call them (415) 883 3000

: -Syther
: --
: ==
: True virtual reality games will require a 200MHz Pentium.
: After all, what is a 90MHz Pentium other than a mere
: stepping stone in the world of computer graphics...

462. Atari Lynx Batman Packs

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-19 17:11:30 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3i7u42$r7q@dux.dundee.ac.uk>
Source record: 13609
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Are currently selling for #29.99 (ukp). Now thats what I call cheap.

Rod

--
--

463. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-19 22:20:53 UTC
From: sinclair@ins.infonet.net
Message-ID: <3i8g85$svs@insosf1.infonet.net>
Source record: 13613

In article <3hvk4k$m85@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>: >I am requesting that ONLY DIE-HARD, LOYAL Atari owners answer here.
>: >Complainers, flamers, etc., can start their own threads.
>
>: 'Yawn'
>
> Hey Peter ... can't you read what the man wrote???

Here it comes. As Apple embarks on their second generation PowerMacs, the Falcon as we know remains the faithful trying to compete against the odds.

Atari= The falcon will never be updated but the Macs will..

* May 31, 1995

PowerMac 9400/120 [Tsunami]
- New "fat tower" case
- 604 @ 120Mhz [this could be as high as 150Mhz]
- 6 PCI slots
- $5,400 (retail, not street)

* July 31, 1995

All 68K desktop machines and NuBus PPC machines discontinued.

PowerMac 5300/75
- Redesigned 575-style machine
- Looks like a Multiple Scan 15 with a little extra trim on the
- bottom to accommodate a mother board, floppy slot, etc. This is the first 603+ machine and will be available at first for K-12 only.
#30 16-FEB-1995 11:20:55.14
MAIL
- 603 @ 75Mhz
- IDE internal hard drive
- 1 PCI slot
- not upgradeable to other processors
- $1,500

PowerMac 6300/75
- 630 case
- 603 @ 75Mhz (could be a 601 in here)
- IDE internal hard drive
- 1 PCI slot
- not upgradeable to other processors
- $1,200

PowerMac 7150/80 [TNT]
- New-style cross 630/7100 case
- 601 @ 80Mhz [this oo-PCI
- $3,000

-Peter

>
> >> Mark <<
>
>
>--
>==
>Mark Rathwell The University Of Guelph
>mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
>"Very funny Scotty! Now ... beam down my clothes!!!"
>==

464. Re: Atari Lynx Batman Packs

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-19 23:32:15 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Feb19.233215.10141@bradford.ac.uk>
Source record: 13614
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

```
On 19 Feb 1995 17:11:30 GMT, Rod McCall wrote:
: Are currently selling for #29.99 (ukp). Now thats what I call cheap.

Yes it is. Where can one get one? (If you see what I mean!)

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \
```

465. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-20 02:43:51 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3i8vl7$hq6@ccshst05.cs.uoguelph.ca>
Source record: 13620

: Here it comes. As Apple embarks on their second generation PowerMacs, the
: Falcon as we know remains the faithful trying to compete against the odds.

Frankly Peter, I don't care. The guy asked about Atari computers,
not about Apple computers. He said specifically in his post that he
didn't want bashers like you replying.

: Atari= The falcon will never be updated but the Macs will..

Not by Atari, but several other companies already have updated
the Falcon.

(rest of stuff deleted).

Peter ... I have already agreed that Macs are a better value
right now. However, it was not always that way. Only a few years ago,
Apple was ripping off it's customers left right and centre. Remember when
the IIC sold for almost twice as much as an Amiga 500 or an Atari ST?

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"

*** OLD BUT FUN COLLECTION ***
(Atari 7800, Atari Lynx, Sega Master System, Tandy Colour Computer 3)
==

466. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-20 06:29:55 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Feb20.002956.38901@cobra.uni.edu>
Source record: 13616

In article <3i8vl7$hq6@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>
> : Here it comes. As Apple embarks on their second generation PowerMacs, the
> : Falcon as we know remains the faithful trying to compete against the odds.
>
> Frankly Peter, I don't care. The guy asked about Atari computers,
> not about Apple computers. He said specifically in his post that he
> didn't want bashers like you replying.

Who's bashing?

>
> : Atari= The falcon will never be updated but the Macs will..
>
> Not by Atari, but several other companies already have updated
> the Falcon.

What upgrade? Costly?

>
> (rest of stuff deleted).
>
> Peter ... I have already agreed that Macs are a better value
> right now. However, it was not always that way. Only a few years ago,
> Apple was ripping off it's customers left right and centre. Remember when
> the IIC sold for almost twice as much as an Amiga 500 or an Atari ST?

I agree, However Apple felt that their products were worth the premium because of the Marketing and system support. Apple could not help it that Atari and C= lacked confidence in their products. I wondering why Apple outsold C= and Atari despite the higher price..

>
> >> Mark <<
>
>

-Peter
>
> --
> ==
> Mark Rathwell The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "Very funny Scotty! Now ... beam down my clothes!!!"

>
> *** OLD BUT FUN COLLECTION ***
> (Atari 7800, Atari Lynx, Sega Master System, Tandy Colour Computer 3)
> ==========

467. Re: What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-20 07:32:54 UTC
From: pageone@netcom.com
Message-ID: <pageoneD4AFMu.EM1@netcom.com>
Source record: 13617
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Matthew Gabriel (soupigf@enterprise.america.com) wrote:
: trauth@paul.rutgers.edu (Thomas Trauth) writes:

: >So, with this in mind, I have one question: What will Atari
: >do if the Jag fails? The only possibility I could think of
: >is that they could become a PC clone maker and start churning
: >out "power w/o the price" Pentiums. Anyone else have any ideas?

: God, I hope not! Instead of making little C-64 style computers,
: they should start making handbooks. Yery simmilar to the Zeos Handbook.
: Add in a PCMCIA type III slot, kittyhawk HD, built in modem and an
: active-matrix backlit color screen. Then, bundle it with a cellular link,
: and position it as a "Portable Internet Workstation".
: Think about it, TOS is a Unix derivitave, right? And it has Unix
: development tools, and networking stuff like TCP/IP, UUCP, Usenet, etc.
: This makes a perfect, low-cost net surfing vehicle!

Hate to break it to you, but TOS evolved out of CPM/68K, which
evolved out of MS/DOS (gasp), and then out of CP/M. It's not a UNIX
derivative...

- Chad Page

468. Re: Atari's and Pc compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-20 07:44:43 UTC
From: pageone@netcom.com
Message-ID: <pageoneD4AG6K.FqK@netcom.com>
Source record: 13618

BobR (76702.1466@CompuServe.COM) wrote:
: >Yess, but anyone who clones ATARI's must pay ATARI for a license!

: Why..?

: The Atari ST is a fairly simple design, composed mostly of off-the-shelf
: parts (it had to be, since Tramiel Technologies had to get the product
: to market in six months after losing the rights to the Amiga). It would
: be fairly simple to design an Atari ST "workalike" computer from similar
: parts.

Yup... it was simple. But it worked. If only they UPDATED it
with 020's 030's, better video, etc... they would have held on to a lot
of users that they lost...

: The GEM desktop was licensed from Digital Research, who was bought by
: Novell... I doubt Novell has any further interest in selling licenses to
: use GEM (unfortunately it would have to be GEM 2), but you never know.

Bleh... Digital Research shot themselves in the foot, if not other
places when they caved in (IMHO) to Apple's lawyers. They were SO CLOSE
to the Macintosh... we might be using GEM instead of Windows right now if
they had stuck to their grounds (or gone Chapter 7 from the legal fees, but
that's better than winding up on Novell's shelf...)

However, Novell would probably SELL Gem outright if anyone gave
them a decent offer... they proably won't be using it again soon.

: That leaves the underlying operating system (TOS) to be simulated... I doubt
: a compatible operating system would be difficult to create without using any
: Atari code.

Guess what... it's CPM/68K! :) Novell would probably turn it over
outright again, probably quicker than GEM :)

Now, if I wanted to design a non-ibm computer, I'd build a 486DX2(4?)
box with special hardware, and add Linux drivers which make the system much
more powerful than ANY other 486 Linux box... maybe to the point of
outrunning Pentiums...

(I'm being serious - there's a lot one can do outside the ISA
/VLB setups... even tuned, IDE transfers soak up 30% of CPU, and they're
usually 50%. Better I/O would make a better Linux box...)

- Chad Page

: The same applies to the TT and Falcon.. the question is, who would want
: to bother..?

: (Yes, I know about the Medusa and the Eagle.. look at their prices, then look
: at their total sales..)

: BobR

469. Re: Atari Lynx Batman Packs

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-20 10:28:48 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.39.000A7B3C@cam.ac.uk>
Source record: 13624
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <1995Feb19.233215.10141@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>On 19 Feb 1995 17:11:30 GMT, Rod McCall wrote:
>: Are currently selling for #29.99 (ukp). Now thats what I call cheap.

>Yes it is. Where can one get one? (If you see what I mean!)

Special Reserve have them at this price (have a look in ST Format for their ad) - but since Rumbelows are being closed down you could try there.

Adrian (apb25@cam.ac.uk)

470. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-20 15:28:46 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3iacfe$rlr@ccshst05.cs.uoguelph.ca>
Source record: 13619

: > not about Apple computers. He said specifically in his post that he
: > didn't want bashers like you replying.

: Who's bashing?

You are.

: What upgrade? Costly?

Medusa and other TOS Liscence machines. In addition, there are
lots of expansion boards for the Falcon.

: I agree, However Apple felt that their products were worth the premium because
: of the Marketing and system support. Apple could not help it that Atari and C=
: lacked confidence in their products. I wondering why Apple outsold C= and
: Atari despite the higher price..

The only did so in North America. The ST and the Amiga clobbered
the Mac in the European Marketplace.

I highly doubt C= and Atari lacked confidence in their products.
They didn't want to gouge customers the way Apple did. Regarding the
premium price bit, Apple was waaaayyyy too premium. I can distinctly
remember (in Canada) a few years ago:

Mac 512 Atari 520 ST
- 68000 - 68000
- 512K - 512K
- 2 colours - 512 colours
- 7.8 mhz - 8 mhz
- no built in MIDI port - built in MIDI port
- point & click interface - point & click interface
- 580 * 340 res - 640 * 400 res.

Price:

- $2000! - $500

A little too extreme of a difference don't you think?

>> Mark <<

--
==========
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"

*** OLD BUT FUN COLLECTION ***
(Atari 7800, Atari Lynx, Sega Master System, Tandy Colour Computer 3)
==========

471. WANTED: Star Raiders I

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-20 16:09:11 UTC
From: ricardoh@newmotpr
Message-ID: <D4B3JB.HFB@pts.mot.com>
Source record: 13621

Does anyone has Star Raiders I for the old
ATARI 8-bit computers gathering dust?

I am willing to buy it (of course, must be
in working condition :-)).

If anyone knows where I can get it, let me
know.

--
Raist (Ricardo Hernandez Machado) | Motorola Electronica de PR
CIM Engineer | Owner of an Am... well, can't
ricardoh@pts.mot.com | say it anymore :-)
Opinions expressed are my own and do not necessarily represent
my employer

472. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-20 16:49:03 UTC
From: sinclair@ins.infonet.net
Message-ID: <3iah5v$frd@insosf1.infonet.net>
Source record: 13622

In article <3iacfe$rlr@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>: > not about Apple computers. He said specifically in his post that he
>: > didn't want bashers like you replying.
>
>: Who's bashing?
>
> You are.

Me, oiu?
>
>: What upgrade? Costly?
>
> Medusa and other TOS Liscence machines. In addition, there are
>lots of expansion boards for the Falcon.
>

Very uncompetitive machines. Can I get one at the TRU?

>: I agree, However Apple felt that their products were worth the premium because
>: of the Marketing and system support. Apple could not help it that Atari and C=
>: lacked confidence in their products. I wondering why Apple outsold C= and
>: Atari despite the higher price..
>
> The only did so in North America. The ST and the Amiga clobbered
>the Mac in the European Marketplace.

Well thats not the case now..

>
> I highly doubt C= and Atari lacked confidence in their products.
>They didn't want to gouge customers the way Apple did. Regarding the
>premium price bit, Apple was waaaayyyy too premium. I can distinctly
>remember (in Canada) a few years ago:

Yes, Apple charged a premium to fund a marketing campagn and R&D. The prices charged by Atari and C= barely managed to cover expenses despite the lack of funding for R&D. Apple felt at the time that the market would support a premium and that was the case for awhile..

>
>Mac 512 Atari 520 ST
>- 68000 - 68000
>- 512K - 512K
>- 2 colours - 512 colours
>- 7.8 mhz - 8 mhz

>- no built in MIDI port - built in MIDI port
>- point & click interface - point & click interface
>- 580 * 340 res - 640 * 400 res.
>
> Price:
>
>- $2000! - $500

Actualy $1599 with a monitor. Street price less. Most people paid about $1000
educationaly wise and thats were Apple's main market.

>
> A little too extreme of a difference don't you think?

Depends what you mean.. I had an Amiga the time. However, my Mac counterparts
had the useful apps..

>
> >> Mark <<
>
>
>--
>==
>Mark Rathwell The University Of Guelph
>mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
>"Very funny Scotty! Now ... beam down my clothes!!!"
>
> *** OLD BUT FUN COLLECTION ***
>(Atari 7800, Atari Lynx, Sega Master System, Tandy Colour Computer 3)
>==

-Peter

473. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-20 17:45:22 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3iakfi$bbg@dux.dundee.ac.uk>
Source record: 13623

I have used PC's, unix boxes and now own a Falcon. Now lets be
honest, yes it is:
easy to use
a true plug in and go system
quite fast

What is doesn't offer now is true "Power without price". If does
however offer an excellent range of good cheap software ranging from
PD to Full commercial products. Also, you can get away with running
Applications on a 4 meg machine (what I have) and still have space to
multitask (you can on windows but its a bit dodgy).

The current Falcon simple doesn't cut any ice and the current price,
now say Atari bundled it with a cheap SVGA and Works (with an
imporved LOOKING GUI) and sold it at the same price. They'd shift
a few then.

Rod
--
--
Rod McCall, President, Lip Theatre Company
==
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of the university @@
@@ hence don't complain to them, complain to me!! @@
==
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

474. Falcon music expert wanted...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-20 19:27:24 UTC
From: goos@badlands.NoDak.edu
Message-ID: <D4BCpo.uK3@ns1.nodak.edu>
Source record: 13625

I'd like to share some E-mail with folks who use their Falcon for music.
I'd ask my questions here directly, but the threads seem to degrade into
flame wars too quickly for my taste.

My questions have to do with the capabilities of the Falcon for music.
Thanks.

R. J. Goos
Fargo, ND

475. Atoyi loser theme song

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-20 19:38:47 UTC
From: an49335@anon.penet.fi
Message-ID: <194305Z20021995@anon.penet.fi>
Source record: 13626

```
Here's a little jingle that all atoyi losers should be intimately
familiar with:

(sung to the tune of Jack 'n Jill)

The Atoyian sees a fuji
And gets a giant boner
He rubs his balls
And strokes his schlong
His jism flows soon after!

(to make the jingle a little more personal you can replace the 'Atoyian'
and 'fuji' with the name of your favorite Atoyi loser and the loser's
specific choice of the Atoyi product line that fuels his fetish!)

------------------------------------------------------------------------
To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.
```

476. Re: What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-20 22:59:32 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1995Feb20.225932@phlem.ph.kcl.ac.uk>
Source record: 13627
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <3i32ov$64o$5@mhadf.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
% >Think about it, TOS is a Unix derivitave, right?
%
% Umm.. no.. Atari TOS was originally based on CP/M 68K...
%
% People have developed UNIXlike tools to use with it, true.
%
% BobR

Semantics.

The OS *is* a unix-like OS. It is now derived from Unix - it was not
originally derived from Unix. The OS is no longer `TOS', it is either
MiNT or MultiTOS (same thing). Since you can take unix source and
compile it without change, I think it's fair to say that the OS is
a unix-derivative.

Granted the original poster said `TOS', hence my first paragraph.

Simon.

--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
>> home page: http://www.ph.kcl.ac.uk/~sjg/home.html <<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
"Delenda est Microsoft!"

477. ATARI WAVEFORM EDITOR WANTED!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-20 23:31:59 UTC
From: davidfer@asgard.clare.tased.edu.au
Message-ID: <davidfer.5.2F49266F@asgard.clare.tased.edu.au>
Source record: 13628

Can anyone able to get me a copy of the
MIRAGE WAVEFORM EDITOR!!!!
or any other editor for the ENSONIQ MIRAGE!!!
like the MIRAGE SOUNDWORKS or THE VISUAL EDITING SYSTEM
for the ATARI ST please!!!

478. Re: Atari's and Pc compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-21 00:39:49 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3ibcol$bki@ccshst05.cs.uoguelph.ca>
Source record: 13548

```
: Yup... it was simple. But it worked. If only they UPDATED it
: with 020's 030's, better video, etc... they would have held on to a lot
: of users that they lost...

You are exxagerating a little. The Mega ST series used 68020
processors and the Falcon and TT used 030 processors. The STe, the TT and
the Falcon all had better video than the ST. Atari also updated TOS,
sound chips and other features. They didn't just "STOP" with the ST design.

: Guess what... it's CPM/68K! :) Novell would probably turn it over
: outright again, probably quicker than GEM :)

TOS is an Atari product, not a Novell/Digital product. Atari owns
the copywrite.

>> Mark <<

--
===============================================================================
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"

*** OLD BUT FUN COLLECTION ***
(Atari 7800, Atari Lynx, Sega Master System, Tandy Colour Computer 3)
===============================================================================
```

479. Re: Atari's and Pc compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-21 02:18:43 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3ibii3$4ve$1@mhade.production.compuserve.com>
Source record: 13629

Er.. umm.. the STe is almost *exactly* the same as previous ST designs.

The MegaSte used a "clock doubled" 68000, not a 68020.. no ST ever used anything more advanced than the 68000.

The STe has a slightly wider choice of colors in its pallette, but otherwise its video is exactly the same as the earlier STs.

All models of the ST used the same sound chip. The STe added the ability to play DMA sound directly out of memory as an alternative to the sound chip.

Essentially Atari added tail fins, a little more chrome and a slightly hopped-up engine to the same design they came up with in 1985 and tried to sell it as the "All New 19xx Model" for years.

The TT was an interesting kludge of standard ST technology with a 68030 grafted on, and the Falcon brought a 68030 to market just as the 68040 was becoming the industry standard among competing products.

Make no mistake, the original ST design was revolutionary in its time. It was just never brought into today as it should have been.

BobR

480. Re: Atoyi loser theme song

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-21 02:19:52 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3ibik8$4ve$2@mhade.production.compuserve.com>
Source record: 13630

Ah.. and very courageously posted under an anonymous server...

Was there a noise..?

No, I guess not...

BobR

481. Re: Falcon music expert wanted...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-21 02:23:03 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3ibiq7$4ve$3@mhade.production.compuserve.com>
Source record: 13631

>I'd like to share some E-Mail with folks who use their Falcons for music.
>I'd ask my questions here directly, but the threads seem to degrade into
>flame wars too quickly for my taste.

That's because this is comp.sys.atari.advocacy where flame wars live...

Since there's no Falcon dedicated newsgroup, general questions and discussions
of Falcons and their use in producing music should probably go into

comp.sys.atari.st

Where there shouldn't be any, or at least many, flame wars...

BobR

482. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-21 02:30:53 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3ibj8t$4ve$4@mhade.production.compuserve.com>
Source record: 13632

Actually, the Commodore 64 was the *BEST SELLING HOME COMPUTER IN THE WORLD*.
outselling the Apple II, the Atari Home Computers, the Radio Shack models,
you name it...

And, the ironic thing about this is that Commodore, at the time when this
arguably inferior 8bit computer was being marketed more effectively than any
other home system (including the technically superior Atari 800), was being
run by none other than Jack Tramiel, the person who now owns Atari Corp.

What's wrong with this picture...??

BobR

483. Re: What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-21 02:41:48 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3ibjtc$4ve$5@mhade.production.compuserve.com>
Source record: 13633
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

That's a rather interesting piece of logic, I must say..!

TOS is "now" derived from UNIX, even though it was based on CP/M 68K when it was originally written..?

I think 90% of the owners of Atari computers would be pretty surprised to find that the OS in their computers was suddenly NOT TOS, but was instead "MiNT or MultiTOS"...

As far as I'm aware, the number of people using MiNT or MultiTOS is vanishingly small. The computers still come with TOS installed, which sort of seems to me like it's the "OS"...

At any rate, the point is that TOS was NOT derived from UNIX, no matter what anyone's "semantics" might say.

BobR

484. WAVEFORM EDITOR FOR MIRAGE SAMPLER WANTED!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-21 02:42:17 UTC
From: davidfer@asgard.clare.tased.edu.au
Message-ID: <davidfer.6.2F495308@asgard.clare.tased.edu.au>
Source record: 13634

IM TRYING TO GET A COPY OF A WAVEFORM EDITOR
FOR THE MIRAGE SAMPLER THAT RUNS ON AN ATARI ST
LIKE THE MIRAGE SOUNDWORKS OR THE VISUAL EDITING
SYSTEM OR ANY OTHER SOFTWARE THAT EDITS MIRAGE
WAVEFORMS THAT RUNS ON THE ATARI ST!!!!!!!!!!!!

Can anyone help me please!!!!!!

485. ATARI JAG $159 AT GOOD GUYS!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-21 02:52:32 UTC
From: jgillesp@mondrian.CSUFresno.EDU
Message-ID: <D4BxBL.D1B@zimmer.CSUFresno.EDU>
Source record: 13549

Dead serious. All the Jaguar games were on display, including
Cannon Fodder, and many had been reduced to $29.95. To make things
even more delicious, the Jag system was sitting next to the 16-bit DKC
+ SNES system for $139!! And the 3D-SNO for $399.99!! HAHAHA!

I was too excited to ask about the coupons, but even without -
what a steal! And this is the Cybermorph package. Those who said a
$150 core system would never happen, take heed...

JASON

____
Jason Gillespie			ATARI JAGUAR
jgillesp@csufresno.edu			I think it's
California Central Valley Amabassador	//		\\ pretty neat.
The Contemporary A Cappella Society of America	-----------
* THE FOURTH FLOOR * A Cappella Group (Bass)	The /	/ylons
Future Educator of the Deaf	/	/ -----
----

486. Re: Atari's and Pc compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-21 03:13:16 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3ibloc$ee6@ccshst05.cs.uoguelph.ca>
Source record: 13635

: The MegaSte used a "clock doubled" 68000, not a 68020.. no ST ever used anything
: more advanced than the 68000.

Wrong. I have several magazine articles which state that the Mega
ST used a 68020. I'll dig them up for you.

: The STe has a slightly wider choice of colors in its pallette, but otherwise
: its video is exactly the same as the earlier STs.

Four times larger, to be exact. Not slightly. The resolution was
the same, but the improved pallete was an improvement.

: All models of the ST used the same sound chip. The STe added the ability to
: play DMA sound directly out of memory as an alternative to the sound chip.

And it was in stereo. More improvements.

: The TT was an interesting kludge of standard ST technology with a 68030 grafted

The TT was fast (for it's time), had vastly improved video as
well as some other interesting features like UNIX compatability.

: on, and the Falcon brought a 68030 to market just as the 68040 was becoming the
: industry standard among competing products.

I agree here.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"

*** OLD BUT FUN COLLECTION ***
(Atari 7800, Atari Lynx, Sega Master System, Tandy Colour Computer 3)
==

487. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-21 09:53:52 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3icd7g$7fs@paul.rutgers.edu>
Source record: 13636

BobR <76702.1466@CompuServe.COM> writes:

>>It tells me when I can and cannot eject a disk. Blah Blah...
>
>Oh, I see..!

>You LIKE to screw up the FATs on your disk, and you don't want anyone stopping
>you from damaging the files beyond repair, is that is..?

I have used PC clones (which have a simple disk eject button) for seven
years, and I have yet to screw up a FAT or damage a file. Why do Mac
users always assume that people who use other machines are incompetent
when it comes to computers? Any semi-competent user can handle a floppy
disk. And if anyone is stupid enough to eject a disk that is being written
to, that's their problem! They should have known better.

>Pretty poor argument, if you ask me...

It's only a poor argument if you assume all computer users are incompetent.

>BobR

* Tom Trauth

488. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-21 10:11:39 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3ice8r$7kh@paul.rutgers.edu>
Source record: 13537

sinclair@ins.infonet.net writes:

>Here it comes. As Apple embarks on their second generation PowerMacs, the
>Falcon as we know remains the faithful trying to compete against the odds.

>Atari= The falcon will never be updated but the Macs will..

All these dates are subject to change, of course..
And probably will be changed so that the release of these
new Macs will coincide with the release of Windows96..

>* May 31, 1995
>
> PowerMac 9400/120 [Tsunami]
> - New "fat tower" case
> - 604 @ 120Mhz [this could be as high as 150Mhz]
> - 6 PCI slots
> - $5,400 (retail, not street)
^^^^^^

Way too expensive!! You can get a fast Pentium for half that!!

>* July 31, 1995
>
> All 68K desktop machines and NuBus PPC machines discontinued.
>
> PowerMac 5300/75
> - Redesigned 575-style machine
> - Looks like a Multiple Scan 15 with a little extra trim on the
> - bottom to accommodate a mother board, floppy slot, etc. This is the
> first 603+ machine and will be available at first for K-12 only.
> #30 16-FEB-1995 11:20:55.14
>MAIL
> - 603 @ 75Mhz
> - IDE internal hard drive
> - 1 PCI slot
> - not upgradeable to other processors
> - $1,500

If only grammar and high school's can buy this thing,
who cares!?

>PowerMac 6300/75
> - 630 case
> - 603 @ 75Mhz (could be a 601 in here)
^^^
Correction: 603e processor.

> - IDE internal hard drive
> - 1 PCI slot
> - not upgradeable to other processors
> - $1,200

Great price!
But will this one be available to the general public,
or is it another K-12 release?

>
>PowerMac 7150/80 [TNT]
> - New-style cross 630/7100 case
> - 601 @ 80Mhz [this oo-PCI
^^^^^^^^^^^
Can you clarify that? I am do not understand
the terminology "oo-PCI"?

> - $3,000
^^^^^^

Once again, TOO EXPENSIVE!!

>
>
>-Peter

* Tom Trauth

489. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-21 11:26:11 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3icikj$h5t@whitbeck.ncl.ac.uk>
Source record: 13538

In article <D42C5G.pIp@ns1.nodak.edu>, goos@badlands.NoDak.edu (Robert J Goos) writes:
>OK, Atarioids, it's time for this newsgroup to live up to its name...
>
>I am requesting that ONLY DIE-HARD, LOYAL Atari owners answer here.
>Complainers, flamers, etc., can start their own threads.

Loyalty - a scarse comodity in the world today.

>1. Why do you like your Atari computer?

It's like a comfortable slipper, well worn & you know what it's going
to do. But, also, it is an elegant & useful system. The display is lovely.
The enviroment (desktop), at least on my falcon, can eat Windows for lunch
in terms of speed & useability. Using GEM 4.x on a 32Mhz 68030 is so much
faster than windows on a 486DX2/66 you would not believe it.

>2. What does your Atari do (or do more efficiently, elegantly, etc.)
>better than other platforms (particularly Windows or Mac)?

Well, I use my f030 mostly for electronics design work & comms. It provides
me with all I need to produce reports & documentation as well as designs.
All my ECAD programs integrate well, so I have a simple design, simulation
& synthesis solution for less than the cost of just the software on other
platforms. Also, all my CAD programs produce GEM files which allow me to
integrate with my documentation programs.

And when I feel the need to get into the internet, thats cool as well,
X windows & BSD networking are there when I need them & give perfectly
acceptable performance. I can be a bit of a Unix head, so MiNT gives me
simple Unix & X. If I feel the need to be totally unixy I can use
Linux68K, which is every bit as good as the PC version. When I'm running
X, you couldn't tell whether I was using an X workstation or my falcon.

Of course, GEM is perfectly good for single tasking stuff....single tasking?
But what about accessories....most of my programs bring up hypertext help
from the ST-Guide accessory, which is multitasked with the main program.

MultiTOS is a dog, and I won't try to defend it. If I had written such a
piece of shite I'd be embaressed to give it away, never mind sell it, but
thats ok - I don't need it.

Don't mail me, I don't care if you agree or disagreee. I don't have my head
in the sand. I'm typing this on an HPapollo700, so I know what a powerful
machine is. But I like my f030. I've spent 2 years moulding it around the way
I work, and I've not seen anything which tempted me to move to another platform.
Linux almost made me buy a PC, but Linux is availalble for my falcon now, so
I don't need to.....

All of the above are my opinions. Read 'em & weep.

Craig.
(Owner, user, programmer of ST series machines since 1985. And happy...).

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

490. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-21 11:33:09 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3icj1l$hbc@whitbeck.ncl.ac.uk>
Source record: 13539

Time to get some real un-informed Advocacy into this thread :)

In article <D45Iuy.4Mo@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
>
>Are you telling me that I don't know (or don't want to know) about computers
>because I'm a Mac user?
>
> David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)

Yeah, you're a Mac user & couldn't handle a real mans machine without the
baby sitter - macs are for poofs :)

Flame Flame Flame Flame

Craig.

491. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-21 11:54:27 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3ick9j$90n$1@mhadg.production.compuserve.com>
Source record: 13540

Why put covers over the 110 volt power supplies in computers then..?

Any semi-competent computer user will know enough not to stick their fingers in the juice, right..? They'll never accidentally put their hand in the wrong place and will never get zapped, right..?

With write-back caches especially, but with just "human nature" it's likely the "average" user may just unthinkingly pop a disk out of the drive before it's done being updated (maybe you're an above average computer user if you've never done it).

Why not have the computer protect the user from accidents with disks the same way they're protected from accidental shock..?

The point is, it's STUPID to demand to be able to pop the disk at any time you want to... the only time the computer WON'T give it back is when it's writing to it... when it's done updating, it ejects the disk.

The same as the "semi-competent computer user" would do...

BobR

492. Re: Atari's and Pc compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-21 12:15:25 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3iclgt$90n$2@mhadg.production.compuserve.com>
Source record: 13541

>Wrong. I have several magazine articles which state that the Mega
>ST used a 68020. I'll dig them up for you.

I'll be interested in seeing what those articles have to say...

I'll be waiting for another apology, by the way. ("Wrong" is a pretty
strong statement from someone who appears not to have any actual
experience with the computers in question. You really shouldn't rely
so much on what "magazines" say.)

You can, of course, always verify it with someone at Atari Corp...

>Four times larger, to be exact. Not slightly.

True, 4096 color choices is four times larger than the original 256.
However it's only a slight improvement when considered on a scale of
zero to 16.2 million, which is what the rest of the world is using.

(Even on a scale of zero to 65 thousand, which is probably closer to what
was available at the time the STe was introduced).

The point is, all of the ST models were only very slight incremental
improvements over previous models. Certainly nothing on the same scale
as moving from CGA to EGA, or from 360K floppies to 1.2 Megabyte floppies.

For whatever reason, Atari never put much effort or money into improving
the original design of the ST. Just after the Mega ST was released,
Neil Harris of Atari told me that Atari was only putting about 3% of its
resources into R&D, which sounded scary at the time, and which in the light
of actual results sounds about right.

(By the way, you missed the hardware scrolling on the STe.. that was another
of its "improvements"... :)

BobR

493. Re: What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-21 12:58:48 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.lSzktDO6bKk@semprini.waterloo-rdp.on.ca>
Source record: 13542
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In <3i2nr1$2e1@m.ehd.hwc.ca>, BLAIR DEAN writes:
>: It would be an even _worse_ idea for Atari to get into the clone business
>: these days. There's no margin left in it.
>
>Personnaly, I think Atari would be better off bringing out a 68040
>machine followed up by a PowerPC line. The 68xxx family have just about
>lived out their usefulness. Just my opinion.

Atari would be better off getting the Jaguar some *software*, and the
CD-ROM drive, ASAP.

Bringing out another computer product would be a waste of time and a
waste of resources (something they cannot deal with right now, even with
Sega's extra cash).

They _should've_ released an '040 system when the Falcon was released,
not a crippled 16Mhz '030 system (with a 16-bit CPU-RAM datapath and
grotesque amounts of system-bus contention thanks to the video system).
Hell, even the MegaSTe was a waste of time (oh joy, a 16Mhz 68000 system
when they've already got an overpriced 33Mhz '030 system). The TT is a
fine system, but it's EXPENSIVE... current prices seem to be about as
much as a 66Mhz PowerPC-based Mac or 60Mhz Pentium-based PC system!

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

494. Re: No of Falcons Sold

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-21 14:27:11 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3ict7v$gip@m1.cs.man.ac.uk>
Source record: 13543

In article <3i3146$64o$1@mhadf.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
|> >p.s. it's probably mnore than Apple sold of Lisa machines...
|>
|> I wouldn't be too sure.. why not call Atari and ask them..?
|>
|> Then come back and laugh... if you still feel like it after finding out.

Dont be silly <g> Atari would never tell you anything you want to know over the
phone.... (speaking from experience...)

|> BobR

495. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-21 14:36:17 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95052.093617STIRRE31@MAINE.MAINE.EDU>
Source record: 13544

BobR,
You don't think that you're generalizing too much by accusing Atari users of nearly always resorting to personal attacks, do you? Geez. My post did not pick apart Macs or PCs. Besides, to tell others what is good about one's own system, it is easy to compare it to to another system. Furthermore, I have never seen an Atari user posting flames about another platform in another newsgroup. I guess this means that Atari users are much more mature than users of other systems, right?!
I, personally, get sick of wading through senseless flame after flame. I thought it was nice to have someone want positive advocacy for once. It is a shame you see this as "misinformation." I forgot that every Atarian was too blinded by product loyalty to be objective. Isn't it strange how users of other platforms always tell Atari users the "truth" since we cannot see the light? :-)
-scott tirrell

496. Re: Atari's and Pc compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-21 16:35:19 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3id4o7$pg5@ccshst05.cs.uoguelph.ca>
Source record: 13545

```
: I'll be waiting for another apology, by the way. ("Wrong" is a pretty
: strong statement from someone who appears not to have any actual
: experience with the computers in question. You really shouldn't rely
: so much on what "magazines" say.)

This from the person who claimed that Atari Corp. *NEVER*
released any 386 notebook computers. Funny ... I saw several 386 machines
with the Atari logo at Chiang computers in Ottawa.

: True, 4096 color choices is four times larger than the original 256.
: However it's only a slight improvement when considered on a scale of
: zero to 16.2 million, which is what the rest of the world is using.

Yes ... but consider how old the STe is. 16.2 million colours was
not commonplace when the STe was released.

: (Even on a scale of zero to 65 thousand, which is probably closer to what
: was available at the time the STe was introduced).

On which machines?

>> Mark <<

--
================================================================================
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"

*** OLD BUT FUN COLLECTION ***
(Atari 7800, Atari Lynx, Sega Master System, Tandy Colour Computer 3)
================================================================================
```

497. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-21 19:11:55 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Feb21.131155.38996@cobra.uni.edu>
Source record: 13546

In article <3ice8r$7kh@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> sinclair@ins.infonet.net writes:
>
>
>>Here it comes. As Apple embarks on their second generation PowerMacs, the
>>Falcon as we know remains the faithful trying to compete against the odds.
>
>>Atari= The falcon will never be updated but the Macs will..
>
>
> All these dates are subject to change, of course..
> And probably will be changed so that the release of these
> new Macs will coincide with the release of Windows96..
>
>>* May 31, 1995
>>
>> PowerMac 9400/120 [Tsunami]
>> - New "fat tower" case
>> - 604 @ 120Mhz [this could be as high as 150Mhz]
>> - 6 PCI slots
>> - $5,400 (retail, not street)
> ^^^^^^
>
> Way too expensive!! You can get a fast Pentium for half that!!

At 120-50 mhz?

>
>>* July 31, 1995
>>
>> All 68K desktop machines and NuBus PPC machines discontinued.
>>
>> PowerMac 5300/75
>> - Redesigned 575-style machine
>> - Looks like a Multiple Scan 15 with a little extra trim on the
>> - bottom to accommodate a mother board, floppy slot, etc. This is the
>> first 603+ machine and will be available at first for K-12 only.
>> #30 16-FEB-1995 11:20:55.14
>>MAIL
>> - 603 @ 75Mhz
>> - IDE internal hard drive
>> - 1 PCI slot
>> - not upgradeable to other processors
>> - $1,500
>

> If only grammar and high school's can buy this thing,
> who cares!?

Be sold as a Performa..

>
>>PowerMac 6300/75
>> - 630 case
>> - 603 @ 75Mhz (could be a 601 in here)
> ^^^
> Correction: 603e processor.
>
>> - IDE internal hard drive
>> - 1 PCI slot
>> - not upgradeable to other processors
>> - $1,200
>
> Great price!
> But will this one be available to the general public,
> or is it another K-12 release?

General as well as K-12.

>
>>
>>PowerMac 7150/80 [TNT]
>> - New-style cross 630/7100 case
>> - 601 @ 80Mhz [this oo-PCI

Corrections.

-601 @ 80mhz.(this could be 100 mhz)
-3 PCI slots, 1 DAV, 1 Video-PCI
-$2000

> ^^^^^^^^^^
> Can you clarify that? I am do not understand
> the terminology "oo-PCI"?

This one must of been garbled up..

PowerMac 8400/100 (Nitro)
-8100 case
-604@100mhz(could be as high as 120 mhz)
-3 pci slots, 1 DAV, 1 Video-PCI
-$3,000

> ^^^^^^
>
> Once again, TOO EXPENSIVE!!

Nope.. You got the $3000 mixed up, see above...

>
>>
>>
>>-Peter
>
>
> * Tom Trauth
>

-Peter

498. Re: What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-21 19:24:04 UTC
From: sar@crash.cts.com
Message-ID: <D4D784.Dsp@crash.cts.com>
Source record: 13547
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

```
: Personnaly, I think Atari would be better off bringing out a 68040
: machine followed up by a PowerPC line. The 68xxx family have just about
: lived out their usefulness. Just my opinion.

What? You havn't heard of the 68060? "Lived out their usefulness?" I
think not...

-Scott- sar@cts.com
```

499. Re: Falcon music expert wanted...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-21 19:52:50 UTC
From: contacts@mits.mdata.fi
Message-ID: <3idgai$nd1@prime.mdata.fi>
Source record: 13554

In article <D4BCpo.uK3@ns1.nodak.edu>,
Robert J Goos <goos@badlands.NoDak.edu> wrote:
>I'd like to share some E-mail with folks who use their Falcon for music.
>I'd ask my questions here directly, but the threads seem to degrade into
>flame wars too quickly for my taste.
>
>My questions have to do with the capabilities of the Falcon for music.
>Thanks.

Shoot. (I'm an old fart using Cubase Audio Falcon...)

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

500. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-21 21:27:39 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D4DCy3.4Bv@ecf.toronto.edu>
Source record: 13550

In article <3i3bhv$qpl@darkstar.ucsc.edu>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>>You mean just like the GEM Desktop assumes that when I drag a file that I want
>>to copy it? The Mac's criteria are very simple. When you drag an item from
>>one disk to another, it assumes you want to copy. All other times, it assumes
>>you want to move the file. This is logical and fits in with what most people
>>actually do in the real world.
>
>It's inconsistent behavior. A computer should NOT differentiate between
>a drag between windows on differne tdisks and windows on the same disk. It
>means that whenever I drag a file I have to thing "Is this between disks or
>on the same one"

Consistency is the hobgoblin of small minds. It is impossible to be totally
consistent. As I said: it is logical and conforms to most people's
expectations.

>Tell me: how do you force a MOVE between disks? Answer: you cannot on a
>mac.

You can't force a move between disks. Yes, this could be considered
a shortcoming, but I don't move files between disks that often. I can think
of things that TOS does that are much worse that this.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

501. Re: Atari's and Pc compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-21 21:39:29 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D4DDHt.4zI@ecf.toronto.edu>
Source record: 13551

In article <3ibloc$ee6@ccshst05.cs.uoguelph.ca>,
Mark Rathwell <mrathwel@uoguelph.ca> wrote:
>: The MegaSte used a "clock doubled" 68000, not a 68020.. no ST ever used anything
>: more advanced than the 68000.
>
> Wrong. I have several magazine articles which state that the Mega
>ST used a 68020. I'll dig them up for you.

No, you're wrong. The Mega ST used a 68000. The Mega STe used a 16MHz 68000.
(Everything else on the motherboard ran at 8MHz, except for the processor,
which ran at 16MHz. A cache improved the performance significantly.)

> Four times larger, to be exact. Not slightly. The resolution was
>the same, but the improved pallete was an improvement.

From 512 colours to 4096. (There were 16 shades of each colour instead of 8
as there had previously been.)

> The TT was fast (for it's time), had vastly improved video as
>well as some other interesting features like UNIX compatability.

The TT's video was adequate; it was slightly better than standard VGA. The
only impressive thing about the video was the 1280x960 mode. UNIX was never
released for the TT.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

502. Re: Atari's and Pc compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-21 21:41:46 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D4DDLn.540@ecf.toronto.edu>
Source record: 13552

In article <3id4o7$pg5@ccshst05.cs.uoguelph.ca>,
Mark Rathwell <mrathwel@uoguelph.ca> wrote:
>: True, 4096 color choices is four times larger than the original 256.
>: However it's only a slight improvement when considered on a scale of
>: zero to 16.2 million, which is what the rest of the world is using.
>
> Yes ... but consider how old the STe is. 16.2 million colours was
>not commonplace when the STe was released.

The STe came out in 1990. At the time, VGA machines with 640x480x256 out of
256000 were common. The STe's video in 1990 was still 320x200x16/4096 and
640x200x4/4096.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

503. Re: Atari's and Pc compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-22 00:43:44 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3ie1c0$6ti$1@mhadf.production.compuserve.com>
Source record: 13561

>On which machines?

16 bit High Color has been available on PCs since the STe was introduced..
it may not have been widely used at first, but it was available, and was a
far greater improvement than the slight move from 256 to 4096 colors on the
Atari platform.

Before you respond that few applications used High Color at the time, the same
is true of the extended color pallette on the STe. In fact, few applications
use it today, while True Color (16.2 million color) applications are common
on the PC platform.

Regarding Atari '386 notebook computers, we just had a Canadian CIS member
asking where to obtain a memory expansion for his, so indeed I was wrong
about their never having released anything like this... it's just another
good example of how well Atari has managed to keep their products a well
kept secret.

(An Atari rep from Atari Benelux had to tell him they never made the 4 Meg
upgrades, but he can get a 1 Meg expansion from them in Europe.)

Again, it's not the usefulnes of any one ST feature that's the problem, it's
that there was never any coherent program of advancement applied to the product
line. Most of the new models were just old models repackaged in different
cases and with a little more "chrome".

BobR

504. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-22 00:59:55 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3ie2ab$6ti$2@mhadf.production.compuserve.com>
Source record: 13553

>You don't think you're generalizing too much by...

Not really... while there have been some very good responses about what's good about Atari computers, there have also been an awful lot that have tried to make their choice of Atari look better by characterizing the other platforms as "crappy" and otherwise incompetent.

What's good about my Atari computers is NOT that PCs crash 10 times a day, or Macintoshes won't give you your disk whenever you want to pop it out.

What's good about my Atari computers is their compactness, and the "look and feel" of using them... and my other computers have their own features and plusses.. none of which take away from the Atari machines.

I don't like PDP-11 computers personally, but that doesn't make them "crappy" or the people who use them somehow sub-human.. (not that there are all that many PDP-11s still being used).

The problem with making comparisons between brands is that much of the time those comparisons are completely subjective, and often lead to the kind of comments we've seen here. Everyone is of course entitled to their own opinion, but the problem I originally had with this thread was that it was specifically set up to be completely one-sided.

BobR

505. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-22 05:10:05 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3iegvd$aks@darkstar.UCSC.EDU>
Source record: 13555

In <3ick9j$90n$1@mhadg.production.compuserve.com> BobR <76702.1466@CompuServe.COM> writes:

>The point is, it's STUPID to demand to be able to pop the disk at any
>time you want to... the only time the computer WON'T give it back is when
>it's writing to it... when it's done updating, it ejects the disk.

Hahahahahahaha!!! yeah right.... You live in a dream world. I bet your Mac
has never crashed either???

~Chris

>BobR
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

506. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-22 05:14:41 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3ieh81$anl@darkstar.UCSC.EDU>
Source record: 13556

In <D4DCy3.4Bv@ecf.toronto.edu> pischke@ecf.toronto.edu (PISCHKE DAVID) writes:

>Consistency is the hobgoblin of small minds. It is impossible to be totally
>consistent. As I said: it is logical and conforms to most people's
>expectations.

Inconsistency is the hobgoblin of small-minded programmers.

>>Tell me: how do you force a MOVE between disks? Answer: you cannot on a
>>mac.

>You can't force a move between disks. Yes, this could be considered
>a shortcoming, but I don't move files between disks that often. I can think
>of things that TOS does that are much worse that this.

I do it all the time. I keep an organized hierarchy of files. New items downloaded to go a downloads directory then are moved to the appropriate partition if I decide to keep it (applications, files, OS stuff) This is a regular and heavy use of this feature on my system. In fact, I tend to move between partitions more often than I copy between them. Just goes to show that every one uses computers differently, and the way the Mac works does not conform to my computer use. Hence, I will never own one.

~Chris

>--
> David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
>___ _____ Engineering is the art of moulding materials we do not fully
>|__ |) | | | understand into shapes we cannot fully analyse and preventing
>|__ |\ | |/\| the public from realising the full extent of our ignorance.
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

507. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-22 05:55:27 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3iejkf$pql@paul.rutgers.edu>
Source record: 13566

sinclap2954@cobra.uni.edu writes:

New PMac release schedule according to Sinclap:

>>>* May 31, 1995
>>>
>>> PowerMac 9400/120 [Tsunami]
>>> - New "fat tower" case
>>> - 604 @ 120Mhz [this could be as high as 150Mhz]
>>> - 6 PCI slots
>>> - $5,400 (retail, not street)
>> Way too expensive!! You can get a fast Pentium for half that!!

>At 120-50 mhz?

At 60-90 MHz now. At 120-150 MHz by May.

>>>* July 31, 1995
>>>
>>> All 68K desktop machines and NuBus PPC machines discontinued.
>>>
>>> PowerMac 5300/75
>>> - Redesigned 575-style machine
>>> - Looks like a Multiple Scan 15 with a little extra trim on the
>>> - bottom to accommodate a mother board, floppy slot, etc. This is the
>>> first 603+ machine and will be available at first for K-12 only.
>>> #30 16-FEB-1995 11:20:55.14
>>>MAIL
>>> - 603 @ 75Mhz
>>> - IDE internal hard drive
>>> - 1 PCI slot
>>> - not upgradeable to other processors
>>> - $1,500
>>
>> If only grammar and high school's can buy this thing,
>> who cares!?

>Be sold as a Performa..

When?

>>>PowerMac 6300/75
>>> - 630 case
>>> - 603 @ 75Mhz (could be a 601 in here)
>> ^^^
>> Correction: 603e processor.
>>

>>> - IDE internal hard drive
>>> - 1 PCI slot
>>> - not upgradeable to other processors
>>> - $1,200
>>
>> Great price!
>> But will this one be available to the general public,
>> or is it another K-12 release?

>General as well as K-12.

When will it be general?

>>>PowerMac 7150/80 [TNT]
>>> - New-style cross 630/7100 case
>>> - 601 @ 80Mhz [this oo-PCI

>Corrections.

> -601 @ 80mhz.(this could be 100 mhz)
> -3 PCI slots, 1 DAV, 1 Video-PCI
> -$2000

Sounds reasonable.

>> Can you clarify that? I am do not understand
>> the terminology "oo-PCI"?

>This one must of been garbled up..

>PowerMac 8400/100 (Nitro)
>-8100 case
>-604@100mhz(could be as high as 120 mhz)
>-3 pci slots, 1 DAV, 1 Video-PCI
>-$3,000
>> Once again, TOO EXPENSIVE!!

>Nope.. You got the $3000 mixed up, see above...

$3000 for a 604-100 is reasonable.
Thanks for fixing up your garblings.

>>>-Peter
>> * Tom Trauth
>-Peter

* Tom Trauth

508. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-22 09:36:57 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3if0jq$c65$1@mhadf.production.compuserve.com>
Source record: 13557

>I bet your Mac has never crashed either???

Surprise... I don't have a Mac.

The closest I've had is the Mac emulator on my Atari ST...

And you STILL had to be careful not to pop the disk manually when ejecting the disk until it was done updating.

(You would have loved it.. you could have trashed floppys to your heart's content...)

BobR

509. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-22 09:44:10 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3if11a$55d@btmpjg.god.bel.alcatel.be>
Source record: 13560

In article <3i21eu$l7k@enterprise.america.com>, soupigf@enterprise.america.com (Matthew Gabriel) writes:
abstract@wam.umd.edu (Lunatic) writes:

> If Atari had made a deal with an obscure chip manufacturer with
> an awesome microprocessor that could go toe to toe with the PowerMac or
> Pentium, or even just the 68040 and 486,

You mean like they did with the transputer? Hm, maybe not obscure enough.

> and if they advertised, and
> invested money in publicity, we would be seeing a huge increase in the
> customer/aftermarket base.

Ah, now that would be something else.

> Unfortunately, due to bad management, another good platform is
> relegated to obscurity.

I have seen obscurity, and its name is ATW.

(of course it's possible that Matthew was thinking of the ARM, which would be another story. Since ARMs consume little power, it might be possible to do one as a cartridge port dongle.)

:)

8-(8->)

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

---

510. Re: Atari's and Pc compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-22 10:04:42 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3if27q$55d@btmpjg.god.bel.alcatel.be>
Source record: 13564

In article <3ibloc$ee6@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
(Quoting BobR)

> : The MegaSte used a "clock doubled" 68000, not a 68020.. no ST ever used anything
> : more advanced than the 68000.
>
> Wrong. I have several magazine articles which state that the Mega
> ST used a 68020. I'll dig them up for you.

Um I think Bob may know what he's talking about. Actually my Mega ST has a 3rd-party CPU (ADspeed, 16 MHz 68000), but the previous owner never said anything about removing a 68020 to put that in :).

People have been known to use 68010s in ST[e]s in order to get more MIPS (or KIPS ;>) at the same clock-rate, but the only CPUs Atari ever used in the ST range were 68000s; 8 MHZ for all except the Mega STe, which was 16 MHz. TT and Falcon are 68030 (32 MHz and 16 MHz respectively), and that's it SFAIK.

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

---

511. Re: What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-22 10:10:39 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3if2iv$55d@btmpjg.god.bel.alcatel.be>
Source record: 13567
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

```
ALL operating systems are derived from Unix, which is the One True OS.

--------------------------------------------------------------------------

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

--------------------------------------------------------------------------
```

512. Re: No of Falcons Sold

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-22 12:19:39 UTC
From: gavinm@vsprsun_14
Message-ID: <3ifa4r$ubr@info4.rus.uni-stuttgart.de>
Source record: 13558

BobR (76702.1466@CompuServe.COM) wrote:
: >If you could get a straight answer. Don Thomas would be the guy
: >to ask. Everyone else will give you the run around.

: No kidding..! One CompuServe Atari Forum member reported not long ago
: that he called Atari Headquarters in Sunnyvale, California with a question
: about his Atari computer... the people who answered the phone didn't even
: KNOW Atari made computers..!

: After shuffling him around to several different similarly clueless people,
: they suggested he buy an IBM compatible computer. He hung up in disgust...

Face it, Atari DON'T make computers any more and aren't likely to
do so in the near future. The Falcon is DEAD and buried. The ST is gone.

Atari are now a videogame manufacturer, their only product is the Jaguar
and lets face it, they've hardly made a great success of it.

Same old Atari as ever, I'm afraid.....

gavan
--
email: G.Moran@ee.qub.ac.uk | 'There can be only one!'
or gmoran@nyx.cs.du.edu | - The Highlander

513. Re: Atari's and Pc compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-22 13:17:25 UTC
From: sanders@sci.kun.nl
Message-ID: <D4EKx2.GH1@sci.kun.nl>
Source record: 13559

In <3ibloc$ee6@ccshst05.cs.uoguelph.ca> mrathwel@uoguelph.ca (Mark Rathwell) writes:

>: The MegaSte used a "clock doubled" 68000, not a 68020.. no ST ever used anything
>: more advanced than the 68000.

> Wrong. I have several magazine articles which state that the Mega
>ST used a 68020. I'll dig them up for you.

Sorry, but that's not true. Mega ST only differed from ordinary ST in
the casing, the BLiTTER and TOS 1.2 as opposed to 1.0. And the MEGA
bus, of course. That's all.

>: The STe has a slightly wider choice of colors in its pallette, but otherwise
>: its video is exactly the same as the earlier STs.

> Four times larger, to be exact. Not slightly. The resolution was
>the same, but the improved pallete was an improvement.

Resolution should've been 640x400x16 at least. That would have made a
difference. As a matter of fact, 4096/512 = 8, not 4. So even more
`improvement'!

>: The TT was an interesting kludge of standard ST technology with a 68030 grafted

> The TT was fast (for it's time), had vastly improved video as
>well as some other interesting features like UNIX compatability.

The TT is still fast, but UNIX never quite made it. (Yes, I know
about ASV).

>: on, and the Falcon brought a 68030 to market just as the 68040 was becoming the
>: industry standard among competing products.

> I agree here.

Me too.

Regards,
--
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */

514. Re: Atari's and Pc compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-22 14:31:10 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3ifhre$asr@m1.cs.man.ac.uk>
Source record: 13562

In article <3iclgt$90n$2@mhadg.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
|> >Wrong. I have several magazine articles which state that the Mega
|> >ST used a 68020. I'll dig them up for you.
|>
|> I'll be interested in seeing what those articles have to say...
|>
|> I'll be waiting for another apology, by the way. ("Wrong" is a pretty
|> strong statement from someone who appears not to have any actual
|> experience with the computers in question. You really shouldn't rely
|> so much on what "magazines" say.)

You should get one....

|> You can, of course, always verify it with someone at Atari Corp...
|>
|> >Four times larger, to be exact. Not slightly.
|>
|> True, 4096 color choices is four times larger than the original 256.
|> However it's only a slight improvement when considered on a scale of
|> zero to 16.2 million, which is what the rest of the world is using.

I missed the original post here, but if this is what I think its about,
the FM had 512 colours in its palette... Thus, only x4.

|> (Even on a scale of zero to 65 thousand, which is probably closer to what
|> was available at the time the STe was introduced).
|>
|> The point is, all of the ST models were only very slight incremental
|> improvements over previous models. Certainly nothing on the same scale
|> as moving from CGA to EGA, or from 360K floppies to 1.2 Megabyte floppies.

But Ataris later machines were more than just a slight increment...

The TT, as a machine aimed at business machine was a hugh improvement over
the Mega ST.

The Falcon was a huge improvement as a "home computer" over the STe...

|> For whatever reason, Atari never put much effort or money into improving
|> the original design of the ST. Just after the Mega ST was released,
|> Neil Harris of Atari told me that Atari was only putting about 3% of its
|> resources into R&D, which sounded scary at the time, and which in the light
|> of actual results sounds about right.

Such a shame, as the ST and later machines would have been much more successful
if there had been a continueing support.....

Even now, what has been done in R&D is not being used - take the non-release of TOS 5 (4.92 beta has been around for a while..)

|> (By the way, you missed the hardware scrolling on the STe.. that was another
|> of its "improvements"... :)
|>
|> BobR

Anthony

515. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-22 15:04:47 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3ifjqf$bqu@m1.cs.man.ac.uk>
Source record: 13563

In article <3iah5v$frd@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
|> In article <3iacfe$rlr@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark
|> Rathwell) writes:
|> > Medusa and other TOS Liscence machines. In addition, there are
|> >lots of expansion boards for the Falcon.
|> >
|>
|> Very uncompetitive machines. Can I get one at the TRU?
|>

I assume TRU=Toys R Us ???

If so, would you really describe a machine as powerful as Medusa as a toy???

I certainly wouldn't.

Just my 2p worth

Anthony

516. Re: Atari's and Pc compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-22 19:02:46 UTC
From: gerrymon@Glue.umd.edu
Message-ID: <3ig1om$7gt@coke.eng.umd.edu>
Source record: 13565

In article <3ibcol$bki@ccshst05.cs.uoguelph.ca>,
Mark Rathwell <mrathwel@uoguelph.ca> wrote:
>
>
>: Yup... it was simple. But it worked. If only they UPDATED it
>: with 020's 030's, better video, etc... they would have held on to a lot
>: of users that they lost...
>
> You are exxagerating a little. The Mega ST series used 68020
>processors and the Falcon and TT used 030 processors. The STe, the TT and
>the Falcon all had better video than the ST. Atari also updated TOS,
>sound chips and other features. They didn't just "STOP" with the ST design.

Mark,

As an owner of a Mega ST4, I can assure you that it uses a plain old
8Mhz 68000. The main difference between the Mega ST and the original
ST was the inclusion of a BLiTTER chip and an internal expansion slot.

Other than that, it was pretty much like a standard ST. In my
opinion, this was the main reason why the ST never really became
successful. The competition kept improving while the ST/TT/Falcon
basically stood still.

I will never understand why Atari didn't increase the memory capacity
of the ST line starting with the Mega ST (it wasn't until the TT030
when you could have an ST with more than 4 megs). Especially when you
consider that the SLM804 laser printer consumes about 1 to 2 megs of
your computer's memory just to print out something!

Atari also took way too long to improve the ST's graphics and sound
capabilities. Many people bought STs because of it's superior
graphics and sound capabilities and when the competition surpassed
them, it became difficult to justify buying an ST/TT/Falcon.

Finally, most of Atari's later designs were not as fast as most people
expected or wanted. If only they could have released a 68040 based
Falcon to go along with the Falcon030....

--Gerry

517. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-22 22:43:42 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Feb22.164342.39069@cobra.uni.edu>
Source record: 13568

In article <3iejkf$pql@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> sinclap2954@cobra.uni.edu writes:
>
>
> New PMac release schedule according to Sinclap:
>
>>>>* May 31, 1995
>>>>
>>>> PowerMac 9400/120 [Tsunami]
>>>> - New "fat tower" case
>>>> - 604 @ 120Mhz [this could be as high as 150Mhz]
>>>> - 6 PCI slots
>>>> - $5,400 (retail, not street)
>>> Way too expensive!! You can get a fast Pentium for half that!!
>
>>At 120-50 mhz?
>
> At 60-90 MHz now. At 120-150 MHz by May.

From first tier clones or third ones?

>
>>>>* July 31, 1995
>>>>
>>>> All 68K desktop machines and NuBus PPC machines discontinued.
>>>>
>>>> PowerMac 5300/75
>>>> - Redesigned 575-style machine
>>>> - Looks like a Multiple Scan 15 with a little extra trim on the
>>>> - bottom to accommodate a mother board, floppy slot, etc. This is the
>>>> first 603+ machine and will be available at first for K-12 only.
>>>> #30 16-FEB-1995 11:20:55.14
>>>>MAIL
>>>> - 603 @ 75Mhz
>>>> - IDE internal hard drive
>>>> - 1 PCI slot
>>>> - not upgradeable to other processors
>>>> - $1,500
>>>
>>> If only grammar and high school's can buy this thing,
>>> who cares!?
>
>>Be sold as a Performa..
>
> When?

Soon after the demand is taken care of in the k-12 market..

>
>>>>PowerMac 6300/75
>>>> - 630 case
>>>> - 603 @ 75Mhz (could be a 601 in here)
>>> ^^^
>>> Correction: 603e processor.
>>>
>>>> - IDE internal hard drive
>>>> - 1 PCI slot
>>>> - not upgradeable to other processors
>>>> - $1,200
>>>
>>> Great price!
>>> But will this one be available to the general public,
>>> or is it another K-12 release?
>
>>General as well as K-12.
>
> When will it be general?

When its introduced....

>
>>>>PowerMac 7150/80 [TNT]
>>>> - New-style cross 630/7100 case
>>>> - 601 @ 80Mhz [this oo-PCI
>
>>Corrections.
>
>> -601 @ 80mhz.(this could be 100 mhz)
>> -3 PCI slots, 1 DAV, 1 Video-PCI
>> -$2000
>
> Sounds reasonable.
>
>>> Can you clarify that? I am do not understand
>>> the terminology "oo-PCI"?
>
>>This one must of been garbled up..
>
>>PowerMac 8400/100 (Nitro)
>>-8100 case
>>-604@100mhz(could be as high as 120 mhz)
>>-3 pci slots, 1 DAV, 1 Video-PCI
>>-$3,000
>>> Once again, TOO EXPENSIVE!!
>
>>Nope.. You got the $3000 mixed up, see above...
>
> $3000 for a 604-100 is reasonable.

> Thanks for fixing up your garblings.

Your welcome..

>
>
>
>
>>>>-Peter
>>> * Tom Trauth
>>-Peter

-Peter>
>
>
>
>
>
> * Tom Trauth
>
>

518. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-22 23:46:42 UTC
From: Dave@levihome.demon.co.uk
Message-ID: <793496802snz@levihome.demon.co.uk>
Source record: 13569

> 1. Why do you like your Atari computer?
> 2. What does your Atari do (or do more efficiently, elegantly, etc.)
> better than other platforms (particularly Windows or Mac)?

I think that all this "my computer is better than yours" is a load of old crap. Nobody will change anybody's mind and all this ranting backwards & forwards is getting nobody anywhere.

I have owned a multitude of computers from the ZX range, Sharp, TRS80, Amstrad, Atari, Acorn, Commodore, IBM, and have used machines from Altairs to Crays. with operating systems that have run from CPM,VMS,UNIX, various command lines to windows to full GUI's.

Each machine had its good and bad points.

Ignoring all the 8-bit machines (old hat, but fun) I have yet to find a machine that fills my criteria as a brilliant machine.

The problem with trying to compare computers is that people can't seem to separate hardware, OS-systems, applications and programming.

Atari computers have so far given me the best in the 16/32 bit region for OS-System and programming but the PC blows the Atari away with applications.

Apple Macs though fairly compact and well thought out are not designed for flexibility for the user, but more for flexibility of the application.

I treat Atari & Apple Mac together as they are extremely similar in both chip architecture and GUI. but there the similarity ends as the Atari is way ahead of the Apple in terms of ease of programming.

How many Mac users program their machines to the depth that the ST, TT or Falcon are programmed ? This is not due to the lack of decent software that some people will surely cite, but just that you can and so easily.

Every Atari user can program in some fashion - Basic, C, Pascal, Scheme, Ada, Forth, Lisp, Prolog, Assembler. Everyone does but why not on the Mac ? Some may dispute this but just look at the PD libraries for proof.

I personally believe that this is down to the slot in the market that the manufacturer pegs their computer to. The Ataris were marketed to the home & hobbyist user, whereas the Mac is hyped as the Ultimate Application Driver.

Neither has achieved what it set out to do.

Apple's failure is due to their greed. The machine was originally limited with only a couple of applications that shone. The price of a useable machine was out of most people's range. It ended up as the 'Power Users' machine

carrying out specific tasks such as DTP work.

Atari's failure was (as always) marketing. Each machine thay have issued was always way ahead of the competition in ease of use and power for the price. But they never really pushed the machine, and they would market an update without really thinking it through.

Each company has improved and updated their computers and both have made the same basic mistakes. If the computer is compatible with a lower model then there is rarely any incentive for the software writers to write specifically for the update. If the update has no software, who will buy it ? The vicious circle turns.

When you get to the PC you hit a worse problem. The machine was developed as a business system. As we all know business is very pragmatic in its view of technology and so a machine that could run the software they wanted didn't need updating, and so you end up with a computer years behind the home market. eg. the PC world is in a storm over Windows, a system that has been fitted to home computers for 10 years.

Only when the games and hobbyist systems stagnated due to not having a new platform did they move to the next most powerful machine available which unfortunately was the PC.

The lack of decent hardware & OS-system was a temporary problem, only partly cured by extremely poor hardware & Dos updates. There is no memory management unit in a PC and therefore all memory management is carried out by a software patch. This is extremely inefficient and left the programmers with no choice but to demand an increase in power and facilities. 286 -> 386 -> 486 -> 586; Hercules -> CGA -> EGA -> VGA -> SVGA. With the increase in hardware modifications and the infinate variety of cards available the programs had to get bigger to cope. If any of you have tried to program the PC you'll know what I mean. Bigger programs are harder to write in Assembler or low level languages so you end up with compiled high level code - more inefficiency so more power is needed.

As updates increase in cost & frequency more of the kids can't play games and the consoles fill the gap. Now we have a generation of users who don't even know how to program (apart from " Insert Cartridge/CD & switch on").

Where will it all end ?

A home computer with more power than Nasa to play an arcade game ?

A console that you do your accounts on ?

A business computer that can do a year's accounting in one millionth of a second (but not correctly if it's a Pentium) ?

Who knows?

But my dream machine is the Cray's power with Jaguar's sound, full virtuallity systems for graphics which can run software from any other machine, a full chip (not software) multitasking GUI similar to GEM & System-7. I

would want it to have the programming docs written by Amstrad (the best I've ever seen), all the applications you could dream of in ROM (and Microsoft personnel against the wall when the revolution comes).

==
If All The World's Cars
Were Parked End To End: ----~~~~>> /////// /////// /////// /////// //////
// // // // // // //
Some Idiot Would Try ----~~~~>> /////// /////// /////// /////// // //
To Pass !!!!! // // // // // //
----~~~~>> /////// // /////// /////// ///////
MY BRAIN HURTS !!
Ph.D in Buying Computers Dave@levihome.demon.co.uk
==

519. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-23 07:07:18 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3ihc76$s4q@paul.rutgers.edu>
Source record: 13570

BobR <76702.1466@CompuServe.COM> writes:

>Why put covers over the 110 volt power supplies in computers then..?

>Any semi-competent computer user will know enough not to stick their
>fingers in the juice, right..? They'll never accidentally put their
>hand in the wrong place and will never get zapped, right..?

I see your point Bob, but this analogy isn't perfect. First of all, no one was ever eletrocuted by a floppy disk. The worst you could do by ejecting a floppy at the wrong time is ruin all the data on the disk - which is hardly life-threatening, especially if you remember to back everything up. Secondly, a user never has to do anything with the power supply (except possibly repair it), while a user frequently has to do something with their floppy disks. This means that while it makes no sense to make it easy to get at the power supply, it does make sense to make it easy to get at the floppy disk.

>With write-back caches especially, but with just "human nature" it's
>likely the "average" user may just unthinkingly pop a disk out of the
>drive before it's done being updated (maybe you're an above average
>computer user if you've never done it).

True. You can never forget Murphy's Law. A user might do something stupid like not wait for the disk drive light to go off and the drive to stop whirring and remove a disk that is being written to.

Of course, a user also might accidently put the disk to close to monitor and erase it. Apple should their monitors in clear, inch-thick, radiation-proof cases to prevent this from possibly occurring. Oh yeah...it is also true that a user may leave a disk in their shirt pocket and wash the shirt. Waterproof floppies should be introduced. Or a user may lose a disk and not be able to find it. How about a floppy disk homing device!? Get the point...

>Why not have the computer protect the user from accidents with disks the
>same way they're protected from accidental shock..?

As I said, that's an inaccurate anology since destroying a floppy is not life threatening.

>The point is, it's STUPID to demand to be able to pop the disk at any
>time you want to... the only time the computer WON'T give it back is when
>it's writing to it... when it's done updating, it ejects the disk.

>The same as the "semi-competent computer user" would do...

But a semi-competent user may not have a pin handy when the Mac crashes (hardly an infrequent occurrence) with a disk in the floppy drive and won't start up again. If an IBM-compatible crashes, at least you can just pop out your disk and leave (it may lose updates done to the disk cache, but the disk cache is deleted when the computer crashes anyway).

>BobR

I should I have to put up with inconvenienced built into a computer just because some people are too stupid to know how to use the machines??

* Tom Trauth

520. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-23 07:45:38 UTC
From: tsom@ix.netcom.com
Message-ID: <3ihef2$im0@ixnews3.ix.netcom.com>
Source record: 13571

>1. Why do you like your Atari computer?
>2. What does your Atari do (or do more efficiently, elegantly, etc.)
>better than other platforms (particularly Windows or Mac)?

I'm now mostly a PC user, have 486dx266 vlb this and that....

I miss the ease of use of the ST. It didnt crash, seize & freeze like this machine does. The mac is better than a PC but still wasnt as easy to get going as the ST. Maybe I'm waxing over 2 year old memories, but the ST seemed mighty powerful and eay to use for its time. (I just got the gemul8r card, works, Darek gives great support, but the jusry is still out-- do I really need it??)

521. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-23 11:59:44 UTC
From: A Parker <se2ap@dmu.ac.uk>
Message-ID: <3ihtbg$39s@macondo.dmu.ac.uk>
Source record: 13572

BobR <76702.1466@CompuServe.COM> wrote:
>
> >It tells me when I can and cannot eject a disk. Blah Blah...
>
> Oh, I see..!
>
> You LIKE to screw up the FATs on your disk, and you don't want anyone stopping
> you from damaging the files beyond repair, is that is..?
>
> Pretty poor argument, if you ask me...
>

I find your arguments usually well reasoned and sensible, but as a
Falcon owner (and previous ST owner) I can tell you that in the
six years I've had Atari machines taking the disk out of the drive
during access (yes even write) has never screwed any data up, it
just asks you to put the disk back it then it carries on.

That's one of the 'few' good things about Ataris ;-)

> BobR

522. Re: Atari's and Pc compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-23 12:59:32 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3ii0rk$ej9@osiris.wu-wien.ac.at>
Source record: 13573

BobR (76702.1466@CompuServe.COM) wrote:

: Again, it's not the usefulnes of any one ST feature that's the problem, it's
: that there was never any coherent program of advancement applied to the product
: line. Most of the new models were just old models repackaged in different
: cases and with a little more "chrome".

I had A Mega ST 2 with a megafile 30 harddrive and uopgraded it a Mega
Ste 4, in your opionion an old model repackaged. I sold my Mega 2 for
about 1100 US $, and got for the difference the new model. This new model
had twice as much memory, twice as much CPU speed, 50% more Harddrive
space (integrated into the casing, so no fooling around with cables
etc...), faster harddrive acces with autopark, new serial interfaces that
are several times as fast as the old ones, a HD disk drive, a socket for
the 881, and an
improved, more bug free TOS. All these features are absolutely essantial
for my work (well, I replced the 48 Mb harddrive later by a Fukjits 135
MB drive); to put all the improvements into my old mega, I would have had
to buy a TOS 2.06 card, a HD drive module, tht never really work
reliably, would have had to saw the casing to fit in a PC HD drive, would
have had to buy a new Harddrive, a patchboard for the serial interfaces,
a 881 FPU card and an accelaerator; all together much more expensive than
the new STe and with more problems involved (do ll theparts work
together? etc..)

This is exactly the way Atari should have gone, and this is the way PC
and Mac industry goes. They constantly offer newer computers with small
improvements. Atari alawys wanted to do one model, sell it for years, and
then replece it by a new hype model. There was no need for a Falcon040. A
TT040 in a Tower casing would have sufficed (with 2 or more A32/d32 VME
slots). Why was there only one version of the TT? Why wasn't the EST,
apparently an Ste with 020 processor, released? What about the Blossom
graphics chip with Dual Ported Video RAM, that was produced for the ATW?
Atari did very wel to repackage the ST in newer models, such as STe and
Mega STe; they should have done that with the TT, too. That's what Apple
does, and they do that very succesfully.

Regards,

Alfred

523. Re: What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-23 14:23:19 UTC
From: B.Barnes@dcs.warwick.ac.uk
Message-ID: <1995Feb23.142319.20516@dcs.warwick.ac.uk>
Source record: 13574
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

sar@crash.cts.com (Scott Rossell) writes:

>: Personnaly, I think Atari would be better off bringing out a 68040
>: machine followed up by a PowerPC line. The 68xxx family have just about
>: lived out their usefulness. Just my opinion.

>What? You havn't heard of the 68060? "Lived out their usefulness?" I
>think not...

>-Scott- sar@cts.com

Yes, I've heard of this, but I've also heard that it doesn't exist and never
will. Anyone???

524. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-23 15:29:36 UTC
From: soupigf@enterprise.america.com
Message-ID: <3ii9l1$kr2@enterprise.america.com>
Source record: 13575

mrathwel@uoguelph.ca (Mark Rathwell) writes:

>Mac 512 Atari 520 ST
>- 68000 - 68000
>- 512K - 512K
>- 2 colours - 512 colours
>- 7.8 mhz - 8 mhz
>- no built in MIDI port - built in MIDI port
>- point & click interface - point & click interface
>- 580 * 340 res - 640 * 400 res.

> Price:

>- $2000! - $500

> A little too extreme of a difference don't you think?

Sure, if this was 1985, and the comparison still held true. Now,
for two grand, you can set yourself up with a PowerMac.
All ancient history aside, Apple has survuved and prospered.
Atari has not.

SoupIsGood Food

525. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-23 17:55:15 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3iii63$j8f@ccshst05.cs.uoguelph.ca>
Source record: 13487

Distribution:

: Sure, if this was 1985, and the comparison still held true. Now,

I pointed out in my comparison that this was not the present ...
this was the past. I was thinking in the 1988 time frame. ST's were much
more expensive in 1985 and Macs were through the roof!

: All ancient history aside, Apple has survuved and prospered.
: Atari has not.

Atari is still with us.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"

*** OLD BUT FUN COLLECTION ***
(Atari 7800, Atari Lynx, Sega Master System, Tandy Colour Computer 3)
==

526. Re: Falcon music expert wanted...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-23 18:47:26 UTC
From: alex@tecnation.com
Message-ID: <alex-2302951052140001@tecnation.com>
Source record: 13576

In article <D4BCpo.uK3@ns1.nodak.edu>, goos@badlands.NoDak.edu (Robert J Goos) wrote:

> I'd like to share some E-mail with folks who use their Falcon for music.
> I'd ask my questions here directly, but the threads seem to degrade into
> flame wars too quickly for my taste.
>
> My questions have to do with the capabilities of the Falcon for music.
> Thanks.
>
> R. J. Goos
> Fargo, ND

Robert,

1. There's a comany in Germany Called C-Lab who have licensed the Falcon technology from Atari. They are engaged in some form of digital audio related business. Here are their details:

C-Lab Digital Media
Am Stadtrand 39
22047 Hamburg
GERMANY

Tel: 0049-40-694400-0
Fax: 0049-40-6961555
Compuserve-ID: 100 434,37

2. For your interest, my company produces a product based on the Falcon, SONOVISTA. You can read about it on our Web page at:

www.tecnation.com/tecnation/

Click on OUR PRODUCTS and click on SONOVISTA.

alex@tecnation.com

--
Something Wonderful IS Happening!

527. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-23 19:39:58 UTC
From: sinclair@ins.infonet.net
Message-ID: <3iioae$gak@insosf1.infonet.net>
Source record: 13577

In article <3iii63$j8f@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>Distribution:
>
>: Sure, if this was 1985, and the comparison still held true. Now,
>
> I pointed out in my comparison that this was not the present ...
>this was the past. I was thinking in the 1988 time frame. ST's were much
>more expensive in 1985 and Macs were through the roof!
>
>: All ancient history aside, Apple has survuved and prospered.
>: Atari has not.
>
> Atari is still with us.

For how long?

>
> >> Mark <<
>
>
>--
>==
>Mark Rathwell The University Of Guelph
>mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
>"Very funny Scotty! Now ... beam down my clothes!!!"
>
> *** OLD BUT FUN COLLECTION ***
>(Atari 7800, Atari Lynx, Sega Master System, Tandy Colour Computer 3)
>==

-Peter

528. Re: Atari's and Pc compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-23 21:18:39 UTC
From: 76702.1466@CompuServe.COM
Message-ID: <3iiu3f$l2g$1@mhadf.production.compuserve.com>
Source record: 13578

>upgraded it to a Mega Ste 4, in your opinion an old model repackaged...

As I said, "MOST of the new models were just old models repackaged...

The Mega STe was the FIRST of the ST line to be seriously advanced beyond the previous models. The features you mentioned made it a true evolutionary step, not just a trivial incremental improvement like the other models were...

If only Atari had come out with the Mega STe YEARS before it was released, things might have been quite a bit different.

Unfortunately, by the time this excellent new ST was released, the Atari computer was in a power dive into oblivion, and even the Mega STe couldn't stop it.

I may still buy one...

BobR

529. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-23 21:35:30 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3iiv32$l2g$2@mhadf.production.compuserve.com>
Source record: 13579

>... taking the disk out of the drive during access (yes even write) has
>never screwed any data up...

The question is (and my point in all of this), why would you WANT to take
the disk out of the drive while the system is updating the directories..?

The "Mac is a piece of crap because it won't give me the disk when *I* want
it" argument is stupid precisely because the only time the system WON'T give
you the disk is when it's writing to it... a time you shouldn't WANT to take
the disk out of the drive, no matter WHAT system you're using.

If you accidentally pop the disk on an Atari system it asks for the disk back..
a Mac doesn't let you accidentlly pop the disk... why does that make it a
piece of crap..?

I know that it's a remote probability that a disk will be damaged by removing
it too soon, but the argument that the Macintosh is somehow inferior because
it attempts to protect the user from that possibility is, in my opinion,
nothing more than stupid.

BobR

530. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-23 21:48:13 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D4H38E.D6G@ecf.toronto.edu>
Source record: 13580

In article <3ieh81$anl@darkstar.ucsc.edu>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>>Consistency is the hobgoblin of small minds. It is impossible to be totally
>>consistent. As I said: it is logical and conforms to most people's
>>expectations.
>
>Inconsistency is the hobgoblin of small-minded programmers.

>I do it all the time. I keep an organized hierarchy of files. New items
>downloaded to go a downloads directory then are moved to the appropriate
>partition if I decide to keep it (applications, files, OS stuff) This is a
>regular and heavy use of this feature on my system. In fact, I tend to move
>between partitions more often than I copy between them. Just goes to show that
>every one uses computers differently, and the way the Mac works does not
>conform to my computer use. Hence, I will never own one.

Congratulations. You've managed to pick out one minor shortcoming of the Mac.
Of course, I could always mention 8+3 filenames, a totally modal Desktop,
inconsistent interface and lack of support for basic OS features among
applications as shortcomings of TOS...

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

531. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-23 22:48:07 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3ij3b7$rcv@ccshst05.cs.uoguelph.ca>
Source record: 13581

Distribution:

: For how long?

Peter ... as one with a poor track record in predicting Atari's
bankruptcy, give the doom statements a rest.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"

*** OLD BUT FUN COLLECTION ***
(Atari 7800, Atari Lynx, Sega Master System, Tandy Colour Computer 3)
==

532. Re: What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-24 00:26:47 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1995Feb24.022647@phlem.ph.kcl.ac.uk>
Source record: 13582
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <3ibjtc$4ve$5@mhade.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
% That's a rather interesting piece of logic, I must say..!
%
% TOS is "now" derived from UNIX, even though it was based on CP/M 68K when it
% was originally written..?

No, that's exactly NOT what I said. The whole point is that the OS
should now be considered to be MiNT/MultiTOS. At least that's what
the baseline is for software development.

% I think 90% of the owners of Atari computers would be pretty surprised to find
% that the OS in their computers was suddenly NOT TOS, but was instead "MiNT or
% MultiTOS"...
%
% As far as I'm aware, the number of people using MiNT or MultiTOS is vanishingly
% small. The computers still come with TOS installed, which sort of seems to me
% like it's the "OS"...

Yeah yeah yeah, and my PC has DOS 5 on it, but I run it under Linux.
Perhaps it's a DOS machine?

Since simply putting an auto-folder program on the disk is all you
need to do to get MiNT (and it's free!), I can't see that it'd
be a major problem for people.

Falcons come with MultiTOS installed as well as TOS. (At least here
in the UK)

--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
>> home page: http://www.ph.kcl.ac.uk/~sjg/home.html <<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
"Delenda est Microsoft!"

533. Re: Time for some ADVOCACY.....

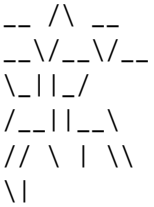
Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-24 01:58:44 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3ijegk$n8i@darkstar.UCSC.EDU>
Source record: 13583

In <3iiv32$l2g$2@mhadf.production.compuserve.com> BobR <76702.1466@CompuServe.COM> writes:
>the disk out of the drive while the system is updating the directories..?

>The "Mac is a piece of crap because it won't give me the disk when *I* want
>it" argument is stupid precisely because the only time the system WON'T give
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>you the disk is when it's writing to it... a time you shouldn't WANT to take
^^
>the disk out of the drive, no matter WHAT system you're using.

>BobR

The fallacy in your argument is outlined. None more need be said.

~Chris
--


534. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-24 02:04:42 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3ijerq$nfd@darkstar.UCSC.EDU>
Source record: 13584

In <D4H38E.D6G@ecf.toronto.edu> pischke@ecf.toronto.edu (PISCHKE DAVID) writes:

>Congratulations. You've managed to pick out one minor shortcoming of the Mac.
>Of course, I could always mention 8+3 filenames, a totally modal Desktop,
>inconsistent interface and lack of support for basic OS features among
>applications as shortcomings of TOS...

ANd one which crops up regularly. I lave a mental list of about 100 such
things "wrong" with the mac. Hence, I don't use them.

As for your points:

8+3 : It doesn;'t bother me. As I said, I keep an organized drive, so I don't
need names like "Bob's Summer 1988 FInancial report" It could be "reports/
financial/s1988/bob.rpt" and it means thre same thing. the PATH and good
use of directories makes really long filenames almost unneccesary.

(note I said "almost" -- I would prefer to have them of course (unix style,
not mac style) but it's hardly a crucial need to use 32 characters in a name
with spaces and punctuation marks)

modal desktop: MultiTOS? Less Modal than sys 7...

"lack of support for basic OS features": now there's a highbrow-sounding
content-devoid sentence if ever I saw one... Do you mean that poorly-written
applications don't use the OS? Well, hardly Atari's fault, and there are good
apps out there...

~Chris
>--
> David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
>___ _____ Engineering is the art of moulding materials we do not fully
>|__ |) | | | understand into shapes we cannot fully analyse and preventing
>|__ |\ | |/\| the public from realising the full extent of our ignorance.
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

535. Re: What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-24 02:40:22 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3ijgum$n81@paul.rutgers.edu>
Source record: 13585
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

sar@crash.cts.com (Scott Rossell) writes:

>: Personnaly, I think Atari would be better off bringing out a 68040
>: machine followed up by a PowerPC line. The 68xxx family have just about
>: lived out their usefulness. Just my opinion.

>What? You havn't heard of the 68060? "Lived out their usefulness?" I
>think not...

But haven't you heard of the PPC 604?
It kicks the 68060's ass!
Besides, now that Apple's switched to the PowerPC, C= is bankrupt,
and Atari is out the personal computer business, who will use the
68060 anyway? And do you think that Moto will make a 68070 to
succeed the 68060 now that they are pre-occupied with the PowerPC?
Probably not.

>-Scott- sar@cts.com

* Tom Trauth

536. ENSONIQ MIRAGE EDITOR WANTED FOR THE ATARI ST!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-24 03:50:42 UTC
From: davidfer@asgard.clare.tased.edu.au
Message-ID: <davidfer.12.2F4D5792@asgard.clare.tased.edu.au>
Source record: 13586

Does anyone know where I can get a copy of a mirage
editor?the ones I know of are:
THE MIRAGE SOUNDWORKS
THE VISUAL EDITING SYSTEM
and also SOFTSYNTH

can anyone help!!!?!!???!?!!!!

537. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-24 05:45:44 UTC
From: joseecek@deepcove.com
Message-ID: <3ijrq8$28r@Kaos.deepcove.com>
Source record: 13488

BobR <76702.1466@CompuServe.COM> writes:

>What's wrong with this picture...??

to which Josef replies:
The time changed a bit since then..... We no longer have people wanting
"home checkbook keeper" ,instead we have people wrongly thinking that
computer is like their video machine.

Josef

josef.palecek@deepcove.com

538. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-24 09:33:47 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3ik95r$ql9$1@mhadg.production.compuserve.com>
Source record: 13489

>The fallacy of your argument is outlined. None more need be said.

I assume you're referring, as you have in the past, to the propensity for the Mac to crash every 15 minutes, thus rendering the power eject mechanism inoperable, necessitating the use of a bent paperclip to remove the disk..?

Aren't you the one whose PC crashes 10 times a day..?

Odd, isn't it..? There are millions of people in the world who happily use Macintoshes and PCs day in and day out without ever encountering this kind of behaviour from their computers... you don't think it could be a severe case of operator error, do you...?

Perhaps your desire to remove floppies when the system is writing to them is indicative of the general problem..?

(If you're NOT referring to the Mac crashing every 15 minutes and thus keeping your floppies, maybe you'd care to explain why "..the only time the system won't give you the disk is when it's writing to it.." is a fallacy..?)

BobR

539. Re: What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-24 09:41:17 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3ik9jt$ql9$2@mhadg.production.compuserve.com>
Source record: 13490
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

>who will use the 68060 anyway..?

The 680x0 CPU line is used in an entire WORLD of products far beyond the miniscule sales the Atari and Amiga lines generated.

The nationwide data communications network my company runs uses 68030 based VME systems now, and with the increased need for data throughput will likely move up to 68040 (or if they become available, 68060) processors. VME systems in general are pretty much based around Motorola 680x0 CPUs. Scientific and industrial applications use millions of them.

I doubt a microwave oven will ever need the speed of a 68060, but they DO use the 68000 for control, as do many other appliances.

I doubt Motorola even noticed a dip in their sales from the death of the Atari and Amiga computer lines...

BobR

540. Re: What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-24 09:49:12 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3ika2o$ql9$3@mhadg.production.compuserve.com>
Source record: 13491
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Simply because Linux is available, and a small number of people use it doesn't suddenly make it THE operating system for the PC...

Likewise, just because there's a freeware curiosity called MiNT that a very small number of people use doesn't suddenly make IT the operating system for the ST...

If it's the one YOU use, then great... it's THE operating system on your system.

For the other 99% of ST users, TOS is still THE operating system.

I really don't know that many individuals who own Falcons, but I wonder just how many really DO run MultiTOS as their default operating system, and take the memory and speed degradations involved...

BobR

541. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-24 14:20:57 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D4ID6y.F36@ecf.toronto.edu>
Source record: 13492

In article <3ijerq$nfd@darkstar.ucsc.edu>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>good use of directories makes really long filenames almost unneccesary.
>(note I said "almost" -- I would prefer to have them of course (unix style,
>not mac style) but it's hardly a crucial need to use 32 characters in a name
>with spaces and punctuation marks)

I find descriptive names indispensible. Calling a file "Sales Report - March
1995" is easier to understand (and better, since it eliminates directory
clutter) than "C:\REPORTS\SALES\MRCH1995.TXT." This is an example of how
the Mac conforms to the users' needs instead of forcing the user to conform
to its needs.

>modal desktop: MultiTOS? Less Modal than sys 7...

I'm not talking about MultiTOS for several reasons:
* most people don't have MultiTOS
* MultiTOS won't run on the most common Atari machines still out there
* Even Atarians will admit that MultiTOS is not very speedy

>"lack of support for basic OS features": now there's a highbrow-sounding
>content-devoid sentence if ever I saw one... Do you mean that poorly-written
>applications don't use the OS? Well, hardly Atari's fault, and there are good
>apps out there...

I can't think of very many applications which fully, properly support (or
even support at ALL):
* the universal clipboard
* GDOS fonts
* Atari's user interface guidlines

Every Mac application, on the other hand, supports the clipboard, Mac's font
and printing system, andso on.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

542. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-24 16:56:45 UTC
From: sinclair@ins.infonet.net
Message-ID: <3il34d$ue3@insosf1.infonet.net>
Source record: 13494

In article <3ij3b7$rcv@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>Distribution:
>
>
>: For how long?
>
> Peter ... as one with a poor track record in predicting Atari's
>bankruptcy, give the doom statements a rest.

This prediction was made before the Sega cash infusion. With out it Atari would be in financial straits. I am not sure if the new price cuts will hope due to lack of games and distribution. I still cannot see it at Wal-Mart.

The local Software etc. has a selection of over 3do games promintly displayed on the wall next to Pamasonic and GoldStar 3do's..

>
> >> Mark <<
>
>
>--
>==
>Mark Rathwell The University Of Guelph
>mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
>"Very funny Scotty! Now ... beam down my clothes!!!"
>
> *** OLD BUT FUN COLLECTION ***
>(Atari 7800, Atari Lynx, Sega Master System, Tandy Colour Computer 3)
>==

-Peter

543. Re: ATARI JAG $159 AT GOOD GUYS!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-24 17:02:20 UTC
From: ricardoh@newmotpr
Message-ID: <D4IKnx.G53@pts.mot.com>
Source record: 13493

Jason Gillespie (jgillesp@mondrian.CSUFresno.EDU) wrote:
: Dead serious. All the Jaguar games were on display, including
: Cannon Fodder, and many had been reduced to $29.95. To make things
: even more delicious, the Jag system was sitting next to the 16-bit DKC
: + SNES system for $139!! And the 3D-SNO for $399.99!! HAHAHA!

And what Jaguar game looks better than DKC? Not to say
it's bad (the Jaguar), but if you let me compare boht,
unless they have AvsP or DOOM on display, the S-NES will
still look/sound better. And yes, I have seen/played
a Jaguar.

: I was too excited to ask about the coupons, but even without -
: what a steal! And this is the Cybermorph package. Those who said a
: $150 core system would never happen, take heed...

True... on the other hand, this could be a sign of very bad
sales, but I think this is what ATARI needed to do to boost
sales. Good news. I hope the low price spread.

: JASON

: ____
: | Jason Gillespie | || ATARI JAGUAR |
: | jgillesp@csufresno.edu | || I think it's |
: | California Central Valley Amabassador | //||\\ pretty neat.|
: | The Contemporary A Cappella Society of America | ----------- |
: | * THE FOURTH FLOOR * A Cappella Group (Bass) | The /| /ylons |
: | Future Educator of the Deaf | / |/ ----- |
: ---

--
Raist (Ricardo Hernandez Machado) | Motorola Electronica de PR
CIM Engineer | Owner of an Am... well, can't
ricardoh@pts.mot.com | say it anymore :-)
Opinions expressed are my own and do not necessarily represent
my employer

544. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-24 20:56:57 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3ilh6p$lii@ccshst05.cs.uoguelph.ca>
Source record: 13495

Distribution:

: This prediction was made before the Sega cash infusion. With out it Atari
: would be in financial straits. I am not sure if the new price cuts will hope
: due to lack of games and distribution. I still cannot see it at Wal-Mart.

Hey Peter ... think of something. The Sega deal set a precedent.
Atari is now able to sue dozens of other developers and manufacturers and
get more money. The lower price will likely help the distribution and
there are lots of games in development to remedy the software problem.

: The local Software etc. has a selection of over 3do games promintly displayed
: on the wall next to Pamasonic and GoldStar 3do's..

The local EB has all the Jag games prominently displayed as well.
The Microplay in Ottawa has the Jag display set up so it's the first
thing the customer sees when they walk in the store. The also have a huge
Jaguar banner and a kiosk so people can try out AvP or Doom. The kiosk is
always busy.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"

*** OLD BUT FUN COLLECTION ***
(Atari 7800, Atari Lynx, Sega Master System, Tandy Colour Computer 3)
==

545. ST/TT Emulator?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-25 00:48:27 UTC
From: jimmy@wpi.edu
Message-ID: <3iluor$s3s@bigboote.WPI.EDU>
Source record: 13496

Anyone know if there are ST/TT emulators for the PC? I have some old games that I would like to play but my ST is broken =(.

546. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-25 00:57:45 UTC
From: diehl@nudge.io.org
Message-ID: <3ilva9$l5b@ionews.io.org>
Source record: 13497

Robert J Goos (goos@badlands.NoDak.edu) wrote:
: OK, Atarioids, it's time for this newsgroup to live up to its name...

: I am requesting that ONLY DIE-HARD, LOYAL Atari owners answer here.
: Complainers, flamers, etc., can start their own threads.

: I am requesting that those of you who like, enjoy, love, etc. the Atari
: platform to follow up this posting by answering the following questions:

: 1. Why do you like your Atari computer?

Almost everything. There are some things I'd change -- some things I have changed, and am going to change -- but overall I think it is an excellent machine all round. I compose MODs, program, write, modem, do artwork and myriad other things with this machine with simple and efficient ease, without eating up all my system's resources (indeed, not by half) or chewing up obscene amounts of hard disk space for a single program. Additionally, Atari machines are not fixed. If there is something about them you don't like,. upgrade that part. Graphics too low? Get a graphics card. Too slow? Get an accellerator. Hard drive? Anything at all is available with hardware such as the ICD Link II. CD-ROM? Ditto. (And there are quite a number of Atari-specific CDs out there) At present, I own a Mega ST4 with 4 megs of RAM, and will be upgrading the seiral port soon (Thanks, Andy!) so that I can get more than 19.2k out of it. It is a dying machine, but then it has been around for nearly ten years, which is a pretty good track record by any machine's standards.

: 2. What does your Atari do (or do more efficiently, elegantly, etc.)
: better than other platforms (particularly Windows or Mac)?

I use NeoDesk as my desktop replacement. As far as I'm concerned, it makes Windows (and kin) and OS/2 look downright silly. Neo 4 has all the features I could ever hope for in an OS extension, and only consumes perhaps 500k of disk space, and less than that in RAM. Compare that to Windoze taking up 20 megs of disk space and requiring at least 4 megs of RAM -- 8 megs to run comfortably, or OS/2's propensity to chew up 7 megs for itself and run like a lazy dog. But it's not so much an issue of what this machiend oes *better* (or worse) than another machine. It's how it does it at all -- it's the differences that attract us to the platform, not necessarily its better or worse capabilities. It is like using one word processor over another; they may all have the same capabilities, but one may be more to your liking simply because it works more the way you like.

: Please feel free to wax eloquent, and please mention for me what Atari
: model you are so attached to.

: I'm not an Atari user, but would be quite interested in knowing what you
: find so appealing about your chosen platform.

: Thanks a lot...

: R. J. Goos
: Fargo, ND

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

547. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-25 03:26:36 UTC
From: guenther@cabal.shnet.org
Message-ID: <FBZCFGWUUP@cabal.shnet.org>
Source record: 13498

In <3iiv32$l2g$2@mhadf.production.compuserve.com> BobR wrote:

>If you accidentally pop the disk on an Atari system it asks for the disk back..
>a Mac doesn't let you accidentlly pop the disk... why does that make it a
>piece of crap..?

It's not a "piece of crap", it's just that it is an unnecessary feature.
What does a Mac replacement disk drive cost? What does a standard Shugart
bus drive cost?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

548. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-25 03:29:18 UTC
From: guenther@cabal.shnet.org
Message-ID: <FBZCFGWXUP@cabal.shnet.org>
Source record: 13499

In <3ik95r$ql9$1@mhadg.production.compuserve.com> BobR wrote:
[crashing machines]
>Odd, isn't it..? There are millions of people in the world who happily use
>Macintoshes and PCs day in and day out without ever encountering this kind
>of behaviour from their computers... you don't think it could be a severe
>case of operator error, do you...?

More a case of using Quark XPress 3.3, methinks.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

549. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-25 06:08:10 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95056.010810STIRRE31@MAINE.MAINE.EDU>
Source record: 13500

Bob,
I believe what made the Commodore such a success was the fact that it was so darn inexpensive. Atari tried its darndest to do the same with the ST (Power without the Price). However, by this time, I believe that IBM and Apple were just too huge to compete with. If American consumers were not affected by advertising and chose the best computer for the best price the ST and the Amiga would have done as well here as they did in the rest of the world.
-scott tirrell

550. Re: ST/TT Emulator?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-25 11:34:41 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3in4ki$f04$1@mhadg.production.compuserve.com>
Source record: 13508

There is supposedly a software only ST emulator for the PC, but I really don't know anything about it...

The other emulator is the GEMulator board from Darek Mihocka, who wrote many of the successful emulators for the ST.. the board is $99 and fits into your PC like any other half-size board. It requires a set of original Atari TOS ROMs, which will add about another $69 to the cost.

With a good 486 you can run Atari ST software at the same speed or faster than an actual ST.

There are still some incompatibilities with the Atari system.. I don't think the current version supports the MIDI ports for example, and games with on-disk copy protection may not work, but otherwise it's a great emulation of the ST...

For more information write to darekm@microsoft.com and tell him I sent you..

:)

BobR

551. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-25 11:49:40 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3in5gk$f04$2@mhadg.production.compuserve.com>
Source record: 13509

>It's not a "piece of crap", it's just that it is an unnecessary feature.

Hmmmm... you mean like those MIDI ports that I PAID FOR on my Atari STs, but never used for anything more than an occasional game of MIDIMaze..? (And have NEVER used on my STe..?)

Like the VME bus slot that probably 99% of Atari owners paid for, but will never use..?

It's just a design feature.. whether it's unnecessary depends on the personal point of view of the individual.

The original assertion in this little discussion was that the Macintosh system is somehow unacceptable because it won't give the floppy disk back on demand.

My assertion is that that particular argument is pretty stupid. It doesn't make the system run programs slower, or affect its graphics resolution or numerical accuracy.. all of which WOULD be serious considerations. It sounds to me like a minor whine from someone who can't really find anything serious to complain about.

>What does a Mac replacement disk drive cost?

I have no idea... and that really doesn't have much to do with this particular discussion.

BobR

552. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-25 11:58:52 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3in61s$f04$3@mhadg.production.compuserve.com>
Source record: 13510

>If American consumers were not affected by advertising and chose the
>best computer for the best price the ST...

Unfortunately, American consumers in general never even HEARD of the Atari ST, nor were even aware of the fact that Atari even made computers.

Atari seemed determined to keep that fact a secret from everyone who might be interested in buying a computer, except in very limited niche markets like music production and very briefly, "direct to press" publishing.

Atari relied on, and in fact even asked us to participate in, "word of mouth" advertising, instead of investing in themselves and their products, and spending the money it would take to introduce their products to the buying public in a way that would not only make them aware of the products, but would also tend to engender some credibility in the minds of the general public.

The only people who really knew anything about Atari computer products were the people who ALREADY knew about them... and as we saw, you can only sell just so many units to people who already own your products.

It's difficult for American consumers to buy a product which they've never heard of and which they can't find in a local store.

I think that, more than anything else was what spelled the demise of the Atari computer...

BobR

553. Re: What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-25 13:12:34 UTC
From: guenther@cabal.shnet.org
Message-ID: <FBZNAGURUP@cabal.shnet.org>
Source record: 13504
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In <3i22br$lge@enterprise.america.com> Matthew Gabriel wrote:
[handbooks by Atari, nice idea]
> Think about it, TOS is a Unix derivitave, right?

Nope, to be precise, TOS is a CP/M 68K derivative, MiNT (the MultiTOS kernel) is a Unix derivative!

>And it has Unix
>development tools, and networking stuff like TCP/IP, UUCP, Usenet, etc.
>This makes a perfect, low-cost net surfing vehicle!

If only Atari wanted it :-(. The Jag chipset is ideal for smaller displays (handbooks, e.g.), and if MTOS would be developed some more, it would improve greatly (first, getting rid of GEMDOS in it's recent form would be a big step forwards, and buying some programmers like Martin Osieka (WinX/WinCom) who already started developing MiNA (MiNA is Not AES), would be ... err... more than satisfactory). But I doubt it will happen :-(.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

554. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-25 13:17:40 UTC
From: guenther@cabal.shnet.org
Message-ID: <FBZNAGUUUP@cabal.shnet.org>
Source record: 13505
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

In <3i20k2$l0c@enterprise.america.com> Matthew Gabriel wrote:
>guenther@cabal.shnet.org (Thorsten Guenther) writes:
>
>
>>Just out of curiosity: what the hell _is_ in the 2 megs of ROM the Mac
>>has? It surely can't be the OS, as it would be "inconvenient when it's
>>time to upgrade".
>
> The 2 megs of rom are system traps, little subroutines that
>execute when called upon by the OS or programs. Around 128-256k of that
>is the basic graphics and interface stuff. The rest is goodies like
>networking, communications toolbox, performance enhancers for specific
>modles, all kindsa fun stuff.
> If you have an outmoded Mac with dinky ROMs, the OS will provide
>patches. Not as convienient, to be sure, but it gets the job done.
>
> Note: I am not taking sides. I own and love the Mac, but am
>equally interested in other platforms, such as the ST/Falcon.

Well, I personally don't like the Mac's concept of telling me what to do and what not to do, but I strongly advise anyone who just wants a computer to immediately start working to buy one.

It's just that Peter is clueless, as any of my questions proves. He doesn't know about the Atari or it's software, he claims that upgrading a computer with <=512KBs of ROM is easier than upgrading one with 2 megs or ROM (Peter, ever heard of programs like ROMSPEED, that copy the ROM to RAM?), etc..

He is perhaps the most ridiculous advocate under the sun, but I guess there are some competitors for this title :-).

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

555. Re: ST/TT Emulator?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-25 17:43:30 UTC
From: hing@csulb.edu
Message-ID: <3inq82$gcb@garuda.csulb.edu>
Source record: 13501

```
Jimmy Pai (jimmy@wpi.edu) wrote:
: Anyone know if there are ST/TT emulators for the PC? I have some old
: games that I would like to play but my ST is broken =(.

There is one TT emulator on the PC. It comes with 2 or 8 Mb of ram. It is
available in France and Europe for 8800FF for the 8Mb version. The name
is Janus.

--
[35m[2m
o--------------------------------------------------------------------------o
|[33m[2m E-mail: hing@engr.csulb.edu | URL: http://www.engr.csulb.edu/~hing/[0;0m
[35m[2m|[0;0m
[35m[2m|--------------------------------------------------------------------------|
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------- Charles de Gaulle -------------------------o
[0;0m
```

556. Re: ST/TT Emulator?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-25 20:12:22 UTC
From: guenther@cabal.shnet.org
Message-ID: <FBZSEBXKUP@cabal.shnet.org>
Source record: 13515

In <3in4ki$f04$1@mhadg.production.compuserve.com> BobR wrote:
>The other emulator is the GEMulator board from Darek Mihocka,

Wrong, there also is the Janus board from VHF. This is basically an ST on
a board (ISA, so far). Currently it ships as a 20 MHz 68K version,
but an 68020 version is to come rsn (:->). Address: janus@vhf.cube.de.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
--- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

557. Re: ATARI JAG $159 AT GOOD GUYS!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-25 20:34:34 UTC
From: goos@badlands.NoDak.edu
Message-ID: <D4Kp5M.104@ns1.nodak.edu>
Source record: 13502

Jason Gillespie (jgillesp@mondrian.CSUFresno.EDU) wrote:
: Dead serious. All the Jaguar games were on display, including
: Cannon Fodder, and many had been reduced to $29.95. To make things
: even more delicious, the Jag system was sitting next to the 16-bit DKC
: + SNES system for $139!! And the 3D-SNO for $399.99!! HAHAHA!

Sounds like when Amiga 3000's were suddenly dumped on the market for about $1000. It was the last gasp of Commodore for some cash before it went belly up. Do you really think that Atari can manufacture these things for $159??? If a person is a die-hard Atari fan, such news may not be good news. But hey, what do I know? Maybe Atari can turn a little profit at $159 and has decided to go for the jugular with the Jaguar.

R. J. Goos
Fargo, ND

558. Re: What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-25 21:42:40 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.UbX5YmRwCT6@semprini.waterloo-rdp.on.ca>
Source record: 13503
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In <3if2iv$55d@btmpjg.god.bel.alcatel.be>, Chris Gray writes:
>
>ALL operating systems are derived from Unix, which is the One True OS.

Pity about the windowing system though.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

559. Re: ATARI JAG $159 AT GOOD GUYS!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-25 23:01:17 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3iocrt$k73$1@mhadf.production.compuserve.com>
Source record: 13506

The current pricing of the Jaguar system is $189.. that includes the one packed in game. Atari is also currently running a promotion for one more game and a second controller when you send in a coupon and proof of purchase.

There will supposedly be a new "core system" priced at $159, without the packed in game, to be available in March.. which coincidentally is the expected release date of the CD-ROM addon.

That means you'd be able to buy a complete CD-ROM system for right around $300, without the cartridge pack-in that everyone's complained about, but with one CD-ROM packed in game.

Sounds like a good pricing strategy to me.. now if only they could make enough units to achieve a good general distribution.

BobR

560. Re: No of Falcons Sold

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-26 02:21:06 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3iooii$bbg@ccshst05.cs.uoguelph.ca>
Source record: 13507

: Face it, Atari DON'T make computers any more and aren't likely to
: do so in the near future. The Falcon is DEAD and buried. The ST is gone.

He's baccckkk. 1) The Falcon is still being manufactured ...
both Daryl Still and Sam Tramiel have confirmed it, though the number is
small.

: Atari are now a videogame manufacturer, their only product is the Jaguar
: and lets face it, they've hardly made a great success of it.

It's not doing so bad around here.

: Same old Atari as ever, I'm afraid.....

Nope. There's 3rd party support, advertising, dealer relations
and lots of things that Atari didn't have in the past.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"

*** OLD BUT FUN COLLECTION ***
(Atari 7800, Atari Lynx, Sega Master System, Tandy Colour Computer 3)
==

561. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-26 03:21:04 UTC
From: sinclair@ins.infonet.net
Message-ID: <3ios30$6kr@insosf1.infonet.net>
Source record: 13511
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

In article <FBZNAGUUUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:
>In <3i20k2$l0c@enterprise.america.com> Matthew Gabriel wrote:
>>guenther@cabal.shnet.org (Thorsten Guenther) writes:
>>
>>
>>>Just out of curiosity: what the hell _is_ in the 2 megs of ROM the Mac
>>>has? It surely can't be the OS, as it would be "inconvenient when it's
>>>time to upgrade".
>>
>> The 2 megs of rom are system traps, little subroutines that
>>execute when called upon by the OS or programs. Around 128-256k of that
>>is the basic graphics and interface stuff. The rest is goodies like
>>networking, communications toolbox, performance enhancers for specific
>>modles, all kindsa fun stuff.
>> If you have an outmoded Mac with dinky ROMs, the OS will provide
>>patches. Not as convienient, to be sure, but it gets the job done.
>>
>> Note: I am not taking sides. I own and love the Mac, but am
>>equally interested in other platforms, such as the ST/Falcon.
>
>Well, I personally don't like the Mac's concept of telling me what to do
>and what not to do, but I strongly advise anyone who just wants a computer
>to immediately start working to buy one.

In what way does the Mac tell you what to do. Is this the reason? When I load the extensions onto my HD, my Mac asks me if you want it in the extension folder and I click 'ok'. Sounds logical to me.

>
>It's just that Peter is clueless, as any of my questions proves. He
>doesn't know about the Atari or it's software, he claims that upgrading a
>computer with <=512KBs of ROM is easier than upgrading one with 2 megs or
>ROM (Peter, ever heard of programs like ROMSPEED, that copy the ROM to
>RAM?), etc..

I don't know what you are getting at? If you mean if it's easier to upgrade the OS through disk than rom, the disk is more convient. As for memory, it's not an issue for me since I have lots of it. If your precious Atari OS had the functionality as mine does than your memory requirement would be greater. It's a fact Jack..

>
>He is perhaps the most ridiculous advocate under the sun, but I guess

>there are some competitors for this title :-).

But right... Are you sad that the public wasn't buying the Tramiel crap..

>
>Thorsten
>
>--
>- guenther@cabal.shnet.org (Thorsten G�nther) - _O
>-- /
>- In the sky a mighty eagle doesn't care about what's illegal - _
>- On it's wings the rainbow's light it's flying to eternity. -)

-Peter

562. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-26 05:09:16 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3ip2dsrih1@mhadg.production.compuserve.com>
Source record: 13514

>Additionally Atari machines are not fixed. If there is something about them
>you don't like,. upgrade that part. Graphics too low? Get a graphics card...

This is one of those bits of misinformation I was objecting to.

Left by itself, and unchallenged, it would give a completly misleading picture to anyone unfamiliar with Atari computers. It borders on being completely false.

Atari computers were NOT designed to be expandable.

They were designed to be "appliance computers"... take them out of the box and run them forever they way they came. If you want more memory than came in the computer you bought, the "Atari upgrade path" was to somehow get rid of your current computer and buy a completely brand new system from them that comes with more memory installed. Atari representatives often comfirmed this very point of view.

Yes, third party hackers found ways to hack and slash the hardware to add capabilities that were not designed into the original hardware, but it is hardly as easy as "Get a graphics card". The way it was stated, it sounds as if all you need to do is run to the corner Atari store and get a video card, just like you'd buy a PC video card, then just slide it into a a convenient expansion slot, again just like on a PC.

In the case of the ST line, with the exception of the Mega Ste, nothing could be further from the truth. Adding a graphics card is not an easy proposition in the very best case. If you've already hacked your computer to add more memory (usually pretty messy) and tacked in an accellerator card (again a technically tricky procedure), there might not even be enough physical room inside the case to add a graphics card.

It wasn't until the STe was released that Atari included any kind of easily upgradable memory, and even then Atari representatives said that the switch to SIMMs and SIPPs was designed to make it easier and cheaper for THEM, NOT for the convenience of the buyers. They STILL wanted to sell you an new computer with more memory in it if you decided you needed more. (Of course, if you weren't unlucky enough to have bought an STe with soldered in SIPPs, it was fairly simple to add your own SIMMs.)

Adding an accellerator to an ST usually means unsoldering a 64 pin CPU chip from the motherboard (Atari didn't believe in wasting 89 cents on a socket), and adding a socket to plug the accelerator board into. Most installations also require the soldering of several other wires to various places on the motherboard. NOT at all like plugging in a new CPU chip on a PC motherboard.

The STe model uses a surface mounted CPU chip which can make it very difficult to add anything to the system.

The TT was the first Atari system to allow you to simply plug in a new video card. It and the later Mega STe have a VME semi-compatible slot which allows you to plug in non-busmastering 3U size VME cards. However there is only one slot, and just about all the cards have to be specially designed for the Atari systems, since 3U is not a very commonly used size.

In addition to the technical problems, the cost of upgrading an Atari system can be almost obscenely excessive.

High resolution graphics cards cost many, many times what a PC owner would have to pay for the same capabilities, due to the extremely small Atari market, meaning there is almost no economy of scale operating to help reduce the costs. Prices can be on the order of $999 or $1500 for a board which may or may not work with your particular software applications.

CPU accellerators can cost as much as a complete computer system on other platforms.

In short, Atari computers were NOT designed to be expandable. You CAN expand them with third-party addons, but these are generally difficult to install, and can result in decreased reliability of the system due to the methods of installation necessitated by the closed design of the system. In addition, expansions can be very expensive.

Before anyone flames this, remember that the original question was asked by someone who said they were not familiar with Atari computers. Giving them misinformation or wrong impressions is not doing them any service.

BobR

563. Re: WAVEFORM EDITOR FOR MIRAGE SAMPLER WANTED!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-26 05:37:41 UTC
From: abstract@wam.umd.edu
Message-ID: <3ip435$sss@cville-srv.wam.umd.edu>
Source record: 13512

DAVIDE J. FERRI (davidfer@asgard.clare.tased.edu.au) wrote:

: IM TRYING TO GET A COPY OF A WAVEFORM EDITOR
: FOR THE MIRAGE SAMPLER THAT RUNS ON AN ATARI ST
: LIKE THE MIRAGE SOUNDWORKS OR THE VISUAL EDITING
: SYSTEM OR ANY OTHER SOFTWARE THAT EDITS MIRAGE
: WAVEFORMS THAT RUNS ON THE ATARI ST!!!!!!!!!!!!!
:
: Can anyone help me please!!!!!!

Email Toad Computers - TOAD@charm.net - they can probably help you.
BTW, please don't yell so much in your posts...
--Lunatic

564. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-26 06:53:15 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Feb26.005315.39292@cobra.uni.edu>
Source record: 13513

In article <3ilva9$l5b@ionews.io.org>, diehl@nudge.io.org (Eric March) writes:
> Robert J Goos (goos@badlands.NoDak.edu) wrote:
> : OK, Atarioids, it's time for this newsgroup to live up to its name...
>
> : I am requesting that ONLY DIE-HARD, LOYAL Atari owners answer here.
> : Complainers, flamers, etc., can start their own threads.
>
> : I am requesting that those of you who like, enjoy, love, etc. the Atari
> : platform to follow up this posting by answering the following questions:
>
> : 1. Why do you like your Atari computer?
>
> Almost everything. There are some things I'd change -- some things I have
> changed, and am going to change -- but overall I think it is an excellent
> machine all round. I compose MODs, program, write, modem, do artwork and
> myriad other things with this machine with simple and efficient ease,
> without eating up all my system's resources (indeed, not by half) or chewing
> up obscene amounts of hard disk space for a single program. Additionally,
> Atari machines are not fixed. If there is something about them you don't
> like,. upgrade that part. Graphics too low? Get a graphics card. Too
> slow? Get an accellerator. Hard drive? Anything at all is available with
> hardware such as the ICD Link II. CD-ROM? Ditto. (And there are quite a
> number of Atari-specific CDs out there) At present, I own a Mega ST4 with 4
> megs of RAM, and will be upgrading the seiral port soon (Thanks, Andy!) so
> that I can get more than 19.2k out of it. It is a dying machine, but then
> it has been around for nearly ten years, which is a pretty good track record
> by any machine's standards.

Atari machines were not designed to be expanded. Voids the warranty if you try
to hack the computer with a graphics and accelarator card. On the Mac, you can
program, do artwork, write, modem and mriad of other things. As for the cdrom,
its not officialy supported by Atari and their is a miniscule amount of titles
if any. The Macs and PC's are a much better buy than the $1300 Falcon. You
can get an 040 Performa 475 system with software bundle for $1099. Includes a
monitor.. Atari software is severly lacking in par with PC and Mac software.
>
> : 2. What does your Atari do (or do more efficiently, elegantly, etc.)
> : better than other platforms (particularly Windows or Mac)?
>
> I use NeoDesk as my desktop replacement. As far as I'm concerned, it makes
> Windows (and kin) and OS/2 look downright silly. Neo 4 has all the features
> I could ever hope for in an OS extension, and only consumes perhaps 500k of
> disk space, and less than that in RAM. Compare that to Windoze taking up 20
> megs of disk space and requiring at least 4 megs of RAM -- 8 megs to run

> comfortably, or OS/2's propensity to chew up 7 megs for itself and run like
> a lazy dog. But it's not so much an issue of what this machiend oes
> *better* (or worse) than another machine. It's how it does it at all --
> it's the differences that attract us to the platform, not necessarily its
> better or worse capabilities. It is like using one word processor over
> another; they may all have the same capabilities, but one may be more to
> your liking simply because it works more the way you like.
>

The Atari OS is out dated and it shows. If the Atari OS had the same
functionality as System 7.5 on the Mac, than it would break the ST. Lets face
it you need to find a platform that is supported..

> : Please feel free to wax eloquent, and please mention for me what Atari
> : model you are so attached to.
>
> : I'm not an Atari user, but would be quite interested in knowing what you
> : find so appealing about your chosen platform.
>
> : Thanks a lot...
>
> : R. J. Goos
> : Fargo, ND
>
> --
> _____________________________ _____________________________
> _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
> _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
> _________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

-Peter

565. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-26 16:23:51 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950226075412.3698E-100000@PEAK.ORG>
Source record: 13516

On 18 Feb 1995, BobR wrote:

> >I'm typing this on a PC right now. It's my main computer.
> ..
> >I've had nothing but headaches since I put this PC together (yes, I bought
> the parts and assembled it, so I do know what is going on inside it)
>
> Well, I'm typing this on a PC that I assembled from parts myself, and it's
> been nothing but a joy to use... it performs flawlessly in heavy day to day
> use, runs orders of magnitude faster than my 1040STe, plays DOOM as smooth
> as silk (which isn't even available on any Atari computer) and best of all,
> has a future...

I've assembled many PCs. I have found them interesting, and it is educational to use a PC and be familiar with the machines because they are so prevalent. However, I don't think they are a "joy" to use. Those device drivers get stacked up there PRETTY DARNED HIGH by the time you get (1) HIMEM.SYS, (2) EMM386.EXE, (3) SCSI driver (or Enhanced IDE driver), (4) MOUSE driver, (5) CD-ROM bus driver, (6) MSCDEX (DOS CD-ROM driver)....etc...etc... Better hope that they all work together.

It's also ridiculous to have to juggle memory around like that, and have NON-LINEAR memory.....I am not too dumb to understand the "types" of memory, but in my becoming familiar with the DOS computers for the first time, I recognized this as bull**** that no other computer in the world has to deal with.

What kind of rationale is it to compare your 66Mhz (or whatever) PC to your 8Mhz STe and conclude that the PC runs "orders of magnitude" faster? Should it not? Is this a fair comparison? Have you ever used a 8Mhz PC? Try to run the equivalent of GEM (WindoZe) on it. While you're marveling at how much faster your PC is than your STe, why not make a laughing comparison at how your PC outruns the 1.79Mhz Atari 800, or the Timex Sinclair 1000, for that matter....so what?

Playing DOOM is not really what *I* would consider to be criteria for computer purchase. If I wanted to play Doom really bad, I'd buy a home video game system that plays it. I'll admit that I've spent seveal hours in front of a computer playing DOOM, but DOOM GETS OLD FAST. By the time DOOM II came out, I was bored with the whole concept. There's another NEW game in the series....same old concept....same views...different weapons...same scenario...go around killing things. Anyone who is STILL mezmorized by DOOM must be a teenager.

Your PC "has a future?" That can be debated. The PC had a future in 1981...a very LONG future which has brought it from then until NOW.

However, if you think that it is going to continue like that, THINK AGAIN!!! Enter POWER PC.... I believe this may finally be the horse to throw the Intel line. It'll be a great day for micros if the PPC ever establishes dominance. It may be a long time coming, I'll admit....with all the DOS boxes selling now. The upcoming '686 uses every acceleration trick known to Intel (caching, multiple pipelining, instruction prefetching, branch prediction), and is supposed to be the last in the line for the x86 lineup. Face it...how far can you cary BACKWARD compatibility with a 8086, when you're attempting to compete with kick-ass PowerPC chips? I don't mean to knock ANYONE's choice of computer, but I salute Apple for going with the PowerPC. By going PPC so early, there will probably be a PowerMac software headstart for a long time, over the many PPC computers that will come to exist in the future (Toshiba, Canon, etc. are all working on PPC machines).

> Funny how the Atari supporters' arguments usually end up being personal attacks
> when they run out of logical and factual arguments to hold up their end of
> the "discussion"...

That's not as funny as all the users of other computers (ex-Atari users too) hanging out in comp.sys.atari, trying to be "Jesus" to everyone who still uses an Atari, and preach to make the switch to whatever PC or MAC he uses, and thus provide Atari users with Eternal Salvation. NO THANKS....WE DON'T NEED YOUR PREACHING. Go on and enjoy your PC or MAC...just allow us to use our Ataris as we please.

James

566. Re: No of Falcons Sold

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-26 16:28:47 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950226082706.3698F-100000@PEAK.ORG>
Source record: 13517

On 16 Feb 1995 sinclair@ins.infonet.net wrote:

> In article <3hvga0$5ri@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
> >Does anyone know how many have been sold?
>
> Not many...
>
> -Peter

Gee....does this reply (1) answer the question, or (2) flagrantly waste
bandwith and grate nerves??

567. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-26 16:36:42 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950226083150.3698G-100000@PEAK.ORG>
Source record: 13518

On 19 Feb 1995 sinclair@ins.infonet.net wrote:

> Here it comes. As Apple embarks on their second generation PowerMacs, the
> Falcon as we know remains the faithful trying to compete against the odds.
>
> Atari= The falcon will never be updated but the Macs will..

Hey Peter!! I think it is silly and pointless to pit the Falcon against
a line of constantly-improving Macs. The Falcon IS WHAT IT IS.... It
was produced exactly as it was...and is hardly produced anymore. The Mac
hasn't stopped evolving. THis is no basis for comparison.

Now... Other than that...I find the upcoming 2nd gen. PowerMacs to be
interesting. I think they're great; I just don't think the proper way to
look at them is to use them to put down a Falcon.

James

568. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-26 17:08:02 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950226090055.3698I-100000@PEAK.ORG>
Source record: 13519

On 23 Feb 1995, BobR wrote:

> >... taking the disk out of the drive during access (yes even write) has
> >never screwed any data up...
>
> The question is (and my point in all of this), why would you WANT to take
> the disk out of the drive while the system is updating the directories..?

I can think of more than one occasion that I've forgotten which disk I had in, and attempted to delete or format...then hit that disk eject bar as fast as I could...and saved the data.

Also, when it comes time to turn off machine, I hit the disk eject and power switch...then I'm done. Gees....I have to wait for my computer to boot up....why should I have to WAIT FOR IT TO EJECT THE DISK AND SHUTDOWN?

>
> If you accidentally pop the disk on an Atari system it asks for the disk back..
> a Mac doesn't let you accidentlly pop the disk... why does that make it a
> piece of crap..?
> I know that it's a remote probability that a disk will be damaged by removing
> it too soon, but the argument that the Macintosh is somehow inferior because
> it attempts to protect the user from that possibility is, in my opinion,
> nothing more than stupid.

I don't think that Macs are crap at all, and as someone else pointed out, you don't use the floppy drives much anymore, anyway. I think the point still stands, however, that the "no-eject-button-drives" are of no advantage. That would be my 2 cents. I don't think they make the Mac suck, but they take more time to eject the disk, and they must cost more money than a PC 1.44 disk drive. I can buy a standard TEAC 1.44 Mb drive for about $45 most anywhere. How much is a Macintosh floppy drive? Somehow, I believe this question will go on ignored, as I'm sure any Mac owner knows it's probably double that.

James

569. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-26 17:32:24 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950226092008.3698J-100000@PEAK.ORG>
Source record: 13520

On 25 Feb 1995, BobR wrote:

> >It's not a "piece of crap", it's just that it is an unnecessary feature.
>
> Hmmmm... you mean like those MIDI ports that I PAID FOR on my Atari STs, but
> never used for anything more than an occasional game of MIDIMaze..? (And have
> NEVER used on my STe..?)
>
> Like the VME bus slot that probably 99% of Atari owners paid for, but will
> never use..?

This is a very poor comparison. The MIDI ports and VME slot are for EXPANSION capabilities. Now here you go slighting Atari for including a couple of avenues of EXPANSION. That's proof that you are off-base. I guess PC users should cuss the maker of their PC for every free slot they have in the system, to use your rationale. I guess they should get pissed at their "overdrive" slots, since most will be unused.

The "no eject button" disk drive is NOT an expansion; it is a needless feature. It can't be compared to an expansion slot or port which was never used. The fact that the MIDI ports and VME slots sparked 3rd parties to make products which utilize those slots and ports. They products were then available to Atari users, if and when they decided to expand. Since you've made the comparison, I ask you what innovation is sparked by the "no eject button" floppy?

>
> It's just a design feature.. whether it's unnecessary depends on the personal
> point of view of the individual.

No, I believe it depends on a point of view of the rest of the industry. There are a lot of computer makers, and a lot of computers have been made. How about a list of those (besides Macintosh) that used the "no eject button" floppies?? Hmmmm??

>
> The original assertion in this little discussion was that the Macintosh system
> is somehow unacceptable because it won't give the floppy disk back on demand.

No....one paragraph above you state that the assertion is "whether it's unnecessary" (which it is), not whether or not it makes the entire Mac useless (which it does NOT).

>
> My assertion is that that particular argument is pretty stupid. It doesn't
> make the system run programs slower, or affect its graphics resolution or
> numerical accuracy.. all of which WOULD be serious considerations. It sounds

> to me like a minor whine from someone who can't really find anything serious
> to complain about.

HA HA HA!!!! And earlier in this same post, you slight the Atari for
having MIDI ports which make the computer "sound" better and do more
tasks, and a VME slot which *MAY* affect graphics resolution, if a VME
graphics card is in there. (Howling with laughter, now).

>
> >What does a Mac replacement disk drive cost?
>
> I have no idea... and that really doesn't have much to do with this particular
> discussion.

HA HA!!! It has everything to do with this discussion. The fact is that
it's a needless feature, and is probably expensive. If you don't believe
it has anything to do with this discussion, I'll introduce it now:
A standard TEAC 1.44Mb floppy costs $45. WHAT DOES A MAC SUPERDRIVE COST????

James

570. Re: No of Falcons Sold

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-26 22:32:58 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3iqvj9atc1@mhade.production.compuserve.com>
Source record: 13524

>Gee.. does this reply (1) answer the question, or (2) flagrantly waste
>bandwidth and grate nerves...

The answer is (2).. your reply flagrantly wasted bandwidth, not truly sure about the grating nerves part, although that could apply too.

The answer for the "Not many..." reply is (1). It answered the question in a general, non statistical way. Incidentally, your reply didn't answer the original question at all.

(The actual answer to the original question of how many Falcons have been sold is a lot closer to "Not many..." than you'd want to hear.)

BobR

571. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-26 23:04:48 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3ir1egatc2@mhade.production.compuserve.com>
Source record: 13525

Golly, James, you sure are a jovial fellow, aren't you..? Good to see that you can keep your sense of humor about all this, even if you do seem to have a bit of difficulty reading, and applying logic...

The original beginnings of this thread contained a statement that the Macintosh is somehow inferior because it won't give the disk back when the complainer wanted it. If you could read at all, you might want to go back and brush up on the earlier posts in this thread.

It had nothing at all to do with the cost of a Mac Superdrive.. if you want to throw that little bit of tangential nonsequiter into the discussion, feel free, but it has nothing to do with the subject matter.

The more recent turn of the discussion centered on useless things, the claim being that the disk ejection feature of the Mac while not making the Mac itself "crappy", was a useless thing.

My point is that for me, and for probably 90% of Atari computer owners, the MIDI ports and the VME slot are "useless things".

Your comparison of these features to the PC's ISA slots is a bit off...

The slots in the PC are completely non-dedicated, fully generalized expansion slots. The MIDI ports on the ST by comparison are HIGHLY SPECIFIC ports, and for most people, COMPLETELY USELESS. A PC owner can insert virtually ANY kind of device into a generalized ISA slot.. video card, sound card, CD-ROM interface... whatever. On the other hand, the hapless Atari owner, who paid for the MIDI ports has a VERY LIMITED choice of devices he can connect. If he's NOT a musician he's pretty much screwed, unless he can get a few friends to bring their STs by and play MIDIMaze. (Yeah right.. there are a few beta copies of a network that runs through the MIDI ports.. so what..)

Likewise for the VME slots. They are almost COMPLETELY WORTHLESS. In the first place, they are NOT a fully compatible implementation of the VME standard. In the second place they are 3U size, which is NOT a very common size for VME cards. In the third place there are ALMOST NO cards which an Atari owner can use. In other words, the VME slot is almost COMPLETELY USELESS.

And yet, just like the Macintosh owner, the Atari owner had to pay for them.

Given the choice between paying for a generalized, useful expansion slot and one or two highly specialized, almost worthless expansion connectors, which do you think most of the world would be interested in paying for..?

Ah.. yes.. speaking of the "rest of the world"... (HA HA HA!!)

Since there are a lot of computer makers, and in your opinion industry acceptance of a feature is the ultimate judge of its usefulness, how about

GEM..? There are a lot of computer makers, and a lot of computers have been made.. how about a list of those using GEM, eh..? (HA HA HA!!)

(Sorry for the tangential nonsequiter.. I was just feeling a little jovial myself.. still laughing from your message...)

To get back to my original overall point.. the argument that the Macintosh is inferior because it "won't give the floppy disk back when *I* want it" is stupid. There are much more important things on which to judge a computer system.

BobR

572. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-26 23:18:06 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3ir27eatc3@mhade.production.compuserve.com>
Source record: 13526

On an Atari or a PC you have to jump to eject a floppy if you accidentally start to delete a file... on a Mac it puts the file into a trash can and doesn't actually delete it until you confirm that you really DID want to delete it.

If you think you can react fast enough to pop a disk before the FAT tables and directory get overwritten during a format anyway, you should be on some Olympic team or catching flies with chopsticks.

As for shut down, an Atari ST is a very simplistic system compared to a Macintosh. The Mac has more to do when shutting down from a session than an Atari does, including writing the positions of everything on the screen to disk so it can put everything back where it was when you boot it up again.

If you don't care about that, fine... don't use a Mac.

Most computers of any complexity have a definite shutdown procedure. They have to stop multitasking processes, log off multiple users, shut down batch and print queues and save the status of any pending jobs.. that kind of thing.

An ST can be just switched off because it's a relatively unsophisticated machine.

Do you shut off your car, put it in Park or Neutral, set the parking brake, roll up the windows in case it rains.. or do you just jump out when you get where you're going..?

Next time you're thinking that the Mac disk drive has an unnecessary feature, try popping a disk out of your Atari during a directory update, then quickly stick a DIFFERENT disk in it, just as someone in a hurry might do..

Then try to use the second disk again...

BobR

573. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-26 23:48:23 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3ir407atc4@mhade.production.compuserve.com>
Source record: 13527

Re: "Fair comparisons"...

The first PC I put together was a 10 Mhz XT clone... and I was completely amazed and somewhat dismayed by how much faster it ran than my 8 Mhz ST, expecially after hearing everyone laugh and put down PCs for being "so slow".

It's disk access, which was one of the widely touted advantages of the ST, was far faster than the STs. Read/Write access to the floppy disks was quite a bit faster.

It's throughput was better too. UnARCing files, UUDecoding, that kind of thing, was much faster on the XT. (Of course the efficiency of the relative programs would affect that, but those were the programs I had, and those were the results I saw.)

Naturally it's unfair to compare an advanced 32 bit, 40 Mhz CPU with a quarter Meg of fast external static RAM cache against an 8 Mhz, 16/32 bit computer.

If Atari had kept up with the rest of the world maybe they'd have something we COULD compare to.

So device drivers "stack up".. so what..?

You install the drivers you need for the devices you have. You install them, configure them, then leave them alone.

Those AUTO folder programs tend to "stack up" too, expecially the ones that are released as "bug fixes" for the buggy ROMS (which can't be updated very easily)... AND... the AUTO folder programs have to be added to the folder in the correct order, or you run the risk of locking up your system and making it so you can't even boot your computer. (That's one of the number one cries for help I get from Atari ST owners. I have to help them boot their system from a floppy, then rename all the AUTO programs until they find the one that's causing the problem, then help them re-arrange the programs to find a configuration that will work... I have to laugh whenever I hear Atari owners putting down PC owners because they have to "fiddle with AUTOEXEC.BAT files all the time".)

Juggling memory..? Why..? Just run OS/2 and use all your memory contiguously. (Before you object to using a different OS, that's the answer *I* get from Atari owners all the time.. "Oh, your problem is you're still using TOS.. you have to install MiNT and Linux then run X-Windows and MultiTOS to get anything done..")

Also, why point to the 640K memory limitation as something to laugh about..? The Atari ST has a 4 Meg memory limitation that is far more fatal than the memory limitations on the PC, and the Falcon hits the wall at 14 Megs. The

motherboard in my PC can take 64 Megs with no problem at all... and with those memory managers you're so afraid of, or better yet OS/2, can use all of it.

Compared to any Atari computer, the PC has a long and productive future before it... the PowerPC will have a VERY tough job dislodging the installed base of x86 PCs in the world today. The very inertia of those millions of machines guarantees a long life for the platform. I'm not saying the Intel platform is any better than any other, but that's just the way it is.

In any event, even if the PowerPC succeeds in supplanting the Intel 'x86, it won't look like an Atari or an Amiga, or even a Macintosh.. it will "look and feel" like an IBM compatible. That's the only way it will be able to be sold to the millions of computer users in the world.

And, before you complain about owners of any other platform "Preaching" at you, try to remember that this message thread started out with Atari owners "bashing" other types of computers trying to make their Ataris look better to themselves, instead of just enumerating the good features of the Ataris.

BobR

574. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-27 00:02:42 UTC
From: hing@csulb.edu
Message-ID: <3ir4r2$c4t@garuda.csulb.edu>
Source record: 13528

BobR (76702.1466@CompuServe.COM) wrote:

: As for shut down, an Atari ST is a very simplistic system compared to a
: Macintosh. The Mac has more to do when shutting down from a session than an
: Atari does, including writing the positions of everything on the screen to
: disk so it can put everything back where it was when you boot it up again.

: If you don't care about that, fine... don't use a Mac.

You have the same feature on the Atari, it is call save destop. If you
want to have such or such display of windows on your boot up just click
on that option. On the other hand, the Mac does whatever it want without
asking the user, actually i force the user to close everything befor he
shut the Mac down.

: Most computers of any complexity have a definite shutdown procedure. They have
: to stop multitasking processes, log off multiple users, shut down batch and
: print queues and save the status of any pending jobs.. that kind of thing.

If you are a home user, those possibilty that you just describe do not apply.

: An ST can be just switched off because it's a relatively unsophisticated
: machine.

: Do you shut off your car, put it in Park or Neutral, set the parking brake,
: roll up the windows in case it rains.. or do you just jump out when you
: get where you're going..?

It all depends where you are, as it depends on what circumstance you want
to shut down you machine. If I got home and my car is in the garage why
would I need to do all the operation that you just describe.

: Next time you're thinking that the Mac disk drive has an unnecessary feature,
: try popping a disk out of your Atari during a directory update, then quickly
: stick a DIFFERENT disk in it, just as someone in a hurry might do..

So can you explain to me why when I am in an application and I want to
import something from a floppy that is not already in the drive the Mac
always ask me to swap at least 3 times with the one that I just eject and
that I don't want any way before it start to import my file.

: Then try to use the second disk again...

On the same token, try to used a floppy that you deleted some file and
confirmed empty trash and while you are doing that there is a power failure.

: BobR

- Houn-Nam

575. Re: Atoyi loser theme song

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-27 00:06:01 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950226160223.5795C-100000@PEAK.ORG>
Source record: 13529

This person is obviously in his teenage years, or perhaps pre-teen.
You'll notice at the end of the message, there is a disclaimer from the
anon service. It says to report any misuse to admin@anon.penet.fi.
I'd suggest to anyone who doesn't like reading crap like this to foreward
this message, along with a complaint, to that address. If enough people
complain about an49335@anon.penet.fi, perhaps they'll penalize the little
bopper....who has obviously mistaken his own thrill-seeking personal habits
for those who he calls "atoyi losers."

On Mon, 20 Feb 1995 an49335@anon.penet.fi wrote:

>
> Here's a little jingle that all atoyi losers should be intimately
> familiar with:
>
>
> (sung to the tune of Jack 'n Jill)
>
>
>
> The Atoyian sees a fuji
> And gets a giant boner
> He rubs his balls
> And strokes his schlong
> His jism flows soon after!
>
>
>
> (to make the jingle a little more personal you can replace the 'Atoyian'
> and 'fuji' with the name of your favorite Atoyi loser and the loser's
> specific choice of the Atoyi product line that fuels his fetish!)
>
>
>
> --
> To find out more about the anon service, send mail to help@anon.penet.fi.
> Due to the double-blind, any mail replies to this message will be anonymized,
> and an anonymous id will be allocated automatically. You have been warned.
> Please report any problems, inappropriate use etc. to admin@anon.penet.fi.
>
>

576. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-27 00:41:46 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950226161433.5795D-100000@PEAK.ORG>
Source record: 13531
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

On 26 Feb 1995 sinclair@ins.infonet.net wrote:

> But right... Are you sad that the public wasn't buying the Tramiel crap..
>
> -Peter

Is he "sad?" You introduce *emotion* into the situation??? Peter...I don't intend to be nasty, but it is *YOU* who are emotional here. How do I know?

Well....you DON'T use Atari computers. You clearly advocate and use Macintosh computers, which is perfectly alright. However, you hang out in the Atari advocacy and preach Mac advocacy....while putting Atari down. To quote Mr. Spock, "That is illogical." Furthermore, you put down Ataris in almost every message: You put down the computers, and you put down the Jaguar...calling it the Jagflop. It's illogical, because, as Mr. Spock would say again, "It's emotion, and emotion is illogical."

Spock would be right! How can there be any logic here? I've seen you post messages telling people to "GET OVER IT." However, you never seemed to "get over" some kind of broken heart that Atari gave you....otherwise, why would you expend the efforts to hang out on the Atari forums? I can understand PERFECTLY that a Macintosh user can hang out here; and in fact, they are welcome!! A Macintosh user who comes over here and blows the Macintosh horn all day...is welcome too. As a matter of fact, I found the long post about the new mid-'95 Power Macs to be very informative.

But a Mac user who blows the Mac horn **AND** constantly puts down Atari computers **AND** videogames??? You absolutely **HATE** Atari...and your behaviour is indicative of STRONG emotion in that regard. Is that so? Can you think of any other reason why someone would make such a dedicated effort to TRASH Atari CONSTANTLY, ALL WALKS OF ATARI, and promote Macintosh??? I can understand someone choosing Macintosh...but to trash the Jaguar...promoting the Super NES???? Come on....I don't have a Jaguar (yet), and I agree that there isn't much support, but I don't see how ANYONE could trash the Jag hardware. That is, unless there's some powerful emotion at hand.

So tell us, Peter, what did Atari do to "break your heart" and stir up such strong emotion? Now, I'm not going to say that Atari hasn't let me down in the past...they've let EVERYONE down, and started with letting down 8-bit users when the ST came out. However, I never let it rile me to the point where I just flame constantly....forecasting doom, denouncing EVERYTHING with the fuji sign as trash, and preaching to Atari

users to convert to such-and-such platform like Jesus Christ himself, trying to save Atari users from an eternity of damnation...or just trying to look "right" and getting others to pat me on the back for making the switch. Is that it? Is that why you hang out in Atari forums? Are you still interested (emotionally attached) to Ataris, but made the jump to Apple, but need some kind of emotional support and guidance (from Atari users) for having made the switch? Do you, perhaps, feel more comfortable for having made the switch, only if your believe that Atari totally sucks, and doesn't have/never had/never will have ANY product worth a hill of beans? Would it be easier on your emotion to close the book on your Atari affiliation for good, if we all agreed with you on this?

Of course, this is all highly speculatory....But I see similar behavior between ex-lovers. It's more comforting to denounce and "ex" as a totally useless so-and-so, than to let them go admitting ANY virtue. They usually like to get in a few plugs for their new lover as well. I know this sounds silly in application to computer brands....but I'm not the Apple user who's so dedicated to denouncing Atari and plugging Apple....in the Atari forum!!!

James

577. Peter might have a good idea.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-27 01:43:03 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3iran7$q70@ccshst05.cs.uoguelph.ca>
Source record: 13533

Y'know, for once Sinclap might be onto something. Atari, with a pile of patents and a pile of lawsuits in the works, could set the money aside so that they could really do things right. While the Jag is already out, Atari could secretly invest in another project (ie. 16/32 bit handheld game system) and pay a lot of developers to develop games beforehand. Without announcing it, the product could pop up at some CES with an armload of ready to go games, as well as a big ad campaign. It would certainly help Atari back into the mainstream again.

>> Mark <<

--
==========
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"

*** OLD BUT FUN COLLECTION ***
(Atari 7800, Atari Lynx, Sega Master System, Tandy Colour Computer 3)
==========

578. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-27 01:45:27 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3irarn$6oe$1@mhadf.production.compuserve.com>
Source record: 13532

>You have the same feature on the Atari, it is call save desktop.

Indeed... and the Mac saves the desktop every time, the ST only when you click on the menu option. Different strokes for different folks. My explanation was only to illuminate some of what's happening when you ask the Mac to shut down.

Closing all windows and running applications is called an "orderly shutdown." You don't see it on an ST because the ST is a simple system. You SHOULD see an exit message asking if you want to save your file before you exit an application.. you don't get that second chance if you just pop the power switch though.

>>"Orderly shutdown description"
>If you are a home user, those possibility that you just describe do not apply.

On the contrary, when I shut down OS/2 it does many of those things. OS/2 is a complex system running a scheduler and print queues as well as multiple processes. Sure you can just "pull the plug", but why would you want to risk making a mess..? That's what "orderly shutdown" means... you don't need it on an ST because the ST doesn't do any of that more complex stuff.

If your car is in the garage, it's because you performed an "orderly shutdown" on it, including opening the door, driving the car in, and I'd assume, closing the door behind it.. you also probably put the car into Park so you could take the key out, and presumably to prevent the car from rolling into anything.

The equivalent to popping the disk and switching off an ST would be to jump out at the curb leaving the door open and the engine running.

>the Mac always ask me to swap at least 3 times with the one I just eject..

Have you ever tried to copy a disk on an ST with only one floppy drive..? Your arm will get tired of swapping the disk before you get through. Importing a file into a Mac application has nothing to do with what I was illustrating anyway.

If there's a power failure, then all bets are off... on ANY system.

BobR

579. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-27 01:48:30 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95057.204830STIRRE31@MAINE.MAINE.EDU>
Source record: 13521

Pete,
Have you ever used TOS 4.04 or Neodesk 4? Yes or no. If no
please don't comment on how much better the Mac desktop is.
I have used both and will continue using Newdesk on the Atari,
thanks.
-scott tirrell

580. RE: Time for some Advocacy....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-27 04:19:23 UTC
From: sinclair@ins.infonet.net
Message-ID: <3irjsb$379@insosf1.infonet.net>
Source record: 13522

MacWeek(2-27) on the new Macs

Apple will announce a trio of Macs in April in time for the educational marketUs buying season for the 95-96 school year.

-two will have new form factors
-two will have PowerPC processors
-all will have AV technologies

==========

The LC 580($1299)
-33 mhz 68LC040
-processor direct slot
-communications and video in slots
-14U monitor: 640/480(16 bit color), 800/600(8 bit color)
-socket for PowerPC upgrade card
-cdrom
-two speakers
-siupport 630 series cards

The LC 5200($1799)
-PowerPC 603 at 75 mhz with a 256-kbyte level 2 cache
-15U monitor: 800/600(16 bit color), 832/624(8 bit color)
-unit will sit atop a tilt and swivel base
-cdrom
-two speakers
-support 630 series cards

The PowerMac 6300
-PowerPC 630(75 mhz) with 256 level 2 cache
-630 chasis
-on board video: 800/600(16 bit color), 1024/768(8 bit color)
-support 630 cards
-no price given($1200 was floated)

Apple will release System 7.5 Update 1.0

-native Quickdraw and modern memory manager are faster
-file sharing is much faster, allows removable media to be removed
-Mathlib 2.0.1 greatly speeds some floating - point calculations
-Apple guide is native

-Eliminates some application errors with the modern memory manager
-scsi manager 4.3.1 suppoerts 630 series macs
-thread manager ready for PowerPC 603, 604
-incorporates several extensions :601 processor upgrade enabler

-040 vm update, 630 scsi init, PB 150 update, color classic update, EM sound fix

581. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-27 05:08:53 UTC
From: hing@csulb.edu
Message-ID: <3irmp5$7qt@garuda.csulb.edu>
Source record: 13523

BobR (76702.1466@CompuServe.COM) wrote:
: >the Mac always ask me to swap at least 3 times with the one I just eject..

: Have you ever tried to copy a disk on an ST with only one floppy drive..?

Not on the new TOS >1.4

: Your arm will get tired of swapping the disk before you get through. Importing
: a file into a Mac application has nothing to do with what I was illustrating
: anyway.

On the contrary, my point had to all about what you were talking about.
My point was, on the ST or other computer which has an eject button when
you want to import something and if it happen that the wanted file is not
on the current floppy in the drive, you just eject and pop in the want
you want. On the Mac you have to do what the computer tells what to do.

: If there's a power failure, then all bets are off... on ANY system.

-- Houn-Nam

582. Re: Peter might have a good idea.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-27 12:06:09 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Feb27.060609.39315@cobra.uni.edu>
Source record: 13530

In article <3iran7$q70@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> Y'know, for once Sinclap might be onto something. Atari, with a pile of
> patents and a pile of lawsuits in the works, could set the money aside so
> that they could really do things right. While the Jag is already out,
> Atari could secretly invest in another project (ie. 16/32 bit handheld
> game system) and pay a lot of developers to develop games beforehand.
> Without announcing it, the product could pop up at some CES with an
> armload of ready to go games, as well as a big ad campaign. It would
> certainly help Atari back into the mainstream again.

Atari should get out of the video game market, and become a holding company to collect patent money.. Atari will never recoup the investment from the Jagflop fiasco. But, were dealing with 'the boys', though.

>
> >> Mark <<
>
> --
> ==
> Mark Rathwell The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "Very funny Scotty! Now ... beam down my clothes!!!"
>
> *** OLD BUT FUN COLLECTION ***
> (Atari 7800, Atari Lynx, Sega Master System, Tandy Colour Computer 3)
> ==

-Peter

583. Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-27 17:20:28 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3it1ks$71j@paul.rutgers.edu>
Source record: 13534

Sinflop writes:

>> New PMac release schedule according to Sinclap:
[Tsunami snipped]
>>>> Way too expensive!! You can get a fast Pentium for half that!!
>>>At 120-50 mhz?
>> At 60-90 MHz now. At 120-150 MHz by May.
>From first tier clones or third ones?

Definitely from the third tier, probably from the second, definitely
not from the first (but no one in their right mind buys from IBM or
Compaq anyway).

[Rest snipped]

>>>>>-Peter
>>>> * Tom Trauth
>>>-Peter
>-Peter
>> * Tom Trauth

* Tom Trauth

584. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-27 19:19:01 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950227110717.5144A-100000@PEAK.ORG>
Source record: 13535

On 26 Feb 1995 sinclap2954@cobra.uni.edu wrote:

> In article <3ilva9$l5b@ionews.io.org>, diehl@nudge.io.org (Eric March) writes:
> > Robert J Goos (goos@badlands.NoDak.edu) wrote:
> > : OK, Atarioids, it's time for this newsgroup to live up to its name...
> >
> > : I am requesting that ONLY DIE-HARD, LOYAL Atari owners answer here.
> > : Complainers, flamers, etc., can start their own threads.
> >
> > : I am requesting that those of you who like, enjoy, love, etc. the Atari
> > : platform to follow up this posting by answering the following questions:
> >
> > : 1. Why do you like your Atari computer?
> >
> > Almost everything. There are some things I'd change -- some things I have
> > changed, and am going to change -- but overall I think it is an excellent
> > machine all round. I compose MODs, program, write, modem, do artwork and
> > myriad other things with this machine with simple and efficient ease,
> > without eating up all my system's resources (indeed, not by half) or chewing
> > up obscene amounts of hard disk space for a single program. Additionally,
> > Atari machines are not fixed. If there is something about them you don't
> > like,. upgrade that part. Graphics too low? Get a graphics card. Too
> > slow? Get an accellerator. Hard drive? Anything at all is available with
> > hardware such as the ICD Link II. CD-ROM? Ditto. (And there are quite a
> > number of Atari-specific CDs out there) At present, I own a Mega ST4 with 4
> > megs of RAM, and will be upgrading the seiral port soon (Thanks, Andy!) so
> > that I can get more than 19.2k out of it. It is a dying machine, but then
> > it has been around for nearly ten years, which is a pretty good track record
> > by any machine's standards.
>
> Atari machines were not designed to be expanded. Voids the warranty if you try
> to hack the computer with a graphics and accelarator card. On the Mac, you can
----------CUT!! ^^^^^^^^^^

More of this preaching to get a Mac....on the basis of comparing
a modern Mac design with an Atari of circa a few years ago. If you can't
do any better than that, perhaps you are living in denial, yourself.

> program, do artwork, write, modem and mriad of other things. As for the cdrom,
> its not officialy supported by Atari and their is a miniscule amount of titles
> if any. The Macs and PC's are a much better buy than the $1300 Falcon. You
> can get an 040 Performa 475 system with software bundle for $1099. Includes a
> monitor.. Atari software is severly lacking in par with PC and Mac software.

Hold on now....don't lump Mac software in with Pee Cee.... Pee Cees
have **LOADS** more software than Macs.. I'm sure this is evident to
you every time you go to the software store....or even Costco.

> >
> > : 2. What does your Atari do (or do more efficiently, elegantly, etc.)
> > : better than other platforms (particularly Windows or Mac)?
> >
> > I use NeoDesk as my desktop replacement. As far as I'm concerned, it makes
> > Windows (and kin) and OS/2 look downright silly. Neo 4 has all the features
> > I could ever hope for in an OS extension, and only consumes perhaps 500k of
> > disk space, and less than that in RAM. Compare that to Windoze taking up 20
> > megs of disk space and requiring at least 4 megs of RAM -- 8 megs to run
> > comfortably, or OS/2's propensity to chew up 7 megs for itself and run like
> > a lazy dog. But it's not so much an issue of what this machiend oes
> > *better* (or worse) than another machine. It's how it does it at all --
> > it's the differences that attract us to the platform, not necessarily its
> > better or worse capabilities. It is like using one word processor over
> > another; they may all have the same capabilities, but one may be more to
> > your liking simply because it works more the way you like.
> >
>
> The Atari OS is out dated and it shows. If the Atari OS had the same
> functionality as System 7.5 on the Mac, than it would break the ST. Lets face
> it you need to find a platform that is supported..
>

DUDE....GROW UP!!!! You must compare old versions of GEM with the
latest Macintosh system....and (surprise!!!) find the Atari OS lacking in
your brilliant opinion. I think you deserve a Nobel prize.

The guy says that his OS serves him well (to his liking) and you have to
spout off about System 7.5....and then you have the audacity to tell him
"Let's face it - you need to find a platform that is supported.

No....let's YOU face it....why can't you JUST LEAVE ATARI USERS ALONE,
PETER??? THE GUY SAID THAT HIS OS SERVES HIM WILL, AND YOU CAN'T TAKE
HIS WORD FOR IT? GROW UP. LET'S FACE IT....YOU NEED TO GET OVER TO
COMP.SYS.MACINTOSH.ADVOCACY AND STAY THERE. QUIT TELLING ATARI USERS WHO
HAVE **TOLD** YOU TAHT THEIR SYSTMS SERVE THEM WELL, TO "find a platform
that is supported." Can't you read?

>
> > : Please feel free to wax eloquent, and please mention for me what Atari
> > : model you are so attached to.
> >
> > : I'm not an Atari user, but would be quite interested in knowing what you
> > : find so appealing about your chosen platform.
> >
> > : Thanks a lot...
> >
> > : R. J. Goos
> > : Fargo, ND

> >
> > --
> > _____ _____
> > _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
> > _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
> > _________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
>
>
> -Peter
>
>

585. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-27 19:24:33 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950227112109.5144B-100000@PEAK.ORG>
Source record: 13536

On 27 Feb 1995, BobR wrote:

> >You have the same feature on the Atari, it is call save desktop.
>
> Indeed... and the Mac saves the desktop every time, the ST only when you
> click on the menu option. Different strokes for different folks. My
> explanation was only to illuminate some of what's happening when you ask the
> Mac to shut down.
>
> Closing all windows and running applications is called an "orderly shutdown."
> You don't see it on an ST because the ST is a simple system. You SHOULD see
> an exit message asking if you want to save your file before you exit an
> application.. you don't get that second chance if you just pop the power
> switch though.
>
> >>"Orderly shutdown description"
> >If you are a home user, those possibility that you just describe do not apply.
>
> On the contrary, when I shut down OS/2 it does many of those things. OS/2 is
> a complex system running a scheduler and print queues as well as multiple
> processes. Sure you can just "pull the plug", but why would you want to risk
> making a mess..? That's what "orderly shutdown" means... you don't need it
> on an ST because the ST doesn't do any of that more complex stuff.
>
> If your car is in the garage, it's because you performed an "orderly shutdown"
> on it, including opening the door, driving the car in, and I'd assume, closing
> the door behind it.. you also probably put the car into Park so you could take
> the key out, and presumably to prevent the car from rolling into anything.
>
> The equivalent to popping the disk and switching off an ST would be to jump
> out at the curb leaving the door open and the engine running.

That's a poor anaology, because as far as the ST is concerned, it's
off... there is not door open or engine running when you hit the eject
button on the disk drive, and then turn the power off. What the hell are
you talking about - the "engine running?"

>
> >the Mac always ask me to swap at least 3 times with the one I just eject..
>
> Have you ever tried to copy a disk on an ST with only one floppy drive..?
> Your arm will get tired of swapping the disk before you get through. Importing
> a file into a Mac application has nothing to do with what I was illustrating
> anyway.

True....but even a child knows that a Ramdisk (or hard disk) is an easy fix for this. I don't think I copied more than 2 disks that way in all the years.

>
> If there's a power failure, then all bets are off... on ANY system.
>
> BobR
>
>

586. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-27 19:28:25 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950227112616.5144C-100000@PEAK.ORG>
Source record: 13437

On Sun, 26 Feb 1995 STIRRE31@MAINE.MAINE.EDU wrote:

> Pete,
> Have you ever used TOS 4.04 or Neodesk 4? Yes or no. If no
> please don't comment on how much better the Mac desktop is.
> I have used both and will continue using Newdesk on the Atari,
> thanks.
> -scott tirrell
>
>
Scott: You are to be commended for carrying such a civil tone. However,
it is wasted on HIM.... He thinks he's God in this matter, and if there
was anything noteworthy about Neodesk, he'd know about it already, or it
isn't any good.....typical....(sigh)

587. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-27 19:36:07 UTC
From: sinclair@ins.infonet.net
Message-ID: <3it9j7$vkb@insosf1.infonet.net>
Source record: 13438

In article <3it1ks$71j@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>
>Sinflop writes:
>
>>> New PMac release schedule according to Sinclap:
>[Tsunami snipped]
>>>>> Way too expensive!! You can get a fast Pentium for half that!!
>>>>At 120-50 mhz?
>>> At 60-90 MHz now. At 120-150 MHz by May.
>>From first tier clones or third ones?
>
>Definitely from the third tier, probably from the second, definitely
>not from the first (but no one in their right mind buys from IBM or
>Compaq anyway).

Exactly. So compare the Mac clones to the 2nd and 3rd tier ones. As for
Compaq, there #1 worldwide with revenues topping $10 billion annual..

>
>[Rest snipped]
>
>>>>>>-Peter
>>>>> * Tom Trauth
>>>>-Peter
>>-Peter
>>> * Tom Trauth
>
>
>* Tom Trauth
>
>
>
>
>
>
>

-Peter>
>
>
>
>
>
>

588. RE: Time for some Advocacy

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-27 23:49:02 UTC
From: jimmy@wpi.edu
Message-ID: <3itode$l1l@bigboote.WPI.EDU>
Source record: 13449

BEEP!!!!!!!!!!!

Wrong answer! Would you like to go for Double Jeopardy?

This is comp.sys.atari.advocacy, not alt.mac.user.posts.for.atari please get
your postings right! =)

I know you don't like Ataris and and I know I hate cr-Apples so please
post something that this ATARI group would be interested in =).

Sure this is advocacy, but I ne'er saw anything about atari in the
last post, only that the educational system is gonna get worse =)

-jimmypai
BTW:
Constructive posts to the newsgroups
Flames to me directly...

PEACE!

mmmmmmmmmmmmmmmmmmmmmmmmmmmm jimmy@bigwpi.wpi.edu mmmmmmmmmmmmmmmmmmmmmmmmmmm
m We promise only to do our best and to live out our lives m
w Dear god that's all we can promise in truth..." w
wwwwwwwwwwwwww-66-8-740-3Xi-VESA-PAS16-USR14.4-VS15"-Ether16-wwwwwwwwwwwww
[[[[[[[[[[[[[[[[[[[[[[[[Coming soon: GEMulator]]]]]]]]]]]]]]]]]]]]]]]]

589. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-28 03:30:50 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3iu5da$1rf$1@mhade.production.compuserve.com>
Source record: 13439

>That's a poor anaology, because as far as the ST is concerned, it's
>off... there is not door open or engine running when you hit the eject
>button on the disk drive, and then turn the power off. What the hell are
>you talking about - the "engine running?"

Sigh.. you really do need to improve your reading skills if you want to
keep up... let me recap for you.

1). Someone (I believe it was you, James) said they don't like having to do
a "Shut Down" on a Mac. They like to just pop the disk out of their ST and
hit the power switch.

2). I replied that for the ST, that's FINE... that's GREAT... that's JUST
WONDERFUL. NO PROBLEM... ON AN ST.

However, the Macintosh has more to do when it's turned off than an ST
does because the ST is a simpler system, so you have to tell it to shut down,
and not just pull its plug.

I then went on to describe the process of an "orderly shutdown" as relates
to computers which are MORE COMPLEX than the ST.

I then drew an analogy between shutting down a computer (which is MORE
COMPLEX than an ST) to parking your car in a garage.

Someone ELSE then said they might not have to do all those steps to park
their car, and besides, you don't have to do an "orderly shutdown" on a
computer system you're using at home.

I replied that yes, my PC running OS/2 does many of the things I described
that a MORE COMPLEX system would do, and yes, it does an "orderly shutdown"
when you tell it you're done using it. I also said that just switching off
the computer would be the equivalent to leaving the door open, and the
engine running... i.e., skipping one or more steps of an "orderly shutdown".

Now, since an ST is a SIMPLE COMPUTER, and DOES NOT NEED an "orderly
shutdown", obviously the analogy DOES NOT apply to an ST.

That's "what the hell I'm talking about"...

You want to pop the disk and hit the power switch ON YOUR ST, fine.. that
works just great. More complex systems need different procedures. You don't
like that, fine... don't use complex systems.

>> ...(copying files on an ST with one floppy takes lots of disk swaps)...

>True....but even a child knows that a Ramdisk (or hard disk) is an easy
>fix for this.

Oh really..? And how long have YOU been doing Atari support..?

We're all born knowing the best way to run an Atari computer..? It says so on the outside of the box, or in the manual..? The video tape that comes with the system tells you this..? How is it that "even a child" has this innate knowledge..?

It would be hard for me to estimate the number of times I've had to go through the procedure for obtaining, installing and using a Ramdisk to avoid all the needless disk swaps necessary to copy a disk with one floppy disk and an early version of TOS... (and what makes you think that an Atari owner with such a crude system will, like a child, "know that a Ramdisk (or hard disk)" will help..?

If they're lucky, they'll find a support person or system who can tell them how to do it more conveniently... otherwise they'll continue to to it the only way they know how.. by swapping the disk a thousand times.

Besides, the subject was systems which force you to swap the disk many times.. not "workarounds"...

BobR

590. Laughable question duckers!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-28 09:48:48 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950228013437.26480B-100000@PEAK.ORG>
Source record: 13440

It's funny that we all make a bunch of posts in response to these clowns who feel the need to enter comp.sys.atari and force THEIR platforms on us, yet the replies we get are nearly all nonsense.

Make a point awaiting a reply, and the next message is just more "buy Macintosh" propoganda. You can't even reason with some of these folks!!

We get messages like "not many" as a response to the legitimate question of how many Falcons were sold. That's real useful information, Peter. Thanks!!

WE'RE STILL WAITING TO HEAR HOW MUCH A MACINTOSH FLOPPY DRIVE COSTS. Sure, perhaps the argument is a bit silly, but everybody has been in it up to this point. I posted that a 1.44Mb standard drive (with eject button) can be had for $45 all over the country. The other side just ducked the question of how much is their drive. Probably because (1) THey're just too lazy to find out (2) They know it'll cost a bundle [they probably figure it's waaaaay expensive, so #2 and #1 sort of combine, (3) They want us all to forget it and let it all blow over....but only when THEY choose to do so...

HA HA HA HA!!!!! I hope these clowns aren't representative of the REAL users of Macs and PCs.... If so, it doesn't speak well for SOCIETY, since those machines are so prevalent.

Who are we arguing with here? I strongly suspect that anyone who devotes his efforts to imposing his viewpoints of X platform on Atari users, is merely someone who has little in this life to pride himself on. This person probably has never achieved anything in life, and has nothing to make him feel good about himself.

So, he got out of Atari and got whatever platform he believes serves him better (nothing wrong with that, mind you) but comes BACK to the comp.sys.atari, and somehow thinks that his new computer makes him better. He thinks that now, he's superior, and has something to boast about. Instead of Mac and PC users should pick on someone their own size - each other. It's much easier to come into a newsgroup of older computers (like Atari) and try to be a Macho Man with your new Super-Duper computer. In addition (as pointed out previously), these clowns can "reinforce" their decision to get out of Atari, by trashing the machines and flaming them constantly.

I THINK THESE PEOPLE SHOULD GO ENJOY THEIR NEW COMPUTERS SOMEWHERE ELSE!!! WE KNOW WHAT IS AVAILABLE, AND WE ENJOY USING OUR ATARIS!!!! ATARI - "LOVE IT OR LEAVE IT." I wish that applied to comp.sys.atari too....but somehow the warped minds of those other guys just like to

linger here and try to feel superior.

James

591. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-28 12:57:20 UTC
From: scrooge@cyclone.in-berlin.de
Message-ID: <3iv6jg$rvl@cyclone.snafu.de>
Source record: 13441

James Wood <jamesw@PEAK.ORG> writes:

>What kind of rationale is it to compare your 66Mhz (or whatever) PC to
>your 8Mhz STe and conclude that the PC runs "orders of magnitude"
>faster?

It is the rationale of comparing the speed of the average Atari to the
average PC.

>Should it not? Is this a fair comparison?

Is life fair ?

>Have you ever used a
>8Mhz PC? Try to run the equivalent of GEM (WindoZe) on it. While
>you're marveling at how much faster your PC is than your STe, why not
>make a laughing comparison at how your PC outruns the 1.79Mhz Atari 800,
>or the Timex Sinclair 1000, for that matter....so what?

So if someone advocates the use of a Sinclair 1000 as being faster than the
PC, why not give him the figures ?

>Playing DOOM is not really what *I* would consider to be criteria for
>computer purchase. If I wanted to play Doom really bad, I'd buy a home
>video game system that plays it.

You obviously didn't have the opportunity of comparing PC Doom to Jag Doom.
Jag Doom sucks bad if compared to PC Doom: The further you get, the more the
levels are cut down to fit in the cartridge, in most cases eliminating the
flavor of them in the process. No Cyberdemon. No Spiderdemon. No music during
gameplay. No way to add new levels by getting WAD files. I realize these
things had to be done to make the game fit in the cartridge and id has made
a good effort. The Sega 32X version seems to be a lot worse. Maybe the Ultra64
version will be better.

>I'll admit that I've spent seveal hours
>in front of a computer playing DOOM, but DOOM GETS OLD FAST. By the time
>DOOM II came out, I was bored with the whole concept. There's another
>NEW game in the series....same old concept....same views...different
>weapons...same scenario...go around killing things. Anyone who is STILL
>mezmorized by DOOM must be a teenager.

Congratulations, you are very educated. It's a moot point to say whatever
you don't like is only for kids, because it always looks the same (because
you don't like it). Politics get old fast. By the time this new politician
came out,(...) same old concept, same views, different weapons :). Anyone...

>Your PC "has a future?" That can be debated. The PC had a future in
>1981...a very LONG future which has brought it from then until NOW.

Death of the PC predicted.

>However, if you think that it is going to continue like that, THINK
>AGAIN!!! Enter POWER PC.... I believe this may finally be the horse to
>throw the Intel line. It'll be a great day for micros if the PPC ever
>establishes dominance. It may be a long time coming, I'll admit....with
>all the DOS boxes selling now. The upcoming '686 uses every acceleration
>trick known to Intel (caching, multiple pipelining, instruction
>prefetching, branch prediction), and is supposed to be the last in the
>line for the x86 lineup. Face it...how far can you cary BACKWARD
>compatibility with a 8086, when you're attempting to compete with
>kick-ass PowerPC chips?

They may kick ass ,but a great CPU does not a
worthwile computer make. It needs to be backed by the operating system and
Apple is not yet all the way there.

>By going PPC so
>early, there will probably be a PowerMac software headstart for a long
>time, over the many PPC computers that will come to exist in the future
>(Toshiba, Canon, etc. are all working on PPC machines).

Fine. Where are they. What OS are they going to run ? Windows NT ? Exciting.

- Daniel
--
Eisenhower!! Your mimeograph machine upsets my stomach!!

592. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-28 18:00:53 UTC
From: soupigf@enterprise.america.com
Message-ID: <3ivocl$4en@enterprise.america.com>
Source record: 13442

trauth@paul.rutgers.edu (Thomas Trauth) writes:

>Definitely from the third tier, probably from the second, definitely
>not from the first (but no one in their right mind buys from IBM or
>Compaq anyway).

Bull. IBM and Compaq are the two largest PC manufacturers. They
HAVE to be doing something right. And I would propose you would be STUPID
not to buy a high-end system from a big company, with a reputation AND a
customer service department.

BTW: You CAN buy a PPC system for less than $1600 with monitor, 8
megs and 250meg hd. From the worlds largest manufacturer of personal
computers.

SoupIsGood Food

593. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-28 18:04:35 UTC
From: soupigf@enterprise.america.com
Message-ID: <3ivojj$4md@enterprise.america.com>
Source record: 13443

sinclair@ins.infonet.net writes:

>Exactly. So compare the Mac clones to the 2nd and 3rd tier ones. As for
>Compaq, there #1 worldwide with revenues topping $10 billion annual..

No. Compare it with top tier clones. Apple has been going head to
head with Compaq for the top slot, and spends as much as IBM on R&D. To
compare the PowerMacs to systems that spend litle or nothing on support
or R&D is foolish. Apple's market share and product quality is comparable
with Compaq, Dell, Packard-Bell and IBM. Therefore compare the best with
the best.

SoupIsGood Food

594. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-28 18:08:49 UTC
From: soupigf@enterprise.america.com
Message-ID: <3ivorh$516@enterprise.america.com>
Source record: 13444

James Wood <jamesw@PEAK.ORG> writes:

>Hold on now....don't lump Mac software in with Pee Cee.... Pee Cees
>have **LOADS** more software than Macs.. I'm sure this is evident to
>you every time you go to the software store....or even Costco.

Bad comparison. Compare the Mac Product Directory to the Windows
or OS/2 Product directory. They still have a looong way to go before they
catch up...

SoupIsGood Food

595. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-28 18:16:14 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95059.131614STIRRE31@MAINE.MAINE.EDU>
Source record: 13445

James,
I try to be civil although there have been times when I've lashed out at Sinclair :-). I just thought that maybe Sinclair would answer to a simple question. I am truly interested in whether or not he's seen a newer TOS. If not, on what authority does he make statements as to System 7's superiority? Odds are, though, that he'll whine about not having access to an Atari (as if this has something to do with Newdesk's ease-of-use, features, etc).
BTW, James, I was glad to see that you're happy with your ST. What system are you using?
-scott tirrell

596. Re: Atari's and Pc compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-28 19:01:28 UTC
From: guenther@cabal.shnet.org
Message-ID: <FB3SAHWIUP@cabal.shnet.org>
Source record: 13465

In <3ibloc$ee6@ccshst05.cs.uoguelph.ca> Mark Rathwell wrote:

>: The MegaSte used a "clock doubled" 68000, not a 68020.. no ST ever used anything
>: more advanced than the 68000.
>
> Wrong. I have several magazine articles which state that the Mega
>ST used a 68020. I'll dig them up for you.

Oh well, forget it. This machine never hit the market.
The machines that _did_ were ST, Mega ST, STE, Mega STE (in that order,
all 68000), TT, Falcon (in that order, both 68030) and - in rare numbers -
the ATW.

Thorsten
--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

597. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-28 19:06:28 UTC
From: guenther@cabal.shnet.org
Message-ID: <FB3SAHWLUP@cabal.shnet.org>
Source record: 13464

In <3iv6jg$rvl@cyclone.snafu.de> Daniel G. Link wrote:

>James Wood <jamesw@PEAK.ORG> writes:
>>By going PPC so
>>early, there will probably be a PowerMac software headstart for a long
>>time, over the many PPC computers that will come to exist in the future
>>(Toshiba, Canon, etc. are all working on PPC machines).
>
>Fine. Where are they. What OS are they going to run ? Windows NT ? Exciting.
^^^^^^^^^^
Have you ever considered visiting a pshrink to cure your Microsoftly
tunneled eyesight?

There are more OSes available for the PPC, out of which IBM's Workplace OS
(or however they'll call it when it hits the market) is the most
interesting yet. And surely, the vast improvement in processor power will
drag further people to write or port OSes to these machines.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

598. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-28 19:38:27 UTC
From: sinclair@netins.net
Message-ID: <0098CA99.46008CB7@netins.net>
Source record: 13446

In article <3ivojj$4md@enterprise.america.com>, soupigf@enterprise.america.com (Matthew Gabriel) writes:
>sinclair@ins.infonet.net writes:
>
>
>>Exactly. So compare the Mac clones to the 2nd and 3rd tier ones. As for
>>Compaq, there #1 worldwide with revenues topping $10 billion annual..
>
> No. Compare it with top tier clones. Apple has been going head to
>head with Compaq for the top slot, and spends as much as IBM on R&D. To
>compare the PowerMacs to systems that spend litle or nothing on support
>or R&D is foolish. Apple's market share and product quality is comparable
>with Compaq, Dell, Packard-Bell and IBM. Therefore compare the best with
>the best.

Exacly. I thought I said that. Apple's prices should be comparable to Compaq and IBM due to the quality of their products. I am not sure about Packard-Bell though.

>
> SoupIsGood Food
>

-Peter

599. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-28 19:41:27 UTC
From: sinclair@netins.net
Message-ID: <0098CA99.B156B22A@netins.net>
Source record: 13447

In article <3ivorh$516@enterprise.america.com>, soupigf@enterprise.america.com (Matthew Gabriel) writes:
>James Wood <jamesw@PEAK.ORG> writes:
>
>
>
>
>>Hold on now....don't lump Mac software in with Pee Cee.... Pee Cees
>>have **LOADS** more software than Macs.. I'm sure this is evident to
>>you every time you go to the software store....or even Costco.

I buy my software from MacWarehouse. MacWarehouse mails out their monthly
catalogs which is considered a bible, a must have..
My local Software Etc. has a nice Mac section and somewhat decent prices..I
guess that has do with the Local Wal-mart sales of Performas.

>
>
> Bad comparison. Compare the Mac Product Directory to the Windows
>or OS/2 Product directory. They still have a looong way to go before they
>catch up...
>
> SoupIsGood Food
>

-Peter

600. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-02-28 19:46:54 UTC
From: sinclair@netins.net
Message-ID: <0098CA9A.747DDD3C@netins.net>
Source record: 13448

In article <95059.131614STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>James,
>I try to be civil although there have been times when I've lashed
>out at Sinclair :-). I just thought that maybe Sinclair would
>answer to a simple question. I am truly interested in whether or
>not he's seen a newer TOS. If not, on what authority does he make
>statements as to System 7's superiority? Odds are, though, that
>he'll whine about not having access to an Atari (as if this has
>something to do with Newdesk's ease-of-use, features, etc).
>BTW, James, I was glad to see that you're happy with your ST.
>What system are you using?

To a fellow Democrat. I have not seen the newer as well as the last version of
TOS. But, I can tell from reading about it way back than, that it is not on par
with System 7.5 in functionality and features.

>-scott tirrell

-Peter

601. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-01 00:20:33 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3j0ekh$9qa@ccshst05.cs.uoguelph.ca>
Source record: 13459
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

Distribution:

: Macintosh??? I can understand someone choosing Macintosh...but to trash
: the Jaguar...promoting the Super NES???? Come on....I don't have a
: Jaguar (yet), and I agree that there isn't much support, but I don't see
: how ANYONE could trash the Jag hardware. That is, unless there's some
: powerful emotion at hand.

There actually is a fair bit of support for the Jag, though Peter
refuses to acknowledge it. Peter once said that he doesn't dislike the
Jag on a technical sense, but has since taken to saying "The math has
been done, the Jag is not 64 bit." Very inconsistant fellow.

: So tell us, Peter, what did Atari do to "break your heart" and stir up
: such strong emotion?

He feels gyped because Atari didn't support the 7800 and Lynx the
way he felt they were supported. While Atari did make numerous mistakes
(I have both machines), they were also plagued by factors they couldn't
control ... such as Nintendo's monopoly tactics. Personally, at the
prices 7800 and Lynx games are going for these days, I don't mind at all
because I'm getting a hell of a bargain.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"

*** OLD BUT FUN COLLECTION ***
(Atari 7800, Atari Lynx, Sega Master System, Tandy Colour Computer 3)
==

602. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-01 02:57:51 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950228182456.20837F-100000@PEAK.ORG>
Source record: 13452

On 28 Feb 1995, BobR wrote:

>
>
> >That's a poor anaology, because as far as the ST is concerned, it's
> >off... there is not door open or engine running when you hit the eject
> >button on the disk drive, and then turn the power off. What the hell are
> >you talking about - the "engine running?"
>
> Sigh.. you really do need to improve your reading skills if you want to
> keep up... let me recap for you.

No.... I read your text just fine. Perhaps you didn't word things as
accurately as you intended. I'll get to that a few lines down.
In the meantime, graze on the thought that you really do need to improve
your writing skills.

>
> 1). Someone (I believe it was you, James) said they don't like having to do
> a "Shut Down" on a Mac. They like to just pop the disk out of their ST and
> hit the power switch.

Nope... wasn't me....but I still follow you.

>
> 2). I replied that for the ST, that's FINE... that's GREAT... that's JUST
> WONDERFUL. NO PROBLEM... ON AN ST.

OK...if that's what you meant to say...but I'll quote you in a few lines.

>
> However, the Macintosh has more to do when it's turned off than an ST
> does because the ST is a simpler system, so you have to tell it to shut down,
> and not just pull its plug.
>
> I then went on to describe the process of an "orderly shutdown" as relates
> to computers which are MORE COMPLEX than the ST.
>
> I then drew an analogy between shutting down a computer (which is MORE
> COMPLEX than an ST) to parking your car in a garage.
>
> Someone ELSE then said they might not have to do all those steps to park
> their car, and besides, you don't have to do an "orderly shutdown" on a
> computer system you're using at home.
>
> I replied that yes, my PC running OS/2 does many of the things I described

> that a MORE COMPLEX system would do, and yes, it does an "orderly shutdown"
> when you tell it you're done using it. I also said that just switching off
> the computer would be the equivalent to leaving the door open, and the
> engine running... i.e., skipping one or more steps of an "orderly shutdown".
>
> Now, since an ST is a SIMPLE COMPUTER, and DOES NOT NEED an "orderly
> shutdown", obviously the analogy DOES NOT apply to an ST.
>
> That's "what the hell I'm talking about"...

Sorry Bob.... I shouldn't have put that "hell" in there. It made my
message seem unduly harsh! Now to the point....

Bob>The equivalent to popping the disk and switching off an ST would be to
Bob>jump out at the curb leaving the door open and the engine running.

That's what you said. I disagree. The equivalent to popping the disk
and switching off a ****PC**** NOT an ST would be like "jumping out at
the curb...engine running." Since the ST is a "simple" machine (as you
state), popping the disk/turning off is FINE WELLL GREAT!!

Now, if popping the disk/turning off is FINE WILL GREAT on an ST, then,
as you say where I've quoted you, how can this be like jumping
out/leaving engine running? The equivalent to popping a disk/turning off
on the ST would be to park the car normally, turn it off, and get out.
This is the "normal" way to turn off the ST (can't really do it any wrong
way) or park the car.

>
> You want to pop the disk and hit the power switch ON YOUR ST, fine.. that
> works just great. More complex systems need different procedures. You don't
> like that, fine... don't use complex systems.

That's why I'm in comp.sys.atari...with my "simple" system. However, I
understand what you're saying. I think it sucks to have to do an
"orderly" shutdown. "Complex" systems will probably improve to make the
wait less. On a slow PC system with WindoZe (which means anythign less
than a Pentium/PCI), you have to uncover the Program Manager and "close"
it to exit. The hard drive grinds for a moment and there's a pause.
Granted, it's not a long wait...but it irritates me a little. I've
forgotten and slammed the power switch off without ill results.

Want to make a proper analogy? Performing an "orderly" shutdown is kind
of like having to run a program to park the heads on a hard drive in the
old days. Eventually (thank God) hard drives became autoparking. Let's
hope they do the same for shutdowns, eh?

>
> >> ...(copying files on an ST with one floppy takes lots of disk swaps)...
>
> >True....but even a child knows that a Ramdisk (or hard disk) is an easy
> >fix for this.
>

> Oh really..? And how long have YOU been doing Atari support..?

Well....I must have been 15 when I downloaded my first ST Ramdisk...for
free. Atari support? I help out as many Atari users as I can....have
since I've owned an Atari. I'm certainly no expert....but (back when I
knew other Atari owners personally) I could help 'em out.

>
> We're all born knowing the best way to run an Atari computer..? It says so
> on the outside of the box, or in the manual..? The video tape that comes
> with the system tells you this..? How is it that "even a child" has this
> innate knowledge..?

Well....I was a child when I got the ST. I had the knowledge. I guess
it's because I had common sense. Perhaps I should have rephrased it to
indicate common sense. I was a child with common sense, so I can't
really say which was to attribute my ability to <grin>.

Are we all born knowing the best way to edit a CONFIG.SYS, AUTOEXEC.BAT,
WIN.INI, or SYS.INI file? As a PC user, DON'T EVEN ATTEMPT TO PRETEND
THE ATARI IS EQUIVALENTLY DIFFICULT TO USE. Even the most ardent PC
users will concede that to a novice, a PC can be a bear at times.

> It would be hard for me to estimate the number of times I've had to go through
> the procedure for obtaining, installing and using a Ramdisk to avoid all the
> needless disk swaps necessary to copy a disk with one floppy disk and an
> early version of TOS... (and what makes you think that an Atari owner with
> such a crude system will, like a child, "know that a Ramdisk (or hard disk)"
> will help..?

It would be harder for me to estimate the number of times I've had to go
through the procedure of PC memory juggling...editing CONFIG.SYS and
AUTOEXEC.BAT. I'd have to make a boot disk for games that use
EMS...while others wanted XMS.... I suppose whatever forces allowed me
to figure out how to do that with a PC (I did) are what allowed me to
figure out what a RAMdisk is, and how to use it. However, the RAMdisk is
infinitely simpler to use than PC memory juggling. I would say that use
of a Ramdisk (on an ST, anyway) lies within the realm of common sense,
while PC memory juggling stretches common sense to its max...perhaps beyond.

>
> If they're lucky, they'll find a support person or system who can tell them
> how to do it more conveniently... otherwise they'll continue to to it the
> only way they know how.. by swapping the disk a thousand times.

Same can be said for the memory juggling PC user. If they're lucky,
maybe all their device drivers will be compatible....and maybe they can
avoid "out of memory" errors when the application calls for 640K and they
have 8 or 16 MEGABYTES of RAM....but maybe not.

Anybody who can't use an ST RAMdisk certainly should not expect to have
the good sense to run a PC and leap all the caveats.
>

> Besides, the subject was systems which force you to swap the disk many times..
> not "workarounds"...

The subject was systems that force you to swap disks many times and not
"workarounds?" Get real!! "workarounds" = solution. (RAMdisk)
swap-disk-many-times = problem

I hereby submit to you that "workarounds" as you call them, ARE within
the subject because they share a problem-solution relationship with the
subject. But you'd rather fire a round and attempt to redefine the scope
of the discussion to head off a rebutle, eh?

James

603. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-01 03:48:33 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3j0qqh$5sn$1@mhadf.production.compuserve.com>
Source record: 13453
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

>...such as Nintendo's monopoly tactics.

Umm.. Atari Corp sued Nintendo for "unfair marketing practices" and was thrown out of court... apparently the court didn't agree.

Of course Nintendo DOES play unfairly...

They manufacture enough units of their products to fill demand, they actually distribute those products widely, and WORST OF ALL..! They actually presume to ADVERTISE their stuff..! How awful...

BobR

604. Re: Laughable question duckers!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-01 04:01:38 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3j0rj2$5sn$2@mhadf.production.compuserve.com>
Source record: 13450

>WE'RE STILL WAITING TO HEAR HOW MUCH A MACINTOSH FLOPPY DRIVE COSTS.

Er... you seem to be the only one who cares...

I'm still waiting to hear how much a bumper for an '86 Pontiac Sunbird costs, but I doubt anyone else here much cares about that either.

The cost of a Macintosh drive has nothing at all to do with anything that was discussed... of course it costs more than a PC drive. In addition to that HATED eject mechanism, it's also a SCSI drive, which always costs more.

So what..?

By the way.. HOW MUCH DOES AN EXTERNAL FLOPPY DRIVE FOR A FALCON COST..??

(Here's a hint.. you have to use a SCSI drive on a Falcon)

Does that have anything to do with the discussion..?

BobR

605. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-01 04:27:46 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3j0t42$5sn$3@mhadf.production.compuserve.com>
Source record: 13451

>than head off a rebutle, eh?

Is that what you call it..? Interesting term for simply trying to confuse an issue...

Let's try that one again..

1). Someone said they don't like it how the Mac makes them reinsert the same disk three times if they accidentally put the wrong disk in (operator error..?)

2). I said that's no worse than copying a disk on an ST with one floppy.

3). You said that even a child knows to use a Ramdisk.

3 has nothing much to do with 1 or 2, in this context.

(Incidentally, it's wonderful that you were born with the innate knowledge that there ARE such things as Ramdisks, and where to get them, and how to use them, so that at the age of 15 you could put that inborn knowledge into useful action to help you copy disks on an ST... I still maintain that a novice Atari owner would have no clue.)

BobR

Nor does the whole range of hideous PC configuration files that plague the world.

606. Re: What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-01 05:34:37 UTC
From: whitema@rtsg.mot.com
Message-ID: <3j111d$jtt@delphinium.cig.mot.com>
Source record: 13476
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <3ijgum$n81@paul.rutgers.edu>,
Thomas Trauth <trauth@paul.rutgers.edu> wrote:
>But haven't you heard of the PPC 604?
>It kicks the 68060's ass!
>Besides, now that Apple's switched to the PowerPC, C= is bankrupt,
>and Atari is out the personal computer business, who will use the
>68060 anyway? And do you think that Moto will make a 68070 to
>succeed the 68060 now that they are pre-occupied with the PowerPC?
>Probably not.
>

There's a similar discussion going on over in c.s.a.st. Anyway, there's
a lot more uses for a microprocessor than a computer. One of the
advantages of CISC over RISC is executable code size. In embedded systems
(i.e. systems running ROM and RAM only, with no external source of code such
as a hard disk or CDROM), ROM and RAM space are at a premium. Therefore,
CISCs (such as the 040 and 060) are great for these kind of things.

For instance, an 040 block move takes just one op code, yet you would
have to use loop in RISC code, which would be at least five
op codes (one to initialize a register, one to do the compare, one to do
the move, one to decrement the register, and one to jump back to the top of
the loop).

Mike
whitema@cig.mot.com

607. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-01 05:59:49 UTC
From: sinclair@netins.net
Message-ID: <0098CAF0.1432004C@netins.net>
Source record: 13472
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

In article <3j0qqh$5sn$1@mhadf.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
>>...such as Nintendo's monopoly tactics.
>
>Umm.. Atari Corp sued Nintendo for "unfair marketing practices" and was
>thrown out of court... apparently the court didn't agree.
>
>Of course Nintendo DOES play unfairly...
>
>They manufacture enough units of their products to fill demand, they actually
>distribute those products widely, and WORST OF ALL..! They actually presume
>to ADVERTISE their stuff..! How awful...

The quote from Nintendo's lawyer "Atari competed on the cheap."

>
>BobR

-Peter

608. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-01 18:38:54 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3j2evu$ort@ccshst05.cs.uoguelph.ca>
Source record: 13454
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

: Of course Nintendo DOES play unfairly...

No. The jury was hung on several points regarding monopolization.
While several of Atari's claims were dismissed, several were not.
Nintendo agreed to cover their own court costs if Atari agreed not to
appeal. Nintendo's practices are something I'm well versed in. Trust me.

: They manufacture enough units of their products to fill demand, they actually
: distribute those products widely, and WORST OF ALL..! They actually presume
: to ADVERTISE their stuff..! How awful...

They bully stores into not carrying competition, they price fix,
they sue everyone under the sun, they do not manufacture enough products
to fill demand. Want to debate this Bob? I'm ready for you <grin>!

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"

*** OLD BUT FUN COLLECTION ***
(Atari 7800, Atari Lynx, Sega Master System, Tandy Colour Computer 3)
==

609. Activision releasing 15 Atari 2600 games on a CD

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-01 20:06:56 UTC
From: zakharov@panix.com
Message-ID: <3j2k50$mhr@panix3.panix.com>
Source record: 13477

```
It is called "Atari 2600 action pack for windows".
Just saw the ad in the PC Gamer. River raid - one of
my first atari games - cool!
But why for windows?
--
Vladimir Zakharov | "If only the eyes could see o O
zakharov@panix.com | Then you'd know your destiny OoOO
| The mind is an enemy OU==\
| And you just need a friend" RJD \ |/
```

610. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-01 20:16:09 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95060.151610STIRRE31@MAINE.MAINE.EDU>
Source record: 13455

Bob,
Insulting someone, are we? Perhaps James misunderstood your post?
I know this would never happen to _you_. Does the 'R' stand for
'Rude' by any chance? Luckily you own an Atari and are only proving
your theory of Atarians being quick to resort to personal attacks.
Gee, and I was just complimented on being civil ;-).
BTW, most people who run STs on a frequent basis are probably aware
of the advantages of RAMdisks. Or should we assume that users the
world over are using the worst possible set-ups on their systems?
-scott tirrell

611. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-01 21:14:16 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Mar1.151416.39487@cobra.uni.edu>
Source record: 13456
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

In article <3j2evu$ort@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Of course Nintendo DOES play unfairly...
>
> No. The jury was hung on several points regarding monopolization.
> While several of Atari's claims were dismissed, several were not.
> Nintendo agreed to cover their own court costs if Atari agreed not to
> appeal. Nintendo's practices are something I'm well versed in. Trust me.

What about Atari's business practices? As you know that Atari's past bus. practices is the main reason why Atari has lousy distribution and rubs off on developers who have ignored the Jagflop..

>
> : They manufacture enough units of their products to fill demand, they actually
> : distribute those products widely, and WORST OF ALL..! They actually presume
> : to ADVERTISE their stuff..! How awful...
>
> They bully stores into not carrying competition, they price fix,
> they sue everyone under the sun, they do not manufacture enough products
> to fill demand. Want to debate this Bob? I'm ready for you <grin>!

Wal-Mart has Sega products as well as Nintendo's one.

>
> >> Mark <<
>
> --
> ===
> Mark Rathwell The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "Very funny Scotty! Now ... beam down my clothes!!!"
>
> *** OLD BUT FUN COLLECTION ***
> (Atari 7800, Atari Lynx, Sega Master System, Tandy Colour Computer 3)
> ===

612. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-01 21:27:46 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCBSFCZDUP@cabal.shnet.org>
Source record: 13481
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

In <3ios30$6kr@insosf1.infonet.net> sinclair@ins.infonet.net wrote:
>>> Note: I am not taking sides. I own and love the Mac, but am
>>>equally interested in other platforms, such as the ST/Falcon.
>>
>>Well, I personally don't like the Mac's concept of telling me what to do
>>and what not to do, but I strongly advise anyone who just wants a computer
>>to immediately start working to buy one.
>
>In what way does the Mac tell you what to do. Is this the reason? When I load
>the extensions onto my HD, my Mac asks me if you want it in the extension
>folder and I click 'ok'. Sounds logical to me.

It starts with the disk drive and the monitor jack, these are the first
signs that the Mac designers consider their users stupid.

>>It's just that Peter is clueless, as any of my questions proves. He
>>doesn't know about the Atari or it's software, he claims that upgrading a
>>computer with <=512KBs of ROM is easier than upgrading one with 2 megs or
>>ROM (Peter, ever heard of programs like ROMSPEED, that copy the ROM to
>>RAM?), etc..
>
>I don't know what you are getting at? If you mean if it's easier to upgrade
>the OS through disk than rom, the disk is more convient. As for memory, it's
>not an issue for me since I have lots of it. If your precious Atari OS had the
>functionality as mine does than your memory requirement would be greater. It's
>a fact Jack..

It's also a fact that you carefully avoided the subject of my paragraph
and made up a "reply" on a different topic instead. Due to the fact that
ROM contents can be copied to RAM, Ataris can - of course - be upgraded
though disk. Due to the fact that Mac ROMs are larger than Atari ROMs,
it's _not_ easier to upgrade when it comes to these.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

613. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-01 21:50:47 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3j2q7n$4l@ccshst05.cs.uoguelph.ca>
Source record: 13475
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

```
: What about Atari's business practices? As you know that Atari's past bus.
: practices is the main reason why Atari has lousy distribution and rubs off on
: developers who have ignored the Jagflop..

Atari didn't violate racketeering laws or attempt to monopolize
the market illegally.

: Wal-Mart has Sega products as well as Nintendo's one.

Lawsuits and investigations by the US trade department and
various toy stores helped this situation. Still, I was speaking to one
distributor in Toronto this weekend who says Nintendo offers extra
credits to distributors who don't carry any Sega products. This is
semi-illegal, but hard to prove, so Nintendo gets away with it.

>> Mark <<

--
================================================================================
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"

*** OLD BUT FUN COLLECTION ***
(Atari 7800, Atari Lynx, Sega Master System, Tandy Colour Computer 3)
================================================================================
```

614. Re: Laughable question duckers!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-02 06:00:20 UTC
From: steveg@phantom.com
Message-ID: <3j3mtk$nqr@dockmaster.phantom.com>
Source record: 13457

James Wood (jamesw@PEAK.ORG) wrote:
: It's funny that we all make a bunch of posts in response to these clowns
: who feel the need to enter comp.sys.atari and force THEIR platforms on
: us, yet the replies we get are nearly all nonsense.

Oh boy, more generalizations. Please avoid them, eh?

First, I personally have NEVER "forced" my chosen platform on anyone else. My stance is, as it has always been, that if your chosen platform is and does for you what you want it to do, then that's the platform you should use.
Furthermore, the extent of almost all of my postings here are essentially clarifications of false or misleading statements that have been made about the Mac. When someone DOES ask me a question, I make every attempt to answer it clearly and civilly (civily? whatever).

: Make a point awaiting a reply, and the next message is just more "buy
: Macintosh" propoganda. You can't even reason with some of these folks!!

Especially the ones that make sweeping generalizations. Don't you agree?

: We get messages like "not many" as a response to the legitimate question
: of how many Falcons were sold. That's real useful information, Peter.
: Thanks!!

Oh, come on. Not everyone has access to solid numbers. However, if someone were to ask me "how many Falcons did Atari sell?" I would probably respond with a similar answer: "Not many." To most people who aren't so anally retentive that they need exact numbers, that answer is sufficient. "Not many", to me, easily means "not enough to make a difference," "not enough for anyone to notice," or "not enough to make a significant impact." All of these would be correct.

: WE'RE STILL WAITING TO HEAR HOW MUCH A MACINTOSH FLOPPY DRIVE COSTS.

Older drives are about $150, newer drives are about half that. HAPPY NOW? Lose the caps, please. It makes you look obnoxious.

: Sure, perhaps the argument is a bit silly, but everybody has been in it
: up to this point. I posted that a 1.44Mb standard drive (with eject
: button) can be had for $45 all over the country. The other side just
: ducked the question of how much is their drive. Probably because (1)
: THey're just too lazy to find out (2) They know it'll cost a bundle [they
: probably figure it's waaaaay expensive, so #2 and #1 sort of combine, (3)
: They want us all to forget it and let it all blow over....but only when
: THEY choose to do so...

"THEY", eh? Gotta love these sweeping generalizations. Tell me, how would you like it if someone came out of the blue and said something like, "all of you Atari loves are jerks 'cause you're using a computer that's dead and worthless and you all suck HAHAHAHAHA!!!"? Same effect.

But to get back on topic...Yes, the Mac floppy drive is more expensive. Why? Several reasons. ONE: Sony owns the patent to the "auto-inject, auto-eject" floppy drive. Apple must pay a premium for those drives, and that cost gets passed along to the consumer. Newer floppy drives cost significantly less than that because they lack the "auto-inject" function of the older drives. Apple got tired of paying Sony the premium, so they opened up bids for other drives. Several companies came up with auto-eject drives that lack the auto-inject feature, yet cost less. So Apple used them.
The concept for using this sort of drive is simple: The Mac is perceived and marketed as a high-end, premium machine. This is nourished by a number of "premium" built-in items that are almost always extra-cost items on other machines (i.e., stereo sound output, networking, SCSI support, and, of course, the floppy drive). If this is still a source of amusement for you, know that Apple will be abandoning the auto-eject floppy drive within the next year *as standard equipment*. This means that, yes, future Macs will come standard with an eject button, but the auto-eject drive will be available as a costed option, currently projected to add about $40 to the cost of the machine. This will, of course, result in the cost of a Mac floppy drive to drop to about $30-$45, which is, if memory serves, about how much a standard PC-type drive costs.
Did I duck anything?

: HA HA HA HA!!!!! I hope these clowns aren't representative of the REAL
^^^^^^^^^^^^^^^^
Well, I guess I wasn't that far off on my projection up there...

: users of Macs and PCs.... If so, it doesn't speak well for SOCIETY,
: since those machines are so prevalent.

Ah, so "all those Mac users" are now bottled into "these clowns". I wish you would specify these things in advance rather than spew all those vague generalities.

: Who are we arguing with here? I strongly suspect that anyone who devotes
: his efforts to imposing his viewpoints of X platform on Atari users, is
: merely someone who has little in this life to pride himself on. This
: person probably has never achieved anything in life, and has nothing to
: make him feel good about himself.

You've researched this thoroughly, have you?

: So, he got out of Atari and got whatever platform he believes serves him
: better (nothing wrong with that, mind you) but comes BACK to the
: comp.sys.atari, and somehow thinks that his new computer makes him
: better. He thinks that now, he's superior, and has something to boast
: about. Instead of Mac and PC users should pick on someone their own size

Newsflash, bub: I follow this newsgroup for two reasons:
ONE: To play "Devil's Advocate" by providing accurate information to
dispute false claims laid about the Mac.
TWO: To try to learn about any little details about my Ataris that may
help me. Despite your obviously well-researched notions, I haven't
abandoned my Atari. It's stimply taken a far-back seat.

: - each other. It's much easier to come into a newsgroup of older
: computers (like Atari) and try to be a Macho Man with your new

More news: Apple Computer is older than Atari Corp. The Apple //'s were
around before the Atari 400/800. The Mac was around before the ST.

: Super-Duper computer. In addition (as pointed out previously), these
: clowns can "reinforce" their decision to get out of Atari, by trashing
: the machines and flaming them constantly.

Sort of like making sweeping generalizations that categorize a whole
LARGE group of people based on a few scattered instances?

: I THINK THESE PEOPLE SHOULD GO ENJOY THEIR NEW COMPUTERS SOMEWHERE
: ELSE!!! WE KNOW WHAT IS AVAILABLE, AND WE ENJOY USING OUR ATARIS!!!!

Good for you. Lose the caps.

: ATARI - "LOVE IT OR LEAVE IT." I wish that applied to comp.sys.atari
: too....but somehow the warped minds of those other guys just like to
: linger here and try to feel superior.

I strongly hesitated in posting this follow-up as, about halfway through,
I realized how pointless it's going to be to try to make you realize how
making so many huge, sweeping generalizations makes you look like an
uninformed twit. If you care to *DISCUSS* the issues *SPECIFICALLY*, then
I'm willing. If you insist on continuing with phrases and words like
"everyone", "all those Mac users", "they all" or "all of 'em", then
you'll not be worth talking to.

615. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-02 07:39:20 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950301233629.18264D-100000@PEAK.ORG>
Source record: 13458

On 28 Feb 1995, Matthew Gabriel wrote:

> James Wood <jamesw@PEAK.ORG> writes:
>
>
>
>
> >Hold on now....don't lump Mac software in with Pee Cee.... Pee Cees
> >have **LOADS** more software than Macs.. I'm sure this is evident to
> >you every time you go to the software store....or even Costco.
>
>
> Bad comparison. Compare the Mac Product Directory to the Windows
> or OS/2 Product directory. They still have a looong way to go before they
> catch up...
>

ARE YOU TRYING TO SAY THAT THE MAC HAS MORE SOFTWARE THAN THE PC? Come on, now - I thought everyone should know better. I don't know what a Mac Product Directory is, but I do know that you left out DOS (!!!) in your above paragraph. Perhaps there is more Mac SW than OS/2, or perhaps Windows (doubt it, though)....but certainly not more than DOS+Windows+OS/2 - all of whic are PC sw.

James
(ps - this isn't to slight the Mac...just trying to post facts)

616. Re: Laughable question duckers!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-02 07:57:33 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950301234141.18264E-100000@PEAK.ORG>
Source record: 13460

On 1 Mar 1995, BobR wrote:

> >WE'RE STILL WAITING TO HEAR HOW MUCH A MACINTOSH FLOPPY DRIVE COSTS.
>
> Er... you seem to be the only one who cares...

Good way to duck out of it, slick. Just forget it. I do seem to be the only one who cares, because I'm the only one fool enough to enter a debate with you....who ducks questions and who specializes in pointless flamebait. Want proof that you're just here for flamebait? What are you doing in comp.sys.atari, throwing your views of other platforms on us?

> I'm still waiting to hear how much a bumper for an '86 Pontiac Sunbird costs,
> but I doubt anyone else here much cares about that either.

That's a really brilliant statement. Bravo! My hat is off to you for your masterful debate form (BARF!!!!!) I'd just haul that P.O.S. to the junkyard...no need to get a bumper. I take it your ineptitude prevents you from seeing the relevance of the price of the Mac drive? In the thread, it came up that it was a "needless feature." Like all features, even needless ones have a cost. The cost for a needless feature is a disadvantage. However, you're apparently not smart enough to understand the concept, or too arrogant to admit if you do, and you're obviously incapable of reasoning and debate, so just drop it, ok?

>
> The cost of a Macintosh drive has nothing at all to do with anything that was
> discussed... of course it costs more than a PC drive. In addition to that
> HATED eject mechanism, it's also a SCSI drive, which always costs more.
>
> So what..?

Ha ha! I almost spilled my tea reading that nonsense. Re-read my above paragraph, then drop it.

>
> By the way.. HOW MUCH DOES AN EXTERNAL FLOPPY DRIVE FOR A FALCON COST..??

I don't know, nor do I care. The comparison was between a standard 1.44Mb floppy mechanism (like what I have hooked up to my 8-bit Atari via the CSS Black Box/Floppy Board). Standard mechanism. I don't know what the Falcon uses because I don't have one.

>
> (Here's a hint.. you have to use a SCSI drive on a Falcon)
>
> Does that have anything to do with the discussion..?

Nope....it sure doesn't. However, you are adept at posting things that have nothing to do with the discussion (Falcon drives, for example), and equally skillful at evading that which IS relevant to the debate (the cost of a Mac 1.44 drive). After establishing that the "no eject buttn" was a needless feature, the goal was to find out how much this needless feature cost. The price benchmark was a standard $45 Teac 1.44 drive, and the next logical step was to find out the price of the Mac 1.44. Instead of doing this, you dodged the task, were not capable of understanding HOW the Mac 1.44 price could be relevant, and then introduced irrelevancies (the Falcon lies beyond the scope of a discussion between a standard 1.44 and a Mac 1.44). I therefore conclude that debating with you is a WASTE OF TIME and I won't do it anymore. I'll only reply to your messages telling you that debating with you is a waste of time.

James

617. I'd ignore Peter and Bob....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-02 08:35:41 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950302000040.18264F-100000@PEAK.ORG>
Source record: 13461

.....if I was anyone disturbed by their messages. They are simply here to Atari bash and flamebait.

From what I gather, they both *USED* to use Ataris as their primary computers. Now, they use other platforms and feel that their new choice is superior. They are entitled to that decision (as is anybod), and I am sure that their new systems are powerful and serve them better than their Ataris.

This brings up the question: WHY ARE THEY STILL IN COMP.SYS.ATARI?? All they do is Atari bash, and put down Atari hardware, and Atari Corp. You've all seen it. Some of their criticisms are legitimate - any Atari user is aware of the shortcomings of the computer and the company. However, the criticisms they voice are nothing new to anybody.

I strongly suspect that they feel some testoterone-driven impulse to come back to this group and boast about their new hardware. Perhaps they think that we (Atari users) just don't know how "great" their new systems are. They feel it's their duty to play teacher and inform us. Perhaps they feel they are smarter for using their machine. That makes them feel better. Perhaps because their new machines are faster than an Atari, they somehow attribute that to THEMSELVES, and feel like they are more of a person now. Most of all, perhaps they are just "do-nothing" sort of guys who never accomplished anything in life, and therefore have nothing to make them feel good about themselves. So, they come back into Atari forums to boast of their new hardware, bash Atari, and get high on some false illusion of grandeur.

Every time I replied to one of their posts, I wondered, "What are these guys still doing here?" Nevertheless, we entered debate. Debates can be entertaining and informative; I'm not afraid to admit that I've been proven wrong before, and I'll sure admit that when I lost, I emerged smarter, so I still gained. Debating builds critical thinking skills. It's great...if your debate partner is capable of reasoning and critical thiking himself/herself.

However, Bob and Peter are NOT WORTH YOUR TIME. Proof? I've posted on many occasions asking them what they are doing in the Atari forum, if not to illogically (and perpetually) Atari bash and flamebait. I'll give them both a chance to prove me wrong in this matter; things can't get any simpler than this:

BOBR: WHAT ARE YOU DOING IN COMP.SYS.ATARI? WHY DO YOU COME HERE IF YOU ONLY WANT TO ATARI BASH AND FLAMEBAIT?

PETER: WHAT ARE YOU DOING IN COMP.SYS.ATARI? WHY DO YOU COME HERE IF YOU ONLY WANT TO ATARI BASH AND FLAMEBAIT?

Well folks, let's see if they dodge this one. If so, then I've proven my point. If they answer those questions, then perhaps I was wrong. However, to my credit, they've never commented when I posted these things before.

Some of my favorite examples of them:

1) Peter comparing the Falcon 030 (which is now an old design) with a new PowerMac, and feels it necessary to pronounce the Power Mac the victor. (Why doesn't he pick on a Timex Sinclair 1000 or Vic 20, while he's at it?)

2) BOBR comparing a 1040ST(e) against a new PC (probably a 486, clock doubled), and finding it "orders of magnitude" faster. (As if the Atari somehow failed in its duties to whip a 486/66.)

3) Peter, responding to the question of how many Falcons have been sold. Some guy just wanted a legitimate estimate, which is usefull information. Peter responded "not many" - which is his useless opinion, and was intended as flamebait only.

4) BOBR: In debating the "no eject button" floppy drive on a Mac, we finally reached the point of considering the "no eject button" to be a needless feature that does not detract from the Mac or render it a piece of s***. Agreed. However, needless features cost money. I reported the $45 price for an industry standard 1.44Mb mechanism (standard? you bet. I have one hooked to an 8-bit Atari!). I asked what was the price of the Mac 1.44, (if it costs more than $45, then is indeed a disadvantage). Instead of answering the question, BOBR decided that the price was irrelevant (how convenient for him to do so), and then introduced *REAL* irrelevancies by asking how much a drive for the Falcon is! The Falcon was never in the picture. The idea was to compare prices for an industry-standard 1.44 against a Mac 1.44. How relevant? If the needless feature costs, then it *is* a disadvantage. Don't expect logical reasoning from BOBR in this regard. I'LL HAVE TO ADMIT THAT THIS IS A STUPID DEBATE. The only reason I kept at it for so long was to see how much he'd dart/weave and duck. He's done so quite steadfastly. One has to wonder if he's really too stupid to see how a price comparison of the industry standard 1.44 and Mac 1.44 is in order, or if he's just pretending to be that way because he's afraid of being proven wrong.

This is the last I have to say on the subject. I will probably NOT enter a debate with these guys anymore; at least not a long one. I'm sure that I will probably reply to some of the outlandish things they post, but I will do my best to ignore them. I ENCOURAGE OTHER ATARI USERS TO IGNORE THESE FELLOWS, AND MAYBE THEY'LL GO AWAY AND LET US ENJOY OUR COMPUTERS IN PEACE.

James

618. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-02 10:26:38 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3j46guanh1@mhadg.production.compuserve.com>
Source record: 13462
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

Oh, I know Nintendo does all that nasty stuff.. (there was that silly business with the $5 coupons that was more beneficial to them than any kind of "punishment" for their trade practices, for instance...)

But somewhere along the way they also manage to market and sell their products.

I'm not saying that Atari should adopt similar practices, but I sure wish they'd figure out how to do more than just design good hardware...

That particular lawsuit was during the time Atari was dropping the ball on the Lynx, and it sort of just came off like they were whining instead of doing anything about it.

BobR

619. Re: I'd ignore Peter and Bob....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-02 10:47:49 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3j47olanh2@mhadg.production.compuserve.com>
Source record: 13463

Sorry, James... you're wrong, and... you lose...

However, I don't feel any particular need to justify myself to you, or anyone else... if you could read, you might have a clue, but.. oh well.

It's too bad you never figured out that the "debates" were never about "IBM versus Atari" or "Atari versus Macintosh", but were really about ATTITUDES...

I will say this for you though...

You certainly do have the comp.sys.atari 'tude...

BobR

(By the way, if you ever get over to CompuServe, drop by the Atari Forums.. I'll introduce you to the other Atari Sysops and the folks from Atari Corp.)

620. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-02 11:19:11 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3j49jfanh3@mhadg.production.compuserve.com>
Source record: 13466

>Bad comparison. Compare the Mac Product Directory to the Windows
>or OS/2 Product directory.

>ARE YOU TRYING TO SAY THAT THE MAC HAS MORE SOFTWARE THAN THE PC?

Jeez, James... learn to read, OK..?

You're embarassing yourself and making yourself look more than a little
foolish in front of everyone.

He's talking about Windows (look up there.. see where it says "Windows"..?
That's a clue..) and OS/2 (again.. a big clue to what he's talking about is
where it says OS/2..), NOT "DOS" (a clue here is that the word "DOS" doesn't
appear in the sentence.. you should try to read only the words that are there,
and not the ones you imagine, or see in the blank spaces between the lines.
For example, the term PC doesn't appear in the sentence, so we can pretty
confidentally assume that he's not talking about the PC in general.)

Now, what the sentence means is that you should compare the Mac Directory to
the Windows directory, or compare the Mac Directory to the OS/2 directory.

There.. that wasn't too hard was it...? Try it again.. it gets easier with
practice.

Maybe I should post an article telling everyone to just ignore you since you
obviously can't read..?

BobR

621. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-02 11:50:13 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3j4bdlanh4@mhadg.production.compuserve.com>
Source record: 13467

>BTW, most people who run STs on a frequent basis are probably aware
>of the advantages of RAMdisks.

That's absolutely true... but that's not what I was talking about.

My point is that the owner of the *system I described* namely, an ST with only a single floppy drive, which IS the worst possible set-up, is VERY LIKELY to be an inexperienced novice user, in all likelyhood someone who just bought their brother-in-law's ST and who has NO IDEA what's going on.

These people DO exist.. I help them every day with their "new" systems. In a lot of cases they didn't get a manual or any instructions, and didn't even get a "system floppy" so they could boot up their "new" computer. The first thing I have to do is to acquaint them with the idea of an operating system in ROM, so they don't NEED a "DOS disk" to start up the computer. THESE people are NOT going to know about the RAMdisks that "even a child" knows about.

These are the people who are going to be frustrated with swapping a disk dozens of times to make a copy unless they can find someone who can TELL them what a RAMdisk is, and how to use one... they're NOT born with the knowledge, as was the implication in "even a child knows..."

(Right now we've got the interesting situation of a PC owner who came in looking for a way to transfer files to an ST, who was told by his Atari owning friend that they could NOT use the same floppy disks. Now the PC owner has to go back and convince his friend that his Atari has MORE capabilities than he thought it had... this "child" didn't know his ST had MS-DOS floppy compatibility.)

>insulting someone, are we?

Yup, I guess so... I usually try not to start anything, but I do tend to "answer in kind"...

I know, it would be better to just think "sheesh, what a moron", and skip to the next message, but sometimes it's more fun this way...

I'll try to be good... :)

BobR

622. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-02 12:43:09 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3j4egtanh10@mhadg.production.compuserve.com>
Source record: 13468

I'd like to apologize to everyone else for my "Jeez James...learn to read" reply to James Woods...

It's late, I just read two or three messages where he seemed to be losing it, and this notebook I'm using doesn't seem to have a "what a twit, next message" key on it.

I do agree that it's to the point where nothing more of any usefulness is likely to come out of the "discussions" though.

(I'm going to be getting a new, hopefully much bigger, drive for my Astra HD on my STe, so that should keep me busy for a while... more fun too..!)

BobR

623. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-02 19:29:35 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3j56av$i1r@ccshst05.cs.uoguelph.ca>
Source record: 13480
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

: But somewhere along the way they also manage to market and sell their products.

I agree. However, part of their "marketing" includes making sure
that the consumer either 1) never sees the competition, or 2) the
competition doesn't get any software so it might as well design.

: I'm not saying that Atari should adopt similar practices, but I sure wish
: they'd figure out how to do more than just design good hardware...

They aren't doing a bad job with the Jag. I've seen lots of
commercials, their dealer support and developer support is leagues better
than it was, plus the promotions are good too. Not perfect, but not as
"100% horrid" as Peter would have us believe.

: That particular lawsuit was during the time Atari was dropping the ball on the
: Lynx, and it sort of just came off like they were whining instead of doing
: anything about it.

Actually, it was announced when the Atari 7800 was their main
machine, but it took forever to get to court. By the time the case was
heard, Nintendo had dropped the exclusitivty clause and got away.

>> Mark <<

624. Where can I get TECHREF For The Portfolio?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-02 21:46:18 UTC
From: rits@xs4all.nl
Message-ID: <3j5eba$2rr@news.xs4all.nl>
Source record: 13344

Where can I get the technical reference manual for the atari portfolio?
Iwant to build some attachemants myself.

Richard Ritsma

625. Re: Laughable question duckers!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-03 01:43:39 UTC
From: steveg@phantom.com
Message-ID: <3j5s8b$j9b@dockmaster.phantom.com>
Source record: 13338

BobR (76702.1466@CompuServe.COM) wrote:
: I'm still waiting to hear how much a bumper for an '86 Pontiac Sunbird costs,
: but I doubt anyone else here much cares about that either.

You can pick one up at a boneyard for ~$100 or so.

: The cost of a Macintosh drive has nothing at all to do with anything that was
: discussed... of course it costs more than a PC drive. In addition to that
: HATED eject mechanism, it's also a SCSI drive, which always costs more.

A SCSI floppy drive? Nope. No such animal.

: By the way.. HOW MUCH DOES AN EXTERNAL FLOPPY DRIVE FOR A FALCON COST..??

No clue.

: (Here's a hint.. you have to use a SCSI drive on a Falcon)
: Does that have anything to do with the discussion..?

No, but neither do the nonexistant SCSI floppy drives you're talking
about.

626. Re: Activision releasing 15 Atari 2600 games on a CD

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-03 01:47:57 UTC
From: steveg@phantom.com
Message-ID: <3j5sgd$j9b@dockmaster.phantom.com>
Source record: 13339

Vladimir Zakharov (zakharov@panix.com) wrote:
: It is called "Atari 2600 action pack for windows".
: Just saw the ad in the PC Gamer. River raid - one of
: my first atari games - cool!
: But why for windows?

Well, let's see some possible sales projections.

Figure out how many packages Activision would sell if they released it for the Atari 680x0 series of computers, and everybody with one of those machines purchased it.

Now figure out how many packages they'd sell if they released it for the PC platform, and one third of those people bought it. Or one fourth. Or one fifth, even.

Which has the largest sales potential?

It's called "business", Vlad.

627. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-03 02:59:43 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950302184404.25272C-100000@PEAK.ORG>
Source record: 13340
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

```
*+=->when I see needless Atari bashing, I'll point it out like this.
*+=->please see previous messages about WHY someone would want to
*+=->enter comp.sys.atari just to Atari bash.

On 1 Mar 1995 sinclap2954@cobra.uni.edu wrote:

> In article <3j2evu$ort@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
> > : Of course Nintendo DOES play unfairly...
> >
> > No. The jury was hung on several points regarding monopolization.
> > While several of Atari's claims were dismissed, several were not.
> > Nintendo agreed to cover their own court costs if Atari agreed not to
> > appeal. Nintendo's practices are something I'm well versed in. Trust me.
>
> What about Atari's business practices? As you know that Atari's past bus.
> practices is the main reason why Atari has lousy distribution and rubs off on
> developers who have ignored the Jagflop..

*+=->Sinflop ignores the truthful posting about Nintendo's unfair business
*+=->practices. Rather than acknowledge what Mark Rathwell was saying about
*+=->Nintendo is true, he attempts to shift the subject to Atari's business
*+=->practices. DIAGNOSIS: ANOTHER ATTEMPT OF AN INSECURE PERSON TO TRY AND
*+=->FEEL IMPORTANT BY PUTTING ATARI DOWN IN THE BELIEF THAT DOING SO SOMEHOW
*+=->LIFTS HIM UP.

> >
> > : They manufacture enough units of their products to fill demand, they actually
> > : distribute those products widely, and WORST OF ALL..! They actually presume
> > : to ADVERTISE their stuff..! How awful...
> >
> > They bully stores into not carrying competition, they price fix,
> > they sue everyone under the sun, they do not manufacture enough products
> > to fill demand. Want to debate this Bob? I'm ready for you <grin>!
>
> Wal-Mart has Sega products as well as Nintendo's one.

*+=->Sinflop KNOWS he has been DEFEATED in this arguement - NOBODY beats
*+=->Nintenblow's unfair practices. Rather than respond to Mark's challenge
*+=->in regards to Nintendo (because he knows he's already lost), Sinflop
*+=->dodges yet again, and tries to change the subject to Sega and Wal-Mart.
*+=->DIAGNOSIS: COMPLETE, UTTER INSECURITY. HE'S AFRAID TO EVEN CONCEDE
*+=->THAT *ONE* POINT. HE REALLY WANTS TO FEEL PERFECT, AND IMPORTANT.
*+=->SOMEHOW BEING IN COMP.SYS.ATARI HELPS HIM TO DEAL WITH HIS INSECURITY.
```

>
> >
> > >> Mark <<
> >
> > --
> > ===
> > Mark Rathwell The University Of Guelph
> > mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
> >
> > "Very funny Scotty! Now ... beam down my clothes!!!"
> >
> > *** OLD BUT FUN COLLECTION ***
> > (Atari 7800, Atari Lynx, Sega Master System, Tandy Colour Computer 3)
> > ===
>
>
>

628. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-03 03:17:26 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950302190304.25272D-100000@PEAK.ORG>
Source record: 13469

On 2 Mar 1995, BobR wrote:

> >BTW, most people who run STs on a frequent basis are probably aware
> >of the advantages of RAMdisks.
>
> That's absolutely true... but that's not what I was talking about.
>
> My point is that the owner of the *system I described* namely, an ST with only
> a single floppy drive, which IS the worst possible set-up, is VERY LIKELY to
> be an inexperienced novice user, in all likelyhood someone who just bought
> their brother-in-law's ST and who has NO IDEA what's going on.
>
> These people DO exist.. I help them every day with their "new" systems. In a
> lot of cases they didn't get a manual or any instructions, and didn't even get
> a "system floppy" so they could boot up their "new" computer. The first thing
> I have to do is to acquaint them with the idea of an operating system in ROM,
> so they don't NEED a "DOS disk" to start up the computer. THESE people are
> NOT going to know about the RAMdisks that "even a child" knows about.
>
> These are the people who are going to be frustrated with swapping a disk
> dozens of times to make a copy unless they can find someone who can TELL them
> what a RAMdisk is, and how to use one... they're NOT born with the knowledge,
> as was the implication in "even a child knows..."

*+=->I can see that my "even a child knows" claim got to you. GOOD!
*+=->I'll admit it was a little exageration, but if you think these people
*+=->going to be stumped with using a RAMdisk, or getting around that disk
*+=->swap "problem", then LORD HELP THEM when time comes to juggle memory
*+=->and CONFIG files on a PC. LORD HELP YOU if you can't realize this.

>
> (Right now we've got the interesting situation of a PC owner who came in
> looking for a way to transfer files to an ST, who was told by his Atari
> owning friend that they could NOT use the same floppy disks. Now the PC
> owner has to go back and convince his friend that his Atari has MORE
> capabilities than he thought it had... this "child" didn't know his ST had
> MS-DOS floppy compatibility.)

*+=->There's a sucker born every minute. Ever heard that? Perhaps this
*+=->"child" (love those quotes!) doesn't know his butthole from a hole
*+=->in the ground either. What difference does it make? Is this
*+=->with the "child" reference some attempt to refute my contention
*+=->that RAMdisks are simple, by trying to prove that humanity is stupid?

>
> >insulting someone, are we?

>
> Yup, I guess so... I usually try not to start anything, but I do tend to
> "answer in kind"...

*+=->He says he "usually tries not to start anything", but comes to
*+=->to comp.sys.atari TO ATARI BASH. Go figure.

>
> I know, it would be better to just think "sheesh, what a moron", and skip to
> the next message, but sometimes it's more fun this way...

*+=->You're not the only one who thinks that, mind you. However, I'd suggest
*+=->you skip not to the next message, but to the next newsgroup, like
*+=->comp.sys.IBM.PC (or equivalent) and conduct you Atari bashing there.

James

629. Re: Laughable question duckers!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-03 03:36:22 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3j62rm$m9b$1@mhade.production.compuserve.com>
Source record: 13470

>A SCSI floppy drive? Nope, no such animal.

Really...? I guess I better go out into Computer Room #4 and tell those
DEC TA91 tape drives to stop loading their boot floppys from that little
floppy drive with the 50 pin ribbon cable on it, since there's no such animal..

>No, but neither do the nonexistant SCSI floppy drives you're talking about.

Guess I better shut down the telecom network I'm dialling out on then, since
all the Motorola 68030 VME systems have those nonexistant SCSI floppy drives
on them too... darn.. it sure SEEMED like they all booted up the last time
we reloaded the network.

But if you say so...

BobR

(Incidentally then, just how IS anyone with a Falcon going to add a second
floppy drive, since there's no external floppy connector..?)

630. Re: Where can I get TECHREF For The Portfolio?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-03 03:39:28 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3j631g$m9b$2@mhade.production.compuserve.com>
Source record: 13471

Re: Technical refrences for the Portfolio

Probably the best source of info about what's available for the Atari Portfolio would be Don Thomas at Atari Corp.

Call them at (408) 745-2000 and ask for Don. He's heavily involved in their promotion of the Jaguar right now, but he's one of the most knowledgable people there is when it comes to the Port...

Tell him I said "Hi"...

BobR

631. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-03 06:56:46 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3j6eje$f77@paul.rutgers.edu>
Source record: 13349

sinclair@ins.infonet.net writes:

>In article <3it1ks$71j@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>>
>>Sinflop writes:
>>
>>>> New PMac release schedule according to Sinclap:
>>[Tsunami snipped]
>>>>>> Way too expensive!! You can get a fast Pentium for half that!!
>>>>>At 120-50 mhz?
>>>> At 60-90 MHz now. At 120-150 MHz by May.
>>>From first tier clones or third ones?
>>
>>Definitely from the third tier, probably from the second, definitely
>>not from the first (but no one in their right mind buys from IBM or
>>Compaq anyway).

>Exactly. So compare the Mac clones to the 2nd and 3rd tier ones. As for
>Compaq, there #1 worldwide with revenues topping $10 billion annual..

I do compare the Macs to the 2nd-tier PC clones. You obviously don't
know much about PC's, Sinclap, or you would realize that "2nd-tier"
PC's are often as good as or better than "1st-tier" ones. The 3rd
tier is mostly trash that should only be compared to other forms of
garbage.

True, Compaq is #1 with revenues, but that's because A) several major
corporations only buy from Compaq, and B) Compaq charges the highest
prices in the personal computer business. Most (normal) PC users,
however, don't buy Compaq because their machines, while generally good,
are just too expensive; and, in any case, Compaqs aren't much better
than the best of the 2nd-tier clones anyway.

>-Peter

* Tom Trauth

632. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-03 07:02:10 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3j6eti$f96@paul.rutgers.edu>
Source record: 13348

soupigf@enterprise.america.com (Matthew Gabriel) writes:

>trauth@paul.rutgers.edu (Thomas Trauth) writes:

>>Definitely from the third tier, probably from the second, definitely
>>not from the first (but no one in their right mind buys from IBM or
>>Compaq anyway).

> Bull. IBM and Compaq are the two largest PC manufacturers. They
>HAVE to be doing something right. And I would propose you would be STUPID
>not to buy a high-end system from a big company, with a reputation AND a
>customer service department.

I would propose that you would be STUPID not to buy a system from a 2nd-
tier cloner that is as good or better than a 1st-tier one but costs half
as much. Many 2nd-tier cloners are sizable companies with decent support
policies.

> BTW: You CAN buy a PPC system for less than $1600 with monitor, 8
>megs and 250meg hd. From the worlds largest manufacturer of personal
>computers.

And abondan all my PC software! NO THANKS!!
(I don't believe in emulation, BTW, so don't scream back:
"But it will all run under Softwindows!")

> SoupIsGood Food
Especially tomato..

* Tom Trauth

633. Re: Laughable question duckers!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-03 07:10:55 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3j6fdv$fb1@paul.rutgers.edu>
Source record: 13350

BobR <76702.1466@CompuServe.COM> writes:

>>WE'RE STILL WAITING TO HEAR HOW MUCH A MACINTOSH FLOPPY DRIVE COSTS.

>Er... you seem to be the only one who cares...

He's not the only one. I also want to know.

[Sunbird deleted]

>The cost of a Macintosh drive has nothing at all to do with anything that was
>discussed... of course it costs more than a PC drive. In addition to that
>HATED eject mechanism, it's also a SCSI drive, which always costs more.

What's a SCSI floppy?

>BobR

* Tom Trauth

634. Re: Laughable question duckers!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-03 11:02:41 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3j6t0hqui1@mhadg.production.compuserve.com>
Source record: 13473

>What's a SCSI floppy?

Hmm... suddenly we seem to have hit upon a technological concept that has a lot of people baffled...

A SCSI floppy is a floppy drive that sits on the SCSI buss, has a SCSI device number assigned to it, and serves up data from a floppy disk upon command from a SCSI bus master like a Motorola MVME 147-S controller.

In the case of the AutoNet terminal interface processors I was talking about earlier, the drives are Motorola MVME 884K devices, which are 2.88 Meg floppy drives with SCSI interfaces.

Although I don't have a Falcon to test one with, I'd assume it would work just fine as an external floppy drive for a Falcon too.

That's what a SCSI floppy is...

BobR

635. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-03 11:12:14 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3j6tiequi2@mhadg.production.compuserve.com>
Source record: 13474

>*+=->He says he "usually tries not to start anything", but comes to
*+=->to comp.sys.atari TO ATARI BASH. Go figure.

James, you seem to have completely lost it...

If you can't handle the concept that someone thinks PCs aren't as hard to use as you seem to find them, fine... but how you come to the conclusion that equates to "Atari bashing" is a little bit of a stretch.

Why not go take a nice pleasant walk around the block, breath deeply for a while, maybe go see a movie or something..?

BobR

636. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-03 22:15:16 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCDVDJWGUP@cabal.shnet.org>
Source record: 13358

In <3in5gk$f04$2@mhadg.production.compuserve.com> BobR wrote:

>>It's not a "piece of crap", it's just that it is an unnecessary feature.
>
>Hmmmm... you mean like those MIDI ports that I PAID FOR on my Atari STs, but
>never used for anything more than an occasional game of MIDIMaze..? (And have
>NEVER used on my STe..?)

I have used them for transferring data between an ST and a TT. They are
cheap, so I don't see any problems here.

>Like the VME bus slot that probably 99% of Atari owners paid for, but will
>never use..?

I got a Crazy Dots with High Colour Module in there, sheesh.

>It's just a design feature.. whether it's unnecessary depends on the personal
>point of view of the individual.

Both the examples you chose enhance the possible uses of the machine. In
what way is the Mac enhanced by a more complicated and more expensive disk
drive?

>The original assertion in this little discussion was that the Macintosh system
>is somehow unacceptable because it won't give the floppy disk back on demand.
>
>My assertion is that that particular argument is pretty stupid. It doesn't
>make the system run programs slower, or affect its graphics resolution or
>numerical accuracy.. all of which WOULD be serious considerations. It sounds
>to me like a minor whine from someone who can't really find anything serious
>to complain about.

Well, shall I start listing them?

>>What does a Mac replacement disk drive cost?
>
>I have no idea... and that really doesn't have much to do with this particular
>discussion.

It does have to do with it. An ordinary Shugart HD disk drive costs about
70,- DMs and I can get one _everywhere_. What does the Mac drive cost?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _

- On it's wings the rainbow's light it's flying to eternity. -)

637. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-03 22:18:02 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCDVDJWJUP@cabal.shnet.org>
Source record: 13360

In <0098CA9A.747DDD3C@netins.net> sinclair@netins.net wrote:

>In article <95059.131614STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>>James,
>>I try to be civil although there have been times when I've lashed
>>out at Sinclair :-). I just thought that maybe Sinclair would
>>answer to a simple question. I am truly interested in whether or
>>not he's seen a newer TOS. If not, on what authority does he make
>>statements as to System 7's superiority? Odds are, though, that
>>he'll whine about not having access to an Atari (as if this has
>>something to do with Newdesk's ease-of-use, features, etc).
>>BTW, James, I was glad to see that you're happy with your ST.
>>What system are you using?
>
>To a fellow Democrat. I have not seen the newer as well as the last version of
>TOS. But, I can tell from reading about it way back than, that it is not on par
>with System 7.5 in functionality and features.

Well, then, have you considered enhancing an Atari with some neat desktop
replacement, such as no|desk or Gemini? Have you even _seen_ one of these?
You can now try them on any 68030/040 Mac after running MagiCMac first.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

638. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-04 09:12:04 UTC
From: contacts@mits.mdata.fi
Message-ID: <3j9at4$j5c@prime.mdata.fi>
Source record: 13478

In article <3ir1egatc2@mhade.production.compuserve.com>,
BobR <76702.1466@CompuServe.COM> wrote:
>
>My point is that for me, and for probably 90% of Atari computer owners, the
>MIDI ports and the VME slot are "useless things".

I'd say that for 90% of the Atari users the MIDI ports has been the reason
to buy it in the first place. And those who have bought a TT or a Mega STe
the VME-slot is an important feature, there are some excellent video and
graphics cards for VME (did you know that by using 4 Matrix cards in one
VME-slot gives you ability to run 4 different realtime digitized videos
inside Calamus SL's frames for grabbing images?). Try that one one
PCI-slot. And by using a VME graphics card you have a true 64 bit graphics
bus - and it's really fast (I just saw a NOVA on my friends TT).

But of course, in England Atari-usage is a few years behind of the rest
of the Europe (eg. take a look what kind of applications are reviewed in
ST-Format) :-(It seems that ST-low is still the favourite resolution
in England, and Breakthru is considered a high-class MIDI application.
Sad.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.03/LotsOfMidistuff/200YearOldBass/Beer!!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

639. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-04 09:18:35 UTC
From: contacts@mits.mdata.fi
Message-ID: <3j9b9b$j5j@prime.mdata.fi>
Source record: 13479

In article <3irarn$6oe$1@mhadf.production.compuserve.com>,
BobR <76702.1466@CompuServe.COM> wrote:
>
>If there's a power failure, then all bets are off... on ANY system.

With Atari you just load the application again and continue working.
With a Mac, you'll start the Application, and wait for 10 minutes
when the program fixes lost swap-files etc (this is a real example
from Filemaker Pro). And there's always al sorts of scrap-files
left from different programs (also in Windows).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.03/LotsOfMidistuff/200YearOldBass/Beer!!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

640. Re: Laughable question duckers!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-04 10:22:48 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCEIBHWSUP@cabal.shnet.org>
Source record: 13482

In <Pine.SUN.3.91.950301234141.18264E-100000@PEAK.ORG> James Wood wrote:
>On 1 Mar 1995, BobR wrote:
>> By the way.. HOW MUCH DOES AN EXTERNAL FLOPPY DRIVE FOR A FALCON COST..??
>
>I don't know, nor do I care. The comparison was between a standard
>1.44Mb floppy mechanism (like what I have hooked up to my 8-bit Atari via
>the CSS Black Box/Floppy Board). Standard mechanism. I don't know what
>the Falcon uses because I don't have one.

The Falcon uses a standard HD (or ED) Shugart FDD internally. Exte5rnally,
you'll need - a power supply unit
- a case
- a cable
and, as the Falcon is only intended for single FDD use
- some tiny logic unit switching FD0/FD1 if needed (cheap).

>> (Here's a hint.. you have to use a SCSI drive on a Falcon)

Nope, you haven't. See above.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

641. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-04 10:26:12 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCEIBHWVUP@cabal.shnet.org>
Source record: 13483

In <Pine.SUN.3.91.950226092008.3698J-100000@PEAK.ORG> James Wood wrote:
>No, I believe it depends on a point of view of the rest of the industry.
>There are a lot of computer makers, and a lot of computers have been
>made. How about a list of those (besides Macintosh) that used the "no
>eject button" floppies?? Hmmmm??

The Sun SparcStations do. And as I've heard, these drives cost some
hundred dollars (2.88 megs).

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

642. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-04 14:40:48 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCEIBHATUP@cabal.shnet.org>
Source record: 13356

In <3ir27eatc3@mhade.production.compuserve.com> BobR wrote:

>On an Atari or a PC you have to jump to eject a floppy if you accidentally
>start to delete a file... on a Mac it puts the file into a trash can and
>doesn't actually delete it until you confirm that you really DID want to
>delete it.

Forcing you to throw anything away _twice_.

>If you think you can react fast enough to pop a disk before the FAT tables
>and directory get overwritten during a format anyway, you should be on some
>Olympic team or catching flies with chopsticks.

Or having some decent Desktop Formatter installed, e.g. under EASE,
Gemeini or MultiTOS I'd choose Kobold. These format track 80 first and end
with track 0, instead of destroying the FAT first, it comes last.

>Next time you're thinking that the Mac disk drive has an unnecessary feature,
>try popping a disk out of your Atari during a directory update, then quickly
>stick a DIFFERENT disk in it, just as someone in a hurry might do..
>
>Then try to use the second disk again...

Where's the problem? And: who'd do this?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

643. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-04 22:37:48 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Mar4.163748.39643@cobra.uni.edu>
Source record: 13484

In article <3j6eje$f77@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> sinclair@ins.infonet.net writes:
>
>>In article <3it1ks$71j@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth)
writes:
>>>
>>>Sinflop writes:
>>>
>>>>> New PMac release schedule according to Sinclap:
>>>[Tsunami snipped]
>>>>>>> Way too expensive!! You can get a fast Pentium for half that!!
>>>>>>At 120-50 mhz?
>>>>> At 60-90 MHz now. At 120-150 MHz by May.
>>>>From first tier clones or third ones?
>>>
>>>Definitely from the third tier, probably from the second, definitely
>>>not from the first (but no one in their right mind buys from IBM or
>>>Compaq anyway).
>
>>Exactly. So compare the Mac clones to the 2nd and 3rd tier ones. As for
>>Compaq, there #1 worldwide with revenues topping $10 billion annual..
>
> I do compare the Macs to the 2nd-tier PC clones. You obviously don't
> know much about PC's, Sinclap, or you would realize that "2nd-tier"
> PC's are often as good as or better than "1st-tier" ones. The 3rd
> tier is mostly trash that should only be compared to other forms of
> garbage.

I know as much as you think. Compaq has very competitive prices backed by a
nice warranty. Compaq will be announcing new lower prices this week and once
again under cut Dell and IBM. Compaq will have 75-90 mhz Pentium systems with
prices starting under $2000...

>
> True, Compaq is #1 with revenues, but that's because A) several major
> corporations only buy from Compaq, and B) Compaq charges the highest
> prices in the personal computer business. Most (normal) PC users,
> however, don't buy Compaq because their machines, while generally good,
> are just too expensive; and, in any case, Compaqs aren't much better
> than the best of the 2nd-tier clones anyway.

Compaq does not charge the highest prices...Compaq is very competitive and has
one of the best warranties in the business. Gateway makes nice PC's but their
service dept. sucks..

>
>
>>-Peter
>
>
> * Tom Trauth
>
>
>

Note new sig...

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
=

"I wouldn't know him if he walked in the room. I've got other things to with
my time."
-Barry Goldwater on Rush Limbaugh
---

644. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-04 22:39:55 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Mar4.163955.39644@cobra.uni.edu>
Source record: 13485

In article <3j6eti$f96@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> soupigf@enterprise.america.com (Matthew Gabriel) writes:
>
>>trauth@paul.rutgers.edu (Thomas Trauth) writes:
>
>>>Definitely from the third tier, probably from the second, definitely
>>>not from the first (but no one in their right mind buys from IBM or
>>>Compaq anyway).
>
>> Bull. IBM and Compaq are the two largest PC manufacturers. They
>>HAVE to be doing something right. And I would propose you would be STUPID
>>not to buy a high-end system from a big company, with a reputation AND a
>>customer service department.
>
> I would propose that you would be STUPID not to buy a system from a 2nd-
> tier cloner that is as good or better than a 1st-tier one but costs half
> as much. Many 2nd-tier cloners are sizable companies with decent support
> policies.
>
>> BTW: You CAN buy a PPC system for less than $1600 with monitor, 8
>>megs and 250meg hd. From the worlds largest manufacturer of personal
>>computers.
>
> And abondan all my PC software! NO THANKS!!
> (I don't believe in emulation, BTW, so don't scream back:
> "But it will all run under Softwindows!")

What PC software would you miss? The new Houdini board is more plug n play
than the real thing...

>
>
>> SoupIsGood Food
> Especially tomato..
>
>
>
> * Tom Trauth
>
>
>
>
>
>
>
>

>
>
>
>
>
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
=

"I wouldn't know him if he walked in the room. I've got other things to with
my time."
-Barry Goldwater on Rush Limbaugh
----

645. Re: Laughable question duckers!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-04 22:41:53 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Mar4.164153.39645@cobra.uni.edu>
Source record: 13486

In article <3j6fdv$fb1@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> BobR <76702.1466@CompuServe.COM> writes:
>
>>>WE'RE STILL WAITING TO HEAR HOW MUCH A MACINTOSH FLOPPY DRIVE COSTS.
>
>>Er... you seem to be the only one who cares...
>
> He's not the only one. I also want to know.

As i remember from the back pages of MacWeek, something like $50...

>
> [Sunbird deleted]
>
>>The cost of a Macintosh drive has nothing at all to do with anything that was
>>discussed... of course it costs more than a PC drive. In addition to that
>>HATED eject mechanism, it's also a SCSI drive, which always costs more.
>
> What's a SCSI floppy?
>
>
>>BobR
>
>
> * Tom Trauth

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
=

"I wouldn't know him if he walked in the room. I've got other things to with
my time."
-Barry Goldwater on Rush Limbaugh
----

646. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-04 22:48:27 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Mar4.164827.39646@cobra.uni.edu>
Source record: 13337

In article <FCDVDJWJUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
> In <0098CA9A.747DDD3C@netins.net> sinclair@netins.net wrote:
>
>>In article <95059.131614STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>>>James,
>>>I try to be civil although there have been times when I've lashed
>>>out at Sinclair :-). I just thought that maybe Sinclair would
>>>answer to a simple question. I am truly interested in whether or
>>>not he's seen a newer TOS. If not, on what authority does he make
>>>statements as to System 7's superiority? Odds are, though, that
>>>he'll whine about not having access to an Atari (as if this has
>>>something to do with Newdesk's ease-of-use, features, etc).
>>>BTW, James, I was glad to see that you're happy with your ST.
>>>What system are you using?
>>
>>To a fellow Democrat. I have not seen the newer as well as the last version of
>>TOS. But, I can tell from reading about it way back than, that it is not on par
>>with System 7.5 in functionality and features.
>
> Well, then, have you considered enhancing an Atari with some neat desktop
> replacement, such as no|desk or Gemini? Have you even _seen_ one of these?
> You can now try them on any 68030/040 Mac after running MagiCMac first.

Does it matter, when Atari is out of the computer business? Next month Apple
will began introducing new price/performance putting the $1300 Falcon on the
bottom for price/performance.

The question was can you moraly advocate a ST to a new user despite the better
postures on the other platforms?

Scot's answer was yes... So I refuted him...

>
> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O
> -- /
> - In the sky a mighty eagle doesn't care about what's illegal - _
> - On it's wings the rainbow's light it's flying to eternity. -)

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the

The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
=

"I wouldn't know him if he walked in the room. I've got other things to with
my time."
-Barry Goldwater on Rush Limbaugh
---

647. OH NO!!! NOT ANOTHER SINFLOP ACCOUNT!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-05 01:21:19 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3jb3mf$583@paul.rutgers.edu>
Source record: 13359

sinclair@netins.net writes:
^^^^^^

>The quote from Nintendo's lawyer "Atari competed on the cheap."
>-Peter

WHAT!! Yet another Sinclap account!!
What's going on here??

Could it be that Sinclap actually managed to get himself
kicked off netcom (not an easy task)?
Or could it be that he, regardless of the expense, wants
to ensure himself Internet access by acquiring as many
accounts as possible?
Or is he doing this as a dirty trick to everyone who has
his other accounts on their kill files?

What is the answer??
I don't know.
Your guess is as good as mine...

* Tom Trauth

648. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-05 01:29:24 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3jb45k$73v@paul.rutgers.edu>
Source record: 13355

sinclap2954@cobra.uni.edu writes:

>> And abondan all my PC software! NO THANKS!!
>> (I don't believe in emulation, BTW, so don't scream back:
>> "But it will all run under Softwindows!")

>What PC software would you miss? The new Houdini board is more plug n play
>than the real thing...

Are you saying that an add-in board in more PC-compatible than a genuine PC is!? I'd hope not since that makes no sense whatsoever.

In any case, a Pentium-based PC is MUCH less expensive than a PowerMac+Houdini combo. I will never buy a Mac until it has an optional command-line file interface. (GUIs are fine for most things (like spreadsheets) and nearly indispensible in others (like word processors) but in file management they're downright annoying because they hide too many important details).

* Tom Trauth

649. Re: Laughable question duckers!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-05 03:28:13 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jbb4dpgv1@mhade.production.compuserve.com>
Source record: 13341

The Falcon can use an external Floppy disk drive, but there is no external floppy connector as in the ST series. By connecting a SCSI floppy, and using SCSI drivers, you can get the functionality of a second floppy drive.

There was a lot of talk about this when the Falcon came out, and one of the suggestions was to use a 20 Megabyte magneto-optical drive that can read and write 1.44 Meg floppies as well as the 20 Meg MO disks.

That would certainly work, and would be ideal for making backups of the hard drive, but unfortunately costs something like $350. Purple Mountain (in Oregon, I believe) was selling complete units for this price.

Also, as Thorsten indicated, the cost for an external floppy is more than just the bare drive itself, as you need some kind of case and power supply for it, plus the cables and connectors to hook it up.

BobR

650. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-05 03:39:24 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jbbpcpgv2@mhade.production.compuserve.com>
Source record: 13342

The problem of lost TMP files and other temporary storage files being damaged during a power failure (or hitting reset when the system isn't ready for it) is very common, on any computer of any complexity.

A normal ST doesn't use a swap file for virtual memory, so obviously there will never be a problem of damaged swap files. However, any ST application that creates TMP files will have the same problem of "scrap-files left from different programs" if it's interrupted before it can delete those files normally, whether it's because the power failed, or because the reset button was pressed.

Also, if power fails or the reset button is pressed when the ST is updating the FAT tables on the disk, most likely it will result in lost clusters, and possibly cross-linked clusters.

The only safe way of avoiding power failure problems is to use an uninterruptible power supply so disk access can complete, and applications can shut down before the computer dies.

On a computer without some kind of shutdown management, there is no way to protect against the reset button being pressed.

BobR

651. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-05 03:55:12 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jbcn0pgv3@mhade.production.compuserve.com>
Source record: 13343

This really is getting a little silly, don't you all think..?

Thorsten uses the VME slot for a VERY EXPENSIVE upgrade to his system, and has used the MIDI ports for a data transfer medium.

That's cool.. those are two uses for the two features that *I* personally find useless.

My point here is that relatively VERY FEW owners of Atari systems DO use these ports for anything at all, thus the extra cost of adding the components for them is wasted.

Thorsten and others consider the power-eject feature of the Macintosh as being useless, and as needlessly adding cost to the computer.

At least it's something that gets used by EVERY owner of the machine, and *may* have helped save some files.

Can I definately point to how many Mac owners may have been saved at one time or another from damaging files or directories..? Of course not.. no more than anyone can tell if their surge surpressor is saving their equipment from power spikes.

But that is the intended use of the power-eject floppy drive.

If you don't like power-eject drives, and have a really deep seated loathing of them, then don't buy a Mac.

If I really, really thought the money wasted on MIDI ports and VME slots was a serious drawback, I wouldn't have bought any STs.

BobR

652. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-05 04:15:30 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jbdt2pgv4@mhade.production.compuserve.com>
Source record: 13345

Oh, I definately do agree that wonderful things CAN be done with the VME slot on Mega STes, and TTs.. just as some people have used the MIDI ports for some pretty good things...

But.. I know thousands of people all over the world who own Atari computers, and the absolute number of those "average" computer owners who are using those features is VERY small.

I think the availability of the MIDI ports *may* have been an additional inducement in many peoples' minds when considering an ST, just like having "chrome reversed dipsticks" on a car may swing the sale one way or the other.. but VERY few people have actually USED the MIDI ports for anything useful.

The ST was pushed for a while as a platform for musicians, and it found very good acceptance in that niche market. It used to be fun to pull friends over to the areas in record stores where I knew the artists had used STs in the production of their music and point out in the credits the "Thanks to Atari and Dr. T's software" on the jackets... yes, that's a great use for the MIDI ports... but..

Out of the 1 or 2 million Atari computers in the world, just how many professional musicians do you think are using them..? From my observations, not many. And every one of the "Average Joes" who don't use the MIDI ports were forced to pay for them, just like the musicians who DO use them.

The reasons for buying Atari computers have included their cost/performance ratio, their ease of use, their colorful graphics, the built-in and easily used GUI.. and VERY minorly, the availability of MIDI ports that might, maybe someday, be used for a game of MIDImaze, and which for the most part will just sit there unused.

Again.. I'm not saying these are completely useless features, just that for me, and most of the people I know, they are not used for anything.

BobR

653. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-05 04:34:34 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jbf0qpgv5@mhade.production.compuserve.com>
Source record: 13346

>>Next time you're thinking that the Mac disk drive has an unnecessary feature,
>>try popping a disk out of your Atari during a directory update, then quickly
>>stick a DIFFERENT disk in it, just as someone in a hurry might do..

>>Then try to use the second disk again..

>Where's the problem? And: who'd do this?

Ask anyone who's ever been the Disk Librarian for an Atari Users Group if
they've ever ruined a disk copy by mixing up the copy and original disks..
it happens...

Also, does the OS check for the serial number of a disk reinserted during a
directory update..? If not, the directory from the first disk will get
written on the second disk, ruining it. I know that many replacement 3.5 inch
floppy drives used to replace single sided drives had the problem of the
system not recognizing a media change, making it dangerous to be switching
disks at all without manually forcing a re-read of the directory.

>> ... emptying the Mac "trashcan"...
>Forcing you to throw away anything _twice_.

That's called a "confirmed delete". On the ST it's equivalent to being
forced to click on YES, you really want to delete the file. (Sure you can
live dangerously and turn that feature off, but having it on is a "confirmed
delete", just like having to "empty the trash" on a Mac.)

In a perfect world, everyone would do everything right and never need seat
belts or confirmed deletes to be sure they really, really wanted to delete
a file. In the "real world" a large part of the duties of the Operations
staff at work is doing file restores for people who "accidentally" deleted
files from the mainframes, even WITH a confirmed delete feature asking them
if they really, really wanted to kill the file.

The "trash can" metaphor is consistant with the rest of the Macintosh desktop,
and follows its design philosophy of trying to make the use of a computer
easier for people not used to them.

BobR

654. Falcon second floppy drive

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-05 15:39:16 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199503051539.JAA04630@mail.cs.utexas.edu>
Source record: 13352

>By the way.. HOW MUCH DOES AN EXTERNAL FLOPPY DRIVE FOR A FALCON COST..??
>(Here's a hint.. you have to use a SCSI drive on a Falcon)

It is possible to hook up a standard floppy mechanism as the second floppy drive to the Falcon. The Falcon FDC allows it, although there isn't any connector, so you have to make your own one. If you do it, SCSI drives won't be necessary.

BTW: I am Falcon user and I personally think, that a second floppy drive isn't necessary at all, as long as you have a hard drive and/or the LAN-connection with another computer.

Regards.

Konrad
conradus@plearn.edu.pl

655. Re: OH NO!!! NOT ANOTHER SINFLOP ACCOUNT!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-05 17:27:43 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Mar5.112743.39679@cobra.uni.edu>
Source record: 13357

In article <3jb3mf$583@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>
>
>
> sinclair@netins.net writes:
> ^^^^^^
>
>>The quote from Nintendo's lawyer "Atari competed on the cheap."
>>-Peter
>
> WHAT!! Yet another Sinclap account!!
> What's going on here??

It's a figment of your imagination.

>
> Could it be that Sinclap actually managed to get himself
> kicked off netcom (not an easy task)?
> Or could it be that he, regardless of the expense, wants
> to ensure himself Internet access by acquiring as many
> accounts as possible?

Nope. I have just two...

> Or is he doing this as a dirty trick to everyone who has
> his other accounts on their kill files?
>
> What is the answer??
> I don't know.
> Your guess is as good as mine...

What ever...
>

>
> * Tom Trauth
>
>
>
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!

=

"I wouldn't know him if he walked in the room. I've got other things to with
my time."
-Barry Goldwater on Rush Limbaugh
---

656. (fwd) another message against S. 314

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-05 17:35:12 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <9c8_9503060230@sherwd.fidonet.org>
Source record: 13370

```
* Original Echo Area: Archives
* Original Message by: Rich Tietjens of 1:106/6969
* to: All

* Original Echo Area: Houston Sysop
* Original Message by: Paul Elliott of 1:106/88
* to: All

From: paul.elliott@hrnowl.lonestar.org (Paul Elliott)
Newsgroups: fido.housysop, houston.efh.talk, houston.internet.providers,
tx.politics
Subject: (fwd) another message against S. 314

Subject: WAKE UP, NET CITIZENS!
Hello there,

Give me about two minutes of your time here for a very serious problem
that is going to affect all of us. I've spent the entire day reading
through Senate Bill 314, the so-called "Communications Decency Act of
1995", as well as hundreds of pages of reviews, commentaries, and
impact analysis. This bill is going to be attached to another
communications regulation bill which is favored by many members of the
Congress. (The entire issue should come to discussion in early March!)

Long story short, if you post anything "indecent or obscene" at any
point on the Internet or on any BBSs after this Bill passes, you could be
fined $100,000 and jailed up to two years. Furthermore, whichever service
transmits your message -- whether it is a university or a commercial
provider -- will also be fined $100,000 PER DAY that the message is
publicly accessible.

For those that don't know this, the Internet itself is comprised of
thousands of individually-owned networks all connected together. For
example, I am building my own small network with my own computers, and
will then pay Netcom about $1,000 per month to have it connected to their
network, which is in turn connected to other networks--- creating the
Internet we all use. When a message such as this one is sent out, it
travels from network to network to network until it reaches its intended
audience. UNDER S.314, EVERY PROVIDER TRANSMITTING AN OBSCENE OR INDECENT
MESSAGE IS CRIMINALLY LIABLE.

If this bill is passed, huge sections of the World Wide Web (WWW) will
shut down almost immediately. Usenet groups will be severely restricted,
because anything "indecent", annoying, or harrassing--statements like "the
Holocaust never happened" for example--could be illegal. Most Net BBSs
like ISCA or NAILS could cease to exist since live chats can't be censored.
```

American ftp sites will be strongly restricted, and access to foreign sites could be prohibited altogether. And many providers will either screen each individual message for content, or more likely, simply close up shop and leave. In the end, the Internet will be pratically worthless, compared to the vast resource it is now.

And for those of you who enjoy Internet mailing lists, these lists will almost definitely end with the passage of this bill. Why? Because after the passage of this bill, anything potentially offensive to *anyone* reading a list will hold the author or list manager criminally liable. Most mailing lists on the Net are free, and probably can't afford the risk of publishing something offensive.

I know a lot of the "petitions" going around are rather difficult to understand, and I hope this message makes things a little clearer, and make you understand why it is so important for you to ACT NOW.

"Authority has always attracted the lowest elements in the human race. All through history, mankind has been bullied by scum. Those who lord it over their fellows and toss commands in every direction and would boss the grass in the meadow about which way to bend in the wind are the most depraved kind of prostitutes. They will submit to any indignity, perform any vile act, do anything to achieve power. The worst off-sloughings of the planet are the ingredients of sovereignty. Every government is a parliament of whores.
"The trouble is, in a democracy the whores are us."

--P.J. O'Rourke,
Parliament of Whores

(1) IF YOU OR YOUR FRIENDS OPPOSE THIS BILL...
If you haven't already signed another petition floating around on the Internet now, then get as many names and addresses and email them to me at <stan@rain.org>.
Please send me:
- your name
- your email address
- whether or not you are a US citizen
(Non-US citizens may still sign!)

(2) IF YOU WANT MORE INFORMATION ABOUT S.314...
Point your Web browser at http://www.wookie.net/~slowdog/ or just write to me and ask for info. I've got the text of the bill itself, as well as stuff from PCWEEK, Newsweek, a CNN transcript of debate on the bill, and various papers of analysis. Yours for the asking.

(3) FORWARD THIS TO *EVERYONE* YOU KNOW...
Don't let the Internet go to hell while you sit by and watch. Send this message to everyone you know so that they too can know about this threat to our freedom. Chances are, they'll thank you for it. And if they find it offensive?

Well, at least that's not illegal... YET.

John Stanforth Jacobs
Editor, Moonlit Thoughts At Three A.M.

- --

.-,
___| |. ____ _ ___,
/ __|__|/ _ '\ '__ | J. Stanforth Jacobs <stan@rain.org>
__ \ |_| (_\ | | | | dynaSoft Technologies Inc.
|___/______/_|_| |_| P.O. Box 3486, Camarillo CA 93011

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

657. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-05 17:37:23 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Mar5.113723.39680@cobra.uni.edu>
Source record: 13361

In article <3jb45k$73v@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> sinclap2954@cobra.uni.edu writes:
>
>
>>> And abondan all my PC software! NO THANKS!!
>>> (I don't believe in emulation, BTW, so don't scream back:
>>> "But it will all run under Softwindows!")
>
>>What PC software would you miss? The new Houdini board is more plug n play
>>than the real thing...
>
>
> Are you saying that an add-in board in more PC-compatible than a
> genuine PC is!? I'd hope not since that makes no sense whatsoever.

PowerMac plus Houdini(with soundblaster) is truly plug n' play. My Library has
one of the earlier Quadra 610 DOS compatible one. It was my job to unpack the
sucker and set it up. Very nice integration. The Houdini II will be even
nicer. My new boss wants to add more Macs(powerMac ones) in the library and
asked my opinion about it. He is the Head, Library Technologies and Systems
director....

>
> In any case, a Pentium-based PC is MUCH less expensive than a
> PowerMac+Houdini combo. I will never buy a Mac until it has an
> optional command-line file interface. (GUIs are fine for most
> things (like spreadsheets) and nearly indispensible in others
> (like word processors) but in file management they're downright
> annoying because they hide too many important details).

Eh, ever heard of Apple Script. Your into file management... As for the
PowerMac+ Houdini board is still cheaper than a Pentium plus Powermac systems.
The Houdini board adds only $500 - $600(w/soundblaster) to the PowerMac..

>
>
> * Tom Trauth
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
=

"I wouldn't know him if he walked in the room. I've got other things to with
my time."
-Barry Goldwater on Rush Limbaugh
---

658. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-05 19:13:11 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3jd2g7$dj8@ccshst05.cs.uoguelph.ca>
Source record: 13347

```
: I think the availability of the MIDI ports *may* have been an additional
: inducement in many peoples' minds when considering an ST, just like having
: "chrome reversed dipsticks" on a car may swing the sale one way or the
: other.. but VERY few people have actually USED the MIDI ports for anything
: useful.

You're not a musician, are you Bob?

: Out of the 1 or 2 million Atari computers in the world,

Last I heard, the ST Base was at 3.5 million. Lots of XL's and
XE's floating around, though not many ST's or XL/XE's are in use these
days.

>> Mark <<

--
================================================================================
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"

*** OLD BUT FUN COLLECTION ***
(Atari 7800, Atari Lynx, Sega Master System, Tandy Colour Computer 3)
================================================================================
```

659. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-05 20:37:40 UTC
From: soupigf@enterprise.america.com
Message-ID: <3jd7ek$otd@enterprise.america.com>
Source record: 13366

trauth@paul.rutgers.edu (Thomas Trauth) writes:

>sinclap2954@cobra.uni.edu writes:

>>What PC software would you miss? The new Houdini board is more plug n play
>>than the real thing...

>Are you saying that an add-in board in more PC-compatible than a
>genuine PC is!? I'd hope not since that makes no sense whatsoever.

In a word, yes. It does not run OS/2 or Linux yet, but all it
would take is a system mod utility.

>In any case, a Pentium-based PC is MUCH less expensive than a
>PowerMac+Houdini combo.

And what leads you to this conclusion? The Houdini card is only a
few hundred, and you can get faster solutions from Rely for even cheaper.
Two systems for the price of one, definitely more cost-effective than a
single CPU system.

I will never buy a Mac until it has an
>optional command-line file interface. (GUIs are fine for most
>things (like spreadsheets) and nearly indispensible in others
>(like word processors) but in file management they're downright
>annoying because they hide too many important details).

Utter bullshit. There is NOTHING a CLI can do that a GUI can't do
faster and easier. Even so, you can run Applescript and Perl on the Mac,
propelling it far in front of Unix command line shells for file
management.

>* Tom Trauth

SoupIsGood Food

660. Macs are too expensive! Even Sinclap admits it!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-06 01:24:43 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3jdo8r$itc@paul.rutgers.edu>
Source record: 13351
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

Our friend Peter Sinflop posted the following in c.s.powerpc
recently. In this post he basically admitted what I've been
saying all along: Macs are expensive compared to PCs.

Path: igor.rutgers.edu!newsserver.jvnc.net!yale.edu!spool.mu.edu!howland.reston.ans.net!ne
ws.cac.psu.edu!news.pop.psu.edu!hudson.lm.com!godot.cc.duq.edu!news.duke.edu!solaris.cc.vt
.edu!insosf1.infonet.net!usenet
From: sinclair@ins.infonet.net
Newsgroups: comp.sys.powerpc
Subject: Apple needs a low cost PowerMac system..
Date: 25 Feb 1995 02:09:59 GMT
Organization: INS Info Services, Des Moines, IA USA
Lines: 6
Message-ID: <3im3hn$6p6@insosf1.infonet.net>
Reply-To: sinclair@ins.infonet.net
NNTP-Posting-Host: ins.infonet.net

I paid a visit to the local Wal-Mart in Cedar Falls, IA. today. The computer section had a
Packard Bell Pentium(60 mhz) system - PCI bus, 420 meg hd, 8 megs ram, keyboard, mouse, 16
bit sound card, 2x cdrom, 28 dpi color monitor and software bundle. The cheapest PowerMac
Performa bundle I have seen is $2300. Apple needs to reduce that bundle from $1800-$2000.

As if that wasn't enough of a public admission that Macs are too
expensive, he also posted this:

Path: igor.rutgers.edu!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!hudson.lm.com
!netline-fddi.jpl.nasa.gov!nntp.et.byu.edu!news.kei.com!news.mathworks.com!solaris.cc.vt.e
du!insosf1.infonet.net!usenet
From: sinclair@ins.infonet.net
Newsgroups: comp.sys.powerpc
Subject: Re: Apple needs a low cost PowerMac system..
Date: 25 Feb 1995 17:30:17 GMT
Organization: INS Info Services, Des Moines, IA USA
Lines: 61
Message-ID: <3inpf9$s08@insosf1.infonet.net>
References: <3im3hn$6p6@insosf1.infonet.net> <3imk2p$lbe@hermes.louisville.edu>
Reply-To: sinclair@ins.infonet.net
NNTP-Posting-Host: ins.infonet.net

In article <3imk2p$lbe@hermes.louisville.edu>, mfkraf01@starbase.spd.louisville.edu (Matt Fredrick Kraft) writes:
>
> I don't know what you are talking about.
>
> I bought my powerpc 6100/60 from apple direct with a college student
> discount for somewhere around $1600 without mon/key
>
> It had the minimun 8/160 config. It runs great.
>
> Here is some advice. Buy apple direct. I don't have the number
> handy but they will tell it to you on 1-800-sos-appl. If you buy
>
> A.- the performa line of powerpc you are foolish. You pay a few
> thousand extra dollars for the honer of shopping at WalMart. It
> isn't like they could fix it if something went wront. No matter who
> you buy it from apple direct you will get the same fast service
> that they give WalMart.
>
> B.- also when you get the computer it will have the nameplate
> powerpc 6100/60 on it and not a geeky name like performa....
> ooooooaooohhhh. performa!
>
> I payed a total of $2000 dollars six months ago for a
>
> 6100/60 8/160
> 14" RGB
> Apple ajustable kyb. (the really cool space cadet board)
>
> Call apple there are great to buy from (as opposed to WalMart and
> Microsoft) by now I would guess that you could get a full setup
> 6100/60 not the new 66 for $1800. Who know. Yes it is the low end
> model buyt what do expect for that money.
>
> also... I have used the 7100 and 8100 and they arn't THAT much faster
> The VRAM and Ram Cache are the only big deal.
> oh well

The Packard Bell Pentium system had a cost of $1869 with cdrom, monitor and software bundle. The PowerMac 6100/66 costs $1689(street) with out monitor, keyboard, cdrom and software bundle. Apple has a Performa 6100/60 bundle starting at $2300. Apple needs to drop that bundle down to $1800-$2000 for competitive reasons.

>
>____
>Matt Kraft-- --Engineering Math and Computer Science-- University of Louisville
>mfkraf01@starbase.spd.louisville.edu || http://www.spd.louisville.edu/~mfkraf01/
>____
>
>

-Peter

If even Sinclap, Apple Worshipper #1, admits it, then it must be true..
MACS ARE TOO EXPENSIVE!!
Thank you for clearing that up Sinflop.

* Tom Trauth
* Macs are too expensive!
* Even Sinflop admits it!

661. A message for Scott Tirrell

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-06 02:03:14 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3jdqh2$ioi@ccshst05.cs.uoguelph.ca>
Source record: 13368

Scott,

If you're out there, I just wanted to let you know that I
received "Gauntlet." Thanks!

>> Mark <<

--
==========
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"

*** OLD BUT FUN COLLECTION ***
(Atari 7800, Atari Lynx, Sega Master System, Tandy Colour Computer 3)
==========

662. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-06 04:11:42 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3je21u$c0g$1@mhadg.production.compuserve.com>
Source record: 13353

>You're not a musician, are you Bob?

Nope.. and I could count the number of ST owners I know who ARE musicians on the fingers of both hands.

Surprisingly enough, Charles F. Johnson, one of the two CodeHeads who have created much of the most innovative Atari ST software is also an accomplished musician.. he's toured with Hiroshima and Al Jarreau.. that's one..

There are one or two current members of the Atari Forums who do music professionally... that's two or three..

In addition, there may be a few more who haven't specifically mentioned it, although there are music related message topics which come up now and then, and the responses are very small in relation to the entire member base.

That's my point here.. yes there are people who use the MIDI ports, but it's no way 90% of ST owners.. it's not even likely 10%. Most people probably looked at them when they took the ST out of the box and then forgot they even existed.

It's not a really big deal... I really don't care that I had to pay for them and never use them.. the rest of the computer is good enough that I can just forget about them.

But.. to me and a "large percentage" of ST owners they're useless, just as the argument was presented that the power-eject mechanism on the Mac floppy is useless.

My answer to that is.. So What..?

All computers have features that are more or less useful to individuals. These individuals don't like the power-eject, and I have no use for MIDI ports.

>>Out of the 1 or 2 million Atari computers in the world...

>Last I heard, the ST base was at 3.5 million...

Yes.. I should have said Atari STs in the world... the last figure I'd heard for ST sales was around 2 million. There have been some "closeout" sales of STFM packages in Europe since then, and people have reported seeing them on the "Home Shopping Club", so the number of units sold is probably higher than that now.

I seriously doubt there is anywhere near that number still in use however.

One friend of mine has turned his faithful old Atari 800 into a planter.. he took the guts out and opened the memory compartment, then filled it with dirt.

Almost broke my heart...

But it makes me wonder how many are still in use, and how many are dust magnets at the bottom of closets... or planters.

BobR

663. Re: Laughable question duckers!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-06 05:14:16 UTC
From: steveg@phantom.com
Message-ID: <3je5n8$mqr@dockmaster.phantom.com>
Source record: 13362

BobR (76702.1466@CompuServe.COM) wrote:
: >A SCSI floppy drive? Nope, no such animal.
: Really...? I guess I better go out into Computer Room #4 and tell those
: DEC TA91 tape drives to stop loading their boot floppys from that little
: floppy drive with the 50 pin ribbon cable on it, since there's no such animal..

Sorry, I've never heard of these things - and certainly not in the
modern personal computer market, which is what the discussion is about here.

664. Re: Macs are too expensive! Even Sinclap admits it!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-06 05:57:52 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Mar5.235752.39711@cobra.uni.edu>
Source record: 13354
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <3jdo8r$itc@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>
> Our friend Peter Sinflop posted the following in c.s.powerpc
> recently. In this post he basically admitted what I've been
> saying all along: Macs are expensive compared to PCs.
>
> --
>
> Path: igor.rutgers.edu!newsserver.jvnc.net!yale.edu!spool.mu.edu!howland.reston.ans.net!news.cac.psu.edu!news.pop.psu.edu!hudson.lm.com!godot.cc.duq.edu!news.duke.edu!solaris.cc.vt.edu!insosf1.infonet.net!usenet
> From: sinclair@ins.infonet.net
> Newsgroups: comp.sys.powerpc
> Subject: Apple needs a low cost PowerMac system..
> Date: 25 Feb 1995 02:09:59 GMT
> Organization: INS Info Services, Des Moines, IA USA
> Lines: 6
> Message-ID: <3im3hn$6p6@insosf1.infonet.net>
> Reply-To: sinclair@ins.infonet.net
> NNTP-Posting-Host: ins.infonet.net
>
> I paid a visit to the local Wal-Mart in Cedar Falls, IA. today. The computer section had a Packard Bell Pentium(60 mhz) system - PCI bus, 420 meg hd, 8 megs ram, keyboard, mouse, 16 bit sound card, 2x cdrom, 28 dpi color monitor and software bundle. The cheapest PowerMac Performa bundle I have seen is $2300. Apple needs to reduce that bundle from $1800-$2000.
>
>
> --
>
>
> As if that wasn't enough of a public admission that Macs are too
> expensive, he also posted this:
>
>
> --
>
> Path: igor.rutgers.edu!newsserver.jvnc.net!news.cac.psu.edu!news.pop.psu.edu!hudson.lm.com!netline-fddi.jpl.nasa.gov!nntp.et.byu.edu!news.kei.com!news.mathworks.com!solaris.cc.vt.edu!insosf1.infonet.net!usenet
> From: sinclair@ins.infonet.net
> Newsgroups: comp.sys.powerpc
> Subject: Re: Apple needs a low cost PowerMac system..

> Date: 25 Feb 1995 17:30:17 GMT
> Organization: INS Info Services, Des Moines, IA USA
> Lines: 61
> Message-ID: <3inpf9$s08@insosf1.infonet.net>
> References: <3im3hn$6p6@insosf1.infonet.net> <3imk2p$lbe@hermes.louisville.edu>
> Reply-To: sinclair@ins.infonet.net
> NNTP-Posting-Host: ins.infonet.net
>
> In article <3imk2p$lbe@hermes.louisville.edu>, mfkraf01@starbase.spd.louisville.edu
(Matt Fredrick Kraft) writes:
>>
>> I don't know what you are talking about.
>>
>> I bought my powerpc 6100/60 from apple direct with a college student
>> discount for somewhere around $1600 without mon/key
>>
>> It had the minimun 8/160 config. It runs great.
>>
>> Here is some advice. Buy apple direct. I don't have the number
>> handy but they will tell it to you on 1-800-sos-appl. If you buy
>>
>> A.- the performa line of powerpc you are foolish. You pay a few
>> thousand extra dollars for the honer of shopping at WalMart. It
>> isn't like they could fix it if something went wront. No matter who
>> you buy it from apple direct you will get the same fast service
>> that they give WalMart.
>>
>> B.- also when you get the computer it will have the nameplate
>> powerpc 6100/60 on it and not a geeky name like performa....
>> ooooooaooohhhh. performa!
>>
>> I payed a total of $2000 dollars six months ago for a
>>
>> 6100/60 8/160
>> 14" RGB
>> Apple ajustable kyb. (the really cool space cadet board)
>>
>> Call apple there are great to buy from (as opposed to WalMart and
>> Microsoft) by now I would guess that you could get a full setup
>> 6100/60 not the new 66 for $1800. Who know. Yes it is the low end
>> model buyt what do expect for that money.
>>
>> also... I have used the 7100 and 8100 and they arn't THAT much faster
>> The VRAM and Ram Cache are the only big deal.
>> oh well
>
>
> The Packard Bell Pentium system had a cost of $1869 with cdrom, monitor and
> software bundle. The PowerMac 6100/66 costs $1689(street) with out monitor,
> keyboard, cdrom and software bundle. Apple has a Performa 6100/60 bundle

> starting at $2300. Apple needs to drop that bundle down to $1800-$2000 for
> competitive reasons.
>
>
>>
>>____
>>Matt Kraft-- --Engineering Math and Computer Science-- University of Louisville
>>mfkraf01@starbase.spd.louisville.edu || http://www.spd.louisville.edu/~mfkraf01/
>>____
>>
>>
>
>
> -Peter
>
>
> ---
>
>
> If even Sinclap, Apple Worshipper #1, admits it, then it must be true..
> MACS ARE TOO EXPENSIVE!!
> Thank you for clearing that up Sinflop.

It was pointed out to me that the Packard Bell is a substandard piece of sh t..
However not all Macs are expensive, The Performa 575 is down to $1499 and the
Performa 630 cdrom bundle is down to $1799. Apple will also will increase the
price/performance next month.. The Performa 6100 line is over priced because
it's the 60 mhz one and not the 66 mhz one..

>
>
>
> * Tom Trauth
> * Macs are too expensive!
> * Even Sinflop admits it!

Not all Macs..

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
=

"I wouldn't know him if he walked in the room. I've got other things to with
my time."
-Barry Goldwater on Rush Limbaugh

>
>

>
>
>
>
>
>
>
>

665. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-06 08:02:31 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <3jefin$lib@ucthpx.uct.ac.za>
Source record: 13363

In <3jd2g7$dj8@ccshst05.cs.uoguelph.ca> mrathwel@uoguelph.ca (Mark Rathwell) writes:

>: I think the availability of the MIDI ports *may* have been an additional
>: inducement in many peoples' minds when considering an ST, just like having
>: "chrome reversed dipsticks" on a car may swing the sale one way or the
>: other.. but VERY few people have actually USED the MIDI ports for anything
>: useful.

> You're not a musician, are you Bob?

>: Out of the 1 or 2 million Atari computers in the world,

> Last I heard, the ST Base was at 3.5 million. Lots of XL's and
>XE's floating around, though not many ST's or XL/XE's are in use these
>days.

Just as a point of interest, here in South Africa, in the greater Cape Town
area, we have a usergroup of around 200 registered ST users...
Of wich 160 use their MIDI ports on a regular basis... they're musos.
The number of ST users in Cape Town is however more than 200, I only know
of the *registered* ones...

At last knowledge (1994 june), the registered ST userlist for South Africa
was standing close to 3000 (something like 29xx, close enough.)
If my sources are false, I'll gladly try to prove them correct, with
Real Information, and *not* 'I thinks'...

Just my $0.02

BuzMack the Terrible

666. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-06 16:49:01 UTC
From: graham@insignia.co.uk
Message-ID: <D512pq.Fy3@isltd.insignia.com>
Source record: 13369

In article otd@enterprise.america.com, soupigf@enterprise.america.com (Matthew Gabriel) writes:
>trauth@paul.rutgers.edu (Thomas Trauth) writes:
>> I will never buy a Mac until it has an
>>optional command-line file interface. (GUIs are fine for most
>>things (like spreadsheets) and nearly indispensible in others
>>(like word processors) but in file management they're downright
>>annoying because they hide too many important details).
>
> Utter bullshit. There is NOTHING a CLI can do that a GUI can't do
>faster and easier. Even so, you can run Applescript and Perl on the Mac,
>propelling it far in front of Unix command line shells for file
>management.
>

Rubbish.

For a trained typist a GUI just gets in the way. A GUI is a finished restricting tool that usually can do no more than its designer intended, requires a Graphical Interface and a real User to drive it. A command line shell is a programming language and as such can be used to access and enhance the facilites of the O/S in an indefinitely extensible fashion.

The GUI can be advantageous in accelerating the initial learning curve for certain applications especially those that are used infrequently, those where considerable validation is required in their use or those where the mouse is the primary input device.

For bashing text or other situation where the keyboard is the primary input mechanism a GUI slows you down. Moving ones hand from keyboard to mouse, using it and moving back to the keyboard involves a change of focus and significant hand movement (equivalent to a cache miss?)

I use each one as I find it appropriate. Perhaps if someone were to design a keyboard for singlehanded use then one might be tempted to make more use of a pointing device?

667. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-06 17:47:15 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95065.124715STIRRE31@MAINE.MAINE.EDU>
Source record: 13371

Sinclair,
The argument was between desktops not whether or not I feel I
can "morally" recommend an Atari system to someone (which I do).
The fact is that I have used both System 7.5 and TOS 4.04 and
I like TOS much, much better. System 7.5 is very sluggish on
an LCIII (25 Mhz 030) compared to TOS 4.04 on my Falcon. It also
takes up much more memory. TOS 4.04 looks just as nice, IMO,
and is friendlier to use.
As far as recommending the Atari line to people, why not? The ST
makes a perfect first computer for someone. It is cheap (especially
second hand), powerful enough (for most users) and plays some
great games (one area that the ST clobbers the Mac in, IMO). It is
also much easier to use as far as I am concerned. Besides, many
users are confused about the current market right now with there
being five billion Mac models out there. It is simple to buy an

ST and set it up. The perfect family computer.
Also, the Falcon and TT are decent machines for those that have
a pile of ST software that they don't want to lose. You can
argue about how cheap Mac hardware is all you want but buying
Mac software will break the bank. ST software is much cheaper.
As far as powerful systems look at the Medusa. If you want a
powerful system you can get one.
-scott tirrell

668. Mac Disk Drive

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-06 17:56:54 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95065.125654STIRRE31@MAINE.MAINE.EDU>
Source record: 13372

I am not going to argue that the lack of an eject button makes the
Mac a horrible system. However, it has caused me grief.
Now what happens if you pop in a disk and.... the drive fails
to realize that a disk was inserted? This has happened to me
on more than one machine! You cannot do anything short of pulling
out the trusty paperclip or rebooting. So the argument is not
completely without merit. I do like having control over my disk
drive. If I insert the wrong disk I do not want to have to wait
for my computer to eject it but would rather hit the eject button,
insert the new disk and press [esc]. Much nicer, IMO.
-scott tirrell

669. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-06 19:45:05 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3jfoo1$5ga@ccshst05.cs.uoguelph.ca>
Source record: 13364

: Nope.. and I could count the number of ST owners I know who ARE musicians on
: the fingers of both hands.

Hmm ... most of the ST owners I know are musicians and use it for
it's MIDI. Of course, I used to be really into music, so that's how I
know them.

: It's not a really big deal... I really don't care that I had to pay for them
: and never use them.. the rest of the computer is good enough that I can just
: forget about them.

Different strokes for different folks, I guess. I would
personally shell out $150 bucks for a used ST, just so I could use the
MIDI ports.

: Almost broke my heart...

Geez. It would break mine too. As a collector of older machines,
I would have gladly traded him a planter for that 800!

>> Mark <<

--
==========
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"

*** OLD BUT FUN COLLECTION ***
(Atari 7800, Atari Lynx, Sega Master System, Tandy Colour Computer 3)
==========

670. Anybody got specs???

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-07 01:29:10 UTC
From: largo@imap1.asu.edu
Message-ID: <3jgct6$e50@news.asu.edu>
Source record: 13374

Does anyone here have specs on the Falcon `030? I'm interested in it's
MIDI capabilities in particular, but I am also just curious.

Don't worry, I'm not one of those types who uses this kind of info to
bash foriegn or domestic platforms... just kinda curious. ;)

```
*****************************************************************************
| When the heart rules, foolish actions result. | Stephen S. Edwards II at |
| When the mind rules, we are led astray. | Silvertip Productions |
| When the spirit rules, we are invincible! | - largo@asu.edu - |
*****************************************************************************
```

671. Re: What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-07 10:12:59 UTC
From: robert@iam.unibe.ch
Message-ID: <3jhbjb$289@aragorn.unibe.ch>
Source record: 13365

```
>: Personnaly, I think Atari would be better off bringing out a 68040
>: machine followed up by a PowerPC line. The 68xxx family have just about
>: lived out their usefulness. Just my opinion.
>
>What? You havn't heard of the 68060? "Lived out their usefulness?" I
>think not...

The 68060 is not very fast ( ~ P5-60 ... ) but very expensive...and is still not
avaliable....

- Philippe
```

672. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-07 10:40:40 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3jhd78$m95@paul.rutgers.edu>
Source record: 13367

sinclap2954@cobra.uni.edu writes:

<Snip..>

>>>Exactly. So compare the Mac clones to the 2nd and 3rd tier ones. As for
>>>Compaq, there #1 worldwide with revenues topping $10 billion annual..

>> I do compare the Macs to the 2nd-tier PC clones. You obviously don't
>> know much about PC's, Sinclap, or you would realize that "2nd-tier"
>> PC's are often as good as or better than "1st-tier" ones. The 3rd
>> tier is mostly trash that should only be compared to other forms of
>> garbage.

>I know as much as you think.

I won't dispute that. You do know as much as I think...NOTHING!

>Compaq has very competitive prices backed by a
^^^^^^^^^^^^^^^^^^^^^^^

Compared to Apple maybe, but not to Zeos, Gateway, Packard Bell, or any
other second-tier clone maker.

>nice warranty. Compaq will be announcing new lower prices this week and once
>again under cut Dell and IBM. Compaq will have 75-90 mhz Pentium systems with
>prices starting under $2000...

And Hewlett Packard is about to release a line of Pentium-based computers
for under $1500 (one of your predictions has actually come true!). There
was an article about it in the NY Times.

>> True, Compaq is #1 with revenues, but that's because A) several major
>> corporations only buy from Compaq, and B) Compaq charges the highest
>> prices in the personal computer business. Most (normal) PC users,
>> however, don't buy Compaq because their machines, while generally good,
>> are just too expensive; and, in any case, Compaqs aren't much better
>> than the best of the 2nd-tier clones anyway.

>Compaq does not charge the highest prices...Compaq is very competitive and has

Really? Who charges higher? Apple?
Remember Apple is too expensive!
You admitted that yourself on c.s.ppc!

>one of the best warranties in the business. Gateway makes nice PC's but their
>service dept. sucks..

Compaq does have an excellent service department, but how often do you need
to have your computer serviced anyway? I have owned four different computers,

and I have never had to have any of them serviced.

>>>-Peter
>> * Tom Trauth
>Note new sig...

<Sig noted...then deleted>

* Tom Trauth

673. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-07 11:00:02 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.6IG&kiF08Yc@icon.pp.se>
Source record: 13375

In <3jd7ek$otd@enterprise.america.com>, soupigf@enterprise.america.com (Matthew Gabriel) writes:
>
> There is NOTHING a CLI can do that a GUI can't do faster and easier.

Are you for real? This is "utter bullshit"!

Have you ever used a good CLI?

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it's not a job for soldiers, but only soldiers can do it!"|

674. Re: Peter might have a good idea.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-07 12:40:46 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3jhk8e$5ks@dux.dundee.ac.uk>
Source record: 13383

sinclap2954@cobra.uni.edu wrote:
: In article <3iran7$q70@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
: > Y'know, for once Sinclap might be onto something. Atari, with a pile of
: > patents and a pile of lawsuits in the works, could set the money aside so
: > that they could really do things right. While the Jag is already out,
: > Atari could secretly invest in another project (ie. 16/32 bit handheld
: > game system) and pay a lot of developers to develop games beforehand.
: > Without announcing it, the product could pop up at some CES with an
: > armload of ready to go games, as well as a big ad campaign. It would
: > certainly help Atari back into the mainstream again.

The hand held already exists in the form of the Lynx. Now I'm pretty sure that
Atari must have some Lynx 3's in development somewhere :)

All atari has to do is get together with some teams of small software
companies, and as you suggest pay them to produce games.

Thats what Amstrad did here inthe UK about 11 years ago with the CPC. When it
was launched there was already 12 free games with it plus loads of other
software that AMSOFT sold. This meant customer NEW there was alreadt
software available.

Rod

--
--

675. Re: ATARI JAG $159 AT GOOD GUYS!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-07 12:44:57 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3jhkg9$5ks@dux.dundee.ac.uk>
Source record: 13382

BobR (76702.1466@CompuServe.COM) wrote:
: The current pricing of the Jaguar system is $189.. that includes the one
: packed in game. Atari is also currently running a promotion for one more
: game and a second controller when you send in a coupon and proof of purchase.

: There will supposedly be a new "core system" priced at $159, without the
: packed in game, to be available in March.. which coincidentally is the
: expected release date of the CD-ROM addon.

Atari has to sell it at this price, otherwise the user base will not be big
enough to support the number of software developers. The only problem is
that if you price things too low, not only do you run the risk of losing money
but also you run the risk of people seeing the machine as being cheap
because its bad, hence they stay away.

What Atari have to do is keep the price at a sustainable level until
(if ever) the Jag 2 comes out. Hence hopefully there will be (like
the Sega Master System) an installed used base who may be kean to
upgrade.

Rod

--
--

676. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-07 14:35:45 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jhr01$839$1@mhade.production.compuserve.com>
Source record: 13373

>As a collector of older machines, I would have gladly traded him a planter
>for that 800!

I said something similar to him, and he said that the machine had given him
a lot of fond memories, and this way (as a planter) he could justify keeping
it out where he could see it...

(This was Harry Bratt, one of the forces behind the early Pokey Player music
system for the 8bit Atari, and later the SIDplayer music system for the C64..
a musical genius, but just a little bit on the.. er.. "eccentric" side.. :)

BobR

677. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-07 18:27:32 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCHSAGWJUP@cabal.shnet.org>
Source record: 13380

In <3jbcn0pgv3@mhade.production.compuserve.com> BobR wrote:

>This really is getting a little silly, don't you all think..?
>
>Thorsten uses the VME slot for a VERY EXPENSIVE upgrade to his system, and
>has used the MIDI ports for a data transfer medium.

VME graphics boards aren't "very expensive" any more, sorry pal. And the
second-hand market has several of them available.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

678. Re: Mac Disk Drive

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-08 00:48:24 UTC
From: steveg@phantom.com
Message-ID: <3jiuso$4fd@dockmaster.phantom.com>
Source record: 13385

STIRRE31@MAINE.MAINE.EDU wrote:
: Now what happens if you pop in a disk and.... the drive fails
: to realize that a disk was inserted? This has happened to me
: on more than one machine! You cannot do anything short of pulling
: out the trusty paperclip or rebooting. So the argument is not
: completely without merit. I do like having control over my disk
: drive. If I insert the wrong disk I do not want to have to wait
: for my computer to eject it but would rather hit the eject button,
: insert the new disk and press [esc]. Much nicer, IMO.

Since it seems that you place an equal amount of importance on an eject button as you do with other tangible issues, such as third-party support, parent company strength and hardware evolution, all you need to do is either (a) pick up one of the forthcoming Mac clones which will likely have a "buttoned" drive, or (b) pick up one of the forthcoming Apple Macs which will likely have a "buttoned" drive as standard equipment.

Since I use floppy disks on my Mac about an average of once a week, the issue of a floppy drive button is not as critical a concern to me as it seems to be for you.

679. Re: Macs are too expensive! Even Sinclap admits it!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-08 03:00:52 UTC
From: gnichte@ibm.net
Message-ID: <3jj6l4$ibk@news-s01.ca.us.ibm.net>
Source record: 13376
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

>If even Sinclap, Apple Worshipper #1, admits it, then it must be true..
>MACS ARE TOO EXPENSIVE!!
>Thank you for clearing that up Sinflop.
Yes it is true and if you read my Everybody Calm down post you will see that
I left a very good comparison for people to go and price for themselves. Of course I doubt any body has BALL's to actually do it (compare the specs I listed) because as a Mac and PC user
there is no way that anybody can claim macs are reasonably fast.
Also I am so sick of hearing MAC only people clamoring on and on about how grate the MAC is Give it rest. You are never going to convince PC people that you system is better cause they don't care.
The main reason PC people post in this area is to get you MAC only people all upset. PC people know that
the MAC's PPC chip is better than the Pentium but they also know that there machines can do cooler stuff
eg. They have MUCH MUCH better games (don' even bother disputing this fact, I use both machines and the
most graphically and most gameplay intense games are all on the PC so get over it [myst was an over glorafied
slide show]) as well as a slew of neat gadgets, graphics sub systems, sound cards, and loads of other things. They give up the mac's ease of use and P&P config
because they would rather have the affore mentioned things. So if you see PC people posting rude stuff don't even bother
trying to convince them the Mac is better, just sleep better knowing that it doesn't take houres of leaning over
in contorted positions pulling jumpers and setting base IO ports trying to get stuff to work like a Sleze-ROM drive.

680. Re: ATARI JAG $159 AT GOOD GUYS!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-08 03:10:16 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jj76o$h26$1@mhadg.production.compuserve.com>
Source record: 13377

I haven't personally seen the insides of a Jaguar yet, so I really don't know much about the actual component count or what the peripherial supporting circuitry looks like, but as the numbers of custom chip sets manufactured goes up, the overall cost goes down... thus allowing Atari to cut the selling price while still maintaining a profitable operation...

I know that while the original Atari 800 computer sold for over $1000 when it was first released, and the Commodore 64 was about $600, at the end of their marketable lives the 800XL was costing Atari something like $24 to manufacture, and the C64 cost Commodore around $32.

It'll probably be some time before Atari can get the cost of the Jaguar down close to the selling price of the older generation of consoles, but if nothing else, that seems to be one of their areas of expertise.

BobR

681. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-08 05:56:49 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Mar7.235649.39856@cobra.uni.edu>
Source record: 13378

In article <95065.124715STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> Sinclair,
> The argument was between desktops not whether or not I feel I
> can "morally" recommend an Atari system to someone (which I do).
> The fact is that I have used both System 7.5 and TOS 4.04 and
> I like TOS much, much better. System 7.5 is very sluggish on
> an LCIII (25 Mhz 030) compared to TOS 4.04 on my Falcon. It also
> takes up much more memory. TOS 4.04 looks just as nice, IMO,
> and is friendlier to use.

Pretty bias...System 7.5 is fine on my 33 mhz 030 Performa 550. The LC III has not been sold for awhile. As for TOS 4.4, others have said that TOS crawls at a higher color rate. Memory is not an issue. I have 10 megs and my machine still was priced below $1200.

> As far as recommending the Atari line to people, why not? The ST
> makes a perfect first computer for someone. It is cheap (especially
> second hand), powerful enough (for most users) and plays some
> great games (one area that the ST clobbers the Mac in, IMO). It is
> also much easier to use as far as I am concerned. Besides, many
> users are confused about the current market right now with there
> being five billion Mac models out there. It is simple to buy an
>

As for People being confuses, is a bunch of crock. The Performa 575 and the Q630 are the only 680x0 ones left. And there are four PowerMac models for each individual market. No brainer to decide which one fits your needs.

Second hand Performa 550's can be had for $800 and are upgradeable to PowerPC. as for games, the Mac has plenty like Marathon, Wolf 3D, DOOM and so on..

> ST and set it up. The perfect family computer.
> Also, the Falcon and TT are decent machines for those that have
> a pile of ST software that they don't want to lose. You can
> argue about how cheap Mac hardware is all you want but buying
> Mac software will break the bank. ST software is much cheaper.
> As far as powerful systems look at the Medusa. If you want a
> powerful system you can get one.
> -scott tirrell

The ST line is no longer sold and supported by Atari except for Jagflop development systems. Mac Software is cheap. ClarisWorks is included with each Performas and is also priced at $129 list. You have no clue about Mac software prices. I suggest you enlighten yourself on software prices with a MacWarehouse catalog. WordPerfect 3.1 can be had for $99. WriteNow 4.0 is at $45...

As for the Medusa, why? A PowerMac 8100 or a fast Pentium is a much better price...

Nice try Scott...

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
=

"I wouldn't know him if he walked in the room. I've got other things to with my time."
-Barry Goldwater on Rush Limbaugh

Http://www.ziff.com - For the latest MAC & PC news....

---

682. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-08 06:06:49 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Mar8.000650.39857@cobra.uni.edu>
Source record: 13379

In article <3jhd78$m95@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> sinclap2954@cobra.uni.edu writes:
>
> <Snip..>
>
>>>>Exactly. So compare the Mac clones to the 2nd and 3rd tier ones. As for
>>>>Compaq, there #1 worldwide with revenues topping $10 billion annual..
>
>>> I do compare the Macs to the 2nd-tier PC clones. You obviously don't
>>> know much about PC's, Sinclap, or you would realize that "2nd-tier"
>>> PC's are often as good as or better than "1st-tier" ones. The 3rd
>>> tier is mostly trash that should only be compared to other forms of
>>> garbage.
>
>>I know as much as you think.
>
> I won't dispute that. You do know as much as I think...NOTHING!

OOHHH....

>
>>Compaq has very competitive prices backed by a
> ^^^^^^^^^^^^^^^^^^^^^^
>
> Compared to Apple maybe, but not to Zeos, Gateway, Packard Bell, or any
> other second-tier clone maker.

Are we looking at the same advertisements?

>
>>nice warranty. Compaq will be announcing new lower prices this week and once
>>again under cut Dell and IBM. Compaq will have 75-90 mhz Pentium systems with
>>prices starting under $2000...
>
> And Hewlett Packard is about to release a line of Pentium-based computers
> for under $1500 (one of your predictions has actually come true!). There
> was an article about it in the NY Times.

Not yet released yet.. The computer industry changes daily. But Compaq is
very competitive.

>
>>> True, Compaq is #1 with revenues, but that's because A) several major
>>> corporations only buy from Compaq, and B) Compaq charges the highest
>>> prices in the personal computer business. Most (normal) PC users,
>>> however, don't buy Compaq because their machines, while generally good,

>>> are just too expensive; and, in any case, Compaqs aren't much better
>>> than the best of the 2nd-tier clones anyway.
>
>>Compaq does not charge the highest prices...Compaq is very competitive and has
>
> Really? Who charges higher? Apple?
> Remember Apple is too expensive!
> You admitted that yourself on c.s.ppc!

Apple has lowered their prices on some of their models. The Performa 575 is
below $1500 and the Performa 636 with cdrom and monitor is now $1429. Very
competitive with 486 clones...

>
>>one of the best warranties in the business. Gateway makes nice PC's but their
>>service dept. sucks..
>
> Compaq does have an excellent service department, but how often do you need
> to have your computer serviced anyway? I have owned four different computers,
> and I have never had to have any of them serviced.

GateWay has had some glitches that needed to be serviced. Lots of ruck trying
to contact their service dept...

>
>
>>>>-Peter
>>> * Tom Trauth
>>Note new sig...
>
> <Sig noted...then deleted>
>
> * Tom Trauth
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
=

"I wouldn't know him if he walked in the room. I've got other things to with
my time."
-Barry Goldwater on Rush Limbaugh

Http://www.ziff.com - For the latest MAC & PC news....

>
>
>

>

683. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-08 10:35:45 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jk1a1$m57$1@mhadg.production.compuserve.com>
Source record: 13381

How much is the Crazy Dots II card selling for these days..?

The NOVA cards were something like $999 last I heard,
and the Cyrel Sunrise card had been dropped from $1500 to
$999... have these dropped more since then..?

Unfortunately there is no "economy of scale" operating in the
Atari marketplace any more, so it's almost unfair to compare
the prices of these very small volume cards to the kinds of things
you can buy in the PC marketplace, but their price makes it awfully
hard to justify them as an upgrade when similarly powerful, or more
powerful, cards are so easily available at much cheaper prices for
other computers.

True, used hardware is a good way to economically upgrade, but
I can't remember the last time I've seen a VME based video upgrade
card offered for sale here in the Atari newsgroups, on CompuServe,
or any local BBSs.

Other than video cards made specifically for Atari computers, what
VME cards has anyone here used..?

BobR

684. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-08 19:58:03 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95067.145803STIRRE31@MAINE.MAINE.EDU>
Source record: 13384

When using NVDI, TOS certainly does not "crawl." It is much quicker
than 7.5 on a 25Mhz LCIII (what does it matter if is no longer
being produced?). As far as memory is concerned the solution to
a big, bloated OS should not be to simply buy more RAM. Most
consumers will buy their Macs from Circuit City or other large
chain stores. These Macs normally come with 4 megs of RAM. If
people are not smart enough to use a Ramdisk with their STs (as
BobR would suggest) than how are they going to know to buy more
RAM and install it? And is this a good solution? TOS is much
more efficeint and I see no big advantages of 7.5.
The games you listed were all in the same genre- 3-D shoot-em-ups.
Is that all you can think about? Besides, the Jag has these games
(except Marathon) and you flamed them then. I guess games aren't
as good unless they are running on a machine with a silly fruit
logo, huh? A little biased, wouldn't you say? How many games
make use of a joystick? I know of no Mac owners with a joystick....
-scott tirrell

685. Atari Portfolio

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-08 23:50:00 UTC
From: jcrios@reuna.cl
Message-ID: <D55BJC.KsF@reuna.cl>
Source record: 13400

I bought a second hand Portfolio....but I don't have the manual...
If anybody have the manual or any instruction in a *.doc or *.txt I would very happy if you can E Mail me the info. Also I want to know where I can buy Ram Cards or 128 K Memory Cards....

Thanks

Juan Carlos

686. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-09 00:54:43 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Mar8.185443.39911@cobra.uni.edu>
Source record: 13386

In article <95067.145803STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> When using NVDI, TOS certainly does not "crawl." It is much quicker
> than 7.5 on a 25Mhz LCIII (what does it matter if is no longer
> being produced?). As far as memory is concerned the solution to
> a big, bloated OS should not be to simply buy more RAM. Most
> consumers will buy their Macs from Circuit City or other large
> chain stores. These Macs normally come with 4 megs of RAM. If
> people are not smart enough to use a Ramdisk with their STs (as
> BobR would suggest) than how are they going to know to buy more
> RAM and install it? And is this a good solution? TOS is much
> more efficeint and I see no big advantages of 7.5.

I have been told that the Falcon TOS does crawl in higher resolution color like
in 256 colors. System 7.5 has features and functionality that did not exist
in prior versions below 7.0 and TOS. Of course memory and system requirements
grow as well. But this is not the issue when the hardware is available at
below Falcon prices. The standard memory for currently available desktop Macs
have standard memory configuration in the 5-8 meg range. The Performa 475 is
still currently sold but I believe is no longer manufactured has four megs as
standard which is sufficient to run ClarisWorks and other apps. Ram Doubler ,
a $49 utility puts the memory issue to rest. Ram upgrades are user
installable. Just pop the lid and install the memory sim, something you can't
do with the ST line...

> The games you listed were all in the same genre- 3-D shoot-em-ups.
> Is that all you can think about? Besides, the Jag has these games
> (except Marathon) and you flamed them then. I guess games aren't
> as good unless they are running on a machine with a silly fruit
> logo, huh? A little biased, wouldn't you say? How many games
> make use of a joystick? I know of no Mac owners with a joystick....
> -scott tirrell

You are the one who put the game issue on the burner. You stated that the ST
has better games and I countered that with the popular titles available on the
Mac. You left the impression that the Mac sucked for games which is not true.
I have a subscription to the monthly cdrom game magazine called INSIDE MAC
GAMES.. Which is pack full of demoes, shareware, public domain, reviews,
Quicktime clips and so on...

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
=

"I wouldn't know him if he walked in the room. I've got other things to with my time."
-Barry Goldwater on Rush Limbaugh

Http://www.ziff.com - For the latest MAC & PC news....

---

687. ST/TT Emulator?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-09 04:04:16 UTC
From: Patrick.Nestlehut@mindkeep.wmeonlin.sacbbx.com
Message-ID: <c14_9503090448@wmeonlin.sacbbx.com>
Source record: 13388

In a message of 24 Feb 95 16:48:27, Jimmy@wpi.Edu wrote:

J> Anyone know if there are ST/TT emulators for the PC? I have some old
J> games that I would like to play but my ST is broken =(.
J>
J>
J>

Yup, there is one good one that I know of...it's called Gemulator. It's a commercial product, I'm sure Toad Computers or STeve's Atari Sales could point you in the right direction. Anybody have their #'s offhand?

688. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-09 06:19:30 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCJGAEVQUP@cabal.shnet.org>
Source record: 13391

In <3jd7ek$otd@enterprise.america.com> Matthew Gabriel wrote:
>trauth@paul.rutgers.edu (Thomas Trauth) writes:
>>sinclap2954@cobra.uni.edu writes:
>
>>>What PC software would you miss? The new Houdini board is more plug n play
>>>than the real thing...
>
>>Are you saying that an add-in board in more PC-compatible than a
>>genuine PC is!? I'd hope not since that makes no sense whatsoever.
>
> In a word, yes. It does not run OS/2 or Linux yet, but all it
>would take is a system mod utility.

"The Houdini board is more compatible, yet doesn't run all software." I
love you for this statement.

>>In any case, a Pentium-based PC is MUCH less expensive than a
>>PowerMac+Houdini combo.
>
> And what leads you to this conclusion? The Houdini card is only a
>few hundred, and you can get faster solutions from Rely for even cheaper.
>Two systems for the price of one, definitely more cost-effective than a
>single CPU system.

What does a 64bit 4 meg graphics board for the Mac cost (not mentioning
that the NuBus is much slower than PCI)?

> I will never buy a Mac until it has an
>>optional command-line file interface. (GUIs are fine for most
>>things (like spreadsheets) and nearly indispensible in others
>>(like word processors) but in file management they're downright
>>annoying because they hide too many important details).
>
> Utter bullshit. There is NOTHING a CLI can do that a GUI can't do
>faster and easier.

That one is *good* [ROTFLBTCSTR].

>Even so, you can run Applescript and Perl on the Mac,
>propelling it far in front of Unix command line shells for file
>management.

"A GUI is better than a CLI in any case, yet CLIs for the Mac are there and
they are much better than Unix CLIs." What Unix CLIs do you know?

Thorsten

```
--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
------------------------------------------------------------- /
- In the sky a mighty eagle doesn't care about what's illegal - \_
- On it's wings the rainbow's light it's flying to eternity. - )
```

689. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-09 09:37:46 UTC
From: soupigf@enterprise.america.com
Message-ID: <3jmi9a$icu@enterprise.america.com>
Source record: 13387

graham@insignia.co.uk (Graham Beint) writes:

>In article otd@enterprise.america.com, soupigf@enterprise.america.com (Matthew Gabriel)
writes:
>> Utter bullshit. There is NOTHING a CLI can do that a GUI can't do
>>faster and easier. Even so, you can run Applescript and Perl on the Mac,
>>propelling it far in front of Unix command line shells for file
>>management.
>>

>Rubbish.

>For a trained typist a GUI just gets in the way. A GUI is a finished restricting
>tool that usually can do no more than its designer intended, requires a Graphical
>Interface and a real User to drive it. A command line shell is a programming
>language and as such can be used to access and enhance the facilites of the O/S
>in an indefinitely extensible fashion.

No. A programming language is a programming language. You can add
a programming language utility to your interface, such as Perl or
Applescript, but otherwise, the programming functions found even on
advanced CLIs like Unix shells only exist to break even with a clear and
graphical representation of your filesystem.
And what makes you think a programming language has to be
text-oriented, hmmm? The most efficient and sophisticated programming
languages incorporate graphical elements.

>The GUI can be advantageous in accelerating the initial learning curve
for certain
>applications especially those that are used infrequently, those where considerable
>validation is required in their use or those where the mouse is the primary input
>device.

Well, a good GUI like the Macintosh does not rely on one type of
input. A mouse w/out a keyboard is as inneficient as a keyboard without a
mouse.

>For bashing text or other situation where the keyboard is the primary input
>mechanism a GUI slows you down. Moving ones hand from keyboard to mouse, using it
>and moving back to the keyboard involves a change of focus and significant hand
>movement (equivalent to a cache miss?)

Wrong again. The mouse is the fastest, most efficient and most
flexible way to select text. I find it is an invaluable tool, far more
powerful than even the complex positioning commands found in Unix text
editors. And, of course, in a graphics enviroment its worth is beyond
measure.

>I use each one as I find it appropriate. Perhaps if someone were to design a
>keyboard for singlehanded use then one might be tempted to make more use of a
>pointing device?

Or finding a pointing device to suit your needs. A keyboard with
a built-in trackball requires minimal hand repositioning (no more than if
you were to use the keypad or function keys). Some notebook models have a
small nub for pointing within the keyboard itself, the selection keys
below the space bar. Or perhaps you need a chorder, a device that allows
you to enter alphanumeric input with only one hand using a combination of
keys in a series of chords.

SoupIsGood Food

690. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-09 09:42:00 UTC
From: soupigf@enterprise.america.com
Message-ID: <3jmih8$ihe@enterprise.america.com>
Source record: 13389

root@icon.pp.se (Daniel Eriksson) writes:

>In <3jd7ek$otd@enterprise.america.com>, soupigf@enterprise.america.com (Matthew Gabriel) writes:
>>
>> There is NOTHING a CLI can do that a GUI can't do faster and easier.

>Are you for real? This is "utter bullshit"!

>Have you ever used a good CLI?

Yes, I have, and I am having a miserable time using one right now.
Have you ever used a good GUI (Mac, NeXTStep). A GUI allows you quicker
access to and more precise control over your sustem and its rescources.

SoupIsGood Food

691. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-09 11:44:56 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCJLCBUUUP@cabal.shnet.org>
Source record: 13392

In <3jk1a1$m57$1@mhadg.production.compuserve.com> BobR wrote:

>How much is the Crazy Dots II card selling for these days..?

TKR doesn't produce them any more, sorry. Cards like the MegaVision 300
or the Spektrum 1 TC are selling for approx. 300-400 DMs second-hand.

>The NOVA cards were something like $999 last I heard,

The largest Nova card costs DM 2,499, that's 1,100 DMs more than the PC
board inside. To be precise, the card inside the SuperNova plus is an ATI
Graphics Pro Turbo (4 MBs).
What does an Apple NuBus card with these specifications cost?
The other ones are sold from ~600 DMs (VME, 1MB) to ~1200 DMs (VME, 2MB),
the old Nova MEGA 16M (for the MegaST series) costs ~450,- DMs.

One could say that any ST card costs approximately 1.5-1.8 times as much
as a PC card.

>and the Cyrel Sunrise card had been dropped from $1500 to
>$999... have these dropped more since then..?

The CyRel boards aren't sold in Germany, no idea.

>True, used hardware is a good way to economically upgrade, but
>I can't remember the last time I've seen a VME based video upgrade
>card offered for sale here in the Atari newsgroups, on CompuServe,
>or any local BBSs.

Well, maus.biete (the Mausnet forsale group) has some every week. Mostly
MegaVision 300s, but also Spektrums, Crazy Dots, Novas.

>Other than video cards made specifically for Atari computers, what
>VME cards has anyone here used..?

I read something about that in maus.sys.atari.hardware. Ethernet adaptors
were mentioned, AFAIK. And of course there are Rhotron with their industry
cards.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

692. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-09 12:40:30 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jmsvusgj1@mhadf.production.compuserve.com>
Source record: 13390

>If people are not smart enough to use a Ramdisk with their STs (as
>BobR would suggest)

Umm.. excuse me...

I said people will not instinctively KNOW about RAMdisks.

Once someone TELLS them about them, then MAYBE they'll use one.

The claim was made that "Even an child knows to use a RAMdisk", which
is BS...

BobR

693. Re: Laughable question duckers!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-09 13:29:45 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3jmvs9$kvb@btmpjg.god.bel.alcatel.be>
Source record: 13411

SCSI was one(*) of the methods used to connect 2.88 MB (XD) floppy drives to Atari machines -- I say "was" because 2.88 MB floppies haven't exactly taken the world by storm. :) If someone gave you a SCSI floppy then you could use it with your Falcon/TT/host-adapted ST.

The funny thing is, TOS will think it's a removable hard disc, not a floppy, so you won't be able to use it in DOS/TOS-compatible mode. Or has someone written a dosflopp.xfs to do this under MiNT???

Hey, with a Mac floppy could you use SCSI commands to suck discs in and spit them out? K00l.

And just imagine having TOS floppies, Mac floppies, and Minixfs floppies all mixed up in one pile. Would be like back in the 70's when every micro used a different format.

(*) The other was to double the clock on the AJAX chip.

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

---

694. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-09 13:40:12 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3jn0fs$b0s@ccshst05.cs.uoguelph.ca>
Source record: 13395

: I have been told that the Falcon TOS does crawl in higher resolution color like

Goo God, do you ever use the "I've been told" line a lot. You
hear what you want to hear, but never actually try anything out for
yourself. Have you ever used an ST, Falcon or a Jag? I doubt it.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"In case I have no future, I've got the past. There's no telling just
how long this plague will last." - Chicago ("The Pull")
==

695. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-09 14:22:56 UTC
From: djs@jet.uk
Message-ID: <djs.794758921@gen-off-1>
Source record: 13412

soupigf@enterprise.america.com (Matthew Gabriel) writes:

>root@icon.pp.se (Daniel Eriksson) writes:

When you children have finished the Interface Wars, can we have a good
Editor War, please?
--
JET home page: http://www.jet.uk/
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

696. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-09 18:29:22 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCJSAIVQUP@cabal.shnet.org>
Source record: 13406

In <3jmih8$ihe@enterprise.america.com> Matthew Gabriel wrote:
>root@icon.pp.se (Daniel Eriksson) writes:
>>Have you ever used a good CLI?
>
> Yes, I have, and I am having a miserable time using one right now.
>Have you ever used a good GUI (Mac, NeXTStep). A GUI allows you quicker
>access to and more precise control over your sustem and its rescources.

So, several Atari GUIs implement script languages, key shortcuts,
file fetching in windows by _typing_, etc. just to make working with them
worse? Nah. It depends on what you are currently _doing_ if mouse or CLI
are faster. In case of some special kind of file manipulation, the CLI
usually wins. In case you need this method more often, writing a
scriptfile and iconifying it on the desktop is. In both cases, the CLI is
useful.

Of course, some Apple droids won't get understand this.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

697. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-09 18:52:41 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D56sFt.Jqu@ecf.toronto.edu>
Source record: 13405

In article <95067.145803STIRRE31@maine.maine.edu>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
>When using NVDI, TOS certainly does not "crawl." It is much quicker
****
>than 7.5 on a 25Mhz LCIII (what does it matter if is no longer
>being produced?). As far as memory is concerned the solution to
>a big, bloated OS should not be to simply buy more RAM.

As far as speed is concerned, the solution to a slow, crawling OS should
not be to simply buy an acceleration program. (Read: if you can buy an
acceleration program to speed up your slow OS, I can use tricks like that
to speed up mine!)

> Most
>consumers will buy their Macs from Circuit City or other large
>chain stores. These Macs normally come with 4 megs of RAM.

There are no Macs now available to consumers which don't have at least a
25MHz 68040 (I'm not sure, but I believe the slowest Mac now available might
even be a 33MHz 68040.) I also believe -- but I'm not sure -- that these
Macs come with at least 5Mb, if not 8Mb of RAM. All Power Macs come with
at least 8Mb of RAM.

> If
>people are not smart enough to use a Ramdisk with their STs (as
>BobR would suggest) than how are they going to know to buy more
>RAM and install it? And is this a good solution? TOS is much
>more efficeint and I see no big advantages of 7.5.

You don't see that advantages in long filenames, a universal font system,
a universal clipboard, multitasking (careful -- MultiTOS doesn't count, since
it doesn't run on most of the Ataris out there, and by your argument, "what
does it matter if it is no longer being produced?"), a universal help system,
aliases, generally adhered-to human interface guidelines, publish and
subscribe, background printing, built-in filesharing and networking? All
of which TOS either doesn't have, or has but is extremely poorly supported?

>The games you listed were all in the same genre- 3-D shoot-em-ups.
>Is that all you can think about? Besides, the Jag has these games
>(except Marathon) and you flamed them then.

Don't change the subject. Are you talking about TOS computers or the
Jaguar? Pick one. You can't argue for both at the same time.

>logo, huh? A little biased, wouldn't you say? How many games
>make use of a joystick? I know of no Mac owners with a joystick....

All that proves is that you don't know many Mac users. I have a joystick
on my desk, right in front of me...

>-scott tirrell

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

698. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-09 19:26:48 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Mar9.132648.39960@cobra.uni.edu>
Source record: 13393

In article <3jn0fs$b0s@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : I have been told that the Falcon TOS does crawl in higher resolution color like
>
>
> Goo God, do you ever use the "I've been told" line a lot. You
> hear what you want to hear, but never actually try anything out for
> yourself. Have you ever used an ST, Falcon or a Jag? I doubt it.

Well, it's not my fault if I can't use one of the above becuase none of these
are available localy. So how can you advocate if the distribution sucks...

>
> >> Mark <<
>
>
>
>
>
> --
> ===
> Mark Rathwell The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "In case I have no future, I've got the past. There's no telling just
> how long this plague will last." - Chicago ("The Pull")
> ===

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
=

"I wouldn't know him if he walked in the room. I've got other things to with
my time."
-Barry Goldwater on Rush Limbaugh

Http://www.ziff.com - For the latest MAC & PC news....

----

699. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-09 21:36:11 UTC
From: hing@csulb.edu
Message-ID: <3jnscb$eo3@garuda.csulb.edu>
Source record: 13394

sinclap2954@cobra.uni.edu wrote:
: In article <3jn0fs$b0s@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
: > : I have been told that the Falcon TOS does crawl in higher resolution color like
: >
: >
: > Goo God, do you ever use the "I've been told" line a lot. You
: > hear what you want to hear, but never actually try anything out for
: > yourself. Have you ever used an ST, Falcon or a Jag? I doubt it.

: Well, it's not my fault if I can't use one of the above becuase none of these
: are available localy. So how can you advocate if the distribution sucks...

You just prove to all of us here that you are an ignorant when it come to
Atari computer, how can you argue without knowing any thing.

--
o---o
| E-mail: hing@engr.csulb.edu |
|-=-|
| WWW: http://www.engr.csulb.edu/~hing/ |
|-=-|
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------ Charles de Gaulle -------------------------o

700. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-09 23:42:07 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95068.184207STIRRE31@MAINE.MAINE.EDU>
Source record: 13396

Pete,
You have been told, huh? You wouldn't care to actually use one, would you? Anyway, for word processing, etc., why do you need 256 colors? I use it for picture viewing and manipulation and games. I run my Falcon in 16 colors almost all the time although 256 colors is decent with NVDI 3.
As far as games go I don't think I said the Mac "sucked." I did claim that the ST is better for games and I stand by that. Just plug in a $4 2600 joystick and shoot the aliens, etc. Your argument was flawed because you named three games for the Mac which showed _no_ variety. Furthermore, when two of these games came out for the Atari Jaguar, you flamed them! Should this make me think the Mac is good for games? You flamed the very games popular for the Mac.
-scott tirrell

701. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-10 00:15:44 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3jo5ng$nra@ccshst05.cs.uoguelph.ca>
Source record: 13404

: Well, it's not my fault if I can't use one of the above becuase none of these
: are available localy. So how can you advocate if the distribution sucks...

How can you attack on a technical level when you've never even
tried the machines? Distribution does not suck for me. I can easily find
the Jag in many stores within an hour of me, either direction. I've also
tried a Falcon ... check out music stores for that one.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"In case I have no future, I've got the past. There's no telling just
how long this plague will last." - Chicago ("The Pull")
==

702. Re: What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-10 00:50:42 UTC
From: steveg@phantom.com
Message-ID: <3jo7p2$rlt@dockmaster.phantom.com>
Source record: 13397

Philippe Robert (robert@iam.unibe.ch) wrote:
: The 68060 is not very fast (~ P5-60 ...) but very expensive...and is
: still not avaliable....

...and runs much hotter than a comparable PowerPC...and is physically larger than the PowerPC...and uses more electricity...and software would still need to be rewritten to gain the 060's speed, just like a PowerPC...

703. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-10 01:02:59 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jo8g3iik1@mhade.production.compuserve.com>
Source record: 13399

I know I'm going to regret getting into this GUI vs. CLI stuff, but
that's the chance you've got to take when you're "jacked in", eh..?

BOTH control interfaces have their strong points, and a LOT of weak points.

My particular favorite user interface is Norton Commander on the PC...

It give you the best of BOTH worlds... window display of directories, point
and click selection, click and drag selection (although not drag and drop),
one button control of all normally used commands through Fkeys, very fast
naviagation of directory structures, AND full access to the CLI for detailed
command or option switch input...

I always cringe when I have to work with a computer that has ONLY the normal
DOS interface OR just Windows.

BobR

704. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-10 01:06:40 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jo8n0iik2@mhade.production.compuserve.com>
Source record: 13398

>When you children have finished the Interface Wars, can we have a good
>Editor War, please?

Sure, why not..?

My favorite editor is the Capture Buffer editor built into the ST terminal emulation program, FLASH.

I've written two complete books, help files for two different online networks and uncounted magazine articles using nothing more than the Flash editor.

It's the one biggest thing I find missing in all the PC terminal programs.

BobR

705. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-10 01:25:12 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jo9poiik3@mhade.production.compuserve.com>
Source record: 13401

Yes, the higher resolution and color modes on the Falcon DO exhibit a very noticable slowdown...

One of the common complaints about Windows is that it updates the display more slowly than an ST does.

Unfortunately the complainers seldom realize the difference between what the two systems are being asked to do.

The ST only has to display AT MOST 16 colors (and who uses Low Resolution for anything serious anyway..? In Medium Res there are only 4 colors displayed), and the total number of pixels on the screen is relatively small... the screen memory in ANY resolution is only 32K, so certainly it can be updated fairly quickly.

By contrast Windows has to update a FAR larger memory size in the commonly used resolutions, and even bigger for the optional resolutions. Same goes for number of colors... 16 colors is the norm, with 256 or more being optional.

A more equal comparison would be an Falcon running in a high resolution mode with more colors on screen... and guess what..? The Falcon runs slower under those conditions too.

BobR

706. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-10 02:43:09 UTC
From: sinclair@netins.net
Message-ID: <0098D1E7.1CD08379@netins.net>
Source record: 13402

In article <3jnscb$eo3@garuda.csulb.edu>, hing@csulb.edu (Houn-Nam Ing) writes:
>sinclap2954@cobra.uni.edu wrote:
>: In article <3jn0fs$b0s@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>: > : I have been told that the Falcon TOS does crawl in higher resolution color like
>: >
>: >
>: > Goo God, do you ever use the "I've been told" line a lot. You
>: > hear what you want to hear, but never actually try anything out for
>: > yourself. Have you ever used an ST, Falcon or a Jag? I doubt it.
>
>: Well, it's not my fault if I can't use one of the above becuase none of these
>: are available localy. So how can you advocate if the distribution sucks...
>
>You just prove to all of us here that you are an ignorant when it come to
>Atari computer, how can you argue without knowing any thing.

I have played around with an ST many years ago. I have not seen TOS 4.X yet
because of Atari's inept distribution. Plus Atari is out of the computer
market so that means no more versions of Tos and the hardware.

>
>--
> o---o
> | E-mail: hing@engr.csulb.edu |
> |-=-|
> | WWW: http://www.engr.csulb.edu/~hing/ |
> |-=-|
> | ``If I live, I will fight, where ever I must, as long as I must, |
> | until the enemy is defeated and the national stain washed clean.'' |
> o------------------------ Charles de Gaulle -------------------------o
>

-peter

707. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-10 02:49:49 UTC
From: sinclair@netins.net
Message-ID: <0098D1E8.0AD1FA3F@netins.net>
Source record: 13403

In article <95068.184207STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>Pete,
>You have been told, huh? You wouldn't care to actually use one, would
>you? Anyway, for word processing, etc., why do you need 256 colors?
>I use it for picture viewing and manipulation and games. I run my
>Falcon in 16 colors almost all the time although 256 colors is decent
>with NVDI 3.

I run my Performa in 16 bit color and the performace is fine...

>As far as games go I don't think I said the Mac "sucked." I did claim
>that the ST is better for games and I stand by that. Just plug in
>a $4 2600 joystick and shoot the aliens, etc. Your argument was
>flawed because you named three games for the Mac which showed _no_
>variety. Furthermore, when two of these games came out for the Atari
>Jaguar, you flamed them! Should this make me think the Mac is good
>for games? You flamed the very games popular for the Mac.

Do you really want me to list all the games? As for Jagflop games, I never
flamed them. I flamed Atari for their business practices for releasing press
announcements and not living up to any of them..

>-scott tirrell

-Peter

708. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-10 10:04:46 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3jp87u$86e@whitbeck.ncl.ac.uk>
Source record: 13407

In article <3jo9poiik3@mhade.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
>Yes, the higher resolution and color modes on the Falcon DO exhibit a
>very noticable slowdown...
>
>By contrast Windows has to update a FAR larger memory size in the commonly
>used resolutions, and even bigger for the optional resolutions. Same goes for
>number of colors... 16 colors is the norm, with 256 or more being optional.

Yes, but most PC gfx cards are have their own co-pro to handle shifting
these large chunks around, and all of them have seperate RAM which
doesn't load the main bus for display. You will find that a PC card which
relies on the CPU to manipulate the screen memory (not counting VLB cards)
is much slower than a Falcon in an equivalent mode due to the limitations
of the (pretty shitty) ISA architecture.

>A more equal comparison would be an Falcon running in a high resolution mode
>with more colors on screen... and guess what..? The Falcon runs slower
>under those conditions too.
>BobR

See above comment - to compare like for like, compare a PC with a TT using
a Nove or Cyrel graphics card (don't stack the PC against a Matrix card as
it wouldn't be fair on the PC).

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

709. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-10 10:24:45 UTC
From: trauth@john.rutgers.edu
Message-ID: <3jp9dd$cg0@john.rutgers.edu>
Source record: 13408

sinclap2954@cobra.uni.edu writes:

<snip>

>>>Compaq has very competitive prices backed by a
>> ^^^^^^^^^^^^^^^^^^^^^^^
>>
>> Compared to Apple maybe, but not to Zeos, Gateway, Packard Bell, or any
>> other second-tier clone maker.

>Are we looking at the same advertisements?

At this ad right in front of me (pp. 294-295 of Feb. 7 issue of PC Mag.),
Compaq charges $2000 for 486 while AST charges $2000 for a Pentium.
Need I say more.

>> And Hewlett Packard is about to release a line of Pentium-based computers
>> for under $1500 (one of your predictions has actually come true!). There
>> was an article about it in the NY Times.

>Not yet released yet.. The computer industry changes daily. But Compaq is
>very competitive.

But very soon.

>> Compaq does have an excellent service department, but how often do you need
>> to have your computer serviced anyway? I have owned four different computers,
>> and I have never had to have any of them serviced.

>GateWay has had some glitches that needed to be serviced. Lots of ruck trying
>to contact their service dept...

In that case, don't buy from Gateway. There are other clone makers who
either A) don't make problematic computers, and/or B) have a decent service
department.

Is modeled after Mark's by any chance?

>____
> = Lightwave on the Powermac is the
> Peter Sinclair-Day = final nail in the coffin for the
>The University of Northern Iowa = Amiga's usefulness. There will be
> Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
> =

>"I wouldn't know him if he walked in the room. I've got other things to with
>my time."
> -Barry Goldwater on Rush Limbaugh

>Http://www.ziff.com - For the latest MAC & PC news....

>--

* Tom Trauth

710. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-10 10:41:32 UTC
From: trauth@john.rutgers.edu
Message-ID: <3jpacs$d9j@john.rutgers.edu>
Source record: 13409

soupigf@enterprise.america.com (Matthew Gabriel) writes:

>graham@insignia.co.uk (Graham Beint) writes:

> No. A programming language is a programming language. You can add
>a programming language utility to your interface, such as Perl or
>Applescript, but otherwise, the programming functions found even on
>advanced CLIs like Unix shells only exist to break even with a clear and
>graphical representation of your filesystem.

This is utter nonsense! You have obviously never REALLY used a Unix
shell if you think that. There are some things that are real easy
to do on Unix (or DOS) that is very difficult to do on the Mac because
the Mac assumes that all users are idiots. In Unix to delete a
directory and all its subdirectories you simply type: rm -r dirname
That's it! In DOS 6.2 you can do the samem thing with deltree.
What is the direct Mac equivalent of this? NOTHING. Not that this
couldn't be implemented on the Mac GUI (it could), but the point is
that it isn't.

If you still think that graphical representations of file systems
are inherently better than text-based ones, I suggest that you
try MS WIndows! File management is Windows takes you to places
you've never beeb before, like the ninth circle of Hell. You
can't even delete or move an app without causing Windows to have
all kinds of problems!!

> And what makes you think a programming language has to be
>text-oriented, hmmm? The most efficient and sophisticated programming
>languages incorporate graphical elements.

What is this "graphical" programming language you are referring to?
Every programming language I have ever seen (and I am a Comp. Sci.
major, so I've seen a lot of them) has been text-based, including the
ones used for making GUIs (including the Mac Toolbox).

> Wrong again. The mouse is the fastest, most efficient and most
>flexible way to select text. I find it is an invaluable tool, far more
>powerful than even the complex positioning commands found in Unix text
>editors. And, of course, in a graphics enviroment its worth is beyond
>measure.

I'll have to agree with this one. Mice are much better than commands
for selecting text. (Ever use Emacs? The 'Begin Block' command in it
is accessed with Ctrl-Shift-2 (ugh!)).

> SoupIsGood Food

* Tom Trauth

711. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-10 11:29:24 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3jpd6k$9ko@whitbeck.ncl.ac.uk>
Source record: 13410

In article <D56sFt.Jqu@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
>You don't see that advantages in long filenames, a universal font system,
>a universal clipboard, multitasking (careful -- MultiTOS doesn't count, since

Small point - GEM has had a clipboard since it's creation, and most modern
programs use it....

>it doesn't run on most of the Ataris out there, and by your argument, "what

MultiTOS runs on all Atari's, but who would want to? The multitasking kernal
MiNT runs very well on all Atari's as well (in fact it was ported to the Mac
as a replacement for the inefficient Mac OS), and it is the MiNT kernal which
provides the long filenames, BSD compatible networking, POSIX compliance, etc.
It is even possible to run X11R5 on a standard 68000 based ST (as long as
you have 4Meg of RAM).

>does it matter if it is no longer being produced?"), a universal help system,
>aliases, generally adhered-to human interface guidelines, publish and
>subscribe, background printing, built-in filesharing and networking? All

The Mac OS networking is, to be honest, nothing to get excited about - it is
slow & unwieldy. You get comparable performance from using a Midi ring network
on an Atari (which is NOT a good solution). The networking support in MiNT is
light years ahead of the Mac's in terms of raw speed & power. Any Unix networking
software will run under MiNT, including NFS, Gopher, X (with remote clients),
WWW (I use Chimera compiled from the Unix sources), Ftp......

I can mount my unix account onto my Falcon, and then it is transparently available
as if it was on my local HD. Mac OS doesn't provide this level of network
integration (unless all the machines you want to connect to are also Mac's,
and even then the net is laughably slow).

>of which TOS either doesn't have, or has but is extremely poorly supported?

???? Support for the MiNT networking subsystem is one of the most active
areas of Atari computing at the moment.

>All that proves is that you don't know many Mac users. I have a joystick
>on my desk, right in front of me...

Bet you cann't use it without a help bubble to tell you what it is & an
alert box to tell you you're allowed to push Up now (check with the help
bubble to see what Up is...) ;)

> David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)

Craig.
-- -

```
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ----------------------------
```
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

712. Re: What will Atari do if the Jag fails??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-10 14:39:23 UTC
From: sanders@sci.kun.nl
Message-ID: <D58BDn.JB9@sci.kun.nl>
Source record: 13413

In <3jo7p2$rlt@dockmaster.phantom.com> steveg@phantom.com (Steve G.) writes:

>Philippe Robert (robert@iam.unibe.ch) wrote:
>: The 68060 is not very fast (~ P5-60 ...) but very expensive...and is
>: still not avaliable....

>...and runs much hotter than a comparable PowerPC...and is physically
>larger than the PowerPC...and uses more electricity...and software would
>still need to be rewritten to gain the 060's speed, just like a
>PowerPC...

... but runs 68K, non-recompiled execs at `respectable' speed ... and as
I've heard, the price won't be that bad --- I've even read `less than 68040'
somewhere ... All in all, I'd rather have a 68060 on an accellerator
card for my Falcon than a PowerPC, which wouldn't run my software
anyway. Don't think all those old software will be recompiled for
PowerPC. OTOH, If a 60x Card _including_ a Pure C compiler for it
would come out, I'd consider it.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

713. Re: ST/TT Emulator?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-10 15:07:51 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3jpq07$dg2@whitbeck.ncl.ac.uk>
Source record: 13414

In article <c14_9503090448@wmeonlin.sacbbx.com>,
Patrick.Nestlehut@mindkeep.wmeonlin.sacbbx.com (Patrick Nestlehut) writes:
>In a message of 24 Feb 95 16:48:27, Jimmy@wpi.Edu wrote:
>J> Anyone know if there are ST/TT emulators for the PC? I have some old
>J> games that I would like to play but my ST is broken =(.
>
>Yup, there is one good one that I know of...it's called Gemulator. It's a

There's also the Janus card which is reputadly better than the Gemulator.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

714. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-10 15:17:46 UTC
From: rappleye@felix.kodak.com
Message-ID: <rappleye-100395101516@150.102.161.162>
Source record: 13415

In article <3jpacs$d9j@john.rutgers.edu>, trauth@john.rutgers.edu (Thomas Trauth) wrote:

> There are some things that are real easy
> to do on Unix (or DOS) that is very difficult to do on the Mac because
> the Mac assumes that all users are idiots. In Unix to delete a
> directory and all its subdirectories you simply type: rm -r dirname
> That's it! In DOS 6.2 you can do the samem thing with deltree.
> What is the direct Mac equivalent of this? NOTHING. Not that this
> couldn't be implemented on the Mac GUI (it could), but the point is
> that it isn't.

Wake up bucko...it's as easy as dragging a folder to the trash...and I can do that a lot faster than you can type "rm -r dirname". It's painfully obvious that you have never spent enough time using a Mac to speak intelligently about them.

If this is the best that Rutgers can do for it's CS majors, I'm worried.

RevDrFreak
'foot soldier

715. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-10 16:06:16 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1995Mar10.160616@phlem.ph.kcl.ac.uk>
Source record: 13416

In article <D56sFt.Jqu@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
%
% You don't see that advantages in long filenames,
got them: use minixFS. I use minixFS all the time.

% a universal font system,
got that: use GDOS. Any program that requires GDOS comes with it.

% a universal clipboard,
got that: the GEM clipboard is used by loads of programs now.

% multitasking (careful -- MultiTOS doesn't count, since
% it doesn't run on most of the Ataris out there, and by your argument, "what
% does it matter if it is no longer being produced?"),
got that: MultiTOS. And it runs on anything from the lowest 520ST up
to the highest Medusa. Now if you mean there aren't many people using
it, that's different. That means they don't feel the need to run it.

% a universal help system,
Got that: Called STguide. Full hypertext help system.

% aliases,
Got those: They're in any replacement desktop, and in the basic desktop
on newer machines.

% generally adhered-to human interface guidelines,
Well, we have the guidelines. Newer programs use them. Older programs
still don't unfortunately. I'll agree that the Mac is better here.

% publish and subscribe,
No. Haven't got those. We can call external programs, but no-one
appears to do it... :-(

% background printing,
This is plain silly. Any computer can do backgrund printing. Even my
old XL did that...

% built-in filesharing and networking?
Got that. Got a full TCP/ip networking stack using SLIP,PLIP.PPP, or
ethernet.

Now: can the Mac load in external filesystems at will ? Can it enable
device drivers at will ? Is the source code for the OS freely
available for anyone to improve ? (Atari = clearing house). How
much free s/w is there available - has GNU relented yet? How easy is
it to get alternate windowing systems (Xwindows, Mgr) up and running ?
Any improvements on proper (dynamic) memory management yet ?

The Atari's OS is basically Unix, as long as you're running MultiTOS.
I know most people don't. That's not because they're stupid, it's
because they don't need to. The nice thing that it gives you is the
huge amount of free high quality software for X and Unix.

MiNT/MultiTOS comes to ~200k when you are fully loaded with devices
(ethernet etc). When I'm running X & fvwm I have approx 1.5Mb left -
about the same as when I'm running under GEM, given the extras I
load into GEM. It's rather amazing to get X into such a small space
but it works, and rather well too.

An example of how this is useful is to consider that there are no
graphical WWW browsers available yet for the ST market, so I boot X
and suddenly I have all the freely available Xwindows s/w to choose
from - so I can happily use Chimera...

ATB,
Simon.
(Who likes his Falcon, but looks wistfully at portable Pentium colour
machines, thinking: what would Linux/X be like on THAT?)

--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
>> home page: http://www.ph.kcl.ac.uk/~sjg/home.html <<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
"Delenda est Microsoft!"

716. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-10 17:00:18 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3jq0j2$84p@ccshst05.cs.uoguelph.ca>
Source record: 13417

```
: I have played around with an ST many years ago. I have not seen TOS 4.X yet
: because of Atari's inept distribution. Plus Atari is out of the computer
: market so that means no more versions of Tos and the hardware.

You ducked the question again wuss. I said "Have you ever played
on a Jaguar or Falcon?" You attack these machines on technical merits,
but you've never actually tried them.

>> Mark <<

--
==============================================================================
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"In case I have no future, I've got the past. There's no telling just
how long this plague will last." - Chicago ("The Pull")
==============================================================================
```

717. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-10 21:16:48 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3jqfk0$qep@dux.dundee.ac.uk>
Source record: 13418

Networking on the Atari may be Unix(ish), while this is good in terms of power it is NOT good in terms of user friendliness. What we should have is 'plug in and play' networking, so that small business can easy and with the minimum of fus have a small and easily run network up and ready to go as quickly as possible. The last thing any business wants is something they have to spend months fiddling around with.

Rod

718. Atari's Stock Price

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-10 21:19:36 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3jqfp8$qep@dux.dundee.ac.uk>
Source record: 13419

This seems to have plunged recently, not a good sign.

Rod

719. Proof: sinflop=knownothing putz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-11 01:35:34 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950310171912.22895A-100000@PEAK.ORG>
Source record: 13422

```
*+=->Here is undeniable proof that Sinclap is INCAPABLE of rational
*+=->discussion. Gosh I hope he replies to this one, but I seriously doubt
*+=->he will - PETE HAS A WAY OF DUCKING OUT WHEN HE'S PROVEN WRONG, yet he
*+=->lacks the proper shame it would cause most people, and continues to
*+=->show his face. Check this out:

On 9 Mar 1995 sinclap2954@cobra.uni.edu wrote:

> > Good God, do you ever use the "I've been told" line a lot. You
> > hear what you want to hear, but never actually try anything out for
> > yourself. Have you ever used an ST, Falcon or a Jag? I doubt it.
>
> Well, it's not my fault if I can't use one of the above becuase none of these
> are available localy. So how can you advocate if the distribution sucks...
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

*+=->Sinflop wants to know how this poster can advocate a product if
*+=->(in Sinflop's opinion) "the distribution sucks." Well, Sinflop -
*+=->obviously, the poster has **USED** the hardware and can therefore
*+=->truly post relevant testimony.
*+=->This is as opposed to Sinflop, who (by his own admission in his above
*+=->quote, says he can't use one. Yet he continues to "knock" it, despite
*+=->the fact that he admits he hasn't used it. HA HA HA HA!!!!!!
*+=->Sinflop: And you dare show your face here??? HA HA HA HA!!!!
*+=-> HOW DOES THAT FOOT TASTE, SINFLOP????

> = Lightwave on the Powermac is the
> Peter Sinclair-Day = final nail in the coffin for the
> The University of Northern Iowa = Amiga's usefulness. There will be
> Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!

^^^^^^^^^^^^^^^^^^^^^^^^^^^^
*+=-> and look at this!!!

*+=-> Here's more proof that Sinflop is just out for pure flame, with
*+=-> (obviously) no thought. He's worried about the PowerMac being a
*+=-> "nail in the coffin" of the Amiga - he's out to flame AMiga users
*+=-> too!!! Can you believe that? Why is he worried about Amiga users?
*+=-> Why is he worried about Atari users?? GOT AN AWFULLY BIG PERSONAL
*+=-> INFERIORITY COMPLEX THERE, SINFLOP!!! Does it make you feel better
*+=-> to sit down in front of that Mac that you had NOTHING TO DO WITH
*+=-> and probably don't fully understand, and put down other people's
*+=-> choice of computers? Sorry, you're the same mindless loser no matter
*+=-> what type of hardware you advocate. Proof? I've pointed out more
*+=-> logic errors and hole in your arguements than I can remember, and
*+=-> this message is only the latest of many, and more to come.
```

> "I wouldn't know him if he walked in the room. I've got other things to with
> my time."
> -Barry Goldwater on Rush Limbaugh

*+=-> And then Petey Sinflop has the audacity to impose his political
*+=-> philosophy on us. While Goldwater may not like Limbaugh, anybody
*+=-> with 2 brain cells to rub together knows that Goldwater would know
*+=-> Limbaugh in a room. That is, anybody but Sinflop would know that....
*+=-> Sinflop must really believe it to put it in his banner...HA HA HA!!!
*+=-> Goldwater's probably senile and probably still sore at losing the
*+=-> '64 election. Sinflop: You are the perfect Goldwater advocate!

James

720. More Sinflop brilliance

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-11 01:46:50 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950310173713.22895B-100000@PEAK.ORG>
Source record: 13423

On 10 Mar 1995 sinclair@netins.net wrote:
>
> I have played around with an ST many years ago.

*+=-> So it's been *years* since he's used an Atari!!! To think he's been
*+=-> basing this all on memories that are years old!!! He isn't a
*+=-> particularly brilliant observer to begin with, and think how short
*+=-> his memory must be.....

> I have not seen TOS 4.X yet
> because of Atari's inept distribution.

*+=-> Translation: scrap the "because....." part from that sentence. Sinflop
*+=-> should have put a period after the "yet." He hasn't seen TOS 4.X yet.
*+=-> Yet, he continues to run his mouth recklessly about TOS 4.X. HA HA HA!
*+=-> Sinflop would call Atari's distribution "inept" if Sam Tramiel broke
*+=-> down his door with a Falcon system. The reference to Atari's "inept"
*+=-> distribution is simply Sinflop blowing smoke so he won't look so
*+=-> STUPID for criticizing what he knows ABSOLUTELY NOTHING about.
*+=-> I feel sorry for you, Sinflop....NOT! HA HA HA HA!!!!

> Plus Atari is out of the computer
> market so that means no more versions of Tos and the hardware.

*+=-> Uh....duuuuuuuuuuuuuuuuuuuuuhhhhhhhhhhhhhhhhhhhh Huh?
*+=-> Look at that....it must have just dawned on Sinflop......
*+=-> He felt he needed to blurt that out like a first grader with
*+=-> his hand up in class...ready to shout the answer.
*+=-> Sorry Sinflop....you don't get a gold star by your name for
*+=-> this.... HA HA HA HA!!! Petey must feel brilliant after
*+=-> stating the obvious.....

James

721. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-11 01:50:26 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950310174747.22895C-100000@PEAK.ORG>
Source record: 13424

On 10 Mar 1995 sinclair@netins.net wrote:

> In article <95068.184207STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> >Pete,
> >You have been told, huh? You wouldn't care to actually use one, would
> >you? Anyway, for word processing, etc., why do you need 256 colors?
> >I use it for picture viewing and manipulation and games. I run my
> >Falcon in 16 colors almost all the time although 256 colors is decent
> >with NVDI 3.
>
> I run my Performa in 16 bit color and the performace is fine...

*+=-> So what's your point? There are Packard Bells running hi-color
*+=-> modes in every department store. What is your point???

>
> >As far as games go I don't think I said the Mac "sucked." I did claim
> >that the ST is better for games and I stand by that. Just plug in
> >a $4 2600 joystick and shoot the aliens, etc. Your argument was
> >flawed because you named three games for the Mac which showed _no_
> >variety. Furthermore, when two of these games came out for the Atari
> >Jaguar, you flamed them! Should this make me think the Mac is good
> >for games? You flamed the very games popular for the Mac.
>
> Do you really want me to list all the games? As for Jagflop games, I never
> flamed them. I flamed Atari for their business practices for releasing press
> announcements and not living up to any of them..

*+=-> You flame Atari for anything you can try and think of. You flame
*+=-> Amiga users...you flame everybody except yourself. Why don't you
*+=-> turn off the computer and flame yourself where the sun don't shine?

722. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-11 02:05:27 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950310175207.22895D-100000@PEAK.ORG>
Source record: 13425

On Thu, 9 Mar 1995, PISCHKE DAVID wrote:

> In article <95067.145803STIRRE31@maine.maine.edu>,
> <STIRRE31@MAINE.MAINE.EDU> wrote:
> >When using NVDI, TOS certainly does not "crawl." It is much quicker
> **
> >than 7.5 on a 25Mhz LCIII (what does it matter if is no longer
> >being produced?). As far as memory is concerned the solution to
> >a big, bloated OS should not be to simply buy more RAM.
>
> As far as speed is concerned, the solution to a slow, crawling OS should
> not be to simply buy an acceleration program. (Read: if you can buy an
> acceleration program to speed up your slow OS, I can use tricks like that
> to speed up mine!)

*+=-> Go ahead and use whatever tricks you can to speed up your OS.
*+=-> I'm sure the Atari users here don't give a rat's ass what you do.
*+=-> Good for you. Let the Atari users do it too, and shut up about
*+=-> it. Why do you think we'd even care that you can speed up your
*++-> Mac OS???

>
> > Most
> >consumers will buy their Macs from Circuit City or other large
> >chain stores. These Macs normally come with 4 megs of RAM.
>
> There are no Macs now available to consumers which don't have at least a
> 25MHz 68040 (I'm not sure, but I believe the slowest Mac now available might
> even be a 33MHz 68040.) I also believe -- but I'm not sure -- that these
> Macs come with at least 5Mb, if not 8Mb of RAM. All Power Macs come with
> at least 8Mb of RAM.
>
> > If
> >people are not smart enough to use a Ramdisk with their STs (as
> >BobR would suggest) than how are they going to know to buy more
> >RAM and install it? And is this a good solution? TOS is much
> >more efficeint and I see no big advantages of 7.5.
>
> You don't see that advantages in long filenames, a universal font system,

*+=-> No, I don't see an advantage in long filenames. I like the standard
*+=-> 8+3, so I can throw my disk in the PC at the office and read and
*+=-> write to it, with no converters, etc. I can also bring up a screen
*+=-> full of filenames and identify the types by the .XXX extension. Of
*+=-> course, you should know this....but if I thought you did, you'd be

*+=-> in comp.sys.macintosh and not here. Universal fonts?? Microsoft
*++-> true-type fonts can be used on the Atari.

> a universal clipboard, multitasking (careful -- MultiTOS doesn't count, since
> it doesn't run on most of the Ataris out there,

*+=-> MultiTOS doesn't run on most of the Ataris, because most are 68000
*+=-> systems!!! I see how this works: You're just like Sinflop, but
*+=-> worse.... Not only do you come here to Atari bash and preach about
*+=-> your platform, but you compare 040 and even PowerMacs to Ataris...
*+=-> What's worse, you want to confine the Atari to being a 68000 ST, and
*+=-> then claim that MultiTos doesn't count because it won't run on the
*+=-> old computers. That's really fair.... You must know better....
*+=-> I'll let you off the hook on this one, because you probably left
*+=-> your night gown and change of underwear at Sinflop's...just
*+=-> irritability that will pass, we hope.

and by your argument, "what
> does it matter if it is no longer being produced?"), a universal help system,
> aliases, generally adhered-to human interface guidelines, publish and
> subscribe, background printing, built-in filesharing and networking? All
> of which TOS either doesn't have, or has but is extremely poorly supported?

*+=-> Blah Blah Blah....The Atari still serves us well... You can't deal
*+=-> with that. If we want a sales pitch for the Macintosh, we can go to
*+=-> a Macintosh dealer. We certainly don't want it from you (or Sinflop)
*+=-> I don't believe a word either of you say, so perhaps you should do
*+=-> your platform some justice and remain silent.

>
> >The games you listed were all in the same genre- 3-D shoot-em-ups.
> >Is that all you can think about? Besides, the Jag has these games
> >(except Marathon) and you flamed them then.
>
> Don't change the subject. Are you talking about TOS computers or the
> Jaguar? Pick one. You can't argue for both at the same time.

*+=-> Are you talking about 68000 computers or 68030 computers? Are you
*+=-> talking about 1985 computers, 1990 computers, or 1995 computers??
*+=-> Pck one. You can't argue for all at the same time.

>
> >logo, huh? A little biased, wouldn't you say? How many games
> >make use of a joystick? I know of no Mac owners with a joystick....
>
> All that proves is that you don't know many Mac users. I have a joystick
> on my desk, right in front of me...

*+=-> No....it's probably inside you. We don't use joysticks like that in
*+=-> comp.sys.atari. Perhaps you feel out of place. YOU SHOULD.

James

723. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-11 06:37:11 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D59Jpz.LHw@ecf.toronto.edu>
Source record: 13429

In article <3jpd6k$9ko@whitbeck.ncl.ac.uk>,
Craig Graham <Craig.Graham@ncl.ac.uk> wrote:
>
>In article <D56sFt.Jqu@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
>>You don't see that advantages in long filenames, a universal font system,
>>a universal clipboard, multitasking (careful -- MultiTOS doesn't count, since
>
>Small point - GEM has had a clipboard since it's creation, and most modern
>programs use it....

Partially true. GEM has had a clipboard, but the protocol for using it
wasn't set down by Atari until around 1992. When I moved to my Mac, about
18 months ago, most programs still did not use the clipboard -- at least not
all in ways compatible with each other.

>MultiTOS runs on all Atari's, but who would want to? The multitasking kernal
>MiNT runs very well on all Atari's as well (in fact it was ported to the Mac

I remember when MultiTOS was first announced there was a big stink from ST
users, because Atari said that MultiTOS would not run on 68000 machines.
Has this changed?

>The Mac OS networking is, to be honest, nothing to get excited about - it is
>on an Atari (which is NOT a good solution). The networking support in MiNT is
>light years ahead of the Mac's in terms of raw speed & power. Any Unix networking
>software will run under MiNT, including NFS, Gopher, X (with remote clients),
>WWW (I use Chimera compiled from the Unix sources), Ftp......

The Mac OS supports Localtalk, Ethernet, Token Ring and TCP/IP out of the
box. Take your pick.

>I can mount my unix account onto my Falcon, and then it is transparently available
>as if it was on my local HD. Mac OS doesn't provide this level of network
>integration (unless all the machines you want to connect to are also Mac's,
>and even then the net is laughably slow).
>
>>of which TOS either doesn't have, or has but is extremely poorly supported?
>
>???? Support for the MiNT networking subsystem is one of the most active
>areas of Atari computing at the moment.

I notice that you chose to comment only on networking. You made no comments
about the other features I mentioned -- a universal font system, a universal
help system, aliases, generally adhered-to human interface guidelines, publish
and subscribe, background printing, file-sharing, and a universal clipboard.
Are you telling me that TOS has all these features, and that those which is

DOES have are supported by all programs? I can't think of a single program
which doesn't support Mac fonts, printing, clipboard, and so on.
Does *every* (I'll settle for most) Atari program support GDOS, the GEM
clipboard, Atari's interface guidlines?

>Bet you cann't use it without a help bubble to tell you what it is & an
>alert box to tell you you're allowed to push Up now (check with the help
>bubble to see what Up is...) ;)

At least it's attached to a computer that's still being sold.

--
David "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

724. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-11 06:40:55 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D59Jw8.LpJ@ecf.toronto.edu>
Source record: 13430

```
In article <3jpacs$d9j@john.rutgers.edu>,
Thomas Trauth <trauth@john.rutgers.edu> wrote:
>the Mac assumes that all users are idiots. In Unix to delete a
>directory and all its subdirectories you simply type: rm -r dirname
>That's it! In DOS 6.2 you can do the samem thing with deltree.
>What is the direct Mac equivalent of this? NOTHING. Not that this
>couldn't be implemented on the Mac GUI (it could), but the point is
>that it isn't.

You're kidding, right? You mean you don't even know that all you have to
do to delete a folder and all its contents is to drag the folder to the
trash? Last time I checked, even TOS did it this way.

--
David "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.
```

725. Re: ST/TT Emulator?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-11 07:50:28 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jrko4$aq2$1@mhade.production.compuserve.com>
Source record: 13421

Unfortunately the GEMulator doesn't work with IBM joysticks, and many Atari copy protection schemes won't work in the IBM drives either, so many ST games won't run.

The GEMulator is most useful for someone with expensive applications they don't want to replace right away.. for those, it does a really good job of emulating the ST.

Games are not one of its strong points though.

BobR

726. *** Falcon BBS List ***

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-11 08:18:42 UTC
From: fg024@cleveland.Freenet.Edu
Message-ID: <3jrmd2$r04@usenet.INS.CWRU.Edu>
Source record: 13420
Cross-posted to: fr.comp.sys.atari,comp.sys.atari.st,comp.sys.atari.advocacy,de.comp.st

```
BBS that have a Falcon 030 section
==========================
Version : 0.02
Here is a List of BBSs that have a Falcon Section, If you Have more please E-mail me info
of:
+Name
+Country
+Phone numbers
+Speed (Min /Max)
+Ratios
+Parity ( n of bits ; Even/Odd/None ; bit of stop )
+Used Spaced for Falcon
```

Now my gathering (by the way I would like to thank�s the people who have contributed to this list).

What�s New : TheBBs,DataLine, correction for Brasil, Germany, Corection for jaberwoky theStand and Master, New Uk number (name unknown). I�ve lost some usa bbs numbers please feed me with numbers names and all the above.

```
Canada (+ 1)
-----------
Grand Central Galaxy
403 986 9843 14.4 kbps 5/1 8-N -1

Denmark (+ 45)
-------------
DK-Soft
43 71 70 75 19.2 kbps ??? ???

France (+33)
----------
Brasil
1 44 67 08 44 2.4-28.8 Kbps ??? 8-N-1

TheBbs
1 42 51 11 35 2.4-28.8 Kbps ??? 8-N-1

Germany (+49)
------------
GoreZone
4841 6069 2.4-19.2 Kbps no ratios 8-N-1

Norway (+47)
----------
The STand
56 30 58 57 14.4 kbps no ratios 8-N-1
```

XBASE
73 52 30 18 28.8 kbps ??? ???

Sweden (+46)

Crime City
8 760 40 67 28.8 kbps no ratios ???

Jabberwocky
31 7956724 14.4 Kbps no ratios 8-N-1

Master
31 364423 14.4 kbps no ratios 8-N-1

MidiNet
40 160655 28.8 Kbps Membership 8-N-1
(Free for Foreigners)
STraight
31 363973 28.8 Kbps no ratios 8-N-1

DataLine
87 782886 300-14.4 kbps 10:1 or free 8-N-1

U K (+44)

Chameleon
0272 881095 14.4Kbps Yes (?) 8-N-1

???
1454 881095 28.8 (?) no ratios 8-N-1

U S A (+ 1)

Neostag
216 792 2580 14.4 kbps no ratios 8-O-1

Cumberland county
609 451 7475 14.4 kbps ??? 8-?-?

PLEASE NOTE:
This list is copyright 1995 by Hirlimann Ludovic. It should be widely distributed as long has NO MONEY IS MADE OUT OF IT. So please distribute it. Upload it to your favorite bbs. If youhave any information dealing with Falcon bbss please mail them to me, those info will be added to the List.

--
E-Mail : Fg024@Cleveland.freenet.edu

727. Student Discounts List!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-11 12:13:47 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3js45r$6n0@dux.dundee.ac.uk>
Source record: 13426
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech,comp.sys.atari.advocacy

A rather small list I admot but here goes.

==========

LEXICOR SOFTWARE CORPORATION
36 Queensberry street, suite 6
(617) 437 0414 service@lexicor.com, info@lexicor.com
(617) 437 9413

(510) 848 7621
(510) 848 7613

PRODUCT INFORMATION:

Lexicor Software imports several products and developes several too,
discount rates for students only apply to some products that are not on
special sales.

DTP software/Graphics Hardware and Software such as NOVA Graphics Board,
Medusa Computer system, Phoenix 2.0 Object Renderer, Raystart, DA Picture,
DA Vector (and Pro), Metamorphosis 24, Chronos-3D, Utility Pack, CAD 3D
Design and Illustration Disk, Prism Paint plus more.

DISCOUNT RATES & MIN ORDER: Student
Educational

please call or email for information

RESTRICTIONS ON DISCOUNTS:

please call or email for information (U.S.A. only)

December 8th, 1994

==========

TEAM Software
POB 7332, Washington, DC 20044, USA
TEL 703-533-2132, FAX 703-538-4598

email address mlake@dgs.dgsys.com

PRODUCT INFORMATION: Entertainment, simulation of the horse racing track

DISCOUNT RATES & MIN ORDER: Student any quantity, $10 off list
which comes to $29.95 plus
shipping
Educational ditto

RESTRICTIONS ON DISCOUNTS: no restrictions

December 7, 1994

==========

Remember Hi-Soft also do discounts on non-special offers of upto 30%!!

Rod

--
--
Rod McCall, President, Lip Theatre Company, Dundee University
WE NEED DONATIONS OR WE'LL HAVE TO CLOSE!!
rmccall@mcs.dundee.ac.uk | University (Term Time)
cdsales@cix.compulink.co.uk | Non term time and for info
info on CD-ROMS (PC&MAC), PC Hardware and Books
==========

728. Re: Peter might have a good idea.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-11 12:20:48 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3js4j0$6n0@dux.dundee.ac.uk>
Source record: 13427

: Atari should get out of the video game market, and become a holding company
to
: collect patent money.. Atari will never recoup the investment from the
Jagflop
: fiasco. But, were dealing with 'the boys', though.

A similar situation happened here with a hard drive maker Rodime Peripherals,
after losing millions each year on its manufacturing, it eventually
went into receivership. The receiver sold off the factory and made the
company into a patent collection 'money' company. Within the year it
annouced hefty profits. Basically all they do now is collect cash and
design equipment for other companies.

Rod
--
--
Rod McCall, President, Lip Theatre Company, Dundee University
WE NEED DONATIONS OR WE'LL HAVE TO CLOSE!!
rmccall@mcs.dundee.ac.uk | University (Term Time)
cdsales@cix.compulink.co.uk | Non term time and for info
info on CD-ROMS (PC&MAC), PC Hardware and Books
==

729. Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-11 15:44:02 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCLPCFVZUP@cabal.shnet.org>
Source record: 13428

Hi there!

I just got some information about the price for the "cheap" Mac
SuperDrive. It costs ~500 DMs in Germany.

And - of course - graphic cards aren't cheaper for the Mac than for the
Atari, either.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

730. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-11 17:42:32 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D5AEIx.Mzw@ecf.toronto.edu>
Source record: 13436

In article <1995Mar10.160616@phlem.ph.kcl.ac.uk>,
Simon Gornall <sjg@phlem.ph.kcl.ac.uk> wrote:
>% a universal font system,
>got that: use GDOS. Any program that requires GDOS comes with it.

My point is that the vast majority of programs out there do NOT use GDOS.
Even when programs do use GDOS, some of them use it in strange, incompatible
ways, or don't support the font-scaling capabilities.

>% a universal clipboard,
>got that: the GEM clipboard is used by loads of programs now.

Last time I checked, most did not. My point is that *every* Mac program
supports the Mac's font system and the Mac's clipboard. The same universality
does not exist on the Atari.

>got that: MultiTOS. And it runs on anything from the lowest 520ST up
>to the highest Medusa. Now if you mean there aren't many people using
>it, that's different. That means they don't feel the need to run it.

You must be kidding. I can run MultiTOS on a 520ST??

>% a universal help system,
>Got that: Called STguide. Full hypertext help system.

STguide is a built-in part of the operating system, sanctioned by Apple?
Is it included with the OS with every machine that shs? Is it widely
supported?

>% generally adhered-to human interface guidelines,
>Well, we have the guidelines. Newer programs use them. Older programs
>still don't unfortunately. I'll agree that the Mac is better here.

The excuse is always "newer programs use them." The last time I checked
Atari's user interface guidlines -- that was about a year ago -- they were
at most about six or seven pages long. The Mac's interface guidlines fit in
a whole book. Most programs adhere to most, if not all of them. (There are
some notable exceptions, however.) On the Mac, adherence to the HIG is the
norm, as opposed to the exception, as it is on the Atari.

>% background printing,
>This is plain silly. Any computer can do backgrund printing. Even my
>old XL did that...

You *MUST* be kidding. What program did you have on your XL that allowed
you to do background printing? The only program I remember that did background
printing on the ST was WordWriter ST, and then only from within itself.

>% built-in filesharing and networking?
>Got that. Got a full TCP/ip networking stack using SLIP,PLIP.PPP, or
>ethernet.

SO I can take an Atari out of the box, hook up one cable, click a few icons,
and share the files on my hard drive with a friend?

>Now: can the Mac load in external filesystems at will ?

Yes. Case in point: Apple's PC Exchange and CD-ROM software.

> Can it enable device drivers at will?

I'm not sure what you mean by this.

>Is the source code for the OS freely available for anyone to improve?

Is this actually a selling point? Of course the code isn't available!

>How much free s/w is there available - has GNU relented yet?

There is tons of free software. GNU isn't the only source of good software.

>How easy is
>it to get alternate windowing systems (Xwindows, Mgr) up and running ?

I don't know, because I've never tried. There are programs such as MacX,
so I can't imagine that it's hard.

>Any improvements on proper (dynamic) memory management yet ?

The next version of the OS is slated to improve this. Until then, I'll
use the standard Atari response and tell you that you can buy a product
such as RamDoubler to solve the problem until then.

>The Atari's OS is basically Unix, as long as you're running MultiTOS.
>I know most people don't. That's not because they're stupid, it's
>because they don't need to. The nice thing that it gives you is the
>huge amount of free high quality software for X and Unix.

It's because MultiTOS is slow! I remember when MultiTOS came out everyone
was complaining about how slow it is.

>MiNT/MultiTOS comes to ~200k when you are fully loaded with devices
>(ethernet etc). When I'm running X & fvwm I have approx 1.5Mb left -
>about the same as when I'm running under GEM, given the extras I
>load into GEM. It's rather amazing to get X into such a small space
>but it works, and rather well too.

200K including MiNT, the multitasking AES, multitasking Desktop, GDOS,
and all the other add-ons necessary to give the Atari features comparable
to the Mac?

--
David "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing

|__ |\ | |/\| the public from realising the full extent of our ignorance.

731. Atari these days...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-11 18:31:24 UTC
From: mlamb@UWYO.EDU
Message-ID: <1995Mar11.113124.9092@roper.uwyo.edu>
Source record: 13433

Hello! I am new to the net and thought i would post a question. My first computer was a 800XL followed by a ST. My best computing days were with those Ataris; however, I am now a clone user. Anyway, what is Atari doing these days? Are the Tramiels still around?

732. Re: Proof: sinflop=knownothing putz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-12 01:49:31 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jtjvb$kf4$1@mhadg.production.compuserve.com>
Source record: 13431

James, why don't you just lay off the coffee, go back on your medicine, or whatever it takes for you to chill out..?

Drooling on the keyboard has to be bad for the works, you know..?

BobR

733. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-12 03:37:42 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Mar11.213742.40081@cobra.uni.edu>
Source record: 13432

In article <3jq0j2$84p@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : I have played around with an ST many years ago. I have not seen TOS 4.X yet
> : because of Atari's inept distribution. Plus Atari is out of the computer
> : market so that means no more versions of Tos and the hardware.
>
> You ducked the question again wuss. I said "Have you ever played
> on a Jaguar or Falcon?" You attack these machines on technical merits,
> but you've never actually tried them.

What Have I attacked? I am sure the Falcon could have been with proper nourishment and so. The Jagflop with unique games and strong marketing and distribution would do very well. But, you know who is in charge to make it all happen. I attacked the merits of the 64 bits Jagflop, and it does not ad up and the games do not show it. Even the 32 bits 3do has nicer games..

>
> >> Mark <<
>
>
> --
> ===
> Mark Rathwell The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "In case I have no future, I've got the past. There's no telling just
> how long this plague will last." - Chicago ("The Pull")
> ===

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
=

"I wouldn't know him if he walked in the room. I've got other things to with my time."
-Barry Goldwater on Rush Limbaugh

Http://www.ziff.com - For the latest MAC & PC news....

---

734. Re: Proof: sinflop=knownothing putz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-12 03:53:33 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Mar11.215333.40082@cobra.uni.edu>
Source record: 13434

In article <Pine.SUN.3.91.950310171912.22895A-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
>
> *+=->Here is undeniable proof that Sinclap is INCAPABLE of rational
> *+=->discussion. Gosh I hope he replies to this one, but I seriously doubt
> *+=->he will - PETE HAS A WAY OF DUCKING OUT WHEN HE'S PROVEN WRONG, yet he
> *+=->lacks the proper shame it would cause most people, and continues to
> *+=->show his face. Check this out:
>
>
> On 9 Mar 1995 sinclap2954@cobra.uni.edu wrote:
>
>> > Good God, do you ever use the "I've been told" line a lot. You
>> > hear what you want to hear, but never actually try anything out for
>> > yourself. Have you ever used an ST, Falcon or a Jag? I doubt it.
>>
>> Well, it's not my fault if I can't use one of the above becuase none of these
>> are available localy. So how can you advocate if the distribution sucks...
> ^^
>
> *+=->Sinflop wants to know how this poster can advocate a product if
> *+=->(in Sinflop's opinion) "the distribution sucks." Well, Sinflop -
> *+=->obviously, the poster has **USED** the hardware and can therefore
> *+=->truly post relevant testimony.
> *+=->This is as opposed to Sinflop, who (by his own admission in his above
> *+=->quote, says he can't use one. Yet he continues to "knock" it, despite
> *+=->the fact that he admits he hasn't used it. HA HA HA HA!!!!!!
> *+=->Sinflop: And you dare show your face here??? HA HA HA HA!!!!
> *+=-> HOW DOES THAT FOOT TASTE, SINFLOP????
>

What a loser... The advocators of the Falcon are advocating a product onto the
market which is not widely available and lacks specific software were as on
other platforms, the price/performance ratio as well as overal support make the
Falcon a un actracive aquisition.

>
>> = Lightwave on the Powermac is the
>> Peter Sinclair-Day = final nail in the coffin for the
>> The University of Northern Iowa = Amiga's usefulness. There will be
>> Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
>
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> *+=-> and look at this!!!
>

> *+=-> Here's more proof that Sinflop is just out for pure flame, with
> *+=-> (obviously) no thought. He's worried about the PowerMac being a
> *+=-> "nail in the coffin" of the Amiga - he's out to flame AMiga users
> *+=-> too!!! Can you believe that? Why is he worried about Amiga users?
> *+=-> Why is he worried about Atari users?? GOT AN AWFULLY BIG PERSONAL
> *+=-> INFERIORITY COMPLEX THERE, SINFLOP!!! Does it make you feel better
> *+=-> to sit down in front of that Mac that you had NOTHING TO DO WITH
> *+=-> and probably don't fully understand, and put down other people's
> *+=-> choice of computers? Sorry, you're the same mindless loser no matter
> *+=-> what type of hardware you advocate. Proof? I've pointed out more
> *+=-> logic errors and hole in your arguements than I can remember, and
> *+=-> this message is only the latest of many, and more to come.

What aloser again.. The Amiga needs to goto RISC to survive. The potential
new owners who ever that is will continue to use the existing 68X0X line.
While the PowerMacs and Pc's increase in speed every three to six months.

BTW, I have owned four Amigas from the A500-A1200, so f-ck off.
The faithful who have this notion that everything is alright will be
heartbroken because of the bidding delay and the folding of AmigaWorld...

>
>
>> "I wouldn't know him if he walked in the room. I've got other things to with
>> my time."
>> -Barry Goldwater on Rush Limbaugh
>
> *+=-> And then Petey Sinflop has the audacity to impose his political
> *+=-> philosophy on us. While Goldwater may not like Limbaugh, anybody
> *+=-> with 2 brain cells to rub together knows that Goldwater would know
> *+=-> Limbaugh in a room. That is, anybody but Sinflop would know that....
> *+=-> Sinflop must really believe it to put it in his banner...HA HA HA!!!
> *+=-> Goldwater's probably senile and probably still sore at losing the
> *+=-> '64 election. Sinflop: You are the perfect Goldwater advocate!

Again, what a loser. Now attack me on my politics because you failed!!

>
> James
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
=

"I wouldn't know him if he walked in the room. I've got other things to with
my time."
-Barry Goldwater on Rush Limbaugh

Http://www.ziff.com - For the latest MAC & PC news....

---

735. Re: More Sinflop brilliance

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-12 03:59:45 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Mar11.215945.40083@cobra.uni.edu>
Source record: 13435

In article <Pine.SUN.3.91.950310173713.22895B-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
>
>
> On 10 Mar 1995 sinclair@netins.net wrote:
>>
>> I have played around with an ST many years ago.
>
>
> *+=-> So it's been *years* since he's used an Atari!!! To think he's been
> *+=-> basing this all on memories that are years old!!! He isn't a
> *+=-> particularly brilliant observer to begin with, and think how short
> *+=-> his memory must be.....

Others who have posted here have not been impressed with TOS...

>
>
>> I have not seen TOS 4.X yet
>> because of Atari's inept distribution.
>
> *+=-> Translation: scrap the "because....." part from that sentence. Sinflop
> *+=-> should have put a period after the "yet." He hasn't seen TOS 4.X yet.
> *+=-> Yet, he continues to run his mouth recklessly about TOS 4.X. HA HA HA!
> *+=-> Sinflop would call Atari's distribution "inept" if Sam Tramiel broke
> *+=-> down his door with a Falcon system. The reference to Atari's "inept"
> *+=-> distribution is simply Sinflop blowing smoke so he won't look so
> *+=-> STUPID for criticizing what he knows ABSOLUTELY NOTHING about.
> *+=-> I feel sorry for you, Sinflop....NOT! HA HA HA HA!!!!
>

You should read carefuly. TOS 4.X is not installed in that many ST's and is
not upto par with System 7.5 and that has been pointed out by others as well.
The TOS is a dead OS. It's the truth Jack..

>
>> Plus Atari is out of the computer
>> market so that means no more versions of Tos and the hardware.
>
> *+=-> Uh....duuuuuuuuuuuuuuuuuuuuuhhhhhhhhhhhhhhhhhhh Huh?
> *+=-> Look at that....it must have just dawned on Sinflop......
> *+=-> He felt he needed to blurt that out like a first grader with
> *+=-> his hand up in class...ready to shout the answer.
> *+=-> Sorry Sinflop....you don't get a gold star by your name for
> *+=-> this.... HA HA HA HA!!! Petey must feel brilliant after

> *+=-> stating the obvious.....

What ever!!!

>
> James
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
=

"I wouldn't know him if he walked in the room. I've got other things to with
my time."
-Barry Goldwater on Rush Limbaugh

Http://www.ziff.com - For the latest MAC & PC news....

----

736. Re: Atari's Stock Price

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-12 07:34:28 UTC
From: jorcas@netcom.com
Message-ID: <jorcasD5BH1H.Fp8@netcom.com>
Source record: 13287

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: This seems to have plunged recently, not a good sign.

: Rod

Actually it has gone from 3.25 to 3.85 in the last couple of days.
I guess because of the Saturn $350 anouncement.
I expect (hope) the price to jump with the cd and price reduction
press releases, if they ever occur.
On the other hand it has plunged from 7.50 to 3.5 in a few months.

737. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-12 11:27:06 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1995Mar12.112706@phlem.ph.kcl.ac.uk>
Source record: 13288

In article <D59Jw8.LpJ@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
% In article <3jpacs$d9j@john.rutgers.edu>,
% Thomas Trauth <trauth@john.rutgers.edu> wrote:
% >the Mac assumes that all users are idiots. In Unix to delete a
% >directory and all its subdirectories you simply type: rm -r dirname
% >That's it! In DOS 6.2 you can do the samem thing with deltree.
% >What is the direct Mac equivalent of this? NOTHING. Not that this
% >couldn't be implemented on the Mac GUI (it could), but the point is
% >that it isn't.
%
% You're kidding, right? You mean you don't even know that all you have to
% do to delete a folder and all its contents is to drag the folder to the
% trash? Last time I checked, even TOS did it this way.

Well, TOS has done it that way from the start. You can make a better
example though... Say you have an immense C program, in a folder with
lots of sub-folders and sub-sub-folders. Now, you have a patch file
that's been distributed, which changes all the .c files of a particular
type. Unfortunately these files (called lib?????.c) are distributed
throughout the directories. So you need to back them up before making
the patch, but you haven't got the space to do a simple folder copy.
So how do you do it easily. Under unix it's simple - you use the `find'
command with the pattern `lib*.c' and the command `mv $file $file.bak'
or equivalent. Under a graphical OS it's more difficult.

Basically, I think this (religious) argument comes down to how many
files you have to deal with.. With few files it's generally easier to
click and point, but when you have large numbers of files to perform
operations on, there's no beating a powerful CLI. As for the CLAP's
claim that there's nothing a GUI can't do better than a CLI, well,
CRAP and CLAP are very similar...

ATB,
Simon.
--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
>> home page: http://www.ph.kcl.ac.uk/~sjg/home.html <<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
"Delenda est Microsoft!"

738. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-12 13:15:47 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3jus63$6u6@nyheter.chalmers.se>
Source record: 13289

```
In article <1995Mar9.132648.39960@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:
>Well, it's not my fault if I can't use one of the above becuase none of these
>are available localy. So how can you advocate if the distribution sucks...
>
Why don't you complain over things you know about, like the bad distribution,
instead of things you really don't know anything about? You really are as
stupid as you seem, aren't you?

Christer.

--
| Chalmers | USENET: d2cg@dtek.chalmers.se | "Today I've started |
| University | SNAIL: Christer Gustavsson | earning my second |
| of | Hasselvagen 6 | million. The first |
| Technology | S-430 91 H�N� | one failed." |
```

739. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-12 15:45:58 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1995Mar12.154558@phlem.ph.kcl.ac.uk>
Source record: 13291

In article <D5AEIx.Mzw@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) writes:

% My point is that the vast majority of programs out there do NOT use GDOS.
% Even when programs do use GDOS, some of them use it in strange, incompatible
% ways, or don't support the font-scaling capabilities.

Your point is wrong. About the only program I can think of that doesn't use
GDOS is Calamus. All the others can load and use GDOS fonts. Since the newer
NVDI (basically essential) and SpeedoGDOS are the equivalent of ATM, there
is no reason for any program to use anything else apart from historical
reasons (eg: Calamus).

% >% a universal clipboard,
% >got that: the GEM clipboard is used by loads of programs now.
%
% Last time I checked, most did not. My point is that *every* Mac program
% supports the Mac's font system and the Mac's clipboard. The same universality
% does not exist on the Atari.

When was the last time you checked, David? I agree that there is *greater*
homogeneity in the Mac market, but *lots* of new programs (ie: less than 1 year
old) have clipboard support. There is a proposal on the GEM-list to extend the
clipboard support at the moment. You don't extend things that no-one uses.

% >got that: MultiTOS. And it runs on anything from the lowest 520ST up
% >to the highest Medusa. Now if you mean there aren't many people using
% >it, that's different. That means they don't feel the need to run it.
%
% You must be kidding. I can run MultiTOS on a 520ST??

Hmm - I'm beginning to think you don't know what MultiTOS is. It's a .ttp
program that goes in the auto/ folder coupled with a new Desktop that is
multi-tasking aware. All the functionality that I've been advocating is
contained within that .ttp program. The desktop just adds a GEM interface
to multitasking (ie: multiple GEM programs as well as multiple processes).

The size of MULTITOS.PRG (or MINT.PRG) varies from ~90k to ~140k depending
on which version you're running. My version is ~135k. You can easily run
a program of that size on a 520ST. If you want to run the new AES as well,
(the GEM bit) you'll need 2Mb (probably 4 if you want to run a few apps).

I don't bother with the GEM bit myself - I use the vt52 level for most
of my work, or X if I need graphics.

% >% a universal help system,
% >Got that: Called STguide. Full hypertext help system.
%

% STguide is a built-in part of the operating system, sanctioned by Apple?
% Is it included with the OS with every machine that shs? Is it widely
% supported?

No. No. and Yes respectively. Almost all newer apps come with ST-Guide help.

% >% generally adhered-to human interface guidelines,
% >Well, we have the guidelines. Newer programs use them. Older programs
% >still don't unfortunately. I'll agree that the Mac is better here.
%
% The excuse is always "newer programs use them." The last time I checked
% Atari's user interface guidlines -- that was about a year ago -- they were
% at most about six or seven pages long. The Mac's interface guidlines fit in
% a whole book. Most programs adhere to most, if not all of them. (There are
% some notable exceptions, however.) On the Mac, adherence to the HIG is the
% norm, as opposed to the exception, as it is on the Atari.

It's not an excuse, it's a fact. That's why I keep saying it. I think you're
criticising the atari scene based on an outdated view.

% >% background printing,
% >This is plain silly. Any computer can do backgrund printing. Even my
% >old XL did that...
%
% You *MUST* be kidding. What program did you have on your XL that allowed
% you to do background printing? The only program I remember that did background
% printing on the ST was WordWriter ST, and then only from within itself.

You can do it under SpartaDOS on the XL, assuming you have the 256k expansion.
Standard utility.

Anyway, on the ST there are so many TSR programs to do background printing I'm
not going to list them all. Under MultiTOS, the best is probably GEM-spool.
Pick a file, drag to the GEM-spool icon. Spooled to disk at full speed and
printed in the background. OR anything that gets sent directly to the printer also
gets put in the print-queue.

% >% built-in filesharing and networking?
% >Got that. Got a full TCP/ip networking stack using SLIP,PLIP.PPP, or
% >ethernet.
%
% SO I can take an Atari out of the box, hook up one cable, click a few icons,
% and share the files on my hard drive with a friend?

No. Because the s/w doesn;t come shipped as standard. It's also more like
'edit file' than 'click icon', but that's due to the more general nature of
TCP/ip. I've yet to see an installation package for TCP on *any* system that
knows it's own ip address, for example.

% >Now: can the Mac load in external filesystems at will ?
% Yes. Case in point: Apple's PC Exchange and CD-ROM software.
So I can write (say) a compressing RAMdisk as a filesystem, put it somewhere in
the System/ folder and it automagically appears in the filesystem ?

% > Can it enable device drivers at will?
% I'm not sure what you mean by this.
It's the logical next step from external filesystems. If you have a standard interface for a device driver, you can install a new device (say, ethernet driver) by copying a file to the Mint/ folder

% >Is the source code for the OS freely available for anyone to improve?
% Is this actually a selling point? Of course the code isn't available!
I reckon it's one of the best things to have. Atari haven't done any development of the OS for a long time, but because the source is available, I have had 12 OS upgrades in the last year. Atari still act as a clearing house.

% >How much free s/w is there available - has GNU relented yet?
% There is tons of free software. GNU isn't the only source of good software.

Yes, I know, the point is that all the unix s/w works on the Atari. Not a small collection...

% >How easy is
% >it to get alternate windowing systems (Xwindows, Mgr) up and running ?
% I don't know, because I've never tried. There are programs such as MacX,
% so I can't imagine that it's hard.

With respect, just because someone's done it doesn't make it easy. X is free on the Atari, so is Mgr. We also have Linux/68k available. (I think the Mac only has BSD)

% >Any improvements on proper (dynamic) memory management yet ?
%
% The next version of the OS is slated to improve this. Until then, I'll
% use the standard Atari response and tell you that you can buy a product
% such as RamDoubler to solve the problem until then.

:-)

% >The Atari's OS is basically Unix, as long as you're running MultiTOS.
% >I know most people don't. That's not because they're stupid, it's
% >because they don't need to. The nice thing that it gives you is the
% >huge amount of free high quality software for X and Unix.
%
% It's because MultiTOS is slow! I remember when MultiTOS came out everyone
% was complaining about how slow it is.

Oh for God's sake! This has been done to death already. The reason the new AES was slow had nothing to do with MultiTOS - The AES was treated as a normal process, so to process mouse clicks etc. it waited until its process slot. The newer AES doesn't do this (it has select() if that means anything to you) so it's about 95% the speed of single-tasking TOS. The old AES was also very fast for computing. A really low overhead, but it lacked in what the user percieved - that was all.

% >MiNT/MultiTOS comes to ~200k when you are fully loaded with devices
% >(ethernet etc). When I'm running X & fvwm I have approx 1.5Mb left -
% >about the same as when I'm running under GEM, given the extras I

% >load into GEM. It's rather amazing to get X into such a small space
% >but it works, and rather well too.
%
% 200K including MiNT, the multitasking AES, multitasking Desktop, GDOS,
% and all the other add-ons necessary to give the Atari features comparable
% to the Mac?

200k gives you MiNT. another 400k gives you MultiAES. The memory use of GDOS depends on your fonts - I think NVDI3 requires at least 250k. So you're up and running in approx 1Mb. Now load in a couple of apps and you've got 3-4Mb used.

OTOH, I run a full unix-like system with virtual consoles, X windows, tcsh as my shell. I get 1200k left after running a few apps (window mgr, 2 terms, clock) And it's all free :-)))

ATB,
Simon.

>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
>> home page: http://www.ph.kcl.ac.uk/~sjg/home.html <<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
"Delenda est Microsoft!"

740. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-12 16:03:08 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3jv5vs$fsv@ccshst05.cs.uoguelph.ca>
Source record: 13290

: What Have I attacked? I am sure the Falcon could have been with proper
: nourishment and so.

Peter, for the last year you have been attacking the Falcon
constantly.

The Jagflop with unique games and strong marketing and
: distribution would do very well. But, you know who is in charge to make it all
: happen. I attacked the merits of the 64 bits Jagflop, and it does not ad up
: and the games do not show it. Even the 32 bits 3do has nicer games..

That's a matter of opinion. The 3DO games are more glitzy yes.
Why ... because they're on CD. While the Jag is capable of having large
memory cartridges, it would be too expensive. Hence ... a lot of the
full-motion video you see in 3DO games is not present in Jag games. IMHO,
Aliens Vs. Predator is one of the most impressive games ever stuck on a cart.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"In case I have no future, I've got the past. There's no telling just
how long this plague will last." - Chicago ("The Pull")
==

741. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-12 18:32:12 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D5CBHo.HDr@ecf.toronto.edu>
Source record: 13296

In article <Pine.SUN.3.91.950310175207.22895D-100000@peak.org>,
James Wood <jamesw@PEAK.ORG> wrote:
>> As far as speed is concerned, the solution to a slow, crawling OS should
>> not be to simply buy an acceleration program. (Read: if you can buy an
>> acceleration program to speed up your slow OS, I can use tricks like that
>> to speed up mine!)
>
>*+=-> Go ahead and use whatever tricks you can to speed up your OS.
>*+=-> I'm sure the Atari users here don't give a rat's ass what you do.
>*+=-> Good for you. Let the Atari users do it too, and shut up about
>*+=-> it. Why do you think we'd even care that you can speed up your
>*++-> Mac OS???

My point was that the Atari users on comp.sys.atari.advocacy complain that
the Mac OS is slow, and compare it to TOS -- but with NVDI and all those
other accelerators installed. I'm simply saying that it's not fair to add
accelerators to TOS and then compare it to an unaccelerated Mac OS. Either
you compare both OSes without acceleration, or both OSes with acceleration.
That way the comparison is fair.

>> You don't see that advantages in long filenames, a universal font system,
>
>*+=-> No, I don't see an advantage in long filenames. I like the standard
>*+=-> 8+3, so I can throw my disk in the PC at the office and read and
>*+=-> write to it, with no converters, etc. I can also bring up a screen
>*+=-> full of filenames and identify the types by the .XXX extension. Of
>*+=-> course, you should know this....but if I thought you did, you'd be
>*+=-> in comp.sys.macintosh and not here. Universal fonts?? Microsoft
>*++-> true-type fonts can be used on the Atari.

I can use PC disks as well. I can bring up a screen full of filenames, and
I can identify them by the miniature icon and the file type description in the
"Kind" field in the Finder window. Of course I know what you can do with
an Atari -- I owned Atari computers for 11 years!

My point about universal fonts was that every Mac program supports the standard
Mac font system. I was not talking about any specific font types -- and
incidentally, TrueType was developed by Apple and licensed to Microsoft.
Can you honestly say that every (or even a majority) of Atari programs
fully support SpeedoGDOS?

>and by your argument, "what
>> does it matter if it is no longer being produced?"), a universal help system,
>> aliases, generally adhered-to human interface guidelines, publish and
>> subscribe, background printing, built-in filesharing and networking? All
>> of which TOS either doesn't have, or has but is extremely poorly supported?

>
>*+=-> Blah Blah Blah....The Atari still serves us well... You can't deal
>*+=-> with that. If we want a sales pitch for the Macintosh, we can go to
>*+=-> a Macintosh dealer. We certainly don't want it from you (or Sinflop)
>*+=-> I don't believe a word either of you say, so perhaps you should do
>*+=-> your platform some justice and remain silent.

I am not selling Macintoshes. I simply tried to clear up some misconceptions
about Macs that people in this newsgroup have posted.

>> Don't change the subject. Are you talking about TOS computers or the
>> Jaguar? Pick one. You can't argue for both at the same time.
>
>*+=-> Are you talking about 68000 computers or 68030 computers? Are you
>*+=-> talking about 1985 computers, 1990 computers, or 1995 computers??
>*+=-> Pck one. You can't argue for all at the same time.

OK, so let's talk about the Falcon -- it's the most recent model
manufactured by Atari.

>*+=-> No....it's probably inside you. We don't use joysticks like that in
>*+=-> comp.sys.atari. Perhaps you feel out of place. YOU SHOULD.

For a few days, I actually was hopeful that this thread wasn't going to
degenerate into childish name calling. You give all Atari advocates a bad
name by resorting to puerile insults.

--
David "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

742. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-13 00:51:09 UTC
From: soupigf@enterprise.america.com
Message-ID: <3k04tt$csp@enterprise.america.com>
Source record: 13292

guenther@cabal.shnet.org (Thorsten Guenther) writes:

>What does a 64bit 4 meg graphics board for the Mac cost (not mentioning
>that the NuBus is much slower than PCI)?

First up, we see the laughable ignorance most PC users have in
regard to anything practical. When you say "64 bit graphics" you are
referring to the largely useless bandwidth figures. When you see "24 bit"
graphics boards advertised for the Mac, the figure is referring to the
maximum color depth available on the card, a far more usefull figure.
Currently, all of those "64" and "128" bit graphics boards are merely
vanilla 24 bit graphics bords with a bandwidth too large to be used on
the majority of systems available. The Mac has 32 bit boards, which
refers to color depth. I have yet to see anything more than a 24bit
graphics card for the PC. I have yet to see a PC graphics board with
on-board DSP functions or software-specific drivers. I have yet to see a
PC board drive a HDTV display. And lastly, I have yet to see a PC
graphics board out-run a Mac graphics accellerator, high bandwidth
or not.

>"A GUI is better than a CLI in any case, yet CLIs for the Mac are there and
>they are much better than Unix CLIs." What Unix CLIs do you know?

Hmmm...csh, Emacs, vi, pico, nn, tin, pine, etc. They all have
different interfaces, and are all hideoulsy complicated. The amount of
effort poured into each of these different interfaces far outweighs any
benefit reaped from them. I will be switching to a SLIP account and the
accompanying GUI internet tools next month, thank god. Perhaps I can get
some real work done then.

>Thorsten

SoupIsGood Food

743. Re: Atari these days...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-13 02:56:21 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3k0c8l$nqe@ccshst05.cs.uoguelph.ca>
Source record: 13293

Anyway, what is Atari doing
: these days? Are the Tramiels still around?

Atari's years of pissing off it's customers resulted in the
company downsizing massively after sales collapsed in the ST arena. The
Tramiel's are still in control, but seem to be doing a lot better in the
way of running Atari these days. Atari's main product is the Jaguar
console, though a few Lynxes and Falcons are still being sold.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"In case I have no future, I've got the past. There's no telling just
how long this plague will last." - Chicago ("The Pull")
==

744. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-13 03:40:33 UTC
From: schmerl@ist.flinders.edu.au
Message-ID: <1995Mar13.034033.36562@frodo.cc.flinders.edu.au>
Source record: 13294

In article 39960@cobra.uni.edu, sinclap2954@cobra.uni.edu () writes:
> In article <3jn0fs$b0s@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
> > : I have been told that the Falcon TOS does crawl in higher resolution color like
> >
> >
> > Goo God, do you ever use the "I've been told" line a lot. You
> > hear what you want to hear, but never actually try anything out for
> > yourself. Have you ever used an ST, Falcon or a Jag? I doubt it.
>
> Well, it's not my fault if I can't use one of the above becuase none of these
> are available localy. So how can you advocate if the distribution sucks...
>

Peter, that really shows some intelligence and resoursfullness on your part.

Here's a typical day for Pete on the Net:
I wont bother PC groups, they are too big.
OOH look, the Atari and Amiga groups are relatively small.
Atari and Amiga people could be using Macs.
Let me boost my ego and annoy them.
Look, wow, have some attention. (yes I am guilty of this too)

So you like Macs. They are relatively decent computers, way more usable for
the illiterate than PCs were.PCs must be doing something right though, like err
selling well. For people who are different and prefer Amigas or Atari gear,
they are fine (if you can handle searching endlessly for soft/hard ware).
What's your beef with them? AND WHY ARE YOU HERE (bold type, but in case you
cant read). Oh I forgot, you own a Lynx. That makes you an expert on all things
Atari.
> >
> > >> Mark <<
> >
> >
> >
> >
> >
> > --
> > ===
> > Mark Rathwell The University Of Guelph
> > mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
> >
> > "In case I have no future, I've got the past. There's no telling just
> > how long this plague will last." - Chicago ("The Pull")
> > ===

>
> --
> = Lightwave on the Powermac is the
> Peter Sinclair-Day = final nail in the coffin for the
> The University of Northern Iowa = Amiga's usefulness. There will be
> Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
> =
>
> "I wouldn't know him if he walked in the room. I've got other things to with
> my time."
> -Barry Goldwater on Rush Limbaugh
>
>
> Http://www.ziff.com - For the latest MAC & PC news....

I looked there, it doesn't answer. Maybe it exists just as much as a Pippen
will take over the video game world for $300 no less. (whoops, here we go again)

> --
>
>
>
>

be constructive dude

CUL8R,
Skip.
.....Sorry if anyone, is offended. This is advocacy *FLAME ONE*.....

745. Re: ST/TT Emulator?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-13 10:26:49 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.103.000A72C0@lobby.ti.com>
Source record: 13297

In article <3jrko4$aq2$1@mhade.production.compuserve.com> BobR <76702.1466@CompuServe.COM> writes:

>Games are not one of its strong points though.

You can get good games on PC nowadays as well, so not much of a problem.
Unless you are a die-hard Atari game player.

+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

746. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-13 14:36:03 UTC
From: proche@isis
Message-ID: <3k1l8j$6k0@imag.imag.fr>
Source record: 13295

In article <1995Mar11.213742.40081@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> What Have I attacked? I am sure the Falcon could have been with proper
|> nourishment and so. The Jagflop with unique games and strong marketing and
|> distribution would do very well. But, you know who is in charge to make it all
|> happen. I attacked the merits of the 64 bits Jagflop, and it does not ad up
|> and the games do not show it. Even the 32 bits 3do has nicer games..
|>

Peter, I will give you an advice: don't you think you have made yourself
ridiculous enough ? You've been flaming for years Atari, the ST, the Falcon,
the Jaguar, the Amiga, in postings written in a language quite hard to understand
for a non-english person like me, although I must admit that you speak quite well
for a 10-years old child like you (I hope that your english is better than mine).
And now you say "What have I attacked ?". You're joking, aren't you ?
Moreover, you've been posting Mac price lists and ads taken from MacWarehouse
(or was it Toys are us ?) which nobody here cares about. Did all this bring
something to the threads ? Do you really think that you conviced Atari users with
your attitude ? Do you really think that starting flame threads where you try to
say "My computer is better than yours" is a constructive debate ? WHY DON'T YOU
LEAVE THIS GROUP AND GO TO ALT.SEX TO POST THINGS LIKE "MY D**K IS BIGGER THAN
YOURS" ? I'm sure you would feel a great relief.
Come on, Peter, grow up.

|> "I wouldn't know him if he walked in the room. I've got other things to with
|> my time."
|> -Barry Goldwater on Rush Limbaugh

That's what I tried to do, but this time I couldn't resist. That's what I suggest
you, too: don't you have better things to do ? Get a life, loser.
Pascal.

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

747. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-13 19:13:30 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCNSCGWVUP@cabal.shnet.org>
Source record: 13298

In <3k04tt$csp@enterprise.america.com> Matthew Gabriel wrote:

>guenther@cabal.shnet.org (Thorsten Guenther) writes:
>
>
>>What does a 64bit 4 meg graphics board for the Mac cost (not mentioning
>>that the NuBus is much slower than PCI)?
>
> First up, we see the laughable ignorance most PC users have in
>regard to anything practical. When you say "64 bit graphics" you are
>referring to the largely useless bandwidth figures.

The "largely useless bandwidth figures" show that a 64 bit board has much
higher refresh rates than a 32 bit one. Laughable, eh?

>When you see "24 bit"
>graphics boards advertised for the Mac, the figure is referring to the
>maximum color depth available on the card, a far more usefull figure.

This figure is totally useless without given refresh rates, sorry pal, you
lose.

>Currently, all of those "64" and "128" bit graphics boards are merely
>vanilla 24 bit graphics bords with a bandwidth too large to be used on
>the majority of systems available.

Yeah right, for example the ATI Graphics Pro Turbo allows you to use 32
bit depth with a resolution of 1152*864 in 73 Hz non-laced. That's good
for 19" monitors as used in EPP/DTP.

>The Mac has 32 bit boards, which
>refers to color depth. I have yet to see anything more than a 24bit
>graphics card for the PC.

See above.

>I have yet to see a PC graphics board with
>on-board DSP functions or software-specific drivers. I have yet to see a
>PC board drive a HDTV display. And lastly, I have yet to see a PC
>graphics board out-run a Mac graphics accellerator, high bandwidth
>or not.

As you showed your cluelessness about PC graphics boards just one
paragraph above, this doesn't impress me too much.

>>"A GUI is better than a CLI in any case, yet CLIs for the Mac are there and
>>they are much better than Unix CLIs." What Unix CLIs do you know?
>

> Hmmm...csh, Emacs, vi, pico, nn, tin, pine, etc. They all have
>different interfaces, and are all hideoulsy complicated. The amount of
>effort poured into each of these different interfaces far outweighs any
>benefit reaped from them. I will be switching to a SLIP account and the
>accompanying GUI internet tools next month, thank god. Perhaps I can get
>some real work done then.

And again, the idea that Macs are for people too stupid to use other
computers is strengthened by a Mac-o-Droid.

Gotta get me a Motorola Entry Workstation as shown on the CeBit.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

748. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-13 19:18:04 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCNSCGWYUP@cabal.shnet.org>
Source record: 13299

In <1995Mar12.154558@phlem.ph.kcl.ac.uk> Simon Gornall wrote:
>Your point is wrong. About the only program I can think of that doesn't use
>GDOS is Calamus. All the others can load and use GDOS fonts. Since the newer
>NVDI (basically essential) and SpeedoGDOS are the equivalent of ATM, there
>is no reason for any program to use anything else apart from historical
>reasons (eg: Calamus).

Err... Calamus fonts are very professionaly designed, AFAIK. I don't feel
it's just for historical reasons that they have their own format.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
--- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

749. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-13 21:30:34 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.SIIWpUKnEqE@icon.pp.se>
Source record: 13300

In <3jmih8$ihe@enterprise.america.com>, soupigf@enterprise.america.com (Matthew Gabriel) writes:
>
> >> There is NOTHING a CLI can do that a GUI can't do faster and easier.
>
> >Have you ever used a good CLI?
>
> Yes, I have, and I am having a miserable time using one right now.

Then maybe you should take some typing-lessons and read a couple of manuals. I`m sure you will find that once you learn how to fully use a CLI most operations will become easier.

> Have you ever used a good GUI (Mac, NeXTStep).

Of course!

> A GUI allows you quicker
> access to and more precise control over your sustem and its rescources.

No, this isn`t true if you`re a skilled typist that has taken the time to learn the CLI inside and out. There are only a few areas (mainly graphical oriented) where a GUI outperforms a CLI if the user is what I call a "power-user". For beginners or for people that doesn`t require immediate access to the most advanced functions, a GUI might be a good thing. For a "power-user" that knows the system inside and out and that requires full control over the machine, a CLI is in most cases both faster and easier.

A stupid example:

Find all files on the disk that matches a _complex_ regular expression and compress them with your favourite packer (gzip :-). This is very easy to do from a CLI (find | grep | gzip), but try to do it from a GUI and you will see what I mean.

PS! Don`t get me wrong. GUIs are good for many things and the world has definately became a better place since they were introduced, but to get the most out of a computer the best thing is to have a GUI with a CLI-window! :-)

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it's not a job for soldiers, but only soldiers can do it!"|

750. Re: Atari's Stock Price

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-13 23:22:32 UTC
From: steveg@phantom.com
Message-ID: <3k2k3o$18r@dockmaster.phantom.com>
Source record: 13301

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: This seems to have plunged recently, not a good sign.

This is news?

751. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-14 01:41:51 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.795145311@sfu.ca>
Source record: 13302

root@icon.pp.se (Daniel Eriksson) writes:

>A stupid example:

>Find all files on the disk that matches a _complex_ regular expression
>and compress them with your favourite packer (gzip :-). This is very
>easy to do from a CLI (find | grep | gzip), but try to do it from a
>GUI and you will see what I mean.

Let me set up a complete (and stupid) example. You need to compress all the files on all your mounted volumes that begin with "Lib" and end with ".c", they must have at least one 'X' in their name but not two 'X's in a row, the files must have been created more than a week ago but more than a month ago, they must be larger than 15K (so they are worth compressing) and smaller than 500K, they must have been modified last Tuesday, they must be locked and associated with your secret "FlagShip" project, they must be documents (ie not applications,stationary,aliases,links,directories,...) and the comments for the document contain the word "Snoopy" but not "dopy doo". That would take me about 1 minute to initiate on my mac. Obviosly the search time would be large if I had a lot of mounted volumes and a lot of hits would mean a huge compression time. And the method for doing this is simple and intuitive.

--

Brian Quinlan
quinlan@sfu.ca

752. Falcon Developers List

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-14 15:19:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3k4c54$nv3@dux.dundee.ac.uk>
Source record: 13303
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

If you develop (or no of anyone who does) ANY product for the
Atari falcon please email me details in the following format.

please put SD: Falcon List in your subject header.

Cheers

Rod

==========

NAME
ADRESS
TEL/FAX email address (if any)

PRODUCT INFORMATION: (e.g MIDI, DTP not a huge description, max 10 lines
for example: D_PLUS: Colour DTP, T_SCANNER: TC Hand Scanner
)

DISCOUNT RATES & MIN ORDER: Student
Educational

RESTRICTIONS ON DISCOUNTS: (e.g applies to UK only, certain products)

DATE OF POST

==========

ALSO please send me a message in that format with the subject header

SD: <company name>

Note: I will ONLY post articles which conform to above layout.

--
--
Rod McCall, President, Lip Theatre Company, Dundee University
WE NEED DONATIONS OR WE'LL HAVE TO CLOSE!!
rmccall@mcs.dundee.ac.uk | University (Term Time)
cdsales@cix.compulink.co.uk | Non term time and for
info on CD-ROMS (PC&MAC), PC Hardware and Books
==========

753. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-14 19:55:42 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Mar14.135542.40202@cobra.uni.edu>
Source record: 13304

In article <3jus63$6u6@nyheter.chalmers.se>, d2cg@dtek.chalmers.se (Christer Gustavsson) writes:
> In article <1995Mar9.132648.39960@cobra.uni.edu>,
> <sinclap2954@cobra.uni.edu> wrote:
>>Well, it's not my fault if I can't use one of the above becuase none of these
>>are available localy. So how can you advocate if the distribution sucks...
>>
> Why don't you complain over things you know about, like the bad distribution,
> instead of things you really don't know anything about? You really are as
> stupid as you seem, aren't you?

Eh? Pot kettle black.....

>
> Christer.
>
> --
> | Chalmers | USENET: d2cg@dtek.chalmers.se | "Today I've started |
> | University | SNAIL: Christer Gustavsson | earning my second |
> | of | Hasselvagen 6 | million. The first |
> | Technology | S-430 91 H&#65533;N&#65533; | one failed." |

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
=

"I wouldn't know him if he walked in the room. I've got other things to with
my time."
-Barry Goldwater on Rush Limbaugh

Http://www.ziff.com - For the latest MAC & PC news....

---

754. Re: Atari these days...y

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-14 19:59:19 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Mar14.135919.40203@cobra.uni.edu>
Source record: 13305

In article <3k0c8l$nqe@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> Anyway, what is Atari doing
> : these days? Are the Tramiels still around?
>
> Atari's years of pissing off it's customers resulted in the
> company downsizing massively after sales collapsed in the ST arena. The
> Tramiel's are still in control, but seem to be doing a lot better in the
> way of running Atari these days. Atari's main product is the Jaguar
> console, though a few Lynxes and Falcons are still being sold.

And you expect gamers to take a risk on the Jaggy? The ST collapsed due to incompetence on Atari's part for not updating the ST line in a timely fashion.

>
> >> Mark <<
>
>
> --
> ==
> Mark Rathwell The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "In case I have no future, I've got the past. There's no telling just
> how long this plague will last." - Chicago ("The Pull")
> ==

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
=

"I wouldn't know him if he walked in the room. I've got other things to with my time."
-Barry Goldwater on Rush Limbaugh

Http://www.ziff.com - For the latest MAC & PC news....

---

755. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-14 20:02:39 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Mar14.140239.40204@cobra.uni.edu>
Source record: 13306

In article <3k1l8j$6k0@imag.imag.fr>, proche@isis (Pascal Roche) writes:
> In article <1995Mar11.213742.40081@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> |> What Have I attacked? I am sure the Falcon could have been with proper
> |> nourishment and so. The Jagflop with unique games and strong marketing and
> |> distribution would do very well. But, you know who is in charge to make it all
> |> happen. I attacked the merits of the 64 bits Jagflop, and it does not ad up
> |> and the games do not show it. Even the 32 bits 3do has nicer games..
> |>
>
> Peter, I will give you an advice: don't you think you have made yourself
> ridiculous enough ? You've been flaming for years Atari, the ST, the Falcon,
> the Jaguar, the Amiga, in postings written in a language quite hard to understand
> for a non-english person like me, although I must admit that you speak quite well
> for a 10-years old child like you (I hope that your english is better than mine).
> And now you say "What have I attacked ?". You're joking, aren't you ?
> Moreover, you've been posting Mac price lists and ads taken from MacWarehouse
> (or was it Toys are us ?) which nobody here cares about. Did all this bring
> something to the threads ? Do you really think that you conviced Atari users with
> your attitude ? Do you really think that starting flame threads where you try to
> say "My computer is better than yours" is a constructive debate ? WHY DON'T YOU
> LEAVE THIS GROUP AND GO TO ALT.SEX TO POST THINGS LIKE "MY D**K IS BIGGER THAN
> YOURS" ? I'm sure you would feel a great relief.
> Come on, Peter, grow up.

Pot kettle black...

>
>
> |> "I wouldn't know him if he walked in the room. I've got other things to with
> |> my time."
> |> -Barry Goldwater on Rush Limbaugh
>
> That's what I tried to do, but this time I couldn't resist. That's what I suggest
> you, too: don't you have better things to do ? Get a life, loser.
> Pascal.

Eh?

>
> +---+
> |Pascal Roche | She said "A sweet sweet man like you,|
> |Equipe SHOOD | What can I do for you ?" |
> |ENSGI, 46 avenue Felix Viallet | I said "A sweet sweet man like me, |
> |38031 Grenoble Cedex 1, France | I can only bring you the misery." |
> |e-mail: Pascal.Roche@imag.fr | Tindersticks |

> |Tel: 76-57-43-22 | |
> +--+
>
>
>
>
>
>
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
=

"I wouldn't know him if he walked in the room. I've got other things to with
my time."
-Barry Goldwater on Rush Limbaugh

Http://www.ziff.com - For the latest MAC & PC news....

---

756. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-15 02:50:44 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3k5km4$6i8@paul.rutgers.edu>
Source record: 13307

soupigf@enterprise.america.com (Matthew Gabriel) writes:

>>"A GUI is better than a CLI in any case, yet CLIs for the Mac are there and
>>they are much better than Unix CLIs." What Unix CLIs do you know?

> Hmmm...csh, Emacs, vi, pico, nn, tin, pine, etc. They all have
^^
nn "hideously complicated"? What are you talking about!? nn is one of
the simplest programs I have ever used. nn is much easier (and faster!)
than any other usenet reader I have used, including graphical ones.
For example, using the Favorite Newsgroup program on the Mac, a GUI
newsreader, is pure torture. It is excessively slow, frequently runs
out of memory and locks up if you read a large thread, and forces you
to save your "usenet preferences" (the groups that you happened to read)
before letting you exit it. It also lacks niceties like kill files. I
know there are better GUI newsreaders than that, but it still shows that
a GUI program isn't necessarily better than a CLI one.

>different interfaces, and are all hideoulsy complicated. The amount of
>effort poured into each of these different interfaces far outweighs any
>benefit reaped from them. I will be switching to a SLIP account and the

IYHO

>accompanying GUI internet tools next month, thank god. Perhaps I can get
>some real work done then.

I have gotten a lot of real work done on DOS and UNIX (both CLI OS's) for
years.

>>Thorsten

> SoupIsGood Food

* Tom Trauth

757. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-15 16:11:50 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.197.000B32D6@cfcsc.dnd.ca>
Source record: 13314

In article <3je21u$c0g$1@mhadg.production.compuserve.com>
>From: BobR <76702.1466@CompuServe.COM>
>>_snip_<<
>There are one or two current members of the Atari Forums who do music
>professionally... that's two or three..
>In addition, there may be a few more who haven't specifically mentioned it,
>although there are music related message topics which come up now and then,
>and the responses are very small in relation to the entire member base.

I agree with just about everythin you're saying here, with ONE qualification.
All the people you are talking about here(ie. musicians) are people you
know or have met through telecommunicating(BBS, Internet) I personally
know of five friends who are professional musicians using ST's who have never
and may never 'hook up' to the Internet. One has to be careful about
extrapolating from the Internet. We are NOT representative of the
general Atari users, nor of the general population, Musicians are STILL buting
St's and STe's for MIDI(check out c.s.a.s) and a friend of mine just bought a
1040STe last year for the MIDI ONLY!

>That's my point here.. yes there are people who use the MIDI ports, but
it's>no way 90% of ST owners.. it's not even likely 10%. Most people
probably>looked at them when they took the ST out of the box and then forgot
they>even existed.

I think you're just pulling numbers out of the air here.
Would it not be more usefull, or accurate to simply say that a majority of ST
users don't use MIDI, unless you have some hard figures to back you up :^)

>It's not a really big deal... I really don't care that I had to pay for
them>and never use them.. the rest of the computer is good enough that I can
just>forget about them.
>But.. to me and a "large percentage" of ST owners they're useless, just as
>the argument was presented that the power-eject mechanism on the Mac floppy
>is useless.
>My answer to that is.. So What..?
>All computers have features that are more or less useful to individuals. These
>individuals don't like the power-eject, and I have no use for MIDI ports.

Agreed

>>_snip_<<
>But it makes me wonder how many are still in use, and how many are dust
>magnets at the bottom of closets... or planters.
>BobR
-ken

758. Re: Atari these days...y

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-15 17:49:57 UTC
From: proche@isis
Message-ID: <3k79c5$m4a@imag.imag.fr>
Source record: 13308

In article <1995Mar14.135919.40203@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> And you expect gamers to take a risk on the Jaggy? The ST collapsed due to
|> incompetence on Atari's part for not updating the ST line in a timely fashion.

I don't think this counts so much. I mean people who buy a console usually are not concerned with computers. Most of my friends who own a console never owned a computer. If the Jaguar fails, it will be for other reasons.
Moreover, Atari has always put more weight on the game side, from the Atari 400 to the ST, which were considered more like some game machines than some serious computers, probably because of the 2600 success. Even if the guys ruling the company are not the same today, I think we can trust Atari for the support of the Jaguar. I wouldn't say the same for a new Atari computer. Even if a new computer was released today, being say two or three years technologically advanced compared to the PC, it wouldn't be sold enough, because of the PC market. Unless the price is very attractive.

Pascal.

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

759. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-15 18:02:33 UTC
From: proche@isis
Message-ID: <3k7a3p$m4a@imag.imag.fr>
Source record: 13309

In article <1995Mar14.140239.40204@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> Pot kettle black...
|> Eh?

In article <1995Mar14.135542.40202@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> Eh? Pot kettle black.....

No, I won't complain, don't change the record ! Once more, please !
Pascal.

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

760. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-15 20:35:32 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950315122801.20943B-100000@PEAK.ORG>
Source record: 13310

On Sun, 12 Mar 1995, PISCHKE DAVID wrote:

> Of course I know what you can do with
> an Atari -- I owned Atari computers for 11 years!

Perhaps so. However, you're still in comp.sys.atari. Is it your purpose
to sway additional Atari owners to your new platform?

> >*+=-> Are you talking about 68000 computers or 68030 computers? Are you
> >*+=-> talking about 1985 computers, 1990 computers, or 1995 computers??
> >*+=-> Pck one. You can't argue for all at the same time.
>
> OK, so let's talk about the Falcon -- it's the most recent model
> manufactured by Atari.

When was the Falcon designed? Let's talk about the Macintoshes from that
era, since that is the only fair comparison. All this talk of PowerMacs
and System 7.5 when we're shooting at a 1990-1991 target, is senseless.

> For a few days, I actually was hopeful that this thread wasn't going to
> degenerate into childish name calling. You give all Atari advocates a bad
> name by resorting to puerile insults.

Ok - I apologize for the "puerile insult." That is, I apologize to "all
Atari advocates." Fellows, I certainly do NOT want to give you a bad
name. As far as this thread degenerating into the domain of childish - I
point out that it will be (regardless of my outburst) as long as Sinflop
is in here. I point out to you that you (David) and Sinflop argue the
same thing....and are probably here for similar reasons. I wonder what
they are, exactly.

James

761. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-15 20:41:31 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950315123740.20943C-100000@PEAK.ORG>
Source record: 13311

On 14 Mar 1995 sinclap2954@cobra.uni.edu wrote:

> In article <3jus63$6u6@nyheter.chalmers.se>, d2cg@dtek.chalmers.se (Christer Gustavsson) writes:
> > In article <1995Mar9.132648.39960@cobra.uni.edu>,
> > <sinclap2954@cobra.uni.edu> wrote:
> >>Well, it's not my fault if I can't use one of the above becuase none of these
> >>are available localy. So how can you advocate if the distribution sucks...
> >>
> > Why don't you complain over things you know about, like the bad distribution,
> > instead of things you really don't know anything about? You really are as
> > stupid as you seem, aren't you?
>
> Eh? Pot kettle black.....

Once again, Sinflop, you've demonstrated your inability to construct coherent sentences.

As far as you using the "pot kettle black" scenario against someone else, I declare that YOU are the biggerst hypocrite EVER - and you're also the biggest COWARD ever, as you never reply to the posts where people WALLOP your illogical drivel.

James

762. Re: Atari Portfolio

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-15 22:04:00 UTC
From: mikke.mattsson@f0.n200.z2.ct.se
Message-ID: <ftn_2.203.611_2f676499_Mikke.Mattsson@f0.n200.z2.ct.se>
Source record: 13315

To: jcrios@reuna.cl

>
> I bought a second hand Portfolio....but I don?t have the manual...
> If anybody have the manual or any instruction in a *.doc or *.txt I would
> very happy if you can E Mail me the info. Also I want to know where I can
> buy Ram Cards or 128 K Memory Cards....

Try typing 'HELP' at the dos-prompt.

/-Mikke/ M.
mikke@tnogobl.ct.se

(UUCP Dialup connection)

763. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-16 01:54:05 UTC
From: steveg@phantom.com
Message-ID: <3k85nt$g2r@dockmaster.phantom.com>
Source record: 13312

Thorsten Guenther (guenther@cabal.shnet.org) wrote:
: I just got some information about the price for the "cheap" Mac
: SuperDrive. It costs ~500 DMs in Germany.

Not being familiar with the current exchange rate, I would have to guess that one US dollar would have to equal a bit less than six German DM's, as the "cheap" drive currently costs ~$80 US here.

: And - of course - graphic cards aren't cheaper for the Mac than for the
: Atari, either.

Most Macs won't need graphic cards as they all have at least 8-bit color @ 640x480. Many of them have 16-bit color, and a small handful of them have on-board 24-bit video for 21" monitors.

764. Re: Atari these days...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-16 02:00:32 UTC
From: steveg@phantom.com
Message-ID: <3k8640$g2r@dockmaster.phantom.com>
Source record: 13313

mlamb@UWYO.EDU wrote:
: Hello! I am new to the net and thought i would post a question. My first
: computer was a 800XL followed by a ST. My best computing days were with
: those Ataris; however, I am now a clone user. Anyway, what is Atari doing
: these days? Are the Tramiels still around?

Atari: All but dead. No new computers, Jaguar is dying.
Tramiels: Probably considering alternate lines of work.

765. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-16 11:09:56 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCQKEDVZUP@cabal.shnet.org>
Source record: 13316

In <3k85nt$g2r@dockmaster.phantom.com> Steve G. wrote:

>Thorsten Guenther (guenther@cabal.shnet.org) wrote:
>: I just got some information about the price for the "cheap" Mac
>: SuperDrive. It costs ~500 DMs in Germany.
>
>Not being familiar with the current exchange rate, I would have to guess
>that one US dollar would have to equal a bit less than six German DM's,

You should watch the news sometimes, not the soaps. Esp. during the last
weeks the exchange rates have been a major issue. 1 US$ is about 1.40 DMs.

>as the "cheap" drive currently costs ~$80 US here.

Yep, and? What does this say other than Apple are still trying to fool
their customers here?

>: And - of course - graphic cards aren't cheaper for the Mac than for the
>: Atari, either.
>
>Most Macs won't need graphic cards as they all have at least 8-bit color
>@ 640x480.

ROTFLBTCSTR!

>Many of them have 16-bit color, and a small handful of them
>have on-board 24-bit video for 21" monitors.

Many of them have useable colour modes equivalent to 1 meg High Colour PC
boards, and few have more.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

766. ST -> Mac text transfer

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-16 17:41:08 UTC
From: melkweg@aol.com
Message-ID: <3k9t7k$7to@newsbf02.news.aol.com>
Source record: 13317

Does anyone have any ideas how I could transfer text files from my 1040ST
to my LCII?
I thought I might be able to rig a cable from the St modem port to my mac,
and use Zterm to communicate with the telecommunications program that came
with the ST. I don't have a modem for the ST.

I hope I'm not S.O.L because I'm from AOL.
Thanks in advance.

m ar k

767. Atari, and its success!?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-16 21:46:01 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3kabip$a7k@dux.dundee.ac.uk>
Source record: 13318

I read recently that Atari used to have sales many moons ago of
$3.6bn, well that makes the $27m dollar sales look pretty crap
really!

I dont know of any other company that enjoys this much of a fall and
still, the same management are in charge.

Its quite amazing!

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

768. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-17 01:58:03 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D5KAss.6Hp@ecf.toronto.edu>
Source record: 13323

In article <Pine.SUN.3.91.950315122801.20943B-100000@peak.org>,
James Wood <jamesw@PEAK.ORG> wrote:
B
>> Of course I know what you can do with
>> an Atari -- I owned Atari computers for 11 years!
>
>Perhaps so. However, you're still in comp.sys.atari. Is it your purpose
>to sway additional Atari owners to your new platform?

No. If you want use an Atari, fine. Just don't make claims false claims
about the Mac. All I want to do is clear up the misconceptions and untruths
posted in here about Macs.

>When was the Falcon designed? Let's talk about the Macintoshes from that
>era, since that is the only fair comparison. All this talk of PowerMacs
>and System 7.5 when we're shooting at a 1990-1991 target, is senseless.

OK, So let's talk about 1992, which is when the Falcon was released, if my
memory serves me correctly. System 7 was in release at that time.

>Ok - I apologize for the "puerile insult." That is, I apologize to "all
>Atari advocates." Fellows, I certainly do NOT want to give you a bad
>name. As far as this thread degenerating into the domain of childish - I
>point out that it will be (regardless of my outburst) as long as Sinflop
>is in here.

Are you saying that you can't raise your debate to a level higher than
Peter Sinclair's, as long as he is here?

> I point out to you that you (David) and Sinflop argue the
>same thing....and are probably here for similar reasons. I wonder what
>they are, exactly.

I would like to think that Peter Sinclair and I not the same. Have I ever
referred to the "Jagflop" or made sarcastic comments about the Tramiels?
No.

--
David "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

769. Re: Atari, and its success!?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-17 03:07:48 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3kaue4$h47$1@mhadg.production.compuserve.com>
Source record: 13319

>...and still, the same management are in charge.

That's because the management owns the company.

BobR

770. Re: ST -> Mac text transfer

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-17 03:28:15 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3kavkf$h47$2@mhadg.production.compuserve.com>
Source record: 13320

Transferring files from an ST to a Mac by way of the serial ports should work...

Just be sure to use what's called a "null modem" cable between the two computers. (This reverses the transmit and receive lines so the sending line of one connects to the receiving end of the other, and vice versa).

Null modem cables or adapters should be available at any well-stocked computer store or Radio Shack.

As for the "telecommunications program that came with the ST", if you mean the VT-52 emulator accessory that comes on the "Language Disk" with the ST, that won't work, as the program doesn't have any file transfer protocols in it.

You'll need to obtain an Atari telecom program like ConNect or STorm, or one of the commercial programs like Flash II, (unless the program you mentioned isn't the VT-52 emulator, and has protocols in it that match Zterm). AOL may have those available in their Atari download areas, or you can ftp them from atari.archive.umich.edu or one of the other Atari sites.

Since you mentioned not having a modem for the ST, that could involve a bit of a "Catch 22" unless your Mac can write to MS-DOS disks. If it CAN do this, format an MS-DOS disk as a 720K floppy (the Atari can't use High Density disks, so you have to be sure to format the disk as a 720K), then copy the files onto the MS-DOS disk. The Atari should be able to read the files directly from the disk.

The next hurdle would be that the files are almost certainly compressed, either with LZH or ZIP. If you have those compression utilities on the Mac, you can uncompress them there, then just copy all the uncompressed files onto the disk to transfer to the ST. Otherwise you'll need to get the proper Atari uncompression programs, again either from AOL or an ftp site. (If there are any local BBSs near you with Atari file sections, you'll probably be able to get these files and programs from them.)

Another thought is that if you CAN format MS-DOS floppies, and the files you need to transfer are smaller than 720K, you can just use the floppies to transfer the files between the two systems.

The Atari ST shares almost the exact same floppy disk format that the PC does, so the trick is to format the disk *on the Mac* using the "Mac File Exchange" program (or whatever it's called) to insure compatibility.

>I hope I'm not S.O.L because I'm from AOL.

It would be a lot easier if you were on CompuServe, because I could point you to the exact files in our software libraries. Everything you'd need is available there, including direct contact with a lot of knowledgable people including a lot of Atari Corp folks... but ... it shouldn't be an insurmountable hurdle.

BobR

771. Sinclap to be discontinued..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-17 07:01:29 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3kbc49$qac@paul.rutgers.edu>
Source record: 13321
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

From the AP wire:

SADI (Senseless Anti-Atari Drivel Inc.) announced on Thursday, March 16, that they were discontinuing their primary Internet product, the Peter Sinclair Bullshit Generator (PSBG). As of April 1st, 1995, no more PSBGs will be manufactured, though existing models should be around well into the next century, rotting in various warehouses all over the state of Iowa.

As to why the PSBG had been discontinued, Colonel Clueless, the President of SADI, would only say that "We believed that it was our moral obligation to do it. Discontinuing the PSBG will make the world a much better place." However, an ex SADI employee, who requested anonymity, has told us that the real reason why the PSBG was discontinued was because it had a severe flaw that even SADI's brightest researchers couldn't fix: Once the PSBG was turned on, there was no way to shut it off. It is also rumored that the PSBG has a penchant for making slanderous statements, and that these statements have cost SADI millions of dollars in damages from class-action libel suits by Atari users.

Whatever the reasons behind it are, the discontinuation of the Peter Sinclair Bullshit Generator will be effective April 1st, as stated above.

In other news, SADI announced that they plan on introducing a new product in June: the Peter Sinclair Exterminator. Colonel Clueless said that according to extensive research conducted by his marketing department, there is great demand for such a product and that it should be an immediate best seller.

End of article

* Tom Trauth

772. Re: Sinclap to be discontinued..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-17 08:49:31 UTC
From: yau@course2.harvard.edu
Message-ID: <3kbier$ftj@decaxp.harvard.edu>
Source record: 13322
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Does that make PSBG a collector's item? :)

I would hope not!!!

Steve

773. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-17 19:53:45 UTC
From: hing@csulb.edu
Message-ID: <3kcpc9$biu@garuda.csulb.edu>
Source record: 13324

Pascal Roche (proche@isis) wrote:
: In article <1995Mar14.140239.40204@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
: |> Pot kettle black...
: |> Eh?

: In article <1995Mar14.135542.40202@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
: |> Eh? Pot kettle black.....

: No, I won't complain, don't change the record ! Once more, please !
: Pascal.

C'est un grand plaisir de voir des Francais ici, et surtout des supporter
d'Atari.

: +--+
: |Pascal Roche | She said "A sweet sweet man like you,|
: |Equipe SHOOD | What can I do for you ?" |
: |ENSGI, 46 avenue Felix Viallet | I said "A sweet sweet man like me, |
: |38031 Grenoble Cedex 1, France | I can only bring you the misery." |
: |e-mail: Pascal.Roche@imag.fr | Tindersticks |
: |Tel: 76-57-43-22 | |
: +--+

--
o--o
| E-mail: hing@engr.csulb.edu |
|-=-|
| WWW: http://www.engr.csulb.edu/~hing/ |
|-=-|
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------ Charles de Gaulle -------------------------o

774. Re: Atari these days...y

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-17 19:56:57 UTC
From: hing@csulb.edu
Message-ID: <3kcpi9$biu@garuda.csulb.edu>
Source record: 13325

Pascal Roche (proche@isis) wrote:
: In article <1995Mar14.135919.40203@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
: |> And you expect gamers to take a risk on the Jaggy? The ST collapsed due to
: |> incompetence on Atari's part for not updating the ST line in a timely fashion.

: I don't think this counts so much. I mean people who buy a console usually are
: not concerned with computers. Most of my friends who own a console never owned a
: computer. If the Jaguar fails, it will be for other reasons.
: Moreover, Atari has always put more weight on the game side, from the Atari 400
: to the ST, which were considered more like some game machines than some serious
: computers, probably because of the 2600 success. Even if the guys ruling the
: company are not the same today, I think we can trust Atari for the support of
: the Jaguar. I wouldn't say the same for a new Atari computer. Even if a new
: computer was released today, being say two or three years technologically
: advanced compared to the PC, it wouldn't be sold enough, because of the PC market.
: Unless the price is very attractive.

Yes, they did it in 86 and if the price is right people will buy them

: Pascal.

: +---+
: |Pascal Roche | She said "A sweet sweet man like you,|
: |Equipe SHOOD | What can I do for you ?" |
: |ENSGI, 46 avenue Felix Viallet | I said "A sweet sweet man like me, |
: |38031 Grenoble Cedex 1, France | I can only bring you the misery." |
: |e-mail: Pascal.Roche@imag.fr | Tindersticks |
: |Tel: 76-57-43-22 | |
: +---+

--
o---o
| E-mail: hing@engr.csulb.edu |
|-=-|
| WWW: http://www.engr.csulb.edu/~hing/ |
|-=-|
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------ Charles de Gaulle -------------------------o

775. Re: ST/TT Emulator?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-18 02:28:18 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCSCAJWFUP@cabal.shnet.org>
Source record: 13326

In <3jrko4$aq2$1@mhade.production.compuserve.com> BobR wrote:

>Unfortunately the GEMulator doesn't work with IBM joysticks, and many Atari
>copy protection schemes won't work in the IBM drives either, so many ST games
>won't run.
>
>The GEMulator is most useful for someone with expensive applications they
>don't want to replace right away.. for those, it does a really good job
>of emulating the ST.
>
>Games are not one of its strong points though.

Heck, who'd buy the GEMulator or the Janus board or MagiCMac for running
games? The games available for the PC are much better in general, with
some exceptions like "Oxyd 2" or other Atari specific ones.

MagiCMac, for example, is for the Atari user who needs better hardware and
for the Mac user who needs cheaper software (well, some Mac users might
find out that Phoenix is somewhat cheaper than relational Mac databases,
and some DTP professional I met recently uses both Quark and CSL on the
same hardware platform, plus Avant Vektor under MagiCMac, etc.).

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

776. Re: Atari these days...

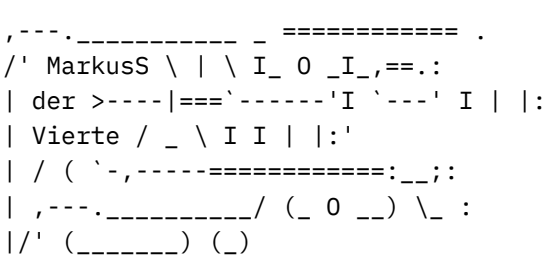
Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-18 11:18:21 UTC
From: markuss@risc.techem.ruhr-uni-bochum.de
Message-ID: <3kefht$pol@rubb.rz.ruhr-uni-bochum.de>
Source record: 13327

mlamb@UWYO.EDU wrote:
: Hello! I am new to the net and thought i would post a question. My first
: computer was a 800XL followed by a ST. My best computing days were with
: those Ataris; however, I am now a clone user. Anyway, what is Atari doing
: these days? Are the Tramiels still around?

Hello !

From Atari itself there comes only the Jaguar and I don't think there will be
a new computer :(. But in Germany are many companies, which are developing
hard- and software. At the moment there exist two companies who are selling
Atari-clones, which are more powerful than the original Ataris (Eagle and
and Medusa). Also other companies sell Falcons, but normally in Desktop or
Towers with graphic-card etc., so this computers are better than the original.
Software and OS is still developed now. The Os's at the moment are Mint, MagiC,
MagiCMac or Linux.

Markus

--


777. Re: ST/TT Emulator?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-18 17:37:02 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3kf5nu$g5p$1@mhade.production.compuserve.com>
Source record: 13328

Re: GEMulator

>>Games are not one of its strong points though.

>Heck, who'd buy the GEMulator ... for running _games_?

I agree that games on the PC have moved far beyond most of what's available on the ST, but the first thing a lot of people think of when they hear about these emulators is running their collection of games... (I still have to tell disapointed Atari 8 bit users that they won't be able to play most of their Atari 800 games on an ST with the ST Xformer emulator..)

That message was in answer to a question from someone who specifically mentioned wanting to run their ST games on a GEMulator too, incidentally.

BobR

778. Atari--->DOS text transfer.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-18 19:03:35 UTC
From: Philip Fitzpatrick <RTEPHILZ@MUSIC.CC.UGA.EDU>
Message-ID: <18MAR95.15184672.0017@UGA.CC.UGA.EDU>
Source record: 13329

I have a friend who is working on her dissertation and she typed most of it on her Atari. Is there a way for her to transfer this text to another computer, dos or mac? Thanks.

Philip Fitzpatrick
Grady College of Journalism
University of Georgia

779. Re: Proof: sinflop=knownothing putz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-18 20:44:10 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCSUAJWNUP@cabal.shnet.org>
Source record: 13330

In <3jtjvb$kf4$1@mhadg.production.compuserve.com> BobR wrote:

>James, why don't you just lay off the coffee, go back on your medicine, or
>whatever it takes for you to chill out..?

Bob, perhaps you also should bear in mind that Peter S.-D. has given a
quite bad representation of Apple systems and their users in here during
the last few years. One of the reasons I won't buy an Apple, not even a
PReP, is that I don't want to own the same brand of machine he has got.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

780. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-19 01:32:41 UTC
From: steveg@phantom.com
Message-ID: <3kg1jp$qam@dockmaster.phantom.com>
Source record: 13331

Thorsten Guenther (guenther@cabal.shnet.org) wrote:
: You should watch the news sometimes, not the soaps. Esp. during the last
: weeks the exchange rates have been a major issue. 1 US$ is about 1.40 DMs.

I take it the first part of this is some sort of insult? *shrug* It comes across rather badly, I'm afraid. But anyway...I watch precious little television. When my tee-vee IS turned on, it's usually tuned to Comedy Central (MST3K, you know) or E! (Howard Stern). But the issue isn't who watches what TV show.
If $1 US = 1.4 DMs, that would make an Apple floppy drive ~112 DMs. Since the original poster claimed that it was significantly more (was 500 DMs the figure? I forget) I can only imagine that, for some reason, there's a ~380 DM "tax" or other penalty on the floppy drive. In which case I would blame the government of the country rather than Apple.

: >as the "cheap" drive currently costs ~$80 US here.
: Yep, and? What does this say other than Apple are still trying to fool
: their customers here?

No, it says nothing of the sort. Not to anyone who isn't an entrenched fanatic about the Atari, anyway, and makes him/herself feel better by making laughable attempts at putting down other machines.

: Many of them have useable colour modes equivalent to 1 meg High Colour PC
: boards, and few have more.

Right. For most home users, this is sufficient. For higher-end users, video cards are available. Your point being...?

781. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-19 02:52:18 UTC
From: scrooge@cyclone.snafu.de
Message-ID: <3kg692$2ii@cyclone.snafu.de>
Source record: 13332

guenther@cabal.shnet.org (Thorsten Guenther) writes:

>In <3k85nt$g2r@dockmaster.phantom.com> Steve G. wrote:

>>Thorsten Guenther (guenther@cabal.shnet.org) wrote:
>>: I just got some information about the price for the "cheap" Mac
>>: SuperDrive. It costs ~500 DMs in Germany.
>>
>>Not being familiar with the current exchange rate, I would have to guess
>>that one US dollar would have to equal a bit less than six German DM's,

>You should watch the news sometimes, not the soaps. Esp. during the last
>weeks the exchange rates have been a major issue. 1 US$ is about 1.40 DMs.

>>as the "cheap" drive currently costs ~$80 US here.

>Yep, and? What does this say other than Apple are still trying to fool
>their customers here?

Smart boy, eh ? The guy you quoted said he'd have to guess the exchange
rate from the price of the drive. The US isn't as focused on germany as
germany is focused on the US, so not everyone knows exchange rates.
(BTW, CNN always talked about the yen first and then about the mark.)
It is not a good style of discussion to imply that someone is dumb
because he doesn't know something.

Last time I checked, disk drives for the Mac were closer to 200 DM
than to 500 DM.

- Daniel
--
Eisenhower!! Your mimeograph machine upsets my stomach!!

782. Re: Proof: sinflop=knownothing putz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-19 03:35:53 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3kg8qp$n5j$1@mhade.production.compuserve.com>
Source record: 13333

On the other hand, I've never seen Peter lose it completely and go off on a screaming, drooling fit...

Imagine how any non-involved lurkers who might be interested in finding more out about our systems must see us, after one of these "love us or leave us", "If You Ain't With Us, You're Against Us" kinds of tirades...

That's certainly not the way I want to be represented to the rest of the world.

BobR

783. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-19 11:57:04 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCTLECCIUP@cabal.shnet.org>
Source record: 13334

In <3kg692$2ii@cyclone.snafu.de> Daniel G. Link wrote:
>Last time I checked, disk drives for the Mac were closer to 200 DM
>than to 500 DM.

Well, I got the 500 DMs from a Mac user. As I don't buy MacUp or Macwelt,
I tried verifying it by having a look into c't. Guess what? These drives
are not even announced there. I'll check out the MacUp tomorrow, just to
be sure about the price.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

784. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-19 18:48:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCTSCEBTUP@cabal.shnet.org>
Source record: 13336

In <FCTLECCIUP@cabal.shnet.org> Thorsten Guenther wrote:

>In <3kg692$2ii@cyclone.snafu.de> Daniel G. Link wrote:
>>Last time I checked, disk drives for the Mac were closer to 200 DM
>>than to 500 DM.
>
>Well, I got the 500 DMs from a Mac user. As I don't buy MacUp or Macwelt,
>I tried verifying it by having a look into c't. Guess what? These drives
>are not even announced there. I'll check out the MacUp tomorrow, just to
>be sure about the price.

Incidentally I had a stop at a suburban train station today, and bought
the MacUp 4/95 right there. A longer check of several ads puzzled me: not
a single disk drive is listed. This means:

- Apple users are too stupid to replace a defective disk drive, so the
dealer has to do it for them
or
- Apple disk drives are built for eternity

Which one is right?

And sorry, this _lowers_ my image of Apple, to me it seems Apple considers
their machines something special, something the customer should treat as
sacred and not touch the inside at all. This attitude is what I always
hated most about Apple. The machines are fine, but the company sucks.

Hopefully this will change soon.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

785. Re: Atari, and its success!?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-19 19:05:32 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3khv9s$ci7@dux.dundee.ac.uk>
Source record: 13335

BobR (76702.1466@CompuServe.COM) wrote:
: >...and still, the same management are in charge.

: That's because the management owns the company.

Yes that is true, but I think perhaps Time Warner and Sega (although
in a minority) should start to apply the thumb screws, if the
management dont ge their act together.

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

786. Re: Atari, and its success!?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-20 02:56:39 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3kiqt7$4gm$1@mhadg.production.compuserve.com>
Source record: 13237

>I think perhaps Time Warner and Sega ... should start to apply the
>thumb screws..

The problem is, the Tramiel family owns over 51% of the stock.

All T-W and Sega can do is to send representatives to the annual stockholders meeting and watch the Tramiels vote themselves back into office every year.

There's really nothing they or anyone else can do about it.

BobR

787. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-20 02:58:45 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Mar19.205845.40386@cobra.uni.edu>
Source record: 13238

In article <FCTSCEBTUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:
> In <FCTLECCIUP@cabal.shnet.org> Thorsten Guenther wrote:
>
>>In <3kg692$2ii@cyclone.snafu.de> Daniel G. Link wrote:
>>>Last time I checked, disk drives for the Mac were closer to 200 DM
>>>than to 500 DM.
>>
>>Well, I got the 500 DMs from a Mac user. As I don't buy MacUp or Macwelt,
>>I tried verifying it by having a look into c't. Guess what? These drives
>>are not even announced there. I'll check out the MacUp tomorrow, just to
>>be sure about the price.
>
> Incidentally I had a stop at a suburban train station today, and bought
> the MacUp 4/95 right there. A longer check of several ads puzzled me: not
> a single disk drive is listed. This means:
>
> - Apple users are too stupid to replace a defective disk drive, so the
> dealer has to do it for them
> or
> - Apple disk drives are built for eternity
>
> Which one is right?
>
> And sorry, this _lowers_ my image of Apple, to me it seems Apple considers
> their machines something special, something the customer should treat as
> sacred and not touch the inside at all. This attitude is what I always
> hated most about Apple. The machines are fine, but the company sucks.

What are you getting at? Disk drive replacement and parts are listed in Mac mags here in the U.S. My Performa 550 has removable front and back panels for getting inside. i can slide out my motherboard, HD, drive, cdrom for replacement and upgrades..

>
> Hopefully this will change soon.
>
> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O
> ---------- /
> - In the sky a mighty eagle doesn't care about what's illegal - _
> - On it's wings the rainbow's light it's flying to eternity. -)

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
=

"I wouldn't know him if he walked in the room. I've got other things to with
my time."
-Barry Goldwater on Rush Limbaugh

Http://www.ziff.com - For the latest MAC & PC news....

---

788. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-20 05:45:16 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCUEBFBNUP@cabal.shnet.org>
Source record: 13247

In <D5CBHo.HDr@ecf.toronto.edu> PISCHKE DAVID wrote:
>In article <Pine.SUN.3.91.950310175207.22895D-100000@peak.org>,
>James Wood <jamesw@PEAK.ORG> wrote:
>My point was that the Atari users on comp.sys.atari.advocacy complain that
>the Mac OS is slow, and compare it to TOS -- but with NVDI and all those
>other accelerators installed.

Unh, I don't call NVDI/ET4000 an accelerator. My graphic card would have
to use the outdated TKR Crazy Dots drivers if I hadn't bought NVDI. In
fact, NVDI is a VDI, it just replaces a part of the OS. Quick ST and
similar programs are accelerators.

>I'm simply saying that it's not fair to add
>accelerators to TOS and then compare it to an unaccelerated Mac OS. Either
>you compare both OSes without acceleration, or both OSes with acceleration.
>That way the comparison is fair.

What acceleration is there for MacOS?
For maximum speed, I'd advise NVDI, Kobold, SCSI-Tools, TCache (I don't
use the last one, but as it allows write-caching, it even speeds up
systems where HuSHI already runs with cache. For maximum usability, even
more software is necessary.

>>*+=-> No, I don't see an advantage in long filenames.

James Woods' statement? Stupid.

>My point about universal fonts was that every Mac program supports the standard
>Mac font system. I was not talking about any specific font types -- and
>incidentally, TrueType was developed by Apple and licensed to Microsoft.
>Can you honestly say that every (or even a majority) of Atari programs
>fully support SpeedoGDOS?

Word processors do, desktop replacements do. This editor (Everest) does
only support monospaced pixel fonts, AFAIK. And the most useful place
where TrueType and Speedo fonts can be used is a word processor. In other
apps, well, what does it matter if it's monospaced?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

789. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-20 10:54:53 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3kjmtt$rm9$1@mhadf.production.compuserve.com>
Source record: 13239

>And sorry, this _lowers_ my image of Apple, to me it seems Apple considers
>their machines something special, something the customer should treat as
>sacred and not touch the inside at all.

Sort of like Atari, eh..?

Atari NEVER made it easy to get inside their computers, because they had exactly that same attitude. If you wanted an upgrade, you were SUPPOSED to buy a new machine from them. (Atari reps even said this, in so many words.. it's not just my speculation).

The cases were screwed securely together, and in some cases the metal RF shielding inside was soldered shut, making it even more difficult to get into, and reinforcing the idea that they didn't WANT you getting in there.

There were even indications that when people found ways to upgrade the machines without Atari's permission, they went so far as to redesign the systems to make it harder to upgrade them.

>This attitude is what I always hated most about Apple. The machines
>are fine but the company sucks.

Are you sure you didn't mean to type "Atari" there...?

BobR

790. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-20 12:00:01 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3kjqo1$eja@rubb.rz.ruhr-uni-bochum.de>
Source record: 13240

BobR (76702.1466@CompuServe.COM) wrote:
: >And sorry, this _lowers_ my image of Apple, to me it seems Apple considers
: >their machines something special, something the customer should treat as
: >sacred and not touch the inside at all.

: Sort of like Atari, eh..?

: Atari NEVER made it easy to get inside their computers, because they had
: exactly that same attitude. If you wanted an upgrade, you were SUPPOSED
: to buy a new machine from them. (Atari reps even said this, in so many
: words.. it's not just my speculation).

: The cases were screwed securely together, and in some cases the metal RF
: shielding inside was soldered shut, making it even more difficult to get
: into, and reinforcing the idea that they didn't WANT you getting in there.

: There were even indications that when people found ways to upgrade the
: machines without Atari's permission, they went so far as to redesign the
: systems to make it harder to upgrade them.

This isn't true. You only must look at the development of the Atari from ST
to Falcon. Your are right in the case of the ST; Floppy-disk is Shugart but
an own adapter, ACSI instead of SCSI, no Bus for Extensions, more RAM only
if you solder it on your own....
But later they changed this mistakes. There is added a real SCSI-Port, first
the Mega-Bus (just again an Atari-specific format) and later the VME-Bus.
You can also use SIMMS etc.
So I think it's the other way round as you have written.

: >This attitude is what I always hated most about Apple. The machines
: >are fine but the company sucks.

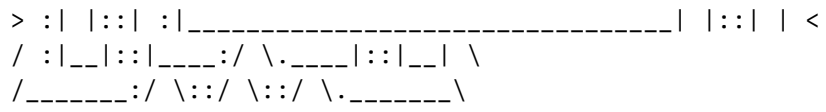
: Are you sure you didn't mean to type "Atari" there...?

I don't want to attack or defend a company. We are discussing about the
computers and their software. At this point the Atari in this time isn't
the best hardware, but the Software makes it look better. Just thinking
about the existing Clones even the hardware is good , but looks expensive.

: BobR

--

_____
__ _____| MarkusS, der Vierte |_____ __
_________| |__| :| Mails an | |__| |_________
\ :| |::| :| markuss@risc.techem.ruhr-uni- | |::| | /
\ :| |::| :| bochum.de | |::| | /



791. Re: Atari, and its success!?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-20 14:26:27 UTC
From: cgra@btma74.se.bel.alcatel.be
Message-ID: <3kk3aj$dus@btmpjg.god.bel.alcatel.be>
Source record: 13241

BobR> The problem is, the Tramiel family owns over 51% of the stock.

Then their grandchildren should gang up on them.
Who'll propose a working title for the ensuing soap opera?

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

---

792. Re: Atari, and its success!?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-20 15:12:28 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3kk60s$7hi@ccshst05.cs.uoguelph.ca>
Source record: 13242

: BobR> The problem is, the Tramiel family owns over 51% of the stock.

They don't anymore. Prior to selling stock to Sega and TWI, they
did. Technically, the Tramiels don't have total control.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"In case I have no future, I've got the past. There's no telling just
how long this plague will last." - Chicago ("The Pull")
==

793. Re: Proof: sinflop=knownothing putz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-20 15:29:07 UTC
From: proche@isis
Message-ID: <3kk703$grj@imag.imag.fr>
Source record: 13243

In article <3kg8qp$n5j$1@mhade.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
|> On the other hand, I've never seen Peter lose it completely and go off on
|> a screaming, drooling fit...

He has no reason to do so.

|> Imagine how any non-involved lurkers who might be interested in finding more
|> out about our systems must see us, after one of these "love us or leave us",
|> "If You Ain't With Us, You're Against Us" kinds of tirades...

I hope you don't mean that Sinclap isn't against us. He reminds me of my brother
when he was 5, always teasing others until they lost their cool and got
punished. Quite efficient method, indeed.

|>
|> That's certainly not the way I want to be represented to the rest of the
|> world.

Neither do I. Just advocating.
Bye, Pascal.

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

794. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-20 15:47:50 UTC
From: proche@isis
Message-ID: <3kk836$grj@imag.imag.fr>
Source record: 13244

In article <3kjmtt$rm9$1@mhadf.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
|>
|> The cases were screwed securely together, and in some cases the metal RF
|> shielding inside was soldered shut, making it even more difficult to get
|> into, and reinforcing the idea that they didn't WANT you getting in there.
|>

I never had any problem with memory upgrade or other upgrades on my ST. Not as
easy as a PC, but not too hard.
Pascal.

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

795. Re: Atari, and its success!?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-20 19:57:21 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3kkmn1dgn1@mhadg.production.compuserve.com>
Source record: 13245

>Technically, the Tramiels don't have total control.

I'll have to ask Lynn Latz (Sam Tramiel's assistant) what the actual percentages are now... but I don't think they'd do anything that would threaten their total control over the company.

BobR

796. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-20 20:02:33 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3kkn0pdgn2@mhadg.production.compuserve.com>
Source record: 13246

>Not as easy as a PC, but not too hard.

But the point is, Atari didn't WANT you to get inside the ST.. that was the reason for Thorsten saying he thought less of Apple as a company.

BobR

797. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-20 20:16:22 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3kknqmdgn3@mhadg.production.compuserve.com>
Source record: 13248

>So I think it's the other way round as you have written.

I will say that I've never taken a Falcon apart, but given the similarity of the case to the 1040 ST, I'd be surprised if they'd made it any easier to get inside, which was the point of my comments. If Apple is to be taken to task for making it hard to get inside their computers, Atari is no better.

It's true my comments are based on experience with the ST line, where Atari deliberately tried to make it difficult to get into and upgrade their systems, which is what it sounded as if Thorsten was getting at about Apple.

If Atari has made it easier to get into the Falcon, then that's great.

>I don't want to attack or defend a company. We are discussing about the
>computers and their software.

No.. this particular discussion, and my reply to Thorsten IS about the companies and their attitudes toward their customers. Read the part of his message that I quoted.

"And sorry, this _lowers_ my image of Apple, to me it seems Apple considers their machines something special, something the customer should treat as sacred and not touch the inside at all."

(Aside to Thorsten... I'm really not trying to make this all sound like any kind of attack on you, by naming you here... I just feel that your comments apply very strongly to Atari also... sorry too if I've misspelled your name.. I don't have the copies of your messages on this system I'm using right now.)

BobR

798. Re: Atari, and its success!?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-20 21:32:13 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3kks8t$gaj@ccshst05.cs.uoguelph.ca>
Source record: 13249

```
: I'll have to ask Lynn Latz (Sam Tramiel's assistant) what the actual
: percentages are now... but I don't think they'd do anything that would
: threaten their total control over the company.

From what I understand (it could be dated or downright wrong),
Jack and the board of directors held 51% of the stock back in 1991.
Since that time however, Time Warner received 2.4% extra stock and Sega
received 7.8% of Atari stock.

>> Mark <<

--
==============================================================================
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"In case I have no future, I've got the past. There's no telling just
how long this plague will last." - Chicago ("The Pull")
==============================================================================
```

799. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-21 03:05:22 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCVCDEALUP@cabal.shnet.org>
Source record: 13252

In <3kjmtt$rm9$1@mhadf.production.compuserve.com> BobR wrote:

>>And sorry, this _lowers_ my image of Apple, to me it seems Apple considers
>>their machines something special, something the customer should treat as
>>sacred and not touch the inside at all.

>Atari NEVER made it easy to get inside their computers, because they had
>exactly that same attitude. If you wanted an upgrade, you were SUPPOSED
>to buy a new machine from them. (Atari reps even said this, in so many
>words.. it's not just my speculation).

[details]

>There were even indications that when people found ways to upgrade the
>machines without Atari's permission, they went so far as to redesign the
>systems to make it harder to upgrade them.

Agreed, Atari tried this also, but they didn't succeed with this attitude,
Apple did. The funny thing is that Normen Kowalewski, for example, now
working for Atari Sunnyvale, started his career in Germany with the
Hypercache 030 board (at that time, a 030 compatible TOS was not avilable
at all).

Nowadays, Atari hardware can be modified, patched and upgraded in numerous
ways, whereas Apple hardware modifications still are a rare beast (well,
the clock patch that speeds up several of them has been published in c't,
plus the PAK project of the c't is compatible not only with Ataris, but
also with Macs, AFAIK, but that's it, no graphics board for a Mac/Mac
Plus, no Centronics port (while one is able to install an eSCC based high
speed serial interface into STs), etc.).

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

800. Would like more information about the Janus St emulator

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-21 05:31:29 UTC
From: wjones41@mail.caps.maine.edu
Message-ID: <3klo30$n1q@saturn.caps.maine.edu>
Source record: 13251

Could someone fill me in about this Janus St emulator for the PC? I've been seeing some traffic about it. I've never heard of it.

Regards,

Bill Jones

801. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-21 06:23:47 UTC
From: markuss@risc.techem.ruhr-uni-bochum.de
Message-ID: <3klrdj$6d6@rubb.rz.ruhr-uni-bochum.de>
Source record: 13250

BobR (76702.1466@CompuServe.COM) wrote:
: >So I think it's the other way round as you have written.

: I will say that I've never taken a Falcon apart, but given the similarity of
: the case to the 1040 ST, I'd be surprised if they'd made it any easier to
: get inside, which was the point of my comments. If Apple is to be taken to
: task for making it hard to get inside their computers, Atari is no better.

The most complicate by getting inside is to remove a few screws and the metal
shield. Even for upgrading the memory, you can go to the slots without removing
the shield.

MarkusS.
--

802. Atari these days...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-21 16:03:56 UTC
From: Patrick.Nestlehut@mindkeep.wmeonlin.sacbbx.com
Message-ID: <6c6_9503212249@wmeonlin.sacbbx.com>
Source record: 13255

In a message of 11 Mar 95 10:31:24, Mlamb@uwyo.Edu wrote:

M> Hello! I am new to the net and thought i would post a question. My first
M> computer was a 800XL followed by a ST. My best computing days were with
M> those Ataris; however, I am now a clone user. Anyway, what is Atari doing
M> these days? Are the Tramiels still around?
M>

Yup, the Tramiels are still around. Atari is still making the TT030 and the
Falcon030 (decendents of the ST line), but only in very limited numbers. They
are mainly concentrating on the Jaguar 64-bit game system for now. If that
pans out, we may see a new computer line from Atari yet...

803. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-21 17:30:59 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D5swnn.403@ecf.toronto.edu>
Source record: 13253

In article <FCVCDEALUP@cabal.shnet.org>,
Thorsten Guenther <guenther@cabal.shnet.org> wrote:
>Nowadays, Atari hardware can be modified, patched and upgraded in numerous
>ways, whereas Apple hardware modifications still are a rare beast (well,
>the clock patch that speeds up several of them has been published in c't,
>plus the PAK project of the c't is compatible not only with Ataris, but
>also with Macs

You're kidding, right? There are tons of NuBus cards out there. There are
cards for the LC PDS slot, there are accelerators for older Macs (and new
ones!).

> AFAIK, but that's it, no graphics board for a Mac/Mac Plus

First of all, anybody who would want to install a graphics board into a
Mac 128, 512E or Mac Plus is insane -- those machines are ten years old.
They don't have the horsepower to do high-resolution colour graphics and
run today's programs. Secondly, it might be revealing to ask how many
graphics boards there are out there for ten year-old Atari models (ie, the
1040ST and the 520ST). The fact is that neither Macintosh nor Atari are
closed architectures any longer.

>no Centronics port (while one is able to install an eSCC based high
>speed serial interface into STs), etc.).

Centronics ports are going to be obsolete in a few years, anyway, with the
advent of FireWire. Why invest in a technology that's going to be dead
soon?

--
David "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

804. Re: Macs are still too expensive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-21 19:30:15 UTC
From: contacts@mits.mdata.fi
Message-ID: <3kn9g7$4iq@prime.mdata.fi>
Source record: 13254

In article <quinlan.795145311@sfu.ca>,
Brian Quinlan <quinlan@kits.sfu.ca> wrote:
>root@icon.pp.se (Daniel Eriksson) writes:
>
>>A stupid example:
>
>>Find all files on the disk that matches a _complex_ regular expression
>>and compress them with your favourite packer (gzip :-). This is very
>>easy to do from a CLI (find | grep | gzip), but try to do it from a
>>GUI and you will see what I mean.
>
>Let me set up a complete (and stupid) example. You need to compress all the
>files on all your mounted volumes that begin with "Lib" and end with ".c",
>they must have at least one 'X' in their name but not two 'X's in a row,
>the files must have been created more than a week ago but more than a
>month ago, they must be larger than 15K (so they are worth compressing) and
>smaller than 500K, they must have been modified last Tuesday, they must
>be locked and associated with your secret "FlagShip" project, they must
>be documents (ie not applications,stationary,aliases,links,directories,...)
>and the comments for the document contain the word "Snoopy" but not
>"dopy doo". That would take me about 1 minute to initiate on my mac.
>Obviosly the search time would be large if I had a lot of mounted volumes
>and a lot of hits would mean a huge compression time. And the method
>for doing this is simple and intuitive.

I agree. FSEARCH7 for Atari does exactly the same, and it supports also
UNIX-type *.[A][LR][LRB] (e.g Song.ARR, song.ALL, SONG.ARB, SONG.ALB).
Also, you can have a list of the found items in a window, and you can
lauch it to an application from there.

CLI-only applications are a pain in the butt, but combined with GUI
(especially when CLI-functions are available only when needed) is the way
to go.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/
---

805. Re: Would like more information about the Janus St emulator

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-22 03:16:12 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCWDAJAJUP@cabal.shnet.org>
Source record: 13256
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

F'up set!

In <3klo30$n1q@saturn.caps.maine.edu> William B. Jones wrote:

>Could someone fill me in about this Janus St emulator for the PC? I've been
>seeing some traffic about it. I've never heard of it.

Ask janus@vhf.cube.de for details.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
--- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 20. Mar. '95

806. Atari???

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-22 06:01:21 UTC
From: cyberaaron@aol.com
Message-ID: <3koefh$eah@newsbf02.news.aol.com>
Source record: 13257

After a little jaunt into the PC area I have purchased a MEGA 2 ST and a 1040STE.... However..... I can find NO information (magazines, etc.) for them... are there any current publications anyone could point me too????

CYBERAARON@AOL.COM

807. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-22 07:57:03 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3kol8f$7t5@rubb.rz.ruhr-uni-bochum.de>
Source record: 13258

In <3ik95r$ql9$1@mhadg.production.compuserve.com> BobR wrote:
[crashing machines]
>Odd, isn't it..? There are millions of people in the world who happily use
>Macintoshes and PCs day in and day out without ever encountering this kind
>of behaviour from their computers... you don't think it could be a severe
>case of operator error, do you...?

I can't say something about happy Macintosh-Users (I don't know one), but
I know much PC-User and they only think they are happy. I mean the most
of them are knowing only PC's and they think, that the problems they have
with their computer is a thing, that must be. They are saying, a computer
is complicate and so programs must be complicate to use, too. I often
must help them to configure the system, install new things etc.. When I
tell or show them, how easy the same thing is done on a Atari, they are
pretty surprised. It's the fault of the merchandiser as well, because the
only computers, that somebody who is not familar with computers see, are
PC's. And again the PC's crashes more often then my Atari. Just when I have
a simple wordprocessor and nothing else loaded, with Winword I use to have
a General Protection error at least every second day. My Signum3! has never
crashed and I work with it much more.

MarkusS

--
```
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
+ >=< ___-t---t--x + +
+ / / | | |\ + MarkusS, der Vierte +
+ /__/ | | | \ + Mails an +
+ | | | | | | >=< + markuss@risc.techem.ruhr-uni-bochum.de +
+ /~~~]_|__|___|__|__| + +
+ \\\\]@@-----\___| @@ >=< + "Into the garbage chute, +
+ // || >=<// || + Flyboy!" +
+ // || // || + Princess Leia +
+ @@ @@ @@ @@ + Star Wars, 1977 +
+ || \\ || || >=< + +
+ [=] [=] [=] [=] + +
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

808. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-22 12:11:31 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3kp45j$das@btmpjg.god.bel.alcatel.be>
Source record: 13259

In article <D5swnn.403@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) writes:

> Centronics ports are going to be obsolete in a few years, anyway, with the
> advent of FireWire.

Hm, I remember hearing that a few years ago. Was going to replace MIDI as
well. :)

Film at 11?

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

---

809. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-22 12:35:55 UTC
From: rappleye@felix.kodak.com
Message-ID: <rappleye-220395072525@150.102.161.162>
Source record: 13260

In article <3kol8f$7t5@rubb.rz.ruhr-uni-bochum.de>,
markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) wrote:

> In <3ik95r$ql9$1@mhadg.production.compuserve.com> BobR wrote:
> [crashing machines]
> >Odd, isn't it..? There are millions of people in the world who happily use
> >Macintoshes and PCs day in and day out without ever encountering this kind
> >of behaviour from their computers... you don't think it could be a severe
> >case of operator error, do you...?
>
> I can't say something about happy Macintosh-Users (I don't know one),

Allow me to introduce myself, I'm RevDrFreak...

> but
> I know much PC-User and they only think they are happy. I mean the most
> of them are knowing only PC's and they think, that the problems they have
> with their computer is a thing, that must be. They are saying, a computer
> is complicate and so programs must be complicate to use, too.

Exactly true. PC users get all nervous and jerky when they find out that
on a Mac you don't have to mess with config.sys, autoexec.bat, and ini
files. Somehow it seems to make them think they don't have control.

> I often
> must help them to configure the system, install new things etc.. When I
> tell or show them, how easy the same thing is done on a Atari, they are
> pretty surprised. It's the fault of the merchandiser as well, because the
> only computers, that somebody who is not familar with computers see, are
> PC's. And again the PC's crashes more often then my Atari. Just when I have
> a simple wordprocessor and nothing else loaded, with Winword I use to have
> a General Protection error at least every second day. My Signum3! has never
> crashed and I work with it much more.

Users can make any system unreliable. I had to help out a guy at work who
had over two megs of extensions loaded into his system (his initial
complaint was about lack of memory). Once I cleaned out all the extensions
that he didn't use (or couldn't identify), he not only had more memory, but
was simply amazed that his system didn't crash anymore. Personally, I was
amazed he ever got it to boot at all. Nobody has to live with a regularly
crashing computer. Even a niche architecture like Atari can be extremely
reliable.

This trends toward excessively adding in functionality at the OS level is a
common problem with PCs, Macs, yes, and even Ataris, and is the first thing
I look at when called in to troubleshoot a system. Macs and Ataris are

simple to figure out where the add-ins are and what they do, but in the PC world you are thrown into a maze of interlocking setup and startup files, which makes it difficult to establish a standard configuration from which to begin.

RevDrFreak
'foot soldier

810. Re: Atari???

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-22 16:39:03 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3kpjr7$1pr@m.ehd.hwc.ca>
Source record: 13262

CYBERAARON (cyberaaron@aol.com) wrote:
: After a little jaunt into the PC area I have purchased a MEGA 2 ST and a
: 1040STE.... However..... I can find NO information (magazines, etc.) for
: them... are there any current publications anyone could point me too????

In the U.S.:

Current Notes ST Informer
122 N Johnson Rd 909 NW Starlite Place
Sterling, VA 20164 Grants Pass, OR 97526
(703) 450-4761 (503) 476-0071
(503) 479-1825 (Fax)
(800) 800-2563 (Orders)
ST-INFORMER GEnie

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

811. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-22 22:19:42 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3kq7pu$iqd@osiris.wu-wien.ac.at>
Source record: 13263

BobR (76702.1466@CompuServe.COM) wrote:
: >Not as easy as a PC, but not too hard.

: But the point is, Atari didn't WANT you to get inside the ST.. that was the
: reason for Thorsten saying he thought less of Apple as a company.

: BobR

Mybe also the fact, that Apple doesn't want to learn. No hardware
dovumentation, for example - Atari has aone. And on the Mac you cannot
hook up a standrad printer without extra hard- and software.

Regards,

Alfred

812. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-22 22:25:51 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D5v4z3.886@ecf.toronto.edu>
Source record: 13265
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

In article <FBZNAGUUUP@cabal.shnet.org>,
Thorsten Guenther <guenther@cabal.shnet.org> wrote:
>Well, I personally don't like the Mac's concept of telling me what to do
>and what not to do

Nobody has ever been able to provide me with an example of how the Mac "tells
me what and what not to do."

--
David "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

813. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-23 02:42:56 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Mar22.204256.40520@cobra.uni.edu>
Source record: 13266

In article <3klrdj$6d6@rubb.rz.ruhr-uni-bochum.de>, markuss@risc.techem.ruhr-uni-bochum.de (Markus Soick) writes:
> BobR (76702.1466@CompuServe.COM) wrote:
> : >So I think it's the other way round as you have written.
>
> : I will say that I've never taken a Falcon apart, but given the similarity of
> : the case to the 1040 ST, I'd be surprised if they'd made it any easier to
> : get inside, which was the point of my comments. If Apple is to be taken to
> : task for making it hard to get inside their computers, Atari is no better.
>
> The most complicate by getting inside is to remove a few screws and the metal
> shield. Even for upgrading the memory, you can go to the slots without removing
> the shield.

Me, I just press down on the back latches, remove the back panel and slide out
he mother board. No wires and muss.... Same for the HD, drive and cdrom.

>
> MarkusS.
> --
> .__________________________.
> /__/\ | MarkusS, der Vierte |
> / O O_| Mails an |
> / \ markuss@risc.techem. |
> / \ \ ruhr-uni-bochum.de |
> / _ \ _____________________!
> / |____\ \ ||
> / | | | |____/ ||
> / \| | | |/ | _||
> / / \ ------- |_____| ||
> / | | | __)
> | | | |_____ __)
> | |_|_|_| | ___)
> /\ | !!
> / /\ | /
> / / | | |
> ___/ / | | |
> !____/ c_c_c_C/ \C_c_c_c

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
=

"I wouldn't know him if he walked in the room. I've got other things to with my time."
-Barry Goldwater on Rush Limbaugh

Http://www.ziff.com - For the latest MAC & PC news....

---

814. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-23 06:24:55 UTC
From: markuss@risc.techem.ruhr-uni-bochum.de
Message-ID: <3kr47n$2n3@rubb.rz.ruhr-uni-bochum.de>
Source record: 13261

sinclap2954@cobra.uni.edu wrote:

: Me, I just press down on the back latches, remove the back panel and slide out
: he mother board. No wires and muss.... Same for the HD, drive and cdrom.

If you look at the Atari computers thar are sold in Germany, it is the same,
because they are built in a tower or a desktop. No problem to get in.

: _____
: = Lightwave on the Powermac is the
: Peter Sinclair-Day = final nail in the coffin for the
: The University of Northern Iowa = Amiga's usefulness. There will be
: Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
: =

: "I wouldn't know him if he walked in the room. I've got other things to with
: my time."
: -Barry Goldwater on Rush Limbaugh

: Http://www.ziff.com - For the latest MAC & PC news....

: ----------

--
```
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
+ >=< ___-t---t--x + +
+ / / | | |\ + MarkusS, der Vierte +
+ /__/ | | | \ + Mails an +
+ | | | | | | >=< + markuss@risc.techem.ruhr-uni-bochum.de +
+ /~~~]_|__|___|__|__| + +
+ \\\\]@@-----\___| @@ >=< + "Into the garbage chute, +
+ // || >=<// || + Flyboy!" +
+ // || // || + Princess Leia +
+ @@ @@ @@ @@ + Star Wars, 1977 +
+ || \\ || || >=< + +
+ [=] [=] [=] [=] + +
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

815. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-23 10:10:02 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3krhdr$ooi@btmpjg.god.bel.alcatel.be>
Source record: 13264
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

In article <D5v4z3.886@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
>In article <FBZNAGUUUP@cabal.shnet.org>,
>Thorsten Guenther <guenther@cabal.shnet.org> wrote:
>>Well, I personally don't like the Mac's concept of telling me what to do
>>and what not to do
>
>Nobody has ever been able to provide me with an example of how the Mac "tells
>me what and what not to do."

OK, try this. We're talking System 7 (7.5 I think). There's an Apple-
supplied utility which allows you to associate a sound file with events
like open dialogue box, system beep, file transfer complete, etc.. For
System 6 there was a shareware app which did the same sort of thing, and
we had a nice collection of sound bites for that.

The new thingy uses some kind of weird subfolder within the System folder.
We try dragging soundfiles from the old folder into this special one:
twang! Machine refuses to move the file, says it doesn't belong in that
folder. Hm. OK, let's have a look at a legit. file from the new folder
and see what the "file type" is. Ah. Can't get _Set File Attributes_ to
work on something in that special folder. OK, let's drag it onto the
desktop for examination.

Twang! There's an application open somewhere -- can't move system files.
Oh yeah, that's right, we never quit so-and-so, let's do so now. Done.
Now we drag the file onto the desktop and ascertain that its type is
"sfil" (and the creator was "movr"). Now put it back, change the type
of our favourite laugh _HehHehHeh/11 KHz_ to "sfil", and drag that into
the system sound folder. Ha! It works! We fooled the Mac! Now let's
see what it sounds like ... "and error type -39 occurred". Ah Shit.

Now the moral is: what we were trying to do was never going to work,
and most of the "obstructiveness" of the Mac was entirely justified.
What good could come of putting non-system files into a system folder?
Suppose we were playing about with one of those system sounds when
an application needed it? Etc. What we needed (but didn't have,
because some fool mislaid it) was the right application to take an
arbitrary sound file and translate it into whatever format the new
Mac sound system requires.

Will that do for an example? :)

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

---

816. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-23 18:13:40 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D5wnyt.Av@ecf.toronto.edu>
Source record: 13267
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

In article <3krhdr$ooi@btmpjg.god.bel.alcatel.be>,
Chris Gray <cgra@se.bel.alcatel.be> wrote:
>OK, try this. We're talking System 7 (7.5 I think). There's an Apple-
>supplied utility which allows you to associate a sound file with events
>like open dialogue box, system beep, file transfer complete, etc.. For
>System 6 there was a shareware app which did the same sort of thing, and
>we had a nice collection of sound bites for that.

There is no such utility included on either the System 7.1 disks, the system
7.5 disks, or the System 7.5 Update disks. Apple does not supply such a
utility with its standard system disks, and I'm pretty sure it doesn't make
such a program at all.

>The new thingy uses some kind of weird subfolder within the System folder.

I think you're confused. You're thinking the System FILE, not the System
folder. What you are trying to do is drag a sound to the system *file*.
The System file is located inside the system folder. Among other things, the
system file contains keyboard layouts, sounds and scripts. The sounds
contained in the System file are used for system beeps. All applications
can access the sounds contained in the system file and use them as they wish.
(For example, to chime on the hour, as the Date and Time control panel can.)

>We try dragging soundfiles from the old folder into this special one:
>twang! Machine refuses to move the file, says it doesn't belong in that
>folder. Hm. OK, let's have a look at a legit. file from the new folder
>and see what the "file type" is. Ah. Can't get _Set File Attributes_ to
>work on something in that special folder.

That's because it's not a folder. It's a file. How can you set the type and
creator of data contained in a file?

>OK, let's drag it onto the desktop for examination.
>Twang! There's an application open somewhere -- can't move system files.

The System only prevents you from moving files out of the system folder in
two cases: if you try to move a font, or if you try to move a sound or
keyboard layout. That's because fonts, sounds, and keyboards are stored in
the system file itself. Many applications find it surprising if the system
file changes size without warning.

>Oh yeah, that's right, we never quit so-and-so, let's do so now. Done.
>Now we drag the file onto the desktop and ascertain that its type is
>"sfil" (and the creator was "movr"). Now put it back, change the type
>of our favourite laugh _HehHehHeh/11 KHz_ to "sfil", and drag that into
>the system sound folder. Ha! It works! We fooled the Mac! Now let's

>see what it sounds like ... "and error type -39 occurred". Ah Shit.
>
>Now the moral is: what we were trying to do was never going to work,
>and most of the "obstructiveness" of the Mac was entirely justified.
>What good could come of putting non-system files into a system folder?

You can put as many non-system files into the system folder as you want.
You just can't but non-system items into the system file itself.

>Suppose we were playing about with one of those system sounds when
>an application needed it? Etc. What we needed (but didn't have,
>because some fool mislaid it) was the right application to take an
>arbitrary sound file and translate it into whatever format the new
>Mac sound system requires.
>
>Will that do for an example? :)

I think I must have missed your point. You tried to do something that made
no sense whatsoever, and the Mac tried to stop you. The Atari does the same
thing - for example, it doesn't let you execute files which are not executable,
and so on. I was looking for an instance where the Mac prevents a user from
doing something he wants to do, when there isn't a valid technical reason
(Ie, the action is impossible) for it.

>_____
>
>Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102
>_____
>

--
David "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

817. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-23 18:34:44 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCXSBDBTUP@cabal.shnet.org>
Source record: 13271

In <D5swnn.403@ecf.toronto.edu> PISCHKE DAVID wrote:

>In article <FCVCDEALUP@cabal.shnet.org>,
>Thorsten Guenther <guenther@cabal.shnet.org> wrote:
>>Nowadays, Atari hardware can be modified, patched and upgraded in numerous
>>ways, whereas Apple hardware modifications still are a rare beast (well,
>>the clock patch that speeds up several of them has been published in c't,
>>plus the PAK project of the c't is compatible not only with Ataris, but
>>also with Macs
>
>You're kidding, right? There are tons of NuBus cards out there. There are
>cards for the LC PDS slot, there are accelerators for older Macs (and new
>ones!).

I am not talking of CARDS, I am talking of DYI enhancements.

>> AFAIK, but that's it, no graphics board for a Mac/Mac Plus
>
>First of all, anybody who would want to install a graphics board into a
>Mac 128, 512E or Mac Plus is insane -- those machines are ten years old.
>They don't have the horsepower to do high-resolution colour graphics and
>run today's programs.

Someone told me "there are accelerators for older Macs". Well, so there
are for Ataris, the 50 MHz 030 PAK/FRAK solution is presumably the
fastest still available (FR stands for FastRAM).

>Secondly, it might be revealing to ask how many
>graphics boards there are out there for ten year-old Atari models (ie, the
>1040ST and the 520ST).

Quite a lot, thanks. It's just that they don't fit into the original case.
There are the following ways of installing them:
- adding a MegaBus + Atari specific graphics board
- adding an AT bus + PC graphics board (any ET4000 is supplied with 3rd party
drivers, yet the Nova drivers (ATI Mach 32/64) are not advertised as
general purpose ones for this solution)

>>no Centronics port (while one is able to install an eSCC based high
>>speed serial interface into STs), etc.).
>
>Centronics ports are going to be obsolete in a few years, anyway, with the
>advent of FireWire. Why invest in a technology that's going to be dead
>soon?

Because it is there and works, while FireWire is vaporware?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 20. Mar. '95

818. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-23 19:38:17 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Mar23.133817.40550@cobra.uni.edu>
Source record: 13270

In article <3kq7pu$iqd@osiris.wu-wien.ac.at>, h9250467@idefix.wu-wien.ac.at (Alfred Radauer) writes:
> BobR (76702.1466@CompuServe.COM) wrote:
> : >Not as easy as a PC, but not too hard.
>
> : But the point is, Atari didn't WANT you to get inside the ST.. that was the
> : reason for Thorsten saying he thought less of Apple as a company.
>
> : BobR
>
> Mybe also the fact, that Apple doesn't want to learn. No hardware
> dovumentation, for example - Atari has aone. And on the Mac you cannot
> hook up a standrad printer without extra hard- and software.

What is a standard printer? Know you do not need extra hardware and software- what ever that means. You have no clue...

>
> Regards,
>
> Alfred

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
=

"I wouldn't know him if he walked in the room. I've got other things to with my time."
-Barry Goldwater on Rush Limbaugh

Http://www.ziff.com - For the latest MAC & PC news....

---

819. Re: Atari???

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-23 20:46:06 UTC
From: pl4266@u.cc.utah.edu
Message-ID: <3ksmme$5gu@news.cc.utah.edu>
Source record: 13268

CYBERAARON (cyberaaron@aol.com) wrote:
: After a little jaunt into the PC area I have purchased a MEGA 2 ST and a
: 1040STE.... However..... I can find NO information (magazines, etc.) for
: them... are there any current publications anyone could point me too????

:
: CYBERAARON@AOL.COM
The only magazines I have seen are European, but that doesn't mean there
is no American or Canadian magazine for ST. I do know that 1-800-548-TOAD
is the number to an ATARI dedicated warehouse distributor.
Have Fun!
Paul Luscher

820. Re: Atari these days...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-24 01:34:38 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCYBAECWUP@cabal.shnet.org>
Source record: 13274

In <6c6_9503212249@wmeonlin.sacbbx.com> Patrick Nestlehut wrote:
>In a message of 11 Mar 95 10:31:24, Mlamb@uwyo.Edu wrote:

>M> Hello! I am new to the net and thought i would post a question. My first
>M> computer was a 800XL followed by a ST. My best computing days were with
>M> those Ataris; however, I am now a clone user. Anyway, what is Atari doing
>M> these days? Are the Tramiels still around?

>Yup, the Tramiels are still around. Atari is still making the TT030 and the
>Falcon030 (decendents of the ST line), but only in very limited numbers. They
>are mainly concentrating on the Jaguar 64-bit game system for now. If that
>pans out, we may see a new computer line from Atari yet...

I have to comment on that: C-Lab are producing the Falcon Mk II
(advantages: 14 megs standard (original: 4 megs), internal SCSI hard disk
(the original had an IDE internally and SCSI port only), better sound
quality (ADC/DAC quality higher, no bass booster)). This machine is aimed
at the music/MIDI market and advertised for 4,950 DMs (3,500 US$), but the
real life retail price is said to be more around 2,200 US$s.

And I don't xpect any new computer line from Atari. If there comes one, I
hope it'll be standard PReP hardware with MultiTOS/TOS 5, for that's the
only way the machine could have some success.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 20. Mar. '95

821. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-24 03:40:09 UTC
From: cons116@twain.oit.umass.edu
Message-ID: <3kteup$98k@nic.umass.edu>
Source record: 13269
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

Chris Gray (cgra@se.bel.alcbel.be) wrote:

: The new thingy uses some kind of weird subfolder within the System folder.

That's the system file. And those represent sound resources, not files. Use
Resedit to get at them, copy them, paste in new ones, etc. or even better,
use soundedit pro.
This had me a bit confused for a while : double clicking on a file and getting
a folder-like response. You stumbled upon a weird gui quirk. I think
it's a poor design, but a tiny quirk in an otherwise decent os.

--
****
* Michael White * "Man is a biped without feathers." *
* cons116@titan.ucs.umass.edu * -Plato *
****

822. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-24 10:43:31 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3ku7oj$l6t@paul.rutgers.edu>
Source record: 13272

sinclap2954@cobra.uni.edu writes:

Uh oh! Looks like yet another Sinstupid post...

>> Mybe also the fact, that Apple doesn't want to learn. No hardware
>> dovumentation, for example - Atari has aone. And on the Mac you cannot
>> hook up a standrad printer without extra hard- and software.

It IS....

>What is a standard printer? Know you do not need extra hardware and software-
>what ever that means. You have no clue...

A standard printer is one that connects to a computer's parallel port.
All computers have parellel ports, except Macs of course BECAUSE APPLE
JUST HAD TO BE DIFFERENT! Many printers can be connected to the Mac's
non-standard serial port in addition to the industry-standard parallel
port, but many don't.

>> Regards,
>> Alfred

> Peter Sinclair-Day = final nail in the coffin for the
>The University of Northern Iowa = Amiga's usefulness. There will be
> Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
<Rest of .Sinsig deleted>

* Tom Trauth
* trauth@paul.rutgers.edu
* Real computers aren't served at McDonald's!

823. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-24 12:06:00 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3kucj8$js4@btmpjg.god.bel.alcatel.be>
Source record: 13273

In article <1995Mar23.133817.40550@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:

> What is a standard printer? Know you do not need extra hardware and software-
> what ever that means. You have no clue...

To most of the non-MacSpeaking world, it means an Epson-compatible,
probably 180 or 360 dpi, with a Centronix interface. So you need a
parallel-to-serial converter and a suitable driver (e.g. Chuck's
Printer Driver, or I think Epson themselves sell something).

Or did they bundle *that* with Sys7.5 as well???

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

---

824. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-24 12:28:01 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D5y2Mp.84p@ecf.toronto.edu>
Source record: 13277

In article <FCXSBDBTUP@cabal.shnet.org>,
Thorsten Guenther <guenther@cabal.shnet.org> wrote:
>>You're kidding, right? There are tons of NuBus cards out there. There are
>>cards for the LC PDS slot, there are accelerators for older Macs (and new
>>ones!).
>
>I am not talking of CARDS, I am talking of DYI enhancements.

I assume you mean do-it-yourself enhancements? With the Mac, you don't
need to! You can plug in cards. Admittedly, many people do overclock their
Macs, though.

>Someone told me "there are accelerators for older Macs". Well, so there
>are for Ataris, the 50 MHz 030 PAK/FRAK solution is presumably the
>fastest still available (FR stands for FastRAM).

So what. There are accelerators for old Macs, and for old Ataris.

>Quite a lot, thanks. It's just that they don't fit into the original case.
>There are the following ways of installing them:
>- adding a MegaBus + Atari specific graphics board
>- adding an AT bus + PC graphics board (any ET4000 is supplied with 3rd party
>drivers, yet the Nova drivers (ATI Mach 32/64) are not advertised as
>general purpose ones for this solution)

Do you really think that the fact that you can add a graphics card to the
520ST, but that it won't even fit into the case, is some kind of advantage?
I would think that anyone who can afford a graphics card for either a 520ST
or a Mac Plus would be able to afford the few hundred dollars to upgrade to
a used machine with slots, such as a Mac II (circa 1987) or a Mega STe on the
Atari side.

>>Centronics ports are going to be obsolete in a few years, anyway, with the
>>advent of FireWire. Why invest in a technology that's going to be dead
>>soon?
>
>Because it is there and works, while FireWire is vaporware?

Because centronics is an outdated technology which isn't necessary, and can
be avoided with an inexpensive cable?

--
David "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

825. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-24 12:32:54 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3kue5m$js4@btmpjg.god.bel.alcatel.be>
Source record: 13275
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

In article <D5wnyt.Av@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) writes:

>[me]>The new thingy uses some kind of weird subfolder within the System folder.

>I think you're confused. You're thinking the System FILE, not the System
>folder. What you are trying to do is drag a sound to the system *file*.
>The System file is located inside the system folder. Among other things, the
>system file contains keyboard layouts, sounds and scripts. The sounds
>contained in the System file are used for system beeps. All applications
>can access the sounds contained in the system file and use them as they wish.
>(For example, to chime on the hour, as the Date and Time control panel can.)

In another reply, Mike White says:

|That's the system file. And those represent sound resources, not files. Use
|Resedit to get at them, copy them, paste in new ones, etc. or even better,
|use soundedit pro.
|This had me a bit confused for a while : double clicking on a file and getting
|a folder-like response. You stumbled upon a weird gui quirk. I think
|it's a poor design, but a tiny quirk in an otherwise decent os.

OK, I admit it, as David says I was confused. Something which tends to
happen whenever I start playing with fonts, DSs, and System files: the
good ol' direct-manipulation paradigm starts to break down, and I never
know quite what to replace it with. I can even get nostalgic for
ASSIGN.SYS :).

>[... much deleted...]

>I think I must have missed your point.

Point? What point? Oh yes. That the Mac sometimes stops you doing
things which are physically possible, because they *might* cause a
problem later. (E.g. the "must close all applications first" thing).

>You tried to do something that made
>no sense whatsoever, and the Mac tried to stop you. The Atari does the same
>thing - for example, it doesn't let you execute files which are not executable,
>and so on.

But it will let you try to browse (or print) just about anything, with
all the bleeping and formfeeding that implies. And if you rename a
PRG as .ACC and stick it in the root directory, I think you'll get
yourself into a pickle ... (unless it's a trick program designed to
work like that).

>I was looking for an instance where the Mac prevents a user from
>doing something he wants to do, when there isn't a valid technical reason
>(Ie, the action is impossible) for it.

Ah but you didn't *say* that. :)

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

---

826. Re: Atari's and PC compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-24 22:49:14 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D5yvE2.F26@ecf.toronto.edu>
Source record: 13280
Cross-posted to: comp.sys.atari.advocacy,comp.sys.powerpc

In article <3kue5m$js4@btmpjg.god.bel.alcatel.be>,
Chris Gray <cgra@se.bel.alcatel.be> wrote:
>But it will let you try to browse (or print) just about anything, with
>all the bleeping and formfeeding that implies. And if you rename a
>PRG as .ACC and stick it in the root directory, I think you'll get
>yourself into a pickle ... (unless it's a trick program designed to
>work like that).

I can just imagine the response if the Mac *did* let users do things like
put non-sounds into the System file as sounds, or change the size of the
System file when other applications are running. Then the Atari advocates
would complain about how the Mac crashes all the time.

>>I was looking for an instance where the Mac prevents a user from
>>doing something he wants to do, when there isn't a valid technical reason
>>(Ie, the action is impossible) for it.
>
>Ah but you didn't *say* that. :)

I thought it was understood that I mean that!

>
>
>____
>
>Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102
>____
>

--
David "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

827. Musicians using the ST (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-25 01:21:41 UTC
From: Gard Eggesboe Abrahamsen <ga@www.hials.no>
Message-ID: <Pine.LNX.3.91.950325021434.16676D-100000@www.hials.no>
Source record: 13279

On Wed, 15 Mar 1995, under the thread "Time for some ADVOCACY.....", Ken Macdonald wrote:
> I agree with just about everythin you're saying here, with ONE qualification.
> All the people you are talking about here(ie. musicians) are people you
> know or have met through telecommunicating(BBS, Internet) I personally
> know of five friends who are professional musicians using ST's who have never
> and may never 'hook up' to the Internet. One has to be careful about

Shall we start a new thread here, like... bands we _know_ use Atari computers? Allow me to begin...:
The September When (tsw@oslonett.no)
Yello (They are on the net, can' recall where...
yello.space.net or something?)
Einstürtzende Neubauten (Anyone?)

Gard Eggesboe Abrahamsen, Postboks 5061, Larsgaarden, 6021 Aalesund, Norway
Phone: (+47)70155497 Elm: ga@www.hials.no URL: http://www.hials.no/~ga/

828. Re: Time for some ADVOCACY.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-25 02:48:22 UTC
From: Gard Eggesboe Abrahamsen <ga@www.hials.no>
Message-ID: <Pine.LNX.3.91.950325033745.16676E-100000@www.hials.no>
Source record: 13276

On 22 Mar 1995, RevDrFreak wrote:
> Users can make any system unreliable. I had to help out a guy at work who

Actually, my own Atari has rarely failed me. But then again, I cosider TOS computers to be for people who know what they are doing and who enjoy doing it, whereas the Apple is the fool-proof system for people who don't know how a computer works and have no intention whatsoever to learn about it. They just have a job to do that they want done. Fine with me. If they're happy with it, ok. Just don't try to make _me_ use it, because I like to be in complete control of the system, something the Mac does not allow me to be. What do I use my Atari for? Word processing, reading diskmags, listen to/create music (ProTracker), view/alter graphics (for which I have a Nova VME 16M graphics card) and generally have fun (programming the hardware directly with the intention of creating a new OS just for the heck of it). Like an average Mac user is not happy about editing files and programming the system, I'm not happy unless I'm allowed to do it...

Conclusion: TOS is for people who want freedom
System 7 is for people who just want to do their job

Gard Eggesboe Abrahamsen, Postboks 5061, Larsgaarden, 6021 Aalesund, Norway
Phone: (+47)70155497 Elm: ga@www.hials.no URL: http://www.hials.no/~ga/

829. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-25 06:44:26 UTC
From: steveg@phantom.com
Message-ID: <3l0e4a$ra1@dockmaster.phantom.com>
Source record: 13278

Chris Gray (cgra@se.bel.alcbel.be) wrote:
: In article <D5swnn.403@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
: > Centronics ports are going to be obsolete in a few years, anyway, with the
: > advent of FireWire.
: Hm, I remember hearing that a few years ago. Was going to replace MIDI as
: well. :)

FireWire, to the best of my knowledge, didn't really exist until last year or thereabouts. I dunno about the MIDI thing, but it was/is designed as a very high speed, multiple device, asynchronous communication system. It may eventually become the "new SCSI".

But anyway...So the Mac doesn't have an ancient, outdated, oversized Centronics port. Big deal. It DOES have a competant printer/Appletalk port, for which there are dozens of Mac-specific printers available. (And with the addition of a third-party package, you can access any PC-specific printer as well.) If it gets the job done at least as well as yesterday's technology, why are you bothering with the complaints?

830. Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-25 16:56:05 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D609pH.E7D@ecf.toronto.edu>
Source record: 13282

In article <Pine.LNX.3.91.950325033745.16676E-100000@www.hials.no>,
Gard Eggesboe Abrahamsen <ga@www.hials.no> wrote:
>On 22 Mar 1995, RevDrFreak wrote:
>doing it, whereas the Apple is the fool-proof system for people who don't
>know how a computer works and have no intention whatsoever to learn about
>it.

Like me? (Look at the Organization line)

>I like to be in complete control of the system, something the Mac does not
>allow me to be.

Are you *really* in complete control of the system, or does the editing of
ASSIGN.SYS and such just create the illusion that you are? Does installing
a font by editing an ASSIGN.SYS file somehow give you more control than
installing it by dragging it to a "Fonts" folder?

>What do I use my Atari for? Word processing, reading
>diskmags, listen to/create music (ProTracker), view/alter graphics (for
>which I have a Nova VME 16M graphics card) and generally have fun
>(programming the hardware directly with the intention of creating a new OS
>just for the heck of it).

> Like an average Mac user is not happy about
>editing files and programming the system, I'm not happy unless I'm
>allowed to do it...
>Conclusion: TOS is for people who want freedom
> System 7 is for people who just want to do their job

If you want to change around the system, just get a copy of ResEdit, and you
can alter it to your heart's content. Just read comp.sys.mac.* any day,
and you'll see tons of articles from people trying to alter their system.

>
>Gard Eggesboe Abrahamsen, Postboks 5061, Larsgaarden, 6021 Aalesund, Norway
>Phone: (+47)70155497 Elm: ga@www.hials.no URL: http://www.hials.no/~ga/

--
David "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

831. ST & Software for Sale (USA)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-25 17:08:01 UTC
From: dwerden@aol.com
Message-ID: <3l1ilh$db9@newsbf02.news.aol.com>
Source record: 13281

I am moving to Macintosh and now want to sell a very extensive Atari St setup. It have:

Atari 520 STFM 2.5 meg with AdSpeed accelerator
Atari Monochrome monitor
External shoebox drive with Syquest removeable drive
Spectre GCR Mac emulator with ROMs
Pagestream (latest version)
Calumus 1.09
Wordperfect
Copyist DTP
Dr. T's KCS
Lots of other commercial software
Lots of PD disks
Some Atari books
Some Atari magazines

I am looking to sell the whole bunch as a package for $900 shipped to you.

I also have

Atari 520 ST - 1 meg
Atari Monochrome monitor
Supra 20meg external drive

Will sell this package for $250

If this is not the right place for this posting, please let me know and I will move it. Thanks.

Dave Werden, U.S. Coast Guard Band
DWerden@AOL.com

832. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-26 04:50:38 UTC
From: guenther@cabal.shnet.org
Message-ID: <FC1DDGCWUP@cabal.shnet.org>
Source record: 13283

In <3kg1jp$qam@dockmaster.phantom.com> Steve G. wrote:
>Thorsten Guenther (guenther@cabal.shnet.org) wrote:
[Macs:]
>: Many of them have useable colour modes equivalent to 1 meg High Colour PC
>: boards, and few have more.
>
>Right. For most home users, this is sufficient. For higher-end users,
>video cards are available. Your point being...?

That I already own a 1 meg card inside my TT and are not going to buy any
Mac with less than 2 megs VRAM. And these _are_ expensive beasts, still.

Whereas the Motorola Entry Workstation presented on the CeBit seems to be
much more open hardware-wise.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 22. Mar. '95

833. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-26 17:26:28 UTC
From: steveg@phantom.com
Message-ID: <3l4844$5lj@dockmaster.phantom.com>
Source record: 13284

Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:
: Mybe also the fact, that Apple doesn't want to learn. No hardware
: dovumentation, for example - Atari has aone. And on the Mac you cannot
: hook up a standrad printer without extra hard- and software.

Please define "standard", Alfred, and remember that with the exception of dot matrix printers, there aren't too many "PC printers" that won't connect to a Mac. Most printers these days have either multiple ports (i.e., a "PC" port and an Appletalk or Ethernet port) or have multiple models, one for Mac and one for PC (i.e., DeskWriter and DeskJet).

834. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-26 20:52:31 UTC
From: sinclair@netins.net
Message-ID: <0098DF11.F9A60648@netins.net>
Source record: 13285

In article <3ku7oj$l6t@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>sinclap2954@cobra.uni.edu writes:
>
>Uh oh! Looks like yet another Sinstupid post...
>
>>> Mybe also the fact, that Apple doesn't want to learn. No hardware
>>> dovumentation, for example - Atari has aone. And on the Mac you cannot
>>> hook up a standrad printer without extra hard- and software.
>
>It IS....
>
>>What is a standard printer? Know you do not need extra hardware and software-
>>what ever that means. You have no clue...
>
>
>A standard printer is one that connects to a computer's parallel port.
>All computers have parellel ports, except Macs of course BECAUSE APPLE
>JUST HAD TO BE DIFFERENT! Many printers can be connected to the Mac's
>non-standard serial port in addition to the industry-standard parallel
>port, but many don't.

Am I missing something? Who uses Dot matrix printers now a days. Mac users
use Laser printers such as the StyleWriter, Deskjet and so on. And these are
priced under $300. The Parellel port takes up huge Real estate on the mother
board and did not fit in Apple's design. By using Apple's serial port has not
been a problem..

>
>
>>> Regards,
>>> Alfred
>
>
>> Peter Sinclair-Day = final nail in the coffin for the
>>The University of Northern Iowa = Amiga's usefulness. There will be
>> Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
><Rest of .Sinsig deleted>
>
>
>* Tom Trauth
>* trauth@paul.rutgers.edu
>* Real computers aren't served at McDonald's!
>
>
-Peter

>
>
>
>

835. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-26 20:54:30 UTC
From: sinclair@netins.net
Message-ID: <0098DF12.40A624E2@netins.net>
Source record: 13286

In article <3kucj8$js4@btmpjg.god.bel.alcatel.be>, cgra@se.bel.alcbel.be (Chris Gray) writes:
>
>In article <1995Mar23.133817.40550@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
>
>> What is a standard printer? Know you do not need extra hardware and software-
>> what ever that means. You have no clue...
>
>To most of the non-MacSpeaking world, it means an Epson-compatible,
>probably 180 or 360 dpi, with a Centronix interface. So you need a
>parallel-to-serial converter and a suitable driver (e.g. Chuck's
>Printer Driver, or I think Epson themselves sell something).
>
>Or did they bundle *that* with Sys7.5 as well???

Mac users use laser printers. Dot matrix printers are obsolete.. StyleWriters and Deskjets can be had for under $300...

>
>____
>
>Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102
>____
>

-Peter

836. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-26 21:34:07 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3l4mkf$862@paul.rutgers.edu>
Source record: 13187

steveg@phantom.com (Steve G.) writes:

>But anyway...So the Mac doesn't have an ancient, outdated, oversized
>Centronics port. Big deal. It DOES have a competant printer/Appletalk
>port, for which there are dozens of Mac-specific printers available. (And
>with the addition of a third-party package, you can access any PC-specific
>printer as well.) If it gets the job done at least as well as yesterday's
>technology, why are you bothering with the complaints?

The big deal is that their many more Epson-compatible, "ancient, outdated, oversized" Centronix-port interfacing computers out their than Apple ones. By using a different port than the rest of the industry, Apple restricted the choices of its users.

And what really gets me is that the main reason why Apple did it was so that they could sell their own printers (like the LaserWriter) to Mac users at inflated prices - which they did. They were able to get away with grossly overpricing their printers for years because, until 1990 or so, only Apple made Mac-compatible printers. Mac users had a choice between buying an a competitvely-priced Epson-compatible and an parallel-to-serial adaptor (a combination that often didn't work) or an over-priced, Apple-made, Mac-compatible printer. (I know at least one person who switched from Macs to PCs precisely because he was annoyed by the need to use non-standard peripherals, like serial-port-interfacing printers, on the Mac). The serial port was just a quirk put into the Mac by Apple to increase its profits.

And BTW isn't the Centronix parallel port capable (in theory at least) of higher performance than the Mac's Apple-Talk serial port? Looks like the Mac is also using outdated technology.

* Tom Trauth

837. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-26 21:47:04 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3l4nco$8a5@paul.rutgers.edu>
Source record: 13188

sinclair@netins.net writes:

>>A standard printer is one that connects to a computer's parallel port.
>>All computers have parellel ports, except Macs of course BECAUSE APPLE
>>JUST HAD TO BE DIFFERENT! Many printers can be connected to the Mac's
>>non-standard serial port in addition to the industry-standard parallel
>>port, but many don't.

>Am I missing something? Who uses Dot matrix printers now a days. Mac users

My current roommate for one...

>use Laser printers such as the StyleWriter, Deskjet and so on. And these are
>priced under $300. The Parellel port takes up huge Real estate on the mother
>board and did not fit in Apple's design. By using Apple's serial port has not
>been a problem..

Your right that isn't a big problem now. But from the introduction of the Mac
through about 1990 it was a *huge* problem. In that time period (roughly
three quarters of a decade) Mac users were forced to buy either Apple's
over-priced priced printers or competitively priced Epson-compatible printers
plus a parallel-to-serial adaptor. And the Epson-compatible printer/adaptor
combination often didn't work! One of Freshman-year suitemates, an ex-Mac
user, tried to connect an Epson (not a compatible, an *actual* Epson) to his
Mac Plus with an adaptor AND THE THING JUST WOULDN'T PRINT! (in case you're
wondering, he's now a very satisfied PC user). On other words, the serial
port was basically a dongle by Apple (I'm sure they could have put a parallel
port in the Mac if they wanted to).

>>> Peter Sinclair-Day = final nail in the coffin for the
>>* Tom Trauth
>-Peter

* Tom Trauth

838. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-26 23:30:55 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3l4tff$kih@ccshst05.cs.uoguelph.ca>
Source record: 13189

: Am I missing something?

Yes ... a brain.

Who uses Dot matrix printers now a days.

Most students I see still use them. Everyone on my floor uses a
dot-matrix printer.

Mac users
: use Laser printers such as the StyleWriter, Deskjet and so on. And these are
: priced under $300.

A laser printer for under $300? I have yet to say any laser
priced that cheaply.

The Parellel port takes up huge Real estate on the mother
: board and did not fit in Apple's design. By using Apple's serial port has not
: been a problem..

It also alienates Apple from Industry Standards.

>> Mark <<

--
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"In case I have no future, I've got the past. There's no telling just
how long this plague will last." - Chicago ("The Pull")

839. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-27 02:13:59 UTC
From: sinclair@netins.net
Message-ID: <0098DF3E.E280DEF7@netins.net>
Source record: 13190

In article <3l4nco$8a5@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>sinclair@netins.net writes:
>
>
>>>A standard printer is one that connects to a computer's parallel port.
>>>All computers have parellel ports, except Macs of course BECAUSE APPLE
>>>JUST HAD TO BE DIFFERENT! Many printers can be connected to the Mac's
>>>non-standard serial port in addition to the industry-standard parallel
>>>port, but many don't.
>
>
>>Am I missing something? Who uses Dot matrix printers now a days. Mac users
>
>My current roommate for one...
>

That figures, he must be a pc user. We Mac users mostly use inexpensive laser
printers..

>>use Laser printers such as the StyleWriter, Deskjet and so on. And these are
>>priced under $300. The Parellel port takes up huge Real estate on the mother
>>board and did not fit in Apple's design. By using Apple's serial port has not
>>been a problem..
>
>Your right that isn't a big problem now. But from the introduction of the Mac
>through about 1990 it was a *huge* problem. In that time period (roughly
>three quarters of a decade) Mac users were forced to buy either Apple's
>over-priced priced printers or competitively priced Epson-compatible printers
>plus a parallel-to-serial adaptor. And the Epson-compatible printer/adaptor
>combination often didn't work! One of Freshman-year suitemates, an ex-Mac
>user, tried to connect an Epson (not a compatible, an *actual* Epson) to his
>Mac Plus with an adaptor AND THE THING JUST WOULDN'T PRINT! (in case you're
>wondering, he's now a very satisfied PC user). On other words, the serial
>port was basically a dongle by Apple (I'm sure they could have put a parallel
>port in the Mac if they wanted to).

What year is it now?

>
>
>>>> Peter Sinclair-Day = final nail in the coffin for the
>>>* Tom Trauth
>>-Peter
>
>

>
>* Tom Trauth
>

-Peter

840. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-27 02:16:16 UTC
From: sinclair@netins.net
Message-ID: <0098DF3F.33B23523@netins.net>
Source record: 13191

In article <3l4tff$kih@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>: Am I missing something?
>
> Yes ... a brain.

Good one..
>
> Who uses Dot matrix printers now a days.
>
> Most students I see still use them. Everyone on my floor uses a
>dot-matrix printer.
>

Intel ones, eh?

> Mac users
>: use Laser printers such as the StyleWriter, Deskjet and so on. And these are
>: priced under $300.
>

> A laser printer for under $300? I have yet to say any laser
>priced that cheaply.

Yep? Read above..

>
> The Parellel port takes up huge Real estate on the mother
>: board and did not fit in Apple's design. By using Apple's serial port has not
>: been a problem..
>
> It also alienates Apple from Industry Standards.

No, thats Intel/PC standard..

>
> >> Mark <<
>
>
>--
>==
>Mark Rathwell The University Of Guelph
>mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
>"In case I have no future, I've got the past. There's no telling just
>how long this plague will last." - Chicago ("The Pull")
>==

-Peter

841. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-27 04:08:28 UTC
From: Gard Eggesboe Abrahamsen <ga@fjern.mrih.no>
Message-ID: <3l5dns$d30@trane.uninett.no>
Source record: 13195

> From: pischke@ecf.toronto.edu (PISCHKE DAVID)
> In article <Pine.LNX.3.91.950325033745.16676E-100000@www.hials.no>,
> Gard Eggesboe Abrahamsen <ga@www.hials.no> wrote:
> >On 22 Mar 1995, RevDrFreak wrote:
> >doing it, whereas the Apple is the fool-proof system for people who don't
> >know how a computer works and have no intention whatsoever to learn about
> >it.
> Like me? (Look at the Organization line)

Well, I don't know what your intentions are, but I would never hire a computer engineer who has only experience with Macs from an end-user perspective. Neither would I hire a computer engineer who proudly puts "Word, Excel and Lotus" on his resume, and nothing about programing abilities.

> >I like to be in complete control of the system, something the Mac does not
> >allow me to be.
> Are you *really* in complete control of the system, or does the editing of
> ASSIGN.SYS and such just create the illusion that you are? Does installing
> a font by editing an ASSIGN.SYS file somehow give you more control than
> installing it by dragging it to a "Fonts" folder?

No, but patching the OS with home-made TSRs and knowing how each system call works does. Knowing exactly what each application does to do its job, and altering them with a debugger does. Of course, a lot of what I do is not typical end-user stuff, and I never claimed it was. (see http://www.hials.no/~ga/resume.html any time)

> If you want to change around the system, just get a copy of ResEdit, and you
> can alter it to your heart's content. Just read comp.sys.mac.* any day,
> and you'll see tons of articles from people trying to alter their system.

I don't think ResEdit on System 7 will alter your system as much as TurboAssembler can alter my TOS. Can you alter the memory management routines with ResEdit? How about optimizing your disk usage a little?

> David "Bear" Pischke (pischke@ecf.toronto.edu)
> ___ _____ Engineering is the art of moulding materials we do not fully
> |__ |) | | | understand into shapes we cannot fully analyse and preventing
> |__ |\ | |/\| the public from realising the full extent of our ignorance.

Actually, I prefer to understand the thing I'm using before I do any public work on it...

Gard Eggesboe Abrahamsen, Postboks 5061, Larsgaarden, 6021 Aalesund, Norway
Phone: (+47)70155497 Elm: ga@www.hials.no URL: http://www.hials.no/~ga/

842. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-27 04:45:03 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3l5fsf$o98@ccshst05.cs.uoguelph.ca>
Source record: 13192

Distribution:

: Good one..

The truth.

: Intel ones, eh?

Intel doesn't make printers. If you mean Intel machines, yes.
About 95% of the computers on this campus are PC clones. Macs are nearly
impossible to find. Almost as many people use Amigas and ST's.

: Yep? Read above..

Where Peter? Where can I buy a Laser printer for that price?

: No, thats Intel/PC standard..

Which is what most people use. BTW ... Amigas and Atari ST's also
have industry standard ports.

>> Mark <<

==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"In case I have no future, I've got the past. There's no telling just
how long this plague will last." - Chicago ("The Pull")
==

843. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-27 05:57:41 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3l5k4l$3ae@rubb.rz.ruhr-uni-bochum.de>
Source record: 13193

Steve G. (steveg@phantom.com) wrote:
: Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:
: : Mybe also the fact, that Apple doesn't want to learn. No hardware
: : dovumentation, for example - Atari has aone. And on the Mac you cannot
: : hook up a standrad printer without extra hard- and software.

: Please define "standard", Alfred, and remember that with the exception of
: dot matrix printers, there aren't too many "PC printers" that won't
: connect to a Mac. Most printers these days have either multiple ports
: (i.e., a "PC" port and an Appletalk or Ethernet port) or have multiple
: models, one for Mac and one for PC (i.e., DeskWriter and DeskJet).

It is okay, if the printer has multiple ports, but to buy a model which depends
on the computer I have is very bad. I don't want to buy me a new printer, if I
buy me a new computer or change the platform. Now don't tell me, that I will
never change the platform, nobody knows what system is good in the future.

MarkusS
--
'''
(0 0)
+------------oOO----(_)------------------+
| MarkusS, der Vierte |
| markuss@risc.techem.ruhr-uni-bochum.de |
+--------------------------oOO-----------+
|__|__|
|| ||
ooO Ooo

844. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-27 07:28:33 UTC
From: trauth@john.rutgers.edu
Message-ID: <3l5pf1$sgt@john.rutgers.edu>
Source record: 13194

The King of Bullshit,
sinclair@netins.net,
writes:

>>>Am I missing something? Who uses Dot matrix printers now a days. Mac users

>>My current roommate for one...

>That figures, he must be a pc user. We Mac users mostly use inexpensive laser
>printers..

He is a PC user actually. He practical made the damn thing himself.
He has a 486-33 and runs DOS, Windows, and Linux on it.

The reason why he doesn't have a laser printer is because he figures
why should he get one when he can use the department's printers.

BTW where the hell did you get the idea that Mac laser printers are
cheaper than PC ones?? THAT'S BULLSHIT!! Care to back that one up
with some facts and figures (like pointing out an ad in which a Brand
X printer costs $600 for PCs and $300 for Macs). I find it hard to
believe that Mac printers are cheaper than PC ones when Mac modems
cost 50% more than PC ones (for nearly the EXACT SAME MODEMS!).

>>Your right that isn't a big problem now. But from the introduction of the Mac
>>through about 1990 it was a *huge* problem. In that time period (roughly
>>three quarters of a decade) Mac users were forced to buy either Apple's
>>over-priced priced printers or competitively priced Epson-compatible printers
>>plus a parallel-to-serial adaptor. And the Epson-compatible printer/adaptor
>>combination often didn't work! One of Freshman-year suitemates, an ex-Mac
>>user, tried to connect an Epson (not a compatible, an *actual* Epson) to his
>>Mac Plus with an adaptor AND THE THING JUST WOULDN'T PRINT! (in case you're
>>wondering, he's now a very satisfied PC user). On other words, the serial
>>port was basically a dongle by Apple (I'm sure they could have put a parallel
>>port in the Mac if they wanted to).

>What year is it now?

1995.

And that is no longer a big problem (because Apple finally realized
that their price gouging was alienating hundreds of thousands of potential
and current customers) but sure was a big problem in the 1980's. Since
you haven't rebuked my accusation that Apple intentionally screwed Mac users
by effectively forcing them to by over-priced Apple printers in the 80's,
I take it that you agree with me on that. I guess that you have some
objectivity after all.

>>>>> Peter Sinclair-Day = final nail in the coffin for the

>>>>* Tom Trauth

>>>-Peter

>>* Tom Trauth

>-Peter

* Tom Trauth

845. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-27 09:09:59 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3l5vd7$4st@osiris.wu-wien.ac.at>
Source record: 13196

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
: Are you *really* in complete control of the system, or does the editing of
: ASSIGN.SYS and such just create the illusion that you are? Does installing
: a font by editing an ASSIGN.SYS file somehow give you more control than
: installing it by dragging it to a "Fonts" folder?

Font installation on an Atari works thesame way as in the case of the
Mac by dargging the font files to the fonts folder (NVDI3).

Regards,

Alfred

846. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-27 09:16:07 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3l5von$4st@osiris.wu-wien.ac.at>
Source record: 13197

sinclap2954@cobra.uni.edu wrote:
: > Mybe also the fact, that Apple doesn't want to learn. No hardware
: > dovumentation, for example - Atari has aone. And on the Mac you cannot
: > hook up a standrad printer without extra hard- and software.

: What is a standard printer? Know you do not need extra hardware and software-
: what ever that means. You have no clue...

A standard printer is IMO one with centronics port, as most of the
printers have this port and no seriial port. This they cannot be
connected to a Mac wo. at leasta special cable, convererting serial to
parallel data flow (extra, more expensive hardware). This solution is,
however, soemwhat slow compared to real centronics. To use real
centronics you would have to install an interfacecard withthe port (which
I am sure of rella exists). As for the extra software, you do need - to
run these printer - the package called Power Print or so . This is by
definition extra software.

At least you admit the point aboutthe lack ofhardware documenmtation.

Regards,

Alfred

847. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-27 09:21:19 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3l602f$4st@osiris.wu-wien.ac.at>
Source record: 13198

Steve G. (steveg@phantom.com) wrote:
: Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:
: : Mybe also the fact, that Apple doesn't want to learn. No hardware
: : dovumentation, for example - Atari has aone. And on the Mac you cannot
: : hook up a standrad printer without extra hard- and software.

: Please define "standard", Alfred, and remember that with the exception of
: dot matrix printers, there aren't too many "PC printers" that won't
: connect to a Mac. Most printers these days have either multiple ports
: (i.e., a "PC" port and an Appletalk or Ethernet port) or have multiple
: models, one for Mac and one for PC (i.e., DeskWriter and DeskJet).

Standrad printer is one with acentronics port. As to the "outdated"
technologoy I do not know why I have to connect to s slower serial port
when I can have fast parallel port print out. As for the models with
multipole ports I agree with you. But you have to buy the drivers for
these printers in many cases extra (i.e. you have to buy power print),
and this is what I mean by extra software, which, more important,
resuluts in extra costs!

Regards,

Alfred

848. Re: Musicians using the ST (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-27 12:26:25 UTC
From: proche@isis
Message-ID: <3l6ath$sre@imag.imag.fr>
Source record: 13199

```
In article <Pine.LNX.3.91.950325021434.16676D-100000@www.hials.no>, Gard Eggesboe
Abrahamsen <ga@www.hials.no> writes:
|> Shall we start a new thread here, like... bands we _know_ use Atari
|> computers? Allow me to begin...:=20
|> The September When (tsw@oslonett.no)
|> Yello (They are on the net, can' recall where...=20
|> yello.space.net or something?)
|> Einst=FCrtzende Neubauten (Anyone?)

There's also the french band "Les tetines noires".

+---------------------------------------------------------------------+
|Pascal Roche | She said "A sweet sweet man like you,|
|Equipe SHOOD | What can I do for you ?" |
|ENSGI, 46 avenue Felix Viallet | I said "A sweet sweet man like me, |
|38031 Grenoble Cedex 1, France | I can only bring you the misery." |
|e-mail: Pascal.Roche@imag.fr | Tindersticks |
|Tel: 76-57-43-22 | |
+---------------------------------------------------------------------+
```

849. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-27 13:55:31 UTC
From: akeady@nmrc.ucc.ie
Message-ID: <3l6g4j$j1l@bastion.nmrc.ucc.ie>
Source record: 13200

sinclair@netins.net wrote:
: In article <3l4tff$kih@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
: >: Am I missing something?
: >
: > Yes ... a brain.

: Good one..
: >
: > Who uses Dot matrix printers now a days.
: >
: > Most students I see still use them. Everyone on my floor uses a
: >dot-matrix printer.
: >

: Intel ones, eh?

: > Mac users
: >: use Laser printers such as the StyleWriter, Deskjet and so on. And these are
: >: priced under $300.
: >

: > A laser printer for under $300? I have yet to say any laser
: >priced that cheaply.

: Yep? Read above..

The StyleWriter and Deskjet ? These are inkjet printers.

Aidan.

850. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-27 14:03:38 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3l6gjq$4r7@btmpjg.god.bel.alcatel.be>
Source record: 13205

In article <3l0e4a$ra1@dockmaster.phantom.com>, steveg@phantom.com (Steve G.) writes:
>Chris Gray (cgra@se.bel.alcbel.be) wrote:
>: In article <D5swnn.403@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID)
writes:
>: > Centronics ports are going to be obsolete in a few years, anyway, with the
>: > advent of FireWire.
>: Hm, I remember hearing that a few years ago. Was going to replace MIDI as
>: well. :)
>
>FireWire, to the best of my knowledge, didn't really exist until last
>year or thereabouts.

Well OK I just looked it up: it was July 1993 when someone suggested on
EMUSIC-L that firewire might replace MIDI. So replace "a few years" by
"nearly two years".

--

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102
---

851. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-27 21:11:19 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Mar27.151119.40625@cobra.uni.edu>
Source record: 13201

In article <3l5fsf$o98@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> Distribution:
>
> : Good one..
>
> The truth.
>
> : Intel ones, eh?
>
> Intel doesn't make printers. If you mean Intel machines, yes.
> About 95% of the computers on this campus are PC clones. Macs are nearly
> impossible to find. Almost as many people use Amigas and ST's.

Intel/IBM, what ever.. As for not having the so called industry standard ports have not put a crimp on my life..

>
> : Yep? Read above..
>
> Where Peter? Where can I buy a Laser printer for that price?
>

Apple, HP dealer or mailorder..
>
> : No, thats Intel/PC standard..
>
> Which is what most people use. BTW ... Amigas and Atari ST's also
> have industry standard ports.
>

Woope..
>
> >> Mark <<
>
>
> ===
> Mark Rathwell The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "In case I have no future, I've got the past. There's no telling just
> how long this plague will last." - Chicago ("The Pull")
> ===

= Lightwave on the Powermac is the

Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
=

"I wouldn't know him if he walked in the room. I've got other things to with
my time."
-Barry Goldwater on Rush Limbaugh

Http://www.ziff.com - For the latest MAC & PC news....

---

852. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-27 21:19:35 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Mar27.151935.40628@cobra.uni.edu>
Source record: 13202

In article <3l5pf1$sgt@john.rutgers.edu>, trauth@john.rutgers.edu (Thomas Trauth) writes:
>
> The King of Bullshit,
> sinclair@netins.net,
> writes:

Trauth@John half truths/lies.. I see you have a new address..

>
>
>>>>Am I missing something? Who uses Dot matrix printers now a days. Mac users
>
>>>My current roommate for one...
>
>>That figures, he must be a pc user. We Mac users mostly use inexpensive laser
>>printers..
>
>
> He is a PC user actually. He practical made the damn thing himself.
> He has a 486-33 and runs DOS, Windows, and Linux on it.
>
> The reason why he doesn't have a laser printer is because he figures
> why should he get one when he can use the department's printers.

Well, I like the convenience of having my StyleWriter at my convenience..

>
> BTW where the hell did you get the idea that Mac laser printers are
> cheaper than PC ones?? THAT'S BULLSHIT!! Care to back that one up
> with some facts and figures (like pointing out an ad in which a Brand
> X printer costs $600 for PCs and $300 for Macs). I find it hard to
> believe that Mac printers are cheaper than PC ones when Mac modems
> cost 50% more than PC ones (for nearly the EXACT SAME MODEMS!).

Are we talking about PostScript printers? If so, than the Personal laserwriter
320 for $895. I am sure Brand X may be cheaper, but not a name brand one..

As for Modems, you are full of crap as usual..

>
>
>>>Your right that isn't a big problem now. But from the introduction of the Mac
>>>through about 1990 it was a *huge* problem. In that time period (roughly
>>>three quarters of a decade) Mac users were forced to buy either Apple's
>>>over-priced priced printers or competitively priced Epson-compatible printers
>>>plus a parallel-to-serial adaptor. And the Epson-compatible printer/adaptor

>>>combination often didn't work! One of Freshman-year suitemates, an ex-Mac
>>>user, tried to connect an Epson (not a compatible, an *actual* Epson) to his
>>>Mac Plus with an adaptor AND THE THING JUST WOULDN'T PRINT! (in case you're
>>>wondering, he's now a very satisfied PC user). On other words, the serial
>>>port was basically a dongle by Apple (I'm sure they could have put a parallel
>>>port in the Mac if they wanted to).
>
>>What year is it now?
>
>
> 1995.
>
> And that is no longer a big problem (because Apple finally realized
> that their price gouging was alienating hundreds of thousands of potential
> and current customers) but sure was a big problem in the 1980's. Since
> you haven't rebuked my accusation that Apple intentionally screwed Mac users
> by effectively forcing them to by over-priced Apple printers in the 80's,
> I take it that you agree with me on that. I guess that you have some
> objectivity after all.

Apple charged what the market would pay. Apple did not screw their customers.
pple provided a lot of support unlike the defunct C= and computer less Atari.
As we call it, competing on the cheap does not cut it..

>
>
>
>>>>>> Peter Sinclair-Day = final nail in the coffin for the
>
>>>>>* Tom Trauth
>
>>>>-Peter
>
>>>* Tom Trauth
>
>>-Peter
>
>
>
> * Tom Trauth

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
=

"I wouldn't know him if he walked in the room. I've got other things to with
my time."
-Barry Goldwater on Rush Limbaugh

Http://www.ziff.com - For the latest MAC & PC news....

---

853. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-27 23:10:42 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D64GDu.25v@ecf.toronto.edu>
Source record: 13203

In article <3l5dns$d30@trane.uninett.no>,
Gard Eggesboe Abrahamsen <ga@fjern.mrih.no> wrote:
>Well, I don't know what your intentions are, but I would never hire a computer
>engineer who has only experience with Macs from an end-user perspective.
>Neither would I hire a computer engineer who proudly puts "Word, Excel and
>Lotus" on his resume, and nothing about programing abilities.

Well, I'm not a computer engineer -- I'm electrical, but the point is that
I *do* know how computers work -- probably moreso than the average Atari user,
not to mention the average Mac user.

>> >I like to be in complete control of the system, something the Mac does not
>> >allow me to be.
>> Are you *really* in complete control of the system, or does the editing of
>> ASSIGN.SYS and such just create the illusion that you are? Does installing
>> a font by editing an ASSIGN.SYS file somehow give you more control than
>> installing it by dragging it to a "Fonts" folder?
>
>No, but patching the OS with home-made TSRs and knowing how each system call
>works does. Knowing exactly what each application does to do its job, and
>altering them with a debugger does. Of course, a lot of what I do is not
>typical end-user stuff, and I never claimed it was. (see
>http://www.hials.no/~ga/resume.html any time)

That's my point exactly -- editing ASSIGN.SYS files and so on accomplishes
the same thing as dragging fonts to a folder. Except dragging a font file
to a folder is easier to do and more easily understood by more people.
When you can perform the same action on machine A and machine B, but machine
B does it in a way that is easier, without losing any user control, which
would you say is the better way? Obviously machine B -- at least with respect
to that one operation.

You can patch the Mac OS with your own extensions and control panels. You
can look at Inside Macintosh and learn how the operating system works. You
can ftp MacsBug and debug to your heart's content. My point all along is that
just because the Mac is easy to use doesn't somehow limit its customizability.

Do you really have to understand how something works to be able to use it
productively? Millions of people use computers of all kinds every day without
knowing how they work. Billions of people use television sets, radios,
automobiles, telephones, and multitudes of other products without having any
idea how they work. Why should the computer be different? If someone wants
to be able to use a computer without having to understand what's going on
inside, are they somehow "stupid?" Do television repairmen think people
who use TV's without knowing how they work are stupid, the way so many
computer nerds think people who use computers without understanding them are

stupid?

>> If you want to change around the system, just get a copy of ResEdit, and you
>> can alter it to your heart's content. Just read comp.sys.mac.* any day,
>> and you'll see tons of articles from people trying to alter their system.
>
>I don't think ResEdit on System 7 will alter your system as much as
>TurboAssembler can alter my TOS. Can you alter the memory management routines
>with ResEdit? How about optimizing your disk usage a little?

You can alter the code in the System file with Resedit, if you want. Of course
you'd have to know machine language.

--
David "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

854. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-28 00:00:00 UTC
From: Gard Eggesboe Abrahamsen <ga@fjern.mrih.no>
Message-ID: <3l8kbq$6fu@trane.uninett.no>
Source record: 13208

> From: beavis@dnaco.net (beavis)
> Now if you Really want to
> talk about useing a "Non-Standard" Wintel Stuff, the MIDI Jack on the back
> if the Ataris are also a not Standard. You have to have a sound Blaster to
> have a Standard Midi Jack. (or so my Wintel Friends keep telling me!)

Er... are you refering to the sound output of the Falcon, which actually _is_ a standard Jack, or are you refering to the fact that the MSTe and TT has standard line output (not Jack), which is just another very well used standard? Or, since you write "MIDI" with capital letters - are you refering to the MIDI ports, which on all Atari computers comply with the standard for MIDI, a 5-pin circular DIN (not Jack), whereas the only difference between the ports on the Ataris and the actual standard for MIDI is that the MIDI through port has been assigned to two pins on the MIDI-out port rather than having its own port? For the last example, I can inform you that the sound blaster _definitely_ doesn't comply to this standard.

Gard Eggesboe Abrahamsen, Postboks 5061, Larsgaarden, 6021 Aalesund, Norway
Phone: (+47)70155497 Elm: ga@www.hials.no URL: http://www.hials.no/~ga/

855. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-28 00:06:40 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3l7jug$f8u@ccshst05.cs.uoguelph.ca>
Source record: 13204

: Intel/IBM, what ever.. As for not having the so called industry standard ports
: have not put a crimp on my life..

You are in the minority.

: Apple, HP dealer or mailorder..

I've checked. Laser printers do not go for under $300. You must
mean Inkjet printers.

: Woope..

Let's see. Intel users can run any printer without an adaptor.
Amiga users can. ST users can. Only Mac users get screwed by Apple.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"In case I have no future, I've got the past. There's no telling just
how long this plague will last." - Chicago ("The Pull")
==

856. Re: Musicians using the ST (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-28 00:39:26 UTC
From: hing@csulb.edu
Message-ID: <3l7lru$g82@garuda.csulb.edu>
Source record: 13214

```
Pascal Roche (proche@isis) wrote:
: In article <Pine.LNX.3.91.950325021434.16676D-100000@www.hials.no>, Gard Eggesboe
Abrahamsen <ga@www.hials.no> writes:
: |> Shall we start a new thread here, like... bands we _know_ use Atari
: |> computers? Allow me to begin...:=20
: |> The September When (tsw@oslonett.no)
: |> Yello (They are on the net, can' recall where...=20
: |> yello.space.net or something?)
: |> Einst=FCrtzende Neubauten (Anyone?)

: There's also the french band "Les tetines noires".

Don't forget Jean Michel Jarre.

: +-------------------------------------------------------------------+
: |Pascal Roche | She said "A sweet sweet man like you,|
: |Equipe SHOOD | What can I do for you ?" |
: |ENSGI, 46 avenue Felix Viallet | I said "A sweet sweet man like me, |
: |38031 Grenoble Cedex 1, France | I can only bring you the misery." |
: |e-mail: Pascal.Roche@imag.fr | Tindersticks |
: |Tel: 76-57-43-22 | |
: +-------------------------------------------------------------------+

--
o-------------------------------------------------------------------o
| E-mail: hing@engr.csulb.edu |
|-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|
| WWW: http://www.engr.csulb.edu/~hing/ |
|-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------ Charles de Gaulle -------------------------o
```

857. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-28 01:13:46 UTC
From: steveg@phantom.com
Message-ID: <3l7nsa$afh@dockmaster.phantom.com>
Source record: 13209

Chris Gray (cgra@se.bel.alcbel.be) wrote:
: To most of the non-MacSpeaking world, it means an Epson-compatible,
: probably 180 or 360 dpi, with a Centronix interface. So you need a
: parallel-to-serial converter and a suitable driver (e.g. Chuck's
: Printer Driver, or I think Epson themselves sell something).

So in other words, you're complaint centers around the *concept* that if you want a low resolution dot matrix printer -- which is, in today's market, a very small niche printer for all but the oldest computers -- you need to invest an additional ~$90 in a converter (which, fyi, does not require custom software; the converter uses the standard Apple drivers). Never mind the fact, of course, that there are several quality dot matrix printers available for the Mac, most of which costing no more than a "comparable" PC-type impact printer. Furthermore, as I had previously stated in another message, the selection of mid- and high-end printers on the Mac is at least as broad (in all regards: price, performance, features, etc) as the PC-type counterparts.

858. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-28 02:05:54 UTC
From: Gard Eggesboe Abrahamsen <ga@fjern.mrih.no>
Message-ID: <3l7qu3$1fk@trane.uninett.no>
Source record: 13210

pischke@ecf.toronto.edu (PISCHKE DAVID) write:
> >> Are you *really* in complete control of the system, or does the editing of
> >> ASSIGN.SYS and such just create the illusion that you are? Does installing
> >> a font by editing an ASSIGN.SYS file somehow give you more control than
> >> installing it by dragging it to a "Fonts" folder?
>
> >No, but patching the OS with home-made TSRs and knowing how each system call
> >works does. Knowing exactly what each application does to do its job, and
> >altering them with a debugger does. Of course, a lot of what I do is not
> >typical end-user stuff, and I never claimed it was. (see
> >http://www.hials.no/~ga/resume.html any time)
>
> That's my point exactly -- editing ASSIGN.SYS files and so on accomplishes
> the same thing as dragging fonts to a folder. Except dragging a font file
> to a folder is easier to do and more easily understood by more people.

Why should I care about what other people understand of my system? My system is
for me, not for other people.

> When you can perform the same action on machine A and machine B, but machine
> B does it in a way that is easier, without losing any user control, which
> would you say is the better way? Obviously machine B -- at least with respect
> to that one operation.

We have a word in Norwegian for this: Museklikkemikkedille
In English, it would translate into something like "Mouseclickingflickingolism"
I'm one of those who actually like to use a CLI, even on my Atari.

> You can patch the Mac OS with your own extensions and control panels. You
> can look at Inside Macintosh and learn how the operating system works. You
> can ftp MacsBug and debug to your heart's content. My point all along is that
> just because the Mac is easy to use doesn't somehow limit its customizability.

Can you turn off the multitasking, but keep the operating system intact, too?
And, by the way. Just about all the software I use on my MSTe is free. With a
rather small exception, all the documentation I've got is for free. Remember.
I'm a student and therefore have little money. Besides, why should I buy some
overpriced equipment, when I get just about the same chipset cheaper when there
is an Atari label on it?

> Do you really have to understand how something works to be able to use it
> productively? Millions of people use computers of all kinds every day without
> knowing how they work. Billions of people use television sets, radios,
> automobiles, telephones, and multitudes of other products without having any
> idea how they work. Why should the computer be different? If someone wants

Well, these billions of people are not electrical engineers, auto mechanic, telematic engineer... the billions of people you are refering to are end users. I'm, like, supposed to be a computer engineer. And like a car mechanic likes to have his own cool car of a mixed brand that he keeps in his garden to fix in his spare time, I have my computer that I alter both internally as well as externally. It might be an Atari computer now, but it will be a rather - eh - undecisive thing in the future. Even if it was a Mac, I'd be doing this, and it wouldn't be much of a Mac anymore. Except that doing this to my Atari is way cheaper, and I have no problems getting all the information I need for free.

> to be able to use a computer without having to understand what's going on
> inside, are they somehow "stupid?" Do television repairmen think people
> who use TV's without knowing how they work are stupid, the way so many
> computer nerds think people who use computers without understanding them are
> stupid?

I never claimed that Mac users were stupid. I just emphasized that the Mac was designed for the end users who have no intention of learning about the computer's internals. Just as I did with my comparison to my camera. Most people tend to be satisfied with a 35mm camera with two fixed positions of the zoom and no way to turn off the autofocus. These cameras are fully automatic and are designed for end users who have no idea of how a camera works. They just like to have these pictures shot, you know. A camera like that does not satisfy me, however. I like to turn off the autofocus. I like to be able to alter the shutter speed at will. I like to purposely over- or under-expose my films. That doesn't make the others stupid, it just shows that we are not out to do the same things. If I wasn't a computer engineer, and didn't have any interest at all in computers, I'd probably buy myself a Mac. Now, quite incidentially, I _am_ a computer engineer, and I have a rather high interest in computers, but I'm also a student, so I have little money. Having the need to create this custom computer of mine, but at the same time design this incredible operating system, the Atari was just as good a choice as any choice. And it was cheaper. And I could get the documentation.

> >I don't think ResEdit on System 7 will alter your system as much as
> >TurboAssembler can alter my TOS. Can you alter the memory management routines
> >with ResEdit? How about optimizing your disk usage a little?
> You can alter the code in the System file with Resedit, if you want. Of course
> you'd have to know machine language.

So ResEdit has a built in assembler? And don't worry, I speak fluently MC68k, Z80a, a little broken 80i386, and I communicate freely with MC6850 and MK68901 as well as a few other cool chips.

Why not do all this stuff on a Mac rather than an Atari? I guess you would have to show up in a European Atari coding party to understand that... oh, btw. It's been a long time since I was on something big. Last time I was on anything international was the Megaleif party in Uppsala - anyone know of any parties in the near future?

Gard Eggesboe Abrahamsen, Postboks 5061, Larsgaarden, 6021 Aalesund, Norway
Phone: (+47)70155497 Elm: ga@www.hials.no URL: http://www.hials.no/~ga/

859. Re: Musicians using the ST (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-28 02:12:08 UTC
From: Gard Eggesboe Abrahamsen <ga@fjern.mrih.no>
Message-ID: <3l7r9o$1fk@trane.uninett.no>
Source record: 13211

(List so far, please add URLs and mail addressess if you know...)
> The September When (tsw@oslonett.no)
> Yello (They are on the net, can' recall where...=20
> yello.space.net or something?)
> Einstürtzende Neubauten (Anyone?)
> Les tetines noires
> Jean Michel Jarre.

Really? I always wondered what JMJ used, but I should have guessed. ;-)
I am putting this list on http://www.hials.no/~ga/atari/bands.html
I will be setting up some pages about the Atari TOS computers in the near
future when I have some spare time... Just keep the bands rolling in... ;-)

Gard Eggesboe Abrahamsen, Postboks 5061, Larsgaarden, 6021 Aalesund, Norway
Phone: (+47)70155497 Elm: ga@www.hials.no URL: http://www.hials.no/~ga/
PS! Anyone have a spare Jaguar I could have for free? ;-)

860. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-28 03:12:01 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3l7uq1$hmo@ccshst05.cs.uoguelph.ca>
Source record: 13206

: Trauth@John half truths/lies.. I see you have a new address..

And you have more addresses than Nintendo has lawsuits. I'm still
trying to figure out why someone as rude and innapropriate as yourself
can stay online. Tom speaks a lot more truth than you could ever hope to
speak.

: Well, I like the convenience of having my StyleWriter at my convenience..

Yawn. Must be nice to be a rich, spoiled brat.

: Are we talking about PostScript printers? If so, than the Personal laserwriter
: 320 for $895. I am sure Brand X may be cheaper, but not a name brand one..

Apple is a "brand name?" Yawn. I would buy an Epson, Cannon, Star
or Panasonic printer over those overpriced Apple printers any day.

: As for Modems, you are full of crap as usual..

No, he's not.

: Apple charged what the market would pay.

Apple ripped customers off. Look at the rereleased IIc.

Apple did not screw their customers.

Tell that to the II,IIGS, Lisa and Apple III owners.

: pple provided a lot of support unlike the defunct C= and computer less Atari.
: As we call it, competing on the cheap does not cut it..

Yawn. Hey Peter ... what support did Apple provide that Atari and
Commodore did not. I'd really like to know.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"In case I have no future, I've got the past. There's no telling just
how long this plague will last." - Chicago ("The Pull")
==

861. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-28 04:01:28 UTC
From: beavis@dnaco.net
Message-ID: <beavis-2703952301280001@uhura-12.dnaco.net>
Source record: 13207

>>>>>All kinds of stuff cut out......

> Let's see. Intel users can run any printer without an adaptor.
> Amiga users can. ST users can. Only Mac users get screwed by Apple.
>
> >> Mark <<

I'm sure glad Atari didn't make you use any "Adaptors" for SCSI, which I
think is much more important than a Printer. Now if you Really want to
talk about useing a "Non-Standard" Wintel Stuff, the MIDI Jack on the back
if the Ataris are also a not Standard. You have to have a sound Blaster to
have a Standard Midi Jack. (or so my Wintel Friends keep telling me!)

I seems that if you don't have a Wintel Machine you don't have a Standard
anything! At least that's what Uncle Bill Gates would like us to believe.

--

"I should have Listen to what my mother Said when I was growing up!" Why what did she say??
"I don't know because I didn't Listening!"
Thank the Gods for Candace Gingrich Beavis@dnaco.net(finger me!)
http://www.dnaco.net/~beavis

862. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-28 06:36:13 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3l8aot$f6h@paul.rutgers.edu>
Source record: 13212

sinclair@netins.net writes:

PS>>: Am I missing something?

>> Yes ... a brain.

PS>Good one..

Well, he was right, wasn't he?

PS>>: Who uses Dot matrix printers now a days.

>> Most students I see still use them. Everyone on my floor uses a
>>dot-matrix printer.

PS>Intel ones, eh?

I wouldn't be surprised if virtually all Mac users use laser printers.
After all, don't you have to eb *rich* in order to own a Mac. ;-)

PS>>: Mac users
PS>>: use Laser printers such as the StyleWriter, Deskjet and so on. And these are
PS>>: priced under $300.

>> A laser printer for under $300? I have yet to say any laser
>>priced that cheaply.

I think the basic problem here is Sinflop can't tell the difference
between a laser printer and an inkjet printer.

PS>>: The Parellel port takes up huge Real estate on the mother
PS>>: board and did not fit in Apple's design. By using Apple's serial port has not
PS>>: been a problem..

>> It also alienates Apple from Industry Standards.

PS>No, thats Intel/PC standard..

Which *IS* the industry standard. If having over 80% of the market
doesn't make something an industry standard, then I don't know what
does.

Also, as has been pointed out, Ataris and Amigas ALSO use the parallel
port. Only Apple uses the serial port. The serial port is a Mac-specific
quirk. GET OVER IT!! (Sorry...couldn't resist)

>> >> Mark <<

>-Peter

* Tom Trauth

863. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-28 06:55:57 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3l8btt$fac@paul.rutgers.edu>
Source record: 13213

mrathwel@uoguelph.ca (Mark Rathwell) writes:

PS>: Trauth@John half truths/lies.. I see you have a new address..

That's because they renamed the servers at Rutgers. If you look carefully,
you will see that .rutgers.edu is still in my address.

So no, Sincrap, Rutgers has not restricted my usenet privileges (as you
seem to be implying). In fact, my postmaster has never even mailed me
a warning or reprimand. It is only assholes like yourself who constantly
get in trouble with their sys. admins. and kicked off systems.

> And you have more addresses than Nintendo has lawsuits. I'm still
>trying to figure out why someone as rude and innapropriate as yourself
>can stay online. Tom speaks a lot more truth than you could ever hope to
>speak.

Way to tell him, Mark!

PS>: Well, I like the convenience of having my StyleWriter at my convenience..

> Yawn. Must be nice to be a rich, spoiled brat.

I don't know about rich, but he certainly is a spoiled brat.

PS>: Are we talking about PostScript printers? If so, than the Personal laserwriter
PS>: 320 for $895. I am sure Brand X may be cheaper, but not a name brand one..
>
> Apple is a "brand name?" Yawn. I would buy an Epson, Cannon, Star
>or Panasonic printer over those overpriced Apple printers any day.

I would even by a suspect fourth-tier cloner printer over an Apple one.

PS>: As for Modems, you are full of crap as usual..

How does stating the truth make me full of crap, Sinflop?

You obviously never read c.s.mac.advocacy. I have mean many posts there
where Mac users complain about how modem manufacturers screw Mac users
by charging them $150 for a modem that costs $95 for the PC.

> No, he's not.

Your damn right I'm not.

PS>: Apple charged what the market would pay.

Which was a lot since that market (Mac users) was captive. Ever
wonder how amusement parks can get away with charging over $20

for a substandard fast food meal that would cost $7 at Burger King.
It's because they have a captive market. You can either eat there
at the park's restaurants or go way out of your way to eat at a
normal one. Same goes for Mac printers when only one company
(Apple) is making them.

> Apple ripped customers off. Look at the rereleased IIc.

Quite right.

<Snip>

> >> Mark <<

* Tom Trauth

864. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-28 19:09:33 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D65zvy.IqJ@ecf.toronto.edu>
Source record: 13217

In article <3l7qu3$1fk@trane.uninett.no>,
Gard Eggesboe Abrahamsen <ga@fjern.mrih.no> wrote:
>> That's my point exactly -- editing ASSIGN.SYS files and so on accomplishes
>> the same thing as dragging fonts to a folder. Except dragging a font file
>> to a folder is easier to do and more easily understood by more people.
>
>Why should I care about what other people understand of my system? My system is
>for me, not for other people.

We're not talking about your system. We were talking about whether the Mac
is somehow "less powerful" because it's easier to use -- whether the fact that
it tries to be user-friendly somehow inhibits the user. I for one enjoy
going home and using a Mac, because it's such a contrast to the stupid Unix
boxes I use all day. It's wonderful not having to learn a whole new set of
commands for every program.

>We have a word in Norwegian for this: Museklikkemikkedille
>In English, it would translate into something like "Mouseclickingflickingolism"
>I'm one of those who actually like to use a CLI, even on my Atari.

Read "Tog on Interface" by Addison-Wesley. In many cases, users only THINK
they're faster with a keyboard than with a mouse. This is not to say,
however, that in some cases keyboard-based interfaces aren't more appropriate.

>Can you turn off the multitasking, but keep the operating system intact, too?
>And, by the way. Just about all the software I use on my MSTe is free. With a
>rather small exception, all the documentation I've got is for free. Remember.
>I'm a student and therefore have little money.

Are you trying to imply that there isn't much freeware or shareware for the
Mac? take a look at the UMich Mac archives or the Info-Mac archives, and tell
me there isn't tons of Mac freeware/shareware out there.

I don't know what you mean by getting "the same chipset cheaper."

>Well, these billions of people are not electrical engineers, auto mechanic,
>telematic engineer... the billions of people you are refering to are end users.
>I'm, like, supposed to be a computer engineer. And like a car mechanic likes to
>have his own cool car of a mixed brand that he keeps in his garden to fix in
>his spare time, I have my computer that I alter both internally as well as
>externally. It might be an Atari computer now, but it will be a rather - eh -
>undecisive thing in the future. Even if it was a Mac, I'd be doing this, and it
>wouldn't be much of a Mac anymore. Except that doing this to my Atari is way
>cheaper, and I have no problems getting all the information I need for free.

No, whatever you do to a Mac, it's still a Mac. The premise behind everything
the user does is to allow the user to do what HE wants, not to force the

user to comply to the computer's wishes. That's the philosphy behind the Mac interface. Try reading the Macintosh Human Interface Guidlines and you'll see what I mean.

If you want to customize your Mac, you can customize it all you want. Lots of people out there have tons of extensions and control panels on their systems. Of course, if you want to customize your Mac with your own programs, you'll have to make the effort to learn Mac programming, just as you would with any other computer.

>to do the same things. If I wasn't a computer engineer, and didn't have any
>interest at all in computers, I'd probably buy myself a Mac. Now, quite
>incidentially, I _am_ a computer engineer, and I have a rather high interest in
>computers, but I'm also a student, so I have little money. Having the need to
>create this custom computer of mine, but at the same time design this
>incredible operating system, the Atari was just as good a choice as any choice.
>And it was cheaper. And I could get the documentation.

I am a student, and I also don't have much money. I was able to get a good deal on my Mac from my University bookstore. Perhaps it's different in Europe.

>So ResEdit has a built in assembler? And don't worry, I speak fluently MC68k,
>Z80a, a little broken 80i386, and I communicate freely with MC6850 and MK68901
>as well as a few other cool chips.

It's a module that you paste into Resedit that allows you to edit CODE. Any place that has Resedit should have the CODE editor as well. They're both at ftp.apple.com.

>Why not do all this stuff on a Mac rather than an Atari? I guess you would have
>to show up in a European Atari coding party to understand that... oh, btw. It's
>been a long time since I was on something big. Last time I was on anything
>international was the Megaleif party in Uppsala - anyone know of any parties in
>the near future?
>
>Gard Eggesboe Abrahamsen, Postboks 5061, Larsgaarden, 6021 Aalesund, Norway
>Phone: (+47)70155497 Elm: ga@www.hials.no URL: http://www.hials.no/~ga/
>

--
David "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

865. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-28 20:17:09 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Mar28.141709.40688@cobra.uni.edu>
Source record: 13215

In article <3l7jug$f8u@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Intel/IBM, what ever.. As for not having the so called industry standard ports
> : have not put a crimp on my life..
>
> You are in the minority.
>
> : Apple, HP dealer or mailorder..
>
> I've checked. Laser printers do not go for under $300. You must
> mean Inkjet printers.

Yes, inkjet printers. Are as good for text printing too.

>
> : Woope..
>
> Let's see. Intel users can run any printer without an adaptor.
> Amiga users can. ST users can. Only Mac users get screwed by Apple.
>

How do we get screwed by Apple? An inkjet printer such as the StyleWriter for under $300 is standard for the low end.

> >> Mark <<
>
>
> --
> ===
> Mark Rathwell The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "In case I have no future, I've got the past. There's no telling just
> how long this plague will last." - Chicago ("The Pull")
> ===

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
=

"I wouldn't know him if he walked in the room. I've got other things to with my time."
-Barry Goldwater on Rush Limbaugh

Http://www.ziff.com - For the latest MAC & PC news....

---

866. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-28 20:27:02 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Mar28.142702.40689@cobra.uni.edu>
Source record: 13216

In article <3l7uq1$hmo@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Trauth@John half truths/lies.. I see you have a new address..
>
> And you have more addresses than Nintendo has lawsuits. I'm still
> trying to figure out why someone as rude and innapropriate as yourself
> can stay online. Tom speaks a lot more truth than you could ever hope to
> speak.

My system operators say otherwise. Well, this is the U.S. from my end. My speech is protected under the Constitution, I belive under the 1st amendment..

>
> : Well, I like the convenience of having my StyleWriter at my convenience..
>
> Yawn. Must be nice to be a rich, spoiled brat.

No, school loan expense..

>
> : Are we talking about PostScript printers? If so, than the Personal laserwriter
> : 320 for $895. I am sure Brand X may be cheaper, but not a name brand one..
>
> Apple is a "brand name?" Yawn. I would buy an Epson, Cannon, Star
> or Panasonic printer over those overpriced Apple printers any day.
>
> : As for Modems, you are full of crap as usual..
>
> No, he's not.
>
> : Apple charged what the market would pay.
>
> Apple ripped customers off. Look at the rereleased IIc.
>

rereleased IIc? Apple charged what the market would tolerate. Called capitalism. I for one agree with you on that point I am glad that the market changed..

> Apple did not screw their customers.
>
> Tell that to the II,IIGS, Lisa and Apple III owners.

I don't know any III users. Apple had a program were Lisa users could trade in their Lisa's for the Mac Plus with harddrive.

Its like saying that Atari screwed Atari ST and Falcon owners..

>
> : pple provided a lot of support unlike the defunct C= and computer less Atari.
> : As we call it, competing on the cheap does not cut it..
>
> Yawn. Hey Peter ... what support did Apple provide that Atari and
> Commodore did not. I'd really like to know.

Having the hardware repaired in a timely fashion, continous product development
as well as supporting developers, as well as advertising, as well as staying in
business.

>
> >> Mark <<
>
>
> --
> ===
> Mark Rathwell The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "In case I have no future, I've got the past. There's no telling just
> how long this plague will last." - Chicago ("The Pull")
> ===

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
=

"I wouldn't know him if he walked in the room. I've got other things to with
my time."
-Barry Goldwater on Rush Limbaugh

Http://www.ziff.com - For the latest MAC & PC news....

----

867. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-28 20:36:31 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Mar28.143631.40691@cobra.uni.edu>
Source record: 13218

In article <3l8aot$f6h@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> sinclair@netins.net writes:
>
>
> PS>>: Am I missing something?
>
>>> Yes ... a brain.
>
> PS>Good one..
>
> Well, he was right, wasn't he?

Tom Tom Tom...Do you have anything to originaly to ad or do you just attack me.
Through e-mail, you addmitted that the Jagflop does not have a chance..

>
>
> PS>>: Who uses Dot matrix printers now a days.
>
>>> Most students I see still use them. Everyone on my floor uses a
>>>dot-matrix printer.
>
> PS>Intel ones, eh?
>
> I wouldn't be surprised if virtually all Mac users use laser printers.
> After all, don't you have to eb *rich* in order to own a Mac. ;-)

Most of us probably use inkjet ones..

>
>
> PS>>: Mac users
> PS>>: use Laser printers such as the StyleWriter, Deskjet and so on. And these are
> PS>>: priced under $300.
>
>>> A laser printer for under $300? I have yet to say any laser
>>>priced that cheaply.
>
> I think the basic problem here is Sinflop can't tell the difference
> between a laser printer and an inkjet printer.

Can't tell the difference, quality wise..

>
>
> PS>>: The Parellel port takes up huge Real estate on the mother

> PS>>: board and did not fit in Apple's design. By using Apple's serial port has not
> PS>>: been a problem..
>
>>> It also alienates Apple from Industry Standards.

In what way?
Apple markets laser printers to the Wintel market..

>
> PS>No, thats Intel/PC standard..
>
> Which *IS* the industry standard. If having over 80% of the market
> doesn't make something an industry standard, then I don't know what
> does.
>
> Also, as has been pointed out, Ataris and Amigas ALSO use the parallel
> port. Only Apple uses the serial port. The serial port is a Mac-specific
> quirk. GET OVER IT!! (Sorry...couldn't resist)

So, I use serial ports, whats the dif?

>
>
>>> >> Mark <<
>
>>-Peter
>
>
>
> * Tom Trauth

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
=

"I wouldn't know him if he walked in the room. I've got other things to with
my time."
-Barry Goldwater on Rush Limbaugh

Http://www.ziff.com - For the latest MAC & PC news....

---

868. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-28 20:45:27 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Mar28.144527.40693@cobra.uni.edu>
Source record: 13219

In article <3l8btt$fac@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> mrathwel@uoguelph.ca (Mark Rathwell) writes:
>
> PS>: Trauth@John half truths/lies.. I see you have a new address..
>
> That's because they renamed the servers at Rutgers. If you look carefully,
> you will see that .rutgers.edu is still in my address.

John is the new name for your server? ISCS has added another server called
Viper..
>
> So no, Sincrap, Rutgers has not restricted my usenet privileges (as you
> seem to be implying). In fact, my postmaster has never even mailed me
> a warning or reprimand. It is only assholes like yourself who constantly
> get in trouble with their sys. admins. and kicked off systems.
>

Your a weenie... My Postmaster at my infonet has backed me up and doesn't
believe in censorship..

>> And you have more addresses than Nintendo has lawsuits. I'm still
>>trying to figure out why someone as rude and innapropriate as yourself
>>can stay online. Tom speaks a lot more truth than you could ever hope to
>>speak.

Tom is a weenie..His purpose on Usenet is to follow me arround..
>
> Way to tell him, Mark!
>
> PS>: Well, I like the convenience of having my StyleWriter at my convenience..
>
>> Yawn. Must be nice to be a rich, spoiled brat.
>
> I don't know about rich, but he certainly is a spoiled brat.
>

Yea, and Rutgers must cost a fortune to attend unless you belong to the
minority of white males...

> PS>: Are we talking about PostScript printers? If so, than the Personal laserwriter
> PS>: 320 for $895. I am sure Brand X may be cheaper, but not a name brand one..
>>
>> Apple is a "brand name?" Yawn. I would buy an Epson, Cannon, Star
>>or Panasonic printer over those overpriced Apple printers any day.
>
> I would even by a suspect fourth-tier cloner printer over an Apple one.

You mean buy..

>
> PS>: As for Modems, you are full of crap as usual..
>
> How does stating the truth make me full of crap, Sinflop?
>
> You obviously never read c.s.mac.advocacy. I have mean many posts there
> where Mac users complain about how modem manufacturers screw Mac users
> by charging them $150 for a modem that costs $95 for the PC.
>

Well, your wrong.. $99 for a SupraFax 14k external with cable and
software..Source: MacWareHouse

>> No, he's not.
>
> Your damn right I'm not.
>
> PS>: Apple charged what the market would pay.
>
> Which was a lot since that market (Mac users) was captive. Ever
> wonder how amusement parks can get away with charging over $20
> for a substandard fast food meal that would cost $7 at Burger King.
> It's because they have a captive market. You can either eat there
> at the park's restaurants or go way out of your way to eat at a
> normal one. Same goes for Mac printers when only one company
> (Apple) is making them.

Thats weird.. A value pak at Mickey D's is $2.99.

>
>> Apple ripped customers off. Look at the rereleased IIc.
>
> Quite right.

You have no clue...

>
>
> <Snip>
>
>
>> >> Mark <<
>
>
> * Tom Trauth

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted!
=

"I wouldn't know him if he walked in the room. I've got other things to with my time."
-Barry Goldwater on Rush Limbaugh

Http://www.ziff.com - For the latest MAC & PC news....

---

869. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3lc42e$k1t@ccshst05.cs.uoguelph.ca>
Source record: 13087

Distribution:

: For my needs, the inkjet is fine.

Can't admit that you're wrong, eh Pete?

: No name brands are less here as well.

Canon is not a no-name company.

>> Mark <<

--
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"In case I have no future, I've got the past. There's no telling just
how long this plague will last." - Chicago ("The Pull")

870. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3lc4aa$k1t@ccshst05.cs.uoguelph.ca>
Source record: 13088

Distribution:

: And you would have a right to initiate a lawsuit. What is the diffinition of
: nettiquette?

Yes. As for netiquette, your flaming in newsgroups is a violation
of that. Especially when some people have to pay to read your drivel.

: You mean the IIC+. As I recall, the price was $729.

I recall $1200.

: This is getting pointless. As I recall, Apple III owners had a upgrade option
: to the II. Apple IIe users could upgrade to the GS. Apple GS owners could
: use their Peripherals on the Mac. Mac LC users can install an Apple II card.

1) The III was supposed to be an upgrade from (not to) the Apple II.
2) IIGS owners could use their peripherals, but what about the
$3000 computer that went to waste?

: Did Atari provide upgrades for ST owners to the Mega STE, Mega ST, TT, and
: Falcon? The answer is no. Atari wanted their customers to buy new machiness..

Atari ST owners could upgrade their machines. Atari's Mega ST, TT
and Falcon were aimed at different markets.

: You must be lucky..The majority were less fortunate..

Right Peter. You've talked to every Atari owner out there, eh?

: Both hardly at all advertised to make a difference..

In Europe, they made a hell of a difference.

>> Mark <<

871. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 00:00:00 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.796501649@sfu.ca>
Source record: 13089

proche@isis (Pascal Roche) writes:

"
As a matter of fact, this is a well known problem of human-computer interaction.
Graphical point-and-click interfaces are known to be, of course, simpler to use
than CLIs and faster in simple operations, such as deleting a single file. CLIs
require more memory efforts but are more powerful because they include more
semantic differences. So deleting all m*.ba? files can be achieved faster
under a Unix shell than under Tos or MacOS. The problem is the same inside
applications: selecting a menu entry with the mouse is a simple but quite
"slow" operation, and this is the reason for the existence of "shortcut keys"
which do the same thing activated in a shorter time, but need to be memorized.
So it is obvious that graphical interfaces are destinated to "novice" users,
while CLIs are more appropriate for expert users. None of them is stupid. They
just have not exactly the same purposes.
"

I hate the "operation on files with a complex regular expression" example.
It is very easy/fast to delete all the files in a directory or on a disk
with such an expression using the Macintosh GUI. Also the speed of an
operation is not completely dependant on the physical time it takes to
do an action. Thinking about how to delete all the files created on tuesday,
modified on wednessday, having exactly one x in their name, starting with
Lib and ending with .c would probably take longer to do under unix than
the mac GUI since I (personally) would have to think about doing it
under unix while I could immediately start issuing commands on the mac.
Note that Software Engineering 4th Edition specifically recommends using
a GUI when your target users are experts in the field that your application
was designed for REGARDLESS of their computer expertese.

--

Brian Quinlan
quinlan@sfu.ca

872. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95088.144037STIRRE31@MAINE.MAINE.EDU>
Source record: 13090

Sinclair,
Just admit that you were wrong about the Stylewriter. Just because it suits your needs does not make it a laser printer. Aren't you the person who always claims that Atari makes false claims? Didn't you also use the saying "pot.... kettle.... black" a little while ago? Do you see something wrong with this picture?
BTW, I got my Canon BJ-5 inkjet for $165. Yippee! My friend had the same printer before he bought a Mac and was forced to get a new printer.
-scott tirrell

873. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 00:00:00 UTC
From: hing@csulb.edu
Message-ID: <3lcl2k$jrv@garuda.csulb.edu>
Source record: 13091

AD492C96@netins.net>
Distribution:

sinclair@netins.net wrote:
: In article <3lat16$rti@rubb.rz.ruhr-uni-bochum.de>,
markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) writes:
: >sinclap2954@cobra.uni.edu wrote:
: >: > : Apple charged what the market would pay.
: >: >
: >: > Apple ripped customers off. Look at the rereleased IIc.
: >: >
: >
: >: rereleased IIc? Apple charged what the market would tolerate. Called
: >: capitalism. I for one agree with you on that point I am glad that the market
: >: changed..
: >
: >But the thing is, that most people who use Macs have to buy a printer from
: >Apple (or believe that they must do, because the most stores here only offers
: >PC-stuff). So they _must_ tolerate a higher price. That might be capitalism but
: >it isn't good for the people, to buy stuff that is more expensive than it have
: >to be.

: You people are misinformed. Mac users do not spend more than their PC
: counterparts on laser printers and so on.. GET OFF IT...

So can you explain to me what is the different between all the hp * and
hp *M. Mac can not use a regular hp printer without postscript and that
cost $500 extra.

: >
: >: > Yawn. Hey Peter ... what support did Apple provide that Atari and
: >: > Commodore did not. I'd really like to know.
: >
: >: Having the hardware repaired in a timely fashion, continous product development
: >: as well as supporting developers, as well as advertising, as well as staying in
: >: business.
: >
: >You are right, if you are saying that Atari support for hardware repairs etc.
: >is and was not good. But here there are many third party companies which gives
: >us a very good support.
: >
: >MarkusS
: >
: >--
: > _____

```
: > __ _____| MarkusS, der Vierte |_____ __
: >_________| |__| :| Mails an | |__| |_________
: >\ :| |::| :| markuss@risc.techem.ruhr-uni- | |::| | /
: > \ :| |::| :| bochum.de | |::| | /
: > > :| |::| :|_____________________________| |::| | <
: > / :|__|::|____:/ \.____|::|__| \
: >/_______:/ \::/ \::/ \._______\

: -Peter

--
o-------------------------------------------------------------------------o
| E-mail: hing@engr.csulb.edu |
|-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|
| WWW: http://www.engr.csulb.edu/~hing/ |
|-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------ Charles de Gaulle -------------------------o
```

874. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 00:00:00 UTC
From: sinclair@netins.net
Message-ID: <0098E13A.EE8457E9@netins.net>
Source record: 13092

In article <3late3$rti@rubb.rz.ruhr-uni-bochum.de>,
markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) writes:
>sinclap2954@cobra.uni.edu wrote:
>: > I wouldn't be surprised if virtually all Mac users use laser printers.
>: > After all, don't you have to eb *rich* in order to own a Mac. ;-)
>
>: Most of us probably use inkjet ones..
>
>Why don't let the user the choice between Laser, Inkjet, or Dot-Matrix ?

Than, go right ahead..

>
>: > I think the basic problem here is Sinflop can't tell the difference
>: > between a laser printer and an inkjet printer.
>
>: Can't tell the difference, quality wise..
>
>That's not difficult. The pixel on a inkjet is always bigger than on a Laser.
>And that's important. Compare a test print on a Laser with 600 dpi, a Laser
>with 300 dpi and a Inkjet with 300 dpi. The Laser print is always charper,
>even if you are using a 300 dpi font at all of them (The 600 dpi printer
>with 300 dpi font produces even a charper print than the 300 dpi Laser).
>

The quality of the inkjet is fine for my needs. Much better than dot matrix..

>: > PS>No, thats Intel/PC standard..
>: >
>: > Which *IS* the industry standard. If having over 80% of the market
>: > doesn't make something an industry standard, then I don't know what
>: > does.
>: >
>: > Also, as has been pointed out, Ataris and Amigas ALSO use the parallel
>: > port. Only Apple uses the serial port. The serial port is a Mac-specific
>: > quirk. GET OVER IT!! (Sorry...couldn't resist)
>
>: So, I use serial ports, whats the dif?
>
>The diff is, that I want to make the decision what to use, not the company for
>me.

What is the dif. Works anyways..
>
>MarkusS
>

```
>--
> _________________________________
> __ _____| MarkusS, der Vierte |_____ __
>_________| |__| :| Mails an | |__| |_________
>\ :| |::| :| markuss@risc.techem.ruhr-uni- | |::| | /
> \ :| |::| :| bochum.de | |::| | /
> > :| |::| :|_____________________________| |::| | <
> / :|__|::|____:/ \.____|::|__| \
>/_______:/ \::/ \::/ \._______\
```

-Peter

875. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 00:00:00 UTC
From: sinclair@netins.net
Message-ID: <0098E13B.49295DCF@netins.net>
Source record: 13093

```
In article <D67DBn.H8C@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
>In <beavis-2703952301280001@uhura-12.dnaco.net> beavis@dnaco.net (beavis) writes:
>
>>>>>>>All kinds of stuff cut out......
>
>>> Let's see. Intel users can run any printer without an adaptor.
>>> Amiga users can. ST users can. Only Mac users get screwed by Apple.
>>>
>>> >> Mark <<
>
>>I'm sure glad Atari didn't make you use any "Adaptors" for SCSI, which I
>>think is much more important than a Printer. Now if you Really want to
>>talk about useing a "Non-Standard" Wintel Stuff, the MIDI Jack on the back
>>if the Ataris are also a not Standard. You have to have a sound Blaster to
>>have a Standard Midi Jack. (or so my Wintel Friends keep telling me!)
>
>Hmmm. Strange, don't you think, that those `non-standard' MIDI ports
>are *exactly* the same as on my digital piano and on my keyboard and on
>*every* MIDI-apparatus I've ever seen?
>
>What is Wintel?

Windows and Intel combined..
Apple's Mike Spindler thought of that..

>
>>I seems that if you don't have a Wintel Machine you don't have a Standard
>>anything! At least that's what Uncle Bill Gates would like us to believe.
>
>Regards,
>--
>/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL
%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
>int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6
+k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */

-Peter
```

876. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3lbs7t$qm0@osiris.wu-wien.ac.at>
Source record: 13094

sinclap2954@cobra.uni.edu wrote:
: Well, I like the convenience of having my StyleWriter at my convenience..
Well, at the university here we have both style writers attached to Macs
and their absolut equivalent, the Canon BJ printers. The Mac users are
alaways complaining about the speedo of the pront out usind their
serial port and are astouned to see, how much faster priniting works with
the same printer but using a centronics port.

: Apple charged what the market would pay. Apple did not screw their customers.
: pple provided a lot of support unlike the defunct C= and computer less Atari.
: As we call it, competing on the cheap does not cut it..

On the cost side, it cuts it all the way. If I were to buy a Macintosh in
the 80s, I would have had to pay four times as much as for the better
Atari Machine (which had, above all,a nornmal display and no postcard
joke). I would have had problems to read PC disks, because "super drive"
technology was nit available (yik, Apple alaways succeeds in making
trivialities sound like enormous innovations).

Nowaadays, these machines are as outdated as their Atari counterparts of
that time; lots of software doesn't run practically (because of speed and
memory limits any more there). So youv have to upgrade - like Atari users
have to. A power Pc maybe- but then the old applications run in emulation
mode. And for the Atari users? He also can upgrade to a Mac, because the
whole operating system is ported to support Macintosh hardware (BTW, the
Atari operating system is WAY faster on the Mac than the Mac operrating
sysdtem). So where is the advanatage? people paid more in the past and
have the same result as the Atari users nowadays. That's how Apple became
the Yuppie machines, because it needs - let's say- special people to pay
more for the same result *AND* support. (becvause the support of the
Atari operating system and software - now called Magic- is second to none!).
.

Regards,

Alfred

877. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D67G6p.3EK@ecf.toronto.edu>
Source record: 13095

In article <3lam2c$adt@ccshst05.cs.uoguelph.ca>,
Mark Rathwell <mrathwel@uoguelph.ca> wrote:
> Atari also offered a trade up program. XL/XE owners could trade
>up for an ST machine.

I'm sorry, but that is *not* true. Atari never had a trade-up program
for XL/XE owners.

>stating that Atari and Commodore ignored developers altogether, take a
>look in some old Amiga or ST magazines.

Yuck. Have you seen the Atari developer's kit? I have one. It's pathetic.

> I have some Atari and Commodore commercials on tape.

One of the big complaints against Atari was always that it never advertised
the ST enough.

Sorry, but saying that something happened doesn't change history!

--
David "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

878. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D67GAv.3Ip@ecf.toronto.edu>
Source record: 13096

In article <D67DBn.H8C@sci.kun.nl>, Sander Stoks <sanders@sci.kun.nl> wrote:
>Hmmm. Strange, don't you think, that those `non-standard' MIDI ports
>are *exactly* the same as on my digital piano and on my keyboard and on
>*every* MIDI-apparatus I've ever seen?

They're not standard. In the original ST (I don't know about the Falcon,
but it's probably the same) Atari combined the MIDI OUT and MIDI THRU ports,
making them non-standard. If I remember correctly, it caused problems, but
only with a very small number of products.

--
David "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

879. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 00:00:00 UTC
From: sinclair@netins.net
Message-ID: <0098E13A.AD492C96@netins.net>
Source record: 13097

In article <3lat16$rti@rubb.rz.ruhr-uni-bochum.de>,
markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) writes:
>sinclap2954@cobra.uni.edu wrote:
>: > : Apple charged what the market would pay.
>: >
>: > Apple ripped customers off. Look at the rereleased IIc.
>: >
>
>: rereleased IIc? Apple charged what the market would tolerate. Called
>: capitalism. I for one agree with you on that point I am glad that the market
>: changed..
>
>But the thing is, that most people who use Macs have to buy a printer from
>Apple (or believe that they must do, because the most stores here only offers
>PC-stuff). So they _must_ tolerate a higher price. That might be capitalism but
>it isn't good for the people, to buy stuff that is more expensive than it have
>to be.

You people are misinformed. Mac users do not spend more than their PC
counterparts on laser printers and so on.. GET OFF IT...

>
>: > Yawn. Hey Peter ... what support did Apple provide that Atari and
>: > Commodore did not. I'd really like to know.
>
>: Having the hardware repaired in a timely fashion, continous product development
>: as well as supporting developers, as well as advertising, as well as staying in
>: business.
>
>You are right, if you are saying that Atari support for hardware repairs etc.
>is and was not good. But here there are many third party companies which gives
>us a very good support.
>
>MarkusS
>
>--
> _____________________________
> __ _____| MarkusS, der Vierte |_____ __
>_________| |__| :| Mails an | |__| |_________
>\ :| |::| :| markuss@risc.techem.ruhr-uni- | |::| | /
> \ :| |::| :| bochum.de | |::| | /
> > :| |::| :|_____________________________| |::| | <
> / :|__|::|____:/ \.____|::|__| \
>/_______:/ \::/ \::/ \._______\

-Peter

880. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 00:00:00 UTC
From: Gard Eggesboe Abrahamsen <ga@fjern.mrih.no>
Message-ID: <3lcn0t$5b2@trane.uninett.no>
Source record: 13098

pischke@ecf.toronto.edu (PISCHKE DAVID) wrote:
> In article <3l7qu3$1fk@trane.uninett.no>,
> Gard Eggesboe Abrahamsen <ga@fjern.mrih.no> wrote:
> >Why should I care about what other people understand of my system? My system is
> >for me, not for other people.
>
> We're not talking about your system. We were talking about whether the Mac
> is somehow "less powerful" because it's easier to use -- whether the fact that
> it tries to be user-friendly somehow inhibits the user. I for one enjoy
> going home and using a Mac, because it's such a contrast to the stupid Unix
> boxes I use all day. It's wonderful not having to learn a whole new set of
> commands for every program.

Actually, one of the things I _like_ about Unix is the power there is in each command. Put them together the right way, and you'll discover the power. Hey! I even wrote a newsreader in bash, once!
I'll get back to the user-friendliness below.

> Read "Tog on Interface" by Addison-Wesley. In many cases, users only THINK
> they're faster with a keyboard than with a mouse. This is not to say,
> however, that in some cases keyboard-based interfaces aren't more appropriate.

Of course, there is nothing you can do with a CLI that you can't represent graphically. Also, there is nothing you can represent graphically that can't be done in a CLI. There are two places we should measure the "power" - the user interface's communication with the user, and what happens between the user interface and the hardware. As to which user interface is the most powerful, it depends more on the user than anything else. I use a graphical interface every day: X-windows. I run Netscape in it, and several shell windows. That is what I call a nice and comfortable combination. I do not use a graphical file manager simply because it just doesn't work efficiently enough for me, and it's "too messy" to work with...

> Are you trying to imply that there isn't much freeware or shareware for the
> Mac? take a look at the UMich Mac archives or the Info-Mac archives, and tell
> me there isn't tons of Mac freeware/shareware out there.

I find it hard to believe that you are able to get free/shareware assemblers and other utilities that are as well done as the ones I find for TOS.

> I don't know what you mean by getting "the same chipset cheaper."

Both the Atari TOS computers and Apple Mac computers basically run on an MC68k for a main processor. Actually, only three things seperate these computers:
1) The label and the casing
2) The default (built in) chipset that interfaces to the CPU

3) The Operating System

> No, whatever you do to a Mac, it's still a Mac. The premise behind everything
> the user does is to allow the user to do what HE wants, not to force the

Ok, so if I rip out the default supplamentary chipset and insert the default chipset of an Atari, and put in new ROMs with Atari TOS on it, making the computer fully Atari compatible and Mac incompatible, it's still a Mac? I suppose I already have a Mac, then, so what are we arguing about?

> user to comply to the computer's wishes. That's the philosphy behind the
> Mac interface. Try reading the Macintosh Human Interface Guidlines and you'll
> see what I mean.

I must admit that I haven't had the chance to use a Mac an awfully lot, but imagine I want the following setup: The active window is the window under the mouse pointer, even if this windows shouldn't be the one on top. I want a private colormap for each window, and want some virtual screen displays so that I get a lot larger desktop than can be displayed on the screen. Since I want to just click in a window to move directly to a specific part of the virtual screen, I want a virtual screen manager window in the top left corner of my screen. And I want it to be sticky, and stay there, no matter where I move. I want to be able to click inside a window without topping it. And I want a menu to pop up when I'm clicking outside any windows. And this menu should be user defined with sub-menus and sub-sub-menus. And I want it to pop up every time I press F9. Can I do that under MacOS? Actually, GEM isn't all that nice, either, I'm just telling you how my setup is under X-windows.

> I am a student, and I also don't have much money. I was able to get a good
> deal on my Mac from my University bookstore. Perhaps it's different in
> Europe.

I could say it's different in Norway... A Norwegian student can't afford to just go ahead and buy a computer, it make almost half a year of his student loan just for a PC, and the Macs are even more expensive...

About Mac's userfriendliness:
a) The Operating System takes up way too many resources. It is possible to get the same user-friendliness without using the same amount of resources, thus getting a more efficient system.
b) It bases itself on having only one button on the mouse. I find using systems with two or three buttons a lot more efficient.

And actually - did you know that MacOS actually is based on an outdated version of UNIX? What you don't like about the "stupid" Unix boxes is not the actual Unix system, but you just don't like the CLI. Well, what do you know - there is a GUI for Unix, too. My point: There is a difference between user interface and operating system, there is a difference between operating system and hardware. Strip the OS off a Mac and an Atari, and the hardware is basically the same.

Gard Eggesboe Abrahamsen, Postboks 5061, Larsgaarden, 6021 Aalesund, Norway
Phone: (+47)70155497 Elm: ga@www.hials.no URL: http://www.hials.no/~ga/

881. Re: Pippin specs and more..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 00:00:00 UTC
From: sinclair@netins.net
Message-ID: <0098E13B.0F378DDF@netins.net>
Source record: 13227
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

```
In article <3latmp$rti@rubb.rz.ruhr-uni-bochum.de>,
markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) writes:
>sinclap2954@cobra.uni.edu wrote:
>[much of advertisment deleted]
>
>And how much would it cost in Germany ? The prices here are always much higher
>than that ones which you have posted.

Ask Apple germany..

>
>MarkusS
>--
> _________________________________
> __ _____| MarkusS, der Vierte |_____ __
>_________| |__| :| Mails an | |__| |_________
>\ :| |::| :| markuss@risc.techem.ruhr-uni- | |::| | /
> \ :| |::| :| bochum.de | |::| | /
> > :| |::| :|_____________________________| |::| | <
> / :|__|::|____:/ \.____|::|__| \
>/_______:/ \::/ \::/ \._______\

-Peter
```

882. Re: Pippin specs and more..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 00:00:00 UTC
From: legrand@tesla.mbi.ucla.edu
Message-ID: <3lci2d$83s@saba.info.ucla.edu>
Source record: 13228
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1995Mar28.223309.40726@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> MAIL> 44
> #41 28-MAR-1995 20:05:18.78 MA
> IL
> From: IN%"sinclai@pcnet.COM"
> To: IN%"Davewarner@globalone.net"
> CC: IN%"SINCLAP2954@cobra.uni.edu"
> Subj: some info
>
> I just got some preliminary specs and pictures of the high-end PCI
> Power Mac 9400/120 (code-named Tsunami). It will have 120MHz PPC 604 (604
> can be pulled and a faster PPC inserted), 6 PCI slots, 12 DIMM slots, Async
> DMA FAST SCSI-2, Quad-Speed CD-ROM, AAUI, 10BASE T (ethernet), 2 serial
> ports, ADB port, 16bit sound I/O ports, Surfer Risc based 32bit Video
> display card. YARC has announced it's Screamer GLINT based accelerator
> for modeling and rendering, Matrox has a 64-bit QuickDraw 3D accelerator...

Blah blah, yet another model of mac, two words, blow me... You know, a lot of
mac owners, myself included, are pretty pissed at the inability to upgrade
our machines to use PowerPCs... My poor little powerbook 180 is <2 years
old and it's a dead machine as far as Apple is concerned... Now look,
another model!!! Just what we all need... So how many disparate models
of mac are there now? I'd love to buy a Power PC but I'll be damned if
I'll touch an Apple machine until they've stabilized. They'll probably
release an upgraded Pippin 6 months into release in a desperate attempt
to speed it up...

> Apple's Pippin Power Player (cool looking unit), SRP $500 has alot
> of cool features. It will have a 66MHz PPC 603, 4MB ROM, 6MB Ram, 1 SIMM
> slot, ADB port, 16bit sound I/O ports, GeoPort, 1 PCI slot, 16bit color,
> support for S-VHS, Composite and regular monitors, and a quad Speed CD-ROM.
> It will also feature a new native high speed 680x0 emulator, Native

I wonder why Apple hasn't asked Nolan Bushnell for an opinion on this
thing... C D T V all over again... Now we all know how Apple managed to shrink
from #1 to 1/10 of the computer market... Watch them top this performance with
the Pippin... If you liked Newton, you'll LOVE Pippin...

> Andrew Sinclair-Day | The Rock Garden | Between the brain that plans
> Sinclai@PCNET.COM | 982 State Street | and the hand that builds,
> 203-777-9997 | New Haven, CT. 06511 | there must be a mediator.

Daddy, Mommy, brother, or sister, the Sinflops can reproduce... Be afraid,
be very afraid...

Not only that, they like <shudder. VAXes...

883. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <D67Cwo.GvF@sci.kun.nl>
Source record: 13229

In <3l4tff$kih@ccshst05.cs.uoguelph.ca> mrathwel@uoguelph.ca (Mark Rathwell) writes:

>: Am I missing something?

> Yes ... a brain.

> Who uses Dot matrix printers now a days.

> Most students I see still use them. Everyone on my floor uses a
>dot-matrix printer.

> Mac users
>: use Laser printers such as the StyleWriter, Deskjet and so on. And these are
>: priced under $300.

> A laser printer for under $300? I have yet to say any laser
>priced that cheaply.

Never mind his statement. Sinflop just displays his total lack of
knowledge. The two printers he named are both inkjet printers, *NOT*
lasers. If we allow such sloppy definitions, what about the 200$
`laserprinter' for the Atari (Olivetti JW-150), or even cheaper :-)

> The Parellel port takes up huge Real estate on the mother
>: board and did not fit in Apple's design. By using Apple's serial port has
>: not been a problem..

God, Sinflop, you *ARE* clueless. A Centronix interface is about the
simplest thing you can imagine for a computer system. *One* simple
PIO would do the job.

> It also alienates Apple from Industry Standards.

Well, we'll have to admit that Atari made some non-standard choices
too... :-)

Regards,
--
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */

884. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <D67DBn.H8C@sci.kun.nl>
Source record: 13230

In <beavis-2703952301280001@uhura-12.dnaco.net> beavis@dnaco.net (beavis) writes:

>>>>>>All kinds of stuff cut out......

>> Let's see. Intel users can run any printer without an adaptor.
>> Amiga users can. ST users can. Only Mac users get screwed by Apple.
>>
>> >> Mark <<

>I'm sure glad Atari didn't make you use any "Adaptors" for SCSI, which I
>think is much more important than a Printer. Now if you Really want to
>talk about useing a "Non-Standard" Wintel Stuff, the MIDI Jack on the back
>if the Ataris are also a not Standard. You have to have a sound Blaster to
>have a Standard Midi Jack. (or so my Wintel Friends keep telling me!)

Hmmm. Strange, don't you think, that those `non-standard' MIDI ports
are *exactly* the same as on my digital piano and on my keyboard and on
every MIDI-apparatus I've ever seen?

What is Wintel?

>I seems that if you don't have a Wintel Machine you don't have a Standard
>anything! At least that's what Uncle Bill Gates would like us to believe.

Regards,
--
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */

885. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 00:00:00 UTC
From: proche@isis
Message-ID: <3lbppp$51v@imag.imag.fr>
Source record: 13231

In article <D65zvy.IqJ@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
|>
|> We're not talking about your system. We were talking about whether the Mac
|> is somehow "less powerful" because it's easier to use -- whether the fact that
|> it tries to be user-friendly somehow inhibits the user. I for one enjoy
|> going home and using a Mac, because it's such a contrast to the stupid Unix
|> boxes I use all day. It's wonderful not having to learn a whole new set of
|> commands for every program.
|>
|> >We have a word in Norwegian for this: Museklikkemikkedille
|> >In English, it would translate into something like "Mouseclickingflickingolism"
|> >I'm one of those who actually like to use a CLI, even on my Atari.
|>
|> Read "Tog on Interface" by Addison-Wesley. In many cases, users only THINK
|> they're faster with a keyboard than with a mouse. This is not to say,
|> however, that in some cases keyboard-based interfaces aren't more appropriate.

As a matter of fact, this is a well known problem of human-computer interaction.
Graphical point-and-click interfaces are known to be, of course, simpler to use
than CLIs and faster in simple operations, such as deleting a single file. CLIs
require more memory efforts but are more powerful because they include more
semantic differences. So deleting all m*.ba? files can be achieved faster under a
Unix shell than under Tos or MacOS. The problem is the same inside applications:
selecting a menu entry with the mouse is a simple but quite "slow" operation, and
this is the reason for the existence of "shortcut keys" which do the same thing
activated in a shorter time, but need to be memorized.
So it is obvious that graphical interfaces are destinated to "novice" users,
while CLIs are more appropriate for expert users. None of them is stupid. They
just have not exactly the same purposes.

Pascal.

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

886. Re: Pippin specs and more..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 00:00:00 UTC
From: proche@isis
Message-ID: <3lbqjv$51v@imag.imag.fr>
Source record: 13232

In article <1995Mar28.223309.40726@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> MAIL> 44
|> #41 28-MAR-1995 20:05:18.78 MA
|> IL
|> From: IN%"sinclai@pcnet.COM"
|> To: IN%"Davewarner@globalone.net"
|> CC: IN%"SINCLAP2954@cobra.uni.edu"
|> Subj: some info
|>

<irrelevant stuff deleted>

|> Andy
|>
|>
|> Andrew Sinclair-Day | The Rock Garden | Between the brain that plans
|> Sinclai@PCNET.COM | 982 State Street | and the hand that builds,
|> 203-777-9997 | New Haven, CT. 06511 | there must be a mediator.

Peter, you hid us that you had a sister... Will we have to bear the whole family ?

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

887. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <D67Dou.HK1@sci.kun.nl>
Source record: 13233

In <1995Mar28.143631.40691@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>In article <3l8aot$f6h@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>> sinclair@netins.net writes:

>> PS>>: Mac users
>> PS>>: use Laser printers such as the StyleWriter, Deskjet and so on. And these are
>> PS>>: priced under $300.
>>
>>>> A laser printer for under $300? I have yet to say any laser
>>>>priced that cheaply.
>>
>> I think the basic problem here is Sinflop can't tell the difference
>> between a laser printer and an inkjet printer.

>Can't tell the difference, quality wise..

Ah... Well, Atari users can get CD-ROM players for 10$. Well, actually
they're cheapo cassette walkmans, but with that headset you can't tell
the difference anyway.

Have you ever *in your life* admitted a mistake?

Get a life.
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

888. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 00:00:00 UTC
From: sinclair@netins.net
Message-ID: <0098E138.E212FA03@netins.net>
Source record: 13234

In article <3lalm5$adt@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>: Yes, inkjet printers. Are as good for text printing too.
>
> Wrong. Thanks for playing. Laser Printers and Inkjets are two
>very seperate things. Lasers are much faster, quieter and produce
>superior quality print overall.

For my needs, the inkjet is fine.

>
>: How do we get screwed by Apple? An inkjet printer such as the StyleWriter for
>: under $300 is standard for the low end.
>
> I can get an inkjet for $259 Canadian. Does that tell you something?
>
No name brands are less here as well.

> >> Mark <<
>
>
>--
>==
>Mark Rathwell The University Of Guelph
>mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
>"In case I have no future, I've got the past. There's no telling just
>how long this plague will last." - Chicago ("The Pull")
>==

-Peter

889. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 00:00:00 UTC
From: sinclair@netins.net
Message-ID: <0098E13A.4FA4CA5A@netins.net>
Source record: 13235

In article <3lam2c$adt@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>: My system operators say otherwise. Well, this is the U.S. from my end. My
>: speech is protected under the Constitution, I belive under the 1st amendment..
>
> Freedom of speech is also protected in Canada. However, if I were
>to constantly violate nettiquette like you do, my net privilages would be
>revoked.

And you would have a right to initiate a lawsuit. What is the diffinition of nettiquette?

>
>: rereleased IIc? Apple charged what the market would tolerate.
>
> The rereleased IIc sold for almost twice what an Amiga 500 or
>Atari 1040ST went for at the time. Apple tried to rip customers off.
>Compute! and other magazines attacked them viciously for that ripoff.
>

You mean the IIC+. As I recall, the price was $729.

>: I don't know any III users. Apple had a program were Lisa users could trade
>: in their Lisa's for the Mac Plus with harddrive.
>
> Really? And what did they offer Apple II or Apple III owners? Or
>IIGS owners?
>

This is getting pointless. As I recall, Apple III owners had a upgrade option to the II. Apple IIe users could upgrade to the GS. Apple GS owners could use their Peripherals on the Mac. Mac LC users can install an Apple II card.

At least apple had provides some sort of options..

>: Its like saying that Atari screwed Atari ST and Falcon owners..
>
> Atari also offered a trade up program. XL/XE owners could trade
>up for an ST machine.

Did Atari provide upgrades for ST owners to the Mega STE, Mega ST, TT, and Falcon? The answer is no. Atari wanted their customers to buy new machiness..

>
>: Having the hardware repaired in a timely fashion
>
> Let's see. I sent a broken joystick to Atari. A new one came back

>to me a week later. C= also had a good repair program.

You must be lucky..The majority were less fortunate..

>
>, continous product development
>
> Both Atari and Commodore upgraded their products regularily and
>developed new hardware and software.

I don't think so..

>
>: as well as supporting developers
>
> Both companies had developer support programs. Before blindly
>stating that Atari and Commodore ignored developers altogether, take a
>look in some old Amiga or ST magazines.
>

Not nearly on the same level. Atari developers would say otherwise..

>, as well as advertising
>
> I have some Atari and Commodore commercials on tape.

Both hardly at all advertised to make a difference..

>
>, as well as staying in
>: business.
>
> Atari is still in business.

Not if they continue to pour money in a bottomless pit..

>
> >> Mark <<
>
>
>--
>==
>Mark Rathwell The University Of Guelph
>mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
>"In case I have no future, I've got the past. There's no telling just
>how long this plague will last." - Chicago ("The Pull")
>==

-Peter

890. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3lc40h$k1t@ccshst05.cs.uoguelph.ca>
Source record: 13236

: I'm sorry, but that is *not* true. Atari never had a trade-up program
: for XL/XE owners.

Wanna bet? Atari Canada allowed Canadian customers to trade any
base console, any condition for a 520ST. You are wrong. Sorry.

: Yuck. Have you seen the Atari developer's kit? I have one. It's pathetic.

What is so pathetic about it? Atari Canada was always heavily
involved with Atari's user groups in the Ottawa area and provided ST
hardware at super high discounts for developers.

: One of the big complaints against Atari was always that it never advertised
: the ST enough.

Fair enough. But to say that Atari *NEVER EVER* advertised any of
their products is BS.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"In case I have no future, I've got the past. There's no telling just
how long this plague will last." - Chicago ("The Pull")
==

891. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 03:54:45 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3lalm5$adt@ccshst05.cs.uoguelph.ca>
Source record: 13099

: Yes, inkjet printers. Are as good for text printing too.

Wrong. Thanks for playing. Laser Printers and Inkjets are two
very seperate things. Lasers are much faster, quieter and produce
superior quality print overall.

: How do we get screwed by Apple? An inkjet printer such as the StyleWriter for
: under $300 is standard for the low end.

I can get an inkjet for $259 Canadian. Does that tell you something?

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"In case I have no future, I've got the past. There's no telling just
how long this plague will last." - Chicago ("The Pull")
==

892. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 04:01:16 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3lam2c$adt@ccshst05.cs.uoguelph.ca>
Source record: 13222

: My system operators say otherwise. Well, this is the U.S. from my end. My
: speech is protected under the Constitution, I belive under the 1st amendment..

Freedom of speech is also protected in Canada. However, if I were
to constantly violate nettiquette like you do, my net privilages would be
revoked.

: rereleased IIc? Apple charged what the market would tolerate.

The rereleased IIc sold for almost twice what an Amiga 500 or
Atari 1040ST went for at the time. Apple tried to rip customers off.
Compute! and other magazines attacked them viciously for that ripoff.

: I don't know any III users. Apple had a program were Lisa users could trade
: in their Lisa's for the Mac Plus with harddrive.

Really? And what did they offer Apple II or Apple III owners? Or
IIGS owners?

: Its like saying that Atari screwed Atari ST and Falcon owners..

Atari also offered a trade up program. XL/XE owners could trade
up for an ST machine.

: Having the hardware repaired in a timely fashion

Let's see. I sent a broken joystick to Atari. A new one came back
to me a week later. C= also had a good repair program.

, continous product development

Both Atari and Commodore upgraded their products regularily and
developed new hardware and software.

: as well as supporting developers

Both companies had developer support programs. Before blindly
stating that Atari and Commodore ignored developers altogether, take a
look in some old Amiga or ST magazines.

, as well as advertising

I have some Atari and Commodore commercials on tape.

, as well as staying in
: business.

Atari is still in business.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"In case I have no future, I've got the past. There's no telling just
how long this plague will last." - Chicago ("The Pull")
==

893. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 04:07:10 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3lamde$adt@ccshst05.cs.uoguelph.ca>
Source record: 13221

: Your a weenie... My Postmaster at my infonet has backed me up and doesn't
: believe in censorship..

No, but he or she probably believes that nettiquette should be enforced.

: Tom is a weenie..His purpose on Usenet is to follow me arround..

I doubt it. More like, you follow Atari fans around. I've seen
you pop up innapropriately in the ST group and the Atari games group,
both of which are for news, not your flaming.

: Yea, and Rutgers must cost a fortune to attend unless you belong to the
: minority of white males...

Making allegations of racism now? I think you're stepping over a
few boundaries.

: You mean buy..

You are not one to correct someone on their grammar or their typos.

: You have no clue...

You have no clue. A 6502 based computer with 16 colors for twice
the price of an Atari 1040ST? The ST and Amiga absolutely demolished the
IIc in every single technical aspect, yet Apple had the gall to charge
twice as much for it's machine as the competition did.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"In case I have no future, I've got the past. There's no telling just
how long this plague will last." - Chicago ("The Pull")
==

894. Pippin specs and more..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 04:33:09 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Mar28.223309.40726@cobra.uni.edu>
Source record: 13220
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

MAIL> 44
#41 28-MAR-1995 20:05:18.78 MA
IL
From: IN%"sinclai@pcnet.COM"
To: IN%"Davewarner@globalone.net"
CC: IN%"SINCLAP2954@cobra.uni.edu"
Subj: some info

I just got some preliminary specs and pictures of the high-end PCI
Power Mac 9400/120 (code-named Tsunami). It will have 120MHz PPC 604 (604
can be pulled and a faster PPC inserted), 6 PCI slots, 12 DIMM slots, Async
DMA FAST SCSI-2, Quad-Speed CD-ROM, AAUI, 10BASE T (ethernet), 2 serial
ports, ADB port, 16bit sound I/O ports, Surfer Risc based 32bit Video
display card. YARC has announced it's Screamer GLINT based accelerator
for modeling and rendering, Matrox has a 64-bit QuickDraw 3D accelerator as
well as 3D labs.

Apple's Pippin Power Player (cool looking unit), SRP $500 has alot
of cool features. It will have a 66MHz PPC 603, 4MB ROM, 6MB Ram, 1 SIMM
slot, ADB port, 16bit sound I/O ports, GeoPort, 1 PCI slot, 16bit color,
support for S-VHS, Composite and regular monitors, and a quad Speed CD-ROM.
It will also feature a new native high speed 680x0 emulator, Native

Press RETURN for more...

MAIL>
#41 28-MAR-1995 20:05:18.78 MA
IL
Quickdraw, and QuickTime 2.0. Options will include a floppy drive,
keyboard, mice, MPEG. UP to 4 players can be hooked up at once for
'Network' play.

I also have an indepth article on QuickDraw 3D that was in this
months 3D artist (no more Amiga coverage).

I'll scan the articles and print them out and mail them to you.

Andy

Andrew Sinclair-Day | The Rock Garden | Between the brain that plans
Sinclai@PCNET.COM | 982 State Street | and the hand that builds,
203-777-9997 | New Haven, CT. 06511 | there must be a mediator.

Return-path: <sinclai@pcnet.COM>

Press RETURN for more...

F

895. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 05:52:09 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3lasi9$rti@rubb.rz.ruhr-uni-bochum.de>
Source record: 13223

sinclap2954@cobra.uni.edu wrote:
: > I've checked. Laser printers do not go for under $300. You must
: > mean Inkjet printers.

: Yes, inkjet printers. Are as good for text printing too.

Peter, how can you make statements like "Laserprinters are cheaper then 300$"
and a few mails later you say "OK, I'm not right. I have meant inkjet
printers ? Who should believe in what you are saying about prices anymore ?

: >
: > : Woope..
: >
: > Let's see. Intel users can run any printer without an adaptor.
: > Amiga users can. ST users can. Only Mac users get screwed by Apple.
: >

: How do we get screwed by Apple? An inkjet printer such as the StyleWriter for
: under $300 is standard for the low end.

That maybe right. But if I'm changing the platform (perhaps to Mac), I _don't_
want to have to buy all stuff new. I want to use the at least the old monitor
and the old printer. The most old printers are Centronics !

MarkusS

--


```
_________________________________
__ _____| MarkusS, der Vierte |_____ __
_________| |__| :| Mails an | |__| |_________
\ :| |::| :| markuss@risc.techem.ruhr-uni- | |::| | /
\ :| |::| :| bochum.de | |::| | /
> :| |::| :|_____________________________| |::| | <
/ :|__|::|____:/ \.____|::|__| \
/_______:/ \::/ \::/ \._______\
```

896. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 06:00:06 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3lat16$rti@rubb.rz.ruhr-uni-bochum.de>
Source record: 13224

sinclap2954@cobra.uni.edu wrote:
: > : Apple charged what the market would pay.
: >
: > Apple ripped customers off. Look at the rereleased IIc.
: >

: rereleased IIc? Apple charged what the market would tolerate. Called
: capitalism. I for one agree with you on that point I am glad that the market
: changed..

But the thing is, that most people who use Macs have to buy a printer from
Apple (or believe that they must do, because the most stores here only offers
PC-stuff). So they _must_ tolerate a higher price. That might be capitalism but
it isn't good for the people, to buy stuff that is more expensive than it have
to be.

: > Yawn. Hey Peter ... what support did Apple provide that Atari and
: > Commodore did not. I'd really like to know.

: Having the hardware repaired in a timely fashion, continous product development
: as well as supporting developers, as well as advertising, as well as staying in
: business.

You are right, if you are saying that Atari support for hardware repairs etc.
is and was not good. But here there are many third party companies which gives
us a very good support.

MarkusS

--


```
_________________________________
__ _____| MarkusS, der Vierte |_____ __
_________| |__| :| Mails an | |__| |_________
\ :| |::| :| markuss@risc.techem.ruhr-uni- | |::| | /
\ :| |::| :| bochum.de | |::| | /
> :| |::| :|_____________________________| |::| | <
/ :|__|::|____:/ \.____|::|__| \
/_______:/ \::/ \::/ \._______\
```

897. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 06:06:59 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3late3$rti@rubb.rz.ruhr-uni-bochum.de>
Source record: 13225

sinclap2954@cobra.uni.edu wrote:
: > I wouldn't be surprised if virtually all Mac users use laser printers.
: > After all, don't you have to eb *rich* in order to own a Mac. ;-)

: Most of us probably use inkjet ones..

Why don't let the user the choice between Laser, Inkjet, or Dot-Matrix ?

: > I think the basic problem here is Sinflop can't tell the difference
: > between a laser printer and an inkjet printer.

: Can't tell the difference, quality wise..

That's not difficult. The pixel on a inkjet is always bigger than on a Laser.
And that's important. Compare a test print on a Laser with 600 dpi, a Laser
with 300 dpi and a Inkjet with 300 dpi. The Laser print is always charper,
even if you are using a 300 dpi font at all of them (The 600 dpi printer
with 300 dpi font produces even a charper print than the 300 dpi Laser).

: > PS>No, thats Intel/PC standard..
: >
: > Which *IS* the industry standard. If having over 80% of the market
: > doesn't make something an industry standard, then I don't know what
: > does.
: >
: > Also, as has been pointed out, Ataris and Amigas ALSO use the parallel
: > port. Only Apple uses the serial port. The serial port is a Mac-specific
: > quirk. GET OVER IT!! (Sorry...couldn't resist)

: So, I use serial ports, whats the dif?

The diff is, that I want to make the decision what to use, not the company for
me.

MarkusS

--


```
_________________________________
__ _____| MarkusS, der Vierte |_____ __
_________| |__| :| Mails an | |__| |_________
\ :| |::| :| markuss@risc.techem.ruhr-uni- | |::| | /
\ :| |::| :| bochum.de | |::| | /
> :| |::| :|_____________________________| |::| | <
/ :|__|::|____:/ \.____|::|__| \
/_______:/ \::/ \::/ \._______\
```

898. Re: Pippin specs and more..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-29 06:11:37 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3latmp$rti@rubb.rz.ruhr-uni-bochum.de>
Source record: 13226
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

sinclap2954@cobra.uni.edu wrote:
[much of advertisment deleted]

And how much would it cost in Germany ? The prices here are always much higher
than that ones which you have posted.

MarkusS
--


```
_________________________________
__ _____| MarkusS, der Vierte |_____ __
_________| |__| :| Mails an | |__| |_________
\ :| |::| :| markuss@risc.techem.ruhr-uni- | |::| | /
\ :| |::| :| bochum.de | |::| | /
> :| |::| :|_________________________________| |::| | <
/ :|__|::|____:/ \.____|::|__| \
/_______:/ \::/ \::/ \._______\
```

899. Re: Pippin specs and more..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-30 00:00:00 UTC
From: marke@richmond.infi.net
Message-ID: <marke-3003951227220001@h-maroon.richmond.infi.net>
Source record: 13109
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <3lci2d$83s@saba.info.ucla.edu>, legrand@tesla.mbi.ucla.edu
(Scott Le Grand) wrote:

> mac owners, myself included, are pretty pissed at the inability to upgrade
> our machines to use PowerPCs... My poor little powerbook 180 is <2 years
> old and it's a dead machine as far as Apple is concerned... Now look,

Wah Wah. Thats the way the computer industry works. Apple is no different
from the rest. Get over it (and get it out of the rec.games.video area)

--
-=-=-=

900. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-30 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3le2h0$o1c@osiris.wu-wien.ac.at>
Source record: 13110

beavis (beavis@dnaco.net) wrote:
: >>>>>All kinds of stuff cut out......

: > Let's see. Intel users can run any printer without an adaptor.
: > Amiga users can. ST users can. Only Mac users get screwed by Apple.
: >
: > >> Mark <<

: I'm sure glad Atari didn't make you use any "Adaptors" for SCSI, which I
: think is much more important than a Printer. Now if you Really want to
: talk about useing a "Non-Standard" Wintel Stuff, the MIDI Jack on the back
: if the Ataris are also a not Standard. You have to have a sound Blaster to
: have a Standard Midi Jack. (or so my Wintel Friends keep telling me!)

Of course the early STs had some pecularities, such as the need of a Host
adapater to connect to SCSI hardware. But -in contrast to Apple - Atari
lerned of their mistakes and included standrad SCSI port (TT) and SCSI II
port (Falcon) with their newer computers. The MIDI ports are absolutely
standard. You won't find any NIDI device that won't connect with normal
MIDI cables to the Atari (The MIDI through port is dispensible in that case).
BTW, in contrast to Apple, all Ataris SCSI and ACSI ports have DMA
access, an innovation Apple just managed to introduce only 2 years ago.

: I seems that if you don't have a Wintel Machine you don't have a Standard
: anything! At least that's what Uncle Bill Gates would like us to believe.

That is not true IMO. But if I see hundreds of printers and do need extra
effortsto connect it to just a special platform, while *ALL* other
platforms (Atari, Amiga, Wintel, Workstations, Acorn....) support it
unseen, than there is something seriously wrong with that secial platform.

Regards,

Alfred

901. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-30 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3le3b0$o1c@osiris.wu-wien.ac.at>
Source record: 13111

Gard Eggesboe Abrahamsen (ga@fjern.mrih.no) wrote:
: I never claimed that Mac users were stupid. I just emphasized that the Mac was
: designed for the end users who have no intention of learning about the
: computer's internals. Just as I did with my comparison to my camera. Most
: people tend to be satisfied with a 35mm camera with two fixed positions of the
: zoom and no way to turn off the autofocus. These cameras are fully automatic
: and are designed for end users who have no idea of how a camera works. They
: just like to have these pictures shot, you know. A camera like that does not
: satisfy me, however. I like to turn off the autofocus. I like to be able to
: alter the shutter speed at will. I like to purposely over- or under-expose my
: films. That doesn't make the others stupid, it just shows that we are not out
: to do the same things. If I wasn't a computer engineer, and didn't have any
: interest at all in computers, I'd probably buy myself a Mac. Now, quite
: incidentially, I _am_ a computer engineer, and I have a rather high interest in
: computers, but I'm also a student, so I have little money. Having the need to
: create this custom computer of mine, but at the same time design this
: incredible operating system, the Atari was just as good a choice as any choice.
: And it was cheaper. And I could get the documentation.

EXCELLENT comparison. This is what amkes the difference between a
professional computer platform and anything else. The lack of hardware
documentation on the MAC make ceratin innovations on this platform
virtually impossible. The Mac is more or less a censored platform. You
are allowed to program onlywhat Apple approves. Just look at the problems
of porting Linux to the Mac. If the Mac would be industry standrad -
which will never happen because of that reason- it would mean a step
backwards in computer development, more, IMO, than using Intel machines.
And when it comes to the operating system side, there is virtually
nothing the MacOS can do that Ataris OS won't do. As is described before,
on an Atari you also can drag fonts to a font folder and hereby install them.

Let us wait for the CHRP machines. Then there will be proper hardware
documentation, and then we will see wether MacOS can live up to NeXT
Step, Workplace OS and the liks.
Regards,

Alfred

902. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-30 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D69BEw.2Hs@ecf.toronto.edu>
Source record: 13112

In article <3le3b0$o1c@osiris.wu-wien.ac.at>,
Alfred Radauer <h9250467@idefix.wu-wien.ac.at> wrote:
>*EXCELLENT* comparison. This is what amkes the difference between a
>professional computer platform and anything else. The lack of hardware
>documentation on the MAC make ceratin innovations on this platform
>virtually impossible. The Mac is more or less a censored platform.

What a load of crap. Macs have NuBus slots. Those that don't have NuBus slots have PDS slots. You can design any card you want and plug it into the slots in your Macs. The documentation is available.

Just because you aren't forced to solder stuff onto the motherboard because of a lack of slots, or reverse engineer Apple's chips because they don't provide an upgrade method (like Atari, for a *long* time!) doesn't mean the Mac can't be upgraded.

> You
>are allowed to program only what Apple approves.

That's also a blatant lie. The Inside Macintosh series, a HUGE collection of books published by Apple about its OS, is readily available to anyone who wants to learn how to program on the Mac. How could you be allowed to program "only what Apple approves?" How could Apple possibly control what programs programmers write? Your statement makes no sense whatsoever.

>And when it comes to the operating system side, there is virtually
>nothing the MacOS can do that Ataris OS won't do. As is described before,
>on an Atari you also can drag fonts to a font folder and hereby install them.

Sorry, but the Atari OS *can't* do that. Someone already said in this group that that's a function of NVDI. Once you add third-party (extra cost, I might add!) utilities you are no longer talking about the base OS. If you want to be allowed to add third party utilities to the Atari and claim them as Atari OS features, then I can do the same to my Mac, and the Mac will still come out ahead compared to the Atari in terms of OS features.

>Let us wait for the CHRP machines. Then there will be proper hardware
>documentation, and then we will see wether MacOS can live up to NeXT
>Step, Workplace OS and the liks.

This really annoys me. Do you have *any* clue what you're talking about? "No hardware documentation?" Look - if you want to use an Atari, fine. I don't rcare what you use. Just don't spread lies about the Mac, ok? I'm not here to convert you, I'm here trying to correct all the misinformation being posted in this group.

--
David "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

903. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-30 00:00:00 UTC
From: proche@isis
Message-ID: <3leklf$k7s@imag.imag.fr>
Source record: 13113

In article <quinlan.796501649@sfu.ca>, quinlan@kits.sfu.ca (Brian Quinlan) writes:

|> I hate the "operation on files with a complex regular expression" example.
|> It is very easy/fast to delete all the files in a directory or on a disk
|> with such an expression using the Macintosh GUI. Also the speed of an

Yes, and this applies to other CLIs, such as Unix shell, which are subject to nasty syntax errors. Have you ever seen the effect of a "rm *;o" when you meant "rm *.o", ending with a strange message "o: command not found" before you discover that you have just deleted all your files ? Usually, this happens only once, because next time you'll use "alias rm rm -i". That kind of mistake can't happen with a graphical interface. On the other hand, I'm tired of being forced to select several times a big bunch of files on my Atari when I want to delete all the files on a disk, just because the files don't fit in a single window. I'm sure that graphical interfaces could be more powerful than the actual ones. I wish I had the brain directly connected to the machine. Maybe one day...

|> operation is not completely dependant on the physical time it takes to
|> do an action. Thinking about how to delete all the files created on tuesday,
|> modified on wednessday, having exactly one x in their name, starting with
|> Lib and ending with .c would probably take longer to do under unix than
|> the mac GUI since I (personally) would have to think about doing it
|> under unix while I could immediately start issuing commands on the mac.

Yes, but quite unusual, although there must be better examples.

|> was designed for REGARDLESS of their computer expertese.
Yes, for applications. But not for OS use.

Pascal.

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

904. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-30 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D69Ivo.A9z@ecf.toronto.edu>
Source record: 13114

In article <3leklf$k7s@imag.imag.fr>, Pascal Roche <proche@isis> wrote:
> On the other hand, I'm tired of being
>forced to select several times a big bunch of files on my Atari when I want to
>delete all the files on a disk, just because the files don't fit in a single
>window. I'm sure that graphical interfaces could be more powerful than the
>actual ones. I wish I had the brain directly connected to the machine. Maybe
>one day...

The problem you describe -- not being able to select all files on the disk at
once, and being forced to select several times -- is caused by your particular
GUI. It has nothing to do with GUIs in general. Other GUIs get around this
by either scrolling the window if you drag a selection to the window's borders
or by providing a "Select All" command.

--
David "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

905. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-30 01:12:34 UTC
From: steveg@phantom.com
Message-ID: <3ld0i2$4hn@dockmaster.phantom.com>
Source record: 13100

sinclair@netins.net wrote:
: Am I missing something? Who uses Dot matrix printers now a days. Mac users
: use Laser printers such as the StyleWriter, Deskjet and so on. And these are
: priced under $300. The Parellel port takes up huge Real estate on the mother
: board and did not fit in Apple's design. By using Apple's serial port has not
: been a problem..

Actually, Peter, you ARE missing something. As both an Atari and Mac owner, and an advocate of each, I would really appreciate it if you took the time to actually KNOW what you're talking about BEFORE you post. It makes you look really, really stupid.

FYI...StyleWriter is an inkjet printer, not a laser printer as you state. DeskJet is also an inkjet printer, not a laser printer as you state, and has a PC-type interface. For the Mac, you would need a DeskWriter.

906. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-30 01:21:01 UTC
From: steveg@phantom.com
Message-ID: <3ld11t$4hn@dockmaster.phantom.com>
Source record: 13101

Thomas Trauth (trauth@paul.rutgers.edu) wrote:
: The big deal is that their many more Epson-compatible, "ancient, outdated,
: oversized" Centronix-port interfacing computers out their than Apple ones.

But as already stated, the dot matrix market these days is EXTREMELY limited, and their are already several manufacturers of dot matrix printers for the Mac out there - not all from Apple. (In fact, only ONE is from Apple.) It's 1995, friend. "Epson compatible" has given way to PostScript in most high-end instances.

: By using a different port than the rest of the industry, Apple restricted
: the choices of its users.

blink How so? There are at least as many inkjet and laser printers for the Mac as for the PC, and the dot matrix industry is quite small on both sides of the fence. If the same type of equipment is available for either machine, how restricted is that?

: And what really gets me is that the main reason why Apple did it was so that
: they could sell their own printers (like the LaserWriter) to Mac users at
: inflated prices - which they did. They were able to get away with grossly
: overpricing their printers for years because, until 1990 or so, only Apple
: made Mac-compatible printers. Mac users had a choice between buying an

Bzzt. Wrong, wrong, wrong. By 1990, if you wanted a laser printer, you had Apple, GCC, LaserMaster, Hewlett-Packard, Okidata, Xante, and about half a dozen other manufacturers to choose from. For dot matrix, you had Apple, GCC, Epson (yes, Epson), Citizen, Okidata, and a few others. Inkjet printers were not as popular as they are today.

: a competitvely-priced Epson-compatible and an parallel-to-serial adaptor
: (a combination that often didn't work) or an over-priced, Apple-made, Mac-
: compatible printer. (I know at least one person who switched from Macs to
: PCs precisely because he was annoyed by the need to use non-standard
: peripherals, like serial-port-interfacing printers, on the Mac). The
: serial port was just a quirk put into the Mac by Apple to increase its
: profits.

Since you didn't know the facts, I'll ignore the rest of this obviously incorret blather.

: And BTW isn't the Centronix parallel port capable (in theory at least)
: of higher performance than the Mac's Apple-Talk serial port? Looks
: like the Mac is also using outdated technology.

In THEORY, yes. In PRACTICE, no. Looks like you don't know all the facts again.

907. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-30 01:24:14 UTC
From: steveg@phantom.com
Message-ID: <3ld17u$4hn@dockmaster.phantom.com>
Source record: 13102

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : Am I missing something?
: Yes ... a brain.

Ah, insults. The next to last refuge of the incompetant. Now I suppose you'll start swearing, too.

If/When you decide to mature a bit, please rejoin this conversation.

: Most students I see still use them. Everyone on my floor uses a
: dot-matrix printer.

Must be an ancient college. The _VAST_ majority of college students I know own either an inkjet printer or use the university's laser printers. Dot matrix printers are larger, heavier, and noisier than inkjets, which makes them undesirable for college dorm use.

: A laser printer for under $300? I have yet to say any laser
: priced that cheaply.

Brother has a 300dpi laser printer for $350 street price. However, the printers Peter mentioned are not lasers, they are inkjets.

908. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-30 05:41:24 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3ldga4$43q@rubb.rz.ruhr-uni-bochum.de>
Source record: 13103

sinclair@netins.net wrote:
: In article <3late3$rti@rubb.rz.ruhr-uni-bochum.de>,
markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) writes:
: >sinclap2954@cobra.uni.edu wrote:
: >: > I wouldn't be surprised if virtually all Mac users use laser printers.
: >: > After all, don't you have to eb *rich* in order to own a Mac. ;-)
: >
: >: Most of us probably use inkjet ones..
: >
: >Why don't let the user the choice between Laser, Inkjet, or Dot-Matrix ?

: Than, go right ahead..

I can't go right ahead. I don't have the free choice.

: >
: >: > I think the basic problem here is Sinflop can't tell the difference
: >: > between a laser printer and an inkjet printer.
: >
: >: Can't tell the difference, quality wise..
: >
: >That's not difficult. The pixel on a inkjet is always bigger than on a Laser.
: >And that's important. Compare a test print on a Laser with 600 dpi, a Laser
: >with 300 dpi and a Inkjet with 300 dpi. The Laser print is always charper,
: >even if you are using a 300 dpi font at all of them (The 600 dpi printer
: >with 300 dpi font produces even a charper print than the 300 dpi Laser).
: >

: The quality of the inkjet is fine for my needs. Much better than dot matrix..

Fine for your needs. But you have spoken from _Laser_-printers. You _are_
talking about things that are better and give us the price for a printer,
which is not as good. That's misinformation.

: >: > PS>No, thats Intel/PC standard..
: >: >
: >: > Which *IS* the industry standard. If having over 80% of the market
: >: > doesn't make something an industry standard, then I don't know what
: >: > does.
: >: >
: >: > Also, as has been pointed out, Ataris and Amigas ALSO use the parallel
: >: > port. Only Apple uses the serial port. The serial port is a Mac-specific
: >: > quirk. GET OVER IT!! (Sorry...couldn't resist)
: >
: >: So, I use serial ports, whats the dif?
: >

: >The diff is, that I want to make the decision what to use, not the company for
: >me.

: What is the dif. Works anyways..

No, not all printers have a serial port ! The diff is, that I _must_ buy me one
with a serial port and I _can't_ make my own decision.

: -Peter

MarkusS
--
____
o O / MarkusS, der Vierte \
`\|||/ | markuss@risc.techem.ruhr-uni-bochum.de |
(o o) _____________________________________/
ooO_(_)_Ooo____
_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|____
__|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_
_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|____

909. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-30 05:52:48 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3ldgvg$43q@rubb.rz.ruhr-uni-bochum.de>
Source record: 13104

Steve G. (steveg@phantom.com) wrote:
: But as already stated, the dot matrix market these days is EXTREMELY
: limited, and their are already several manufacturers of dot matrix
: printers for the Mac out there - not all from Apple. (In fact, only ONE
: is from Apple.) It's 1995, friend. "Epson compatible" has given way to
: PostScript in most high-end instances.

Postscript give us not the best quality of printing, because it is better to
use a font, which is corrected by hand for every resolution and height. There
is only the same quality, if you send the whole text in a graphics picture,
but then there is no advantage from Postscript about direct access.

: : By using a different port than the rest of the industry, Apple restricted
: : the choices of its users.

: *blink* How so? There are at least as many inkjet and laser printers for
: the Mac as for the PC, and the dot matrix industry is quite small on both
: sides of the fence. If the same type of equipment is available for either
: machine, how restricted is that?

The thing is, that the "same" printers are actually two different printers,
so you must buy a new printer, if you change the platforms !

: : And BTW isn't the Centronix parallel port capable (in theory at least)
: : of higher performance than the Mac's Apple-Talk serial port? Looks
: : like the Mac is also using outdated technology.

: In THEORY, yes. In PRACTICE, no. Looks like you don't know all the facts
: again.

Tell me the difference.

MarkusS
--

_____
o O / MarkusS, der Vierte \
`\|||/ | markuss@risc.techem.ruhr-uni-bochum.de |
(o o) _____/
ooO_(_)_Ooo_____
_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|____
__|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_
_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|____

910. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-30 05:59:30 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3ldhc2$43q@rubb.rz.ruhr-uni-bochum.de>
Source record: 13105

sinclair@netins.net wrote:
: In article <3lat16$rti@rubb.rz.ruhr-uni-bochum.de>,
markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) writes:
: >sinclap2954@cobra.uni.edu wrote:
: >: > : Apple charged what the market would pay.
: >: >
: >: > Apple ripped customers off. Look at the rereleased IIc.
: >: >
: >
: >: rereleased IIc? Apple charged what the market would tolerate. Called
: >: capitalism. I for one agree with you on that point I am glad that the market
: >: changed..
: >
: >But the thing is, that most people who use Macs have to buy a printer from
: >Apple (or believe that they must do, because the most stores here only offers
: >PC-stuff). So they _must_ tolerate a higher price. That might be capitalism but
: >it isn't good for the people, to buy stuff that is more expensive than it have
: >to be.

: You people are misinformed. Mac users do not spend more than their PC
: counterparts on laser printers and so on.. GET OFF IT...

The Mac-users here are misinformed. They always have to buy the printer in the
Mac-Shop, where the prices are higher. In a normal computer store the people
only know about PC-Stuff and so the Mac-user can't get information about
what could be done.

: >
: >: > Yawn. Hey Peter ... what support did Apple provide that Atari and
: >: > Commodore did not. I'd really like to know.
: >
: >: Having the hardware repaired in a timely fashion, continous product development
: >: as well as supporting developers, as well as advertising, as well as staying in
: >: business.
: >
: >You are right, if you are saying that Atari support for hardware repairs etc.
: >is and was not good. But here there are many third party companies which gives
: >us a very good support.
: >

Oh. If I'm saying something is good in the Atari-market and Peter knows it is
right, he don't say anything about it. Very interesting.

: -Peter

MarkusS

--

_____
o O / MarkusS, der Vierte \
`\|||/ | markuss@risc.techem.ruhr-uni-bochum.de |
(o o) _____/
ooO_(_)_Ooo_____
_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|____
__|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_
_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|____

911. Re: Pippin specs and more..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-30 06:02:36 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3ldhhs$43q@rubb.rz.ruhr-uni-bochum.de>
Source record: 13106
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

sinclair@netins.net wrote:
: In article <3latmp$rti@rubb.rz.ruhr-uni-bochum.de>,
markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) writes:
: >sinclap2954@cobra.uni.edu wrote:
: >[much of advertisment deleted]
: >
: >And how much would it cost in Germany ? The prices here are always much higher
: >than that ones which you have posted.

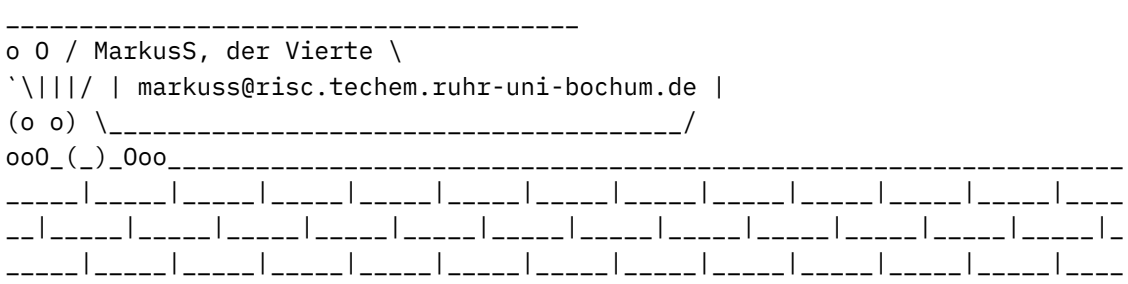
: Ask Apple germany..

You had not understand me. That was a rhetorical question. The prices you
always mention here are far from being right here in Germany !

: -Peter

MarkusS

--



912. Re: Pippin specs and more..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-30 06:03:50 UTC
From: sinclair@netins.net
Message-ID: <0098E1BA.7EF5BCF3@netins.net>
Source record: 13107
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <3lci2d$83s@saba.info.ucla.edu>, legrand@tesla.mbi.ucla.edu (Scott Le Grand) writes:
>In article <1995Mar28.223309.40726@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
>> MAIL> 44
>> #41 28-MAR-1995 20:05:18.78 MA
>> IL
>> From: IN%"sinclai@pcnet.COM"
>> To: IN%"Davewarner@globalone.net"
>> CC: IN%"SINCLAP2954@cobra.uni.edu"
>> Subj: some info
>>
>> I just got some preliminary specs and pictures of the high-end PCI
>> Power Mac 9400/120 (code-named Tsunami). It will have 120MHz PPC 604 (604
>> can be pulled and a faster PPC inserted), 6 PCI slots, 12 DIMM slots, Async
>> DMA FAST SCSI-2, Quad-Speed CD-ROM, AAUI, 10BASE T (ethernet), 2 serial
>> ports, ADB port, 16bit sound I/O ports, Surfer Risc based 32bit Video
>> display card. YARC has announced it's Screamer GLINT based accelerator
>> for modeling and rendering, Matrox has a 64-bit QuickDraw 3D accelerator...
>
>Blah blah, yet another model of mac, two words, blow me... You know, a lot of
>mac owners, myself included, are pretty pissed at the inability to upgrade
>our machines to use PowerPCs... My poor little powerbook 180 is <2 years
>old and it's a dead machine as far as Apple is concerned... Now look,
>another model!!! Just what we all need... So how many disparate models
>of mac are there now? I'd love to buy a Power PC but I'll be damned if
>I'll touch an Apple machine until they've stabilized. They'll probably
>release an upgraded Pippin 6 months into release in a desperate attempt
>to speed it up...

Well, its going to get worse. Today, I received a picture of the upcomming Mac PowerPC based 5200.

As for your complaint of the PB 180 of not being upgraded: Can Intel users upgrade their notebooks to Pentium? You think its much better in the Intel world? Have you seen what Dell and GateWay 2000 offers..

What about Atari comming out with the JagII(if they are in business). Can Jafflop I users upgrade to the Jagflop II?

>
>> Apple's Pippin Power Player (cool looking unit), SRP $500 has alot
>> of cool features. It will have a 66MHz PPC 603, 4MB ROM, 6MB Ram, 1 SIMM
>> slot, ADB port, 16bit sound I/O ports, GeoPort, 1 PCI slot, 16bit color,
>> support for S-VHS, Composite and regular monitors, and a quad Speed CD-ROM.

>> It will also feature a new native high speed 680x0 emulator, Native
>
>I wonder why Apple hasn't asked Nolan Bushnell for an opinion on this
>thing... C D T V all over again... Now we all know how Apple managed to shrink
>from #1 to 1/10 of the computer market... Watch them top this performance with
>the Pippin... If you liked Newton, you'll LOVE Pippin...

Why is the pippin considered a CDTV? I remember that the CDTV first sold for
$999, while the Pippin starts at $500 list($400 street?). I wonder if Atari
should of talked to Nolan.

>
>> Andrew Sinclair-Day | The Rock Garden | Between the brain that plans
>> Sinclai@PCNET.COM | 982 State Street | and the hand that builds,
>> 203-777-9997 | New Haven, CT. 06511 | there must be a mediator.
>
>Daddy, Mommy, brother, or sister, the Sinflops can reproduce... Be afraid,
>be very afraid...

A bro..

>
>Not only that, they like <shudder. VAXes...

-Peter

913. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-30 06:07:57 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3ldhrt$bn8@darkstar.UCSC.EDU>
Source record: 13108

```
In <3lbppp$51v@imag.imag.fr> proche@isis (Pascal Roche) writes:
>Graphical point-and-click interfaces are known to be, of course, simpler to use
>than CLIs and faster in simple operations, such as deleting a single file. CLIs
>require more memory efforts but are more powerful because they include more
>semantic differences. So deleting all m*.ba? files can be achieved faster under a

Actually, you can hit "x" to file mask to M*.ba?, then delete all items
in the window. Point still understood and agreeed with, tho... :)

~Chris

>Pascal.

>+--------------------------------------------------------------------------+
>|Pascal Roche | She said "A sweet sweet man like you,|
>|Equipe SHOOD | What can I do for you ?" |
>|ENSGI, 46 avenue Felix Viallet | I said "A sweet sweet man like me, |
>|38031 Grenoble Cedex 1, France | I can only bring you the misery." |
>|e-mail: Pascal.Roche@imag.fr | Tindersticks |
>|Tel: 76-57-43-22 | |
>+--------------------------------------------------------------------------+
--
__ /\ __
__\/__\/__
\_||_/
/__||__\
// \ | \\
\|
```

914. Re: Pippin specs and more..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-31 00:00:00 UTC
From: sinclair@netins.net
Message-ID: <0098E277.D93C1B45@netins.net>
Source record: 13115
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <3lci2d$83s@saba.info.ucla.edu>, legrand@tesla.mbi.ucla.edu (Scott Le Grand)
writes:
>In article <1995Mar28.223309.40726@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
>> MAIL> 44
>> #41 28-MAR-1995 20:05:18.78 MA
>> IL
>> From: IN%"sinclai@pcnet.COM"
>> To: IN%"Davewarner@globalone.net"
>> CC: IN%"SINCLAP2954@cobra.uni.edu"
>> Subj: some info
>>
>> I just got some preliminary specs and pictures of the high-end PCI
>> Power Mac 9400/120 (code-named Tsunami). It will have 120MHz PPC 604 (604
>> can be pulled and a faster PPC inserted), 6 PCI slots, 12 DIMM slots, Async
>> DMA FAST SCSI-2, Quad-Speed CD-ROM, AAUI, 10BASE T (ethernet), 2 serial
>> ports, ADB port, 16bit sound I/O ports, Surfer Risc based 32bit Video
>> display card. YARC has announced it's Screamer GLINT based accelerator
>> for modeling and rendering, Matrox has a 64-bit QuickDraw 3D accelerator...
>
>Blah blah, yet another model of mac, two words, blow me... You know, a lot of
>mac owners, myself included, are pretty pissed at the inability to upgrade
>our machines to use PowerPCs... My poor little powerbook 180 is <2 years
>old and it's a dead machine as far as Apple is concerned... Now look,
>another model!!! Just what we all need... So how many disparate models
>of mac are there now? I'd love to buy a Power PC but I'll be damned if
>I'll touch an Apple machine until they've stabilized. They'll probably
>release an upgraded Pippin 6 months into release in a desperate attempt
>to speed it up...
>
>> Apple's Pippin Power Player (cool looking unit), SRP $500 has alot
>> of cool features. It will have a 66MHz PPC 603, 4MB ROM, 6MB Ram, 1 SIMM
>> slot, ADB port, 16bit sound I/O ports, GeoPort, 1 PCI slot, 16bit color,
>> support for S-VHS, Composite and regular monitors, and a quad Speed CD-ROM.
>> It will also feature a new native high speed 680x0 emulator, Native
>
>I wonder why Apple hasn't asked Nolan Bushnell for an opinion on this
>thing... C D T V all over again... Now we all know how Apple managed to shrink
>from #1 to 1/10 of the computer market... Watch them top this performance with
>the Pippin... If you liked Newton, you'll LOVE Pippin...
>
>> Andrew Sinclair-Day | The Rock Garden | Between the brain that plans
>> Sinclai@PCNET.COM | 982 State Street | and the hand that builds,
>> 203-777-9997 | New Haven, CT. 06511 | there must be a mediator.

>
>Daddy, Mommy, brother, or sister, the Sinflops can reproduce... Be afraid,
>be very afraid...
>
>Not only that, they like <shudder. VAXes...

Typical Jagflop developer!!

-Peter

915. Re: Pippin specs and more..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-31 00:00:00 UTC
From: sinclair@netins.net
Message-ID: <0098E278.57642B5C@netins.net>
Source record: 13116
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

```
In article <3ldhhs$43q@rubb.rz.ruhr-uni-bochum.de>,
markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) writes:
>sinclair@netins.net wrote:
>: In article <3latmp$rti@rubb.rz.ruhr-uni-bochum.de>,
markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) writes:
>: >sinclap2954@cobra.uni.edu wrote:
>: >[much of advertisment deleted]
>: >
>: >And how much would it cost in Germany ? The prices here are always much higher
>: >than that ones which you have posted.
>
>: Ask Apple germany..
>
>You had not understand me. That was a rhetorical question. The prices you
>always mention here are far from being right here in Germany !

What can I tell you. Wait...According to the Apple Game evangilest, the Pippin
will be heavly marketed outside of the U.S. Most likely will be aggressively
priced. But, time will tell.

>
>: -Peter
>
>MarkusS
>
>--
> ______________________________________
> o O / MarkusS, der Vierte \
> `\|||/ | markuss@risc.techem.ruhr-uni-bochum.de |
> (o o) \_____________________________________/
>ooO_(_)_Ooo_____________________________________________________________
>_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|____
>__|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_
>_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|____

-Peter
```

916. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-31 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3lggi9$e05@darkstar.UCSC.EDU>
Source record: 13117

In <D69Ivo.A9z@ecf.toronto.edu> pischke@ecf.toronto.edu (PISCHKE DAVID) writes:

>The problem you describe -- not being able to select all files on the disk at
>once, and being forced to select several times -- is caused by your particular
>GUI. It has nothing to do with GUIs in general. Other GUIs get around this
>by either scrolling the window if you drag a selection to the window's borders
>or by providing a "Select All" command.

Like "Select all items" on TOS 2.0+... Now, if the mac had a way to set a file
mask for a window... that would be a help... Of course, then it'd have to
do "nastly" things like have wildcards & reasonable filenaming conventions.
Any OS that allows spaces in filenames has one good strike against it
already...

~Chris

>--
> David "Bear" Pischke (pischke@ecf.toronto.edu)
>___ _____ Engineering is the art of moulding materials we do not fully
>|__ |) | | | understand into shapes we cannot fully analyse and preventing
>|__ |\ | |/\| the public from realising the full extent of our ignorance.
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

917. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-31 00:00:00 UTC
From: sinclair@netins.net
Message-ID: <0098E276.9527A024@netins.net>
Source record: 13118

In article <95088.144037STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>Sinclair,
>Just admit that you were wrong about the Stylewriter. Just because
>it suits your needs does not make it a laser printer. Aren't you
>the person who always claims that Atari makes false claims? Didn't
>you also use the saying "pot.... kettle.... black" a little while
>ago? Do you see something wrong with this picture?
>BTW, I got my Canon BJ-5 inkjet for $165. Yippee! My friend had the
>same printer before he bought a Mac and was forced to get a new
>printer.

Okay, I am wrong!!!!

>-scott tirrell

918. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-31 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FC6SBIEFUP@cabal.shnet.org>
Source record: 13119

In <D69BEw.2Hs@ecf.toronto.edu> PISCHKE DAVID wrote:
>That's also a blatant lie. The Inside Macintosh series, a HUGE collection
>of books published by Apple about its OS, is readily available to anyone who
>wants to learn how to program on the Mac.

...and who has 1,600 DMs (approx. 1150 US$s) to spend.

>>And when it comes to the operating system side, there is virtually
>>nothing the MacOS can do that Ataris OS won't do. As is described before,
>>on an Atari you also can drag fonts to a font folder and hereby install them.
>
>Sorry, but the Atari OS *can't* do that. Someone already said in this group
>that that's a function of NVDI. Once you add third-party (extra cost, I might
>add!) utilities you are no longer talking about the base OS.

Like, when adding Norton Utilities to the Mac?

If you want to
>be allowed to add third party utilities to the Atari and claim them as Atari
>OS features, then I can do the same to my Mac, and the Mac will still come
>out ahead compared to the Atari in terms of OS features.

Well, in terms of file selecting, the Mac is even worse than the ROM file
select box of the Atari.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 22. Mar. '95

919. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-31 00:00:00 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3lg8kb$pjc@btmpjg.god.bel.alcatel.be>
Source record: 13120

In article <3ldgvg$43q@rubb.rz.ruhr-uni-bochum.de>,
markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) writes:

> Postscript give us not the best quality of printing, because it is better to
> use a font, which is corrected by hand for every resolution and height. There
> is only the same quality, if you send the whole text in a graphics picture,
> but then there is no advantage from Postscript about direct access.

You can download each font you need to use in each size that you will use
it -- the postscript driver in CS-TeX does this. It also uses postscript
commands to achieve correct kerning.

As a result a 2-page article generates a 60 KB .PS file, but the output
is extremely nice. MS Word for Mac generated 750 KB, and I can't tell
you what it looks like because it crashes our office printer.

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

---

920. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-31 00:00:00 UTC
From: sinclair@netins.net
Message-ID: <0098E277.0EAA0E4B@netins.net>
Source record: 13121

In article <95088.144037STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>Sinclair,
>Just admit that you were wrong about the Stylewriter. Just because
>it suits your needs does not make it a laser printer. Aren't you
>the person who always claims that Atari makes false claims? Didn't
>you also use the saying "pot.... kettle.... black" a little while
>ago? Do you see something wrong with this picture?
>BTW, I got my Canon BJ-5 inkjet for $165. Yippee! My friend had the
>same printer before he bought a Mac and was forced to get a new
>printer.
>-scott tirrell

Yes, I made a mistake!!! Now you should admit that you have been wrong in your statements about the Mac...

-Peter

921. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-31 00:00:00 UTC
From: sinclair@netins.net
Message-ID: <0098E277.830933FC@netins.net>
Source record: 13122

In article <3lcl2k$jrv@garuda.csulb.edu>, hing@csulb.edu (Houn-Nam Ing) writes:
>AD492C96@netins.net>
>Distribution:
>
>sinclair@netins.net wrote:
>: In article <3lat16$rti@rubb.rz.ruhr-uni-bochum.de>,
markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) writes:
>: >sinclap2954@cobra.uni.edu wrote:
>: >: > : Apple charged what the market would pay.
>: >: >
>: >: > Apple ripped customers off. Look at the rereleased IIc.
>: >: >
>: >
>: >: rereleased IIc? Apple charged what the market would tolerate. Called
>: >: capitalism. I for one agree with you on that point I am glad that the market
>: >: changed..
>: >
>: >But the thing is, that most people who use Macs have to buy a printer from
>: >Apple (or believe that they must do, because the most stores here only offers
>: >PC-stuff). So they _must_ tolerate a higher price. That might be capitalism but
>: >it isn't good for the people, to buy stuff that is more expensive than it have
>: >to be.
>
>: You people are misinformed. Mac users do not spend more than their PC
>: counterparts on laser printers and so on.. GET OFF IT...
>
>
>So can you explain to me what is the different between all the hp * and
>hp *M. Mac can not use a regular hp printer without postscript and that
>cost $500 extra.

Can you elaborate more? An Apple label Postscript printer starts at $899,
while a non one is three hundred less or more..

>
>: >
>: >: > Yawn. Hey Peter ... what support did Apple provide that Atari and
>: >: > Commodore did not. I'd really like to know.
>: >
>: >: Having the hardware repaired in a timely fashion, continous product development
>: >: as well as supporting developers, as well as advertising, as well as staying in
>: >: business.
>: >
>: >You are right, if you are saying that Atari support for hardware repairs etc.
>: >is and was not good. But here there are many third party companies which gives

```
>: >us a very good support.
>: >
>: >MarkusS
>: >
>: >--
>: > _____________________________________
>: > __ _____| MarkusS, der Vierte |_____ __
>: >_________| |__| :| Mails an | |__| |_________
>: >\ :| |::| :| markuss@risc.techem.ruhr-uni- | |::| | /
>: > \ :| |::| :| bochum.de | |::| | /
>: > > :| |::| :|_____________________________________| |::| | <
>: > / :|__|::|____:/ \.____|::|__| \
>: >/_______:/ \::/ \::/ \._______\
>
>
>: -Peter
>
>
>--
> o-------------------------------------------------------------------------o
> | E-mail: hing@engr.csulb.edu |
> |-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|
> | WWW: http://www.engr.csulb.edu/~hing/ |
> |-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|
> | ``If I live, I will fight, where ever I must, as long as I must, |
> | until the enemy is defeated and the national stain washed clean.'' |
> o------------------------ Charles de Gaulle -------------------------o
>
```

-Peter

922. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-31 00:00:00 UTC
From: sinclair@netins.net
Message-ID: <0098E278.BD4D517D@netins.net>
Source record: 13123

In article <3ldhc2$43q@rubb.rz.ruhr-uni-bochum.de>,
markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) writes:
>sinclair@netins.net wrote:
>: In article <3lat16$rti@rubb.rz.ruhr-uni-bochum.de>,
markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) writes:
>: >sinclap2954@cobra.uni.edu wrote:
>: >: > : Apple charged what the market would pay.
>: >: >
>: >: > Apple ripped customers off. Look at the rereleased IIc.
>: >: >
>: >
>: >: rereleased IIc? Apple charged what the market would tolerate. Called
>: >: capitalism. I for one agree with you on that point I am glad that the market
>: >: changed..
>: >
>: >But the thing is, that most people who use Macs have to buy a printer from
>: >Apple (or believe that they must do, because the most stores here only offers
>: >PC-stuff). So they _must_ tolerate a higher price. That might be capitalism but
>: >it isn't good for the people, to buy stuff that is more expensive than it have
>: >to be.

Are you refferring to Germany? Here in the U.S. it is the opposite..

>
>: You people are misinformed. Mac users do not spend more than their PC
>: counterparts on laser printers and so on.. GET OFF IT...
>
>The Mac-users here are misinformed. They always have to buy the printer in the
>Mac-Shop, where the prices are higher. In a normal computer store the people
>only know about PC-Stuff and so the Mac-user can't get information about
>what could be done.

Again, are you refferring to Germany?

>
>: >
>: >: > Yawn. Hey Peter ... what support did Apple provide that Atari and
>: >: > Commodore did not. I'd really like to know.
>: >
>: >: Having the hardware repaired in a timely fashion, continous product development
>: >: as well as supporting developers, as well as advertising, as well as staying in
>: >: business.
>: >
>: >You are right, if you are saying that Atari support for hardware repairs etc.
>: >is and was not good. But here there are many third party companies which gives

>: >us a very good support.
>: >
>
>Oh. If I'm saying something is good in the Atari-market and Peter knows it is
>right, he don't say anything about it. Very interesting.
>

Not in the U.S.

>
>: -Peter
>
>MarkusS
>
>--
> _____________________________________
> o O / MarkusS, der Vierte \
> `\|||/ | markuss@risc.techem.ruhr-uni-bochum.de |
> (o o) _____________________________________/
>ooO_(_)_Ooo____
>_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|____
>__|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_
>_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|____

-Peter

923. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-31 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3lgin6$ela@darkstar.UCSC.EDU>
Source record: 13124

In <3lggi9$e05@darkstar.UCSC.EDU> aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>Any OS that allows spaces in filenames has one good strike against it
>already...

I know I'm gonna get flamed for this one... Here it comes... ;)

> ~Chris

>>--
>> David "Bear" Pischke (pischke@ecf.toronto.edu)
>>___ _____ Engineering is the art of moulding materials we do not fully
>>|__ |) | | | understand into shapes we cannot fully analyse and preventing
>>|__ |\ | |/\| the public from realising the full extent of our ignorance.
>--
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

924. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-31 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D6BorA.Cz@ecf.toronto.edu>
Source record: 13125

In article <3lggi9$e05@darkstar.ucsc.edu>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>Like "Select all items" on TOS 2.0+... Now, if the mac had a way to set a file
>mask for a window... that would be a help... Of course, then it'd have to
>do "nastly" things like have wildcards & reasonable filenaming conventions.
>Any OS that allows spaces in filenames has one good strike against it
>already...

Simply select "view by kind" from the View menu. Then all files of the same
type will be grouped together for easy deletion. This also has the benefit
that files don't disappear from the window.

Heaven forbid that an operating system should allow users to name files the
way they want, as opposed to forcing the user to name files the way the
computer wants!

--
David "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

925. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-31 00:00:00 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3lgeq1$6kh@rubb.rz.ruhr-uni-bochum.de>
Source record: 13126

sinclair@netins.net wrote:
: >: >But the thing is, that most people who use Macs have to buy a printer from
: >: >Apple (or believe that they must do, because the most stores here only offers
: >: >PC-stuff). So they _must_ tolerate a higher price. That might be capitalism but
: >: >it isn't good for the people, to buy stuff that is more expensive than it have
: >: >to be.

: Are you refferring to Germany? Here in the U.S. it is the opposite..

Yes, Germany. For us it isn't interesting what are the prices in US.

: >The Mac-users here are misinformed. They always have to buy the printer in the
: >Mac-Shop, where the prices are higher. In a normal computer store the people
: >only know about PC-Stuff and so the Mac-user can't get information about
: >what could be done.

: Again, are you refferring to Germany?

See above.

: >: >You are right, if you are saying that Atari support for hardware repairs etc.
: >: >is and was not good. But here there are many third party companies which gives
: >: >us a very good support.
: >: >
: >
: >Oh. If I'm saying something is good in the Atari-market and Peter knows it is
: >right, he don't say anything about it. Very interesting.
: >

: Not in the U.S.

Maybe. But that is not the point. You always say, "Mac is the best, Atari
sucks, no support...", but that's _not_ right for the whole world. Usenet
is _not_ only for US-market.

: -Peter

MarkusS
--

```
_______________________________________
o O / MarkusS, der Vierte \
`\|||/ | markuss@risc.techem.ruhr-uni-bochum.de |
(o o) \_______________________________________/
ooO_(_)_Ooo_____________________________________________________________
_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|____
__|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_
_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|____
```

926. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-31 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3lhd5m$7b1@ccshst05.cs.uoguelph.ca>
Source record: 13127

: That was the price of the original IIc in 1984. The IIC+, I believe came out
: in the late 80's.

It did. Compute! ran several letters from pissed off customers
who complained about Apple's gall in pricing the obsolete machine at
$1200.

: It did not turn out that way due to the popularity of the IIe and bugs in the
: III.

And Apple quickly dropped it.

: The IIGS alone costed $999 and less. The keyboard, the drive and ImageWriter
: could be hooked upto the Mac..

Peter ... the IIGS was a $3000 machine. Perhaps it fell when it
was discontinued, but it sure wasn't under $1000 during it's intended heyday.

: And what was that? And I could say that about the II at the time..

The 1040ST was intended for home, the Megas were aimed at
business, the TT was supposed to be a high-end business/desktop
publishing machine, the Falcon was a replacement for the 1040ST.

: Until the Amiga 500 came along...

Yes you are correct. However, the Mac did little to hurt Atari in
Europe.

>> Mark <<

927. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-03-31 00:00:00 UTC
From: sinclair@netins.net
Message-ID: <0098E279.AAE2DCF0@netins.net>
Source record: 13128

In article <3lc4aa$k1t@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>Distribution:
>
>: And you would have a right to initiate a lawsuit. What is the diffinition of
>: nettiquette?
>
> Yes. As for netiquette, your flaming in newsgroups is a violation
>of that. Especially when some people have to pay to read your drivel.
>
>: You mean the IIC+. As I recall, the price was $729.
>
> I recall $1200.

That was the price of the original IIc in 1984. The IIC+, I believe came out in the late 80's.

>
>: This is getting pointless. As I recall, Apple III owners had a upgrade option
>: to the II. Apple IIe users could upgrade to the GS. Apple GS owners could
>: use their Peripherals on the Mac. Mac LC users can install an Apple II card.
>
> 1) The III was supposed to be an upgrade from (not to) the Apple II.

It did not turn out that way due to the popularity of the IIe and bugs in the III.

> 2) IIGS owners could use their peripherals, but what about the
> $3000 computer that went to waste?
>

The IIGS alone costed $999 and less. The keyboard, the drive and ImageWriter could be hooked upto the Mac..

>: Did Atari provide upgrades for ST owners to the Mega STE, Mega ST, TT, and
>: Falcon? The answer is no. Atari wanted their customers to buy new machiness..
>
> Atari ST owners could upgrade their machines. Atari's Mega ST, TT
>and Falcon were aimed at different markets.

And what was that? And I could say that about the II at the time..

>
>: You must be lucky..The majority were less fortunate..
>
> Right Peter. You've talked to every Atari owner out there, eh?
>

>: Both hardly at all advertised to make a difference..
>
> In Europe, they made a hell of a difference.

Until the Amiga 500 came along...

>
> >> Mark <<
>

-Peter

928. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-01 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3lim3a$gfp@dockmaster.phantom.com>
Source record: 13129

Markus Soick (markuss@power.techem.ruhr-uni-bochum.de) wrote:
: That maybe right. But if I'm changing the platform (perhaps to Mac), I _don't_
: want to have to buy all stuff new. I want to use the at least the old monitor
: and the old printer. The most old printers are Centronics !

The key word here is "OLD". There comes a time, Markus, when you HAVE to move up in the world. If we didn't, we'd still be running 40-column 6502 machines with 9-pin dot matrix printers and composite color monitors. This is the 90's; it's time to move on.

Though you DO have a point, though you obviously haven't thought it through far enough. Let's say, for sake of argument, that you have a PC and a decent printer (inkjet or laser) and you want to go to Macintosh. What do you do? As you said, you could sell your old and get a new printer, but that would be a significant loss of dollars. Not good. You could, with little difficulty, invest in a ~$90 package and connect the printer right up - no harm done, and you'd be spending a lot less than you would have lost if you did the sell-old/buy-new route. But if you thought ahead when you were purchasing your equipment to begin with, chances are you would have bought a multi-port machine which would connect to either machine. If you didn't do that and happen to have a Hewlett-Packard printer, they do offer a trade/exchange program where you can exchange (for example) your DeskJet and a nominal fee (don't know what it is, but it's not that much) for a DeskWriter, or vice-versa.

In essence...This whole "Apple screws you with peripherals" thing is just not true. There's many, many choices out there. Apple hasn't been the sole hardware manufacturer for YEARS. Most mid- and high-end printers these days (and for the past year or two) have supported both platforms out of the box. Unless you have an old Gemini 10X from 1984 you want to plug into your Mac without worrying about Thing One, you shouldn't have much problem.

929. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-01 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95091.003910STIRRE31@MAINE.MAINE.EDU>
Source record: 13130

Pete,
What wrong statements have I made about the Mac? Please point them out to me when I make them. And, no, my believing that the Atari Falcon is much more fun to use than a Mac is not _wrong_ but is a subjective opinion. And I do try to use "IMHO" when I am stating my own opinion.
-scott tirrell

930. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-01 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3lk3v0$sbd@ccshst05.cs.uoguelph.ca>
Source record: 13131

: The C+ was priced at $729, while the IIC was $1200..I know I bought a IIC
: system for $900.

Perhaps we are talking about different times. Even at $900, that
doesn't excuse Apple's high pricing for such a puny machine.

: Yes, because of poor sales..

And left all those III owners out to dry.

: The Cpu alone costed $999. If you ad up monitor, drive, monitor and printer,
: you are looking at $2500...

Perhaps we are looking at different periods again.

: advertising. Apple factored in marketing costs in their pricing, like it or
: not..

And then some.

: Different markets at the time. Now the Mac has steamrolled the ST in Europe..

No ... the PC has steamrolled everything. The Mac is doing better
now, but it is not the success in Europe that the ST and Amiga were.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"In case I have no future, I've got the past. There's no telling just
how long this plague will last." - Chicago ("The Pull")
==

931. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-01 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3lk4du$328@dockmaster.phantom.com>
Source record: 13132

```
Sander Stoks (sanders@sci.kun.nl) wrote:
: What is Wintel?

Wintel = Windows + Intel
```

932. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-01 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3lk8ek$go0@paul.rutgers.edu>
Source record: 13133

Public Enemy #1, sinclap2954@cobra.uni.edu speaks:

>> I've checked. Laser printers do not go for under $300. You must
>> mean Inkjet printers.

>Yes, inkjet printers. Are as good for text printing too.

Try telling that to a professional publishing house..

True, you can get high print quality from an inkjet printer, print
quality that is (I will admit) probably good enough for most users
(so long as they don't have to print out resemes, that is)

But inkjet print quality definitely isn't as good as laser print
quality. I know. I closely compared the two when I bought decided
to buy new printer last year (because I had come to the conclusion
that my 6-year-old Panasonic dot-matrix printer could no longer cut
the mustard). And from those comparisons, I quickly came to the
conclusion that the print quality of laser was superior; its output
was clearer and less smudgy than inkjet output. Thus, I decided to
buy a laser printer, even though they cost twice as much.

In short, your claim that inkjet printers are as good for text as
laser printers is bullshit!

Also, you said that you could get $300 "laser printers" for the Mac,
not that you could get $300 "inkjet printers that are as good as
laser printers" for them. You made a mistake. Admit it! Then
GET OVER IT!!

<Snip>

>> >> Mark <<

> Peter Sinclair-Day = final nail in the coffin for the

* Tom

933. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-01 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3lk97t$gqr@paul.rutgers.edu>
Source record: 13134

sinclap2954@cobra.uni.edu writes:

>> PS>>: Am I missing something?

>>>> Yes ... a brain.

>> PS>Good one..

>> Well, he was right, wasn't he?

PS>Tom Tom Tom...Do you have anything to originaly to ad or do you just attack me.
PS>Through e-mail, you addmitted that the Jagflop does not have a chance..

I never said "the Jagflop doesn't have a chance".
I just said that it (the JagUAR) didn't have a very good chance.
There is a big difference between not a very good chance and
no chance.

>> PS>>: Who uses Dot matrix printers now a days.

>>>> Most students I see still use them. Everyone on my floor uses a
>>>>dot-matrix printer.

>> PS>Intel ones, eh?

>> I wouldn't be surprised if virtually all Mac users use laser printers.
>> After all, don't you have to eb *rich* in order to own a Mac. ;-)

PS>Most of us probably use inkjet ones..

You said that most of you used LASER printers last time. Is there some
reason why you can't tell the difference between laser and inkjet printers.
Do you have any idea how stupid your blatant ignorance of computers and
their peripherals makes you look?? Do you even care????

BTW in case you try to deny that you called inkjets "laser printers", here
is a case of you doing just that:

>> PS>>: Mac users
>> PS>>: use Laser printers such as the StyleWriter, Deskjet and so on. And these are
>> PS>>: priced under $300.

>>>> A laser printer for under $300? I have yet to say any laser
>>>>priced that cheaply.
>>
>> I think the basic problem here is Sinflop can't tell the difference
>> between a laser printer and an inkjet printer.

>Can't tell the difference, quality wise..

Maybe YOU can't, but many others can.
And even if they are, that DOES NOT excuse you from referring to inkjet
printers as laser printers.

>> PS>>: The Parellel port takes up huge Real estate on the mother
>> PS>>: board and did not fit in Apple's design. By using Apple's serial port has not
>> PS>>: been a problem..
>>
>>>> It also alienates Apple from Industry Standards.

>In what way?
>Apple markets laser printers to the Wintel market..

Yes, but they are strictly 2nd-tier, of course. ;-)

>> PS>No, thats Intel/PC standard..

>> Which *IS* the industry standard. If having over 80% of the market
>> doesn't make something an industry standard, then I don't know what
>> does.

>> Also, as has been pointed out, Ataris and Amigas ALSO use the parallel
>> port. Only Apple uses the serial port. The serial port is a Mac-specific
>> quirk. GET OVER IT!! (Sorry...couldn't resist)

>So, I use serial ports, whats the dif?

The difference is that serial posts are nonstandard, while parallel ports
are. Also, parallel ports are faster than serial ones.

>>>> >> Mark <<

>>>-Peter

>> * Tom Trauth

> Peter Sinclair-Day

* Tom

934. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-01 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3lkata$h4p@paul.rutgers.edu>
Source record: 13135

sinclap2954@cobra.uni.edu writes:

Wow! This post is puerile even by Sinflop standards!
Such erudite language! Such maturity! <much sarcasm>

Sample:

>Your a weenie... My Postmaster at my infonet has backed me up and doesn't
>believe in censorship..

>Tom is a weenie..His purpose on Usenet is to follow me arround..

>Yea, and Rutgers must cost a fortune to attend unless you belong to the
>minority of white males...

>You mean buy.. <sinflop *dares* to flame someone for spelling!>

>You have no clue...

The above says a lot about Sinflop's character and intelligence,
doesn't it??

To answer the statement you made that was above the third-grade
level, most modem manufacturers do charge more for their Mac modems
than their PC ones. For example, at CompUSA the PM 14.4k faxmodem
for PC's is sold for $100; the one is sold for $150.

> Peter Sinclair-Day

* Tom

935. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-01 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3lkb8c$h83@paul.rutgers.edu>
Source record: 13136

<STIRRE31@MAINE.MAINE.EDU> writes:

>Sinclair,
>Just admit that you were wrong about the Stylewriter.

Sinflop can never admit that he's wrong.
He's just too much of a baby to do so..

He also is to stupid too realize that laser printers are
faster and output higher-quality print than inkjet printers.

* Tom

936. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-01 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3lkbl6$hak@paul.rutgers.edu>
Source record: 13137

sinclair@netins.net writes:

>In article <3lalm5$adt@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>>: Yes, inkjet printers. Are as good for text printing too.

>> Wrong. Thanks for playing. Laser Printers and Inkjets are two
>>very seperate things. Lasers are much faster, quieter and produce
>>superior quality print overall.

>For my needs, the inkjet is fine.

Maybe so, BUT THAT DOES NOT MAKE IT A LASER PRINTER!!!
For many people, cassettes are fine for their needs, but
does not make cassettes equivalent to CDs (even if the
sound system is so bad that it is impossible to notice
the difference in sound quality).

>> >> Mark <<

>-Peter

* Tom

937. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-01 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3lkbo6$hc6@paul.rutgers.edu>
Source record: 13138

sinclair@netins.net writes:

>And you would have a right to initiate a lawsuit. What is the diffinition of
>nettiquette?

Guess what! Sinflop doesn't know what netiquette is!
Anyone surprised???

* Tom

938. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-01 00:00:00 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.796694554@sfu.ca>
Source record: 13139

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>Any OS that allows spaces in filenames has one good strike against it
>already...

Like UNIX, NextStep, Solaris and most workstation operating systems?

--

Brian Quinlan
quinlan@sfu.ca

939. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-01 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3lih86$616@darkstar.UCSC.EDU>
Source record: 13140

>Simply select "view by kind" from the View menu. Then all files of the same
>type will be grouped together for easy deletion. This also has the benefit
>that files don't disappear from the window.

Not nearly the same thing...
You think we don't have view by type? The advantage is that by setting
a file mask, I can quickly hit "E" (select all) and do a mass operation on
those files.

>Heaven forbid that an operating system should allow users to name files the
>way they want, as opposed to forcing the user to name files the way the
>computer wants!

You're right. The OS should allow anything. Like naming all your files
"fred" Why should we have any organization to our drives? If the user wants
to call everyhting fred, the OS should allow it. Now, I'm all for user power,
but when I go to use a mac and I see filenames like "Billy's Second story part
three" I get nauseous.

~Chris

>--
> David "Bear" Pischke (pischke@ecf.toronto.edu)
>___ _____ Engineering is the art of moulding materials we do not fully
>|__ |) | | | understand into shapes we cannot fully analyse and preventing
>|__ |\ | |/\| the public from realising the full extent of our ignorance.
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

940. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-01 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3lih9v$61g@darkstar.UCSC.EDU>
Source record: 13141

In <quinlan.796694554@sfu.ca> quinlan@kits.sfu.ca (Brian Quinlan) writes:

>aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>>Any OS that allows spaces in filenames has one good strike against it
>>already...

>Like UNIX, NextStep, Solaris and most workstation operating systems?

Oh? Unix doesn't allow spaces here... a space is a delimeter character between
filenames for multiple operations. We use _ or - for multi-part names...

~Chris
>--

>Brian Quinlan
>quinlan@sfu.ca
--

941. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-01 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3lilmh$gfp@dockmaster.phantom.com>
Source record: 13142

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : How do we get screwed by Apple? An inkjet printer such as the StyleWriter for
: : under $300 is standard for the low end.
: I can get an inkjet for $259 Canadian. Does that tell you something?

Um...It tells me that inkjet printer costs in Canadian $ are about the
same as inkjet printer costs here in the States?

942. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-01 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3limca$gfp@dockmaster.phantom.com>
Source record: 13143

Markus Soick (markuss@power.techem.ruhr-uni-bochum.de) wrote:
: Why don't let the user the choice between Laser, Inkjet, or Dot-Matrix ?

The user DOES have the choice. So what's your problem? There's dozens of printers of all varieties available from many manufacturers. Dot matrix printers aren't very high-profile in the Mac community simply because inkjet printers produce better quality output for less money (not to mention taking less space, quieter operation, etc).

: The diff is, that I want to make the decision what to use, not the company for
: me.

So head over to the PC world. You should have tons of fun figuring out the dozens of so-called "standards" over there - should give you all the choices you want. Example: On the Mac, you don't have to worry about what kind of video you have when buying a program. Does that apply on the PC? Nope. You've got DOZENS of "standards" to choose from. So choose away! That's what the PC world is all about.

When you're done choosing your life away, take a step back and think about this: Consider how many difficulties there are with incompatible hardware/software in the PC world. Compare that with similar statistics in the Mac world. HUGE difference. Now you know why the decision is made "for you". Personally, I rather like buying a printer (or whatever) and not having to worry about whether or not I have a certain type of card, or certain type of connector, or whatever. I _know_ I have it, and I know it'll work without a problem.

943. New theory on Petey...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-02 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3ll6d1$1bi@darkstar.UCSC.EDU>
Source record: 13144
Cross-posted to: rec.games.video.advocacy,comp.sys.atari.advocacy,rec.games.video.atari

Maybe his spelling is so bad because he is using a newton to post & relying
on its handwriting recognition??

~Chris
--

944. Re: Pippin specs and more..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-02 00:00:00 UTC
From: stuart@falun.cs.ualberta.ca
Message-ID: <3ll8q9$2j3@scapa.cs.ualberta.ca>
Source record: 13145
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

sinclair@netins.net writes:

>As for your complaint of the PB 180 of not being upgraded: Can Intel users
>upgrade their notebooks to Pentium? You think its much better in the Intel
>world? Have you seen what Dell and GateWay 2000 offers..

>What about Atari comming out with the JagII(if they are in business). Can
>Jafflop I users upgrade to the Jagflop II?

Just thought this would be the place to stick my two cents in. The Jag II will
be compatable with the Jag. heh

BTW- I can't believe it.. not only can't you spell Jaguar, you can't spell
Jagflop! hahah.

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email:stuart@amisk.cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
< \< \< \< \/ \ / \/ >/ >/ >/ >	/	\ http://ugweb.cs.ualberta.ca/~stuart
David Stuart, AMUS. 2nd yr. Computing Science University of Alberta Canada

945. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-02 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95092.023037STIRRE31@MAINE.MAINE.EDU>
Source record: 13146

David,
Regarding fonts on the Atari, there is a new program out called
SpeedoGDOS. It comes free with Falcons purchased with a hard drive.
It has a simple program that allows users to choose the fonts they
want installed. No more with editing assign.sys files. This is
an _Atari_ replacement for GDOS so I think this should be how the
Atari's font management is judged. The newest version of Speedo
also allows True Type fonts to be used.
-scott tirrell

946. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-02 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95092.023516STIRRE31@MAINE.MAINE.EDU>
Source record: 13147

Steve G.,
What is wrong with old hardware if it serves the user's needs?
The description you gave (6502, composite monitor, 40 column screen)
sounds very similar to an Atari 8-bit which could serve the needs
of most home users. A bit of word processing, spreadsheets and games
are all done fine. And the 8-bit costs very little as well as beating
a Macintosh in games anyday (IMHO).
All I am saying is that people shouldn't feel forced to buy new
hardware just to keep up. This is a problem in the computer market
today IMO.
-scott tirrell

947. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-02 00:00:00 UTC
From: sinclair@netins.net
Message-ID: <0098E3F1.CC971130@netins.net>
Source record: 13148

In article <3lk3v0$sbd@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>: The C+ was priced at $729, while the IIC was $1200..I know I bought a IIC
>: system for $900.
>
> Perhaps we are talking about different times. Even at $900, that
>doesn't excuse Apple's high pricing for such a puny machine.

Excuse what? The market said otherwise. Was more an AppleWorks machine.
Apple developed a machine that people wanted..

>
>: Yes, because of poor sales..
>
> And left all those III owners out to dry.

If you say so. Some went over to the IIe and others to the Mac.

>
>: The Cpu alone costed $999. If you ad up monitor, drive, monitor and printer,
>: you are looking at $2500...
>
> Perhaps we are looking at different periods again.

The original SRP was in the $999 -$1150 ball park for the cpu alone..

>
>: advertising. Apple factored in marketing costs in their pricing, like it or
>: not..
>
> And then some.

Apple is in business to make money. Apple charged what the market would bear..

>
>: Different markets at the time. Now the Mac has steamrolled the ST in Europe..
>
> No ... the PC has steamrolled everything. The Mac is doing better
>now, but it is not the success in Europe that the ST and Amiga were.

I don't think so. Apple Europe = $2 billion in annual sales..

>
> >> Mark <<
>
>
>--

>==
>Mark Rathwell The University Of Guelph
>mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
>"In case I have no future, I've got the past. There's no telling just
>how long this plague will last." - Chicago ("The Pull")
>==

-Peter

948. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-02 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D6Dt9I.1E2@ecf.toronto.edu>
Source record: 13149

In article <3lih86$616@darkstar.ucsc.edu>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>You're right. The OS should allow anything. Like naming all your files
>"fred" Why should we have any organization to our drives? If the user wants
>to call everyhting fred, the OS should allow it. Now, I'm all for user power,
>but when I go to use a mac and I see filenames like "Billy's Second story part
>three" I get nauseous.

Oh, I see... When the Mac lets the user do something that the Atari can't do,
the Atari advocates say "The Mac shouldn't allow users to do that, because
<insert some lame reason>." When the Mac can't do something, or when it
prevents the user from doing something that's impossible, the Atari advocates
says "See, that's just another example of how the Mac tells the users to do
things the way it wants instead of allowing them to do what they want."

So what do you want -- do you want the computer to control you, or do you want
to control the computer? If the Mac didn't let users put spaces in filenames,
no doubt it would be used by Atari advocates as an example of how restrictive
they think the Mac is.

--
David "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

949. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-02 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D6DtB4.1F6@ecf.toronto.edu>
Source record: 13150

In article <3lih9v$61g@darkstar.ucsc.edu>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>>Like UNIX, NextStep, Solaris and most workstation operating systems?
>
>Oh? Unix doesn't allow spaces here... a space is a delimeter character between
>filenames for multiple operations. We use _ or - for multi-part names...

You mean you didn't know that Unix allows spaces in filenames??? Just
enclose the name in quotes.

--
David "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

950. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-02 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D6DtuA.1LM@ecf.toronto.edu>
Source record: 13151

In article <FC6SBIEFUP@cabal.shnet.org>,
Thorsten Guenther <guenther@cabal.shnet.org> wrote:
[in reference to the Inside Macintosh series of books]
>...and who has 1,600 DMs (approx. 1150 US$s) to spend.

Where are you getting that price? If I wanted to, I could go to the bookstore and buy the Inside Macintosh series (*all* of the books) for about $400 Canadian. That's COMPLETE documentation on the Mac OS. If you want, you can also ftp them from ftp.info.apple.com for no cost at all.

>>Sorry, but the Atari OS *can't* do that. Someone already said in this group
>>that that's a function of NVDI. Once you add third-party (extra cost, I might
>>add!) utilities you are no longer talking about the base OS.
>
>Like, when adding Norton Utilities to the Mac?

I don't understand what Norton Utilities has to do with anything. I certainly never mentioned it, and I don't recall anyone else mentioning it in this discussion.

> If you want to
>>be allowed to add third party utilities to the Atari and claim them as Atari
>>OS features, then I can do the same to my Mac, and the Mac will still come
>>out ahead compared to the Atari in terms of OS features.
>
>Well, in terms of file selecting, the Mac is even worse than the ROM file
>select box of the Atari.

Once again, I have no idea where this file selector comment came from. I have no problem with the Mac file selector box, but then again I never found anything wrong with the TOS 1.4 selector box either. I never felt the need to put a whole bunch of strange functions in my file selector. In any case, the Finder is a click away if you need file management.

--
David "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

951. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-02 00:00:00 UTC
From: stuart@falun.cs.ualberta.ca
Message-ID: <3ll8cl$2ca@scapa.cs.ualberta.ca>
Source record: 13152

sinclair@netins.net writes:

>>: Having the hardware repaired in a timely fashion
>>
>> Let's see. I sent a broken joystick to Atari. A new one came back
>>to me a week later. C= also had a good repair program.

>You must be lucky..The majority were less fortunate..

What a natural step of logic. You can't possibly be wrong, ergo, the entire
universe must be.

>>, continous product development
>>
>> Both Atari and Commodore upgraded their products regularily and
>>developed new hardware and software.

>I don't think so..

Nice opinion. Next time I take my atari in to be upgraded, I'll say that
sinclap didn't THINK so. How do you profess to know, by the way? I know you
once *proclaimed* to own a Jaguar, I suppose since you did that, you can
profess to be an "expert" on the subject.

>>
>>: as well as supporting developers
>>
>> Both companies had developer support programs. Before blindly
>>stating that Atari and Commodore ignored developers altogether, take a
>>look in some old Amiga or ST magazines.
>>

>Not nearly on the same level. Atari developers would say otherwise..

Yawn. I suppose you are a developer.
wouldn't THAT be wonderful.
Hmm, why don't you phone up some developers and the answers they give you
to your questions... it would be nice if you could back your logic (?).

>>, as well as advertising
>>
>> I have some Atari and Commodore commercials on tape.

>Both hardly at all advertised to make a difference..

Again, Yawn. What do you want from atari? They are doing all they can afford
to do. I suppose you would be happy if they spent every last penny on a HUGE
advertising campaign and then went under- oh wait, I just accidentally exposed

sinclap's plan to undermine atari!

>>
>>, as well as staying in
>>: business.
>>
>> Atari is still in business.

>Not if they continue to pour money in a bottomless pit..

Hmm let's see... the last quarterly report posted a NET INCOME.. guess that
pit actually has a bottom.

>-Peter
^^^^^^^
How refreshing to see only one line after your posts, instead of that really
annoying, band-wasting HUGE mac-advertisement-in-a-sig-file.

Dave

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email:stuart@amisk.cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
< \< \< \< \/ \ / \/ >/ >/ >/ >	/	\ http://ugweb.cs.ualberta.ca/~stuart
David Stuart, AMUS. 2nd yr. Computing Science University of Alberta Canada

952. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-02 00:00:00 UTC
From: stuart@falun.cs.ualberta.ca
Message-ID: <3ll8gd$2e8@scapa.cs.ualberta.ca>
Source record: 13153

sinclair@netins.net writes:

>In article <95088.144037STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>>Sinclair,
>>Just admit that you were wrong about the Stylewriter. Just because
>>it suits your needs does not make it a laser printer. Aren't you
>>the person who always claims that Atari makes false claims? Didn't
>>you also use the saying "pot.... kettle.... black" a little while
>>ago? Do you see something wrong with this picture?
>>BTW, I got my Canon BJ-5 inkjet for $165. Yippee! My friend had the
>>same printer before he bought a Mac and was forced to get a new
>>printer.

>Okay, I am wrong!!!!

OH MY GOD. CALL GUINESS!!

>>-scott tirrell
--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email:stuart@amisk.cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
< \< \< \< \/ \ / \/ >/ >/ >/ >	/	\ http://ugweb.cs.ualberta.ca/~stuart
David Stuart, AMUS. 2nd yr. Computing Science University of Alberta Canada

953. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-02 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3llgdi$4lh@darkstar.UCSC.EDU>
Source record: 13154

In <D6Dt9I.1E2@ecf.toronto.edu> pischke@ecf.toronto.edu (PISCHKE DAVID) writes:

>Oh, I see... When the Mac lets the user do something that the Atari can't do,
>the Atari advocates say "The Mac shouldn't allow users to do that, because
><insert some lame reason>." When the Mac can't do something, or when it
>prevents the user from doing something that's impossible, the Atari advocates
>says "See, that's just another example of how the Mac tells the users to do
>things the way it wants instead of allowing them to do what they want."

>So what do you want -- do you want the computer to control you, or do you want
>to control the computer? If the Mac didn't let users put spaces in filenames,
>no doubt it would be used by Atari advocates as an example of how restrictive
>they think the Mac is.

Thank you for not actually reading my post. Here's your cookie. Have
a nice day.

~Chris
>--
> David "Bear" Pischke (pischke@ecf.toronto.edu)
>___ _____ Engineering is the art of moulding materials we do not fully
>|__ |) | | | understand into shapes we cannot fully analyse and preventing
>|__ |\ | |/\| the public from realising the full extent of our ignorance.
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

954. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-02 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3llgh6$4o7@darkstar.UCSC.EDU>
Source record: 13155

In <D6DtB4.1F6@ecf.toronto.edu> pischke@ecf.toronto.edu (PISCHKE DAVID) writes:

>You mean you didn't know that Unix allows spaces in filenames??? Just
>enclose the name in quotes.

Of course, the power of a real OS like unix is that you can easily override
the conventions such as the above. However, the fact is that without
specifically telling the computer "I'm using quotes, so I know that it's an
illegal filename, but use it anyway" Unix does not allow spaces. Hey, I've
seen illegal characters used on STs and PCs too. It's just a bit harder.

~Chris

>--
> David "Bear" Pischke (pischke@ecf.toronto.edu)
>___ _____ Engineering is the art of moulding materials we do not fully
>|__ |) | | | understand into shapes we cannot fully analyse and preventing
>|__ |\ | |/\| the public from realising the full extent of our ignorance.
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

955. Re: New theory on Petey...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr2.182011.41002@cobra.uni.edu>
Source record: 13156
Cross-posted to: rec.games.video.advocacy,comp.sys.atari.advocacy,rec.games.video.atari

In article <3ll6d1$1bi@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>
> Maybe his spelling is so bad because he is using a newton to post & relying
> on its handwriting recognition??

Chris, Oracle is not buying Apple, GET OVER IT!!!

>
> ~Chris
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wonker; you are a very tiny piece of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

---

956. Re: Pippin specs and more..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr2.182602.41004@cobra.uni.edu>
Source record: 13157
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <3ll8q9$2j3@scapa.cs.ualberta.ca>, stuart@falun.cs.ualberta.ca (David Stuart) writes:
> sinclair@netins.net writes:
>
>>As for your complaint of the PB 180 of not being upgraded: Can Intel users
>>upgrade their notebooks to Pentium? You think its much better in the Intel
>>world? Have you seen what Dell and GateWay 2000 offers..
>
>>What about Atari comming out with the JagII(if they are in business). Can
>>Jafflop I users upgrade to the Jagflop II?
>
> Just thought this would be the place to stick my two cents in. The Jag II will
> be compatable with the Jag. heh

Yes, but can Jagflop1 users run JagflopII titles?

>
> BTW- I can't believe it.. not only can't you spell Jaguar, you can't spell
> Jagflop! hahah.

My net service is suffering severe slow downs..

>
> --
> |\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email:stuart@amisk.cs.ualberta.ca |
> | L A T E R D U D E S | ||| DAVE the atari fanatic..... |
> |< \< \< \< \/ \ / \/ >/ >/ >/ >|/ | \ http://ugweb.cs.ualberta.ca/~stuart |
> |David Stuart, AMUS. 2nd yr. Computing Science University of Alberta Canada|

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wonker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

----

957. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-02 00:00:00 UTC
From: e9250467@stud1.tuwien.ac.at
Message-ID: <3lm2gi$s7t@news.tuwien.ac.at>
Source record: 13158

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
: In article <3le3b0$o1c@osiris.wu-wien.ac.at>,
: Alfred Radauer <h9250467@idefix.wu-wien.ac.at> wrote:
: >*EXCELLENT* comparison. This is what amkes the difference between a
: >professional computer platform and anything else. The lack of hardware
: >documentation on the MAC make ceratin innovations on this platform
: >virtually impossible. The Mac is more or less a censored platform.

: What a load of crap. Macs have NuBus slots. Those that don't have NuBus
: slots have PDS slots. You can design any card you want and plug it into the
: slots in your Macs. The documentation is available.

Yes, if you want to design extra hardware for the Mac, then there is the
posiibility of interfacing it, right. But you miss the point about
"hardware documentation", that is, a full documentation of all of the
systems chips, their rgeisters, timing etc. Is there a hardware
documentation of the I/O ports of the Mac, serial interfaces, SCSI
interfaces? Did you ever care to ask people who really tried to get hold
of that information for their programming ourpoes? I guess not; you are
one of that Macians who think just because Apple provides a hardware docu
for their PDS and NuBUs slots and hundreds of pages abou their MacOS that
this makes a full hardware docu.

: Just because you aren't forced to solder stuff onto the motherboard because
: of a lack of slots, or reverse engineer Apple's chips because they don't
: provide an upgrade method (like Atari, for a *long* time!) doesn't mean the
: Mac can't be upgraded.

Again, you miss the point. It is not about a hardware upgrade, but about
the possibility to acces Macintosh Motherboard hardware directly, wo.
using MacOS. Period. As for the hardware upgrades with Atari and Mac, I
have to say that there are Macs (such as Mac Classic, Mac Plus) that do
not seem that easily upgradeable to myself and at the same time Atari
computers also provide for a PDS slot (Falcon, Mega ST) or VME board
(Mega Ste, TT) and multiple boards either (Eagle, Medusa). But let's get
back to the subject, because the important stuff followos directly:

: > You
: >are allowed to program only what Apple approves.
: That's also a blatant lie. The Inside Macintosh series, a HUGE collection
: of books published by Apple about its OS, is readily available to anyone who
: wants to learn how to program on the Mac. How could you be allowed to
: program "only what Apple approves?" How could Apple possibly control what
: programs programmers write?

How? TRY TO WRITE AN OPERATING SYSTEM FOR MACS, for example. Good luck.
You know how many people would like to see Linux ported to the Mac? have
you ever read the Linux- MAC FAQ? How theses people stand there night by
night using hacker techniques to get at least SOME information on how the
Mac hardware works, wo. proper sucess till ,now, BTW? Do you know of any
operating system other than MacOS that runs on the Mac NATIVE, that is,
wo. being a MacOS application and not written by Apple? THERE IS NONE,
because Apple doesn't allow
for it. That is how Apple controls what programmers write, you are, using
that example, only allowed to program MacOS applications. What if people
would need operating systems for real time purposes (RTOS- Pearl)? Are we
going then to use Bubble help to sort these problems out? ;-)

: >And when it comes to the operating system side, there is virtually
: >nothing the MacOS can do that Ataris OS won't do. As is described before,
: >on an Atari you also can drag fonts to a font folder and hereby install them.

: Sorry, but the Atari OS *can't* do that. Someone already said in this group
: that that's a function of NVDI. Once you add third-party (extra cost, I might
: add!) utilities you are no longer talking about the base OS. If you want to
: be allowed to add third party utilities to the Atari and claim them as Atari
: OS features, then I can do the same to my Mac, and the Mac will still come
: out ahead compared to the Atari in terms of OS features.

I admit that NVDI is not part of the base OS. But if I would have had
boughta Mac Plus or a Mac Se/30 at its time, System 7 would also not be
part of the base OS. I would have to upgrade, and that is the same case
as with Atari. From time to time it is not bad to pay money for improved
OS versions. Let me also make clear, that NVDI is not a "utility", such
as a control panel expansion, but a replacement for a part of the
operating system. As Atari themselves do not make any more upgrades, the
upgrades are done by other companies, replacing the operating system
itsself. Thus, the upgrade path is the one leading to NVDI and Magic (the
complete TOS replacement), the same path as NacUsers from System 6 to
System 7. This is possible, because there exists hardware documentation,
that allows programmers to develop operating systems on their own. Take
NVDI for example. The NVDI replaces the old Atari VDI and GDOS, which are
the counterpart of Quickdraw on the Mac. There can never be, hoever, a
replacement for Quickdraw done by other companies, because of lack of
hardware documentation.
Now, mybe if we add up all system extension and utilities, Mac OS will
probably come ut to have more features (especially in the network area);
however, when it comes to speed and usability, you'll never get to NVDI
and Magic.

: >Let us wait for the CHRP machines. Then there will be proper hardware
: >documentation, and then we will see wether MacOS can live up to NeXT
: >Step, Workplace OS and the liks.

: This really annoys me. Do you have *any* clue what you're talking about?
: "No hardware documentation?" Look - if you want to use an Atari, fine. I
: don't rcare what you use. Just don't spread lies about the Mac, ok? I'm not
: here to convert you, I'm here trying to correct all the misinformation being

: posted in this group.

Lies? Hopefully I got my points right in the paragraphs above. It seems
to me, that you are somehow a victim of Apples excellent marketing
campaigns, a mirror reflecting all the ads. Let me say that I am using
Macs a lot (right now I am writinh that message on a Mac IIcx), as I do
Ataris and PCs. And compared to both, the Macintosh platforms has
its good points, but also its serious flaws, that, IMO, are responsible
for the succes of the Intel machines despite excellent support and
marketing done by Apple.

-----Sidenote:
The problem (hardware docu)encountered the Atari world again, after Linux
Mac, with teh portation of the
Atari operating system to the Mac. It was not possible to write Magic Mac
stand alone; instead it had to be a Macintosh application. This had
advantages (using Mac and Atari soft parallel, usage of network and CDROM
functions directlx from MacOS), but resulted in also some problems,
especially regarding the I/O part (printing is much slower, and the
programmer of the I/O drivers told of serious bugs in teh Mac OS) - this
problem can be fixed by adding a PDS card with te specific I/O ports
which could be adressed by the drivers directly. Moreover, one had to
disable preemtive multitasking, which is a serious drawback. They found
however a way to implement NVDI and thus omitt the slow Quickdraw routines.
But still- a native Magic for Macintosh hardware m#would mean, IMO,
dramatic performance increases.

Regards,

Alfred

958. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-02 00:00:00 UTC
From: cyberaaron@aol.com
Message-ID: <3lmjnb$oqn@newsbf02.news.aol.com>
Source record: 13159

BAck and forth, back and forth... Funny I never see any MAc OR Atari users in an Amiga group atacking that machine.

I own all the above machines, and as far as the MAC-ATARI debate, in the low end machines, for expandability and price-performance, the ATARI is clearly the winner...

I recently did a comparison (unbiased and objective) between ATARI-MAC, ATARI-AMIGA, MAC-AMIGA. One thing we have to remember is that if you compare a 520ST to a Quadra 950 the Mac is going to come out on top, no problem. BUT, if you compare the machine's in the same Processor group and time frame, i.e. a 520ST to a Mac 512K or even a MAC Plus, then it's fair, and the ATARI is clearly the winner.

But who really cares??? What are Macians doing in an Atari group anyway? That's why they have their own groups.

One more thing.... I don't have a Falcon to test against a late model Mac, so no comparison info on those... sorry....

```
*******************************************************************************
*****************************
CYBERAARON@AOL.COM *
*******************************************************************************
*****************************
* "Only Amiga makes it possible, Only commadore stood in the
way." *
*******************************************************************************
*****************************
```

959. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-02 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D6F37v.4v5@ecf.toronto.edu>
Source record: 13160

In article <95092.023037STIRRE31@maine.maine.edu>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
>David,
>Regarding fonts on the Atari, there is a new program out called
>SpeedoGDOS. It comes free with Falcons purchased with a hard drive.
>It has a simple program that allows users to choose the fonts they
>want installed. No more with editing assign.sys files. This is
>an _Atari_ replacement for GDOS so I think this should be how the
>Atari's font management is judged. The newest version of Speedo
>also allows True Type fonts to be used.
>-scott tirrell

I am aware of SpeedoGDOS. The last version of GDOS I used was FSM/GDOS,
which was an improvement over Atari's GDOS 1.1, but was still awkward.
Fonts were installed in FSM/GDOS with a control panel, and the user chose
default sizes, the cache size and so on. It still wasn't as easy as
drag-and-drop to install new fonts.

I've been told in this group that SpeedoGDOS also doesn't have drag-and-drop
installation of fonts; apparently that's a function of NVDI.

--
David "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

960. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-02 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D6F3x0.5MG@ecf.toronto.edu>
Source record: 13161

In article <3lm2gi$s7t@news.tuwien.ac.at>,
Alfred Radauer <e9250467@stud1.tuwien.ac.at> wrote:
>Yes, if you want to design extra hardware for the Mac, then there is the
>posiibility of interfacing it, right. But you miss the point about
>"hardware documentation", that is, a full documentation of all of the
>systems chips, their rgeisters, timing etc. Is there a hardware
>documentation of the I/O ports of the Mac, serial interfaces, SCSI
>interfaces? Did you ever care to ask people who really tried to get hold
>of that information for their programming ourpoes? I guess not; you are
>one of that Macians who think just because Apple provides a hardware docu
>for their PDS and NuBUs slots and hundreds of pages abou their MacOS that
>this makes a full hardware docu.
>
>Again, you miss the point. It is not about a hardware upgrade, but about
>the possibility to acces Macintosh Motherboard hardware directly, wo.
>using MacOS. Period.

In hardware? Why in the world would anyone want or need to do that, when
there are slots aviailable? The need to solder stuff onto the motherboard
is a relic from the days when closed systems were the norm.

Re: your point about there not being another OS for the Mac. The MacOS
is what defines the Mac -- it's why people buy Macintoshes. If people want
something else, they'll buy another machine. In any case, this entire point
will be moot when CHRP comes out.

[stuff about other OS's for Mac deleted]

>I admit that NVDI is not part of the base OS. But if I would have had
>boughta Mac Plus or a Mac Se/30 at its time, System 7 would also not be
>part of the base OS. I would have to upgrade, and that is the same case
>as with Atari.

System 7.0 and 7.0.1 were free of charge. Unfortunately, versions after that
were not.

> From time to time it is not bad to pay money for improved
>OS versions. Let me also make clear, that NVDI is not a "utility", such
>as a control panel expansion, but a replacement for a part of the
>operating system. As Atari themselves do not make any more upgrades, the
>upgrades are done by other companies, replacing the operating system
>itsself. Thus, the upgrade path is the one leading to NVDI and Magic (the
>complete TOS replacement), the same path as NacUsers from System 6 to
>System 7. This is possible, because there exists hardware documentation,
>that allows programmers to develop operating systems on their own. Take
>NVDI for example. The NVDI replaces the old Atari VDI and GDOS, which are

>the counterpart of Quickdraw on the Mac. There can never be, hoever, a
>replacement for Quickdraw done by other companies, because of lack of
>hardware documentation.

First of all, control panels and extensions on the Mac do exactly the same thing as AUTO programs do on the Atari - patch portions of the OS. There are programs out there, such as RamDoubler, the various compression utilities, and a whole lot of other stuff, which patch the OS.

Anyone could replace Quickdraw if they wanted, but there is no need to, for two reasons: (a) Quickdraw runs fast enough for all but the most demanding people and (b) those who need very fast performance usually get video cards with Quickdraw accelerators.

>Now, mybe if we add up all system extension and utilities, Mac OS will
>probably come ut to have more features (especially in the network area);
>however, when it comes to speed and usability, you'll never get to NVDI
>and Magic.

Tell me more about Magic. I'm not familiar with it.

[stuff about how I'm a victim of Apple marketing deleted]

--
David "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

961. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-02 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3lmol6$fmi@ccshst05.cs.uoguelph.ca>
Source record: 13162

: Excuse what? The market said otherwise. Was more an AppleWorks machine.
: Apple developed a machine that people wanted..

That was incredibly underpowered compared to machines from
Commodore and Atari.

: If you say so. Some went over to the IIe and others to the Mac.

After they had plucked down a pile of $$$ for a machine that was
not supported very long. Apple also promised to support the III, but
backed out on it.

: Apple is in business to make money. Apple charged what the market would bear..

Fortunately, the market has changed.

: I don't think so. Apple Europe = $2 billion in annual sales..

Take the combines sales of all the PC's and that equals diddly.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"In case I have no future, I've got the past. There's no telling just
how long this plague will last." - Chicago ("The Pull")
==

962. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-02 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3lmo9c$p45@dockmaster.phantom.com>
Source record: 13163

Houn-Nam Ing (hing@csulb.edu) wrote:
: So can you explain to me what is the different between all the hp * and
: hp *M. Mac can not use a regular hp printer without postscript and that
: cost $500 extra.

The HP "M" printers typically have multiple ports (M is for Multiple, not Macintosh) that support mixed-platform environments. The HM 4V/4MV is a good example.

Furthermore, contrary to your incorrect assumption, Macs can indeed use non-PostScript printers. I have a DeskWriter 550C attached to my Mac, and that is not PostScript.

963. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr2.183423.41006@cobra.uni.edu>
Source record: 13164

In article <3lk8ek$go0@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> Public Enemy #1, sinclap2954@cobra.uni.edu speaks:
>
>
>>> I've checked. Laser printers do not go for under $300. You must
>>> mean Inkjet printers.
>
>>Yes, inkjet printers. Are as good for text printing too.

My opinion..

>
> Try telling that to a professional publishing house..

Of course..But publishers use PostScript laser printers for their needs..As for students, IMHO:InK Jets are adequate.. Profs are still accepting work on Dot Matrix...

>
> True, you can get high print quality from an inkjet printer, print
> quality that is (I will admit) probably good enough for most users
> (so long as they don't have to print out resemes, that is)

For Career Resumes, I will employ the services of CopYworks..

As for my inbetween employment, inkjet has served its purpose..

>
> But inkjet print quality definitely isn't as good as laser print
> quality. I know. I closely compared the two when I bought decided
> to buy new printer last year (because I had come to the conclusion
> that my 6-year-old Panasonic dot-matrix printer could no longer cut
> the mustard). And from those comparisons, I quickly came to the
> conclusion that the print quality of laser was superior; its output
> was clearer and less smudgy than inkjet output. Thus, I decided to
> buy a laser printer, even though they cost twice as much.

For my needs and in my opinion the inkjets are as good for text printing. HP has introduced a new line of inkJets as you can tell from the commercials. As you can see, the public will decide..

>
> In short, your claim that inkjet printers are as good for text as
> laser printers is bullshit!

In my opinion..
And with the new ones comming from HP.

>
> Also, you said that you could get $300 "laser printers" for the Mac,
> not that you could get $300 "inkjet printers that are as good as
> laser printers" for them. You made a mistake. Admit it! Then
> GET OVER IT!!

I already have. Boy you are slow..

>
> <Snip>
>
>>> >> Mark <<
>
>> Peter Sinclair-Day = final nail in the coffin for the
>
>
> * Tom
>
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wonker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

---

964. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr2.232847.41017@cobra.uni.edu>
Source record: 13165

In article <3lmol6$fmi@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Excuse what? The market said otherwise. Was more an AppleWorks machine.
> : Apple developed a machine that people wanted..
>
> That was incredibly underpowered compared to machines from
> Commodore and Atari.

Yes and no. The Apple II line was delegated to the education market because of the software base. AppleWorks ran pretty well for its capabilities and that sold alot of machines. Yes, Atari's and Amiga's hardware were superior, but Apple made it up in apps.

>
> : If you say so. Some went over to the IIe and others to the Mac.
>
> After they had plucked down a pile of $$$ for a machine that was
> not supported very long. Apple also promised to support the III, but
> backed out on it.
>

Due to the introduction of the Mac. Even thought this happened over 12 years ago and Apple was still a young company. Apple as well as many companies make mistakes, but do you learn from them. Apple continues to support the Mac line with vast resources why Atari abandons everything that it produces.. Whats Atari's excuse..?

> : Apple is in business to make money. Apple charged what the market would bear..
>
> Fortunately, the market has changed.

Yep, and thank god..

>
> : I don't think so. Apple Europe = $2 billion in annual sales..
>
> Take the combines sales of all the PC's and that equals diddly.

As well as Atari..

>
> >> Mark <<
>
>
> --
> ===
> Mark Rathwell The University Of Guelph

> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "In case I have no future, I've got the past. There's no telling just
> how long this plague will last." - Chicago ("The Pull")
> ==========

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wonker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

---

965. Re: Pippin specs and more..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-02 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3lm9q6$61@news.primenet.com>
Source record: 13166
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

The mortal David Stuart wrote:

: Just thought this would be the place to stick my two cents in. The Jag II will
: be compatable with the Jag. heh

If it takes them as long to program for the JagII as it does for the JagI
then you can look forward to a game worth playing in 1998.

966. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-03 00:00:00 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.796881742@sfu.ca>
Source record: 13167

e9250467@stud1.tuwien.ac.at (Alfred Radauer) writes:

I would like to point out that much of Alfred's post is misinformed but
one part really bothered me;

>There can never be, hoever, a replacement for Quickdraw done by other
companies, because of lack of hardware documentation.

There was infact a replacement of Quickdraw written. It replaced most of
Apple's ROM routines and added a few of it's own. I was on the market for
a while (I think the name was "QuickerDraw") but eventually Apple just
bought it. One reason people don't bother to rewrite Quickdraw routines
is because they are very fast for what they do. For example, CopyBits, the
standard Mac "take these bits and put them here operation" is slower than
the custom routines that most game programmers use. But most game programmers
don't check the depth of the target device, check to make sure the bits
are word aligned, make sure the bits are clipped inside a window, etc. No one
that I know has made a better version.

--

Brian Quinlan
quinlan@sfu.ca

967. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-03 00:00:00 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3lo1sn$rca@rubb.rz.ruhr-uni-bochum.de>
Source record: 13168

Steve G. (steveg@phantom.com) wrote:
: The key word here is "OLD". There comes a time, Markus, when you HAVE to
: move up in the world. If we didn't, we'd still be running 40-column 6502
: machines with 9-pin dot matrix printers and composite color monitors.
: This is the 90's; it's time to move on.

You are right by saying that sometimes we should upgrade the system _and_ the
peripherial. But the point I want to state, that it is cheaper to use a part
of the old system rather than changing all at the same time.

: In essence...This whole "Apple screws you with peripherals" thing is just
: not true. There's many, many choices out there. Apple hasn't been the sole
: hardware manufacturer for YEARS. Most mid- and high-end printers these
: days (and for the past year or two) have supported both platforms out of
: the box. Unless you have an old Gemini 10X from 1984 you want to plug
: into your Mac without worrying about Thing One, you shouldn't have much
: problem.

The problem is, that low-cost printers in the past only have one port.
Today it is different, right.

--

968. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-03 00:00:00 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3lo247$rca@rubb.rz.ruhr-uni-bochum.de>
Source record: 13169

Steve G. (steveg@phantom.com) wrote:
: So head over to the PC world. You should have tons of fun figuring out
: the dozens of so-called "standards" over there - should give you all the
: choices you want. Example: On the Mac, you don't have to worry about what
: kind of video you have when buying a program. Does that apply on the PC?
: Nope. You've got DOZENS of "standards" to choose from. So choose away!
: That's what the PC world is all about.

I don't have to worry about the video with my Atari too.

: When you're done choosing your life away, take a step back and think
: about this: Consider how many difficulties there are with incompatible
: hardware/software in the PC world. Compare that with similar statistics
: in the Mac world. HUGE difference. Now you know why the decision is made
: "for you". Personally, I rather like buying a printer (or whatever) and
: not having to worry about whether or not I have a certain type of card,
: or certain type of connector, or whatever. I _know_ I have it, and I know
: it'll work without a problem.

You are completely right for the PCs. But we are talking here about
Atari.

MarkusS
--

969. Re: New theory on Petey...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-03 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3lor9r$6e5@darkstar.UCSC.EDU>
Source record: 13170
Cross-posted to: rec.games.video.advocacy,comp.sys.atari.advocacy,rec.games.video.atari

In <1995Apr2.182011.41002@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>In article <3ll6d1$1bi@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>>
>>
>> Maybe his spelling is so bad because he is using a newton to post & relying
>> on its handwriting recognition??

>Chris, Oracle is not buying Apple, GET OVER IT!!!

Can I nominate Petey for Non-Sequitur award of the day?

~Chris

--

970. Re: Pippin specs and more..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-03 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.796927484@gmi.edu>
Source record: 13171
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

FruitLoop@Looney.Bin writes:

>> BTW- I can't believe it.. not only can't you spell Jaguar, you can't spell
>> Jagflop! hahah.

>My net service is suffering severe slow downs..

Then stay away from it for a while! Can't you give us some peace around
here?

> = Lightwave on the Powermac is the
> Peter Sinclair-Day = final nail in the coffin for the
>The University of Northern Iowa = Amiga's usefulness. There will be
> Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
> = and prices are competitive!!

>"Peter Sinclair, you are a tosspot; you are a wonker; you are a very tiny piece
>of turd."
> - Atari's Jeff Minter

AHAHA! You put this in your sig?! Well, at least you are accepting the
words of mighty YAK.

And it's "wanker", not "wonker", O Magnificient Master of Spelling...

/Kevin

971. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-03 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3lo3rm$8m3@dockmaster.phantom.com>
Source record: 13172

m> <3ldgvg$43q@rubb.rz.ruhr-uni-bochum.de>
Distribution:

Markus Soick (markuss@power.techem.ruhr-uni-bochum.de) wrote:
: Postscript give us not the best quality of printing, because it is better to
: use a font, which is corrected by hand for every resolution and height. There
: is only the same quality, if you send the whole text in a graphics picture,
: but then there is no advantage from Postscript about direct access.

I don't quite follow your language here, but I *think* I know what you're referring to. Correct me if I'm wrong.

You're saying that PostScript doesn't give the user the best quality letterform possible because it's better to use a font that was designed, pixel-by-pixel (or dot-by-dot), for each given font size and printer (or screen) resolution. Furthermore, you're also saying that if you have text set in a picture, having PostScript won't make a difference since the text is already set pixel-for-pixel in the bitmapped image.

I *THINK* this is what you're saying. If it's not, enlighten me. If I'm right, though, you're almost completely wrong.

First off, PostScript fonts will give you the best quality screen and printer image possible for PostScript fonts, assuming that Adobe Type Manager is installed (and practically all Macs have it installed). There is little need to have multiple pixelforms designed for each font since ATM will create custom pixelforms on-the-fly that match the characters as best as possible. This is what enables the Mac to display any PostScript face on the screen at any size without "jaggies". ATM also allows any Mac connected to a non-PostScript printer to utilize PostScript fonts at the printer's highest resolution; a 360dpi non-PostScript inkjet printer, for example, will print its characters smoothly at 360dpi regardless of font size.

NOW...So far as the second issue is concerned, you're almost right - but the issue you bring up is true for ANY computer, not just the Mac, so it wouldn't be fair to penalize the Mac without penalizing other computers. The "almost" part comes from this: It is possible to set text on a picture at high resolution (i.e., 300dpi or higher) and have it print out smoothly. Furthermore, some packages (such as Adobe SuperPaint) allow the user to add editable text on top of bitmapped images - even low-res ones - so that when it prints, the text will print out perfectly smooth even if the image beneath it is low resolution and jagged.

: The thing is, that the "same" printers are actually two different printers,
: so you must buy a new printer, if you change the platforms !

No you don't. If you choose, you can buy a simple ~$90 interface and go with it. Big deal.

: : : And BTW isn't the Centronix parallel port capable (in theory at least)
: : : of higher performance than the Mac's Apple-Talk serial port? Looks
: : : like the Mac is also using outdated technology.
: : In THEORY, yes. In PRACTICE, no. Looks like you don't know all the facts
: : again.
: Tell me the difference.

A Centronix-type parallel port can channel raw data through its wires faster than the Mac's serial port, so that part is true. However, because of the way the Mac works with graphics (QuickDraw and/or PostScript), the Mac needs to channel a considerably smaller amount of data through its serial port than a typical Centronix-type parallel connector to achieve the same printed image. Therefore, in THEORY, yes, the Centronix port would be faster. In PRACTICE, it's not, because there's less data that needs to be channeled.

The Mac also enjoys several benefits of the smaller and more flexible serial port. Try using a Centronix connector for a network, for example. The Mac's serial ports are physically smaller, making for more efficient packaging.

972. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-03 00:00:00 UTC
From: hing@csulb.edu
Message-ID: <3lpbo5$aev@garuda.csulb.edu>
Source record: 13173

sinclair@netins.net wrote:
: In article <3lcl2k$jrv@garuda.csulb.edu>, hing@csulb.edu (Houn-Nam Ing) writes:
: >AD492C96@netins.net>
: >Distribution:
: >
: >sinclair@netins.net wrote:
: >: In article <3lat16$rti@rubb.rz.ruhr-uni-bochum.de>,
markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) writes:
: >: >sinclap2954@cobra.uni.edu wrote:
: >: >: > : Apple charged what the market would pay.
: >: >: >
: >: >: > Apple ripped customers off. Look at the rereleased IIc.
: >: >: >
: >: >
: >: >: rereleased IIc? Apple charged what the market would tolerate. Called
: >: >: capitalism. I for one agree with you on that point I am glad that the market
: >: >: changed..
: >: >
: >: >But the thing is, that most people who use Macs have to buy a printer from
: >: >Apple (or believe that they must do, because the most stores here only offers
: >: >PC-stuff). So they _must_ tolerate a higher price. That might be capitalism but
: >: >it isn't good for the people, to buy stuff that is more expensive than it have
: >: >to be.
: >
: >: You people are misinformed. Mac users do not spend more than their PC
: >: counterparts on laser printers and so on.. GET OFF IT...
: >
: >
: >So can you explain to me what is the different between all the hp * and
: >hp *M. Mac can not use a regular hp printer without postscript and that
: >cost $500 extra.

: Can you elaborate more? An Apple label Postscript printer starts at $899,
: while a non one is three hundred less or more..

But Apple cannot use the non-Postscript one. That is the problem with
Apple. So the Mac user end-up paying more then the PC's or Atari or
whatever system user.

: >
: >: >
: >: >: > Yawn. Hey Peter ... what support did Apple provide that Atari and
: >: >: > Commodore did not. I'd really like to know.
: >: >
: >: >: Having the hardware repaired in a timely fashion, continous product development

```
: >: >: as well as supporting developers, as well as advertising, as well as staying in
: >: >: business.
: >: >
: >: >You are right, if you are saying that Atari support for hardware repairs etc.
: >: >is and was not good. But here there are many third party companies which gives
: >: >us a very good support.
: >: >
: >: >MarkusS
: >: >
: >: >--
: >: > _____________________________________
: >: > __ _____| MarkusS, der Vierte |_____ __
: >: >_________| |__| :| Mails an | |__| |_________
: >: >\ :| |::| :| markuss@risc.techem.ruhr-uni- | |::| | /
: >: > \ :| |::| :| bochum.de | |::| | /
: >: > > :| |::| :|_____________________________________| |::| | <
: >: > / :|__|::|____:/ \.____|::|__| \
: >: >/_______:/ \::/ \::/ \._______\
: >
: >
: >: -Peter
: >
: >
: >--
: > o-----------------------------------------------------------------------o
: > | E-mail: hing@engr.csulb.edu |
: > |-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|
: > | WWW: http://www.engr.csulb.edu/~hing/ |
: > |-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|
: > | ``If I live, I will fight, where ever I must, as long as I must, |
: > | until the enemy is defeated and the national stain washed clean.'' |
: > o------------------------ Charles de Gaulle -------------------------o
: >

: -Peter

--
o-----------------------------------------------------------------------o
| E-mail: hing@engr.csulb.edu |
|-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|
| WWW: http://www.engr.csulb.edu/~hing/ |
|-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------ Charles de Gaulle -------------------------o
```

973. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-03 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FDDTBBCIUP@cabal.shnet.org>
Source record: 13174

In <3lilmh$gfp@dockmaster.phantom.com> Steve G. wrote:

>Mark Rathwell (mrathwel@uoguelph.ca) wrote:
>: : How do we get screwed by Apple? An inkjet printer such as the StyleWriter for
>: : under $300 is standard for the low end.
>: I can get an inkjet for $259 Canadian. Does that tell you something?
>
>Um...It tells me that inkjet printer costs in Canadian $ are about the
>same as inkjet printer costs here in the States?

"Why is that five Dollar bill blue?" - or what was it they constantly ask
Benton Frazer?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 22. Mar. '95

974. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-03 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3lq18c$b6s@ccshst05.cs.uoguelph.ca>
Source record: 13175

: Yes and no. The Apple II line was delegated to the education market because of
: the software base. AppleWorks ran pretty well for its capabilities and that
: sold alot of machines. Yes, Atari's and Amiga's hardware were superior, but
: Apple made it up in apps.

That's also debateable. Yes ... the II had more software, but a
lot of the 8-bit software couldn't touch the 16-bit offerings. And ...
the ST and Amiga blew it away technically. Heck, Atari's 130XE was better
in most ways, technically.

: Due to the introduction of the Mac. Even thought this happened over 12 years
: ago and Apple was still a young company.

Yes.

: with vast resources why Atari abandons everything that it produces.. Whats
: Atari's excuse..?

Peter ... my problem is that you don't give Atari any credit
whatsoever. Yes, they have done some lousy things in the past, no they
aren't perfect now. However, many things have changed for the better and
you refuse to acknowledge that. The Jaguar is by far better planned,
advertised and supported than any previous Atari product. Considering
Atari's small resources now, they are doing a damn commendable job.

>> Mark <<

--
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"In case I have no future, I've got the past. There's no telling just
how long this plague will last." - Chicago ("The Pull")

975. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-04 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3lrfft$fsd@osiris.wu-wien.ac.at>
Source record: 13176

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
: >
: >Again, you miss the point. It is not about a hardware upgrade, but about
: >the possibility to acces Macintosh Motherboard hardware directly, wo.
: >using MacOS. Period.

: In hardware? Why in the world would anyone want or need to do that, when
: there are slots aviailable? The need to solder stuff onto the motherboard
: is a relic from the days when closed systems were the norm.

The hardware access is necessary if anyone wants to implement prgrams or
operating systems, that do not use MacOS, such as Linux for Mac.
The point about the "need" to solder on the motherboard is not quite
clear, because a) some Macs also do not have "open aechitecture" (Mac
Plus etc...) and b) the Atari provides for solts as PDS (mega ST, falcon)
and VME boards (TT, Mega STe). It mybe only one port in the base machine
(as the casings are compact), but, as far as you are familiar with VME
boards, you can easily expand the system to several more boards; so,
where is the problem?

: Re: your point about there not being another OS for the Mac. The MacOS
: is what defines the Mac -- it's why people buy Macintoshes. If people want

Try to tell that to those Mac users, who want to use Linux.
: something else, they'll buy another machine. In any case, this entire point
: will be moot when CHRP comes out.

Exactly. And that will be the time, when MacOS has to measure up to
Workplace Os and the likes.

: [stuff about other OS's for Mac deleted]

: First of all, control panels and extensions on the Mac do exactly the same
: thing as AUTO programs do on the Atari - patch portions of the OS. There
: are programs out there, such as RamDoubler, the various compression utilities,
: and a whole lot of other stuff, which patch the OS.

Again, the difference is, NVDI or Magic do not patch, but rather *REPLACE*.

: Anyone could replace Quickdraw if they wanted, but there is no need to, for
: two reasons: (a) Quickdraw runs fast enough for all but the most demanding
: people and (b) those who need very fast performance usually get video cards
: with Quickdraw accelerators.

I seriously doubt that you can replace Quickdraw reliably and wo. hacking.

: >Now, mybe if we add up all system extension and utilities, Mac OS will
: >probably come ut to have more features (especially in the network area);

: >however, when it comes to speed and usability, you'll never get to NVDI
: >and Magic.

: Tell me more about Magic. I'm not familiar with it.

Magic is TOS compatible, preemptive Multitasking operating system for
Atari computers and Macintosh computers with 68030 and 040 pocessors. A
PPC version is under development. Magic replaces the whole operating
system (except for the Mac, where it runs as Mac application); it can be
booted either from ROm or RAM. It has the possiblity, among others, to
install file systems easily (by copying to the file systems driver folder
:-)); right now there is a filesystem for DOS filesystems (vastly
improved) and MAC filesystems available, that is, you can work on MAC
mediums such as HDs etc in the same way as with the MAC (which means,
that all the discusion points about how much better the Mac can handle
files etc. is futile). It also provieds for Shared Memory, Drag and Drop;
Iconifying of Windows etc. A U:\ drive, similar to Unix has been
developed ; a subfolder holds all curently running processes and tasks.
To terminate tasks, you can, for example, using this concept drag the
icons reprenting the tasks to to the paperbasket as if they were files.
The preemptive multitasking concepallows also for parallel HD and disk
and programm acess (so, for example, disk formatting won't slow the
computer down.
And there are many more points.......

Regards,

Alfred

976. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-04 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95094.093243STIRRE31@MAINE.MAINE.EDU>
Source record: 13177

Dave,
Here is how SpeedoGDOS works. I put all of my fonts in a folder.
Then, if I want to install them, I run a program called outline. This
lists all of the fonts in my folder. I can then click on fonts
to uninstall them (by clicking on the uninstall font button) or install
icons by clicking on them and then the install button. This seems
pretty simple to me. So please stop going on and on about editing
assign.sys files, okay?
-scott tirrell

977. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-04 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D6IuIB.9w5@ecf.toronto.edu>
Source record: 13178

In article <3lrfft$fsd@osiris.wu-wien.ac.at>,
Alfred Radauer <h9250467@idefix.wu-wien.ac.at> wrote:
>: In hardware? Why in the world would anyone want or need to do that, when
>: there are slots aviailable? The need to solder stuff onto the motherboard
>: is a relic from the days when closed systems were the norm.
>
>The hardware access is necessary if anyone wants to implement prgrams or
>operating systems, that do not use MacOS, such as Linux for Mac.
>The point about the "need" to solder on the motherboard is not quite
>clear, because a) some Macs also do not have "open aechitecture" (Mac
>Plus etc...) and

If you're going to talk about the Mac Plus, can I talk about the 520ST?
Fact is, neither company has made non-expandable machines for a long time.

>b) the Atari provides for solts as PDS (mega ST, falcon)
>and VME boards (TT, Mega STe). It mybe only one port in the base machine
>(as the casings are compact), but, as far as you are familiar with VME
>boards, you can easily expand the system to several more boards; so,
>where is the problem?

That's my point - if there are slots (either on the Mac or the Atari; it
doesn't matter) then there is no need to attach upgrades and expansions
directly to the motherboard, which is what someone claimed was a disadvantage
of the Mac earlier in this thread.

>: First of all, control panels and extensions on the Mac do exactly the same
>: thing as AUTO programs do on the Atari - patch portions of the OS. There
>: are programs out there, such as RamDoubler, the various compression utilities,
>: and a whole lot of other stuff, which patch the OS.
>
>Again, the difference is, NVDI or Magic do not patch, but rather *REPLACE*.

You're telling me that NVDI somehow infiltrates your Atari and writes itself
over the ROMs in your machine? Sorry, it doesn't. All NVDI does is patch
the TRAPS used for GEM calls and intercepts certain operations, runnning
its code instead of the Atari-supplied code. It's the same whether it's
on a Mac or an Atari.

>: Anyone could replace Quickdraw if they wanted, but there is no need to, for
>: two reasons: (a) Quickdraw runs fast enough for all but the most demanding
>: people and (b) those who need very fast performance usually get video cards
>: with Quickdraw accelerators.
>
>I seriously doubt that you can replace Quickdraw reliably and wo. hacking.

As has been pointed out earlier in this thread by someone else, it has been done already, but there was no market for it.

[stuff about Magic deleted]
>and programm acess (so, for example, disk formatting won't slow the
>computer down.

Well, that's not just an issue of pre-emptive multitasking. Disk formatting slowing down the computer is also a hardware issue.

I have to admit, Magic does sound interesting. Does it use a GEM-like interface, or does it have its own?

--
David "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

978. Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-04 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D6IuKI.9yv@ecf.toronto.edu>
Source record: 13179

In article <3lq9dh$788@garuda.csulb.edu>, Houn-Nam Ing <hing@csulb.edu> wrote:
>But the 550C is not a laser printer. If you want a laser output, you have
>to have postscrip. On the other hand, other platform have a choice of
>postscript or not. BTW, can you imagine if you have two computers and a
>550C, one mac and one any other computer, you can not share the printer.
>As for me, and other that have Atari and any other computer but Mac can
>share the same printer.

Apple has made several non-PostScript laser printers itself, in the past.
There is no reason why a Mac laser printer would need PostScript -- all
that would happen is that the manufacturer would have to provide its own
printer driver, instead of relying on the LaserWriter driver.

--
David "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

979. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-04 00:00:00 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.797027361@sfu.ca>
Source record: 13180

[Guy before David]

I seriously doubt that you can replace Quickdraw reliably and wo. hacking.

[David]

As has been pointed out earlier in this thread by someone else, it has been done already, but there was no market for it.

[Brian (me)]

That's not exactly true. There was a market for the replacement but after a while Apple just bought the code and that was that. Now it would be very tough to replace QuickDraw. That code is fast and tight so replacing it would result in a negligable speed increase. That's why no one has bothered for over 5 years. <- That's speculation.

--

Brian Quinlan
quinlan@sfu.ca

980. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-04 00:00:00 UTC
From: hing@csulb.edu
Message-ID: <3lq9dh$788@garuda.csulb.edu>
Source record: 13181

Steve G. (steveg@phantom.com) wrote:
: Houn-Nam Ing (hing@csulb.edu) wrote:
: : So can you explain to me what is the different between all the hp * and
: : hp *M. Mac can not use a regular hp printer without postscript and that
: : cost $500 extra.

: The HP "M" printers typically have multiple ports (M is for Multiple, not
: Macintosh) that support mixed-platform environments. The HM 4V/4MV is a
: good example.

And curiously those M come with postscript.

: Furthermore, contrary to your incorrect assumption, Macs can indeed use
: non-PostScript printers. I have a DeskWriter 550C attached to my Mac, and
: that is not PostScript.

But the 550C is not a laser printer. If you want a laser output, you have
to have postscrip. On the other hand, other platform have a choice of
postscript or not. BTW, can you imagine if you have two computers and a
550C, one mac and one any other computer, you can not share the printer.
As for me, and other that have Atari and any other computer but Mac can
share the same printer.

Houn-Nam

--
o---o
| E-mail: hing@engr.csulb.edu |
|-=-|
| WWW: http://www.engr.csulb.edu/~hing/ |
|-=-|
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------ Charles de Gaulle -------------------------o

981. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-04 00:00:00 UTC
From: markuss@risc.techem.ruhr-uni-bochum.de
Message-ID: <3lqi4j$obm@rubb.rz.ruhr-uni-bochum.de>
Source record: 13182

Steve G. (steveg@phantom.com) wrote:
: You're saying that PostScript doesn't give the user the best quality
: letterform possible because it's better to use a font that was designed,
: pixel-by-pixel (or dot-by-dot), for each given font size and printer (or
: screen) resolution. Furthermore, you're also saying that if you have text
: set in a picture, having PostScript won't make a difference since the
: text is already set pixel-for-pixel in the bitmapped image.

: I *THINK* this is what you're saying. If it's not, enlighten me. If I'm
: right, though, you're almost completely wrong.

Yes. That's exactly what I have meant.

: First off, PostScript fonts will give you the best quality screen and
: printer image possible for PostScript fonts, assuming that Adobe Type
: Manager is installed (and practically all Macs have it installed). There
: is little need to have multiple pixelforms designed for each font since
: ATM will create custom pixelforms on-the-fly that match the characters as
: best as possible. This is what enables the Mac to display any PostScript
: face on the screen at any size without "jaggies". ATM also allows any Mac
: connected to a non-PostScript printer to utilize PostScript fonts at the
: printer's highest resolution; a 360dpi non-PostScript inkjet printer, for
: example, will print its characters smoothly at 360dpi regardless of font
: size.

OK. You are right by saying it is a good feature to use Postscript. I agree
too. But no algorithm can scale perfectly and the kerning-tables are quit
small. Don't get me wrong. I don't say Postscript is bad, I only say it can
be done better but with other disadvantages. I'm using Signum!3 and there
you have for every height and modification (italic, bold, great, small etc.)
a different font. You can use only one font and make the modification from this
one, but the better choice is to use a new font. This have the disadvantage
that you need much more memory for the fonts compared to Postscript. So
Postscript is a little bit worse (but the most people don't see the difference
because the difference is very small), but it use less memory.

: : The thing is, that the "same" printers are actually two different printers,
: : so you must buy a new printer, if you change the platforms !

: No you don't. If you choose, you can buy a simple ~$90 interface and go
: with it. Big deal.

Not exactly right for here. I see such an interface (PowerPrint) for
210DM (~ 150 $).

MarkusS

--

MarkusS, der Vierte
Mails an
markuss@risc.techem.
ruhr-uni-bochum.de

982. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-04 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FDESFECOUP@cabal.shnet.org>
Source record: 13183

In <0098E3F1.CC971130@netins.net> sinclair@netins.net wrote:
>In article <3lk3v0$sbd@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:

Usually, I don't consider Petey-boy worth a Follow-Up, but this one was
too nice.

>> No ... the PC has steamrolled everything. The Mac is doing better
>>now, but it is not the success in Europe that the ST and Amiga were.
>
>I don't think so. Apple Europe = $2 billion in annual sales..

Since when? Chip, a German magazine, published sales statistics on various
machines during the eighties, and the Mac didn't show up between the PCs,
Amigas and STs.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 22. Mar. '95

983. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-05 00:00:00 UTC
From: proche@isis
Message-ID: <3lu7f4$69m@imag.imag.fr>
Source record: 13037

In article <0098E671.353C874D@netins.net>, sinclair@netins.net writes:
|> In article <3lq18c$b6s@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
|> > That's also debateable. Yes ... the II had more software, but a
|> >lot of the 8-bit software couldn't touch the 16-bit offerings. And ...
|> >the ST and Amiga blew it away technically. Heck, Atari's 130XE was better
|> >in most ways, technically.
|>
|> Technically, yes..Except for productivity apps. Atari 8 bit games were many
|> times better...

Wait, better than WHAT ???

|>
|> I hate to tell you, but Atari has blown it with the handling of the
|> Jagflop..Yes, the handling of is an improvement but this is Atari's last hope
|> and they have screwed it up...

No comment. Time will tell.

Pascal.

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

984. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-05 00:00:00 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.797099662@sfu.ca>
Source record: 13038

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>SUre. That's why anybody who wants to do reasonably speedy things on a mac
>under system 7 has to go direct to screen. How many REAL Mac programmers do
>you know? I mean people who make their living doing it? I've known several.
>And (up to the first quadra machines - this may not apply to power PC) it
>always was "if you want speed, go direct to screen"

I'm currently working for a mac software developement company while I go to school. I am well aware of the advantages of direct screen drawing. You smash pixel information directly into the VRAM without going through any operating system code. I can't see how using OS routines could be EVER be faster than this, assuming you know what you are doing ie. making sure the pixel information is word aligned, writing entire words, etc. You can also make assumptions about the state of the computer when you do this ie. the monitor is at a certain depth, all the pixels belong to the same screen, the pixels are clipped into my window (if your using one). CopyBits has to check all of these before it moves a single byte. That results in a fairly large overhead if your moving a lot of small objects (like most games).

--

Brian Quinlan
quinlan@sfu.ca

985. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-05 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3lunaa$e2d@darkstar.UCSC.EDU>
Source record: 13039

Okay, thanks for the tech explanation. I see your point. If I say "reserved" characters instead of "illegal" characters, we seem to be saying the same thing. Let me alter my "theory" then:

Since the mac makes it no more difficult to access what are, on other systems, reserved characters, in effect making it unnecessary to think about the naming of a file beyond making it distinct, the typical mac user (who does not use other platforms) as a result, does not think about how their files are named, and therefore, such a mac user is more likely than a typical PC or Unix user to have poorly named files in a disorganized hierarchy.

The end result of this theory fits the facts I have observed. Invisible file typing seems to make mac users clump all sorts of non-related files together in a folder. THousands of custom icons and nearly limitless combinations of filenames seems to result in little organization of files. I cannot tell you how many macs I've seen where the desktop is used as a collecting bin for any miscellaneous file the user might want to access. The areas where the mac limits and the areas where the mac lets the user free all seem to be designed with the aim of encouraginc irresponsibility and ignorance of the way a computer works.

~Chris
--

986. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-05 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3lupiq$j19@paul.rutgers.edu>
Source record: 13040

sinclair@netins.net writes:

:Apple is in business to make money. Apple charged what the market would bear..

True, but that doesn't justify their blatant price gouging in the 1980's.
There is such a thing as business ethics you know. There also is such
a thing as an expansive marketing strategy, i.e., a plan in which one
tries to increase one's market share; Apple should have done that since
they would be much better off today if they had a 20% market share
rather than a 10% one.

I can't wait to see all your whining about "Microsoft's anti-competitive
practices" when they put Apple out of business. I mean, what would be
so wrong with MS doing that? They are in the business to make money,
after all, and eliminating a major competitor can increase their profit
margins.

* Tom

987. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-05 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3lutav$a71$1@mhade.production.compuserve.com>
Source record: 13041

> And (up to the first quadra machines - this may not apply to power PC) it
> always was "if you want speed, go direct to screen"

Exactly the same as on an Atari... which is the reason why so much software
would break every time there was a TOS upgrade released.

Programmers went direct to the hardware for speed in violation of "the rules",
only have their programs break on the next version of TOS.

Every time a new TOS came out, we'd have to compile a list of programs that
no longer worked, and hope the companies were still in business so they could
release a new version that ran under the new TOS.

Doesn't sound like all that good a reason to condem Apple...

BobR

988. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-05 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3lutp7$a71$2@mhade.production.compuserve.com>
Source record: 13042

>BTW, can you imagine if you have two computers and a
>550C, one mac and one any other computer, you can not share the printer.

Sure you can... just redirect the output of the non-Mac computer to the
serial port and print away...

BobR

989. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-05 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3ltoi2$7a9@darkstar.UCSC.EDU>
Source record: 13184

In <quinlan.797027361@sfu.ca> quinlan@kits.sfu.ca (Brian Quinlan) writes:

>That's not exactly true. There was a market for the replacement but after a
>while Apple just bought the code and that was that. Now it would be very
>tough to replace QuickDraw. That code is fast and tight so replacing it
>would result in a negligable speed increase. That's why no one has bothered
>for over 5 years. <- That's speculation.

SUre. That's why anybody who wants to do reasonably speedy things on a mac
under system 7 has to go direct to screen. How many REAL Mac programmers do
you know? I mean people who make their living doing it? I've known several.
And (up to the first quadra machines - this may not apply to power PC) it
always was "if you want speed, go direct to screen"

~Chris

>--

>Brian Quinlan
>quinlan@sfu.ca
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

990. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-05 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3lton6$7aq@darkstar.UCSC.EDU>
Source record: 13185

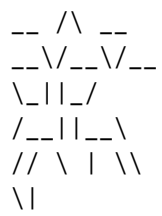
In <3lt634$nv2@trane.uninett.no> Gard Eggesboe Abrahamsen <ga@fjern.mrih.no> writes:

>BUZZ! The reason you wish to use quotes is to tell the shell that whatever is
>inside the quotes should be treated as a single argument. Look at these two
>commands:
> rm my little file
> rm "my little file"
>The first command will remove the files my, little and file
>The second command removes the file "my little file"

>Quite logical, isn't it?

Not quite. Why do I use quotes to create/manipulate files that
include other illegal characters, such as * and ? then? It's because quotes
tell unix "treat whatever follows, no matter what illegal characters it
contains, as a literal argument." similar to yours, but with a distinctive
difference. If unix liked spaces in filenames, it would have made it
normal to use them without the override.

~Chris
>Gard Eggesboe Abrahamsen, Postboks 5061, Larsgaarden, 6021 Aalesund, Norway
>Phone: (+47)70155497 Elm: ga@www.hials.no URL: http://www.hials.no/~ga/

--


991. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-05 00:00:00 UTC
From: Gard Eggesboe Abrahamsen <ga@fjern.mrih.no>
Message-ID: <3lu0it$6o@trane.uninett.no>
Source record: 13186

aspect@cats.ucsc.edu (Christopher Taylor Oates) wrote:
>In <3lt634$nv2@trane.uninett.no> Gard Eggesboe Abrahamsen <ga@fjern.mrih.no> writes:
>> rm my little file
>> rm "my little file"
>>The first command will remove the files my, little and file
>>The second command removes the file "my little file"
>
>>Quite logical, isn't it?
>Not quite. Why do I use quotes to create/manipulate files that
>include other illegal characters, such as * and ? then? It's because quotes
>tell unix "treat whatever follows, no matter what illegal characters it
>contains, as a literal argument." similar to yours, but with a distinctive
>difference. If unix liked spaces in filenames, it would have made it
>normal to use them without the override.

It is a question of how to easily make _two_ different fascilities available in an understandable manner. If a space was automatically quoted, how would you then seperate the different arguments? As with *, it has two functions: It should either be quoted as a *, or we want an expansion. It is natural to use quotation marks on what is supposed to be quoted. As an example, in a directory with the files "my", "little", "file", "my little file" and "m*", the argv[] variable would be filled with the following values from the following commands:

Command: rm my little file
argv[]={"rm","my","little","file",NULL}

Command: rm "my little file"
argv[]={"rm","my little file",NULL}

Command: rm m*
argv[]={"rm","my","m*","my little file",NULL}

Command: rm "m*"
argv[]={"rm","m*",NULL}

Command: rm *
argv[]={"rm","file","little","m*","my","my little file",NULL}

Notice that it is the _shell_ that does the expanding, and that you therefore don't get the same problem when you're writing a program, or filling out a file name in an input prompt of a program.

The only illegal characters in UNIX is NULL, since it terminates the string, and /, since it's supposed to seperate directory names, whereas MS-DOS has a whole lot of illegal characters, since the expansion of * and such is treated by the OS itself, (try "edit *.*" in MS-DOS and "echo *" in UNIX), and the $ is reserved as a string terminator for CP/M compatibility (!).

The quotation marks in UNIX are not meant as "these are illegal characters, but use them anyways", but rather as "quote these characters instead of translating what they usually mean to me". Guess why it is called a quote...

Look at the command
echo $TERM
prints the contents of the variable TERM. Lets say it is "vt100". So, in fact,
rm $TERM
will remove the file "vt100", while the command
rm '$TERM'
will remove the file "$TERM". Normal quotes don't stop variable expansions, white the ' does. This is to allow a variable to contain multiple words and thereby create > 1 argument when expanded, except when it is in a quote, where it will be expanded as _one_ argument. Example:

```
MYVAR="this is cool"
Command: rm $MYVAR
argv[]={"rm","this","is","cool",NULL}
Command: rm "$MYVAR"
argv[]={"rm","this is cool"}
Command: rm '$MYVAR'
argv[]={"rm","$MYVAR"}
```

Just like C, the \ has a special meaning. That doesn't mean that you can't print a \, or that the \ is illegal in a printf command. Hey. In UNIX you can have empty filenames, too. (char *filename={""};)

Gard Eggesboe Abrahamsen, Postboks 5061, Larsgaarden, 6021 Aalesund, Norway
Phone: (+47)70155497 Elm: ga@www.hials.no URL: http://www.hials.no/~ga/

992. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-06 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3m0928$ipv@btmpjg.god.bel.alcatel.be>
Source record: 13043

In article <3lunaa$e2d@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

> [...] Let me alter my "theory" then:

:)

> Since the mac makes it no more difficult to access what are, on other systems,
> reserved characters, in effect making it unnecessary to think about the naming
> of a file beyond making it distinct, the typical mac user (who does not use
> other platforms) as a result, does not think about how their files are named,
> and therefore, such a mac user is more likely than a typical PC or Unix user
> to have poorly named files in a disorganized hierarchy.

Oh yeah right, 8+3 is better because it forces people to think. Writing programs on coding sheets and handing them in to be punched up and run overnight also discouraged sloppy programming. Why don't we go back to having just file numbers, then people would *really* have to get themselves organised.

> The end result of this theory fits the facts I have observed. Invisible file
> typing seems to make mac users clump all sorts of non-related files together
> in a folder. Thousands of custom icons and nearly limitless combinations
> of filenames seems to result in little organization of files.

Heirarchical organisation suits some people (and some tasks) better than others. At the moment all the image files on my Falcon are in one folder called ``pictures'', whether they are GIFs or TIFFs or JPEGs or what; except for Dave Hardy's stuff, he has his own folder. If I were doing multimedia work I'd probably keep stills, animations, sounds, and texts all in one folder per project. I call this freedom.

> I cannot
> tell you

(then don't :>)

> how many macs I've seen where the desktop is used as a collecting
> bin for any miscellaneous file the user might want to access.

Sounds just like my normal Atari desktop. :> In fact, I always thought that was what the desktop was for ... of course I also have some pretty mimalist ones, for example to launch Apex Media (ST hi, no icons; saves memory).

> The areas
> where the mac limits and the areas where the mac lets the user free all seem to
> be designed with the aim of encouraginc irresponsibility and ignorance of the

> way a computer works.

Have not the faintest idea what you mean by ``irresponsibility'' here.
As for ``ignorance of the way a computer works'', so much the better.

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

---

993. Atari STacey Laptop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-06 00:00:00 UTC
From: "Dr. Paradise" <solaris@rahul.net>
Message-ID: <3m1i19$l3@hustle.rahul.net>
Source record: 13044

```
--
Dr. Paradise <solaris@rahul.net>
```

994. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-06 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr6.164611.41227@cobra.uni.edu>
Source record: 13045

In article <3lupiq$j19@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> sinclair@netins.net writes:
>
>
> :Apple is in business to make money. Apple charged what the market would bear..
>
> True, but that doesn't justify their blatant price gouging in the 1980's.
> There is such a thing as business ethics you know. There also is such
> a thing as an expansive marketing strategy, i.e., a plan in which one
> tries to increase one's market share; Apple should have done that since
> they would be much better off today if they had a 20% market share
> rather than a 10% one.

Ethics? You mean Atari.. Its easy to say what Apple should have done back than. However, Apple is very profitable and sales are up very quarter. Apple just released the 5200 and 580. A new Q630 with an 8/500 config for the same price will be out shortly. Apple has 61% of the education market and about 20 percent of the home. North Amercican sales of Mac software increased to $1.2 billion in 1994.

>
> I can't wait to see all your whining about "Microsoft's anti-competitive
> practices" when they put Apple out of business. I mean, what would be
> so wrong with MS doing that? They are in the business to make money,
> after all, and eliminating a major competitor can increase their profit
> margins.

You mean Wintel 95 will do it this time? Ha ha ha. The recent Infoworld called it a kludge. Even the Amiga OS can multitask better..

>
>
> * Tom
>
>
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."

- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

---

995. Name change for Wintel 95

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr7.170147.41317@cobra.uni.edu>
Source record: 13046
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

```
<<< FAC:[NOTES$LIBRARY]MICRO_QUESTIONS.NOTE;1 >>>

================================================================================
Note 6.71 PC - Windows and Windows Applications 71 of
73
VIPER::CONNELLY "Ken Connelly - VAX System Manager" 46 lines 30-MAR-1995
09:17
-< News Flash ;-) >-
--------------------------------------------------------------------------------
[don't know where/who to give credit for this except to say 'the net'.]

MICROSOFT RENAMES WINDOWS 95

REDMOND, WASHINGTON -- In an effort to dispel confusion surrounding
Microsoft's upcoming new version of Windows, Microsoft announced today
that it would rename the upgrade -- formerly known as Windows 95 -- to
WinEver.

"There seemed to be a great deal of anxiety about when the produc
would ship. We felt it was in the best interest of our users to free
them from this anxiety," said a Microsoft spokesperson who requested to
remain anonymous.
Industry analysts were quick to praise the decision. "WinEver will
free Windows users from space and time constraints. It also gives
Windows a new timeless quality", said a member of Ziff-Davis Publishing's
Editorial Staff. "This is precisely why OS/2 is failing in the marketplace
-- they have failed to deliver a strategy for their product."

When asked when WinEver would be available, a Microsoft spokesperson
said "Whenever." The same spokesperson added "It really doesn't matter
since WinEver is destined to be the most powerful and popular operating
system ever." Market and industry analysts quickly agreed adding that
"WinEver has already revolutionized the industry."

A spokesperson from IBM disagreed however. "Microsoft is still trying
to sell a product that doesn't exist. IBM has been shipping a 32-bit
operating system for personal computers since 1992 that runs today's DOS,
Windows and OS/2 applications in a stable 32-bit environment with an
advanced user interface. WinEver -- or WhatEver it's called now -- still
relies on DOS device drivers and is not a true 32-bit OS unlike OS/2." He
added that "users who think that WinEver will have no compatibility problems
will be in for a surprise."

Most users seem to remain unconvinced however. "WinEver will run every-
thing and it won't have any bugs or compatibility problems because it's from
```

Microsoft. Why should I buy OS/2 which is less than perfect when WinEver is right around the corner?"

In a related story, IBM has reportedly been working on incorporating WinEver compatibility into a future version of OS/2. Microsoft was quick to express fear, uncertainty and doubt in regards to IBM's chances of success. "IBM is chasing a moving target and without the source code". Industry analysts and the media agreed adding that this is yet another example of "OS/2's failing strategy."

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

---

996. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-07 00:00:00 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3m36au$stc@infa.central.susx.ac.uk>
Source record: 13047

STIRRE31@MAINE.MAINE.EDU wrote:
: David,
: Regarding fonts on the Atari, there is a new program out called
: SpeedoGDOS. It comes free with Falcons purchased with a hard drive.
: It has a simple program that allows users to choose the fonts they
: want installed. No more with editing assign.sys files. This is
: an _Atari_ replacement for GDOS so I think this should be how the
: Atari's font management is judged. The newest version of Speedo
: also allows True Type fonts to be used.
: -scott tirrell

Didn't Atari sell it on...?

--

Regards,

Steve.
--

Steven Constantine:

i-DX2-66 : 8Mb Ram : 946Mb HD: Soundblaster 16 : Creative CD-ROM

.....sporting a rather tasteful unix-thingie.....

997. ST:TNG "Incident in the Atarian Quadrant"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-07 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.797262030@gmi.edu>
Source record: 13048

Okay, I had a little time on my hands. Hey, what can you expect?
This current situation inspired me! :-)

STAR TREK: THE NEXT GENERATION
(Transcripts that just didn't make the final cut)

"Incident in the Atarian Quadrant"

RIKER: <Entering bridge> "You called, Sir?"

PICARD: "There is a strange disturbance in the Atarian Quadrant.
Star Fleet has ordered us to investigate."

RIKER: "What type of disturbance?"

PICARD: "Not exactly sure, Number One. Star Fleet lost all contact
with the quadrant 3 days ago. Communications are totally
unintelligible."

DATA: "Now entering the Atarian Quadrant, sir."

PICARD: "All stop. Perform a sensor scan and see if you can determine
what exactly is going on here."

<Lights flash, high pitched beeps and blips echo through the bridge>

RIKER: "Argh! What is that infernal noise?!"

DATA: "Not exactly certain, conducting analysis and filter with the
sensor array..."

<"...Jaguar is DEAD! Atari SUX! Only Lamerz own Jaguars, dudez!
Face it! Jaguar sucks.">

PICARD: "Mr. Data, what is this? Where is this coming from?"

DATA: "My language banks indicate that this is some sort of primitive
Earth dialect, best known as 'gibberish'. Especially common
among individuals of low intelligence and infantile 6-year-olds."

PICARD: "Can you translate?"

DATA: "Negative. We will need an infantile 6-year-old to translate."

RIKER: "A luxury we don't have... If only Wesley were here."

PICARD: "Can you determine the source of these transmissions?"

DATA: "The transmissions are coming from so many directions, it is impossible to determine the exact source."

RIKER: "My God! The entire Quandrant has been paralyzed with this unintelligible line noise!"

<"GEORDI to PICARD" echoes in the bridge>

PICARD: "Go ahead, LaForge."

GEORDI: "I've been performing some preliminary spectral analysis on the line noise. It appears as though the signals are coming from subspace fractures. They're all over the place, Captain!"

PICARD: "As usual, when in doubt, perform a spectral analysis."

<Loud rumbling sound. Enterprise shakes. Crew makes a lame attempt at being thrown around.>

RIKER: "Report!"

WORF: "Outer hull breach near deck 16. Unidentified security breach on same deck. Permission to investigate, Captain."

PICARD: "Granted. We still haven't made any progress with this gibberish. And what do these words 'Atari' and 'Jaguar' represent?"

DATA: "I can scan our logs. We may be able to find some records that will give us further information."

GEORDI: "Captain, there's a Warp Core breach in progress!!!"

PICARD: "What!?"

GEORDI: "Just kidding, Captain."

<WORF reappears on bridge, jumping around like a chimpanzee>

WORF: "Jagflop is DEAD!!! GET OVER IT!!! Lame Ataridroids!!! Jaguar is a basin to pee in!"

<Several officers converge on WORF.>

RIKER: "Get him down to Sickbay! And call Dr. Crusher."

PICARD: "Data, continue with your scan. Get with Mr. LaForge and see what he has discovered. We'll all meet in the Briefing room in 30 minutes."

<30 Minutes Later>

GEORDI: "I think I know what is going on here. The several subspace fractures are actually 'pockets' in time, and they are the source of this incoherent gibberish. The Enterprise hit one of the subspace fractures, where Worf went to investigate."

CRUSHER: "Apparently, whatever exists in these subspace fractures is contagious. Worf was exposed when he went to investigate.

His mental capacities were reduced to nothing. In short,
he became a dolt; an idiot; an utter ignoramus."

WORF: "I am not pleased with your wording on that diagnosis, Doctor."

RIKER: "But what does this have to do with the 'Atari'? And why has
only this quadrant been plagued with the anomaly?"

DATA: "According to our logs, 'Atari Jaguar' was an entertainment
console on Earth in the 1990's. It was plagued with several
lesser beings who held extreme hate for the system."

GEORDI: "The subspace fractures are suspended in the 1990's. Hence,
the source of this incoherent gibberish."

PICARD: "Any solutions?"

GEORDI: "I was thinking, if we replaced the Dilithium Crystals with
New Folgers Crystals, and ran that through the transdu..."

TROI: "No, knocking sense into these things isn't going to work.
They're too dense. A human presence exists in these fractures.
I know its impossible to fathom, but I think this spew is coming
from humans, trapped in the fractures!"

RIKER: "What a horrible fate!"

TROI: "We could free them by breaking their delusions. They firmly
believe that 'Jaguar' is only for low lifes and is
doomed to falure. However, if we show them the truth, that
people actually can have fun with their 'Atari', we may break
their delusions."

DATA: "I have seen such evidence in the logs; they go by the names of
'Tempest 2000', 'Alien v. Predator', and 'Iron Soldier'.

GEORDI: "We could patch them through our subspace beacon and transmit
them through the entire quadrant."

PICARD: "Excellent. Make it so."

<Later>

DATA: "Captain, it seems to have worked. The subspace fractures
are receeding and the delusioned humans have all but disappeared.
However, there is one remaining."

PICARD: "Can you get a fix on it?"

DATA: "Yes. In fact, I've locked onto a single life-sign in the source.
We could use our transporters to bring it to the Enterprise."

RIKER: "Bridge to Transporter Room. We have a target to beam up."

PICARD: "It's times like this when you wish O'Brien were still here."

<Odd looking human appears on Bridge.>

PICARD: "Who are you, and why are you disturbing the peaceful folk in this quadrant?"

PETER: "Argh! How did I get here?! Why are you defending the Jagflop! It is dead! GET OVER IT!!! Pippin will rule! Apple's revenues were up 16% last quarter! Do you dare me to blast you with a barrage of Apple press releases!?"

PICARD: "Your pathetic lack of intelligence has made you lose contact with reality."

DATA: "That is more than correct. According to our logs, the Jaguar was a big success. The Pippin failed. System 7.8 was the last Mac OS that was marketed. Atari garnered so much in revenue that in 1997 they purchased Apple Computer. A new, improved TOS became the default OS for the Macintosh, and there was great rejoicing. Jaguars were soon abundant in Cedar Falls, Iowa."

PETER: "NO! It can't be true!!! You lie!!!
<Shreiking> Arrgghh!!! Look at me, I'm melting!!!!
MELTING!!! Oh, what a world!!! You've ruined everything!
EVERYTHING!!! You and your little dog, too!
Argh!!! You can't get rid of us forever! As long as there there is scum in the gene pool, we will always be around!"

<PETER melts into a odorous puddle of goo>

DATA: "Sensor sweep indicates communications back to normal. The quadrant is free again. However, there are still transmissions coming from that last subspace fracture."

<"This is Captain Kathryn Janeway of the Federation Starship Voyager. We are lost in space. Repeat. Lost in space. If anyone can hear..">

PICARD: "Hmm, more gibberish. Mr. Laforge, make sure that last fracture is closed before we leave the Quadrant. The people in the Atarian quadrant have been through too much torture.

I'll be in my ready-room. You have the bridge, Number One.

Oh, and get someone to clean up this mess on the floor.
Where is Wesley when you need him..."

###EOF###

Now if only we could get rid of the net.dorks around here as easily...

/Kevin

998. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr7.170543.41318@cobra.uni.edu>
Source record: 13049

In article <3m2jpo$jgr@rubb.rz.ruhr-uni-bochum.de>,
markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) writes:
> sinclap2954@cobra.uni.edu wrote:
> : Ethics? You mean Atari.. Its easy to say what Apple should have done back
> : than. However, Apple is very profitable and sales are up very quarter. Apple
> : just released the 5200 and 580. A new Q630 with an 8/500 config for the same
> : price will be out shortly. Apple has 61% of the education market and about 20
> : percent of the home. North Amercican sales of Mac software increased to $1.2
> : billion in 1994.
>
> BTW, i would be interested about the price of the Q630. I have seen it for
> around 3000 DM (without monitor and printer).

In the U.S. the price is $999 with out monitor and keyboard..

>
> : You mean Wintel 95 will do it this time? Ha ha ha. The recent Infoworld called
> : it a kludge. Even the Amiga OS can multitask better..
>
> I agree.
>
> MarkusS
>
> --
> +---+
> | /--------------------------\ |
> | | MarkusS, der Vierte | |
> | | Mails an | |
> | |\/\/\/| / markuss@risc.techem.ruhr- \ |
> | | | | uni-bochum.de | |
> | | (o)(o) _ ____________________________/ |
> | c _) | / |
> | | '___| <_/ |
> | | / |
> | /____\ |
> | / \ |
> +---+

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

---

999. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-07 00:00:00 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3m2jpo$jgr@rubb.rz.ruhr-uni-bochum.de>
Source record: 13050

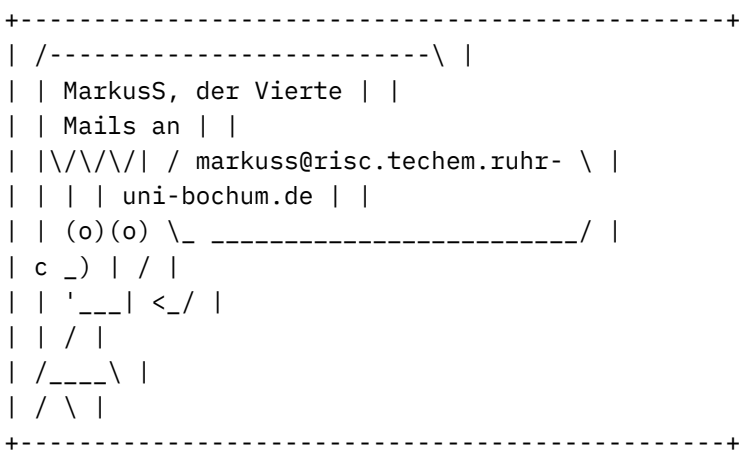
sinclap2954@cobra.uni.edu wrote:
: Ethics? You mean Atari.. Its easy to say what Apple should have done back
: than. However, Apple is very profitable and sales are up very quarter. Apple
: just released the 5200 and 580. A new Q630 with an 8/500 config for the same
: price will be out shortly. Apple has 61% of the education market and about 20
: percent of the home. North Amercican sales of Mac software increased to $1.2
: billion in 1994.

BTW, i would be interested about the price of the Q630. I have seen it for
around 3000 DM (without monitor and printer).

: You mean Wintel 95 will do it this time? Ha ha ha. The recent Infoworld called
: it a kludge. Even the Amiga OS can multitask better..

I agree.

MarkusS

--


1000. Atari STacey Laptop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-07 00:00:00 UTC
From: "Dr. Paradise" <solaris@rahul.net>
Message-ID: <3m2214$r55@hustle.rahul.net>
Source record: 13051

Where can I get an Atari STacey Laptop? How much is it with 4 mg. of RAM.

Thanks.

--
Dr. Paradise <solaris@rahul.net>

1001. Atari Portfolio

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-08 00:00:00 UTC
From: mike@dino.eng.monash.edu.au
Message-ID: <3m5euq$1a9@harbinger.cc.monash.edu.au>
Source record: 13052

Can someone tell me if there is an ftp site with Portfolio related files?
t

Mike

1002. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-08 00:00:00 UTC
From: wizzo@connexus.apana.org.au
Message-ID: <3m64rg$e65@connexus.apana.org.au>
Source record: 13053

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
: >on an Atari you also can drag fonts to a font folder and hereby install them.

: Sorry, but the Atari OS *can't* do that. Someone already said in this group
: that that's a function of NVDI. Once you add third-party (extra cost, I might

From what I understood, GDOS is a part of GEM, it just wasn't full implemented
in the Atari ROMS. It is mentioned in the ST GEM programmer's reference, so
I'll assume this knows what it's talking about. Admittedly, the original GDOS
wasn't exactly a breeze to use, but SpeedoGDOS is pretty simple, and it *is*
still GDOS. Anyone want to explain the GDOS situation better?

Jared

--
'Hey gang, let's do the hustle!'

1003. Re: Atari Portfolio

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-08 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3m6pm1$2rp$1@mhadf.production.compuserve.com>
Source record: 13054

> Can someone tell me if there is an ftp site with Portfolio related files?

I believe atari.archive.umich.edu has a separate Portfolio directory..

Try there or one of their mirror sites...

BobR

1004. Re: Atari STacey Laptop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-08 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3m6pu2$2rp$2@mhadf.production.compuserve.com>
Source record: 13055

> Where can I get an Atari STacey Laptop? How much is it with 4 mg. of RAM.

One of the members of the Atari Forums on CompuServe has mentioned wanting
to sell his 4 Meg STacey for $800.

His name and e-mail adddress is Mike Mortilla, 71333.2704@compuserve.com
in case you're interested in getting in touch with him.

BobR

1005. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-08 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3m6qbe$2rp$3@mhadf.production.compuserve.com>
Source record: 13056

>:Apple is in business to make money. Apple charged what the market would bear

> True, but that doesn't justify their blatant price gouging in the 1980's.

Ah.. you mean like charging over $1200 for a 16K Atari 800..?

Pretty blatant price gouging, eh..?

BobR

1006. Where to buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-08 00:00:00 UTC
From: essig69@aol.com
Message-ID: <3m6qlb$4eu@newsbf02.news.aol.com>
Source record: 13057

Is there a newsgroup like comp.sys.amiga. marketplace for the atari?
Please let me know. Thanks
All The News That's Fit To Eat

1007. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-08 00:00:00 UTC
From: sinclair@netins.net
Message-ID: <0098E956.0D5C0E28@netins.net>
Source record: 13058

In article <3m59ei$cfq@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>sinclap2954@cobra.uni.edu writes:
>
>:In article <3lupiq$j19@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth)
writes:
>:> sinclair@netins.net writes:
>:>
>:>
>:> :Apple is in business to make money. Apple charged what the market would bear..
>:>
>:> True, but that doesn't justify their blatant price gouging in the 1980's.
>:> There is such a thing as business ethics you know. There also is such
>:> a thing as an expansive marketing strategy, i.e., a plan in which one
>:> tries to increase one's market share; Apple should have done that since
>:> they would be much better off today if they had a 20% market share
>:> rather than a 10% one.

Justify? The market justified it. Who knows what would have happened if
prices were too low. Apple did not and still does not have the manufacturing
capacity to increase their market share. The firm needs to work on a viable
solution to solve this..A new plant is going up online later this year..

>
>:Ethics? You mean Atari.. Its easy to say what Apple should have done back
>:than. However, Apple is very profitable and sales are up very quarter. Apple
>:just released the 5200 and 580. A new Q630 with an 8/500 config for the same
>:price will be out shortly. Apple has 61% of the education market and about 20
>:percent of the home. North Amercican sales of Mac software increased to $1.2
>:billion in 1994.
>
>So what you are basically saying is that if it weren't for their price
>gouging in the 80's, Apple would have gone out of business. That doesn't
>say to much for the company...they have to unethical in order to survive.
>

What was unethical? Apple invested heavly in marketing and R&D to justify
their expenses.

Now you are going to say that the health insurance/health care industry is not
unethical, despite gouging.

>
>
>:> I can't wait to see all your whining about "Microsoft's anti-competitive
>:> practices" when they put Apple out of business. I mean, what would be
>:> so wrong with MS doing that? They are in the business to make money,

>:> after all, and eliminating a major competitor can increase their profit
>:> margins.
>
>:You mean Wintel 95 will do it this time? Ha ha ha. The recent Infoworld called
>:it a kludge. Even the Amiga OS can multitask better..
>
>I wouldn't be surprised if that were the truth, but you know how good
>ol' Bill is at convincing people that MS products are the greatest.
>Look at Windows 3.0 - the thing sucked yet it was an enormous commercial
>success for MS; don't be surprised if history repeats itself with Win 96.
>Mark my words: Win 96 (like it or not) *will* be a big success and it
>*will* hurt Mac sales.

The Mac is still around despite 3.0 and will do so when WINEVER comes out..

>
>
>Had to leave this line in:
>
>:"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
>:of turd."
>
Just validates that Atari is in real trouble..

>
>
>* Tom Trauth

-Peter

1008. For Sale: Atari ST system & software

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-08 00:00:00 UTC
From: dwerden@aol.com
Message-ID: <3m7j7q$aru@newsbf02.news.aol.com>
Source record: 13059

Atari 520ST 2.5 meg accelerated, Syquest removable hard drive, Spectre GCR Mac emulator, lots of software (Notator, Copyist DTP, Wordperfect, Pagestream, Calamus, Touch-Up, etc), lots of PD disks. Package= $900.

Contact via e-mail: DWerden@AOL.com

Dave Werden, U.S. Coast Guard Band
DWerden@AOL.com

1009. To Sell: ST system & software

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-08 00:00:00 UTC
From: dwerden@aol.com
Message-ID: <3m7j86$as7@newsbf02.news.aol.com>
Source record: 13060

Atari 520ST 2.5 meg accelerated, Syquest removable hard drive, Spectre GCR Mac emulator, lots of software (Notator SL, copyist DTP, Wordperfect, Pagestream, Copyist, Touch-Up, etc), lots of PD disks. $900.

Dave Werden
U.S. Coast Guard Band
University of Connecticut

DWerden@AOL.com
Dave Werden, U.S. Coast Guard Band
DWerden@AOL.com

1010. *** Falcon BBS List ***

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-09 00:00:00 UTC
From: fg024@cleveland.Freenet.Edu
Message-ID: <3m7von$mg3@usenet.INS.CWRU.Edu>
Source record: 13061
Cross-posted to:
fr.comp.sys.atari,comp.sys.atari.advocacy,comp.sys.atari.st,de.comp.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

```
BBS that have a Falcon 030 section

============================

Version : 0.04

Here is a List of BBSs that have a Falcon Section, If you Have more please E-mail
me info of:

+Name

+Country

+Phone numbers

+Speed (Min /Max)

+Ratios

+Parity ( n of bits ; Even/Odd/None ; bit of stop )

+Used Spaced for Falcon
```

Now my gathering (by the way I would like to thank s the people who have contributed to this list).

```
Canada (+ 1)

-----------

Grand Central Galaxy

403 986 9843 14.4 kbps 5/1 8-N -1

1ST STeps

604 522 7205 28.8 kbps ??? ???

Denmark (+ 45)

-------------

DK-Soft

43 71 70 75 19.2 kbps ??? ???

France (+33)

----------
```

ACE

1 45 88 75 48 2.4-2.28 Kbps ??? 8-N-1

Brasil

1 44 67 08 44 2.4-28.8 Kbps ??? 8-N-1

TheBbs

1 42 51 11 35 2.4-28.8 Kbps ??? 8-N-1

World is Crazy

21 57 14 70 9.6-19.2 Kbps 4/1 ???

Germany (+49)

GoreZone

4841 6069 2.4-19.2 Kbps no ratios 8-N-1

Wild Box

2381 161398 9.6-19.2 Kpbs no ratios 8-N-1

Norway (+47)

The STand

56 30 58 57 14.4 kbps no ratios 8-N-1

XBASE

73 52 30 18 28.8 kbps ??? ???

Sweden (+46)

Crime City

8 760 40 67 28.8 kbps no ratios ???

Jabberwocky

31 7956724 14.4 Kbps no ratios 8-N-1

MaSTer

303 92083 28.8 kbps no ratios 8-N-1

MidiNet

40 160655 28.8 Kbps Membership 8-N-1

(Free for Foreigners)

STraight

31 363973 28.8 Kbps no ratios 8-N-1

DataLine

87 782886 300-14.4 kbps 10:1 or free 8-N-1

U K (+44)

???

0272 881095 14.4Kbps Yes (?) 8-N-1

Chameleon

1454 881095 28.8 no ratios 8-N-1

The Falcon's Realm

1254 386151 14.4 Kbps no ratios 8-N-1

U S A (+ 1)

Neostag

216 792 2580 14.4 kbps no ratios 8-O-1

Cumberland county

609 451 7475 14.4 kbps ??? 8-?-?

Molin's Den of inquity

313 451 0524 300-14.4 Kbps no ratios 8-N-1

Puddle City

503 289 9429 28.8 Kbps ??? ???

The Rebel

702 435 0786 2400-14.4Kbps no ratios 8-N-0

PLEASE NOTE:

This list is copyright 1995 by Hirlimann Ludovic. It should be widely distributed as long has NO MONEY IS MADE OUT OF IT. So please distribute it. Upload it to your favorite bbs. If youhave any information dealing with Falcon bbss please mail them to me, those info will be added to the List.

--
E-Mail : Fg024@Cleveland.freenet.edu
Falcon 030 VGA + FPU 4/270

1011. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-09 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3m7u9h$t2@paul.rutgers.edu>
Source record: 13062

sinclair@netins.net writes:

<Snip>

:>:> True, but that doesn't justify their blatant price gouging in the 1980's.
:>:> There is such a thing as business ethics you know. There also is such
:>:> a thing as an expansive marketing strategy, i.e., a plan in which one
:>:> tries to increase one's market share; Apple should have done that since
:>:> they would be much better off today if they had a 20% market share
:>:> rather than a 10% one.

:Justify? The market justified it. Who knows what would have happened if
:prices were too low. Apple did not and still does not have the manufacturing
:capacity to increase their market share. The firm needs to work on a viable
:solution to solve this..A new plant is going up online later this year..

If capacity was the problem, what was their to stop them from building more
factories? They could have - and should have - spent at least a little money
on this. Intentionally keeping your market share down just to save you the
trouble of building more factories is *stupid*! Did Intel try to keep their
market share down when they couldn't meet all the demand for the 386? No!!
They told everyone that the 286 and its clones were brain-dead and that
everyone should get a 386 or 386SX system in its famous graffiti ads.]

Looks like Atari doesn't have a monopoly on managerial incompetence...

:>:Ethics? You mean Atari.. Its easy to say what Apple should have done back
:>:than. However, Apple is very profitable and sales are up very quarter. Apple
:>:just released the 5200 and 580. A new Q630 with an 8/500 config for the same
:>:price will be out shortly. Apple has 61% of the education market and about 20
:>:percent of the home. North Amercican sales of Mac software increased to $1.2
:>:billion in 1994.
:>
:>So what you are basically saying is that if it weren't for their price
:>gouging in the 80's, Apple would have gone out of business. That doesn't
:>say to much for the company...they have to unethical in order to survive.

:What was unethical? Apple invested heavly in marketing and R&D to justify
:their expenses.

The way Apple screwed its installed base by charging atificially high prices
for its products. If they REALLY needed to charge such high prices to support
their R&D then why are they able to charge relatively low prices now. Is it
because they no longer price gouge or is it because they no longer have an
R&D department?

:Now you are going to say that the health insurance/health care industry is not
:unethical, despite gouging.

Price gouging in ANY industry is unethical, whether its computer manufacturing,
health insurance, auto insurance, etc.

:>:> I can't wait to see all your whining about "Microsoft's anti-competitive
:>:> practices" when they put Apple out of business. I mean, what would be
:>:> so wrong with MS doing that? They are in the business to make money,
:>:> after all, and eliminating a major competitor can increase their profit
:>:> margins.
:>
:>:You mean Wintel 95 will do it this time? Ha ha ha. The recent Infoworld called
:>:it a kludge. Even the Amiga OS can multitask better..
:>
:>I wouldn't be surprised if that were the truth, but you know how good
:>ol' Bill is at convincing people that MS products are the greatest.
:>Look at Windows 3.0 - the thing sucked yet it was an enormous commercial
:>success for MS; don't be surprised if history repeats itself with Win 96.
:>Mark my words: Win 96 (like it or not) *will* be a big success and it
:>*will* hurt Mac sales.

:The Mac is still around despite 3.0 and will do so when WINEVER comes out..

Only because Apple lowered their prices to make the Mac more competitive
with PC's. Otherwise, they would have gone the way of C=.

* Tom Trauth

1012. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-09 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FDJEAIBLUP@cabal.shnet.org>
Source record: 13063

In <0098E66F.07A80CE6@netins.net> sinclair@netins.net wrote:

>In article <FDESFECOUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>>In <0098E3F1.CC971130@netins.net> sinclair@netins.net wrote:
>>>In article <3lk3v0$sbd@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>>
>>Usually, I don't consider Petey-boy worth a Follow-Up, but this one was
>>too nice.
>>
>>>>> No ... the PC has steamrolled everything. The Mac is doing better
>>>>now, but it is not the success in Europe that the ST and Amiga were.
>>>
>>>I don't think so. Apple Europe = $2 billion in annual sales..
>>
>>Since when? Chip, a German magazine, published sales statistics on various
>>machines during the eighties, and the Mac didn't show up between the PCs,
>>Amigas and STs.
>
>Were talking about the '90's here..Source: Apple's 1994 annual report..

Ah I see, now, the annual reports become the 1994 annual report, as the
original claim seems to be false.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 22. Mar. '95

1013. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-09 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FDJVADAYUP@cabal.shnet.org>
Source record: 13064

In <3m6qbe$2rp$3@mhadf.production.compuserve.com> BobR wrote:
>>:Apple is in business to make money. Apple charged what the market would bear
>
>> True, but that doesn't justify their blatant price gouging in the 1980's.
>
>Ah.. you mean like charging over $1200 for a 16K Atari 800..?

What was the price of the Apple machine in 1980 (or 81, whenever this
price was asked)?

Now?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 22. Mar. '95

1014. Re: Name change for Wintel 95

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-09 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3m8iuu$bs7@nyheter.chalmers.se>
Source record: 13065
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

Great Peter! You actually brought us something funny :-).

Regards, Christer.

--
"Birds can usually fly. So if Tweety is a bird, we can typically conclude that
Tweety can fly. But ostriches are a special type of bird that can't fly; if I
tell you that Tweety is an ostrich, you will change your mind and conclude that
he can't fly after all. Unless he's from the planet Krypton, of course." - M.G.

1015. Re: Atari STacey Laptop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-09 00:00:00 UTC
From: cyberaaron@aol.com
Message-ID: <3m8to6$h6b@newsbf02.news.aol.com>
Source record: 13066

I know of a guy who's selling his STacey for $700....
****
****
CYBERAARON@AOL.COM *
****
****
* "Only Amiga makes it possible, Only commadore stood in the
way." *
****
****

1016. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-09 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3m950c$acu@ccshst05.cs.uoguelph.ca>
Source record: 13067

: Ah.. you mean like charging over $1200 for a 16K Atari 800..?

That was in the late 1970's and at that time Apple II's were even
more expensive. When Apple starts charging twice as much for a IIc+ as
Atari or Commodore charge for a 1040ST or Amiga 500, something is wrong.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty, now beam down my clothes!!!!"
==

1017. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-09 00:00:00 UTC
From: sinclair@netins.net
Message-ID: <0098EA12.5A8765BE@netins.net>
Source record: 13068

In article <3m950c$acu@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>: Ah.. you mean like charging over $1200 for a 16K Atari 800..?
>
> That was in the late 1970's and at that time Apple II's were even
>more expensive. When Apple starts charging twice as much for a IIc+ as
>Atari or Commodore charge for a 1040ST or Amiga 500, something is wrong.

The retail price of the IIC+ was $729. The original price if the IIC was $1199-1299 with monitor. The IIC was released a month after the Mac in April 1984. The IIC+ was released years later..

As for Apple's pricing scheme, who is still left in the computer market?

>
> >> Mark <<
>
>--
>==
>Mark Rathwell The University Of Guelph
>
>mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "Very funny Scotty, now beam down my clothes!!!!"
>==

-Peter

1018. Re: ST:TNG "Incident in the Atarian Quadrant"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-09 00:00:00 UTC
From: Max.Denebian@f318.n105.z1.fidonet.org
Message-ID: <797460369.AA07502@jina.rain.com>
Source record: 13069

A beautiful piece of writing if I don't say so myself. I feel the same way alright. If you won't mind, we'd like to put that in our newsletter for publication. Rather humourous I'd say...

1019. Re: *** Falcon BBS List ***

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-10 00:00:00 UTC
From: Lou Trapani <lou_trap@li.net>
Message-ID: <3maqet$fgh@linet02.li.net>
Source record: 12987
Cross-posted to:
fr.comp.sys.atari,comp.sys.atari.advocacy,comp.sys.atari.st,de.comp.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

```
Add to the list...

THE MACHINE BBS
1-516-764-5748

24 Hrs / 300-14.4K bd / No fees

-= Lou =-
```

1020. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-10 00:00:00 UTC
From: sinclair@netins.net
Message-ID: <0098EA4A.AFFE97FF@netins.net>
Source record: 12988

In article <3m7u9h$t2@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>sinclair@netins.net writes:
>
><Snip>
>
>:>:> True, but that doesn't justify their blatant price gouging in the 1980's.
>:>:> There is such a thing as business ethics you know. There also is such
>:>:> a thing as an expansive marketing strategy, i.e., a plan in which one
>:>:> tries to increase one's market share; Apple should have done that since
>:>:> they would be much better off today if they had a 20% market share
>:>:> rather than a 10% one.
>
>:Justify? The market justified it. Who knows what would have happened if
>:prices were too low. Apple did not and still does not have the manufacturing
>:capacity to increase their market share. The firm needs to work on a viable
>:solution to solve this..A new plant is going up online later this year..
>
>If capacity was the problem, what was their to stop them from building more
>factories? They could have - and should have - spent at least a little money
>on this. Intentionally keeping your market share down just to save you the
>trouble of building more factories is *stupid*! Did Intel try to keep their
>market share down when they couldn't meet all the demand for the 386? No!!
>They told everyone that the 286 and its clones were brain-dead and that
>everyone should get a 386 or 386SX system in its famous graffiti ads.]

However, Apple has had over capacity problems in the past. Apple got into
trouble for over producing Macs in 1985 and resulted in thier first loss in Q2
and may have contributed in the ouster of Steve Jobs. Apple had not forgotten
that because it almost sunked the company.

You have to take into context that Apple until recently was a single supplier
of the Mac and forcasting is difficult when you have to cover all markets. In
the Wintel world, there are many choices to choose from. PackardBell
concentrates in the home market while GateWay 2000 sells mainly to government
and education institutions.

>
>Looks like Atari doesn't have a monopoly on managerial incompetence...

Apple management does not even come close to incompetence going on at Atari.
Atari is incapable of releasing a measly cdrom player as well as games..

>
>
>:>:Ethics? You mean Atari.. Its easy to say what Apple should have done back
>:>:than. However, Apple is very profitable and sales are up very quarter. Apple

>:>:just released the 5200 and 580. A new Q630 with an 8/500 config for the same
>:>:price will be out shortly. Apple has 61% of the education market and about 20
>:>:percent of the home. North Amercican sales of Mac software increased to $1.2
>:>:billion in 1994.
>:>
>:>So what you are basically saying is that if it weren't for their price
>:>gouging in the 80's, Apple would have gone out of business. That doesn't
>:>say to much for the company...they have to unethical in order to survive.
>
>:What was unethical? Apple invested heavly in marketing and R&D to justify
>:their expenses.
>
>The way Apple screwed its installed base by charging atificially high prices
>for its products. If they REALLY needed to charge such high prices to support
>their R&D then why are they able to charge relatively low prices now. Is it
>because they no longer price gouge or is it because they no longer have an
>R&D department?

Apple was no different than IBM and Compaq at the time. Apple at the time concentrated in selling to the business market as well as too niche markets such as publishing. Again, Apples manufacturing capacity at the time could only support Apples market. Apple produced about a million Macs until the early 90's when the market shifted. So Apple reorganized once again to become a high margin low volume to a low margin high volume producer. Apple changed their manufacturing process to reflect it.

Apple needs to out source their manufacturing to other producers such as Acer and even IBM. If IBM wants to realy make money by becomming an OEM manufacturer should cancel the Jagflop production and produce Macs..

Maybe Apple's new U.S. manufacturing plant will solve their supply problems. I doubt it once Wintel 96 comes onto the market!

>
>
>:Now you are going to say that the health insurance/health care industry is not
>:unethical, despite gouging.
>
>Price gouging in ANY industry is unethical, whether its computer manufacturing,
>health insurance, auto insurance, etc.

Yes, your politics say otherwise. The market has corrected that problem in the PC world but has not in the health care market..

>
>
>:>:> I can't wait to see all your whining about "Microsoft's anti-competitive
>:>:> practices" when they put Apple out of business. I mean, what would be
>:>:> so wrong with MS doing that? They are in the business to make money,
>:>:> after all, and eliminating a major competitor can increase their profit
>:>:> margins.
>:>

>:>:You mean Wintel 95 will do it this time? Ha ha ha. The recent Infoworld called
>:>:it a kludge. Even the Amiga OS can multitask better..
>:>
>:>I wouldn't be surprised if that were the truth, but you know how good
>:>ol' Bill is at convincing people that MS products are the greatest.
>:>Look at Windows 3.0 - the thing sucked yet it was an enormous commercial
>:>success for MS; don't be surprised if history repeats itself with Win 96.
>:>Mark my words: Win 96 (like it or not) *will* be a big success and it
>:>*will* hurt Mac sales.
>
>:The Mac is still around despite 3.0 and will do so when WINEVER comes out..
>
>Only because Apple lowered their prices to make the Mac more competitive
>with PC's. Otherwise, they would have gone the way of C=.
>

True..

>
>
>* Tom Trauth

-Peter

1021. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-10 00:00:00 UTC
From: sinclair@netins.net
Message-ID: <0098EA4B.18B74611@netins.net>
Source record: 12989

In article <3m950c$acu@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>: Ah.. you mean like charging over $1200 for a 16K Atari 800..?
>
> That was in the late 1970's and at that time Apple II's were even
>more expensive. When Apple starts charging twice as much for a IIc+ as
>Atari or Commodore charge for a 1040ST or Amiga 500, something is wrong.

TBZZZT...Wrong. Those prices were in affect in the 1980's until about '84' before the Tramiel's purchase. My HighSchool at the time standardized on the Atari 8 bits until Apple came along and cultivated it..

>
> >> Mark <<
>
>--
>==
>Mark Rathwell The University Of Guelph
>
>mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "Very funny Scotty, now beam down my clothes!!!!"
>==

-=Peter

1022. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-10 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3maik3$feg@paul.rutgers.edu>
Source record: 12990

sinclair@netins.net writes:

<Snip>

:>If capacity was the problem, what was their to stop them from building more
:>factories? They could have - and should have - spent at least a little money
:>on this. Intentionally keeping your market share down just to save you the
:>trouble of building more factories is *stupid*! Did Intel try to keep their
:>market share down when they couldn't meet all the demand for the 386? No!!
:>They told everyone that the 286 and its clones were brain-dead and that
:>everyone should get a 386 or 386SX system in its famous graffiti ads.]

:However, Apple has had over capacity problems in the past. Apple got into
:trouble for over producing Macs in 1985 and resulted in thier first loss in Q2
:and may have contributed in the ouster of Steve Jobs. Apple had not forgotten
:that because it almost sunked the company.

:You have to take into context that Apple until recently was a single supplier
:of the Mac and forcasting is difficult when you have to cover all markets. In
:the Wintel world, there are many choices to choose from. PackardBell
:concentrates in the home market while GateWay 2000 sells mainly to government
:and education institutions.

Over production neatly killed Apple in 1995.
That's a good point. Apple had a lot of problems in 1984-86 that would
have made expansion unwise. But from about 1987 on, Apple was in good
shape. They certainly could have gambled a little bit after 1987 and
built one or two more Mac producing factories so they could expand
capacity.

As for Apple being the sole supplier, they have no one to blame for that
but themselves. For years they resisted Mac clones. It wasn't until
they came out with the Power Macs that Apple realized that the Mac needed
a viable clone market in order to remain viable; Apple then finally
changed it's tune and gave its blessing to Mac clones. Apple is still,
for all intends and purposes, the sole supplier of Mac systems. Few
Mac clones have been released so far, and most the ones that have seem
to be aimed at the high-end server market. I doubt that a serious Mac
clone market will exist until mid-1996 at the earliest.

<Sinflame about Atari mgmt. deleted>

<Snip>

:Apple was no different than IBM and Compaq at the time. Apple at the time
:concentrated in selling to the business market as well as too niche markets
:such as publishing. Again, Apples manufacturing capacity at the time could

:only support Apples market. Apple produced about a million Macs until the
:early 90's when the market shifted. So Apple reorganized once again to become
:a high margin low volume to a low margin high volume producer. Apple changed
:their manufacturing process to reflect it.

Well, since they are still having supply problems, it is obvious that they
didn't shift fast enough. And while its true that IBM and Compaq concentrated
on the business market, other PC/clone makers like P-Bell took care of the
other markets, like the home one. Since Apple was (and for the most part
still is) the sole supplier of Macs, and *knew* it, they should have either
made sure that they could cover all the Mac markets or legalized Mac clones
sooner.

:Apple needs to out source their manufacturing to other producers such as Acer
:and even IBM. If IBM wants to realy make money by becomming an OEM
:manufacturer should cancel the Jagflop production and produce Macs..

Actually, I've heard rumors on c.s.ppc that IBM probably will produce Macs
for Apple. Haven't heard anything about them dropping Jaguar production
though. And why should they, since the Jag is selling.

:Maybe Apple's new U.S. manufacturing plant will solve their supply problems. I
:doubt it once Wintel 96 comes onto the market!

Exactly, because when Windoze96 comes out, they will probably face an
over supply problem that the new plant will only exascerbate. Maybe
it is a good idea for Apple not to have an expansionist marketing
strategy after all..

* Tom Trauth

1023. re: Jagflop II and Sinflop II

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-10 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950410030714.4151I-100000-100000@PEAK.ORG>
Source record: 13070
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

On 2 Apr 1995 sinclap2954@cobra.uni.edu wrote:

> Yes, but can Jagflop1 users run JagflopII titles?

Can original 128K Macintrashes run Lightwave from the Power Mac? What is
your point?

However, although there may be a Jaguar II, let's hope there's NOT a
Sinflop II.... The burning question: Would a Sinflop II post the same
disjointed drivel as Sinflop I? Let's hope we never know the answer to
that one. Let's hope someone has done us all a favor and sterilized
this "piece of terd" (as Jeff Minter said it, according to Sinflop).
Lord knows we don't need another Sinflop on the welfare books, or
populating the mental asylums. On the other hand, Petey probably just
spanks it looking to dirty GIFs on his Mac, so unless he can knock up a
Performa, we have little to worry about.. HA HA HA HA HA!!!!!

> "Peter Sinclair, you are a tosspot; you are a wonker; you are a very tiny piece
> of turd."
> - Atari's Jeff Minter

Only Sinflop would post THIS in HIS OWN message footer....
Sinflop, for once, I applaud thee (albeit with mucho laughter).

1024. Re: Pippin specs and more..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-10 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950410031443.4151J-100000-100000@PEAK.ORG>
Source record: 13071
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

On 2 Apr 1995 sinclap2954@cobra.uni.edu wrote:

>
> My net service is suffering severe slow downs..
>

So is that rock between your ears, dill-weed.

James

1025. Re: Pippin specs and more..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-10 00:00:00 UTC
From: b2004@vsprsun_14
Message-ID: <1995Apr10.124732.406@queens-belfast.ac.uk>
Source record: 13072
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

Scott Le Grand (legrand@tesla.mbi.ucla.edu) wrote:

: I wonder why Apple hasn't asked Nolan Bushnell for an opinion on this
: thing... C D T V all over again... Now we all know how Apple managed to shrink
: from #1 to 1/10 of the computer market... Watch them top this performance with
: the Pippin... If you liked Newton, you'll LOVE Pippin...

Yeah, the Pippin is pretty Doomed, unless it has some absolutely AWESOME
games which I really doubt. Apple seem to be going for the same market as
CDTV and CDi - the non-existant home-multimedia market. BIG mistake, and
they're charging too much for it.

Give me a Sony Playstation any day.....

gavan
--
email: G.Moran@ee.qub.ac.uk | 'There can be only one!'
or gmoran@nyx.cs.du.edu | - The Highlander

1026. Re: Pippin specs and more..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-10 00:00:00 UTC
From: b2004@vsprsun_14
Message-ID: <1995Apr10.155926.419@queens-belfast.ac.uk>
Source record: 13073
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

sinclair@netins.net wrote:
: In article <3lci2d$83s@saba.info.ucla.edu>, legrand@tesla.mbi.ucla.edu (Scott Le Grand)
writes:
: >
: >> Andrew Sinclair-Day | The Rock Garden | Between the brain that plans
: >> Sinclai@PCNET.COM | 982 State Street | and the hand that builds,
: >> 203-777-9997 | New Haven, CT. 06511 | there must be a mediator.
: >
: >Daddy, Mommy, brother, or sister, the Sinflops can reproduce... Be afraid,
: >be very afraid...

: A bro..

Your brother is letting you use his account to pester people?

BIG mistake, I'd imagine once the 10 meg mailb**bs arrive he'll lose his
access too.........

gavan

--
email: G.Moran@ee.qub.ac.uk | 'There can be only one!'
or gmoran@nyx.cs.du.edu | - The Highlander

1027. Re: Name change for Wintel 95

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-10 00:00:00 UTC
From: hchau@landau.ucdavis.edu
Message-ID: <3mb17k$6i6@mark.ucdavis.edu>
Source record: 13074
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

sinclap2954@cobra.uni.edu wrote:

: MICROSOFT RENAMES WINDOWS 95
:
: REDMOND, WASHINGTON -- In an effort to dispel confusion surrounding
: Microsoft's upcoming new version of Windows, Microsoft announced today
: that it would rename the upgrade -- formerly known as Windows 95 -- to
: WinEver.
: ^^^^^^^

Strange, I thought the title I saw was WinEveryWhere:)

1028. Re: Name change for Wintel 95

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-10 00:00:00 UTC
From: sinclair@netins.net
Message-ID: <0098EAC3.A2638BDB@netins.net>
Source record: 13075
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <3mairo$ffq@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>sinclap2954@cobra.uni.edu writes:
>
>
>:
>
>:
>:
>: <<< FAC:[NOTES$LIBRARY]MICRO_QUESTIONS.NOTE;1 >>>
>:
>:===
>:Note 6.71 PC - Windows and Windows Applications 71 of
>:73
>:VIPER::CONNELLY "Ken Connelly - VAX System Manager" 46 lines 30-MAR-1995
>:09:17
>: -< News Flash ;-) >-
>:---
>:[don't know where/who to give credit for this except to say 'the net'.]
>:
>: MICROSOFT RENAMES WINDOWS 95
>:
>
>
>Bravo! Bravo!!
>
>Finally, Peter, you have actually posted something worth reading.
>Where did you get that from, BTW. Was it an April Fools Day post
>on c.s.m.a or c.o.w.a?
>

I got it from my superior who is head of library technology services.. He
received it from Connelly.

I am not sure if it is an April Fools joke..

>
>* Tom Trauth
>
>

-Peter

1029. Re: Atari Portfolio

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-10 00:00:00 UTC
From: mike@dino.eng.monash.edu.au
Message-ID: <3mauq2$kui@harbinger.cc.monash.edu.au>
Source record: 13076

Hi Bob,

BobR (76702.1466@CompuServe.COM) wrote:
: > Can someone tell me if there is an ftp site with Portfolio related files?

: I believe atari.archive.umich.edu has a separate Portfolio directory..

: Try there or one of their mirror sites...

Thanks for the info. I checked it out and they do indeed have a portfolio
area.

Mike

1030. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-10 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950410031728.10801A-100000-100000@PEAK.ORG>
Source record: 13077

On 2 Apr 1995 sinclap2954@cobra.uni.edu wrote:

> Yes and no. The Apple II line was delegated to the education market because of
> the software base. AppleWorks ran pretty well for its capabilities and that
> sold alot of machines. Yes, Atari's and Amiga's hardware were superior, but
> Apple made it up in apps.

Sorry, dunceFlop. The Apple II became successful in the
education market to BEGIN with (before the software base was developed)
because Apple (wisely) peddled those lame-o graphics 1Mhz machines to
schools for **FREE** to promote the start of the line. Please try and
get your facts right.....I know you won't, but try anyway.

> mistakes, but do you learn from them. Apple continues to support the Mac line
> with vast resources why Atari abandons everything that it produces.. Whats
> Atari's excuse..?

Atari's excuse was that it was no longer profitable or feasible to market
a proprietary system against the whordes of MS-DOS clones. Apple may
find this out yet, since the industry continues to evolve and SO MANY
people are buying PCs that it makes one's head spin.

> >
> > : I don't think so. Apple Europe = $2 billion in annual sales..
> >
> > Take the combines sales of all the PC's and that equals diddly.
>
> As well as Atari..

Apple's sales still equal "diddly" in comparison. Forget Atari...don't
bring that up... Come on, Petey.... You want to pick on the
pseudo-defunct Atari line with your crApple.....why don't you pick on the
PC? Are you not ready to lose? It's much easier to ignore PC sales and
compare your Macintrash to the Atari, isn't it....easier for YOU,
Sinflop....not the rest of the world. Take a look at Pee Cee sales.

1031. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-10 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950410032656.10801C-100000-100000@PEAK.ORG>
Source record: 13078

On 6 Apr 1995 sinclap2954@cobra.uni.edu wrote:

> Ethics? You mean Atari.. Its easy to say what Apple should have done back
> than. However, Apple is very profitable and sales are up very quarter. Apple
> just released the 5200 and 580. A new Q630 with an 8/500 config for the same
> price will be out shortly. Apple has 61% of the education market and about 20
> percent of the home. North Amercican sales of Mac software increased to $1.2
> billion in 1994.

How about some Pee Cee figures to put those crApple numbers in proper
perspective, please? Let's look at aggregate figures, slick.

>
> You mean Wintel 95 will do it this time? Ha ha ha. The recent Infoworld called
> it a kludge. Even the Amiga OS can multitask better..

It wouldn't be surprising if Winslows 95 is a "kludge", but if you think
it's the last you'll see for the Wintel computers, you're wrong... Gates
is going to ride this x86 cash cow for a long time....he'd like to put
Apple out of business and he'll probably keep working at that goal until
he does.

Sadly for users of other computers, the PC platform has been sparring
with everything from the Apple II and 8-bit Atari to the newest Power
Macintosh. While nobody can call the shots, there is certainly NO
evidence that the PC platform is going to stop. I'm sure there was a
time when Commodore users felt as surely as you do... Hell, I felt that
way as an Atari user.... Apple has a tough battle ahead, man.

James

1032. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-10 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3mb8r2$e7l@osiris.wu-wien.ac.at>
Source record: 13079

BobR (76702.1466@CompuServe.COM) wrote:
: Doesn't sound like all that good a reason to condem Apple...
No. it was not intended that way. But if you compare Quickdraw and NVDI
(you can do that directly on the Mac) people who are saying how fast
Quick Draw is will not say so afterwards.

Regards,

Alfred

1033. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-10 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3mbekc$prd@ccshst05.cs.uoguelph.ca>
Source record: 13080

```
: The retail price of the IIC+ was $729. The original price if the IIC was
: $1199-1299 with monitor. The IIC was released a month after the Mac in April
: 1984. The IIC+ was released years later..

That's debatable. Your source says $729, mine says $1200.

: As for Apple's pricing scheme, who is still left in the computer market?

Only because their pricing scheme has been changed.

>> Mark <<

--
===============================================================================
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Soon my power will be the greatest in all of Oz!"
===============================================================================
```

1034. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-10 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3mbemp$prd@ccshst05.cs.uoguelph.ca>
Source record: 13081

```
: TBZZZT...Wrong. Those prices were in affect in the 1980's until about '84'
: before the Tramiel's purchase. My HighSchool at the time standardized on the
: Atari 8 bits until Apple came along and cultivated it..

Do you always answer posts twice? Take a look at some Compute!
magazines from 1987.

>> Mark <<

--
================================================================================
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Soon my power will be the greatest in all of Oz!"
================================================================================
```

1035. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-10 00:00:00 UTC
From: Nicolas Monnet <nmonnet@grenet.fr>
Message-ID: <3mbv5m$1oe@cicg-communication.grenet.fr>
Source record: 13082

aspect@cats.ucsc.edu (Christopher Taylor Oates) wrote:
>
>
>
> Okay, thanks for the tech explanation. I see your point. If I say "reserved"
> characters instead of "illegal" characters, we seem to be saying the same
Nop, nop, nop! Illegal means: you have to trick the computer in such
a way that other programs or future OS releases will get bugs from
your tricks. Using a space in a file name isn't dangerous at all
-- provided other users know enough about Unix, unlike you.

Here follows a stupid argumentation which I can resume by:
1) Mac users can type anything as a name, therefore they DO anything
and that's a mess
2) Mac desktops seem to be so chaotic

1) Okay, assume that we're constrained as in Dogs/Weirdos.
Little example: I'm developping a small "multimedia" documentation
in which I use custom buttons... LOTSA buttons, stored as PICTure
files. Soudns like: "left arrow yellow disabled 1" or "validate button
enabled p10"
It would be MUCH better organized if I would name them:
L_AR_YD1.PIC or VLBUTENP10.PIC... (there are 50 others)
^^^^^whoups, more than 8 chars!

You're an ASSSSSSSSS HOLE!

2) My desktop (physical desktop!) is a REAL MESS. That's my point of
view, I like it. Remember the early mac ads: the computer doesn't
decide for you. You (hm, I) choose. I'm older than 18.

> Chris

mailto:nmonnet@grenet.fr

1036. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-10 00:00:00 UTC
From: Nicolas Monnet <nmonnet@grenet.fr>
Message-ID: <3mc0pv$a2q@cicg-communication.grenet.fr>
Source record: 13083

guenther@cabal.shnet.org (Thorsten Guenther) wrote:
>
> In <D69BEw.2Hs@ecf.toronto.edu> PISCHKE DAVID wrote:
> >That's also a blatant lie. The Inside Macintosh series, a HUGE collection
> >of books published by Apple about its OS, is readily available to anyone who
> >wants to learn how to program on the Mac.
>
> ....and who has 1,600 DMs (approx. 1150 US$s) to spend.
+---------+
| WRONG ! |
+---------+
Anyone who has access to ftp: ftp://www.info.apple.com
I can't remember the directory!
You don't even need a printer (though it's useful):
the documents are electronically readable using AppleDocViewer
which provides anything you can expect from a digital book
(search, of course, but also a hierarchical table of content, an
intelligent index...) -- and it's free, too --.

> >>And when it comes to the operating system side, there is virtually
> >>nothing the MacOS can do that Ataris OS won't do. As is described before,
> >>on an Atari you also can drag fonts to a font folder and hereby install them.
I hope you're kidding! I have a strong experience of the GEM
(on a 1040 st -- I don't think the basis of it have much evolved
in 4 years), and I'm now learning MacOS (in fact, I had already had
experiences of it a few years ago). No possible comparison! Just
consider the way overlapping windows are treated for refresh...
Gem sends you hundred of rects you have to redraw in, whereas the
Mac uses "regions" which can be of any shapes (inside, it uses a mask
screen I think).

Consider some things I think to be what make the Mac superior to Weirdos
(v95 included):
- Drag&Drop manager. A recent addition (1 yr old): you can drop datas
from an app to another; for example text (as you do in Word in a single
document) without pressing cmd-c cmd-v, or any other object.
Very user-friendly when used with file-type objects: for example in
Premiere 4.0, you can drag a movier from the finder to your project window,
without opening this painful dialog box.
- Comm toolbox. The system provides a general interface to any kind of
asynchronous device. In general, the 2 standard serial i/o ports;
but that can also be a Telnet driver: any application using the comm
tbox can use the telnet protocol! Also very useful if you have additio-
nal serial ports on a Nubus card. The comm tbox also provides a std
interface for data transfer protocols (xmodem, kermit...) and

terminal emulation; it's less useful, but in France
it's really nice bicoz it allows us to use our national videotex
standard (teletel/minitel) in any comm app.
- lots of other things... but en r'esum'e:
As soon as a new technology (hardware) was introduced,
Apple provided an as genreral as possible api. Ex: Quicktime
Therefore, the MacOS doesn't requires tons of tricks to maintain
backward comptibility, as does Weirdos (this -- how can we call that?
as says Maxis' Ceo: "W**dows is not an OS, it's a pain in the ass"--
thing uses most of its resources to keep compatibility)
Another example of Apple's programmers talent: QT2.0 Musical Instrument
includes a Midi emulator -- that is, you can play midi files
on any macintosh. It uses a part of the available CPU time to compensate
the hardware lack. But if you have a midi expander connected...
(and it's well programmed: for example, the game Marathon (a doom-
like) performs very well with a nice music (very goodd sound!))

mailto:nmonnet@grenet.fr

1037. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-10 00:00:00 UTC
From: Nicolas Monnet <nmonnet@grenet.fr>
Message-ID: <3mc1j2$a2q@cicg-communication.grenet.fr>
Source record: 13084

aspect@cats.ucsc.edu (Christopher Taylor Oates) wrote:
(snipped)
> SUre. That's why anybody who wants to do reasonably speedy things on a mac
> under system 7 has to go direct to screen. How many REAL Mac programmers do
> you know? I mean people who make their living doing it? I've known several.
> And (up to the first quadra machines - this may not apply to power PC) it
> always was "if you want speed, go direct to screen"
> ~Chris
I think you completely miss the point.
Quickdraw IS fast for what it is designed for. It's not made for
game programming. But I've been told that if you have to draw something
offscreen (using a gworld or your own routines), you might find it
difficult (not impossible) to perform faster than quickdraw's bitcopy
on large image portions, because it has been designed with 040
cache specs in mind. Gem programmers, trust me (I'm a former 1040 st
owner and demo/game maker), MacOS is REALLY optimized.
Also note that Apple's Quicktime writes directly to the screen when
possible... in Windows!!! (it does on MacOs, too, I think)
By the way Apple is suing Microsoft because they (apple says) stole
the part of their code that writes directly to the screen.

1038. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-10 00:00:00 UTC
From: Nicolas Monnet <nmonnet@grenet.fr>
Message-ID: <3mc271$a2q@cicg-communication.grenet.fr>
Source record: 13085

<STIRRE31@MAINE.MAINE.EDU> wrote:
> of most home users. A bit of word processing, spreadsheets and games
> are all done fine. And the 8-bit costs very little as well as beating
> a Macintosh in games anyday (IMHO).
Have you seen the game "Marathon"?????
Textured 3d engine - looks like doom with less fps (I think 30% less
on similar machines, my LC630 compared to a DX2-66 for example) but
with 16bits colors (and even million colors on appropriate systems)
-- it means a 600kBytes screen adressing (640x480 though the graphics
are calculated for 320*240 [but can be full 640x480 on faster mach.
like Powermacs]), compared to MCGA's 64kBytes!-- is there a comparison?
and a variable azimuth (you can look up and down). And midi music
played w/o additional hardware (and a very NICE sound).
I also have games like F/18: a very impressive flight sim, not
many details, but it's about 40 fps on my computer, i think!!!
And there's a really amzing feature: if you have three video adapters
(3 monitors) at the same time, you can play in panorama mode!!!!!!
Wait version2, native PPC, with much details....

1039. Re: Name change for Wintel 95

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-10 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3mairo$ffq@paul.rutgers.edu>
Source record: 13086
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

sinclap2954@cobra.uni.edu writes:

:

:
:
: <<< FAC:[NOTES$LIBRARY]MICRO_QUESTIONS.NOTE;1 >>>
:
:==
:Note 6.71 PC - Windows and Windows Applications 71 of
:73
:VIPER::CONNELLY "Ken Connelly - VAX System Manager" 46 lines 30-MAR-1995
:09:17
: -< News Flash ;-) >-
:--
:[don't know where/who to give credit for this except to say 'the net'.]
:
: MICROSOFT RENAMES WINDOWS 95
:

Bravo! Bravo!!

Finally, Peter, you have actually posted something worth reading.
Where did you get that from, BTW. Was it an April Fools Day post
on c.s.m.a or c.o.w.a?

* Tom Trauth

1040. Re: Name change for Wintel 95

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-11 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3mdg4q$338@nyheter.chalmers.se>
Source record: 12991

This joke was fun! Win Never is a suitable name for the product, but I don't think that even Microsoft would name it that way. A more realistic name, regarding the delays, would be WinWhenever :-).

Regards, Christer.

--
"Birds can usually fly. So if Tweety is a bird, we can typically conclude that Tweety can fly. But ostriches are a special type of bird that can't fly; if I tell you that Tweety is an ostrich, you will change your mind and conclude that he can't fly after all. Unless he's from the planet Krypton, of course." - M.G.

1041. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-11 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95101.094729STIRRE31@MAINE.MAINE.EDU>
Source record: 12992

Nicolas,
First of all, I don't really like Marathon. I am "Doomed" out. I
am sick of all the clones. Besides, one game does not make the Mac
great for games. I know there are others (Descent being an example)
but IMHO the 8-bit's tons of great games beats it out.
Also, Nicholas, if you truly believe that the ST market hasn't changed
in 4 years then look again. NVDI does allow one to drag fonts to a
folder to install them. SpeedoGDOS is also very easy to use. You
should also see TOS 2.05 or higher. I use 4.04 and believe that
it is much better than System 7.5.
-scott tirrell

1042. Re: ST:TNG "Incident in the Atarian Quadrant"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-11 00:00:00 UTC
From: Lou Trapani <lou_trap@li.net>
Message-ID: <3melm3$fj7@linet02.li.net>
Source record: 12993

Kevin,

Cute. And entertaining as well! :-)

-= Lou =-

1043. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-11 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3mesp4$bg7@darkstar.UCSC.EDU>
Source record: 12994

In <3mbv5m$1oe@cicg-communication.grenet.fr> Nicolas Monnet <nmonnet@grenet.fr> writes:
>Nop, nop, nop! Illegal means: you have to trick the computer in such
>a way that other programs or future OS releases will get bugs from
>your tricks. Using a space in a file name isn't dangerous at all
>-- provided other users know enough about Unix, unlike you.

Hm. I'm trying to have a discussion, and he gets insulting.

>1) Okay, assume that we're constrained as in Dogs/Weirdos.
>Little example: I'm developping a small "multimedia" documentation
>in which I use custom buttons... LOTSA buttons, stored as PICTure
>files. Soudns like: "left arrow yellow disabled 1" or "validate button
>enabled p10"
>It would be MUCH better organized if I would name them:
>L_AR_YD1.PIC or VLBUTENP10.PIC... (there are 50 others)
> ^^^^^whoups, more than 8 chars!

SOunds like you have a problem with using too many PICT files to me. Why not
have one resource file with several picts embedded in it? hm? THat's the
real way to do it.

>You're an ASSSSSSSSS HOLE!

Wow. Here's another insult. Guess I shouldn't be trying to have rational
discussions with such people. hey, french guy: vas-tu faire foutre!

~Chris
>2) My desktop (physical desktop!) is a REAL MESS. That's my point of
> view, I like it. Remember the early mac ads: the computer doesn't
> decide for you. You (hm, I) choose. I'm older than 18.

>> Chris

>mailto:nmonnet@grenet.fr

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1044. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-11 00:00:00 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3md873$er7@gina.zfn.uni-bremen.de>
Source record: 12995

sinclap2954@cobra.uni.edu wrote:
: > BTW, i would be interested about the price of the Q630. I have seen it for
: > around 3000 DM (without monitor and printer).

: In the U.S. the price is $999 with out monitor and keyboard..

So the Mac here costs more than twice as in US. An Atari clone costs the same.

MarkusS

--

____
/ |_____________________________
/ | MarkusS, der Vierte |_____________________
(| Mails an | /
\ markuss@ | | /
_____________________| risc.techem.ruhr-uni- | (
(_____________________________| bochum.de \
(_____________________\

1045. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-12 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3mfuel$8vm$1@mhade.production.compuserve.com>
Source record: 12996

>The way Apple screwed its installed base by charging atificially high prices
>for its products. If they REALLY needed to charge such high prices to support
>their R&D then why are they able to charge relatively low prices now. Is it
>because they no longer price gouge or is it because they no longer have an
>R&D department?

Hmmm... sounds like we could do a "Search and Replace" here... just substitute "Atari" for "Apple"...

Did you ever talk to Bob Brodie and hear his story about how Atari decided to charge over $1200 for their Syquest removable media 44 Meg drive when other suppliers were selling the *exact same thing* for about $800...?

Garry Tramiel told Bob the users would pay the price because it said "Atari" on the front...

Sounds a lot like "Screwing the installed base by charging artificially high orices for its products" to me..

But you all just stand there in your Atari glass houses and keep on throwing stones at Apple... don't mind me...

BobR

1046. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-12 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3mfvq1$8vm$2@mhade.production.compuserve.com>
Source record: 12997

> : Ah.. you mean like charging over $1200 for a 16K Atari 800..? That was
> in the late 1970's and at that time Apple II's were even more expensive.
> When Apple starts charging twice as much for a IIc+ as Atari or Commodore
> charge for a 1040ST or Amiga 500, something is wrong.

The point is that the companies (whoever they are.. Apple is no different
from Atari) charge whatever they think the "market" will bear...

Why didn't Atari charge less than $1200 for a silly little 16K 6502 system..?

Because that was what the market would bear.. I know someone who actually
paid that much for an Atari 800 computer. He grimaces stoically whenever
I mention it, but then again, he enjoyed his 800 for several years before
I bought mine for $400.

No one ever put a gun to anyone's head and told them they HAD to pay whatever..

If people bought Apple computers over Atari or Commodore or whatever brand
computers, it was because the company had provided a better value to its
customers.. by promoting its products to a wider audience, thus
making third-party hardware and software more available.

I paid MORE for my Atari 810 floppy disk drive than I paid for my first
Atari ST computer SYSTEM... should I feel ripped off that Atari was so
unethical as to charge over $500 for a single sided, super low density
floppy disk drive..?

If not, then what makes Apple "unethical"...?

BobR

1047. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-12 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3mg06u$8vm$3@mhade.production.compuserve.com>
Source record: 12998

"Winslow"... "Crapple"...

Cutsie names... good substitute for any meaningful arguments.

BobR

1048. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-12 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3mg0q1$8vm$4@mhade.production.compuserve.com>
Source record: 12999

> So the Mac here costs more than twice as in US. An Atari clone costs the
> same.

There ARE no "Atari clones" in the US...

Anyone wanting an "Atari Clone" in the US needs to first KNOW that such a thing is available (just go to your neighborhood local Atari store and ask them.. NOT), then they need to know WHERE in Europe to write to find out about "Atari Clones"... then they need to pay many times more for an "Atari Clone" than they'd need to pay for another platform's equivalent perforance.

Give it up...

Atari computers are nice... but they're like driving a VW bug.

BobR

1049. Re: Pippin specs and more..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr12.174921.41601@cobra.uni.edu>
Source record: 13000
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1995Apr10.155926.419@queens-belfast.ac.uk>, b2004@vsprsun_14 (Mr Gavin Moran) writes:
> sinclair@netins.net wrote:
> : In article <3lci2d$83s@saba.info.ucla.edu>, legrand@tesla.mbi.ucla.edu (Scott Le Grand) writes:
> : >
> : >> Andrew Sinclair-Day | The Rock Garden | Between the brain that plans
> : >> Sinclai@PCNET.COM | 982 State Street | and the hand that builds,
> : >> 203-777-9997 | New Haven, CT. 06511 | there must be a mediator.
> : >
> : >Daddy, Mommy, brother, or sister, the Sinflops can reproduce... Be afraid,
> : >be very afraid...
>
> : A bro..
>
> Your brother is letting you use his account to pester people?
>
> BIG mistake, I'd imagine once the 10 meg mailb**bs arrive he'll lose his
> access too.........

Nope..I quoted..
>
> gavan
>
> --
> email: G.Moran@ee.qub.ac.uk | 'There can be only one!'
> or gmoran@nyx.cs.du.edu | - The Highlander

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1050. Re: ST:TNG "Incident in the Atarian Quadrant"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-12 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.797691459@gmi.edu>
Source record: 13001

Max.Denebian@f318.n105.z1.fidonet.org (Max Denebian) writes:

>A beautiful piece of writing if I don't say so myself. I feel the same
>way alright. If you won't mind, we'd like to put that in our newsletter
>for publication. Rather humourous I'd say...

No problem... just make sure you give credit to the author. :-)

/Kevin

1051. FALCON 030 4/x WANTED

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-12 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-1204951205440001@tecnation.com>
Source record: 13002

Please contact us at the address below:

--
Something wonderful IS happening!

TECNATION DIGITAL WORLD
555 Bryant Street #257
Palo Alto, CA 94301, U.S.A.
Tel: (415) 327-4332 Fax: (415) 327-1910
e-mail: hello@tecnation.com
http://www.tecnation.com/tecnation/

1052. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-12 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95102.154820STIRRE31@MAINE.MAINE.EDU>
Source record: 13003

BobR,
You want an Atari clone in the US? Why not write to Lexicor for info on the Medusa? 36 Queensbury ST, Suite 6, Boston, MA 02215. Or e-mail them at info@lexicor.com. Also, I believe that Toad is interested in stocking the Eagle although I am not too sure on this. BTW, I have seen the Medusa in person at the CT Atarifest, a show accessible by many people and advertised in Atari mags as well as probably being talked about on the on-line services and the usenet. And what is wrong with VW bugs? I hear that VW is going to be making them again in a couple of years.
-scott tirrell

1053. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-12 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3mhh27gho1@mhadf.production.compuserve.com>
Source record: 13004

> When Apple starts charging twice as much for a IIc+ as Atari or Commodore
> charge for a 1040ST or Amiga 500, something is wrong.

Is the computer marketplace somehow different from the rest of the world..?

Is "something wrong" when Porsche charges 10 times as much for an automobile
as Dodge charges for a Neon..?

Is anyone holding a gun to peoples' heads telling them they HAVE to buy
either a Porsche or an Apple IIc+...?

Why can't Apple charge a million dollars for their products if they think
they can get it..?

Now here's the REAL question... If the Apple was so unethically overpriced,
why didn't people buy the Atari computers in droves..?

BobR

1054. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-12 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3mhhe5gho2@mhadf.production.compuserve.com>
Source record: 13005

>If capacity was the problem, what was their to stop them from building more
>factories? They could have - and should have - spent at least a little money
>on this. Intentionally keeping your market share down just to save you the
>trouble of building more factories is *stupid*!

With all the quoting and re-quoting, it gets a little hard to follow just
what exactly is being said, but in this case, I agree.

Atari SHOULD have expanded production, and it WAS stupid of them not to.

BobR

1055. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr12.174802.41600@cobra.uni.edu>
Source record: 13006

In article <95101.094729STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> Nicolas,
> First of all, I don't really like Marathon. I am "Doomed" out. I
> am sick of all the clones. Besides, one game does not make the Mac
> great for games. I know there are others (Descent being an example)
> but IMHO the 8-bit's tons of great games beats it out.
> Also, Nicholas, if you truly believe that the ST market hasn't changed
> in 4 years then look again. NVDI does allow one to drag fonts to a
> folder to install them. SpeedoGDOS is also very easy to use. You
> should also see TOS 2.05 or higher. I use 4.04 and believe that
> it is much better than System 7.5.

Scott,

He did not ask you if you liked Marathon or not. Marathon is popular on the
Mac and many consider it better than Doom. He stated that games are becomming
more available on the Mac platform and he is right.

> -scott tirrell

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1056. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr12.175045.41602@cobra.uni.edu>
Source record: 13007

In article <FDJVADAYUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
> In <3m6qbe$2rp$3@mhadf.production.compuserve.com> BobR wrote:
>>>:Apple is in business to make money. Apple charged what the market would bear
>>
>>> True, but that doesn't justify their blatant price gouging in the 1980's.
>>
>>Ah.. you mean like charging over $1200 for a 16K Atari 800..?
>
> What was the price of the Apple machine in 1980 (or 81, whenever this
> price was asked)?

Who knows..

>
> Now?
>

Discontinued..

> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O
> -- /
> - In the sky a mighty eagle doesn't care about what's illegal - _
> - On it's wings the rainbow's light it's flying to eternity. -)
>
> ## UPoint 'medium' 22. Mar. '95 ##

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1057. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr12.175849.41603@cobra.uni.edu>
Source record: 13008

In article <3maik3$feg@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> sinclair@netins.net writes:
>
> <Snip>
>
> :>If capacity was the problem, what was their to stop them from building more
> :>factories? They could have - and should have - spent at least a little money
> :>on this. Intentionally keeping your market share down just to save you the
> :>trouble of building more factories is *stupid*! Did Intel try to keep their
> :>market share down when they couldn't meet all the demand for the 386? No!!
> :>They told everyone that the 286 and its clones were brain-dead and that
> :>everyone should get a 386 or 386SX system in its famous graffiti ads.]
>
> :However, Apple has had over capacity problems in the past. Apple got into
> :trouble for over producing Macs in 1985 and resulted in thier first loss in Q2
> :and may have contributed in the ouster of Steve Jobs. Apple had not forgotten
> :that because it almost sunked the company.
>
> :You have to take into context that Apple until recently was a single supplier
> :of the Mac and forcasting is difficult when you have to cover all markets. In
> :the Wintel world, there are many choices to choose from. PackardBell
> :concentrates in the home market while GateWay 2000 sells mainly to government
> :and education institutions.
>
>
> Over production neatly killed Apple in 1995.
> That's a good point. Apple had a lot of problems in 1984-86 that would
> have made expansion unwise. But from about 1987 on, Apple was in good
> shape. They certainly could have gambled a little bit after 1987 and
> built one or two more Mac producing factories so they could expand
> capacity.

Do you mean 1984?

It's difficult to forcast when there is a broad product line.

Actually, Apple shut down their Freemont(original Mac plant) Calif. plant due
to high costs associated with.

>
> As for Apple being the sole supplier, they have no one to blame for that
> but themselves. For years they resisted Mac clones. It wasn't until
> they came out with the Power Macs that Apple realized that the Mac needed
> a viable clone market in order to remain viable; Apple then finally
> changed it's tune and gave its blessing to Mac clones. Apple is still,

> for all intends and purposes, the sole supplier of Mac systems. Few
> Mac clones have been released so far, and most the ones that have seem
> to be aimed at the high-end server market. I doubt that a serious Mac
> clone market will exist until mid-1996 at the earliest.
>
>
> <Sinflame about Atari mgmt. deleted>
>
> <Snip>
>
> :Apple was no different than IBM and Compaq at the time. Apple at the time
> :concentrated in selling to the business market as well as too niche markets
> :such as publishing. Again, Apples manufacturing capacity at the time could
> :only support Apples market. Apple produced about a million Macs until the
> :early 90's when the market shifted. So Apple reorganized once again to become
> :a high margin low volume to a low margin high volume producer. Apple changed
> :their manufacturing process to reflect it.
>
> Well, since they are still having supply problems, it is obvious that they
> didn't shift fast enough. And while its true that IBM and Compaq concentrated
> on the business market, other PC/clone makers like P-Bell took care of the
> other markets, like the home one. Since Apple was (and for the most part
> still is) the sole supplier of Macs, and *knew* it, they should have either
> made sure that they could cover all the Mac markets or legalized Mac clones
> sooner.

Packard Bell has been caught with their pants down by using used components
into new machines. Apparently Compaq thinks so because it sued..

>
> :Apple needs to out source their manufacturing to other producers such as Acer
> :and even IBM. If IBM wants to realy make money by becomming an OEM
> :manufacturer should cancel the Jagflop production and produce Macs..
>
> Actually, I've heard rumors on c.s.ppc that IBM probably will produce Macs
> for Apple. Haven't heard anything about them dropping Jaguar production
> though. And why should they, since the Jag is selling.

The Jag is not selling fast enough. Even the Mac is outselling it. IBM(I
built a Mac) could make alot more money in Mac manufacturing..

>
> :Maybe Apple's new U.S. manufacturing plant will solve their supply problems. I
> :doubt it once Wintel 96 comes onto the market!
>
> Exactly, because when Windoze96 comes out, they will probably face an
> over supply problem that the new plant will only exascerbate. Maybe
> it is a good idea for Apple not to have an expansionist marketing
> strategy after all..

That was suppose to be the case with Wintel 3.X and look what happen.

Winever is a kludge..

>
>
>
> * Tom Trauth

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1058. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr12.180248.41604@cobra.uni.edu>
Source record: 13009

In article <3mbekc$prd@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : The retail price of the IIC+ was $729. The original price if the IIC was
> : $1199-1299 with monitor. The IIC was released a month after the Mac in April
> : 1984. The IIC+ was released years later..
>

> That's debatable. Your source says $729, mine says $1200.

My source is Apple, whats yours?

>
> : As for Apple's pricing scheme, who is still left in the computer market?
>
> Only because their pricing scheme has been changed.
>

True, with marketing and R%D intact.

> >> Mark <<
>
>
> --
> ==
> Mark Rathwell The University Of Guelph
>
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "Soon my power will be the greatest in all of Oz!"
> ==

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1059. Re: "cute" names like Winslow

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-12 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950412191255.14154C-100000@PEAK.ORG>
Source record: 13010

On 12 Apr 1995, BobR wrote:

> "Winslow"... "Crapple"...
>
> Cutsie names... good substitute for any meaningful arguments.
>
> BobR
>
>

Hey man.....when it takes a 66Mhz 486 to emulate an Atari VCS (Activision 2600 emulator/games), then I would think that Winslow is fitting.

PS - I'm using Winslows on my notebook PC right now....so I know what I'm talking about. It gets the job done, but I'll still call it "Winslow" and maintain that the name fits.

James

1060. Re: Pippin specs and more..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-13 00:00:00 UTC
From: proche@isis
Message-ID: <3mjl88$k4f@imag.imag.fr>
Source record: 13011
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1995Apr12.174921.41601@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> In article <1995Apr10.155926.419@queens-belfast.ac.uk>, b2004@vsprsun_14 (Mr Gavin Moran) writes:
|> > Your brother is letting you use his account to pester people?
|> >
|> > BIG mistake, I'd imagine once the 10 meg mailb**bs arrive he'll lose his
|> > access too.....
|>
|> Nope..I quoted..

This time, I must agree: Peter you are right ! For the first (and last ?) time.
It's such a pity that you weren't talking about Atari or Apple. Nice try, though.

Pascal.

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

1061. Re: "cute" names like Winslow

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-13 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <D6yun8.E27@sci.kun.nl>
Source record: 13012

In <Pine.SUN.3.91.950412191255.14154C-100000@PEAK.ORG> James Wood <jamesw@PEAK.ORG> writes:

>On 12 Apr 1995, BobR wrote:

>> "Winslow"... "Crapple"...

What about `Lose-dows'? A friend of mine has a Linux box at home, and keeps Windows on it for some programs he has to use. Het has renamed it to LOSE.COM, though... Great fun. But then again, on his Unix account he's got an alias for `man': `woman'.

>Hey man.....when it takes a 66Mhz 486 to emulate an Atari VCS (Activision
>2600 emulator/games), then I would think that Winslow is fitting.

>PS - I'm using Winslows on my notebook PC right now....so I know what I'm
>talking about. It gets the job done, but I'll still call it "Winslow"
>and maintain that the name fits.

I saw an Alpha AXP 150 MHz in action with Win NT on it. It absolutely crawled. You could even see every screen redraw happening; it took 1 minute to get from `press CTRL-ALT-DEL to login' to the point where I could actually enter `guest', and I could only stand about one minute of `Windows intro', as it was too slow to watch. I'm not exxagerating, it was really shocking. And I have the impression that the AXP is not to blame here...

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

1062. Laser printer for less than $300..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-13 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3miv52ojt1@mhade.production.compuserve.com>
Source record: 13013

Well.. now that my mailer seems to be working, and I know I'm getting out onto the net again, I thought I'd repost this...

For everyone who had so much fun beating up on "Petey" because they were all so SURE they were right, and he was wrong..

Let's all take out our books (Computer Shopper, April 1995) and all turn to page 342.

Now let's all read together..!

Tri-State Computer, New York, NY... 1-800-433-5199

Everyone got the page..? OK, now lets look down near the middle of the page where it says "Laser Printers"... Everyone with me..?

OK, let's read the box that says "Panasonic KX-P4400"... right in the middle, on the right side does everyone notice the black oval that says $299 in it..?

Sounds to me like that's a laser printer for less than $300...

Just like "Petey" said...

(Shall we wait for a round of apologies..? No.. I didn't think so...)

BobR

1063. Re: ST:TNG "Incident in the Atarian Quadrant"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-13 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950413090501.18905C-100000@PEAK.ORG>
Source record: 13014

On 13 Apr 1995 sinclap2954@cobra.uni.edu wrote:

>
> I am flattered, I must be doing my job well!!
>

That would be your being a persistant ass, no doubt. However, don't credit yourself for trying - it comes quite naturally. I'm sure science will uncover a particular gene for your insanity. How's your momma and papa? They must be proud of you, your overachiever.

James

1064. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-13 00:00:00 UTC
From: proche@isis
Message-ID: <3mjl06$k4f@imag.imag.fr>
Source record: 13015

In article <3mhh27gho1@mhadf.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
|> > When Apple starts charging twice as much for a IIc+ as Atari or Commodore
|> > charge for a 1040ST or Amiga 500, something is wrong.
|>
|> Is the computer marketplace somehow different from the rest of the world..?
|>
|> Is "something wrong" when Porsche charges 10 times as much for an automobile
|> as Dodge charges for a Neon..?
|>
|> Is anyone holding a gun to peoples' heads telling them they HAVE to buy
|> either a Porsche or an Apple IIc+...?

Okay, keep quiet, Bob. If It's easy to find reasons to buy a 10 time charged
Porsche rather than a Dodge, it's more difficult to find reasons to buy an Apple
twice as expensive as an Atari or a Commodore: speed ? prestige ? reliability ?
style ? madness ? Quite doubtful.

|> Why can't Apple charge a million dollars for their products if they think
|> they can get it..?
|>
|> Now here's the REAL question... If the Apple was so unethically overpriced,
|> why didn't people buy the Atari computers in droves..?

They did. In Europe.

Pascal.

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

1065. Re: Does the Mac *really* inhibit users (was: Time for some ADVOCACY.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-13 00:00:00 UTC
From: proche@isis
Message-ID: <3mjnm9$k4f@imag.imag.fr>
Source record: 13016

In article <3mesp4$bg7@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|>
|> >You're an ASSSSSSSSS HOLE!
|>
|> Wow. Here's another insult. Guess I shouldn't be trying to have rational
|> discussions with such people. hey, french guy: vas-tu faire foutre!

Mmm... The real sentence is: vas te faire foutre!
For emergency use only. Please note that I don't know this french guy.

Pascal.

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

1066. SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-13 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3mjqmf$mdf@paul.rutgers.edu>
Source record: 13017

To everyone who is sick of the Sinflopian scourge:

Great news!! Peter Sinflop has lost yet another Internet account. Infonet, which had steadfastly refused to revoke Sinclair's account when people complained about his perennial childish, inappropriate postings in r.g.v.atari, revoked it this week when someone on r.g.v.atari was able to prove to them that Sinclair had mail-bombed him (I guess mail-bombing is a more serious offense than flamage and inappropriate postings).

This person had sent Monsieur LeFlop an e-mail message in which he requested LeFlop to take his flame wars with Jeff Minter and other Jag advocates to e-mail. LeFlop sent him a nasty reply telling him essentially to shut up - *400* times! Unfortunately for LeFlop, this person happened to be a sys. admin., so he knew how to get a log of LeFlop's actions. He got that and sent it to LeFlop's Infonet postmaster. On seeing the proof of LeFlop's mail-bombing, the postmaster decided to disconnect LeFlop's account.

In short, sinclair@netins.net no longer exists. If you doubt that, try e-mailing that address and see if your message gets delivered. It wont.

I know that he still has his college account and that it is only a matter of time before he gets another commercial one, it is great seeing him kicked off site after site. It must be expensive to have to constantly get new Internet accounts - and I doubt that Sinflop is a millionaire.

Just thought I'd tell you that good news..

* Tom

PS: I wonder what his excuse will be this time??

1067. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-13 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3mi2ji$qok@ccshst05.cs.uoguelph.ca>
Source record: 13018

: My source is Apple, whats yours?

Specifically what? My source is Compute!

: True, with marketing and R%D intact.

Peter, when the IIC+ came out, I'm pretty certain that all of
Apple's R & D costs on the II line were more than recouped.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Soon my power will be the greatest in all of Oz!"
==

1068. Re: ST:TNG "Incident in the Atarian Quadrant"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr13.002941.41636@cobra.uni.edu>
Source record: 13019

In article <khaley.797691459@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> Max.Denebian@f318.n105.z1.fidonet.org (Max Denebian) writes:
>
>>A beautiful piece of writing if I don't say so myself. I feel the same
>>way alright. If you won't mind, we'd like to put that in our newsletter
>>for publication. Rather humourous I'd say...
>
> No problem... just make sure you give credit to the author. :-)

I am flattered, I must be doing my job well!!

>
> /Kevin
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1069. Re: Laser printer for less than $300..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-14 00:00:00 UTC
From: proche@isis
Message-ID: <3mm6uq$h7o@imag.imag.fr>
Source record: 12937

In article <D713FF.85C@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
|> In article <Pine.SUN.3.91.950414062507.4363H-100000@peak.org>,
|> James Wood <jamesw@PEAK.ORG> wrote:
|> >> Do you have *any* clue who BobR is?
|> >
|> >Does it matter? I think 'nuff was said in his above quote. I take it
|> >you wish to join BobR in those endeavors? You've already started.
|>
|> And you call yourself an Atari advocate! You have just showed your total
|> cluelessness.
|>
|> Bob R. founded the Atari SIG on CompuServe and was a major, major supporter
|> of Atari computers for many years. He's supported Atari computers for years
|> before you even knew they existed.

Well, times have changed. It seems he's no more an Atari supporter. And I understand this. It's easy to still love the Atari machines and get frustrated with Atari behaviour (or non-behaviour) towards them. Is it the case ?

Pascal.

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

1070. Re: Laser printer for less than $300..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-14 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950414143549.15837C-100000@PEAK.ORG>
Source record: 12938

On Fri, 14 Apr 1995, PISCHKE DAVID wrote:

> In article <Pine.SUN.3.91.950414062507.4363H-100000@peak.org>,
> James Wood <jamesw@PEAK.ORG> wrote:
> >> Do you have *any* clue who BobR is?
> > >
> > >Does it matter? I think 'nuff was said in his above quote. I take it
> > >you wish to join BobR in those endeavors? You've already started.
> >
> > And you call yourself an Atari advocate! You have just showed your total
> > cluelessness.

No....I really don't give a damn who he is, and I still advocate Atari users. Are you attempting to say that without BobR, there is no Atari advocacy? You are sadly mistaken, sir.

>
> Bob R. founded the Atari SIG on CompuServe and was a major, major supporter
> of Atari computers for many years. He's supported Atari computers for years
> before you even knew they existed.

Uh....WRONG again, "Bear" - my first Atari was an 8K 400 bought in 1980. The computer only existed for about a year before I got my 400 (IF that long). YOU show the cluelessness, and also win "dumba*s of the week" title for saying such a STUPID thing. Congrats is in order.

James

1071. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr14.183634.41740@cobra.uni.edu>
Source record: 12939

Tom,
I am wondering and very curious, why is it that about every post by you is a persoanl attack on me. Do you have a thing for me? Do you like me in a different way? With out me, you would be miserable and lack a purpose on USenet. I mean, you admitted that the Jag is a kaput through E-mail.

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1072. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-14 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950414194514.19173A-100000@PEAK.ORG>
Source record: 12940

On 14 Apr 1995 sinclap2954@cobra.uni.edu wrote:

> Tom,
> I am wondering and very curious, why is it that about every post by you is a
> persoanl attack on me. Do you have a thing for me? Do you like me in a
> different way? With out me, you would be miserable and lack a purpose on
> USenet. I mean, you admitted that the Jag is a kaput through E-mail.
>

Heh heh heh. Only YOU could misconstrue the contempt of others (for YOU)
to be a "liking." You are so miserably STUPID that it is indeed more
entertaining than irritating to see your posts. Keep it up. Hopefully
someone will dump your ass off your U account. Heh heh heh. I'll bet
the whole reason you got a private account (not the U) was so you could
flame...and looks like it backfired. You're such a loser.

James

1073. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-14 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3mlfn9$900$1@mhadf.production.compuserve.com>
Source record: 13020

Volkswagen is considering making a new model which will *resemble* the general styling of the original VW Beetle, but which will be based on a completely different internal design (front water cooled engine, front wheel drive).

And it will undoubtedly be far more available to the general public than either the Lexicor Medusa or the Eagle.

You can actually still get the original VW Beetles (or could a few years ago anyway), IF you know where to look... a bit like finding an Atari clone...

Thus, a general statement that the VW Beetle is available in the U.S would not be very useful for most of the population.

BobR

1074. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-14 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3mkhlr$i9l@ccshst05.cs.uoguelph.ca>
Source record: 13021

: Why didn't Atari charge less than $1200 for a silly little 16K 6502 system..?

In 1979, Computer components and manufacturing were extremely
expensive. The Apple II was less powerful and more expensive than Atari's
machine. BTW ... those 400/800 prices fell very fast.

: Because that was what the market would bear.. I know someone who actually
: paid that much for an Atari 800 computer. He grimaces stoically whenever
: I mention it, but then again, he enjoyed his 800 for several years before
: I bought mine for $400.

Now you can pick up a used 1040ST for $150 ... what's your point?
That's the way technology works.

: customers.. by promoting its products to a wider audience, thus
: making third-party hardware and software more available.

In the case of the IIC+, I disagree. It was price gouging, plain
and simple. Apple dropped the machine quickly after it was released.

: Atari ST computer SYSTEM... should I feel ripped off that Atari was so
: unethical as to charge over $500 for a single sided, super low density
: floppy disk drive..?

What are you getting at?

: If not, then what makes Apple "unethical"...?

The fact that they charge twice as much for a machine that's half
as powerful as it's competitor's machines. Until recently, Apple was
infamous for this.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Soon my power will be the greatest in all of Oz!"
==

1075. Re: Laser printer for less than $300..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-14 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3mkhso$i9l@ccshst05.cs.uoguelph.ca>
Source record: 13022

: For everyone who had so much fun beating up on "Petey" because they were all
: so SURE they were right, and he was wrong..

Peter was wrong. He tried to tell us that Mac inkjet printers
(selling for $300) were in fact laser printers and then tried to cover up
this error numerous times.

: Now let's all read together..!

You really enjoy being an ass, don't you Bob?

: OK, let's read the box that says "Panasonic KX-P4400"... right in the middle,
: on the right side does everyone notice the black oval that says $299 in it..?

That's fine and dandy. This is not was Peter was referring to ...
he was commenting on inkjet printers manufactured by Apple. Get it?

: Sounds to me like that's a laser printer for less than $300...

Yes ... but add to that shipping costs, taxes, service charges,
duty etc and $300 is lost.

: (Shall we wait for a round of apologies..? No.. I didn't think so...)

No, because you missed the point with your rude little story.

>> Mark <<

--
==========
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Soon my power will be the greatest in all of Oz!"
==========

1076. Mega STE for SALE!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-14 00:00:00 UTC
From: dogman@svpal.svpal.org
Message-ID: <3mktnl$ncp@borg.svpal.org>
Source record: 13023

I have the following Atari Computer for Sale:

Hardware:

Atari Mega STE 4
4 MB RAM
50 MB internal hard drive
Magnavox ICM135 14" Stereo Color Monitor
External DS(720K) Floppy Drive
Supra 2400 Baud external Modem
Beetle Mouse
Atari standard Mouse
Wico Joystick
3 2600 Joysticks

Software:

Pagestream
WordWriter
Word Flair II with FSM GDOS
Diamond Back II
various other utilities (Warp 9, look it, etc...)
plus MANY GAMES (Dungeon Master, Empire, Uninvited, etc...)

****
Everything is in MINT condition, and I have the original
manuals for the software/hardware, as well as the orginial
boxes for the hardware.

Shipping can be arranged. I would prefer US sales, payment
must be in US funds.

I am asking $800 or best offer for the whole package. Please
send me EMAIL at dogman@svpal.org if interested of if you have
an offer.

--
---
* "My Pancreas may be green, but its the last living thing on this *
* ugly rock you call a planet." *
* *
* dogman@svpal.org "Have you played Pettyland yet? *

1077. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-14 00:00:00 UTC
From: cpage@best.com
Message-ID: <3ml1po$k51@news1.best.com>
Source record: 13024

James Wood (jamesw@PEAK.ORG) wrote:

: It wouldn't be surprising if Winslows 95 is a "kludge", but if you think
: it's the last you'll see for the Wintel computers, you're wrong... Gates
: is going to ride this x86 cash cow for a long time....he'd like to put
: Apple out of business and he'll probably keep working at that goal until
: he does.

I think that Microsoft is hedging their bets with a Windows NT
version which will have the Windows 95 interface. As hardware gets
powerful enough to catch up with it, Microsoft will have a *stable* OS to
sell. Win95-? will fade away much like MS-DOS by itself did...

My opinion on Apple is that their machines need to be simpler -
like the early Macs - in order to compete with Wintel machines. A
mass-produced small Mac reasonably priced would seize the home market.

- Chad

1078. Re: Laser printer for less than $300..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-14 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D70CDx.AM4@ecf.toronto.edu>
Source record: 13025

In article <3mkhso$i9l@ccshst05.cs.uoguelph.ca>,
Mark Rathwell <mrathwel@uoguelph.ca> wrote:
>: Now let's all read together..!
>
> You really enjoy being an ass, don't you Bob?

Do you have *any* clue who BobR is?

--
David "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

1079. French Lessons from Pascal R.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-14 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3mkrdj$hs5@darkstar.UCSC.EDU>
Source record: 13026

In <3mjnm9$k4f@imag.imag.fr> proche@isis (Pascal Roche) writes:

>Mmm... The real sentence is: vas te faire foutre!
>For emergency use only. Please note that I don't know this french guy.

Hm... my french is about 4 years rusty, but I don't remember reading it that way in Merde... But, since you live in france, I defer to your wisdom in the language :)

~Chris

>Pascal.

```
>+-------------------------------------------------------------------------+
>|Pascal Roche | She said "A sweet sweet man like you,|
>|Equipe SHOOD | What can I do for you ?" |
>|ENSGI, 46 avenue Felix Viallet | I said "A sweet sweet man like me, |
>|38031 Grenoble Cedex 1, France | I can only bring you the misery." |
>|e-mail: Pascal.Roche@imag.fr | Tindersticks |
>|Tel: 76-57-43-22 | |
>+-------------------------------------------------------------------------+
```

```
--
__ /\ __
__\/__\/__
\_||_/
/__||__\
// \ | \\
\|
```

1080. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-14 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950414055147.4363A-100000@PEAK.ORG>
Source record: 13027

On 12 Apr 1995, BobR wrote:

> > : Ah.. you mean like charging over $1200 for a 16K Atari 800..? That was
> > in the late 1970's and at that time Apple II's were even more expensive.
> > When Apple starts charging twice as much for a IIc+ as Atari or Commodore
> > charge for a 1040ST or Amiga 500, something is wrong.
>
> The point is that the companies (whoever they are.. Apple is no different
> from Atari) charge whatever they think the "market" will bear...

Uh.....NO... the point is that the Atari, however expensive, was still
less than the Apple, and the Atari was a superior machine to boot....period.

>
> Why didn't Atari charge less than $1200 for a silly little 16K 6502 system..?
>
> Because that was what the market would bear.. I know someone who actually
> paid that much for an Atari 800 computer. He grimaces stoically whenever
> I mention it, but then again, he enjoyed his 800 for several years before
> I bought mine for $400.

Why didn't Apple charge less than $3000 for an Apple II plus green-screen
system that didn't even do lower case? Hell of a word processor.

>
> No one ever put a gun to anyone's head and told them they HAD to pay whatever..

True, but the Apples of the time were demonstrably inferior and over
twice as much as the Ataris of the time. Period.

> If people bought Apple computers over Atari or Commodore or whatever brand
> computers, it was because the company had provided a better value to its
> customers.. by promoting its products to a wider audience, thus
> making third-party hardware and software more available.

That's not VALUE. The choices for the Apple (in terms of hardware and
software) were greater, but that doesn't necessarily mean that the Atari
provided any LESS value.

>
> I paid MORE for my Atari 810 floppy disk drive than I paid for my first
> Atari ST computer SYSTEM... should I feel ripped off that Atari was so
> unethical as to charge over $500 for a single sided, super low density
> floppy disk drive..?

Who didn't back then? I distinctly remember when a II plus would set you
back over $3-grand. I'd say you should have felt less "ripped off" with

the 810 than if you bought a II plus.

>
> If not, then what makes Apple "unethical"...?

Apple is not "unethical", just OVERPRICED.

James

1081. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-14 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950414055830.4363B-100000@PEAK.ORG>
Source record: 13028

On 12 Apr 1995, BobR wrote:

> > So the Mac here costs more than twice as in US. An Atari clone costs the
> > same.
>
> There ARE no "Atari clones" in the US...
>
> Anyone wanting an "Atari Clone" in the US needs to first KNOW that such a
> thing is available (just go to your neighborhood local Atari store and
> ask them.. NOT), then they need to know WHERE in Europe to write to find out
> about "Atari Clones"... then they need to pay many times more for an "Atari
> Clone" than they'd need to pay for another platform's equivalent perforance.
>
> Give it up...
>
> Atari computers are nice... but they're like driving a VW bug.
>
> BobR
>
>

BobR - just curious what it is that you find "nice" about Atari computers. Seems you operate with a bit of a dichotomy there - if they cost "many times more for another platform's equivalent performance" (as you state above), then WHAT, exactly, do you find nice about Ataris????

I just thought perhaps you could clear this up for us.

James

1082. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-14 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950414060042.4363C-100000@PEAK.ORG>
Source record: 13029

On 12 Apr 1995, BobR wrote:

> Is "something wrong" when Porsche charges 10 times as much for an automobile
> as Dodge charges for a Neon..?

Uh....excuse me... I hate to continue in such a stupid arguement, but I drive a Porsche (in the summers, anyway) and HOW DARE you compare such a finely-crafted German automobile to a piece of American automaker #3's Detroit JUNK. Call them "automobiles" but don't refer to each of them as simply "an automobile" as if to imply that these are homogenous products....THEY ARE NOT!!!!!!

As a matter of fact, your analogy is unrelistic for the following reason.

	cost	performance
Dodge Neon	less	less
Porsche	more	more
Atari 800	less	more
Apple II	more	less

Sure, you pay more for the Porsche, but you get more. You get more with the Atari, but pay LESS. Either way, the Porsche and the Atari outperform the Apple and the Neon. Please don't compare the Apple to the Porsche.

James

1083. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-14 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950414060740.4363D-100000@PEAK.ORG>
Source record: 13030

On 12 Apr 1995 sinclap2954@cobra.uni.edu wrote:

> Scott,
>
> He did not ask you if you liked Marathon or not. Marathon is popular on the
> Mac and many consider it better than Doom. He stated that games are becomming
> more available on the Mac platform and he is right.

> Peter Sinclair-Day = final nail in the coffin for the

Enjoy SECOND PLACE for games and all other software development, bud.
You'll NEVER catch the DOS machines! So, to coin your silly little
phrase, Sinflop: GET OVER IT!!!!

James

1084. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-14 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950414061015.4363E-100000@PEAK.ORG>
Source record: 13031

On 12 Apr 1995 sinclap2954@cobra.uni.edu wrote:

>
> Packard Bell has been caught with their pants down by using used components
> into new machines. Apparently Compaq thinks so because it sued..

Good thing there are HUNDREDS of other PC makers that don't do that.

>
> The Jag is not selling fast enough. Even the Mac is outselling it. IBM(I
> built a Mac) could make alot more money in Mac manufacturing..
>

Your so skillful at comparing apples to oranges that it's no surprise
that you'd compare Apples to Jaguars.....(it's still dumb, however)

> >
> > Exactly, because when Windoze96 comes out, they will probably face an
> > over supply problem that the new plant will only exascerbate. Maybe
> > it is a good idea for Apple not to have an expansionist marketing
> > strategy after all..
>
> That was suppose to be the case with Wintel 3.X and look what happen.
>
> Winever is a kludge..

A kludge it might be, but it's selling circles around the Mac....and
hopefully it will get better. (A ways to go, no doubt, but every Windoze
improvement is another chip against Apple.) Apple users like to pay
attention to the fact that Windoze is indeed a flawed product, while
ignoring the fact that this "kludge" continues to outsell Macs by an
order of magnitude. "GET OVER IT!!" (To use Sinflop terminology)

James

1085. Re: Laser printer for less than $300..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-14 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950414062118.4363G-100000@PEAK.ORG>
Source record: 13032

On 14 Apr 1995, Mark Rathwell wrote:

> : For everyone who had so much fun beating up on "Petey" because they were all
> : so SURE they were right, and he was wrong..
>
> Peter was wrong. He tried to tell us that Mac inkjet printers
> (selling for $300) were in fact laser printers and then tried to cover up
> this error numerous times.

YUP....he shore did!

>
> : Now let's all read together..!
>
> You really enjoy being an ass, don't you Bob?

Yes, it's a chronic case this time.

>
> : OK, let's read the box that says "Panasonic KX-P4400"... right in the middle,
> : on the right side does everyone notice the black oval that says $299 in it..?
>
> That's fine and dandy. This is not was Peter was referring to ...
> he was commenting on inkjet printers manufactured by Apple. Get it?

Bob couldn't resist this opportunity to jump in and bail out
Sinflop. Can he please be forgiven?

>
> : (Shall we wait for a round of apologies..? No.. I didn't think so...)
>
> No, because you missed the point with your rude little story.
>

Only BOBR could ask for APOLOGIES TO SINFLOP!!!!! HA HA HA!!!

James

1086. Re: Laser printer for less than $300..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-14 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950414062507.4363H-100000@PEAK.ORG>
Source record: 13033

On Fri, 14 Apr 1995, PISCHKE DAVID wrote:

> In article <3mkhso$i9l@ccshst05.cs.uoguelph.ca>,
> Mark Rathwell <mrathwel@uoguelph.ca> wrote:
> >: Now let's all read together..!
> >
> > You really enjoy being an ass, don't you Bob?
>
> Do you have *any* clue who BobR is?
>

Does it matter? I think 'nuff was said in his above quote. I take it
you wish to join BobR in those endeavors? You've already started.

James

1087. Re: Laser printer for less than $300..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-14 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D713FF.85C@ecf.toronto.edu>
Source record: 13034

In article <Pine.SUN.3.91.950414062507.4363H-100000@peak.org>,
James Wood <jamesw@PEAK.ORG> wrote:
>> Do you have *any* clue who BobR is?
>
>Does it matter? I think 'nuff was said in his above quote. I take it
>you wish to join BobR in those endeavors? You've already started.

And you call yourself an Atari advocate! You have just showed your total
cluelessness.

Bob R. founded the Atari SIG on CompuServe and was a major, major supporter
of Atari computers for many years. He's supported Atari computers for years
before you even knew they existed.

--
David "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

1088. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-14 00:00:00 UTC
From: proche@isis
Message-ID: <3mm1tg$cqf@imag.imag.fr>
Source record: 13035

In article <3mlfn9$900$1@mhadf.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
|> Volkswagen is considering making a new model which will *resemble* the general
|> styling of the original VW Beetle, but which will be based on a completely
|> different internal design (front water cooled engine, front wheel drive).
|>
|> And it will undoubtedly be far more available to the general public than
|> either the Lexicor Medusa or the Eagle.

???
Yes, but but the Mac sales are far behind the sales of the cat food "Ron-Ron" (in
terms of unity)...

|>
|> You can actually still get the original VW Beetles (or could a few years ago
|> anyway), IF you know where to look... a bit like finding an Atari clone...
|>
|> Thus, a general statement that the VW Beetle is available in the U.S would
|> not be very useful for most of the population.

Just like the comparison of cars and computers. Sorry, Bob, I used to think you
were a person with judgment. I'm afraqid I was wrong.
I wonder if there is a newsgroup where more stupidity can be found.

Pascal.

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

1089. Re: French Lessons from Pascal R.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-14 00:00:00 UTC
From: hing@csulb.edu
Message-ID: <3mm7f1$q41@garuda.csulb.edu>
Source record: 13036

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:

: In <3mjnm9$k4f@imag.imag.fr> proche@isis (Pascal Roche) writes:

: >Mmm... The real sentence is: vas te faire foutre!
: >For emergency use only. Please note that I don't know this french guy.

: Hm... my french is about 4 years rusty, but I don't remember reading it that
: way in Merde... But, since you live in france, I defer to your wisdom in the
: language :)

Chris, I second Pascal. It's the correct way and it's very common like
F*** You in the US. Another version of it would be 'vas te faire enculer'

Hope this would help you, next time you talk to that French dude.

: ~Chris

: >Pascal.

: >+---+
: >|Pascal Roche | She said "A sweet sweet man like you,|
: >|Equipe SHOOD | What can I do for you ?" |
: >|ENSGI, 46 avenue Felix Viallet | I said "A sweet sweet man like me, |
: >|38031 Grenoble Cedex 1, France | I can only bring you the misery." |
: >|e-mail: Pascal.Roche@imag.fr | Tindersticks |
: >|Tel: 76-57-43-22 | |
: >+---+

: --
: __ /\ __
: __\/__\/__
: _||_/
: /__||__\
: // \ | \\
: \|

--
o---o
| E-mail: hing@engr.csulb.edu |
|-=-|
| WWW: http://www.engr.csulb.edu/~hing/ |
|-=-|
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------ Charles de Gaulle -------------------------o

1090. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-15 00:00:00 UTC
From: hing@csulb.edu
Message-ID: <3moudr$jqe@garuda.csulb.edu>
Source record: 12941

BobR (76702.1466@CompuServe.COM) wrote:
: Well, even with "unethically overpriced" products, Apple is still in the
: computer business, Atari is not.

: That has to say something about the perceived value of the product Apple
: is offering. Enough people seem to consider whatever it is they get from
: Apple products to be worth spending the money on.

: Again, nobody forced anyone to buy Apple products instead of Atari or
: Commodore. Those who did, and still do, must be finding them worth the
: difference, or nobody would buy them...

The public just doesn't know about the Atari computers. Two years ago, I
started to work for a small newspaper, they had IBM and Mac to work with.
I didn't like those machine, so I brough my own TT and they were all
surprise to discover what Page Stream can do over Page Maker. I am sure
if Atari had the resource of Apple to advertize more the story would be
diffrent, just take a look at the music-midi market.

Houn-Nam

: BobR

--
o---o
| E-mail: hing@engr.csulb.edu |
|-=-|
| WWW: http://www.engr.csulb.edu/~hing/ |
|-=-|
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------ Charles de Gaulle -------------------------o

1091. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-15 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <quinlan-1504951209380001@rs26-annex3.sfu.ca>
Source record: 12942

In article <Pine.SUN.3.91.950414060740.4363D-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> wrote:

> Enjoy SECOND PLACE for games and all other software development, bud.
> You'll NEVER catch the DOS machines! So, to coin your silly little
> phrase, Sinflop: GET OVER IT!!!!

The mac is definately not second place in all software developement. The mac
is the first platform that Adobe, Aldus and Macromedia ship their products for.
The mac is still number one in graphics art and DTP. As for games there are
a few areas that I think the mac is better. A-10 is the most realistic
computer flight simulator that I've played and Marathon is still the best
first person shoot-him-up game that I've played.

P.S. Those of you Atari guys with mac boards should really download the A-10
demo. The plane slows when you fire your cannon, you have bomb ripple
modes, you have a master arm switch, no radar and, best of all, the plane
handles like crap (like the real one).

Brian Quinlan
quinlan@sfu.ca

1092. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-15 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr15.132226.41752@cobra.uni.edu>
Source record: 12943

In article <Pine.SUN.3.91.950414055147.4363A-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
>
>
> On 12 Apr 1995, BobR wrote:
>
>> > : Ah.. you mean like charging over $1200 for a 16K Atari 800..? That was
>> > in the late 1970's and at that time Apple II's were even more expensive.
>> > When Apple starts charging twice as much for a IIc+ as Atari or Commodore
>> > charge for a 1040ST or Amiga 500, something is wrong.
>>
>> The point is that the companies (whoever they are.. Apple is no different
>> from Atari) charge whatever they think the "market" will bear...
>
> Uh.....NO... the point is that the Atari, however expensive, was still
> less than the Apple, and the Atari was a superior machine to boot....period.

Prove it..Give the prices and cite the sources. Yes, the Atari 8 bit line was
technicaly superior hardware wise, but Apple made up in expandibility and
software such as AppleWorks which was responsible for much of the sales.
People could justify in terms of their needs to buy a AppleWorks system.

>
>>
>> Why didn't Atari charge less than $1200 for a silly little 16K 6502 system..?
>>
>> Because that was what the market would bear.. I know someone who actually
>> paid that much for an Atari 800 computer. He grimaces stoically whenever
>> I mention it, but then again, he enjoyed his 800 for several years before
>> I bought mine for $400.
>
> Why didn't Apple charge less than $3000 for an Apple II plus green-screen
> system that didn't even do lower case? Hell of a word processor.

Computers were still in their early stages. The IBM PC was just as overprice..
Than Again Apple and IBM were able to expand their offerings with support while
Atari stagnated..

>
>>
>> No one ever put a gun to anyone's head and told them they HAD to pay whatever..
>
> True, but the Apples of the time were demonstrably inferior and over
> twice as much as the Ataris of the time. Period.

HardWare wise but not in expanadability and software..

>
>> If people bought Apple computers over Atari or Commodore or whatever brand
>> computers, it was because the company had provided a better value to its
>> customers.. by promoting its products to a wider audience, thus
>> making third-party hardware and software more available.
>
> That's not VALUE. The choices for the Apple (in terms of hardware and
> software) were greater, but that doesn't necessarily mean that the Atari
> provided any LESS value.
>

Atari did not have a killer application like AppleWorks to make people justify
the Atari price..

>>
>> I paid MORE for my Atari 810 floppy disk drive than I paid for my first
>> Atari ST computer SYSTEM... should I feel ripped off that Atari was so
>> unethical as to charge over $500 for a single sided, super low density
>> floppy disk drive..?
>
> Who didn't back then? I distinctly remember when a II plus would set you
> back over $3-grand. I'd say you should have felt less "ripped off" with
> the 810 than if you bought a II plus.

If you add the cost of the Atari 8 bit system, its up in stratasphere...

>
>>
>> If not, then what makes Apple "unethical"...?
>
>
> Apple is not "unethical", just OVERPRICED.

The market said otherwise..

>
> James
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1093. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-15 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr15.132645.41753@cobra.uni.edu>
Source record: 12944

In article <Pine.SUN.3.91.950414060042.4363C-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
>
>
> On 12 Apr 1995, BobR wrote:
>
>> Is "something wrong" when Porsche charges 10 times as much for an automobile
>> as Dodge charges for a Neon..?
>
>
> Uh....excuse me... I hate to continue in such a stupid arguement, but I
> drive a Porsche (in the summers, anyway) and HOW DARE you compare such a
> finely-crafted German automobile to a piece of American automaker #3's
> Detroit JUNK. Call them "automobiles" but don't refer to each of them as
> simply "an automobile" as if to imply that these are homogenous
> products....THEY ARE NOT!!!!!!

Porsche sucks.. Those supposely fine auto(NOT!) costs a bank account to
maintain. Give me a 132 HP Neon anytime..
>
> As a matter of fact, your analogy is unrelistic for the following reason.
>
> cost performance
> ----- -----------
> Dodge Neon less less
> Porsche more more
> Atari 800 less more
> Apple II more less
>
> Sure, you pay more for the Porsche, but you get more. You get more with
> the Atari, but pay LESS. Either way, the Porsche and the Atari
> outperform the Apple and the Neon. Please don't compare the Apple to the
> Porsche.
>

In what way do you get more for the Porsche? Your talking about a $12000 auto
versus greater than $50,000 for a Porsche.

> James
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be

Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1094. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-15 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr15.132928.41754@cobra.uni.edu>
Source record: 12945

In article <Pine.SUN.3.91.950414060740.4363D-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
>
>
> On 12 Apr 1995 sinclap2954@cobra.uni.edu wrote:
>
>> Scott,
>>
>> He did not ask you if you liked Marathon or not. Marathon is popular on the
>> Mac and many consider it better than Doom. He stated that games are becomming
>> more available on the Mac platform and he is right.
>
>> Peter Sinclair-Day = final nail in the coffin for the
>
>
> Enjoy SECOND PLACE for games and all other software development, bud.
> You'll NEVER catch the DOS machines! So, to coin your silly little
> phrase, Sinflop: GET OVER IT!!!!

Your right in terms of numbers. We will catch up in terms of quality titles.

With the upcomming explosion of releases this year and as well as the quality
will make the Mac a premier game platform..GET OVER IT..

>
> James
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1095. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-15 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr15.133406.41756@cobra.uni.edu>
Source record: 12946

In article <Pine.SUN.3.91.950414061015.4363E-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
>
>
> On 12 Apr 1995 sinclap2954@cobra.uni.edu wrote:
>
>>
>> Packard Bell has been caught with their pants down by using used components
>> into new machines. Apparently Compaq thinks so because it sued..
>
> Good thing there are HUNDREDS of other PC makers that don't do that.

Are you sure?

>
>
>>
>> The Jag is not selling fast enough. Even the Mac is outselling it. IBM(I
>> built a Mac) could make alot more money in Mac manufacturing..
>>
>
> Your so skillful at comparing apples to oranges that it's no surprise
> that you'd compare Apples to Jaguars.....(it's still dumb, however)

Why? IBM could make tons of money if producing the Mac instead of the Jagflop.

>
>> >
>> > Exactly, because when Windoze96 comes out, they will probably face an
>> > over supply problem that the new plant will only exascerbate. Maybe
>> > it is a good idea for Apple not to have an expansionist marketing
>> > strategy after all..
>>
>> That was suppose to be the case with Wintel 3.X and look what happen.
>>
>> Winever is a kludge..
>
>
> A kludge it might be, but it's selling circles around the Mac....and
> hopefully it will get better. (A ways to go, no doubt, but every Windoze
> improvement is another chip against Apple.) Apple users like to pay
> attention to the fact that Windoze is indeed a flawed product, while
> ignoring the fact that this "kludge" continues to outsell Macs by an
> order of magnitude. "GET OVER IT!!" (To use Sinflop terminology)

I doubt if it will get better. Hardware requirements are higher and users will have to decide the cost/benefits. Apple will hold onto their own and will increase their numbers with new models and the clones. Mac software sales in North America amounted to $1.2 billion in 1994.

>
> James
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1096. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-15 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950415163543.12795A-100000@PEAK.ORG>
Source record: 12947

On Sat, 15 Apr 1995, Brian Quinlan wrote:

> In article <Pine.SUN.3.91.950414060740.4363D-100000@PEAK.ORG>, James Wood
> <jamesw@PEAK.ORG> wrote:
>
> > Enjoy SECOND PLACE for games and all other software development, bud.
> > You'll NEVER catch the DOS machines! So, to coin your silly little
> > phrase, Sinflop: GET OVER IT!!!!
>
> The mac is definately not second place in all software developement. The mac
> is the first platform that Adobe, Aldus and Macromedia ship their products for.
> The mac is still number one in graphics art and DTP. As for games there are
> a few areas that I think the mac is better. A-10 is the most realistic
> computer flight simulator that I've played and Marathon is still the best
> first person shoot-him-up game that I've played.

That's probably true about those 3 companies. I don't own a single piece
of software from them, and don't know if/when I will. However, my point
is that when I walk into an electronics superstore like "The Incredible
Universe", "Future Shop", "Costco", or even "Circuit City", "Office Max",
"Office Depot" - I see a shelf of MAC software that's about 6 feet high
and maybe 10 feet wide. Then the MS DOS/Windoze section is about the
same 6-feet high, but maybe 50-75 feet long, crowded and full of
selections. Therefore, based on that observation (which has been made
everywhere but the few Mac--only computer stores), I judge that the Mac
is second place. Let me rephrase my point into a question: Do you
dispute the fact that there is more (many times) software available for
the PC than the Mac?
*+=-> note I am not trying to blow the WindoZe horn...I am atteempting to
*+=-> reveal fact.

James

1097. Don't mean to Atari bash, but...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-15 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950415164605.12795B-100000@PEAK.ORG>
Source record: 12948

All the Atari bashing that's been going on in this newsgroup (Sinflop, etc.) made me think about what I have to concede makes it very difficult to use the ST platform. The ST hardware isn't to be blamed for this, however.

1) The small and ever-declining software market has always been a drawback to an excellent computer, even back in the days of the 400/800 machines. There's no easy way for me to know about WHEN new software is released. There's practically no way for me to read a review about the software before purchase. It's just a gamble. The nearest Atari software outlets are THOUSANDS of mile from me. It's been several years since I've seen an actual Atari store. Papyrus is rumored to be a nice word processor (which I could have used), but it sells for $180!!! My ST isn't worth that much!! To put the price into perspective, the "Microsoft Office" (Word/Excel/Powepoint/Access) package for PC and/or Mac sells for $149 at the student bookstore.

2. This perhaps makes it most difficult for me to continue to use the ST. There is NO(!!) service available ANYWHERE around here. Whether it's my floppy drives getting old and buggy, or I need a RAM upgrade - I have to send my computer across the nation and pay a hefty fee, plus shipping charges. Even though "modern" computers use easy SIMMs, I wouldn't mind PAYING a local shop to upgrade my RAM, but it's just too expensive for me to ship all the way to Toad, and they are costly. Basically, perhaps the only viable option is for me to buy replacement hardware rather than upgrade/repair what I have. Either way, it's not cheap.

3. I suppose since I haven't been on the net a long time (been isolated), I never heard of newer versions of TOS (until recently), I've never seen a Mega ST, STe, Mega STe, Stacy, TT, or Falcon. This is because the Atari dealers in my home town dried up about 1988. There seems to be a lot of development in the "alternate o/s" market, and I see many references to Magic, Linux, Mint, etc. However, the hardware requirements to run these take me back to problem #2 above. However, more importanly, I have NEVER seen these, and I don't understand how they work. I know to get on the WWW I need to run one of them. It seems that everyone who I see (on the net) who uses these products are already very experienced with these products and "fly by the seat of their pants" with them. What's the probability that I'll get one of these in a box with a nice manual explaining all I need to know about it? Seems like I'd have to be experienced with these products (since their introductions some time ago) to use them now. To rephrase, I've been out of the scene for so long that it's too late to start out as a neophyte with these products. Meanwhile, I can't get on the net with GEM, which I fine to be fine for everything else.

4. I'll have to credit BobR with this one. Seems like with every revsion of TOS, or every next-gen (up one processor class), there are a bunch of incompatibilites to deal with. Hell, it's hard enough to get stuff to run on my ST. You mean lots of my games won't run if I get a Falcon?

5. Cost of upgrading. I've been wanting a Falcon for a long time, but GEE they are expensive. The only way I know to gauge the price is against competing computer platforms. It's about $800 for an entry-level Falcon. I'd need RAM upgrade, processor clock-doubled to 32Mhz, etc. There's also no way to go with mid-level RAM (amount) like 8MB. I don't know much about these machines (been wanting one for a long time, though), but it's my understanding that I have choices of 1, 4, or 14 (??) megabytes. I don't need/can't afford 14 Mb. How about 8MB? That's a nice number - that's what the people I know who use WindoZe run on their Pee Cees. I can't do that, however. OfficeMax has Leading Edge 486 DX2/66 machines with 8MB, 420MB hard drive, 1024 SVGA, 1.44MB floppy, 16-bit stereo, double-speed CD-ROM, WindoZe, and even a 14.4K bps faxmodem - the WHOLE multimedia shebang for $999. Wouldn't it cost me nearly that amount for a 16-Mhz, 1MB RAM, small (or none) hard disk Falcon, by the time it was shipped to me? Then how do I get it serviced? What do I run on it? Lots of my ST stuff won't run?

6. Admittedly, I don't know much about the Falcons, but as I understand it (if the person who told me explained it to me right), if my multisync monitor won't scan down to 15.75Khz, I won't be able to run the ST resolutions on the Falcon? Pick up a PC rag-magazine and look at all the monitors advertised - none of them go that low. What does this mean?

My 520ST still only has a half-meg. I remember posting asking about how to get it upgraded cheaply, and I didn't see a reply. (Note: BobR said he replied - I never saw the reply. Since then, I've learned that something about my net site has been changed to IMPROVE conditions and reduce the occurance of missed messags. Honestly, I never saw this. I've noticed REPLY messages in threads that I've never seen start!). Anyway, that and First Word (the original) have worked for a long time, but it looks too expensive to upgrade.... How much would it cost me to move to a 32-Mhz 14MB Falcon with a large hard drive and Papyrus, compared to that $999 Pee Cee?

I don't mean to knock the ST.... I see demos that make my VGA friends sit up and take notice of my "little" 8Mhz machine, like "Burning Illusion" demo. That one is unbelieveable. However, that quality of software is either very rare, or very expensive, or both.....
How do my fellow Atari users address these difficulties? Maybe y'all have some suggestions.

James

1098. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-15 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3mn91d$da6$1@mhadg.production.compuserve.com>
Source record: 12949

Well, even with "unethically overpriced" products, Apple is still in the computer business, Atari is not.

That has to say something about the perceived value of the product Apple is offering. Enough people seem to consider whatever it is they get from Apple products to be worth spending the money on.

Again, nobody forced anyone to buy Apple products instead of Atari or Commodore. Those who did, and still do, must be finding them worth the difference, or nobody would buy them...

BobR

1099. Star Trek Parody

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-15 00:00:00 UTC
From: dav <burnight@delphi.com>
Message-ID: <hExfQZ7.burnight@delphi.com>
Source record: 12950

Someone posted a great star trek parody here a few days ago
Unfortunately I deleted the part with the authors name
I would love to share this with a lot of friends but I
really need the authors name so he can get proper credit...

Could someone email me the authors name or just reply here?

Thanks!
burnight@delphi.com

1100. Re: Laser printer for less than $300..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-15 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3mns5q$pf9$1@mhade.production.compuserve.com>
Source record: 12951

> Peter was wrong. He tried to tell us that Mac inkjet printers (selling
> for $300) were in fact laser printers

Umm.. No..

Peter said you could buy a laser printer for less than $300...

Atari Cheerleaders here jumped on him and said he was lying, that you could NOT buy a laser printer for less than $300.

In fact, you yourself, Mark, said that you'd checked, and you could NOT buy a laser printer for less than $300.

You were wrong.

Peter was right.

> You really enjoy being an ass, don't you Bob?

Nope... but I do enjoy identifying the asses amongst us.

Like I said.. Peter was right, you were wrong.

Sorry that it's so hard to admit it.

BobR

(I've already been warned in private e-mail that it's not nice to "defend" the c.s.a.st "whipping boy"... gosh.. that's too bad...)

1101. Re: Laser printer for less than $300..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-15 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3mnt3m$pf9$2@mhade.production.compuserve.com>
Source record: 12952

> Do you have *any* clue who BobR is?

No.. do you..?

How about... BobR is the guy who was sitting around the table one morning when one of the other computer engineers who was flipping through a Computer Shopper said "sheesh.. a Laser Printer for less than $300... I never thought I'd see the day...", and coincidentally happened to notice that people on the comp.sys.atari.advocacy newsgroup were woefully uninformed about current pricing structures in the general computing world.. uninformed in fact to the point where they were using that misinformation to beat up on someone they happened to disagree with.

Now.. the question is.. are you big enough to admit you (whoever you happen to be) were wrong about the pricing of laser printers..?

Or will you try to deflect the issues into some kind of personal attack on someone so you can cloud the fact that YOU were wrong..?

I don't really care if anyone here disagrees with me, or Peter, or anyone else... but if you're ready to jump on me (or Peter, or anyone else), you better be RIGHT...

Everyone who jumped on Peter because he said Laser Printers could be bought for less than $300 were WRONG.

Period.

End of discussion.

Sorry it's that hard to admit you were wrong. Better luck next time.

Before anyone goes nuclear about this, I'd even defend James Wood if he ever was right about anything.

BobR

1102. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-15 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3mnu30$pf9$3@mhade.production.compuserve.com>
Source record: 12953

> What are you getting at?

Well, I guess the point is lost on you, Mark...

Atari charged all the market would bear for their products, just like Apple did.

Unless you're lobbying for a completely Socialist society, as far as I've known, anyone is completely free to charge whatever they want for their products.

And just as importantly, people are completely free to buy whatever product they want to.

And the people with the completely free choice still chose to pay Apple's price for their computer systems.

(That is, unless you can document anyone putting a gun to a consumer's head and telling them the HAD to buy an "overpriced" Apple system"...)

Atari was simply incapable of competing. They had the better hardware, but they couldn't figure out how to get it into enough peoples' hands to make their system the system of choice.

I regret that, definately... I never had any interest in an Apple II system after I'd found out how good an Atari 400/800 was... but Atari, Inc. themselves never seemed to understand what they had, and they lost the chance to outshine the Apple systems.

Apple charged Porsche prices, and people bought them...

So what..?

BobR

1103. Re: Laser printer for less than $300..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-16 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3mqlv6$733$1@mhade.production.compuserve.com>
Source record: 12954

It really must be interesting having such faulty memories.. or such conveniently and selectively defective memories as we've seen demonstrated here recently...

Let me just this once refresh everyone's "memories" about this particular message thread...

This thread grew out of the "parallel printer vs serial printer" thread.

Someone, in this case Peter Sinclair (although that particular fact doesn't matter to me at all.. I'm not, as suggested in e-mail defending that individual), said in the course of the "discussion" that you could buy a laser printer for less than $300.

He did NOT say you could buy an "inkjet" printer for less than $300.

The ones with the selectively weak memories here have provided that little bit of fiction.

Mark Rathwell (sorry, Mark.. I'm not picking on you specifically, but yours is the only message I remember in detail) said he'd checked and you could NOT buy a laser printer for less than $300.

(LASER printer... got it..? Not inkjet.. LASER printer)

OTHERS here said Peter must have been talking about an INKJET printer, which is where the confusion arose.

The discussion wandered off aimlessly in that direction, mostly because my mailer seemed to be hosed and my messages about the $299 laser printer I'd seen in Computer Shopper were going off into cyberneverland.

All the smokescreens and selective memories in the world won't change the fact that someone said you could buy a laser printer for less than $300, and regardless of the fact that he was jumped on by all the "Correct Thinkers" here, he was right.

Asking for apologies for Peter Sinclair..?

No.. I was sarcastically suggesting that the "Right Thinkers" here would NEVER apologize even if proven wrong.

Given all the misdirection, redirection and faulty memories, looks like I was right in that.

BobR

1104. Re: Laser printer for less than $300..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-16 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3mpntl$q80$1@mhadg.production.compuserve.com>
Source record: 12955

> Well, times have changed. It seems he's no more an Atari supporter. And I
> understand this. It's easy to still love the Atari machines and get
> frustrated with Atari behaviour (or non-behaviour) towards them. Is it the
> case ? Pascal.

Umm.. not exactly.

(Actually David was close... I started the Atari Roundtable on GEnie after running the Atari SIG on Delphi. I'm a Sysop on the CompuServe Atari Forums now. And while I don't hold an office at the moment, I've also been an officer in two of the local Atari users groups over the past 10 years, often in both groups at the same time.)

I am, and always have been, a supporter of Atari users.

That's a lot different from being a supporter of the company.

I do love the Atari machines, but as you said, it's very easy to become frustrated with the lack of support from the company.

BobR

1105. Re: Laser printer for less than $300..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-16 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3mpns1$eok@ccshst05.cs.uoguelph.ca>
Source record: 12956

: Peter said you could buy a laser printer for less than $300...

Peter was citing specific printers for the Mac line that were
"Ink Jet" printers in reality.

: In fact, you yourself, Mark, said that you'd checked, and you could NOT
: buy a laser printer for less than $300.

I live in Canada. The cheapest laser printer I've ever seen is
$569.95. That was not my point, however. My point was that Peter was
trying to pass off Ink jets as laser printers.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Soon my power will be the greatest in all of Oz!"
==

1106. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-16 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3mpob1$q80$2@mhadg.production.compuserve.com>
Source record: 12957

> Just like the comparison of cars and computers.

Here's my point... a product is not very useful to the general populace if it's not easily available or even known about.

The VW Beetle was available in the US for many years since VW stopped importing it, but only if you knew about it, and only if you knew how to get one. For the general populace, it essentially stopped existing.

The same is true for the Eagle and Medusa "Atari clones". For the average computer user, they don't even exist.

BobR

1107. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-16 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FDQOCICMUP@cabal.shnet.org>
Source record: 12958

In <3mhh27gho1@mhadf.production.compuserve.com> BobR wrote:

>> When Apple starts charging twice as much for a IIc+ as Atari or Commodore
>> charge for a 1040ST or Amiga 500, something is wrong.
>
>Is the computer marketplace somehow different from the rest of the world..?
>
>Is "something wrong" when Porsche charges 10 times as much for an automobile
>as Dodge charges for a Neon..?

Nope, it would be wrong if VW charged 10 times as much as Chrysler.
You pay more money for the Porsche because of a) the low US Dollar
(Porsches are produced in Stuttgart, Germany) and b) the better hardware.
Neither was true for the IIc+ vs. Amiga/ST.

>Why can't Apple charge a million dollars for their products if they think
>they can get it..?

That would be a) a sign of bad marketing and b) considered unethical by
the customers. That's why European ST and Amiga sales were higher than Mac
sales until the early nineties.

>Now here's the REAL question... If the Apple was so unethically overpriced,
>why didn't people buy the Atari computers in droves..?

They did, see above.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 22. Mar. '95

1108. Re: Laser printer for less than $300..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-16 00:00:00 UTC
From: hing@csulb.edu
Message-ID: <3mrhkk$1f2@garuda.csulb.edu>
Source record: 12959

BobR, you have to admid that the laser printer that you cited is useless
for the Mac. How much memory does it have? Of course, the price of the
laser printer is going down every day, but the only concern here can you
use, as it is, with the Mac because the whole purpose of this threat was
printer for a Mac and how Apple overprice their hardware.

BobR (76702.1466@CompuServe.COM) wrote:
: It really must be interesting having such faulty memories.. or such
: conveniently and selectively defective memories as we've seen demonstrated
: here recently...

: Let me just this once refresh everyone's "memories" about this particular
: message thread...

: This thread grew out of the "parallel printer vs serial printer" thread.

: Someone, in this case Peter Sinclair (although that particular fact doesn't
: matter to me at all.. I'm not, as suggested in e-mail defending that
: individual), said in the course of the "discussion" that you could buy a
: laser printer for less than $300.

: He did NOT say you could buy an "inkjet" printer for less than $300.

: The ones with the selectively weak memories here have provided that little
: bit of fiction.

: Mark Rathwell (sorry, Mark.. I'm not picking on you specifically, but yours
: is the only message I remember in detail) said he'd checked and you could
: NOT buy a laser printer for less than $300.

: (LASER printer... got it..? Not inkjet.. LASER printer)

: OTHERS here said Peter must have been talking about an INKJET printer, which
: is where the confusion arose.

: The discussion wandered off aimlessly in that direction, mostly because my
: mailer seemed to be hosed and my messages about the $299 laser printer
: I'd seen in Computer Shopper were going off into cyberneverland.

: All the smokescreens and selective memories in the world won't change the
: fact that someone said you could buy a laser printer for less than $300,
: and regardless of the fact that he was jumped on by all the "Correct Thinkers"
: here, he was right.

: Asking for apologies for Peter Sinclair..?

: No.. I was sarcastically suggesting that the "Right Thinkers" here would
: NEVER apologize even if proven wrong.

: Given all the misdirection, redirection and faulty memories, looks like I was
: right in that.

: BobR

--
o---o
| E-mail: hing@engr.csulb.edu |
|-=-|
| WWW: http://www.engr.csulb.edu/~hing/ |
|-=-|
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------ Charles de Gaulle -------------------------o

1109. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-16 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <quinlan-1604951226260001@rs28-annex3.sfu.ca>
Source record: 12960

In article <Pine.SUN.3.91.950415163543.12795A-100000@PEAK.ORG>, James Wood <jamesw@PEAK.ORG> wrote:

> Do you
> dispute the fact that there is more (many times) software available for
> the PC than the Mac?
> *+=-> note I am not trying to blow the WindoZe horn...I am atteempting to
> *+=-> reveal fact.
>
> James

Answer: No, of course not, it would be ridiculous to claim that the mac has more than a small fraction of the software available for PCs.

However, the mac has enough software to serve most people adequately. There is a list of software that is missing for the mac and it only has about ten items on it. And these items tend to be in fairly obscure areas. On the other hand, if you are doing DTP or graphics art, you are still best off getting a mac. Shelf size isn't terribly important as long as you can get what you want. I will say that games are a big deficiency on the mac. That which is available is good but there isn't much available :) Finally, LucasArts has started porting their games to the mac. That should fill a fairly large void.

BTW, has you noticed that the IBM aptiva commercials feature the game Lunicus. Lunicas was first released for the mac and the game, while fun, takes about 4 hours to complete at intermediate level.

Brian Quinlan
quinlan@sfu.ca

1110. Re: Don't mean to Atari bash, but...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-16 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3mrvj4$bqr@prime.mdata.fi>
Source record: 12961

In article <Pine.SUN.3.91.950415164605.12795B-100000@PEAK.ORG>,
James Wood <jamesw@PEAK.ORG> wrote:
>
>5. Cost of upgrading. I've been wanting a Falcon for a long time, but
>GEE they are expensive. The only way I know to gauge the price is
>against competing computer platforms. It's about $800 for an entry-level
>Falcon. I'd need RAM upgrade, processor clock-doubled to 32Mhz, etc.

My Falcon-system costs about 30% more than a 486-PC -system
(without 8-channel sound :-)), BUT:
There is no way of doing the same thing(s) I'm doing with my Falcon,
with a PC. If I would have had the machine for some other purpose, it
might be vice-versa.
Optical in/out, DAT-backup, 8-16 channel audio (which plays while
recording - the majority of PC-soundcards (2 ch.) do not!),
8 separate outputs, system in ROM, inbuilt SCSI...
All these things weight against a PC-setup.

But, if you get Falcon for other reasons than music: situation might
be different, unless you want to use a specific software which uses
the DSP, or just have it for fun and hobby.
For me the first reason for getting the Falcon was the software,
second reason is the available hardware and it's cost.

If you strip the Falcon out of all hardware that is what you'd need
anyway even if you got a PC or a Mac (SCSI-drive, VGA-display,
more memory, possible audio expansion, faxmodem, CD-ROM, cables...)
you'll end up having only the main unit and perhaps the SIMM-expansion
card. You'll see that the cost of the Falcon itself is not much in
the whole setup. And all that extra stuff can be easily transferred
to a Mac-system, if you change your mind later.

>6. Admittedly, I don't know much about the Falcons, but as I understand
>it (if the person who told me explained it to me right), if my multisync
>monitor won't scan down to 15.75Khz, I won't be able to run the ST
>resolutions on the Falcon? Pick up a PC rag-magazine and look at all the
>monitors advertised - none of them go that low. What does this mean?

That goes only for some ST-low GAMES. I have a MAG-multisync monitor
that can not do 15.75Khz, but I can still use ST-low (who wants to use
ST-low in a Falcon anyway???). Most of the Falcon demos need RGB, so
if you're into games and demos, get a TV-set next to the VGA.

>I don't mean to knock the ST.... I see demos that make my VGA friends
>sit up and take notice of my "little" 8Mhz machine, like "Burning
>Illusion" demo. That one is unbelieveable. However, that quality of

>software is either very rare, or very expensive, or both......
>How do my fellow Atari users address these difficulties? Maybe y'all
>have some suggestions.

The software you use daily must pe paid for, no matter if you use Mac, PC
or Atari. If you don't pay for it, the platform and support is doomed
(see what happened to Amiga). Where you're gonna find it: well, the net
is the best source of information, and ftp sites are full of excellent
shareware stuff. 90% of my utility programs (FAx, terminal, packer,
OCR, sort, find etc.) are shareware, and they certainly look and
feel better in a Falcon (= new AES) than in the old ST (I've had
1040 STFM and MEga 4 with SM194).

I have made my PC-friends seek for second-hand Falcons after
showing them Cubase Audio, Apex Media, and even shareware software
like Connect and WinRec. It seems that grass is always greener on the
other side...

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

1111. Falcon 030 for sale...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-16 00:00:00 UTC
From: set@news.cinenet.net
Message-ID: <3ms15e$l02@hollywood.cinenet.net>
Source record: 12962

Atari Falcon 030 w/
85 Mb Internal IDE HD
4Mb Ram
VGA Adaptor
VGA/RGB Switchbox (home-made)
ScreenBlaster II
All Original Bundled Software (SpeedoGdos, AtariWorks, etc.)
All Original Manuals, Boxes, Mouse, etc.

I currently have a 16 meg RAM upgrade installed (single 16meg SIMM type)
which is also available with the system or separately.

Also available is a LOAD of software, which I'll throw in for good measure.

AND, I'll throw in BEST Electronics' TT-Touch keyboard upgrade and
whatever else I can find. ;)

SO, interested parties can contact me via E-mail with offers. I don't
know what the value of the system is; I do know that the current retail
prices are STILL OUTRAGEOUS. So, make an offer and we'll go from there...

set@hollywood.cinenet.net

1112. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-16 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950416022437.13676C-100000-100000@PEAK.ORG>
Source record: 12963

On 15 Apr 1995 sinclap2954@cobra.uni.edu wrote:

> > Detroit JUNK. Call them "automobiles" but don't refer to each of them as
> > simply "an automobile" as if to imply that these are homogenous
> > products....THEY ARE NOT!!!!!!
>
> Porsche sucks.. Those supposely fine auto(NOT!) costs a bank account to
> maintain. Give me a 132 HP Neon anytime..

Only you.....SINFLOP....would say that Porsche sucks. They are expensive, they cost a lot to maintain, but they do not SUCK. They are amongst the finest quality cars in the world. Personally, I'd buy a $19,000 Z-28 Camaro with 275hp if I wanted bang for the buck.... As for the 132hp Neon....don't make me laugh by comparing it to the Porsche. The Porsche I drive could waste one of those half throttle, and is a distinctive (albeit overpriced in my opinion) car. However, while a Porsche may not be everyone's cup of tea, it does not "suck." By saying that Porsche "sucks", one again you have shown how WAY OFF BASE you are, you slippery little moron.

> In what way do you get more for the Porsche? Your talking about a $12000 auto
> versus greater than $50,000 for a Porsche.

You get a VERY high quality auto - with NO sqeaks and rattles, a VERY high performance engine, leather seats, precision abounds from the headliner to the gearshift to the paint. Yes, the Porsche costs more than the Neon you BONEHEAD, but I am not the one who made the original comparison. It was your buddy BobR who made the original comparison between Porsche and Neon, speaking as if the two are a homogenous product. Obviously, neither of you knows what the hell you are talking about and lack the ability to appreciate the finer things in life, regardless of price. Toward this end, while I cannot afford a new Mercedes Benz (and may never own one in my life), I know that they don't and I do appreciate the quality (My uncle in L.A. has one and driving it was a real treat for me).

James

1113. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-16 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950416023313.13676D-100000-100000@PEAK.ORG>
Source record: 12964

On 15 Apr 1995 sinclap2954@cobra.uni.edu wrote:

> > Enjoy SECOND PLACE for games and all other software development, bud.
> > You'll NEVER catch the DOS machines! So, to coin your silly little
> > phrase, Sinflop: GET OVER IT!!!!
>
> Your right in terms of numbers. We will catch up in terms of quality titles.
>
> With the upcomming explosion of releases this year and as well as the quality
> will make the Mac a premier game platform..GET OVER IT..

What is there to "GET OVER?" Is there any less of an "explosion"
(to use your term) happening to the DOS/Windoze computers? I expect the
PC game market will stay ahead.... A Pee Cee is already a "premier"
gaming platform. Case in point: A Pee Cee friend showed me Wing
Commander III and I was *totally* amazed. My Mac friends don't have that
luxury. Even "crippled" with the segmented memory addressing, slow
WindoZe, potential IRQ conflicts, TSR device driver juggling (etc), the
PC plays the BEST GAMES ON THE PLANET. How can anyone argue with that?
A Pee Cee is like an overpriced Nintendo....and just as much fun.

James

1114. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-16 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950416023936.13676E-100000-100000@PEAK.ORG>
Source record: 12965

On 15 Apr 1995 sinclap2954@cobra.uni.edu wrote:

> > Good thing there are HUNDREDS of other PC makers that don't do that.
>
> Are you sure?

As long as they give a 3-year warranty, I really don't care.

> > Your so skillful at comparing apples to oranges that it's no surprise
> > that you'd compare Apples to Jaguars.....(it's still dumb, however)
>
> Why? IBM could make tons of money if producing the Mac instead of the Jagflop.
>

Despite this crazy notion of yours that IBM could make tons of money producing Macintrashes, they DO NOT. Might I remind you that IBM has that option now that Apple clones are made, yet they do not make them, as does Radius and other companies. Yet IBM **does** make the Jaguar. Do we have to remind you that IBM knows a little more about this than you, SINFLOP, and if they could make money building Macintrashes they would, and if they couldn't make money with Jaguars, they wouldn't make them? Face it SINFLOP, you've lost this one. The evidence (reality) is against you yet again. Proof: IBM makes Jaguars and not Apples. Argue with a signpost, why don't you?

[WindoZe]
> I doubt if it will get better. Hardware requirements are higher and users will
> have to decide the cost/benefits. Apple will hold onto their own and will
> increase their numbers with new models and the clones. Mac software sales in
> North America amounted to $1.2 billion in 1994.

Don't you feel like a badass trying to act like an Almanac of Apple facts? Heh heh heh. Sorry, even putting up actual numbers (any of which may be of dubious authenticity coming from you, SINFLOP) doesn't help your arguement. I don't know what the software sales for Pee Cees was in 1994 in North America (or the world, for that matter), but it was MANY TIMES whatever Apple's was. Put that in your pipe and smoke it.

James

1115. Re: Laser printer for less than $300..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-17 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3mslj7$f30$1@mhadf.production.compuserve.com>
Source record: 12966

> My point was that Peter was trying to pass off Ink jets as laser printers.

Nope..

If he HAD cited specific Mac models, I never would have taken any notice, since I have virtually NO interest or knowledge of Macintosh products.

He specifically stated that (generic) laser printers could be bought for less than $300, which is what caught my interest, since I had just that day seen one for that price myself.

When he couldn't document a $300 laser printer himself, OTHERS here said "you must be talking about inkjet printers", and that's when the discussion turned to inkjet models.

His statements were twisted into "there's no such thing as a $300 laser printer, so you must have been talking about an inkjet printer, and you're so stupid for not knowing the difference."

My point is that there IS a $300 laser printer. Whether or not he knows the difference between lasers and inkjets is really of little interest to me.

(It was both frustrating and amusing to watch the "discussion" proceed, and not be able to post to the net, with the knowledge that Peter actually WAS right, even though he didn't seem to know it.)

BobR

1116. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-17 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3msmbp$f30$2@mhadf.production.compuserve.com>
Source record: 12967

> I am sure if Atari had the resource of Apple to advertize more the story
> would be diffrent, just take a look at the music-midi market.

Oh, I agree completely..!

That's part of the "perceived value" I mentioned that Apple brought to the market with their products.

By having an aggressive marketing program they made the Apple name well known in all circles, which gave the "warm fuzzy feeling" to purchasers of the systems that they were buying into something well-established and likely to last (or at least maintain its value to them).

This had the further effect of enhancing the value of the systems by encouraging third-party developers of software and hardware products to invest their time and resources into creating new applications those buyers of the Apple systems could purchase to further enhance their computers.

Thus, even though the Apple systems cost more than competing computers did, they also provided the perceived value of far greater credibility, a much wider range of expansion, and a better feeling of security for the purchase.

On the other hand, Atari never did much to promote its name or products, which lead to a far lesser credibility in the marketplace. It didn't matter that the computers themselves were FAR more capable if you couldn't find them or find software to run on them, or if you never saw them advertised, or no one else you knew owned one.

BobR

1117. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-17 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3msp44$7ku@darkstar.UCSC.EDU>
Source record: 12968

In <1995Apr14.183634.41740@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>Tom,
> I am wondering and very curious, why is it that about every post by you is a
>persoanl attack on me. Do you have a thing for me? Do you like me in a
>different way? With out me, you would be miserable and lack a purpose on
>USenet. I mean, you admitted that the Jag is a kaput through E-mail.

Hm... since every post by Pete is either a) an attack against anything atari
or b) some insinuation of homosexuality among those who flame him, what, by
his own logic, are we to assume is petey's secret agenda? going husband
shopping?

~Chris

>_____
> = Lightwave on the Powermac is the
> Peter Sinclair-Day = final nail in the coffin for the
>The University of Northern Iowa = Amiga's usefulness. There will be
> Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
> = and prices are competitive!!

>"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
>of turd."
> - Atari's Jeff Minter

>Http://www.ziff.com - For the latest MAC & PC news....

>-----

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1118. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr17.014153.41796@cobra.uni.edu>
Source record: 12969

In article <3msp44$7ku@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <1995Apr14.183634.41740@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>
>>Tom,
>> I am wondering and very curious, why is it that about every post by you is a
>>persoanl attack on me. Do you have a thing for me? Do you like me in a
>>different way? With out me, you would be miserable and lack a purpose on
>>USenet. I mean, you admitted that the Jag is a kaput through E-mail.
>
> Hm... since every post by Pete is either a) an attack against anything atari
> or b) some insinuation of homosexuality among those who flame him, what, by
> his own logic, are we to assume is petey's secret agenda? going husband
> shopping?

Why don't you redirect the last sentence to your buddy Tom..

>
> ~Chris
>
>>_____
>> = Lightwave on the Powermac is the
>> Peter Sinclair-Day = final nail in the coffin for the
>>The University of Northern Iowa = Amiga's usefulness. There will be
>> Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
>> = and prices are competitive!!
>
>>"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
>>of turd."
>> - Atari's Jeff Minter
>
>
>>Http://www.ziff.com - For the latest MAC & PC news....
>
>>-----
>
>
>
>
>
> --
> __ /\ __
> __\/__\/__
> _||_/

> /__||__\
> // \ | \\
> \|

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1119. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr17.014452.41797@cobra.uni.edu>
Source record: 12970

In article <Pine.SUN.3.91.950416023313.13676D-100000-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
>
>
> On 15 Apr 1995 sinclap2954@cobra.uni.edu wrote:
>
>> > Enjoy SECOND PLACE for games and all other software development, bud.
>> > You'll NEVER catch the DOS machines! So, to coin your silly little
>> > phrase, Sinflop: GET OVER IT!!!!
>>
>> Your right in terms of numbers. We will catch up in terms of quality titles.
>>
>> With the upcomming explosion of releases this year and as well as the quality
>> will make the Mac a premier game platform..GET OVER IT..
>
> What is there to "GET OVER?" Is there any less of an "explosion"
> (to use your term) happening to the DOS/Windoze computers? I expect the
> PC game market will stay ahead.... A Pee Cee is already a "premier"
> gaming platform. Case in point: A Pee Cee friend showed me Wing
> Commander III and I was *totally* amazed. My Mac friends don't have that
> luxury. Even "crippled" with the segmented memory addressing, slow
> WindoZe, potential IRQ conflicts, TSR device driver juggling (etc), the
> PC plays the BEST GAMES ON THE PLANET. How can anyone argue with that?
> A Pee Cee is like an overpriced Nintendo....and just as much fun.

The Mac has Wing Commander, dah! Doom will be out this month as well.

>
> James
>
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1120. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr17.014850.41798@cobra.uni.edu>
Source record: 12971

In article <Pine.SUN.3.91.950416023936.13676E-100000-100000@PEAK.ORG>, James Wood <jamesw@PEAK.ORG> writes:
>
>
> On 15 Apr 1995 sinclap2954@cobra.uni.edu wrote:
>
>> > Good thing there are HUNDREDS of other PC makers that don't do that.
>>
>> Are you sure?
>
> As long as they give a 3-year warranty, I really don't care.

If the company is still in business or has the resources to do so. Its easy to give out warranties with three years..

>
>
>> > Your so skillful at comparing apples to oranges that it's no surprise
>> > that you'd compare Apples to Jaguars.....(it's still dumb, however)
>>
>> Why? IBM could make tons of money if producing the Mac instead of the Jagflop.
>>
>
> Despite this crazy notion of yours that IBM could make tons of money
> producing Macintrashes, they DO NOT. Might I remind you that IBM has
> that option now that Apple clones are made, yet they do not make them, as
> does Radius and other companies. Yet IBM **does** make the Jaguar. Do
> we have to remind you that IBM knows a little more about this than you,
> SINFLOP, and if they could make money building Macintrashes they would,
> and if they couldn't make money with Jaguars, they wouldn't make them?
> Face it SINFLOP, you've lost this one. The evidence (reality) is against
> you yet again. Proof: IBM makes Jaguars and not Apples. Argue with a
> signpost, why don't you?

IBM will be making CHRP machines which are Mac compatible..
>
>
> [WindoZe]
>> I doubt if it will get better. Hardware requirements are higher and users will
>> have to decide the cost/benefits. Apple will hold onto their own and will
>> increase their numbers with new models and the clones. Mac software sales in
>> North America amounted to $1.2 billion in 1994.
>
> Don't you feel like a badass trying to act like an Almanac of Apple
> facts? Heh heh heh. Sorry, even putting up actual numbers (any of which

> may be of dubious authenticity coming from you, SINFLOP) doesn't help
> your arguement. I don't know what the software sales for Pee Cees was in
> 1994 in North America (or the world, for that matter), but it was
> MANY TIMES whatever Apple's was. Put that in your pipe and smoke it.
>
The software figure came from the SPA. Wintel software totaled $5 billion.

> James
>
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1121. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-17 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FDRIEHBZUP@cabal.shnet.org>
Source record: 12972

In <0098EA4A.AFFE97FF@netins.net> sinclair@netins.net wrote:
>Apple management does not even come close to incompetence going on at Atari.
>Atari is incapable of releasing a measly cdrom player as well as games..

Does Apple publish games? And, as a matter of fact, Atari was the first company to bring out a CD-ROM player, but it flopped. Ask them about CDAR 504 sales and release date.
In Germany, the CDAR 504 shipped with a PD CD containing ST Computer PD series disks 1-270(!), in January 1991 (the oldest issue I could find that fast) the disks 376-384 were presented.

At ~8 disks per issue, this leads to the assumption that the CD was produced early 1990. When was the first Apple CD-ROM available?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 22. Mar. '95

1122. Re: Don't mean to Atari bash, but...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-17 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3mts18lom1@mhadf.production.compuserve.com>
Source record: 12973

This is essentially what I said in response to the same question about upgrading the memory in a 520ST previously...

The very BEST upgrade for a system like that is to take the money you'd put into buying the upgrade, the cost of installation, and the cost of shipping the system cross-country to somewhere like Toad, and put it toward buying a used 1040STe.

Seriously... any memory upgrade installed into any Atari model previous to the 1040STe will be less reliable and more expensive.

The STe uses industry standard SIMMs which are easily obtainable, easily installed, and relatively inexpensive.

In addition, it includes a MUCH improved version of TOS, improvements in the color pallette and stereo DMA sound, as well as other minor incremental improvements.

I bought an STe with 4 megs of RAM already about a year ago for $125... far less than an equivalent RAM upgrade would have cost.

Used STes come up for sale relatively often in the atari newsgroups, on local BBSs, and in local classified ads...

The old 520 can be kept as a backup system, or used for MIDIMaze, or sold for whatever it brings and applied to the cost of the STe.

BobR

1123. Re: Laser printer for less than $300..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-17 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3mts8ulom2@mhadf.production.compuserve.com>
Source record: 12974

> BobR, you have to admid that the laser printer that you cited is useless
> for the Mac.

As I said before, I don't know (or really even care) much about Macs, or what can or can't be used with them.

All I know is that it's a laser printer for less than $300...

(Obviously at that price it's not going to be a very good one, but it does exist.)

BobR

1124. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-17 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3mtt3slom3@mhadf.production.compuserve.com>
Source record: 12975

> Nope, it would be wrong if VW charged 10 times as much as Chrysler.

"Wrong"... what would be "wrong" about it..?

They might not sell very many cars, but what would be "wrong" about it..?

Illegal..? Sinful..? Immoral..? Not Allowed..?

Not at all... VW could charge anything they wanted for their products (that's called capitalism)... you and I might not buy one, but they could still price them at any level they wanted to.

I don't personally believe that a leather covered radio knob "should" cost $100, but that's what Porsche charges for it... is that "wrong"..?

BobR

1125. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr17.104131.41804@cobra.uni.edu>
Source record: 12976

In article <FDRIEHBZUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:
> In <0098EA4A.AFFE97FF@netins.net> sinclair@netins.net wrote:
>>Apple management does not even come close to incompetence going on at Atari.
>>Atari is incapable of releasing a measly cdrom player as well as games..
>
> Does Apple publish games? And, as a matter of fact, Atari was the first
> company to bring out a CD-ROM player, but it flopped. Ask them about CDAR
> 504 sales and release date.
> In Germany, the CDAR 504 shipped with a PD CD containing ST Computer PD
> series disks 1-270(!), in January 1991 (the oldest issue I could find that
> fast) the disks 376-384 were presented.

Atari never released their ST cdrom in the USA. Atari made noises about it and constantly announced release dates that were never kept. The first computer cdroms were out on the PC first.

>
> At ~8 disks per issue, this leads to the assumption that the CD was
> produced early 1990. When was the first Apple CD-ROM available?

The first Apple Cdrom came out in the 88/89 time frame.

>
> Thorsten
>
>
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O
> -- /
> - In the sky a mighty eagle doesn't care about what's illegal - _
> - On it's wings the rainbow's light it's flying to eternity. -)
>
> ## UPoint 'medium' 22. Mar. '95 ##

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1126. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-17 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <quinlan-1704951738360001@rs20-annex3.sfu.ca>
Source record: 12977

In article <Pine.SUN.3.91.950416023313.13676D-100000-100000@PEAK.ORG>,
James Wood <jamesw@PEAK.ORG> wrote:

"explosion"
> (to use your term) happening to the DOS/Windoze computers? I expect the
> PC game market will stay ahead.... A Pee Cee is already a "premier"
> gaming platform. Case in point: A Pee Cee friend showed me Wing
> Commander III and I was *totally* amazed. My Mac friends don't have that
> luxury. Even "crippled" with the segmented memory addressing, slow
> WindoZe, potential IRQ conflicts, TSR device driver juggling (etc), the
> PC plays the BEST GAMES ON THE PLANET. How can anyone argue with that?
> A Pee Cee is like an overpriced Nintendo....and just as much fun.
>
> James

I beleive that Super Wing Command is availabe for the mac. It's off topic but
what isn't? :)

Brian Quinlan
quinlan@sfu.ca

1127. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-17 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FDRUFEBHUP@cabal.shnet.org>
Source record: 12978

In <3mc271$a2q@cicg-communication.grenet.fr> Nicolas Monnet wrote:

><STIRRE31@MAINE.MAINE.EDU> wrote:
>> of most home users. A bit of word processing, spreadsheets and games
>> are all done fine. And the 8-bit costs very little as well as beating
>> a Macintosh in games anyday (IMHO).
>Have you seen the game "Marathon"?????
[Crappy details list started]
>Textured 3d engine - looks like doom with less fps (I think 30% less
>on similar machines, my LC630 compared to a DX2-66 for example) but
>with 16bits colors (and even million colors on appropriate systems)
>-- it means a 600kBytes screen adressing (640x480 though the graphics
>are calculated for 320*240 [but can be full 640x480 on faster mach.
>like Powermacs]), compared to MCGA's 64kBytes!-- is there a comparison?
>and a variable azimuth (you can look up and down). And midi music
>played w/o additional hardware (and a very NICE sound).
>I also have games like F/18: a very impressive flight sim, not
>many details, but it's about 40 fps on my computer, i think!!!
>And there's a really amzing feature: if you have three video adapters
>(3 monitors) at the same time, you can play in panorama mode!!!!!!
>Wait version2, native PPC, with much details....
[Crappy details list ended]

How much _fun_ is it? Will it beat M.U.L.E.? Rescue on Fractalus?
Defender?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 22. Mar. '95

1128. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-17 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FDRUFEBKUP@cabal.shnet.org>
Source record: 12979

In <1995Apr15.132645.41753@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>Porsche sucks..

Anyone care to comment on _that_? Oops, it's already in the .signature of
Peter:
>"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
>of turd."
> - Atari's Jeff Minter

At least, this way he's got one true statement in every article he posts.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 22. Mar. '95

1129. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-18 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950417182111.29074B-100000-100000-100000@PEAK.ORG>
Source record: 12837

On 17 Apr 1995 sinclap2954@cobra.uni.edu wrote:

> > As long as they give a 3-year warranty, I really don't care.
>
> If the company is still in business or has the resources to do so. Its easy to
> give out warranties with three years..

Alert! Alert! Alert!! Petey is being an arguementative DUMBASS
again. Going out-of-business is a risk with ANY warranty in ANY
industry. Don't try to twist this into an anti-PC (or anti-anything
other than Apple) arguement. Are you saying that PC buyers should put
thier warranty registration cards in the trash? Only you could make
such a foolish and feeble attempt to invalidate the advantage of a 3-year
warranty.

> > you yet again. Proof: IBM makes Jaguars and not Apples. Argue with a
> > signpost, why don't you?
>
> IBM will be making CHRP machines which are Mac compatible..

Sinflop: IBM is making Jaguars. Why do you think that is?? Gee, maybe
it's profitable and they make money making Jaguars. Gee, do you think so????

> >
> The software figure came from the SPA. Wintel software totaled $5 billion.

Hah! In case you need reminding, $5bil > $1.2bil.

James

1130. Re: CD-ROM arguement

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-18 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950417182624.29074C-100000-100000@PEAK.ORG>
Source record: 12838

On Mon, 17 Apr 1995, Thorsten Guenther wrote:

> Does Apple publish games? And, as a matter of fact, Atari was the first
> company to bring out a CD-ROM player, but it flopped. Ask them about CDAR
> 504 sales and release date.
> In Germany, the CDAR 504 shipped with a PD CD containing ST Computer PD
> series disks 1-270(!), in January 1991 (the oldest issue I could find that
> fast) the disks 376-384 were presented.
>
> At ~8 disks per issue, this leads to the assumption that the CD was
> produced early 1990. When was the first Apple CD-ROM available?
>
> Thorsten

I'll never understand what took Atari so long to get into CD-ROMS. I still have the (I think) September 1985 issue of Antic magazine which featured the then-developing CD-ROM. There was an experimental Grolier's (text only, most likely) Encyclopedia being developed, and I think they had it running on the ST.

I recall them saying that Tramiels were holding out for a little while because they "thought the consumer should get audio CD capabilites at the same time" and he "wanted to bring the technology to under $500." What happened? It wasn't for another FIVE years (maybe more?) that the PC/Mac world got into CD-ROMming. That is an incredible market lead time. Back then, the Atari's graphics were WAY ahead of the PC.... Hell, most PCs (with green screens and 360K floppies) were nowhere near CD-ROMs. When PCs and Macs finally got CD-ROMs, they never looked back. Seems like the CD-ROM software for the Atari is very rare now. Is ANYONE making Atari CD-ROMs, other than shareware collections? That "Sara" program that allows Ataris to access the data on some of the PC CD-ROMs sounds interesting. Anyone know how well it works?

James

1131. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-18 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.798235361@gmi.edu>
Source record: 12839

sinclap2954@cobra.uni.edu writes:

>> Hm... since every post by Pete is either a) an attack against anything atari
>> or b) some insinuation of homosexuality among those who flame him, what, by
>> his own logic, are we to assume is petey's secret agenda? going husband
>> shopping?

>Why don't you redirect the last sentence to your buddy Tom..

AHAHAHA! You just proved the above statements with your post!

Peter, it is so easy making you look like an idiot! Can't you at least TRY
to make it harder for us? ROTFL! This is so funny I can't believe it.

/Kevin

>>> Peter Sinclair-Day = final nail in the coffin for the

1132. Re: Star Trek Parody

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-18 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.798234717@gmi.edu>
Source record: 12840

dav <burnight@delphi.com> writes:

>Someone posted a great star trek parody here a few days ago
>Unfortunately I deleted the part with the authors name
>I would love to share this with a lot of friends but I
>really need the authors name so he can get proper credit...
>
>Could someone email me the authors name or just reply here?

Yeah, it was me, Kevin Haley. :-)
Thanks for being concerned about giving proper credit to the author. It is appreciated.

If you need a copy of it, let me know. I have it saved in my account.

/Kevin

1133. Re: Don't mean to Atari bash, but...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-18 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3mv0dm$a92@dockmaster.phantom.com>
Source record: 12841

BobR (76702.1466@CompuServe.COM) wrote:
: The old 520 can be kept as a backup system, or used for MIDIMaze, or sold
^^^^^^^^

Hey, I remember this game. Y'know, I even won a MIDI-Maze contest at some
Atari show in Detroit a bunch of years ago (10 years?). Pretty cool. :-)

1134. OASIS Available

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-18 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <798165392snz@yeadontt.demon.co.uk>
Source record: 12842

This is an announcement for a new package for the Atari range of
computers called OASIS.

As of Tuesday 18/4/95 I have upload OASIS100.ZIP to the following sites

DEMON ftp.demon.co.uk

Posted to the incoming folder in the Atari section of
their FTP site

HENSA micros.hensa.ac.uk

Posted in the incoming/atari-tos folder in the incoming
area of their FTP site

Chameloen BBS (UK 01454-831095)

Uploaded to the Comms area of the bulletin board

OASIS is a GEM based off-line reader replacing the complete set of
AtariNos off-line utilities, the only items retained are the NOS on-line
software and the DEMON.TOS batch file launcher.

There will is no shareware policy on version 1.xx of OASIS, just E-Mail
me if you use it. Comments, likes/dislikes, wish lists for further features
and Bug reports, if any :-), would all be appreciated

Watch This Space !!!!!!
--

==========

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/_/_/_/ _/ _/ _/_/_/_/ _/ _/_/_/_/

============ Phil Yeadon ===== phil@yeadontt.demon.co.uk ============

1135. Los Angeles Area Atari Service?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-18 00:00:00 UTC
From: mcutsforth@aol.com
Message-ID: <3mvn3u$seb@newsbf02.news.aol.com>
Source record: 12843

Could someone recomend an LA, CA based Atari sales/service establishment

Thank you.

MCutsforth@aol.com (yeah, yeah, I know...)

1136. Re: MagicMAC

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr18.215210.41893@cobra.uni.edu>
Source record: 12844

In article <3n0bu8$53t@news.iesd.auc.dk>, chainxor@kom.auc.dk (Henrik Lunardi Weide) writes:
> I was thinking now that MagicMac the Pre-emptive multasking Atari-OS is out,
> SinCrap will have the chance to get a *real* fast and multasking system on
> his Mac. :-)

I already have one, thanks..

>
>
> Keep Cool and Flying...
>
> ChainXOR...
>
>
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1137. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr18.215808.41895@cobra.uni.edu>
Source record: 12845

In article <3n0qne$ofa@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> sinclap2954@cobra.uni.edu writes:
>
>
> :I doubt if it will get better. Hardware requirements are higher and users will
> :have to decide the cost/benefits. Apple will hold onto their own and will
> :increase their numbers with new models and the clones. Mac software sales in
> :North America amounted to $1.2 billion in 1994.
>
> The WinEver interface WILL be an improvement over Win 3.1.
> It will still be inferior to the Mac interface though, and
> it's OS still carries a lot of 16-bit DOS baggage (read
> Unauthorized Windows for more info). Im other words, it
> won't be great, but will probably (at least seem to) be decent
> enough to hurt Apple's Mac sales. GET OVER IT!!

Hurt sales? In what way? Figures, please..

>
> As for $1.2B in software sales, compared to PC software sales
> that figure is negligible. I bet MS grosses at least that much
> all by itself.
>

Wintel software approached $5billion. Microsoft accounted for about 50
percent. On the Mac side, Microsoft accounted for 30 percent of the total. So
essence, developers can have more ooportunites away from Microsoft's
juggernaut in the Mac market..

>
>
> :"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
> :of turd."
> : - Atari's Jeff Minter
>
>
>
> * Tom
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1138. MagicMAC

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-18 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3n0bu8$53t@news.iesd.auc.dk>
Source record: 12980

I was thinking now that MagicMac the Pre-emptive multasking Atari-OS is out, SinCrap will have the chance to get a *real* fast and multasking system on his Mac. :-)

Keep Cool and Flying...

ChainXOR...

1139. Re: Don't mean to Atari bash, but...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-18 00:00:00 UTC
From: proche@isis
Message-ID: <3n0nm4$9m7@imag.imag.fr>
Source record: 12981

In article <Pine.SUN.3.91.950415164605.12795B-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
|>
|> 5. Cost of upgrading. I've been wanting a Falcon for a long time, but
|> GEE they are expensive. The only way I know to gauge the price is
|> against competing computer platforms. It's about $800 for an entry-level
|> Falcon. I'd need RAM upgrade, processor clock-doubled to 32Mhz, etc.
|> There's also no way to go with mid-level RAM (amount) like 8MB. I don't
|> know much about these machines (been wanting one for a long time,
|> though), but it's my understanding that I have choices of 1, 4, or 14
|> (??) megabytes. I don't need/can't afford 14 Mb. How about 8MB? That's
|> a nice number - that's what the people I know who use WindoZe run on
|> their Pee Cees. I can't do that, however. OfficeMax has Leading Edge
|> 486 DX2/66 machines with 8MB, 420MB hard drive, 1024 SVGA, 1.44MB floppy,
|> 16-bit stereo, double-speed CD-ROM, WindoZe, and even a 14.4K bps
|> faxmodem - the WHOLE multimedia shebang for $999. Wouldn't it cost me
|> nearly that amount for a 16-Mhz, 1MB RAM, small (or none) hard disk
|> Falcon, by the time it was shipped to me? Then how do I get it
|> serviced? What do I run on it? Lots of my ST stuff won't run?

I don't know if Windows applications are bigger than GEM ones, but the memory
requirements of a Falcon are certainly lower than those of a PC, because PC
applications and games tend to be so HUGE (thanks Microsoft, amongst others) that
you need more and more memory and processor speed. Moreover, you need some room
to make Windows fit in.
Are there Falcon apps which really require more than 4 Mo yet ? Maybe with an OS
other than Multitos ?
Pascal.

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

1140. Re: Don't mean to Atari bash, but...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-18 00:00:00 UTC
From: jonord@krynn.solace.mh.se
Message-ID: <jonord.798223546@krynn>
Source record: 12982

contacts@mits.mdata.fi (Pekka Saarinen) writes:

>I have made my PC-friends seek for second-hand Falcons after
>showing them Cubase Audio, Apex Media, and even shareware software
>like Connect and WinRec. It seems that grass is always greener on the
>other side...

;) I always like to read comments like this.. ;) Though I have finaly (?)
bought me a 386. I use it for linux though since it would have been very
uneconomical to try to get an Atari good enough for Linux. This one has so
far costed me under 2.000 SEK (about $260) and then I also have bought a
500 Mb harddisk and a 3.5# floppydrive.

/J

--
See you on the dark side of the moon...
/|\ Joakim Nordlander jonord@solace.mh.se

1141. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-18 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3n0qne$ofa@paul.rutgers.edu>
Source record: 12983

sinclap2954@cobra.uni.edu writes:

:I doubt if it will get better. Hardware requirements are higher and users will
:have to decide the cost/benefits. Apple will hold onto their own and will
:increase their numbers with new models and the clones. Mac software sales in
:North America amounted to $1.2 billion in 1994.

The WinEver interface WILL be an improvement over Win 3.1.
It will still be inferior to the Mac interface though, and
it's OS still carries a lot of 16-bit DOS baggage (read
Unauthorized Windows for more info). Im other words, it
won't be great, but will probably (at least seem to) be decent
enough to hurt Apple's Mac sales. GET OVER IT!!

As for $1.2B in software sales, compared to PC software sales
that figure is negligible. I bet MS grosses at least that much
all by itself.

:"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
:of turd."
: - Atari's Jeff Minter

* Tom

1142. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-18 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3n0rc7$pg8@paul.rutgers.edu>
Source record: 12984

sinclap2954@cobra.uni.edu writes:

:Tom,
: I am wondering and very curious, why is it that about every post by you is a
:persoanl attack on me. Do you have a thing for me? Do you like me in a

I guess you consider disputing all the "facts" that you post (like that the
Mac has $300 laser printers) to be personal attacks.

And why is it that just about every post by you is an attack on Atari, a
company that has done you no wrong.

:different way? With out me, you would be miserable and lack a purpose on
:USenet. I mean, you admitted that the Jag is a kaput through E-mail.

Wrong! I said that it didn't have that good a chance relative to Nintendo
and Sega. Your powers of gross misinterpretation are truly amazing.

So have you gotten a new account yet??

* Tom

PS: And know, I DON"T HAVE A THING FOR YOU!!!

1143. Re: Los Angeles Area Atari Service?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-18 00:00:00 UTC
From: hing@csulb.edu
Message-ID: <3n0the$81s@garuda.csulb.edu>
Source record: 12985

MCutsforth (mcutsforth@aol.com) wrote:
: Could someone recomend an LA, CA based Atari sales/service establishment

Mid City Computer in Bellflower City. I don't have their number handy
right now but you can call 411.

: Thank you.

: MCutsforth@aol.com (yeah, yeah, I know...)

--
o---o
| E-mail: hing@engr.csulb.edu |
|-=-|
| WWW: http://www.engr.csulb.edu/~hing/ |
|-=-|
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------ Charles de Gaulle -------------------------o

1144. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-18 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950417181620.29074A-100000-100000@PEAK.ORG>
Source record: 12986

On 17 Apr 1995 sinclap2954@cobra.uni.edu wrote:

> The Mac has Wing Commander, dah! Doom will be out this month as well.
>

Sinflop: Wing Commander and Wing Commander III are **TOTALLY**
different! Of course, since you use a Macintosh and WC III is not
available to you, you'd have to be a keen observer of other platforms (of
DOS, in your case) to know it. Obviously, you are not. WC III comes on
about 6 CD-ROMS and has theatrical graphics that are out of this world.
Downside, like many Pee Cee programs, it requires mammoth hardware....
As I understand it, even a high-powered 486 will choke in some
instances...the box says "Pentium preferred for best SVGA performance."
Typical, eh?

James

1145. Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-19 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3n1pvs$cll@dockmaster.phantom.com>
Source record: 12846

Thorsten Guenther (guenther@cabal.shnet.org) wrote:
: How much _fun_ is it? Will it beat M.U.L.E.? Rescue on Fractalus?
: Defender?

Well, let's see...While it was a lot of fun for awhile, I stopped playing MULE when (a) all of my human competitors got tired of losing, and (b) I got tired of beating the game at its highest level. Rescue never amused me for any significant amount of time. Defender got boring after the third or fourth hour of play.

I'm constantly amazed how people compare 10+ year old games to new games. "Hey, have you played Doom on the PC?" "Why? I've got Q*Bert on my Atari 400!" *sigh*

1146. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-19 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3n1q43$cll@dockmaster.phantom.com>
Source record: 12847

Thomas Trauth (trauth@paul.rutgers.edu) wrote:
: I guess you consider disputing all the "facts" that you post (like that the
: Mac has $300 laser printers) to be personal attacks.

Uhm, sorry tourst your synthetic bubble, Tom, but you can indeed buy a
Mac-compatible laser printer for about $300. Actually, I think the street
price is more like $350 but it's certainly a reality.

1147. The End is...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-19 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3n3gj4$8ht@dux.dundee.ac.uk>
Source record: 12848

..thats up to you...

Well it doens't look good, unless C-Lab market the falcon with a good amount of publicity its all but dead. Shame really its such a nice machine.

It seems now that Atari have waed goodbye to the computer line and hence left us all high and dry.

Cheers

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1148. Re: The End is...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-19 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3n41aq$di@ccshst05.cs.uoguelph.ca>
Source record: 12849

: Well it doens't look good, unless C-Lab market the falcon with a good
: amount of publicity its all but dead. Shame really its such a nice
: machine.

When is the C-Lab falcon supposed to come out.

: It seems now that Atari have waed goodbye to the computer line and hence
: left us all high and dry.

While I hate to sound like a Falcon basher, dropping the computer
line was really the only thing Atari could do. With the standardization
of "Intel" machines and thousands of companies competing cut-throat,
Atari could not make enough money off the Falcon to survive for very
long. If Atari had stayed with the Falcon line, they'd be bankrupt right
now.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Soon my power will be the greatest in all of Oz!"
==

1149. Atari Profits

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-19 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3n39rk$pd1@dux.dundee.ac.uk>
Source record: 12850

Or losses,

either way has the last years/quarters been announced yet?

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1150. Re: The End is...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-20 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.798370250@gen-off-3>
Source record: 12851

mrathwel@uoguelph.ca (Mark Rathwell) writes:

> When is the C-Lab falcon supposed to come out.
It's already available, and is being advertised in UK music mags.
It does seem to be priced rather high though. I guess they are pricing it
in relation to specicialised D2D systems, rather than in relation to general
purpose computers.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1151. OASIS Available

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-20 00:00:00 UTC
From: Dave@levihome.demon.co.uk
Message-ID: <798411224snz@levihome.demon.co.uk>
Source record: 12852

To all who are trying Oasis.

We are sorry for the troubles that people are experiencing :-(

Unfortunately we have two acts of God and on of BT acting against us,
Phil's TT blew its power supply, A hard disk corruption, My own phoneline has
been useless for a modem for just over two weeks and various last ditch
attempts at getting Oasis out in the last week drained us.

Even when we finally got it out we stupidly left a line of code used in
running the test version so Oasis100 becone Oasis101.

Now its out we find that the ST Medium Res resource has corrupted and
various extremely minor bugs that appeared in beta test, which we put to bed
ages ago are re-appearing.

Enough of this snivelling.

Please give us 2 days and correct these errors and we will upload
Oasis102 which we will make sure is as bug free as we can get it.

Again we apologise to any who have had trouble - if you aren't having
troubles please still upload the Oasis102 version.

Sorry again, Dave

--

```
================================================================================
If All The World's Cars
Were Parked End To End: ---------->> /////// /////// /////// /////// //////
// // // // // // //
Some Idiot Would Try ---------->> /////// /////// /////// /////// // //
To Pass !!!!! // // // // // //
---------->> /////// // /////// /////// ///////
MY BRAIN HURTS !!
Ph.D in Buying Computers Falcon & HS working Dave@levihome.demon.co.uk
================================================================================
```

1152. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-20 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3n77hk$mrs@paul.rutgers.edu>
Source record: 12853

steveg@phantom.com (Steve G.) writes:

:Thomas Trauth (trauth@paul.rutgers.edu) wrote:
:: I guess you consider disputing all the "facts" that you post (like that the
:: Mac has $300 laser printers) to be personal attacks.

:Uhm, sorry tourst your synthetic bubble, Tom, but you can indeed buy a
:Mac-compatible laser printer for about $300. Actually, I think the street
:price is more like $350 but it's certainly a reality.

$350 seems a bit on the low side to me. I will have to check PC Mag. and
Byte to see if I can find any laser printers priced in the $300-$400 range.
I doubt that I will find one though.

But in any case, that is moot because the printers that Peter was referring
to as "$300 laser printers for the Mac" were actually INKJET printers. I
know because some of the Mac "laser" printers he referred to, like the HP
Deskjet, were inkjet models. He was dead wrong, and even admitted that
he was eventually -- but only after making a fool of himself by claiming that
it was ok to call an inkjet a laser because "Most users can't tell the
difference (like that makes the two identical).

BTW don't you have better things to than stick up for Petey?
Like worry about the inevitable Microsoft conquest of computerdom
and the resulting destruction of Apple and the Macintosh (don't
get me wrong - I am no MS fan and can't stand Windoze, but I
seriously think that that will eventually happen).

* Tom Trauth

1153. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-20 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr20.235800.42019@cobra.uni.edu>
Source record: 12854

In article <3n77hk$mrs@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> steveg@phantom.com (Steve G.) writes:
>
> :Thomas Trauth (trauth@paul.rutgers.edu) wrote:
> :: I guess you consider disputing all the "facts" that you post (like that the
> :: Mac has $300 laser printers) to be personal attacks.
>
> :Uhm, sorry tourst your synthetic bubble, Tom, but you can indeed buy a
> :Mac-compatible laser printer for about $300. Actually, I think the street
> :price is more like $350 but it's certainly a reality.
>
> $350 seems a bit on the low side to me. I will have to check PC Mag. and
> Byte to see if I can find any laser printers priced in the $300-$400 range.
> I doubt that I will find one though.

Don't strain your eyes..

>
> But in any case, that is moot because the printers that Peter was referring
> to as "$300 laser printers for the Mac" were actually INKJET printers. I
> know because some of the Mac "laser" printers he referred to, like the HP
> Deskjet, were inkjet models. He was dead wrong, and even admitted that
> he was eventually -- but only after making a fool of himself by claiming that
> it was ok to call an inkjet a laser because "Most users can't tell the
> difference (like that makes the two identical).
>

Inkjet, Laser what the hell. HP's sales and profits derive from inkjets.
Seriously, for text there is not much of a difference. My resumes were out
puted to a inkjet. Very beautifuly done..

> BTW don't you have better things to than stick up for Petey?
> Like worry about the inevitable Microsoft conquest of computerdom
> and the resulting destruction of Apple and the Macintosh (don't
> get me wrong - I am no MS fan and can't stand Windoze, but I
> seriously think that that will eventually happen).

Apple is not going anywhere but up. Apple has announced their most recent
results.

Q2: sales of 2.65 billion up from $2 billion from the same period last year.
That is a 28% gain. Unit sales were up 20% which resulted in another million
plus units sold. 400,000 powerMacs were sold. Q2 is usualy a slow sales
period but not this time. Apple is on target to exceed $11 billion in sales
this year.

>
>
>
> * Tom Trauth

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1154. Re: The End is...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-20 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3n5f9r$3gf@dux.dundee.ac.uk>
Source record: 12855

David Stevenson (djs@jet.uk) wrote:
: mrathwel@uoguelph.ca (Mark Rathwell) writes:

: > When is the C-Lab falcon supposed to come out.
: It's already available, and is being advertised in UK music mags.
: It does seem to be priced rather high though. I guess they are pricing it
: in relation to specicialised D2D systems, rather than in relation to general
: purpose computers.

Yes i saw the add in Atari World, and also a review but #2344 (ukp)
is just a bit steep. However if C-Lab made one with TOS 5 (or magic),
4mb RAM, 80mb internal IDE for #549 they could shift em no hassle.
However I doubt C-Lab would have the cash or the willingness from
distributors to be able to do this.

Well, it seems were going into the realms of the Sinclair QL, ie
no official machine, lots of clones and a slow death.

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1155. C-Lab Address

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-21 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3n84c9$dd@dux.dundee.ac.uk>
Source record: 12856
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Just in case you didnt know here is the C-Lab address!!!

C-Lab Digital Media
Am Stadstrand 39
22047 Hamburg

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1156. Re: CD-ROM arguement

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-21 00:00:00 UTC
From: b2004@vsprsun_14
Message-ID: <1995Apr21.103213.517@queens-belfast.ac.uk>
Source record: 12857

On Mon, 17 Apr 1995, Thorsten Guenther wrote:

> Does Apple publish games? And, as a matter of fact, Atari was the first
> company to bring out a CD-ROM player, but it flopped. Ask them about CDAR
> 504 sales and release date.
> In Germany, the CDAR 504 shipped with a PD CD containing ST Computer PD
> series disks 1-270(!), in January 1991 (the oldest issue I could find that
> fast) the disks 376-384 were presented.
>
> At ~8 disks per issue, this leads to the assumption that the CD was
> produced early 1990. When was the first Apple CD-ROM available?

I never saw the CDROM released. I remember reading an advance blurb in
ANTIC about it, and the UK Atari mags were promoting it touting it as soon
to be released, but it NEVER came out on general sale in the UK. It was
certainly never heard of after the advance blurb.

It certainly would have been a major boost for the ST at the time as it
would have _shot_ it to the top of most educational establishments lists.
And at the time the PC although popular was just another competing
computer system, rather than the all-powerful monster it is today.

Just another case of Atari business excellence I guess :-)

gavan
--
email: G.Moran@ee.qub.ac.uk | 'There can be only one!'
or gmoran@nyx.cs.du.edu | - The Highlander

1157. Re: Re: Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-21 00:00:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19950421155305.L.J.Sak@sp0231.kub.nl>
Source record: 12858

> Sinflop: Wing Commander and Wing Commander III are **TOTALLY**
> different! Of course, since you use a Macintosh and WC III is not
> available to you, you'd have to be a keen observer of other platforms (of
> DOS, in your case) to know it. Obviously, you are not. WC III comes on
> about 6 CD-ROMS and has theatrical graphics that are out of this world.

Do some research pal. 4 CD's 'only'. Only with a pentium >60 it is possible
to display 640-480 graphical movies with PCI card. It is a nice looking
game but the hardware requirements are ABSOLUTELY rediculous!

> Downside, like many Pee Cee programs, it requires mammoth hardware....
> As I understand it, even a high-powered 486 will choke in some
> instances...the box says "Pentium preferred for best SVGA performance."
> Typical, eh?
>
> James

Ludo J.Sak

1158. Re: Re: Re: Some Mac hardware prices!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-21 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950421222739.5783A-100000@PEAK.ORG>
Source record: 12859

On Fri, 21 Apr 1995, SAK L.J. wrote:

> > Sinflop: Wing Commander and Wing Commander III are **TOTALLY**
> > different! Of course, since you use a Macintosh and WC III is not
> > available to you, you'd have to be a keen observer of other platforms (of
> > DOS, in your case) to know it. Obviously, you are not. WC III comes on
> > about 6 CD-ROMS and has theatrical graphics that are out of this world.
>
> Do some research pal. 4 CD's 'only'. Only with a pentium >60 it is possible
> to display 640-480 graphical movies with PCI card. It is a nice looking
> game but the hardware requirements are ABSOLUTELY rediculous!
>

I really don't think I need to do research, "pal." If you'll notice, I said "about" 6 CDs- the reason for my inaccuracy is that I don't really give a rat's ass how many CDs it is on. The point I was making was that it isn't available for the Mac, like so much other software. I'm not trying to knock the Mac hardware, but I contend that after years of using an Atari and hardly finding software for sale anywhere (even when the Ataris were at their peak), the chances of that happening to me as a Mac owner is greater than if I own a Pee Cee. Yes the hardware requirements are a lot - that's why I said that in my original post....

Looks like the only useful input you've given us (seasoned with a little smart-ass) is that the game is on 4 CDs rather than 6, as I guestimated. You are to be congratulated for such relevant testimony.

James

> > Downside, like many Pee Cee programs, it requires mammoth hardware....
> > As I understand it, even a high-powered 486 will choke in some
> > instances...the box says "Pentium preferred for best SVGA performance."
> > Typical, eh?
> >
> > James
>
> Ludo J.Sak
>
>
>
>
>
>
>
>
>
>

>
>
>
>
>
>
>
>
>
>
>
>
>

1159. *** Falcon BBS List ***

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-22 00:00:00 UTC
From: fg024@cleveland.Freenet.Edu
Message-ID: <3na7sc$rv4@usenet.INS.CWRU.Edu>
Source record: 12860
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,fr.comp.sys.atari,de.comp.sys.st,comp.sys.atari.programmer

```
BBS that have a Falcon 030 section
==========================
Version : 0.05
Here is a List of BBSs that have a Falcon Section, If you Have more please E-mail me info
of:
+Name
+Country
+Phone numbers
+Speed (Min /Max)
+Ratios
+Parity ( n of bits ; Even/Odd/None ; bit of stop )
+Used Spaced for Falcon

Now my gathering (by the way I would like to thank's the people who have contributed to
this list).

Canada (+ 1)
-----------
Grand Central Galaxy
403 986 9843 14.4 kbps 5/1 8-N -1

1ST STeps
604 522 7205 28.8 kbps ??? ???

Denmark (+ 45)
--------------
DK-Soft
43 71 70 75 19.2 kbps ??? ???

France (+33)
----------
ACE
1 45 88 75 48 2.4-2.28 Kbps ??? 8-N-1

Brasil
1 44 67 08 44 2.4-28.8 Kbps ??? 8-N-1

TheBbs
1 42 51 11 35 2.4-28.8 Kbps ??? 8-N-1

World is Crazy
21 57 14 70 9.6-19.2 Kbps 4/1 ???

Germany (+49)
------------
```

GoreZone
4841 6069 2.4-19.2 Kbps no ratios 8-N-1

SOS
402994043 0.3-28.8 Kbps no ratios 8-N-1

Wild Box
2381 161398 9.6-19.2 Kpbs no ratios 8-N-1

Norway (+47)

The STand
56 30 58 57 14.4 kbps no ratios 8-N-1

XBASE
73 52 30 18 28.8 kbps ??? ???

Sweden (+46)

Crime City
8 760 40 67 28.8 kbps no ratios ???

Jabberwocky
31 7956724 14.4 Kbps no ratios 8-N-1

MaSTer
303 92083 28.8 kbps no ratios 8-N-1

MidiNet
40 160655 28.8 Kbps Membership 8-N-1
(Free for Foreigners)
STraight
31 363973 28.8 Kbps no ratios 8-N-1

DataLine
87 782886 300-14.4 kbps 10:1 or free 8-N-1

U K (+44)

???
0272 881095 14.4Kbps Yes (?) 8-N-1

Chameleon
1454 881095 28.8 no ratios 8-N-1

STandard Pro
(0)1394-27155 0.3-14.4 Kbps ??? 8-N-1

The Falcon's Realm
1254 386151 14.4 Kbps no ratios 8-N-1

U S A (+ 1)

Neostag
216 792 2580 14.4 kbps no ratios 8-O-1

Cumberland county
609 451 7475 14.4 kbps ??? 8-?-?

Molin's Den of inquity
313 451 0524 300-14.4 Kbps no ratios 8-N-1

Puddle City
503 289 9429 28.8 Kbps ??? ???

The Machine
516 764 5748 0.3-14.4 Kbps 1/14 8-N-1

The Rebel
702 435 0786 2400-14.4Kbps no ratios 8-N-0

PLEASE NOTE:
This list is copyright 1995 by Hirlimann Ludovic.
It should be widely distributed as long has NO MONEY IS MADE OUT OF IT.
So please distribute it. Upload it to your favorite bbs. If youhave any
information dealing with Falcon bbss please mail them to me, those info
will be added to the List.

--
E-Mail : Fg024@Cleveland.freenet.edu
Falcon 030 VGA + FPU 4/270

1160. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-22 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3n9mr9$kvj@darkstar.UCSC.EDU>
Source record: 12861

In <1995Apr20.235800.42019@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>Inkjet, Laser what the hell. HP's sales and profits derive from inkjets.
>Seriously, for text there is not much of a difference. My resumes were out
>puted to a inkjet. Very beautifuly done..

Ha! Classic Sinflop Trash... You just don't know the difference because
you don't have a laser handy. I didn't notice until I finally got a laser.
THough my BJ-200 says it has 360 dpi, in reality the spreading of the ink
gives it a much lower apparent resolution. On a laser, there's no
spreading, so it looks much better even though it's "only" 300 dpi.

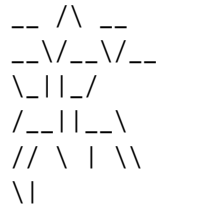
Dare to compare. Or, for petey, dare to think! It'll do wonders.

>Apple is not going anywhere but up. Apple has announced their most recent
>results.

>Q2: sales of 2.65 billion up from $2 billion from the same period last year.
>That is a 28% gain. Unit sales were up 20% which resulted in another million
>plus units sold. 400,000 powerMacs were sold. Q2 is usualy a slow sales
>period but not this time. Apple is on target to exceed $11 billion in sales
>this year.

Yeah. Of course, their earnings are lower then many hoped for, especially
with the dollar doing so poorly. Canon is thinking now of buying them
out. Just read it today in the Merc! Dare to read!

~Chris

--


1161. Re: The End is...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-22 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3na0erinf1@mhadg.production.compuserve.com>
Source record: 12862

> While I hate to sound like a Falcon basher, dropping the computer
> line was really the only thing Atari could do. With the standardization of
> "Intel" machines and thousands of companies competing cut-throat, Atari
> could not make enough money off the Falcon to survive for very long.

The question that's always puzzled me is... why did Atari even bother in the first place..?

The Intel dominance of the computer marketplace isn't something that has cropped up in the last year or so.. when Atari released the Falcon030, they already knew Intel machines would bury it in sheer numbers, and they already knew that it was essentially obsolete, with more powerful competitive systems available at similar prices.

The Falcon030 was only available for a very short time, and only sold a very small number of units relative to the entire computer marketplace. I really wonder if Atari ever broke even on the development and manufacturing costs.

Everyone says they decided to put all their resources into developing and marketing the Jaguar video game system... but when the Falcon was released, the Jaguar plans must have been known, or at least in advanced planning stages, so why did Atari even bother with the Falcon at all..?

BobR

1162. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-23 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950423050205.29271G-100000@PEAK.ORG>
Source record: 12863

On 20 Apr 1995 sinclap2954@cobra.uni.edu wrote:

> Inkjet, Laser what the hell. HP's sales and profits derive from inkjets.
> Seriously, for text there is not much of a difference. My resumes were out
> puted to a inkjet. Very beautifuly done..

Sinflop you dumbass....HP leads the standards for laser printers! Don't play it off like they don't! They make computers, they make portables. Sure, they make a lot of inkjets too - but not the best. Don't try to change HP into an "inkjet-only" manufacturer to support your weak arguements. A 600DPI laser will make sharp output on cheap paper - Inkjet requires coated paper. Not a big expense - which is why I use inkjet myself. With coated paper (in the inkjet) the output is very close.

> Apple is not going anywhere but up. Apple has announced their most recent
> results.

You sound like Commodore users a couple of years ago.

> plus units sold. 400,000 powerMacs were sold. Q2 is usualy a slow sales

How many Amiga 4000s were sold when those were the rage?

> Apple is on target to exceed $11 billion in sales this year.
>

Uhhhh...This year isn't over. How can they be "on target" when the year is young? They'll be "on target" when/if they exceed the $11 billion. They may have set those goals, but setting goals and being "on target" are two different things.

It's so irritating to watch YOU, SINFLOP, the great mis-informer, try to play "Apple Almanac" and spout figures like that. You then get all cocky and ask other people for figures. Sorry butthead - I don't need to research (nor do I have time for) figures. I just walk into Costco and look at the 1-2 Mac machines for sale compared to 8-10 PCs, then look over at the software table with from 1/3 (best) to 1/8 (typical) of it devoted to Mac and the rest to the Pee Cee, then go shopping all over town and see the same thing - and I have a pretty good idea of where the market stands. I do this while you sit there at the keyboard and try to spout off sales numbers for what Apple is dreaming about this year, while steadfastly attempting to IGNORE what I have just said. ENJOY YOUR DREAMWORLD, Sinflop.

James

1163. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-23 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950423051425.29271H-100000@PEAK.ORG>
Source record: 12864

Amiga Alive.... I'm glad I don't have any stock in Escom (who/whatever that is). Ever since the dawn of personal computers, it's been a struggle for standards and it's up the to PC and Mac to duke it out from here on out. I wonder what they possibly think they can do with the Amiga now? If it doesn't run Microsoft it's a dead platform (as besides the Apple OS, Microsoft products are the rage on Mac too). All they can hope to do is cater to a small market of die-hards. As someone else mentioned, it was wisest for Atari to get out of the computer business when they did. I don't expect to see any hot new Amiga hardware flashing across the covers of the magazine stands anytime too soon.

James

1164. 1040st with MIDI software wanted

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-23 00:00:00 UTC
From: laciakr@aol.com
Message-ID: <3ncqed$o1j@newsbf02.news.aol.com>
Source record: 12865

please email if you can help

Ric

1165. Re: The End is...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-23 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr23.183553.42165@cobra.uni.edu>
Source record: 12866

In article <3n5f9r$3gf@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
> David Stevenson (djs@jet.uk) wrote:
> : mrathwel@uoguelph.ca (Mark Rathwell) writes:
>
> : > When is the C-Lab falcon supposed to come out.
> : It's already available, and is being advertised in UK music mags.
> : It does seem to be priced rather high though. I guess they are pricing it
> : in relation to specicialised D2D systems, rather than in relation to general
> : purpose computers.
>
>
> Yes i saw the add in Atari World, and also a review but #2344 (ukp)

Sheesh..Anyone say a PowerMac or two..

> is just a bit steep. However if C-Lab made one with TOS 5 (or magic),
> 4mb RAM, 80mb internal IDE for #549 they could shift em no hassle.
> However I doubt C-Lab would have the cash or the willingness from
> distributors to be able to do this.
>
> Well, it seems were going into the realms of the Sinclair QL, ie
> no official machine, lots of clones and a slow death.
>
>
> Rod
>
> --
> Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
> President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
> CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
> DEMO CD ROM FOR PC & MAC only #3.50
>
>
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1166. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-23 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr23.184644.42166@cobra.uni.edu>
Source record: 12867

In article <Pine.SUN.3.91.950423050205.29271G-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
>
>
> On 20 Apr 1995 sinclap2954@cobra.uni.edu wrote:
>
>> Inkjet, Laser what the hell. HP's sales and profits derive from inkjets.
>> Seriously, for text there is not much of a difference. My resumes were out
>> puted to a inkjet. Very beautifuly done..
>
> Sinflop you dumbass....HP leads the standards for laser printers! Don't
> play it off like they don't! They make computers, they make portables.
> Sure, they make a lot of inkjets too - but not the best. Don't try to
> change HP into an "inkjet-only" manufacturer to support your weak
> arguements. A 600DPI laser will make sharp output on cheap paper -
> Inkjet requires coated paper. Not a big expense - which is why I use
> inkjet myself. With coated paper (in the inkjet) the output is very close.

Inkjet printers have improved in technology and price. Apple has just released
a replacement for the StyleWriter II with the StyleWriter 1200 for $269 list.

My inket the StyleWriter II uses printer paper and photo copy paper. I don't
need special coated paper, DUMBASS!

A 600DPI laser will set you back $900 with postscript. For my needs a Inkjet
is fine.

>
>
>
>> Apple is not going anywhere but up. Apple has announced their most recent
>> results.
>
> You sound like Commodore users a couple of years ago.
>
>> plus units sold. 400,000 powerMacs were sold. Q2 is usualy a slow sales
>
> How many Amiga 4000s were sold when those were the rage?

Not many..

>
>> Apple is on target to exceed $11 billion in sales this year.
>>
>
> Uhhhh...This year isn't over. How can they be "on target" when the year

> is young? They'll be "on target" when/if they exceed the $11 billion.
> They may have set those goals, but setting goals and being "on target"
> are two different things.

Apple's six months sales/revenues in their fiscal year/95 has ammounted to $5.5 billion.

>
> It's so irritating to watch YOU, SINFLOP, the great mis-informer, try to
> play "Apple Almanac" and spout figures like that. You then get all cocky
> and ask other people for figures. Sorry butthead - I don't need to
> research (nor do I have time for) figures. I just walk into Costco and
> look at the 1-2 Mac machines for sale compared to 8-10 PCs, then look
> over at the software table with from 1/3 (best) to 1/8 (typical) of it
> devoted to Mac and the rest to the Pee Cee, then go shopping all over
> town and see the same thing - and I have a pretty good idea of where the
> market stands. I do this while you sit there at the keyboard and try to
> spout off sales numbers for what Apple is dreaming about this year, while
> steadfastly attempting to IGNORE what I have just said. ENJOY YOUR
> DREAMWORLD, Sinflop.

Mac users buy from mailorders such as MacWareHouse, MacConnection and MacZone. 50 percent of Mac software sales derive from mailorder. Why should I spend $69 for Marathon at the local Software etc when I can order it for $39 from any of the above mailorders?

The Mac software figures come from SPA. Apple's sales figures came from last Friday's New York Times

>
> James

>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1167. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-23 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr23.184822.42167@cobra.uni.edu>
Source record: 12868

In article <Pine.SUN.3.91.950423051425.29271H-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
>
>
>
>
> Amiga Alive.... I'm glad I don't have any stock in Escom (who/whatever
> that is). Ever since the dawn of personal computers, it's been a
> struggle for standards and it's up the to PC and Mac to duke it out from
> here on out. I wonder what they possibly think they can do with the
> Amiga now? If it doesn't run Microsoft it's a dead platform (as besides
> the Apple OS, Microsoft products are the rage on Mac too). All they can
> hope to do is cater to a small market of die-hards. As someone else
> mentioned, it was wisest for Atari to get out of the computer business
> when they did. I don't expect to see any hot new Amiga hardware flashing
> across the covers of the magazine stands anytime too soon.

Despite James doom and gloom, I hope the Amiga resurfaces with new and better
models.

>
> James
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1168. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-23 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950423193853.16062A-100000@PEAK.ORG>
Source record: 12869

On 23 Apr 1995, Sinflop put his foot in his mouth and said:

> Despite James doom and gloom, I hope the Amiga resurfaces with new and better
> models.
>

Then had the audacity to keep this little bit of typical Sinflop
manure in his signture file:

|
| Look at this!
|
V

> = Lightwave on the Powermac is the
> Peter Sinclair-Day = final nail in the coffin for the
> The University of Northern Iowa = Amiga's usefulness. There will be
> Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
> = and prices are competitive!!
>
> "Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
> of turd."
> -Atari's Jeff Minter

Once again, Sinflop proves Jeff Minter right.

James

1169. * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-23 00:00:00 UTC
From: commu@berlin.snafu.de
Message-ID: <3ncknu$in5@unlisys.unlisys.net>
Source record: 12870

hi...

thanx for paying attention....no flames this time, coz i
like computers in general (intel-microsoft-combinations
excluded)...

bye

michael polasek/trans-x/commu@berlin.snafu.de/berlin/germany

1170. FS: Digidesign Sound Tools editor for DAT

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-24 00:00:00 UTC
From: drichard@execpc.com
Message-ID: <3nf5k0$64t@homer.alpha.net>
Source record: 12871
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,comp.sys.atari.advocacy

For Sale: Digidesign Sound Tools system for Atari Mega ST. Note, this system REQUIRES a Mega ST because the DSP board plugs directly onto the Mega ST's bus. I paid over $2000 for this system, and am asking $450 or best offer. It's in very good condition and comes with original manuals, etc. If you're unfamiliar with the system, here's what it does:

The Digidesign Sound Tools system is a hard disk digital audio recording, playback, and editing system. It can be used for mastering CD's, tapes, etc. or for editing digital audio. The system I'm selling consists of the following 3 components:

1) DAT I/O digital interface for doing direct digital audio I/O (entirely in digital domain) from DAT, Mini Disc, DCC, or a CD player that has digital output. It has both AES/EBU and S/P DIF ins/outs. This is a separate box with cable that plugs into the DSP processor described below.

2) The Sound Tools DSP, a Motorola 56001 DSP processor on a 'card' that plugs onto the Mega ST bus. This processor speeds up DSP functions, and allows things like realtime EQ during playback.

3) The Sound Designer II software. This is the software that drives the hardware described above. In addition to recording and playing back digital audio it includes cut and paste editing, scrub editing, EQ, waveform redraw, normalization, regions and playlists, fades and gain changes, smoothing, mixing of sound files, sample rate conversion, and time compression/expansion.

In addition to the components described above I also have final beta copies of the Digidesign MasterList software (For putting together a Master List of several songs with timing, blank space, etc. for a CD or tape).

If interested in this system please reply via Email to drichard@execpc.com.

Thanks,

Dean

1171. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-24 00:00:00 UTC
From: commu@berlin.snafu.de
Message-ID: <3neu1d$jo6@unlisys.unlisys.net>
Source record: 12872

James Wood (jamesw@PEAK.ORG) wrote:

: Amiga Alive.... I'm glad I don't have any stock in Escom (who/whatever
: that is).

germanys second biggest computercompany....sells macs&pcs
and they have stores everywhere...together with vobis (another
similar company) _the_ pc-dealers...

there also subsidaries in uk and so on...

: Ever since the dawn of personal computers, it's been a
: struggle for standards and it's up the to PC and Mac to duke it out from
: here on out. I wonder what they possibly think they can do with the
: Amiga now?

let speak escom itself...

From
unlisys!news.maz.net!pipex!howland.reston.ans.net!Germany.EU.net!EU.net!Austria.EU.net!use
net Sat Apr 22 183807 1995
Path
unlisys!news.maz.net!pipex!howland.reston.ans.net!Germany.EU.net!EU.net!Austria.EU.net!use
net
From Michael Ranner <mranner2focus.co.at>
Newsgroups comp.sys.amiga.advocacy
Subject Interview with ESCOM and C= UK
Date 22 Apr 1995 111304 GMT
Organization EUnet EDV DienstleistungsgesmbH, Wien
Lines 269
MessageID <3naoc0$8ug2news.Austria.EU.net>
NNTPPostingHost 193.80.21.7
MimeVersion 1.0
ContentType text/plain
ContentTransferEncoding 7bit
XMailer Mozilla 1.1b3 (X11 I SunOS 5.3 sun4m)
XURL file/home/mranner/netscape/inetrview

Interviews! Important ones!

==========
INTERVIEWS Bernard van Tienen of Escom, Colin Proudfoot of C= UK
Conducted by Josh Galun and Giorgio Gomelsky
jgalun2maple.mis.net gio2phantom.com
==========

(Josh Galun, editor of Amiga Link Online magazine, and Giorgio Gomelsky of the AMUSE Amiga user group were lucky or unlucky enough, depends on your viewpoint+ to be at the hearing today...they got two candidates for interviews, too...Jason)

Interview with Bernard van Tienen ESCOM. Friday April 21, 1995
van Tienen is a former vicepresident of Commodore International.+

by Josh Galun (JG) assisted by Giorgio Gomelsky (GG)

JG How much can you say about your plans for the Amiga?

BvT We are setting up a group of advisors to advice us which products we should produce and we are digging into every product solutions not only Amigas but other products like Commodore products, TV settop boxes, we are considering PowerPCs with Amiga, we are considering everything at the moment.

JG How soon do you think youll be able to have Amigas in production?

BvT We havent decided yet, but we have all the links with the factories. Escom is a big European group at the moment, we assemble our own machines, we have all the contacts with the manufacturers, we spoke already with them, the only thing is which product should we produce, which quality an then we get started. We presume well have the first products, the first Amiga products on the market within 3 months...

JG As I understand it, ESCOM is one of the biggest computersellers in Europe, I assume AMIGAS will be in all their stores, is that true?

BvT Not only Amigas but we will also produce Commodore PCs, ja, and of course we will use our own stores in Europe but besides that we will distribute products into other countries and also to other dealers in Europe...

JG The Amiga has a very vibrant community as well as many public domain programmers, do you plan to use them in any way or contact them and ask them what they think...

BvT Of course, of course, ja...

JG With the developers as well?

BvT Ja, ja, everybody will be involved...as many as possible to advice us on the Commodore and Amiga products...

JG Do you plan to attempt to hire any of the technicians who used to be with Commodore?

BvT Of course, we are already busy with it and already have some contracts. But a lot of Commodoore people are already working for ESCOM, for instance I was vicepresident of Commodore International, Peter Tachenko... I think there are already roughly 100 exCommodore people working for ESCOM at the moment.

JG Do you have a position on whether you would license the Amiga technology and software to clonemakers?

BvT Not only to clone makers but also to people who want to produce products and need some of our licences. We are already busy with that, weve made some principal contacts, ja, on that.

JG How long have you been working to try and buy what was left of Commodore?

BvT We started with it, lets see, eh, last year in August 1994.

JG Had ESCOM been interested in the Amiga before the buyout, in having Amigas in their stores?

BvT The point is that ESCOM. ...must have lasted 3/4 years. We sold Amigas in the past in our stores...

JOSH TAKES A BREAK

GG You are aware that the Amiga has a tremendously loyal following?

BvT We know Commodore very well because I was vicepresident of Commodore International and I know everybody and everything about C= of course...

GG Do you intend to use this energy that comes from the passion of the Amiga users?

BvT Of course, of course, the biggest asset is not only the name and the products but also the usergroups. There are millions of Amiga users and even more 64 users still, ja. We are also planning to roll out products in China and other countries...

GG How would you achieve this contact with the users? Would you put up a site on the Internet?

BvT We havent decided yet but everything is possible. Also we would use the magazines of course, there are hundreds of magazines, so ok, we havent got the deal yet, but as you heard in the court now it looks like well get the deal in a couple of weeks, we have planned a lot but now well be able to roll it out, ja? So give us some time, ja, well consider everything...

GG Could the users be in touch with you, say over the next month or so and communicate their concern?

BvT Ja, we will install people everywhere, in Europe, in the States. Call me and I will tell you who and where they are. We are aware of the frustrations users had under the old management...

JOSH GETS BACK

JG Do you have any plans already in place or being discussed with CEI about working with them on the Amiga?

BvT We cant disclose that at the moment.

JG Was C= UK part of the buyout?

BvT (pointing at Colin Proudfoot passing by) Thats C= UK... "Ok, Colin, see you next week, ok?" Its not part of the deal at the moment, but next week we have an apoointment with C= to see what we can do with them. We are talking with them...

JG Do you have plans to work with them or to possibly buy them out?

BvT Both are possible...

GG My main concern is for the users, this has been a long slog...

BvT Yes, I think it is a good thing that finally there is this sale. We already wanted to buy last year, but we couldnt proceed, we couldnt hurry it up, ja, it took so long...

JG Can I ask you a bit of a personal question? Do you own an Amiga yourself? Which one"

BvT I dont own an Amiga at the moment...

JG (smiling) But youre planning on getting one, yeah?

BvT I,I,I..Ive used Amiga in the past, ja, in my office. Ill get a new one thats coming out, we dont know what spec it will be, we are working on it hard at the moment...

JG Do you have any plans to have some online chats on the Internet? Do make more use of the Internet?

BvT Of course the Internet is going around right now, its very popular in the States, also booming right now in Europe, so ja, something will happen... We will set up support groups to get to know what is going on all over the place...

JG Do you plan to make separate Amiga packages with software bundles, lets say a Modem Package, a Game Package, as C= UK has done in the past?

BvT It worked very well out in the UK, I know the figures because I was involved and everything is possible...but we can also bring out other products under the Amiga name, ja, we can also bring other technology into the Amiga, if you want, ja, we havent defined it yet but we are considering everything and we expect a lot from Commodore and Amiga, otherwise we wouldnt have bought it, ja?

: If it doesn't run Microsoft it's a dead platform (as besides
: the Apple OS, Microsoft products are the rage on Mac too).

and what u want to praesent people which DONT LIKE WORK WITH ANY MICROSOFT-PRODUCTS?:)....there are more u probably believe...
(most private owners here in germany owns pc or AMIGA, not mac, its different to e.g. usa...)

...and further..maybe u like to run unix? why u should do this
on a _slow_ pentium....and not on a _faster_ 68060er or
power-pc-amiga? (multiplatform <- amiga) and so on and so on...

and...last but not least......i can live with a well supported
nichmarket of a _good_ computer...and u can earn money in a
shorter market...too....coz u share it with fewer concurrents...
(amigamarket is not the biggest, but _not_ little....millions
of owners _are_ customers <--)

greets...

michael polasek/trans-x/commu@berlin.snafu.de/berlin/germany

1172. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-24 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3nf5vc$dn3@darkstar.UCSC.EDU>
Source record: 12873

In <1995Apr23.184644.42166@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>Inkjet printers have improved in technology and price. Apple has just released
>a replacement for the StyleWriter II with the StyleWriter 1200 for $269 list.

>My inket the StyleWriter II uses printer paper and photo copy paper. I don't
>need special coated paper, DUMBASS!

You do if you want it to look remotely comparable to a laser, idiot. Learn to
READ people's posts before you spew a reply. It will use any paper, but
you need a paper where the ink will not bleed in order to avoid it looking
much worse than a laser. trust me on this. I've got both a canon BJ-200
(exactly like a stylewriter - even tha same case) and a Dec laser printer.
The dec, even though it has a lower res of "only" 300 dpi vs the 360 of the
canon, looks better because lines to not waver as the ink runs along the
grooves of the paper.

>A 600DPI laser will set you back $900 with postscript. For my needs a Inkjet
>is fine.

A reasonable thing to say, but a $500 laser at 300 dpi with postscript will
look better. You get what you pay for...

~Chris

>>
>>
>>
>>> Apple is not going anywhere but up. Apple has announced their most recent
>>> results.
>>
>> You sound like Commodore users a couple of years ago.
>>
>>> plus units sold. 400,000 powerMacs were sold. Q2 is usualy a slow sales
>>
>> How many Amiga 4000s were sold when those were the rage?

>Not many..

>>
>>> Apple is on target to exceed $11 billion in sales this year.
>>>
>>
>> Uhhhh...This year isn't over. How can they be "on target" when the year
>> is young? They'll be "on target" when/if they exceed the $11 billion.
>> They may have set those goals, but setting goals and being "on target"
>> are two different things.

>Apple's six months sales/revenues in their fiscal year/95 has ammounted to $5.5
>billion.

>>
>> It's so irritating to watch YOU, SINFLOP, the great mis-informer, try to
>> play "Apple Almanac" and spout figures like that. You then get all cocky
>> and ask other people for figures. Sorry butthead - I don't need to
>> research (nor do I have time for) figures. I just walk into Costco and
>> look at the 1-2 Mac machines for sale compared to 8-10 PCs, then look
>> over at the software table with from 1/3 (best) to 1/8 (typical) of it
>> devoted to Mac and the rest to the Pee Cee, then go shopping all over
>> town and see the same thing - and I have a pretty good idea of where the
>> market stands. I do this while you sit there at the keyboard and try to
>> spout off sales numbers for what Apple is dreaming about this year, while
>> steadfastly attempting to IGNORE what I have just said. ENJOY YOUR
>> DREAMWORLD, Sinflop.

>Mac users buy from mailorders such as MacWareHouse, MacConnection and MacZone.
>50 percent of Mac software sales derive from mailorder. Why should I spend $69
>for Marathon at the local Software etc when I can order it for $39 from any of
>the above mailorders?

>The Mac software figures come from SPA. Apple's sales figures came from last
>Friday's New York Times

>>
>> James

>>

>_____
> = Lightwave on the Powermac is the
> Peter Sinclair-Day = final nail in the coffin for the
>The University of Northern Iowa = Amiga's usefulness. There will be
> Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
> = and prices are competitive!!

>"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
>of turd."
> - Atari's Jeff Minter

>Http://www.ziff.com - For the latest MAC & PC news....

>-----

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1173. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-24 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3ngekb$180@ccshst05.cs.uoguelph.ca>
Source record: 12874

: Inkjet printers have improved in technology and price. Apple has just released
: a replacement for the StyleWriter II with the StyleWriter 1200 for $269 list.

I can get a Cannon inkjet for $259 Canadian. In terms of
technology it has improved, but cheap bubblejets do not approach the DPI
of laser printers.

: My inket the StyleWriter II uses printer paper and photo copy paper. I don't
: need special coated paper, DUMBASS!

Neither do most bubblejets.

: Not many..

Figures please? Why don't you check out some European Amiga mags.
This claim is likely to be refuted.

>> Mark <<

1174. Re: ST:TNG "Incident in the Atarian Quadrant"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-24 00:00:00 UTC
From: b2004@vsprsun_14
Message-ID: <1995Apr24.125925.551@queens-belfast.ac.uk>
Source record: 12875

sinclap2954@cobra.uni.edu wrote:
: In article <khaley.797691459@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
: > Max.Denebian@f318.n105.z1.fidonet.org (Max Denebian) writes:
: >
: >>A beautiful piece of writing if I don't say so myself. I feel the same
: >>way alright. If you won't mind, we'd like to put that in our newsletter
: >>for publication. Rather humourous I'd say...
: >
: > No problem... just make sure you give credit to the author. :-)

: I am flattered, I must be doing my job well!!

No Peter, you are a total wanker. And do the Amiga groups a favour, piss
off out of them.

Still, at least if you are spending your time antagonising people here
we don't have to put up with your puerile posts too much.

gavan

--
email: G.Moran@ee.qub.ac.uk | 'There can be only one!'
or gmoran@nyx.cs.du.edu | - The Highlander

1175. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-24 00:00:00 UTC
From: Kevin Pigman <Kevin.Pigman@ColumbiaSC.ATTGIS.COM>
Message-ID: <D7JM1G.701@ncrcae.ColumbiaSC.ATTGIS.COM>
Source record: 12876

```
>
>Inkjet, Laser what the hell. HP's sales and profits derive from inkjets.
>Seriously, for text there is not much of a difference. My resumes were
>out
>puted to a inkjet. Very beautifuly done..
>

Just what exactly is outputed? Try "My resumes were output to an inkjet" and
then retake English 101.

Kevin Pigman
AT&T Global Information Solutions
Kevin.Pigman@ColumbiaSC.ATTGIS.COM
(803) 939-6533
```

1176. Re: The End is...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-24 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FDYTFABXUP@cabal.shnet.org>
Source record: 12877

In <1995Apr23.183553.42165@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>In article <3n5f9r$3gf@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>> David Stevenson (djs@jet.uk) wrote:
>> : mrathwel@uoguelph.ca (Mark Rathwell) writes:
>>
>> : > When is the C-Lab falcon supposed to come out.
>> : It's already available, and is being advertised in UK music mags.
>> : It does seem to be priced rather high though. I guess they are pricing it
>> : in relation to specicialised D2D systems, rather than in relation to general
>> : purpose computers.
>>
>>
>> Yes i saw the add in Atari World, and also a review but #2344 (ukp)
>
>Sheesh..Anyone say a PowerMac or two..

Like the Coprophilia 5200 (or what was it's name?). A really _clever_ idea
to integrate the computer and monitor.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 22. Mar. '95

1177. Re: The End is...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-24 00:00:00 UTC
From: b2004@vsprsun_14
Message-ID: <1995Apr24.164626.557@queens-belfast.ac.uk>
Source record: 12878

Mark Rathwell (mrathwel@uoguelph.ca) wrote:

: While I hate to sound like a Falcon basher, dropping the computer
: line was really the only thing Atari could do. With the standardization
: of "Intel" machines and thousands of companies competing cut-throat,
: Atari could not make enough money off the Falcon to survive for very
: long. If Atari had stayed with the Falcon line, they'd be bankrupt right
: now.

Hmmm, so it's 'official' then? The Atari computer line is no more..
Ironic, as it looks like the Amiga _might_ be about to be reborn. The
rights were bought by a German company ESCOM last friday. Rumours abound
over what they will do with it. It'll either be a case of them manufacturing
them in China _or_ there have been rumours of them selling the rights to
manufacture on to a 3rd party like C=UK or CEI. Basically, they could well
license Amiga clones.

gavan
--
email: G.Moran@ee.qub.ac.uk | 'There can be only one!'
or gmoran@nyx.cs.du.edu | - The Highlander

1178. Re: The End is...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-24 00:00:00 UTC
From: proche@isis
Message-ID: <3ngmh1$grf@imag.imag.fr>
Source record: 12879

In article <3na0erinf1@mhadg.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
|> The question that's always puzzled me is... why did Atari even bother in the
|> first place..?
|>
|> The Intel dominance of the computer marketplace isn't something that has
|> cropped up in the last year or so.. when Atari released the Falcon030, they
|> already knew Intel machines would bury it in sheer numbers, and they already
|> knew that it was essentially obsolete, with more powerful competitive systems
|> available at similar prices.
|>
|> The Falcon030 was only available for a very short time, and only sold a very
|> small number of units relative to the entire computer marketplace. I really
|> wonder if Atari ever broke even on the development and manufacturing costs.

Yes. This is amazing. I remember some official Atari reports quoted in this
group where you could read that only a small amount of Falcons were expected to
be sold. It sounded like the Falcon was born to lose. I don't understand this
behaviour. Did Atari think the Falcon was coming too late ? Too late for the
market and too late to stop the small production ? I'd be curious to hear an
official explaination.
But I don't agree with you when you say that it was obsolete. It wasn't at the
date of first release. Even now, I find it would still be a good choice.

Pascal.

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

1179. Re: The End is...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-24 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3ngv2e$8fh@ccshst05.cs.uoguelph.ca>
Source record: 12880

: Hmmm, so it's 'official' then? The Atari computer line is no more..

Well, not totally official, but pretty much a write off. Atari
still makes a few Falcons and TT's for developers, hobbyists and
musicians. Very little is actually put into the computer lines these days.

: Ironic, as it looks like the Amiga _might_ be about to be reborn. The
: rights were bought by a German company ESCOM last friday.

I heard this. Will they be manufacturing under the C= name or
will this be the "ESCOM Amiga?" Which models are they ressurecting and
how large is the company?

: manufacture on to a 3rd party like C=UK or CEI. Basically, they could well
: license Amiga clones.

C=UK is still alive?

>> Mark <<

1180. Re: The End is...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-24 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3nh0u6$s6k@darkstar.UCSC.EDU>
Source record: 12881

In <3ngmh1$grf@imag.imag.fr> proche@isis (Pascal Roche) writes:

>Yes. This is amazing. I remember some official Atari reports quoted in this
>group where you could read that only a small amount of Falcons were expected to
>be sold. It sounded like the Falcon was born to lose. I don't understand this
>behaviour. Did Atari think the Falcon was coming too late ? Too late for the
>market and too late to stop the small production ? I'd be curious to hear an
>official explaination.
>But I don't agree with you when you say that it was obsolete. It wasn't at the
>date of first release. Even now, I find it would still be a good choice.

The Falcon was over a year late from its initial intended shipping date.
ATari knew that by then it would not be a good competitor as it had lost the
"we're the first DSP home computer" edge and they had to use its advertiding
money to keep the company afloat. Naturally they would have spent as little
as possible after that (read: make few machines, save manufacturing costs)
and waited for the Jaguar.

~Chris

>Pascal.

>+---+
>|Pascal Roche | She said "A sweet sweet man like you,|
>|Equipe SHOOD | What can I do for you ?" |
>|ENSGI, 46 avenue Felix Viallet | I said "A sweet sweet man like me, |
>|38031 Grenoble Cedex 1, France | I can only bring you the misery." |
>|e-mail: Pascal.Roche@imag.fr | Tindersticks |
>|Tel: 76-57-43-22 | |
>+---+
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1181. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-24 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3nh23q$r0q$1@mhadg.production.compuserve.com>
Source record: 12882

>BTW don't you have better things to than stick up for Petey?

Hey.. when you're wrong, you're wrong... and Tom, you're wrong...

Like I posted here before, pick up the April issue of Computer Shopper and check out the ad for Tri-State Computers in New York City...

Panasonic 4400 Laser Printer: $299

Less than $300, just like "Petey" said.

And no, Petey didn't say "Mac" laser, or DeskJet.. before everyone started twisting it all around, he said "you can get laser printers for less than $300"...

Looks like he was right... looks like you were wrong.

BobR

1182. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-24 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3nh93u$bki@ccshst05.cs.uoguelph.ca>
Source record: 12883

: Despite James doom and gloom, I hope the Amiga resurfaces with new and better
: models.

I must be studying too hard. Does the above sentence *actually*
say what I think it says?

>> Mark <<

1183. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-24 00:00:00 UTC
From: proche@isis
Message-ID: <3ngnee$grf@imag.imag.fr>
Source record: 12884

In article <Pine.SUN.3.91.950423193853.16062A-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
|>
|>
|> On 23 Apr 1995, Sinflop put his foot in his mouth and said:
|>
|> > Despite James doom and gloom, I hope the Amiga resurfaces with new and better
|> > models.
|> >
|>
|> Then had the audacity to keep this little bit of typical Sinflop
|> manure in his signture file:
|>
|> |
|> | Look at this!
|> |
|> V
|>
|> > = Lightwave on the Powermac is the
|> > Peter Sinclair-Day = final nail in the coffin for the
|> > The University of Northern Iowa = Amiga's usefulness. There will be
|> > Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
|> > = and prices are competitive!!
|> >
|> > "Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
|> > of turd."
|> > -Atari's Jeff Minter
|>
|>
|> Once again, Sinflop proves Jeff Minter right.

Not so paradoxical. I see a good reason for Peter to pray for the rebirth of the
Amiga: what could he bash if there were no more Amigas and Ataris ?

Pascal.

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

1184. Re: The End is...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-24 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3nh0q6$rqh@darkstar.UCSC.EDU>
Source record: 12885

In <1995Apr24.164626.557@queens-belfast.ac.uk> b2004@vsprsun_14 (Mr Gavin Moran) writes:
> Hmmm, so it's 'official' then? The Atari computer line is no more..
>Ironic, as it looks like the Amiga _might_ be about to be reborn. The
>rights were bought by a German company ESCOM last friday. Rumours abound
>over what they will do with it. It'll either be a case of them manufacturing
>them in China _or_ there have been rumours of them selling the rights to
>manufacture on to a 3rd party like C=UK or CEI. Basically, they could well
>license Amiga clones.

As far as Atari making Falcons, it's pretty much as we've expected it to be
since the introduction of the Jaguar: THey aren't making any more computers
for the immediate future. C-Lab bought the rights to the Falcon and are
already beginning to sell it under their name. The price is high, but if it
catches on, it should come down and many improvements are slated.

~Chris

>gavan
>--
>email: G.Moran@ee.qub.ac.uk | 'There can be only one!'
> or gmoran@nyx.cs.du.edu | - The Highlander
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1185. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-24 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr24.212452.42235@cobra.uni.edu>
Source record: 12886

In article <Pine.SUN.3.91.950423193853.16062A-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
>
>
> On 23 Apr 1995, Sinflop put his foot in his mouth and said:
>
>> Despite James doom and gloom, I hope the Amiga resurfaces with new and better
>> models.
>>
>
> Then had the audacity to keep this little bit of typical Sinflop
> manure in his signture file:
>
> |
> | Look at this!
> |
> V
>
>> = Lightwave on the Powermac is the
>> Peter Sinclair-Day = final nail in the coffin for the
>> The University of Northern Iowa = Amiga's usefulness. There will be
>> Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
>> = and prices are competitive!!
>>
>> "Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
>> of turd."
>> -Atari's Jeff Minter
>
>
> Once again, Sinflop proves Jeff Minter right.

Proves what? The Amiga will not survive if the new owners come with the older
ones. New models are needed!

>
> James
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1186. Re: The End is...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-24 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr24.213051.42238@cobra.uni.edu>
Source record: 12887

In article <3ngv2e$8fh@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Hmmm, so it's 'official' then? The Atari computer line is no more..
>
> Well, not totally official, but pretty much a write off. Atari
> still makes a few Falcons and TT's for developers, hobbyists and
> musicians. Very little is actually put into the computer lines these days.

Just a trickle..

>
> : Ironic, as it looks like the Amiga _might_ be about to be reborn. The
> : rights were bought by a German company ESCOM last friday.
>
> I heard this. Will they be manufacturing under the C= name or
> will this be the "ESCOM Amiga?" Which models are they ressurecting and
> how large is the company?
>

Escom bought the Commodore name because of its perceived value in Germany. Escom is a one-two billion company and the second largest PC manufacture in Germany. Escom stated that the existing models, the A1200-A4000 will be put back into production with in 3 months. Escom plans to bring out a C= labeled PowerMac clone..

> : manufacture on to a 3rd party like C=UK or CEI. Basically, they could well
> : license Amiga clones.
>
> C=UK is still alive?

Yep, but barely. Escom is suppose to buy C= UK.

>
> >> Mark <<

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1187. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-24 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr24.213201.42239@cobra.uni.edu>
Source record: 12888

In article <3nh93u$bki@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Despite James doom and gloom, I hope the Amiga resurfaces with new and better
> : models.
>
> I must be studying too hard. Does the above sentence *actually*
> say what I think it says?

Yep..
>
> >> Mark <<
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1188. Re: The End is...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-24 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3ngurf$71v@dux.dundee.ac.uk>
Source record: 12889

```
: Hmmm, so it's 'official' then? The Atari computer line is no more..
: Ironic, as it looks like the Amiga _might_ be about to be reborn. The
: rights were bought by a German company ESCOM last friday. Rumours abound
: over what they will do with it. It'll either be a case of them manufacturing
: them in China _or_ there have been rumours of them selling the rights to
: manufacture on to a 3rd party like C=UK or CEI. Basically, they could well
: license Amiga clones.

It seems that we'll only have Amiga and Apple to chose from, as I doubt
C-Lab have the resources to make any dent in the market place. Shame
really.

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50
```

1189. OASIS 1.04 Available

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-25 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <798807724snz@yeadontt.demon.co.uk>
Source record: 12890

OASIS104 is now available

Please use this version of OASIS to replace all prevoius versions, this
version contains a working INSTALL program that will correctly convert news
files thus removing theproblem of only 1 line of an article being displayed.

--

==

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/_/_/_/ _/ _/ _/_/_/_/ _/ _/_/_/_/

============ Phil Yeadon ===== phil@yeadontt.demon.co.uk ============

1190. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-25 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3njj4r$6ql@darkstar.UCSC.EDU>
Source record: 12891

In <3nh23q$r0q$1@mhadg.production.compuserve.com> BobR <76702.1466@CompuServe.COM> writes:
>Panasonic 4400 Laser Printer: $299

>Less than $300, just like "Petey" said.

>And no, Petey didn't say "Mac" laser, or DeskJet.. before everyone started
>twisting it all around, he said "you can get laser printers for less than
>$300"...

Actually, when cornered, pete admitted he meant inkjet. Look at the
earlier posts in this very thread form him. Now he's trying to say that an
inkjet is exactly the same as a laser. har har.

~Chris

>Looks like he was right... looks like you were wrong.

Looks like everyone was wrong... ;)

>BobR
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1191. Falcon info./opinions wanted

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-25 00:00:00 UTC
From: Larry David <ldavid@lae.lad.gmeds.com>
Message-ID: <3njg6q$c66@mloeff01.elec.mid.gmeds.com>
Source record: 12892

I am an electronic musician and pseudo-wannabe hacker (electrical engineer by trade). I have a small recording studio in which I use a PC for sequencing. I am thinking about getting into real computer music; actually writing code to generate and process audio. I could get a soundcard and a big HD for my PC, but I have heard that the Atari Falcon is a good machine for computer music. I have also heard that it is not well supported for general purpose software, but that is really no concern of mine. (I would not be getting rid of the PC--it's really my wife's--if I get a Falcon).

I would like basic info and opinions about the Falcon, as technical or subjective as you like. I would especially like to see specs on cpu power/speed, dsp chip specs and general programmability (assuming it has one), i/o ports, and general audio capabilities--does it have a built in ADC/DAC; are there 3rd party soundcards available; and finally what software exists for generating (like Csound, Cmix, MAX etc.), recording and manipulating audio.

If there is a FAQ that contains this info, please advise; although I do not have access to most ftp sites because of company security resrictions. If someone were to mail me such a FAQ, I would be very appreciative.

| Larry David |
| ldavid@lae.lad.gmeds.com |
| #include <disclaimer.h> |

1192. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr25.195550.42270@cobra.uni.edu>
Source record: 12893

In article <D7JM1G.701@ncrcae.ColumbiaSC.ATTGIS.COM>, Kevin Pigman
<Kevin.Pigman@ColumbiaSC.ATTGIS.COM> writes:
>
>
>>
>>Inkjet, Laser what the hell. HP's sales and profits derive from inkjets.
>>Seriously, for text there is not much of a difference. My resumes were
>>out
>>puted to a inkjet. Very beautifuly done..
>>
>
>
> Just what exactly is outputed? Try "My resumes were output to an inkjet" and
> then retake English 101.

Its the dam sticky keys, stupid!

>
> Kevin Pigman
> AT&T Global Information Solutions
> Kevin.Pigman@ColumbiaSC.ATTGIS.COM
> (803) 939-6533

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1193. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-25 00:00:00 UTC
From: pl4266@u.cc.utah.edu
Message-ID: <3njvuu$3q9@news.cc.utah.edu>
Source record: 12894

James Wood (jamesw@PEAK.ORG) wrote:

: Amiga now? If it doesn't run Microsoft it's a dead platform (as besides

Rather, anything forced to run microSoft crap is made into a dead
platfrom! MICROSOFT is good for the people pocketing your cash cause
you're too stupid to buy something good for you! microsoft DOES NOT have
the consumer interest in mind, they have business interests in mind, they
don't care if you are screwed into buying new hardware, it only makes
them look good to their industry peers. They are a shell with very
little real talent at the core, Just like Windoze is a SHELL!
Wake up and stop buying microsoft, the industrty will program for
what gets sold, they don't care what it is! YOU decide what platforms
get support, if you let the trends decide you are a sheep being fed hogwash.
if you babble that Windows 9x vapourware is "going to..." whatever, you
have just echoed microsoft RHetoric, and have become one of their DRONES,
a CLONE DRONE (real interesting) get some personality, buy a well
engineered, brilliantly designed computer by a real company that actually
builds chips, computers and writes OS's like Commodore or ATARI or even
IBM and OS/2 if your head is stuck in your clone box.
We need one computer platfrom like we need one car manufacturer,
competition is GOOD. Think if Mercedes had to descend to conform to the
PEUGEOT standards, just for some foolish compatibility ethic.

-Paul.Luscher@m.cc.utah.edu

Het leven is een eigenaardige verzameling van alles buiten gewoon!

1194. Re: The End is...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-25 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3nig34$p67@dux.dundee.ac.uk>
Source record: 12895

: As far as Atari making Falcons, it's pretty much as we've expected it to be
: since the introduction of the Jaguar: THey aren't making any more computers
: for the immediate future. C-Lab bought the rights to the Falcon and are
: already beginning to sell it under their name. The price is high, but if it
: catches on, it should come down and many improvements are slated.

I'm sure C-Lab are well intentioned. The problem is marketing and price.
I doubt very much that they have the resources to market the product
properly. Also, in the long run, for new software to be developed we need
a large(ish) user base. Hence the price will have to be comparable to
the new Amiga 1200+ (or 1800), if and when it arrives.

The other thing is Atari apparently had two other Falcons in various
stages of development. These or similar will have to be released in the
next year ro so, otherwise we'll fall even further behind.

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1195. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-26 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3nkjfk$nqv@darkstar.UCSC.EDU>
Source record: 12896

In <1995Apr25.195550.42270@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>> Just what exactly is outputed? Try "My resumes were output to an inkjet" and
>> then retake English 101.

>Its the dam sticky keys, stupid!
>
Maybe you should get a rreal computer with a real keyboard, petey... ;)

~Chris

And notice how he avoids any rebuttal to his "inkjets are just as good
as lasers" drivelcrap.
--

1196. Apple Service in Europe ?

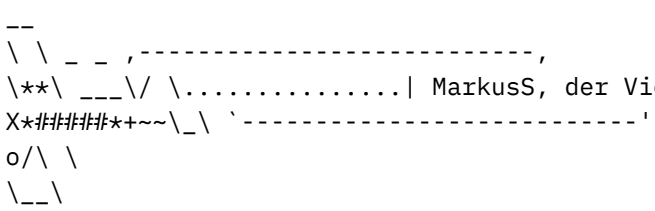
Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-26 00:00:00 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3nkp10$ip9@rubb.rz.ruhr-uni-bochum.de>
Source record: 12897

Hello !

I perhaps want to buy a Apple and use both Apple software _and_ MagicMac.
But as I have stated earlier, the apple computers here in Germany are not
so cheap compared Atari clones. But the prices stated in this group for the
US sound interesting. E.g. Quadra 630 for 1000$ against 2200$ in Germany.
My question is, can I buy such a computer in the US and transport it to
Germany easily ? And do I have service by an Apple customer in Germany,
I mean warranty ?

MarkusS

--



1197. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-26 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3nlo53dhm1@mhadf.production.compuserve.com>
Source record: 12898

Interesting... the Commodore 64 lives..

BobR

1198. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-26 00:00:00 UTC
From: clarkebj@aston.ac.uk
Message-ID: <D7nExK.2vq@aston.ac.uk>
Source record: 12899

In article 42270@cobra.uni.edu, sinclap2954@cobra.uni.edu writes:
>In article <D7JM1G.701@ncrcae.ColumbiaSC.ATTGIS.COM>, Kevin Pigman
<Kevin.Pigman@ColumbiaSC.ATTGIS.COM> writes:
>> Just what exactly is outputed? Try "My resumes were output to an inkjet" and
>> then retake English 101.
>
>Its the dam sticky keys, stupid!
>
Really?? your oh, so powerful super duper, beats the pants off a Cray Supercomputer Macintosh has got sticky keys???? Dear oh dear now, this is either a deficiency in the Apple Macintosh or you have been doing something with your keyboard that the rest of us don't want to know about (c.f. a variation on 'The sinclap that stole Christmas') - please Peter elaborate further....

> = Lightwave on the Powermac is the
> Peter Sinclair-Day = final nail in the coffin for the
>The University of Northern Iowa = Amiga's usefulness. There will be
> Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
> = and prices are competitive!!
>
>"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
>of turd."
> - Atari's Jeff Minter
>
>
>Http://www.ziff.com - For the latest MAC & PC news....
>
>---

Does this show the ultimate in being a complete and utter nerd - he has started including insults against him in his signature - what a dick.

Barry

Barry Clarke
clarkebj@aston.ac.uk
"Trust no one.."

1199. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-26 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr26.080537.42290@cobra.uni.edu>
Source record: 12900

In article <3nkjfk$nqv@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <1995Apr25.195550.42270@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>> Just what exactly is outputed? Try "My resumes were output to an inkjet" and
>>> then retake English 101.
>
>>Its the dam sticky keys, stupid!
>>
> Maybe you should get a rreal computer with a real keyboard, petey... ;)

You are right, I will not use the PC in the computer lab again. I wanted to use a PowerMac, but there was a waiting line..

>
> ~Chris
>
> And notice how he avoids any rebuttal to his "inkjets are just as good
> as lasers" drivelcrap.

Did I? Well Christopher, in my humble opinion is that the quality of inkjet is as good. GET OVER IT!!

> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1200. Re: New Lynx user seeks advice - correct

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-26 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3nma92$m0n@ccshst05.cs.uoguelph.ca>
Source record: 12901

: What are the good games?

Popular ones:

- Klax
- Blue Lightning
- Warbirds
- Checkered Flag
- Scrapyard Dog
- Pinball Jam
- Stun Runner
- Shadow Of The Beast

and many others. Hope this is a start.

: Is there a usenet newgroup about the Lynx?

Yes:

alt.games.lynx

&

rec.games.video.atari

Cheers,

>> Mark <<

1201. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-26 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950426110526.20761C-100000@PEAK.ORG>
Source record: 12902

On 25 Apr 1995, Paul Luscher wrote:

> James Wood (jamesw@PEAK.ORG) wrote:
>
> : Amiga now? If it doesn't run Microsoft it's a dead platform (as besides
>
> Rather, anything forced to run microSoft crap is made into a dead
> platfrom!

I don't know what you mean by definition of "dead." As far as applications software, all everyone is grabbing for is Microsoft. It may be "less than ideal" but cerainly not "dead." I'd say that "dead" means that you can't get any software, or new hardware to a lesser extent - not the case with the clones....

> MICROSOFT is good for the people pocketing your cash cause
> you're too stupid to buy something good for you!

True - pocketing a lot of cash. The reason I've started to use Microslop is because it's what's readily available. If there was better available at a reasonable price, believe me, I'd take it. I also like Microsoft Word because I can take my huge text files to school and print them out there, on THEIR laser printers and papers. Why would I want to punish mysself and lose this ability? Again, I don't have to think it's perfect to use it.

> microsoft DOES NOT have
> the consumer interest in mind, they have business interests in mind, they
> don't care if you are screwed into buying new hardware, it only makes
> them look good to their industry peers.

TRUE....VERY TRUE!!!!!

They are a shell with very
> little real talent at the core, Just like Windoze is a SHELL!

Again....true... However, if I just "don't think about it" it doesn't bother me too much - and it has managed to get the job done. I've been using Microsoft Word - mixing text and graphics for my lab reports - and the outcome is really spiffy. I really DON'T WANT to blow the Microsoft horn, but hell - my lab reports do look a lot better than with 1st Word. I had to clear my mind of prejudices and just do what would serve me cheaply and effectively.

> Wake up and stop buying microsoft, the industrty will program for
> what gets sold, they don't care what it is! YOU decide what platforms
> get support, if you let the trends decide you are a sheep being fed hogwash.

Actually, I just have to buy what software is available. If the most is available for WindoZe or DOS, then that's what I have to deal with. Since that's the platform with the most support, what else could I have done? I could have bought a Falcon for MORE MONEY and had little to run on it. I'm not knocking the Falcon, but there is a software dilemma. The best hardware in the world is useless to me without software that meets my needs, or makes things easier. Converesly, DOS/Windows hardware, while less-than-ideal, goes a lot farther with all the programs I can pick from. It's the sad truth.

> if you babble that Windows 9x vapourware is "going to..." whatever, you
> have just echoed microsoft RHetoric, and have become one of their DRONES,
> a CLONE DRONE (real interesting) get some personality, buy a well
> engineered, brilliantly designed computer by a real company that actually
> builds chips, computers and writes OS's like Commodore or ATARI or even
> IBM and OS/2 if your head is stuck in your clone box.

I've looked at OS/2 - but since my needs are minimal, I don't feel like having to buy MS-DOS, WINDOWS, *and* OS/2 - simply so I can run OS/2. My applications programs won't run any better under OS/2 - no matter what the multitasking kernal may be - 'cause I don't multitask nor do I care.

> We need one computer platfrom like we need one car manufacturer,
> competition is GOOD. Think if Mercedes had to descend to conform to the
> PEUGEOT standards, just for some foolish compatibility ethic.
>

Well, a proprietary computer is like a car that requires a special road - or that has no roads at all. It would be like taking a Lamborghini back to 12th century Europe..... good luck finding gas and a road to drive on. The analogy between cars doesn't work too well, because both Mercedes and Peugeot can drive down one type of paved road. Unfortunately, software is just a little more specific to hardware than roads are to the brands of cars.

James

1202. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-26 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950426110205.20761B-100000@PEAK.ORG>
Source record: 12903

On 26 Apr 1995 sinclap2954@cobra.uni.edu wrote:

> You are right, I will not use the PC in the computer lab again. I wanted to
> use a PowerMac, but there was a waiting line..

Were those Macs slow, or were the people slow (like you)???

Yeah - blame it on the computer. That's it!! Sinflop never makes mistakes!

James

1203. New Lynx user seeks advice

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-26 00:00:00 UTC
From: rcs1000@hermes.cam.ac.uk
Message-ID: <rcs1000.1.0013E0DC@hermes.cam.ac.uk>
Source record: 12904

[No readable article body recovered]

1204. New Lynx user seeks advice - correct

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-26 00:00:00 UTC
From: rcs1000@hermes.cam.ac.uk
Message-ID: <rcs1000.2.0013E8B5@hermes.cam.ac.uk>
Source record: 12905

Hi,

I've just picked up a Lynx for the Bargain basement price of £30.

What are the good games?

Is there a usenet newgroup about the Lynx?

Robert

rcs1000@phx.cam.ac.uk (not what my header claims!)

ps,

The Lynx is great for the price - fantastic for boring train journeys - and avoiding academic work!

1205. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-26 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3nlojpdhm2@mhadf.production.compuserve.com>
Source record: 12906

> A reasonable thing to say, but a $500 laser at 300 dpi with postscript will
> look better. You get what you pay for... ~Chris

Hmm... weren't we just saying that all Macintosh products are overpriced..?

So you get what you pay for when it's "anti-Sinflop", but you don't get what
you pay for when it's Sinflop saying it...

It's a little hard to get a grasp on this newsgroup's peculiar view of
reality... especially when I'm laughing so hard..!

BobR

1206. A Question To Posters

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-27 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3nmuh1$53e@dockmaster.phantom.com>
Source record: 12907

Did someone change the scope of this newsgroup recently? The majority of what I see here is a bunch of childish, useless, and idiotic name calling amongst a handful of so-called users. Is _this_ what this newsgroup has come to? Is it just completely that far out of those users' minds to bring their petty and annoying bickering to mail (or, better yet, just shut up and ignore each other)?

I feel like I've signed on to alt.bitchy.whiney.five-year-olds. Sheesh.

1207. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-27 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3nn4i7$ns5@darkstar.UCSC.EDU>
Source record: 12908

In <1995Apr26.080537.42290@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>Did I? Well Christopher, in my humble opinion is that the quality of inkjet is
>as good. GET OVER IT!!

You didn't state it that way. You said that it was as good. "Inkjet, Laser,
it's all the same" to paraphrase. If you want to say that in your naive,
closed-minded, blinded little world you don't notice a difference, that's okay.
But, then again, you cannot tell your ass from a hole in the ground, so I'm
not too concerned...

~Chris

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1208. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-27 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3nnge9$2b3@paul.rutgers.edu>
Source record: 12909

BobR <76702.1466@CompuServe.COM> writes:

:>BTW don't you have better things to than stick up for Petey?

:Hey.. when you're wrong, you're wrong... and Tom, you're wrong...

:Like I posted here before, pick up the April issue of Computer Shopper and
:check out the ad for Tri-State Computers in New York City...

:Panasonic 4400 Laser Printer: $299
^^^^

Are you sure? They have the exact same laser printer listed in three
different mail-order ads in PC Magazine. One charged $450 for it, the
other two charged $350 (and mail-order firms aren't known for being
expensive). Perhaps Tri-State is a shady source.

In any case, maybe you are right that their are a handful of laser
printer models you can get for $300 in a few select stores. In that
case, I was wrong in saying that there are no $300 laser printers.
But that does not make Peter right since he wasn't referring to laser
printers (see below). And it is true that the vast majority of laser
printers sold cost at least $400 (I bet that these $300 models,
assuming they exist, are garbage).

:Less than $300, just like "Petey" said.

:And no, Petey didn't say "Mac" laser, or DeskJet.. before everyone started
:twisting it all around, he said "you can get laser printers for less than
:$300"...

I recall that he said "You can get a laser printer for the Mac for less
than $300." I am sure that their are others who can back me up on this.
And why would Peter quote the prices of these $300 printers if they weren't
Mac-compatible, especially since he was trying to argue in that post that
Mac peripherals weren't any more expensive than PC ones.

But all the above is MOOT because the $300 "laser" printers that Peter
was referring to were inkjets! Even he eventually *admitted* that (and
Peter isn't one who admits to mistakes easily). And if he actually was
referring to true $300 lasers in his posts, why would he have expended
so much effort in arguing that an inkjet is essentially a laser because
it's "just as good"? If there are (as you say) actually $300 laser
printers out there he was still wrong because THOSE WERE NOT THE PRINTERS
THAT HE WAS REFERRING TO!

:Looks like he was right... looks like you were wrong.

#Sinclap imitation mode ON

Looks like you're an idiot.

#Sinclap imitation mode OFF

How can you say he was right when he wasn't even talking about the
right kind of printer.

:BobR
^^^^

Mind disclosing your true identity, Bob?
At least Sinclap has the courtesy of posting his garbage under his
real name.

* Tom

1209. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-27 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3nngom$2pg@paul.rutgers.edu>
Source record: 12910

sinclap2954@cobra.uni.edu writes:

:Did I? Well Christopher, in my humble opinion is that the quality of inkjet is
:as good. GET OVER IT!!

You've just proven what we've all suspected all along:
THAT YOU DON'T KNOW SH*T!!

The output of my Epson ActionLaser 1500 is much sharper than that of my
uncle's inkjet printer -- and in case you doubt the quality of my uncle's
printer, IT WAS MADE BY APPLE!

The problem with inkjets is they always smear a little. Lasers *don't*
smear.

* Tom

1210. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-27 00:00:00 UTC
From: proche@isis
Message-ID: <3noecq$1cv@imag.imag.fr>
Source record: 12911

In article <Pine.SUN.3.91.950426110526.20761C-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
|>
|> > We need one computer platfrom like we need one car manufacturer,
|> > competition is GOOD. Think if Mercedes had to descend to conform to the
|> > PEUGEOT standards, just for some foolish compatibility ethic.
|> >
|>
|>
|> Well, a proprietary computer is like a car that requires a special road -
|> or that has no roads at all. It would be like taking a Lamborghini back
|> to 12th century Europe..... good luck finding gas and a road to drive
|> on. The analogy between cars doesn't work too well, because both
|> Mercedes and Peugeot can drive down one type of paved road.
|> Unfortunately, software is just a little more specific to hardware than
|> roads are to the brands of cars.
|>

Don't give up, James. The fight is not over.
A more realistic analogy with cars would be a car with a diesel engine in a world of gasoline cars. Of course, having several standards is still possible.
By the way, the car analogy made me think to something: I don't know whether it is the same in the States, but here, all cars tend to look the same: most of them have this bended shape, and only the size seems to differ. This looks quite revealing about the standardization of the present times. It seems the 90's will be ruled by conformity, just like the 80's were the years of individualism. So you can all go and buy your standard Personal Crap or your Macinflop just like sheep. And go to hell.

Pascal.
PS: Sorry, Macinflop is not a standard. Beware of the fall.

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

1211. Re: Apple Service in Europe ?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-27 00:00:00 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3nna8q$44v@sun168.rz.ruhr-uni-bochum.de>
Source record: 12912

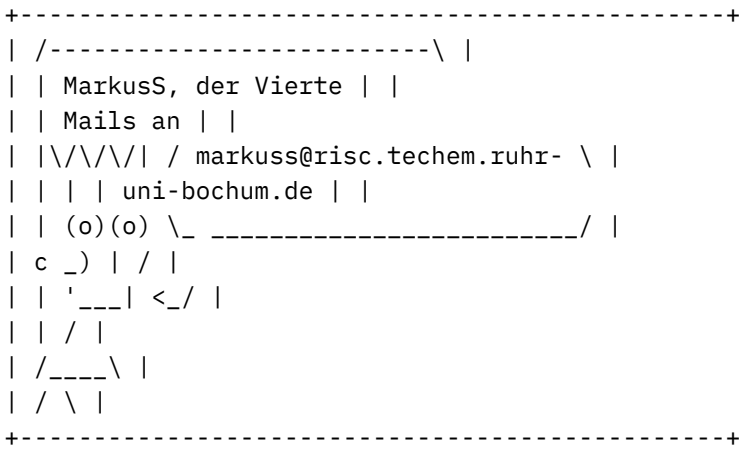
William Wong (wongck@ti.com) wrote:
: In article <3nkp10$ip9@rubb.rz.ruhr-uni-bochum.de>
markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) writes:

: >My question is, can I buy such a computer in the US and transport it to
: >Germany easily ? And do I have service by an Apple customer in Germany,

: Is Germany 110V mains power as well?

No. We have 220V. But a few weeks ago the university buyd a reactor for
chemical investigations in US with an Apple computer to controll it. The
power supply of the computer switched automaticly between 110 and 220 V.
So I think I can use it here for my one two. Only the monitor was only for
110V and we have sent it back. Still the question: Do I have service and
warranty in Germany ?

MarkusS

--


1212. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr27.181123.42421@cobra.uni.edu>
Source record: 12913

In article <3nngom$2pg@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> sinclap2954@cobra.uni.edu writes:
>
>
> :Did I? Well Christopher, in my humble opinion is that the quality of inkjet is
> :as good. GET OVER IT!!
>
>
> You've just proven what we've all suspected all along:
> THAT YOU DON'T KNOW SH*T!!

Did you say shit? You are right I don't know the various kinds of shit..

>
> The output of my Epson ActionLaser 1500 is much sharper than that of my
> uncle's inkjet printer -- and in case you doubt the quality of my uncle's
> printer, IT WAS MADE BY APPLE!
>
> The problem with inkjets is they always smear a little. Lasers *don't*
> smear.

Mine does not smear, whats wrong with your uncle's?

>
>
> * Tom
>
>

1213. Re: A Question To Posters

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr27.181312.42422@cobra.uni.edu>
Source record: 12914

In article <3nmuh1$53e@dockmaster.phantom.com>, steveg@phantom.com (Steve G.) writes:
>
> Did someone change the scope of this newsgroup recently? The majority of
> what I see here is a bunch of childish, useless, and idiotic name calling
> amongst a handful of so-called users. Is _this_ what this newsgroup has
> come to? Is it just completely that far out of those users' minds to
> bring their petty and annoying bickering to mail (or, better yet, just
> shut up and ignore each other)?
>
> I feel like I've signed on to alt.bitchy.whiney.five-year-olds. Sheesh.

It's advocacy, stupid! GET OVER IT!

>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1214. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr27.181832.42423@cobra.uni.edu>
Source record: 12915

In article <3noecq$1cv@imag.imag.fr>, proche@isis (Pascal Roche) writes:
> In article <Pine.SUN.3.91.950426110526.20761C-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
> |>
> |> > We need one computer platfrom like we need one car manufacturer,
> |> > competition is GOOD. Think if Mercedes had to descend to conform to the
> |> > PEUGEOT standards, just for some foolish compatibility ethic.
> |> >
> |>
> |>
> |> Well, a proprietary computer is like a car that requires a special road -
> |> or that has no roads at all. It would be like taking a Lamborghini back
> |> to 12th century Europe..... good luck finding gas and a road to drive
> |> on. The analogy between cars doesn't work too well, because both
> |> Mercedes and Peugeot can drive down one type of paved road.
> |> Unfortunately, software is just a little more specific to hardware than
> |> roads are to the brands of cars.
> |>
>
> Don't give up, James. The fight is not over.
> A more realistic analogy with cars would be a car with a diesel engine in a world
> of gasoline cars. Of course, having several standards is still possible.
> By the way, the car analogy made me think to something: I don't know whether it
> is the same in the States, but here, all cars tend to look the same: most of them
> have this bended shape, and only the size seems to differ. This looks quite
> revealing about the standardization of the present times. It seems the 90's will
> be ruled by conformity, just like the 80's were the years of individualism. So
> you can all go and buy your standard Personal Crap or your Macinflop just like
> sheep. And go to hell.
>

What a bunch of crap! The PC, the Mac, the SGI, Sun meet users need. I am
sorry, but you can't fault the public for not considering the ST when it was
not properly handled as well as the poor quality of apps. Its Atari's fault,
stupid! Get over it! However, there is another choice, its called the AMIGA.
Time will tell if the Amiga will do well.

> Pascal.
> PS: Sorry, Macinflop is not a standard. Beware of the fall.

Its nice to dream..

>
> +---+
> |Pascal Roche | She said "A sweet sweet man like you,|

> |Equipe SHOOD | What can I do for you ?" |
> |ENSGI, 46 avenue Felix Viallet | I said "A sweet sweet man like me, |
> |38031 Grenoble Cedex 1, France | I can only bring you the misery." |
> |e-mail: Pascal.Roche@imag.fr | Tindersticks |
> |Tel: 76-57-43-22 | |
> +---+

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1215. Re: A Question To Posters

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-27 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950427192332.10567D-100000@PEAK.ORG>
Source record: 12916

On 27 Apr 1995, Steve G. wrote:

>
> Did someone change the scope of this newsgroup recently? The majority of
> what I see here is a bunch of childish, useless, and idiotic name calling
> amongst a handful of so-called users. Is _this_ what this newsgroup has
> come to? Is it just completely that far out of those users' minds to
> bring their petty and annoying bickering to mail (or, better yet, just
> shut up and ignore each other)?
>
> I feel like I've signed on to alt.bitchy.whiney.five-year-olds. Sheesh.

While I'm not going to dispute your observations, what would you have
posters post about on an "advocacy" newsgroup? Have you looked on any of
the other .advocacy newsgroups? Seems like this is the stuff that
.advocacy neswgroups are made of. Perhaps you should avoid this one if
it gets to you. Just a suggestion.

James

1216. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-27 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950427192644.10567E-100000@PEAK.ORG>
Source record: 12917

On 26 Apr 1995, BobR wrote:

> It's a little hard to get a grasp on this newsgroup's peculiar view of
> reality... especially when I'm laughing so hard..!
>
> BobR

Don't worry Bobflop..... We're laughing *AT* you, not with you.

James

1217. FS: Digidesign Sound Tools for Atari Mega ST

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-28 00:00:00 UTC
From: drichard@execpc.com
Message-ID: <3npq3l$9tb@homer.alpha.net>
Source record: 12918
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,rec.music.makers.marketplace

For Sale: Digidesign Sound Tools system for Atari Mega ST. Note, this system REQUIRES a Mega ST because the DSP board plugs directly onto the Mega ST's bus. I paid over $2000 for this system, and am asking $450 or best offer. It's in very good condition and comes with original manuals, etc. If you're unfamiliar with the system, here's what it does:

The Digidesign Sound Tools system is a hard disk digital audio recording, playback, and editing system. It can be used for mastering CD's, tapes, etc. or for editing digital audio. The system I'm selling consists of the following 3 components:

1) DAT I/O digital interface for doing direct digital audio I/O (entirely in digital domain) from DAT, Mini Disc, DCC, or a CD player that has digital output. It has both AES/EBU and S/P DIF ins/outs. This is a separate box with cable that plugs into the DSP processor described below.

2) The Sound Tools DSP, a Motorola 56001 DSP processor on a 'card' that plugs onto the Mega ST bus. This processor speeds up DSP functions, and allows things like realtime EQ during playback.

3) The Sound Designer II software. This is the software that drives the hardware described above. In addition to recording and playing back digital audio it includes cut and paste editing, scrub editing, EQ, waveform redraw, normalization, regions and playlists, fades and gain changes, smoothing, mixing of sound files, sample rate conversion, and time compression/expansion.

In addition to the components described above I also have final beta copies of the Digidesign MasterList software (For putting together a Master List of several songs with timing, blank space, etc. for a CD or tape).

If interested in this system please reply via Email to drichard@execpc.com.

Thanks,

Dean

1218. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-28 00:00:00 UTC
From: Kevin Pigman <Kevin.Pigman@ColumbiaSC.ATTGIS.COM>
Message-ID: <D7qxBt.2sv@ncrcae.ColumbiaSC.ATTGIS.COM>
Source record: 12919

>==========sinclap2954@cobra.uni.edu, 4/24/95==========
>
>In article <3nh93u$bki@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca
>(Mark Rathwell) writes:
>> : Despite James doom and gloom, I hope the Amiga resurfaces with new and
>better
>> : models.
>>
>> I must be studying too hard. Does the above sentence *actually*
>> say what I think it says?
>
>Yep..
>>
>> >> Mark <<

Nope. It really implies:

Sindork=Stupid

Kevin Pigman
AT&T Global Information Solutions
Kevin.Pigman@ColumbiaSC.ATTGIS.COM
(803) 939-6533

1219. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-28 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950428024729.13653A-100000@PEAK.ORG>
Source record: 12920

On 27 Apr 1995 sinclap2954@cobra.uni.edu wrote:

>
> What a bunch of crap! The PC, the Mac, the SGI, Sun meet users need. I am
> sorry, but you can't fault the public for not considering the ST when it was
> not properly handled as well as the poor quality of apps. Its Atari's fault,
> stupid! Get over it! However, there is another choice, its called the AMIGA.
> Time will tell if the Amiga will do well.

I can't understand all this Amiga-hopefullness from Sinflop. What is it, Sinflop?? Do you want the Amiga to linger around to give you someone to pick on??? Ha ha ha!

I just can't see ANYWHERE for the Amiga to go. I feel there will likely always be a Macintosh around, simply as an alternative to the PC. It's actually good to have the competition between platforms to fuel the improvements of both platforms, but I really don't see room in the industry for a third player.

Why? Unlike the Atari computers, the Amiga *was* marketed very well. As an Atari user, I have been "jealous" of the Amiga developments for years! All those options and slots and peripherals - innovative new machines based on the 020 (Atari never used) and 030 (years ahead of Atari). Hell, I can't imagine WHAT Amiga could have done better.... Having said that, I don't see what it is that this company BUYING THEM OUT hopes to do better.

A business flops because (1) the market wasn't handled properly, or (2) the market simply wasn't there (in enough numbers). I believe the Amiga situation withered away to scenario #2.... You can still see in on comp.forsale.amiga (or whatever) as people continue to "bail out" and go PC or Mac from their Amigas. It's just a matter of time until PC (or whatever replaces it) and Mac go head to head like VHS and Beta did on VCRs. Despite the fact that Beta had a better picture (supposedly - I never owned one), VHS won. Who's to say that the market operates entirely logically? However, the PC is the more ubiquitous of the two main competing standards in personal computing. Where is the Amiga going to fit in? Where are users going to find hardware and software for their Amigas? THose places that recently dumped their Amiga product lines most likely have NO INTENTION of starting up again - or why would they have dropped them to begin with?

I think it's great for those who love the Amiga that someone is trying to make a go of it again, but all the evidence clearly indicates that there is no room in the market for another player, or Amiga would never have gone tits-up to begin with. All the Amiga will ever be (from now on) is

a small-niche hobbiest machine. That's great for that small niche of hobbiest machines, but please let's not blow this Amiga thing out of proportion and act like it's coming on strong as another standard....

James

1220. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-29 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3ns692$43q$1@mhadf.production.compuserve.com>
Source record: 12921

> microsoft DOES NOT have the consumer interest in mind, they have business
> interests in mind,

Congratulations... you've just defined what "being in business" is all about.

Any company which does NOT have "business interests in mind" is soon OUT
of business.

If you'd like to program and give away your product with "consumer interest
in mind", be my guest... good luck eating.

BobR

1221. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-29 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3ns6tk$43q$2@mhadf.production.compuserve.com>
Source record: 12922

> Actually, when cornered, pete admitted he meant inkjet.

True... after being badgered about it, he began to sound a little confused about what he meant to say.

If he indeed originally MEANT to say inkjet instead of laser printer, it means he was right without realizing it.

My original point in the thread was that he SAID you could buy a laser printer for less than $300 and all the schoolyard bullies jumped on him and said No You Can't... turns out the bullies were wrong, regardless of what he meant to say.

BobR

1222. Re: The End is...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-29 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FD4EEBAUUP@cabal.shnet.org>
Source record: 12923

In <3na0erinf1@mhadg.production.compuserve.com> BobR wrote:
>Everyone says they decided to put all their resources into developing and
>marketing the Jaguar video game system... but when the Falcon was released,
>the Jaguar plans must have been known, or at least in advanced planning
>stages, so why did Atari even bother with the Falcon at all..?

Becuse the Falcon also was ready to ship, AFAIK. And the Falcon may very
well survive as a Music/MIDI machine (in Frankfurt, all Falcons seen were
"C-Lab Mk II" ones).

Thorsten
--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 22. Mar. '95

1223. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-29 00:00:00 UTC
From: goos@badlands.NoDak.edu
Message-ID: <D7s1pH.E8v@ns1.nodak.edu>
Source record: 12924

BobR (76702.1466@CompuServe.COM) wrote:

: Interesting... the Commodore 64 lives..

: BobR

It may not be a stupid move at all. I have had students from LDCs (less developed countries) and have read their newspapers. There is a desperate need in LDCs for a cheap, cheap, cheap computer line. Reading newspapers from Dhaka, Bangladesh, I noticed that the only computers available were from the BIG manufacturers (Apple, IBM, Compaq, etc.) and computer classes were only for top of the line programs (MS Excel, DBase IV, etc.). In short, the only "western" computers available to them are so high priced as to be impossible to buy. I have a student from east Asia who worked for a corporation with thousands of employees and only 4 PC clones in the whole organization.

If Escom can put out a C-64 or Amiga 600 unit that can be stamped out in China for less than $200 or so...the market is WIDE open for them, particularly if they can put out something than can output to a TV for starters and show the native language (Chinese, Bengali, etc.) on screen. They could sell millions of them.

1224. Falcon Developers List

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-29 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3nt9ee$bi2@dux.dundee.ac.uk>
Source record: 12925
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Falcon developers list 27/4/95

If you or your company develops products for the Falcon please email
me.

==========

Name:
Kommentar zu A43408@AC3 in der Gruppe CS.ATARI

address:
Computerinsel GmbH
Zur Limestherme 4
D-93333 Bad G&#65533;gging Germany
Tel. 49-9445-953140
Fax 49-9445-953169
BBS 49-9445-953149

Product information: NOVA Falcon, colour graphic card
NOVA Tablett, graphic tablets from Wacom and Genius

Discount rates & min order: no

restrictions on discounts: no

Date of post: 18.03.95
==========

Company Name: HiSoft Systems

email: hisoft@cix.compulink.co.uk

Company Address: HiSoft,
The Old School,
Greenfield,
Bedford,
MK45 5DE, UK

Telephone: 1525 718181
Fax : 1525 713716

Product Information: Papyrus 4, Document processor (NC)
Twist 3, Relational Database (AR)
Diamond Edge 2, Disk repair utilities (AR)

Date of post: 25/04/95

==========

Company Name: TEAM Software

email: mlake@dgs.dgsys.com

Company Address: POB 7332
Washington, DC
USA
20044-7332

Telephone: +703-533-2132
Fax : +703-538-4598

Product Information: A Day at the Races
unnamed gambling simulation (ES)
3 Days at Gettysburg (ES)
Date of post: 19/04/95

==========
Company Name: Gribnif Software

email: gribnif@genie.geis.com

Company Address: Gribnif Software
PO Box 779
Northampton, MA 01061-0779
USA

Telephone: 413-247-5620
Fax: 413-247-5622

Product Information: Geneva, Multitasking Environment
NeoDesk 4, Desktop Replacement
NeoDesk CLI, Commandline Interpreter
STalker 3, Telecommunications
STeno 2, Text Editor
CardFile 4, PIM
XBoot 3, Boot Manager

All products listed are available now, and compatible with all TOS versions,
including the Falcon.

Date of post: 20/04/95

==========

Company Name: Toad Computers / NewSTar Technology Management

email: toad@charm.net, ChasSmeton@aol.com
www: http://www.charm.net/~toad/

Company Address: Toad Computers
570 Ritchie Highway
Severna Park, MD 21146-2925

Telephone: 410-544-6943
Fax : 410-544-1329

Product Information: STraight FAX! Atari FAX Software

Date of post: 28/04/95

//
>
> Key ES= early stages of development.
> NC= nearly complete release due in next three months.
> AR= complete awaiting release, in next month.
>
==========

No responsibility is accepted for any information contained above.
You should contact the developer for any further information.

Developers:

If you wish to appear on the list please email me in the format
used in the above articles.

Distribution:
This list may be copied or given to anyone without any charge but
must contain EVERY entry and the words "Compiled by Rod McCall
email: rmccall@mcs.dundee.ac.uk".

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1225. Re: The End is...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-29 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3nt7so$amj@dux.dundee.ac.uk>
Source record: 12926

Thorsten Guenther (guenther@cabal.shnet.org) wrote:
: In <3na0erinf1@mhadg.production.compuserve.com> BobR wrote:
: >Everyone says they decided to put all their resources into developing and
: >marketing the Jaguar video game system... but when the Falcon was released,
: >the Jaguar plans must have been known, or at least in advanced planning
: >stages, so why did Atari even bother with the Falcon at all..?

: Becuse the Falcon also was ready to ship, AFAIK. And the Falcon may very
: well survive as a Music/MIDI machine (in Frankfurt, all Falcons seen were
: "C-Lab Mk II" ones).

As well as being ready to ship it was the only way that Atari could
remain a brand name until its wonder console was released. Also
Atari MUST have been selling it at a profit so although as a whole
Atari corp was losing millions it was atleast earning some revenue from
one product.

At the time of the Falcon release Atari had another console called the
'Panther', I think although I may be wrong that this was basically an
enhanced ST(e). However the Falcon was superior, and the Panther was
dropped.

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1226. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-29 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3nt80r$amj@dux.dundee.ac.uk>
Source record: 12927

BobR (76702.1466@CompuServe.COM) wrote:
: > microsoft DOES NOT have the consumer interest in mind, they have business
: > interests in mind,

It worthg noting that during the early years of Microsoft it was
infact C= that helped to keep him afloat. A payment of $10000 (I think)
from C= for the right to use MS Basic on the C= Pet, helped the then
not so ell off Mr Gates through a rather tough time.

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1227. Falcon Developers List 1

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-29 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3ntpvh$gjb@dux.dundee.ac.uk>
Source record: 12928

[Article crossposted from comp.sys.atari.st]
[Author was Rod McCall]
[Posted on 29 Apr 1995 16:36:34 GMT]

Falcon developers list 27/4/95

If you or your company develops products for the Falcon please email
me, please use format as below.

Compiled by Rod McCall

==========

Name: Computerinsel GmbH

address:

Zur Limestherme 4
D-93333 Bad G&#65533;gging Germany
Tel. 49-9445-953140
Fax 49-9445-953169
BBS 49-9445-953149

Product information: NOVA Falcon, colour graphic card
NOVA Tablett, graphic tablets from Wacom and Genius

Discount rates & min order: no

restrictions on discounts: no

Date of post: 18.03.95
==========

Company Name: HiSoft Systems

email: hisoft@cix.compulink.co.uk

Company Address: HiSoft,
The Old School,
Greenfield,
Bedford,
MK45 5DE, UK

Telephone: 1525 718181
Fax : 1525 713716

Product Information: Papyrus 4, Document processor (NC)
Twist 3, Relational Database (AR)
Diamond Edge 2, Disk repair utilities (AR)

Date of post: 25/04/95

==========

Company Name: TEAM Software

email: mlake@dgs.dgsys.com

Company Address: POB 7332
Washington, DC
USA
20044-7332

Telephone: +703-533-2132
Fax : +703-538-4598

Product Information: A Day at the Races
unnamed gambling simulation (ES)
3 Days at Gettysburg (ES)
Date of post: 19/04/95

==========
Company Name: Gribnif Software

email: gribnif@genie.geis.com

Company Address: Gribnif Software
PO Box 779
Northampton, MA 01061-0779
USA

Telephone: 413-247-5620
Fax: 413-247-5622

Product Information: Geneva, Multitasking Environment
NeoDesk 4, Desktop Replacement
NeoDesk CLI, Commandline Interpreter
STalker 3, Telecommunications
STeno 2, Text Editor
CardFile 4, PIM
XBoot 3, Boot Manager

All products listed are available now, and compatible with all TOS versions,
including the Falcon.

Date of post: 20/04/95

==========

Company Name: Toad Computers / NewSTar Technology Management

email: toad@charm.net, ChasSmeton@aol.com
www: http://www.charm.net/~toad/

Company Address: Toad Computers
570 Ritchie Highway
Severna Park, MD 21146-2925

Telephone: 410-544-6943
Fax : 410-544-1329

Product Information: STraight FAX! Atari FAX Software

Date of post: 28/04/95

==========

NAME: Missionware Software
ADDRESS: 354 N. Winston Drive
Palatine, IL 60067
USA
TEL: 708-359-9565 (24 hours)
EMAIL: j.trautschol@genie.geis.com

PRODUCT INFORMATION: Flash II (advanced telecommunications utility)
LottOdds (lottery oddsmaker and numbers manager)
PrinterInitializer (printer managment utility)
CyberDrome (hoverjet simulator arcade game)
Crossword Creator II (create crossword puzzles)
Word Search Creator (create word search puzzles)
Puzzle Pack (combo pack of both above puzzle utilities)
The Cryptographer (experiment with codes and ciphers)

DISCOUNT RATES: Some discounts may be available for quantity orders
or user group purchases. Contact Missionware Software
directly for details.

RESTRICTIONS: None.

DATE OF POST: 15 March 1995

==========

//
>
> Key ES= early stages of development.
> NC= nearly complete release due in next three months.
> AR= complete awaiting release, in next month.
>
==========

No responsibility is accepted for any information contained above.
You should contact the developer for any further information.

Developers:

If you wish to appear on the list please email me in the format
used in the above articles.

Distribution:

This list may be copied freely provided NO charge is made and it
remain complete. It must also contain the words "Compiled by
Rod McCall email:rmccall@mcs.dundee.ac.uk"

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1228. Re: FS: Digidesign Sound Tools for Atari Mega ST

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-30 00:00:00 UTC
From: 73173.603@compuserve.com
Message-ID: <73173.603-3004951517350001@mac41.kip.apple.com>
Source record: 12929
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,rec.music.makers.marketplace

I'm interested if you still have the stuff.

In article <3npq3l$9tb@homer.alpha.net>, drichard@execpc.com (Dean
Richard) wrote:

> For Sale: Digidesign Sound Tools system for Atari Mega ST. Note,
> this system REQUIRES a Mega ST because the DSP board plugs directly
> onto the Mega ST's bus. I paid over $2000 for this system, and
> am asking $450 or best offer. It's in very good condition and
> comes with original manuals, etc. If you're unfamiliar with
> the system, here's what it does:
>
> The Digidesign Sound Tools system is a hard disk digital audio
> recording, playback, and editing system. It can be used for
> mastering CD's, tapes, etc. or for editing digital audio. The
> system I'm selling consists of the following 3 components:
>
> 1) DAT I/O digital interface for doing direct digital audio I/O
> (entirely in digital domain) from DAT, Mini Disc, DCC, or a CD
> player that has digital output. It has both AES/EBU and
> S/P DIF ins/outs. This is a separate box with cable that
> plugs into the DSP processor described below.
>
> 2) The Sound Tools DSP, a Motorola 56001 DSP processor
> on a 'card' that plugs onto the Mega ST bus. This processor
> speeds up DSP functions, and allows things like realtime
> EQ during playback.
>
> 3) The Sound Designer II software. This is the software that
> drives the hardware described above. In addition to
> recording and playing back digital audio it includes cut
> and paste editing, scrub editing, EQ, waveform redraw,
> normalization, regions and playlists, fades and gain
> changes, smoothing, mixing of sound files, sample
> rate conversion, and time compression/expansion.
>
> In addition to the components described above I also have
> final beta copies of the Digidesign MasterList software
> (For putting together a Master List of several songs with
> timing, blank space, etc. for a CD or tape).
>
> If interested in this system please reply via Email to
> drichard@execpc.com.
>

> Thanks,
>
> Dean

1229. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-30 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3o0sqpimh1@mhade.production.compuserve.com>
Source record: 12930

> The problem with inkjets is they always smear a little.
^^^^^^

That's a little overly broad, don't you think..? I'm looking at a page
of output from my DeskJet and I don't see any smearing at all...

The dot size is bigger than a laser's output, sure.. but it doesn't
always smear...

BobR

1230. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-30 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FD5IDJCVUP@cabal.shnet.org>
Source record: 12931

In <Pine.SUN.3.91.950428024729.13653A-100000@PEAK.ORG> James Wood wrote:
>innovative new
>machines based on the 020 (Atari never used) and 030 (years ahead of
>Atari).

Really? When?

The TT was available in 1990.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 22. Mar. '95

1231. Re: Falcon info./opinions wanted

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-30 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FD5KCHCEUP@cabal.shnet.org>
Source record: 12932

In <3njg6q$c66@mloeff01.elec.mid.gmeds.com> Larry David wrote:
>I would like basic info and opinions about the Falcon, as technical or
>subjective as you like. I would especially like to see specs on cpu
>power/speed, dsp chip specs and general programmability (assuming it
>has one), i/o ports, and general audio capabilities--does it have a
>built in ADC/DAC; are there 3rd party soundcards available; and
>finally what software exists for generating (like Csound, Cmix, MAX
>etc.), recording and manipulating audio.

16 MHz Motorola 68030
DSP Motorola 56001, 32 MHz
General programmability: well, assume a DOS/GEM machine, just with an 68030 CPU. Nice tools making GEM programming more efficient under C or Pascal are readily available, a replacement for TOS (the DOS equivalent) with multitasking capabilities is Freeware(!) and the Falcon ships with an AES supporting this replacement (MiNT). Of course, considering the CPU performance, Assembler and DSP assembler are used for development of these nice music applications, mostly.
I/O: Centronics, RS232, SCSI, internal IDE (2.5"), joystick (Jaguar and VCS 2600 compatible ones), monitor (RGB, SM124 compatibles (great small b/w in 640*400/72 Hz), VGA), DSP port(!), mouseport (Atari specific, similar to C= Amiga). Analog I/O for sound with 16 bit ADC/DAC, but with bass booster (:-(). No third party boards (what more than 16 bit 50 kHz do you need?). Syncing the DSP port to DAT (48 kHz) or CD (44.1 kHz) is done by S/PDIF interfaces.

You should get one with 14 megs of RAM and a large SCSI harddisk for serious work, preferrably a Falcon MkII (internal SCSI, no IDE)., if you can get your hands on one, this one even has better (linear) analog sound I/O, AFAIK. and is said to get a second DSP in the near future.

Software: the best piece here is Cubase Audio 16 from Steinberg, of course, but even in the Freeware/Shareware area, there are programs like WinRec/WinCut (harddisk recording), etc..

The German professional magazine "Keys" answered the question if they had any objections against using a Falcon as a CD preprocessing machine with the statements that they consider it perfectly fit as studio equipment.

Thorsten
--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

```
## UPoint 'medium' 22. Mar. '95 ##
```

1232. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-30 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3o0vhgimh2@mhade.production.compuserve.com>
Source record: 12933

> :Panasonic 4400 Laser Printer: $299

> Are you sure?

No, I'm lying.. and the source I quoted doesn't go to several hundred
thousand people who could check by opening the magazine.

> They have the exact same laser printer listed in three different mail-order
> ads in PC Magazine. One charged $450 for it,

You're reading the wrong magazines then.

> In that case, I was wrong in saying that there are no $300 laser printers.

In that case, it sounds to me that Petey was right.

> But that does not make Peter right since he wasn't referring to laser
> printers

Nope... regardless of the way you choose to remember it, he said you could
buy laser printers for less than $300. I don't really care if he had a
picture of an Underwood Manual typewriter in his mind when he said it, he
SAID "Laser Printer".

You said "No you can't"

You were wrong.

> I recall that he said "You can get a laser printer for the Mac for less
> than $300."

Interesting that you put quotes around that line.. you must be VERY sure
that's EXACTLY what he said. That's not the way I remember it.

> I am sure that their are others who can back me up on this.

No doubt. The Atari Bully Boys stick up for each other.

> And why would Peter quote the prices of these $300 printers if they weren't
> Mac-compatible,

Like I said, I have no idea what's compatible with a Mac and what's not. All
I know is there's a laser printer that can be bought for less than $300,
just like Petey said.

> why would he have expended so much effort in arguing that an inkjet is
> essentially a laser because it's "just as good"?

Because that's the way the discussion wandered off once the Bully Boys
started twisting it, after declaring that you could NOT buy a laser printer

for less than $300.

> If there are (as you say) actually $300 laser printers out there he was
> still wrong because THOSE WERE NOT THE PRINTERS THAT HE WAS REFERRING TO!

(That's right.. I'm still lying about that) Like I said, I don't CARE what he was "referring to"... he was still right about $300 laser printers, and YOU were wrong (regardless of what he "meant", you were STILL wrong when you said there were no lasers for less than $300.. nice try, but you can't weasel out that easily.. you were wrong.)

> Looks like you're an idiot.

Looks like you're an Atari Bully Boy who's never wrong, right?

> Mind disclosing your true identity, Bob? At least Sinclap has the courtesy
> of posting his garbage under his real name.

> * Tom

No problem.. my name's Bob...

Ah... so anyone who disagrees with you, or has the audacity to prove you wrong in anything posts "garbage"...

It's too bad the other Internet service provider I use doesn't bother with atari.advocacy, as they archive messages and I could quote EXACTLY what Petey said in the discussion of serial vs. parallel printers about the price of laser printers.

(I see that I forgot to have the mailer here tack on my "real name".. I'll have to remember to do that... so just for you, Tom...

My name is Bob Retelle, I'm a Sysop in the CompuServe Atari Computing Forum and the Atari Gaming Forum...

I won't bother with the rest of my "credentials", but you might say I know a bit about Atari and Atari computers.

What ANY of the garbage I've been seeing on "atari".advocacy recently has to do with Atari is beyond me...)

BobR

1233. Re: A Question To Posters

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-30 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3nv6b6$rec@dockmaster.phantom.com>
Source record: 12934

sinclap2954@cobra.uni.edu wrote:
: It's advocacy, stupid! GET OVER IT!

ADVOCACY: The act of pleading or arguing in favor of something, such as a cause, an idea, or a policy; active support.

This in no way entails the sort of personal attacks, slander, and insults that you (and others) demonstratably force upon the readers in this newsgroup. You, sir, are the one at fault here.

1234. Re: A Question To Posters

Newsgroup: comp.sys.atari.advocacy
Date: 1995-04-30 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3nv6rk$rec@dockmaster.phantom.com>
Source record: 12935

James Wood (jamesw@PEAK.ORG) wrote:
: While I'm not going to dispute your observations, what would you have
: posters post about on an "advocacy" newsgroup? Have you looked on any of
: the other .advocacy newsgroups? Seems like this is the stuff that
: .advocacy neswgroups are made of. Perhaps you should avoid this one if
: it gets to you. Just a suggestion.

I am quite used to - and have no objections to - the rational and logical (or at least the somewhat intelligent) exchanges relating to the pros and/or cons of the topic at hand -- in this case, Atari computers. What I object to is the constant, unrelenting personal-insult-laden chatter which has little or no bearing on the topic at hand.

"Atari is dead!"
"No it's not!"
"Screw you, you're a jerk!"
"Yeah? Well, you fornicate with animals!"

Etc etc, ad nauseum. (I realize this isn't nearly on par with the content of some of the messages posted here; I provide this merely for example.)

It looks like Mr. Sinclap has lots of people eating right out of his hand. He _wants_ people to fight with him, regardless of the topic. Doesn't anyone other than I see this? I personally have written Mr. Sinclap a clearly worded request, in mail, that (in essence) he make an attempt to behave himself here. As he has not responded to my message and, for all intents and purposes, seems to have ignored its advice completely, I can only assume that he is content with his role here. And that role is, from what I've seen, stopping all attempts at communication and turning as much of this newsgroup as possible into a shouting match for five-year-olds. And (unfortunately) it works nicely. It seems like so many people in this newsgroup are either (a) paranoid about being lambasted about owning/using an Atari, or (b) so intent on stalking Mr. Sinclap that they pounce on him repeatedly for the slightest misdemeanor - most of which, I'm certain, were parceled out simple because he wanted the controversy (read: attention) focused on him.

Asking everyone to ignore Mr. Sinclap wouldn't do any good, as we all know. Invariably, someone would be inable to maintain "radio silence" and Mr. Sinclap would get the attention he so desperately craves. Unfortunately for the rest of the people who read this newsgroup in search of answers and information, the childish banter invariably drowns out everything else, leaving nothing but net static behind.

1235. mouse-inventor?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-01 00:00:00 UTC
From: klittlew@gpu.srv.ualberta.ca
Message-ID: <3o1qgs$15pg@rover.ucs.ualberta.ca>
Source record: 12787

does anyone know who invented the mouse pointing device?
thanks.

1236. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-01 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950501154315.28242A-100000@PEAK.ORG>
Source record: 12788

On 1 May 1995, Mr Gavin Moran wrote:

> James Wood <jamesw@PEAK.ORG> wrote:
>
> > Ever since the dawn of personal computers, it's been a
> >struggle for standards and it's up the to PC and Mac to duke it out from
> >here on out. I wonder what they possibly think they can do with the
> >Amiga now? If it doesn't run Microsoft it's a dead platform (as besides
> >the Apple OS, Microsoft products are the rage on Mac too).
>
> Oh no! You can't get microsoft products for the Amiga .. All hail microsoft!
> Big deal, if you think you need to be able to run Word in order to have a
> useful, fun, worthwhile home PC you really are dim. You really are a brainwashed
> consumer. I bet you won't buy anything unless its had about 100 million $s
> advertising spend.

Here you go jumping off the deep end again in anti-Microsoft fashion....calling me brainwashed; saying that I never buy anything that has $100 million in advertising. Wherever do you get such off-the-wall notions? I said I USE WORD BECAUSE IT'S COMPATIBLE WITH JUST ABOUT EVERY OFFICE/SCHOOL COMPUTER THAT HAS A LAZER PRINTER IN FRONT OF IT!!! I can mix text/graphics seemlessly, take it in to the school and print out my lab reports on their $boucoup-thousand$ Laser printer.... It beats using 1st Word (or any proprietary WP on a proprietary computer) because I can do that easily. Period.

Did I say anything about "needing to run Word to have a useful, worthwhile home PC?" I think not. Would you care to quote me if you beg to differ? Unless you can re-post and quote me saying that, you've stuck your foot in your mouth and demonstrated that YOU are the one who is dim. On the other hand, do you care to dispute the fact that a home computer that DOES run Word *is* a useful machine??? What's your point?

> FYI there isn't even a fight between PC and Mac for industry standard - the
> IBM compatible PC _is_ the standard. That doesn't make Macs, Amigas and Ataris
> useless though as what is the standard for business doesn't necessarily make
> for a home computer.

What is the standard for business doesn't necessarily NOT make for a home computer. You know what makes for a home computer? SOFTWARE!!!! SOFTWARE!! SOFTWARE!!!! Care to dispute that? Care to dispute that these "business" computers have a lot of HOME software? Again, what is your point?

>
>

> >As someone else
> >mentioned, it was wisest for Atari to get out of the computer business
> >when they did
>
> Not great news for those who _own_ atari computers though as it means
> they have been abandoned. I'd guess that most people here are interested
> in computers, not game consoles. A PSX may be a fantastic piece of hardware
> but you can't learn about computers on it.

You can't get any software for it, either. As a consumer, I don't give a **** what the platform is; I am loyal to NOBODY (unlike some folks, it seems) and I run (1) WHAT'S CHEAP, (2) WHAT'S READILY AVAILABLE, (3) WHAT HAS SOFTWARE READILY AVAILABLE, (4) WHAT DOES WHAT I WANT IT TO DO WITH THAT CHEAP, AVAILABLE HARDWARE AND SOFTWARE. From now on, I don't care who makes it, what label you put on it. If there's a time when a Power PC Macintosh meets all those criteria, this Pee Cee will go in the s*itbox with all my previous computers. I'm never showing "loyalty" to any computer platform or brand again. Let the hardware and software serve me, not vice-versa.

James

1237. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May1.220836.42701@cobra.uni.edu>
Source record: 12789

In article <Pine.SUN.3.91.950501154315.28242A-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
>
>
> On 1 May 1995, Mr Gavin Moran wrote:
>
>> James Wood <jamesw@PEAK.ORG> wrote:
>>
>> > Ever since the dawn of personal computers, it's been a
>> >struggle for standards and it's up the to PC and Mac to duke it out from
>> >here on out. I wonder what they possibly think they can do with the
>> >Amiga now? If it doesn't run Microsoft it's a dead platform (as besides
>> >the Apple OS, Microsoft products are the rage on Mac too).
>>
>> Oh no! You can't get microsoft products for the Amiga .. All hail microsoft!
>> Big deal, if you think you need to be able to run Word in order to have a
>> useful, fun, worthwhile home PC you really are dim. You really are a brainwashed
>> consumer. I bet you won't buy anything unless its had about 100 million $s
>> advertising spend.

Its kind of nice to insert your disk on the campus wide computer network to get
the job done. Can't say that for the Amiga.

>
>
> Here you go jumping off the deep end again in anti-Microsoft
> fashion....calling me brainwashed; saying that I never buy anything that
> has $100 million in advertising. Wherever do you get such off-the-wall
> notions? I said I USE WORD BECAUSE IT'S COMPATIBLE WITH JUST ABOUT
> EVERY OFFICE/SCHOOL COMPUTER THAT HAS A LAZER PRINTER IN FRONT OF IT!!!
> I can mix text/graphics seemlessly, take it in to the school and print
> out my lab reports on their $boucoup-thousand$ Laser printer.... It
> beats using 1st Word (or any proprietary WP on a proprietary computer)
> because I can do that easily. Period.

Yep, I agree with that. The only thing that the Amiga is useful right now,
hmmm I am scratching my head to find it, Wait here it is: Format a disk and
play an Atari 2600 style game..

>
> Did I say anything about "needing to run Word to have a useful,
> worthwhile home PC?" I think not. Would you care to quote me if you beg
> to differ? Unless you can re-post and quote me saying that, you've stuck
> your foot in your mouth and demonstrated that YOU are the one who is dim.
> On the other hand, do you care to dispute the fact that a home computer

> that DOES run Word *is* a useful machine??? What's your point?
>
>
>> FYI there isn't even a fight between PC and Mac for industry standard - the
>> IBM compatible PC _is_ the standard. That doesn't make Macs, Amigas and Ataris
>> useless though as what is the standard for business doesn't necessarily make
>> for a home computer.
>
> What is the standard for business doesn't necessarily NOT make for a home
> computer. You know what makes for a home computer? SOFTWARE!!!!
> SOFTWARE!! SOFTWARE!!!! Care to dispute that? Care to dispute that
> these "business" computers have a lot of HOME software? Again, what is
> your point?
>

Something that Amigadroids on this side of the Atlantic fail to consider...
>>
>>
>> >As someone else
>> >mentioned, it was wisest for Atari to get out of the computer business
>> >when they did
>>
>> Not great news for those who _own_ atari computers though as it means
>> they have been abandoned. I'd guess that most people here are interested
>> in computers, not game consoles. A PSX may be a fantastic piece of hardware
>> but you can't learn about computers on it.
>
>
> You can't get any software for it, either. As a consumer, I don't give a
> **** what the platform is; I am loyal to NOBODY (unlike some folks, it
> seems) and I run (1) WHAT'S CHEAP, (2) WHAT'S READILY AVAILABLE, (3) WHAT
> HAS SOFTWARE READILY AVAILABLE, (4) WHAT DOES WHAT I WANT IT TO DO WITH
> THAT CHEAP, AVAILABLE HARDWARE AND SOFTWARE. From now on, I don't care
> who makes it, what label you put on it. If there's a time when a Power
> PC Macintosh meets all those criteria, this Pee Cee will go in the
> s*itbox with all my previous computers. I'm never showing "loyalty" to
> any computer platform or brand again. Let the hardware and software
> serve me, not vice-versa.
>
> James

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1238. mouse-inventor?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-01 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <799352544_OASIS_@yeadontt.demon.co.uk>
Source record: 12790

In article <3o1qgs$15pg@rover.ucs.ualberta.ca>
klittlew@gpu.srv.ualberta.ca (Kurt Littlewood) said:-

>does anyone know who invented the mouse pointing device?
>thanks.
>

The mouse type pointing device and the majority of the WIMP interface
basic concepts were developed by the Xerox company (yes the photo-copier
people) an the late sixties/early seventies at their Paulo Alto research
centre. This info actually came to public attention towards the end of the
Apple/Microsoft legal wrangle over who 'owned' WIMP enviroments as a concept.
Neither of them won, I believe Xerox basically made the concept some kind of pu
lic domain 'idea'.

I am not saying that Xerox actually invented the 'mouse', they probably
used b I am not saying that they actually invcented the 'mouse', they
probably used track balls or similar, but you know how James Burke always
liked to connect these things!

--


```
The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/_/_/_/ _/ _/ _/_/_/_/ _/ _/_/_/_/

============ Phil Yeadon ===== phil@yeadontt.demon.co.uk ============
```

1239. Atari Europe to Close?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-01 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3o295g$kss@dux.dundee.ac.uk>
Source record: 12791

Does anyone know if this is true? Also does it apply to the UK
office, or just the one(s) in Holland?

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1240. Re: mouse-inventor?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-01 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3o29d4$kss@dux.dundee.ac.uk>
Source record: 12792

Kurt Littlewood (klittlew@gpu.srv.ualberta.ca) wrote:
: does anyone know who invented the mouse pointing device?
: thanks.

I would imagine Xerox-Parks Corp, as they originally invented the
WIMP environment.

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1241. Re: The End is...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-01 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3o1e00knb1@mhade.production.compuserve.com>
Source record: 12936

> I would have thought C-LAB would have improved the CPU like to say ...

At the moment, the C-Lab Falcon is virtually unchanged from the Atari version. They're including a bigger hard drive, and I believe they've made a few changes to the sound output.

There's talk (there always is) about upgraded models in the future.

> The machine won't be developed as a computer,

I don't think C-Lab has any aspirations of developing their Falcon as a general purpose computer. After all, they're in the music business, and are pretty much just selling the computers so their main product, their music software, will have something to run on.

As a niche product, for a niche market, it may be viable.. but for anyone to pay the price, just to get a hobby computer, will be quite a stretch.

BobR

1242. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-02 00:00:00 UTC
From: proche@isis
Message-ID: <3o5cad$d53@cosmos.imag.fr>
Source record: 12793

In article <1995Apr27.181832.42423@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|>
|> What a bunch of crap! The PC, the Mac, the SGI, Sun meet users need. I am
|> sorry, but you can't fault the public for not considering the ST when it was
|> not properly handled as well as the poor quality of apps. Its Atari's fault,
|> stupid! Get over it! However, there is another choice, its called the AMIGA.
|> Time will tell if the Amiga will do well.
|>

Listen, Peter. Are you able to post a message which is not full of contradictions
or useless figures ?

First, I agree with you when you say it's Atari's fault. But it's not only their
fault. OK, I have never seen any Atari TV-ad here (although there used to be a
time when one could see some), but I feel lucky to have never seen any silly
Atari TV-ad like those I saw for Mac and IBM. Since I've seen the latest IBM ad,
I feel ashamed when I must confess that I work in computer science. Apple or IBM
consider their users as dumbass' ? Well, I'm glad (not surprised) to see that
these computers meet your poor user needs.
But Atari's mistake was certainly not an eventual bad handling of the ST. There
is one thing you must understand: many ST were sold here, particularly in France
and even more in Germany. They sold far better than the 400-800 and XL series
(which didn't seem to be a success here, I must acknowledge). I don't know those
figures you seem to love so much, but the number of ST sold was by far more than
'not many'. Not being sold in the USA doesn't mean that it was not a success
elsewhere, and as you like to say: GET OVER IT ! I won't make any assumption
about the success difference of the ST in Europe and in the USA, but it would
surely be very interesting to investigate. Luckily, the States don't seem to be
only populated with people like you.
No, if Atari made a mistake, it was the late design and release of the Falcon.
Then, for how long haven't you seen an Atari app ???? If I remember one of your
incredible postings where you made yourself so ridiculous, we should count in
years. And if this 'poor quality of apps' had existed, would it be Atari's fault?
If so, please explain it to me. And please don't invoke technical reasons or I'll
explain to you why a PC is crap, technically speaking.

So, the PC meets user needs ? Peter, have you ever used a PC ? I mean, really
used, not only pressing mouse buttons ? I guess you've never tried to program with
PC, and even less under Windows. Of course, it's very easy to say that a computer
meet my own needs, if I don't know anything else. How many PC users have ever
used a ST ? Figures are welcome (I could say 'not many' but I won't).

I won't say anything about the Mac. There has been too much talk of it in this
group.
I agree that Sun meet users need, but those needs are very specific: it is a

workstation, not a home computer. Your argument is irrelevant.

Next, the Amiga. Hum. Yes. Another choice. Excuse me Peter, but don't you have the feeling that the Commodore situation is worse than Atari's ? Please don't be an asshole replying with 'Not for long'. So why should I have more trust in a machine quite 'similar', which used to be produced by a company that sunk, than in a computer whose company still exists, even if the current model is not produced any more ?? Do you enjoy your mental illness talking of things you don't know, gratuitously bashing Atari and Atari computers and console ? Are you...
< > really stupid
< > trying to cure life frustrations with Atari bashing
< > trying to get others's attention to show that you exist by posting crap in this group
< > just here to make people laugh at you
< > only a Mac user
< > an asshole ?
Please mark the relevant box. Multiple choices allowed !

Now, Peter, listen. If I buy a new computer:
- it won't be a PC. I meant a real computer.
- it won't be an Amiga. A good computer, but is not yet reborn.
- it won't be a Mac. I don't want to catch the Sinclap.

It will be a Falcon, for the simple reasons that, even slightly outdated, it still has real new capabilities and allows me to reuse most of my ST games and apps. And, moreover, I don't want to be a sheep attracted by the meaningless 'security' and 'quantity of applications' of other platforms seen on TV.
Will you be happy when only one computer platform will remain available on the market ? "I've bought the newest MACPC! It's the best model: it won't be outdated until 6 months !"
Ah... freedom of choice...

Have a nice day, Peter, and get lost.
Pascal.

PS: being called 'stupid' by you is a great honour. Thank you very much ! I feel flattered.

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

1243. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-02 00:00:00 UTC
From: trauth@george.rutgers.edu
Message-ID: <3o4bp3$olm@george.rutgers.edu>
Source record: 12794

sinclap2954@cobra.uni.edu writes:

:In article <3nngom$2pg@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
:> sinclap2954@cobra.uni.edu writes:
:>
:>
:> :Did I? Well Christopher, in my humble opinion is that the quality of inkjet is
:> :as good. GET OVER IT!!
:>
:>
:> You've just proven what we've all suspected all along:
:> THAT YOU DON'T KNOW SH*T!!

:Did you say shit? You are right I don't know the various kinds of shit..

Not even the kind that comes out your own asshole?? ;-)

:>
:> The output of my Epson ActionLaser 1500 is much sharper than that of my
:> uncle's inkjet printer -- and in case you doubt the quality of my uncle's
:> printer, IT WAS MADE BY APPLE!
:>
:> The problem with inkjets is they always smear a little. Lasers *don't*
:> smear.

:Mine does not smear, whats wrong with your uncle's?

I'm sure it does smear very slightly. You just haven't noticed that
because you haven't (carefully) compared the output of your inkjet
with that of a laser. Inkjets <> Lasers -- GET OVER IT!!!

BTW you have once again proven (to put it quite clearly) that
YOU KNOW NOTHING!!!

* Tom

PS: So when are you going to get a new account?
I think they really miss you on r.g.v.atari. ;-)

1244. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-02 00:00:00 UTC
From: trauth@george.rutgers.edu
Message-ID: <3o4ckq$onl@george.rutgers.edu>
Source record: 12795

BobR <76702.1466@CompuServe.COM> writes:

:> Actually, when cornered, pete admitted he meant inkjet.

:True... after being badgered about it, he began to sound a little confused
:about what he meant to say.

:If he indeed originally MEANT to say inkjet instead of laser printer, it
:means he was right without realizing it.

:My original point in the thread was that he SAID you could buy a laser printer
:for less than $300 and all the schoolyard bullies jumped on him and said
:No You Can't... turns out the bullies were wrong, regardless of what he
:meant to say.

:BobR

So, Bob, what does the fact that Sinclap said the right thing COMPLETELY
BY ACCIDENT say anyway? It certainly doesn't say anything positive about
his intelligence. All it says is that he was lucky this time, that's all.

Rest assured, though, that soon enough he'll make another such mistake and
that time he probably won't be bailed out by some sleazy fly-by-night NYC
retailer listed in Computer Shopper that more likely than not got its
merchandise from some very shady sources.

Tell me if this store is listed in next month's Computer Shopper. If it
is, it is probably a perfectly legitimate (and very price competitive)
retailer and my comments were uncalled for. Otherwise, I am probably
right.

As for us being "school-yard bullies" beating up on poor little Petey,
he asks for it. In fact he relishes it. If he didn't enjoy getting
roughed up by everyone else on the 'Net (Jeff Minter put him in the
hospital the last time he started causing trouble in the r.g.v.atari
school yard) why would he stick around? Think about it..

BTW I am still waiting for you to reveal your true identity...COWARD!

* Tom

1245. Re: A Question To Posters

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-02 00:00:00 UTC
From: trauth@george.rutgers.edu
Message-ID: <3o4ct2$ooh@george.rutgers.edu>
Source record: 12796

sinclap2954@cobra.uni.edu writes:

:> I feel like I've signed on to alt.bitchy.whiney.five-year-olds. Sheesh.

:It's advocacy, stupid! GET OVER IT!

For once I think that Sinclap has made a good point.
Advocacy groups were created specifically for bullshit - like the
childish garbage regularly posted here. If one doesn't want to
read bullshit, they should read regular newsgroups like c.s.a.st.

* Tom

1246. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-02 00:00:00 UTC
From: trauth@george.rutgers.edu
Message-ID: <3o4dbe$orn@george.rutgers.edu>
Source record: 12797

sinclap2954@cobra.uni.edu writes:

:What a bunch of crap! The PC, the Mac, the SGI, Sun meet users need. I am
:sorry, but you can't fault the public for not considering the ST when it was
:not properly handled as well as the poor quality of apps. Its Atari's fault,
:stupid! Get over it! However, there is another choice, its called the AMIGA.
:Time will tell if the Amiga will do well.

I'm no Amiga hater, but what makes you think the Amiga has much of a chance
of succeeding, especially after its been left to rot for over a year? I
find it interesting how you attack the Amiga in the c.s.amiga hierarchy but
praise it here.

:> Pascal.
:> PS: Sorry, Macinflop is not a standard. Beware of the fall.

:Its nice to dream..

He's right. The Mac ISN'T the standard. For all intents and purposes,
PC's with Intel-compatible processors running Windows are. If you doubt
that, go to any general (not Mac-only) computer store and observe how
their PC stock outnumbers their Mac stock 4-1.

Now, back to studying for finals...

* Tom

1247. Re: A Question To Posters

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-02 00:00:00 UTC
From: proche@isis
Message-ID: <3o5j40$ffq@cosmos.imag.fr>
Source record: 12798

In article <3nv6rk$rec@dockmaster.phantom.com>, steveg@phantom.com (Steve G.) writes:
|>
|> "Atari is dead!"
|> "No it's not!"
|> "Screw you, you're a jerk!"
|> "Yeah? Well, you fornicate with animals!"
|>
|> Etc etc, ad nauseum. (I realize this isn't nearly on par with the content
|> of some of the messages posted here; I provide this merely for example.)

Usually, words are ruder than those !

|> [...] As he has not responded to my message
|> and, for all intents and purposes, seems to have ignored its advice
|> completely, I can only assume that he is content with his role here. And
|> that role is, from what I've seen, stopping all attempts at communication
|> and turning as much of this newsgroup as possible into a shouting match
|> for five-year-olds. And (unfortunately) it works nicely. It seems like so
|> many people in this newsgroup are either (a) paranoid about being
|> lambasted about owning/using an Atari, or (b) so intent on stalking Mr.
|> Sinclap that they pounce on him repeatedly for the slightest misdemeanor
|> - most of which, I'm certain, were parceled out simple because he wanted
|> the controversy (read: attention) focused on him.
|>

Yes. I must acknowledge that it's hard not to lose control in front of such an
unfairness. Act like a child and you'll get childish replies.

|> Asking everyone to ignore Mr. Sinclap wouldn't do any good, as we all
|> know. Invariably, someone would be inable to maintain "radio silence" and
|> Mr. Sinclap would get the attention he so desperately craves.

It tried. One day I failed: it was too much.

|> Unfortunately for the rest of the people who read this newsgroup in
|> search of answers and information, the childish banter invariably drowns
|> out everything else, leaving nothing but net static behind.
|>

On the other hand, there is a great need of discussion in this newsgroup. If we
all were here to say "My Atari is good, I like it, everything is allright", this
group would lose most of its interest and fewer messages would be posted. Even
if we know that not everything's allright with Atari, we need people to discuss
the facts, to demontrate why Atari is not such a good choice (which Sinclair is
definitely unable to do).
But we don't need any child who posts Mac prices lists and Mac news, which are

totally irrelevant in this group, or things like "Atari sucks", "The Jaguar is a flop", "the number of units sold are: not many", "Apple has earned X $". This kind of posting has nothing informative for us, Atari users. This is how starts an infinite thread about printer prices. That's why we don't need Mr. Sinclair here.

Pascal.

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

1248. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-02 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950502114837.9495A-100000@PEAK.ORG>
Source record: 12799

On 2 May 1995, Pascal Roche wrote:

>
> |> What is the standard for business doesn't necessarily NOT make for a home
> |> computer. You know what makes for a home computer? SOFTWARE!!!!
> |> SOFTWARE!! SOFTWARE!!!! Care to dispute that? Care to dispute that
> |> these "business" computers have a lot of HOME software? Again, what is
> |> your point?
>
> Sorry, James, but this is not true, for the simple reason that software depends
> on hardware. I wish I had Doom on my Sun workstation. But it's not the lack of
> that kind of software that makes a Sun worksation not convenient to a home use:
> it's the hardware (and the OS) that makes programming of that software very
> difficult. Moreover, where could I plug my joystick in ?

Well, I was talking about the Intel computers - that is what Mr. Gavan
was knocking.... He calls them "business" computers and his contention
was that they aren't good in the home. He's still thinking like 1985.

> However, the PC, being ONE (not the only one) of the business standard, is
> also well suited for a home use. This has not always been the case. In the early
> 80's, the PC was mostly destinated to the business market, due to its price and
> its hardware: the lack of joystick port, the need for a monitor, the poor video
> resolution made it a bad choice as a home computer against Ataris, Commodores,
> Apples and so on, although those computers had less software (I forgot
> the little internal speaker: remember ? CROUIC ! BBBZZRRT ! CRRRRR !). But things
> changed and PCs got sound cards with joystick ports, prices dropped down, making
> it nearly a decent choice for both professional and home use (but not the best
> choice as a home computer OR a business computer), if you can cope with MS/DOS,
> Windows, and Intel programming, of course.

Exactly - 10 years ago, the Pee Cee SUCKED for a home computer. That's
what it seems a lot of proprietary Pee Cee haters have forgotten - old
reasoning from 10 years ago doesn't apply today. They have this "PC
hatred" in their blood for so many years that it has clouded their
judgement. They also still have "loyalty" in their blood to their
particular brand names....a very SILLY notion which clouds their
judgement even more.

I know that there are a lot of things that **DO** suck about the Pee Cee
- the memory juggling/TSRs/IRQs etc. Fortunatley, these only happen when
you add/change a peripheral. NOTE: THEY ARE EASY FOR ME (BOBR) BUT I
MAINTAIN THEY AREN'T EASY FOR LOTS OF HOME USERS...PERIOD. There's a lot
of knocking of MS-DOS and WindoZe, but with WindoZe you just point your
mouse like any other GUI and if you quit bitching, you'll find it can get
the job done.

If you're not a programmer, then you just open the software package, put the floppy or CD-ROM in and go to town...there's no "Intel-specific" woes for you to deal with - the software author has taken care of that. If you're a programmer and you want to tap the biggest software market (and it appears that many do), you learn to deal with the "Intel woes" that PC haters bitch about, or you write for a proprietary computer and sell a few copies of your software.

> |> If there's a time when a Power
> |> PC Macintosh meets all those criteria, this Pee Cee will go in the
> |> s*itbox with all my previous computers. I'm never showing "loyalty" to
> |> any computer platform or brand again. Let the hardware and software
> |> serve me, not vice-versa.
>
> I thought many Atari users were loyal to Atari. Maybe it's less true as each day
> goes by. Upgrading to a Falcon is not only a question of loyalty: it allows you
> to reuse a good number of ST software. And if you liked a computer, there's a
> good chance that you'll like its follow-up.

Well, I was for years. I still think that IN RETROSPECT, the ST was a *fantastic* computer....it was absolutely mahvelous. I used it for years. However, would upgrading to a Falcon have been loyal? Atari isn't even around as a computer maker, so how could I be loyal to a division of the company that doesn't exist? Also, while some of my old software would work, it sounded to me like MOST WOULDN'T. What software did I want that would work? Well, the OLD GAMES would be nice - but lots of games don't run on the Falcon. As I understand it, the applications software would be more successful, but my applications software was old and lacking by today's standards (1st Word, for instance). I wanted to get the word processor Papyrus, but it cost $179 from Toad. Hell, my ST wasn't worth $179. Hell (again), students were buying the COMPLETE MICROSOFT OFFICE for that same price at the bookstore...for their Pee Cees and Macs. Finally, the underpowered Falcon (by today's standards) cost SIGNIFICANTLY more than either a modern Mac or PC with many times the capabilities - and I'd still be in the same software dilemma that my Atari kept me in for years. I wanted (have now) an Epson Stylus Color printer. Would I find Falcon drivers in the box with the printer? NO! Are there Falcon drivers? WHO KNOWS! Would I need Falcon drivers for 1st Word and Papyrus? PROBABLY. Are they available? WHO KNOWS! PROB. NOT! I wanted to run some CD-ROMS for reference (games too) and I don't think there are enough Atari CD-ROMs to justify purchase of a CD-ROM drive for an Atari. They give them away (and CD-ROMS too) on the Pee Cee.

It just became TOO MUCH WORK to be an Atari user for me. It seemed I was the one who had to do the seeking for what I needed, and if I just cleared my head and went with one of the "enemy" computers, everything I could possibly want to do could be done (1) easier (2) better (3) for less money, and (4) be compatible with other computers.

I still say that the ST is a fine computer, and I don't mean to knock it. However, in 1995 I took a look at where the rest of the industry was

going and I say "If you can't beat 'em, join 'em." Now my computer serves as a slave to me once again, rather than vice-versa just so I could stay under a particular brand label with a Fuji on it.

James

1249. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May2.174513.42740@cobra.uni.edu>
Source record: 12800

In article <3o4bp3$olm@george.rutgers.edu>, trauth@george.rutgers.edu (Thomas Trauth) writes:
> sinclap2954@cobra.uni.edu writes:
>
> :In article <3nngom$2pg@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> :> sinclap2954@cobra.uni.edu writes:
> :>
> :>
> :> :Did I? Well Christopher, in my humble opinion is that the quality of inkjet is
> :> :as good. GET OVER IT!!
> :>
> :>
> :> You've just proven what we've all suspected all along:
> :> THAT YOU DON'T KNOW SH*T!!
>
> :Did you say shit? You are right I don't know the various kinds of shit..
>
> Not even the kind that comes out your own asshole?? ;-)

Eh?

>
> :>
> :> The output of my Epson ActionLaser 1500 is much sharper than that of my
> :> uncle's inkjet printer -- and in case you doubt the quality of my uncle's
> :> printer, IT WAS MADE BY APPLE!
> :>
> :> The problem with inkjets is they always smear a little. Lasers *don't*
> :> smear.
>
> :Mine does not smear, whats wrong with your uncle's?
>
> I'm sure it does smear very slightly. You just haven't noticed that
> because you haven't (carefully) compared the output of your inkjet
> with that of a laser. Inkjets <> Lasers -- GET OVER IT!!!
>

Exactly..Thats the point. You have to look carefuly, dah!

>
> BTW you have once again proven (to put it quite clearly) that
> YOU KNOW NOTHING!!!
>

Eh....

>
>
> * Tom
>
> PS: So when are you going to get a new account?
> I think they really miss you on r.g.v.atari. ;-)
>

I understand that Rutgers has a graduate program in Library Information and Systems. I may send Rutgers E-mail requesting the Rutgers bulletin and other goodies..

My other aacount may be from Rutgers, GET OVER IT!

>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1250. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-02 00:00:00 UTC
From: proche@isis
Message-ID: <3o5g0g$dsd@cosmos.imag.fr>
Source record: 12801

In article <Pine.SUN.3.91.950501154315.28242A-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
|> Here you go jumping off the deep end again in anti-Microsoft
|> fashion....calling me brainwashed; saying that I never buy anything that
|> has $100 million in advertising. Wherever do you get such off-the-wall
|> notions? I said I USE WORD BECAUSE IT'S COMPATIBLE WITH JUST ABOUT
|> EVERY OFFICE/SCHOOL COMPUTER THAT HAS A LAZER PRINTER IN FRONT OF IT!!!
|> I can mix text/graphics seemlessly, take it in to the school and print
|> out my lab reports on their $boucoup-thousand$ Laser printer.... It
|> beats using 1st Word (or any proprietary WP on a proprietary computer)
|> because I can do that easily. Period.

Agreed.

|> What is the standard for business doesn't necessarily NOT make for a home
|> computer. You know what makes for a home computer? SOFTWARE!!!!
|> SOFTWARE!! SOFTWARE!!!! Care to dispute that? Care to dispute that
|> these "business" computers have a lot of HOME software? Again, what is
|> your point?

Sorry, James, but this is not true, for the simple reason that software depends
on hardware. I wish I had Doom on my Sun workstation. But it's not the lack of
that kind of software that makes a Sun worksation not convenient to a home use:
it's the hardware (and the OS) that makes programming of that software very
difficult. Moreover, where could I plug my joystick in ?
However, the PC, being ONE (not the only one) of the business standard, is
also well suited for a home use. This has not always been the case. In the early
80's, the PC was mostly destinated to the business market, due to its price and
its hardware: the lack of joystick port, the need for a monitor, the poor video
resolution made it a bad choice as a home computer against Ataris, Commodores,
Apples and so on, although those computers had less software (I forgot
the little internal speaker: remember ? CROUIC ! BBBZZRRT ! CRRRRR !). But things
changed and PCs got sound cards with joystick ports, prices dropped down, making
it nearly a decent choice for both professional and home use (but not the best
choice as a home computer OR a business computer), if you can cope with MS/DOS,
Windows, and Intel programming, of course.

|>
|> You can't get any software for it, either. As a consumer, I don't give a
|> **** what the platform is; I am loyal to NOBODY (unlike some folks, it
|> seems) and I run (1) WHAT'S CHEAP, (2) WHAT'S READILY AVAILABLE, (3) WHAT
|> HAS SOFTWARE READILY AVAILABLE, (4) WHAT DOES WHAT I WANT IT TO DO WITH
|> THAT CHEAP, AVAILABLE HARDWARE AND SOFTWARE. From now on, I don't care
|> who makes it, what label you put on it. If there's a time when a Power
|> PC Macintosh meets all those criteria, this Pee Cee will go in the

|> s*itbox with all my previous computers. I'm never showing "loyalty" to
|> any computer platform or brand again. Let the hardware and software
|> serve me, not vice-versa.

I thought many Atari users were loyal to Atari. Maybe it's less true as each day goes by. Upgrading to a Falcon is not only a question of loyalty: it allows you to reuse a good number of ST software. And if you liked a computer, there's a good chance that you'll like its follow-up.

Farewell,
Pascal.

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

1251. Re: mouse-inventor?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-02 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950502193506.23484A-100000@PEAK.ORG>
Source record: 12802

On Mon, 1 May 1995, Phil Yeadon wrote:

> In article <3o1qgs$15pg@rover.ucs.ualberta.ca>
> klittlew@gpu.srv.ualberta.ca (Kurt Littlewood) said:-
>
> >does anyone know who invented the mouse pointing device?
> >thanks.
> >
>
> The mouse type pointing device and the majority of the WIMP interface
> basic concepts were developed by the Xerox company (yes the photo-copier
[SNIP!]

Ha ha. Nice interjections of your personal opinion there..."wimp." I disagree completely. Perhaps you like to make 14-20 keybangs to change into subdirectories that may or may not be nested....I rather think one bang of the mouse button is a better solution.

James

1252. Re: A Question To Posters

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May2.214413.42748@cobra.uni.edu>
Source record: 12803

In article <3nv6b6$rec@dockmaster.phantom.com>, steveg@phantom.com (Steve G.) writes:
> sinclap2954@cobra.uni.edu wrote:
> : It's advocacy, stupid! GET OVER IT!
>
> ADVOCACY: The act of pleading or arguing in favor of something, such as a
> cause, an idea, or a policy; active support.
>
> This in no way entails the sort of personal attacks, slander, and insults
> that you (and others) demonstratably force upon the readers in this
> newsgroup. You, sir, are the one at fault here.

Atari Advocacy in my newsreader is defined as defending and attacking atari computers. its natural for people to get personal in advocacy.

>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1253. FS:Digidesign Sound Tools for Mega ST

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-03 00:00:00 UTC
From: drichard@execpc.com
Message-ID: <3o6sfb$dct@homer.alpha.net>
Source record: 12804
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy

For Sale: Digidesign Sound Tools system for Atari Mega ST. Note, this system REQUIRES a Mega ST because the DSP board plugs directly onto the Mega ST's bus. I paid over $2000 for this system, and am asking $450 or best offer. It's in very good condition and comes with original manuals, etc. If you're unfamiliar with the system, here's what it does:

The Digidesign Sound Tools system is a hard disk digital audio recording, playback, and editing system. It can be used for mastering CD's, tapes, etc. or for editing digital audio. The system I'm selling consists of the following 3 components:

1) DAT I/O digital interface for doing direct digital audio I/O (entirely in digital domain) from DAT, Mini Disc, DCC, or a CD player that has digital output. It has both AES/EBU and S/P DIF ins/outs. This is a separate box with cable that plugs into the DSP processor described below.

2) The Sound Tools DSP, a Motorola 56001 DSP processor on a 'card' that plugs onto the Mega ST bus. This processor speeds up DSP functions, and allows things like realtime EQ during playback.

3) The Sound Designer II software. This is the software that drives the hardware described above. In addition to recording and playing back digital audio it includes cut and paste editing, scrub editing, EQ, waveform redraw, normalization, regions and playlists, fades and gain changes, smoothing, mixing of sound files, sample rate conversion, and time compression/expansion.

In addition to the components described above I also have final beta copies of the Digidesign MasterList software (For putting together a Master List of several songs with timing, blank space, etc. for a CD or tape).

If interested in this system please reply via Email to drichard@execpc.com.

Thanks,

Dean

1254. Re: A Question To Posters

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-03 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3o6khb$hc8@dockmaster.phantom.com>
Source record: 12805

Thomas Trauth (trauth@george.rutgers.edu) wrote:
: For once I think that Sinclap has made a good point.
: Advocacy groups were created specifically for bullshit - like the
: childish garbage regularly posted here. If one doesn't want to
: read bullshit, they should read regular newsgroups like c.s.a.st.

You equate "advocacy" with "bullshit"? Puh-leez.

1255. Why should I?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-03 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3o6l04$hc8@dockmaster.phantom.com>
Source record: 12806

After wading through the tons of bullshit childish messages that proliferate from the keyboards of some of the users here, I find myself questioning my efforts. Perhaps this newsgroup can actually come upon some beneficial words to assist me.

I have been in the process of setting up an Atari 8-bit specialty BBS. A place where 8-bit users can trade information, software...whatever. I've laid out the cash for everything except one or two key pieces - most notably, a Black Box (still looking for a seller at a good price) and an R-Time cartridge. Everything else - the phone line, the modem, etc - are in place.

But now I look at this newsgroup and think, why bother? If this newsgroup is a representation of the typical mentality of today's 8-bit Atari users, why would I want to become a part of it - indeed, a supporter of it? I see nearly nothing here of relevance or interest to the 8-bit community. I see lots of mudslinging, name calling, whining, and complaining, and then some people have the audacity to say that this is the type of behaviour that this newsgroup was created for. WRONG! Look up the definition of "advocacy" anywhere and you'll see nothing relating to the actions and deeds of Mr. Sinclap and His Crew.

So folks, you tell me: Is this the type of crap I'm going to see on my BBS? If so, why should I bother opening it? Nobody with an iota of sense or intelligence would want to participate or support in that sort of activity...right?

1256. Re: The End is...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-03 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3o6lfc$a3n@ccshst05.cs.uoguelph.ca>
Source record: 12807

: At the time of the Falcon release Atari had another console called the
: 'Panther', I think although I may be wrong that this was basically an
: enhanced ST(e). However the Falcon was superior, and the Panther was
: dropped.

The Panther was a 16/32 bit console that was superior to the
Genesis and SNES. Actually, the Jaguar and Panther were in development
simulaniously. When the Jaguar started progressing faster than expected,
Atari dropped the Panther in favour of the Jaguar. GamePlayers had some
Panther screenshots a few years ago.

>> Mark <<

1257. Re: A Question To Posters

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-03 00:00:00 UTC
From: proche@isis
Message-ID: <3o84if$c9t@imag.imag.fr>
Source record: 12808

In article <1995May2.214413.42748@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> In article <3nv6b6$rec@dockmaster.phantom.com>, steveg@phantom.com (Steve G.) writes:
|> > sinclap2954@cobra.uni.edu wrote:
|> > : It's advocacy, stupid! GET OVER IT!
|> >
|> > ADVOCACY: The act of pleading or arguing in favor of something, such as a
|> > cause, an idea, or a policy; active support.
|> >
|> > This in no way entails the sort of personal attacks, slander, and insults
|> > that you (and others) demonstratably force upon the readers in this
|> > newsgroup. You, sir, are the one at fault here.
|>
|> Atari Advocacy in my newsreader is defined as defending and attacking atari

Happy to see this: it's defined nor as "childishly defending and attacking Atari"
neither as "wasting people time with Pippin specs and Mac hardware prices posts".
Do you understand ?

|> computers. its natural for people to get personal in advocacy.

Particularly when we see too much stupidity, contradiction, nonsense and
irrelevance. Do you still understand, Peter ? Do I speak the right language ?

Pascal.

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

1258. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-03 00:00:00 UTC
From: proche@isis
Message-ID: <3o86ph$c9t@imag.imag.fr>
Source record: 12809

In article <Pine.SUN.3.91.950502114837.9495A-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
|> >
|> > Sorry, James, but this is not true, for the simple reason that software depends
|> > on hardware. I wish I had Doom on my Sun workstation. But it's not the lack of
|> > that kind of software that makes a Sun worksation not convenient to a home use:
|> > it's the hardware (and the OS) that makes programming of that software very
|> > difficult. Moreover, where could I plug my joystick in ?
|>
|>
|> Well, I was talking about the Intel computers - that is what Mr. Gavan
|> was knocking.... He calls them "business" computers and his contention
|> was that they aren't good in the home. He's still thinking like 1985.

Yes, I know you talked about Intel computers. But the problem is the same. And
IMO, today's PCs are better at home than at work.

|>
|> Exactly - 10 years ago, the Pee Cee SUCKED for a home computer. That's
|> what it seems a lot of proprietary Pee Cee haters have forgotten - old
|> reasoning from 10 years ago doesn't apply today. They have this "PC
|> hatred" in their blood for so many years that it has clouded their
|> judgement. They also still have "loyalty" in their blood to their
|> particular brand names....a very SILLY notion which clouds their
|> judgement even more.

Not only, as you must cope with MS/DOS limitations which have existed since...
Well, when was MS/DOS first released ?

|>
|> I know that there are a lot of things that **DO** suck about the Pee Cee
|> - the memory juggling/TSRs/IRQs etc. Fortunatley, these only happen when
|> you add/change a peripheral. NOTE: THEY ARE EASY FOR ME (BOBR) BUT I

You are lucky...

|> MAINTAIN THEY AREN'T EASY FOR LOTS OF HOME USERS...PERIOD. There's a lot
|> of knocking of MS-DOS and WindoZe, but with WindoZe you just point your
|> mouse like any other GUI and if you quit bitching, you'll find it can get
|> the job done.
|>
|> If you're not a programmer, then you just open the software package, put
|> the floppy or CD-ROM in and go to town...there's no "Intel-specific" woes
|> for you to deal with - the software author has taken care of that. If
|> you're a programmer and you want to tap the biggest software market (and
|> it appears that many do), you learn to deal with the "Intel woes" that PC

|> haters bitch about, or you write for a proprietary computer and sell a
|> few copies of your software.

Unfortunately, I AM a programmer... Nevertheless, I shouldn't complain too much:
the Intel-Windoze mess gives us work. If Windows was replaced with a simpler
system, maybe I would have no job... Thanks Microsoft, after all !

Pascal.

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

1259. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-03 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3o8r8t$dj4$2@mhadg.production.compuserve.com>
Source record: 12810

> I don't mean smearing in terms of gross wipes of ink across the page. Look
> at a straight line printed. you will notice that the edges are blurry &
> wobble a bit. That's smearing.

The dots are bigger than a laser's because it's physically impossible to create an ink droplet as small as a laser can focus. The effect you're talking about is caused by diffusion of the ink into the fibers of the paper, depending on the quality of the paper's surface.
The bottom line is that inkjet printers are very good, laser printers are better, but not by a truly significant amount for most uses.

I see that the Okidata OLE400 has dropped below $400 now, bringing more choices of laser quality closer to that "magical" $300 price level...

BobR

I have a HP DeskJet 520, and the effect of diffusion, even on cheap copier paper is almost undetectable. (I have to say "almost" because while I can't detect it on the output from my printer, I know it's there as part of the way the printer operates.)

With graphics and straight lines, yes.. you might be able to see it.

I seriously doubt most people could tell the difference on a page of text.

1260. Re: mouse-inventor?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-03 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <799528404_OASIS_@yeadontt.demon.co.uk>
Source record: 12811

In article <Pine.SUN.3.91.950502193506.23484A-100000@PEAK.ORG>
James Wood <jamesw@PEAK.ORG> said:-

>
>
>On Mon, 1 May 1995, Phil Yeadon wrote:
>
>> In article <3o1qgs$15pg@rover.ucs.ualberta.ca>
>> klittlew@gpu.srv.ualberta.ca (Kurt Littlewood) said:-
>>
>> >does anyone know who invented the mouse pointing device?
>> >thanks.
>> >
>>
>> The mouse type pointing device and the majority of the WIMP interface
>> basic concepts were developed by the Xerox company (yes the photo-copier
>[SNIP!]

What I actually said in full is:-

The mouse type pointing device and the majority of the WIMP interface
basic concepts were developed by the Xerox company (yes the photo-copier
people) an the late sixties/early seventies at their Paulo Alto research
centre. This info actually came to public attention towards the end of the
Apple/Microsoft legal wrangle over who 'owned' WIMP enviroments as a concept.
Neither of them won, I believe Xerox basically made the concept some kind of pu
lic domain 'idea'.

I am not saying that they actually invcented the 'mouse', they
probably used track balls or similar, but you know how James Burke always
liked to connect these things!

James then replied.
>
>Ha ha. Nice interjections of your personal opinion there..."wimp." I
>disagree completely. Perhaps you like to make 14-20 keybangs to change
>into subdirectories that may or may not be nested....I rather think one
>bang of the mouse button is a better solution.
>
>James

No somebody correct me if I am wrong, but nowhere in my posting do I
extoll the virtues of '14-20 keybangs to change into subdirectories'. And what
is this ..."wimp" comment.

I dispare sometimes, you answer a legitimate question with the facts as
you know them and somebody twists the facts!!!.
I suppose it is my own fault for posting into the advocacy newsgroup!!

--

==========

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/_/_/_/ _/ _/ _/_/_/_/ _/ _/_/_/_/

============ Phil Yeadon ===== phil@yeadontt.demon.co.uk ============

>

--

==========

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/_/_/_/ _/ _/ _/_/_/_/ _/ _/_/_/_/

============ Phil Yeadon ===== phil@yeadontt.demon.co.uk ============

1261. Re: A Question To Posters

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-03 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3o8qdh$dj4$1@mhadg.production.compuserve.com>
Source record: 12812

> Particularly when we see too much stupidity, contradiction, nonsense and
> irrelevance. Do you still understand, Peter ? Do I speak the right language
> ?

On the other hand, we have James Wood, who's done a complete flip-flop 180 degree turnaround and now is vigorously advocating the IBM (in the Atari newsgroup), and is using every means possible to bash the Macintosh (in the Atari newsgroup), Peter Sinclair, and now is bashing the Amiga (in the Atari newsgroup).

I haven't heard much about Atari out of him, except indirectly when he bashed the new Amiga company for trying to do the same things the C-Lab Falcon, Medusa and Eagle folks are trying to do in the Atari market.

So you see, it's not just Peter Sinclair who's stupid, contradictory, nonsensical and irrelevant...

I remember when this used to be an Atari advocacy group... now it's the "ibm.vs.macintosh.vs.amiga.vs.peter.sinclair.and.not.much.about.Atari" group.

As I said before... pretty amusing...

BobR

1262. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-04 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3oaerl$ds8@whitbeck.ncl.ac.uk>
Source record: 12813

In article <3o5g0g$dsd@cosmos.imag.fr>, proche@isis (Pascal Roche) writes:
|> Sorry, James, but this is not true, for the simple reason that software depends
|> on hardware. I wish I had Doom on my Sun workstation. But it's not the lack of

You CAN get Doom for the Sun Workstation - it took our network to a standstill
the day it was installed, 'coz everyone was playing it.

|> that kind of software that makes a Sun worksation not convenient to a home use:
|> it's the hardware (and the OS) that makes programming of that software very
|> difficult. Moreover, where could I plug my joystick in ?

Programming X software is easy, if you use the right tools - XForms for the sun,
and VXP for Motif. It's easier than doing GEM stuff to be honest.

|> I thought many Atari users were loyal to Atari. Maybe it's less true as each day
|> goes by. Upgrading to a Falcon is not only a question of loyalty: it allows you
|> to reuse a good number of ST software. And if you liked a computer, there's a
|> good chance that you'll like its follow-up.

Also, in day to day use the falcon is actually faster and more stable than a
mid range PC anyway. Don't flame on this one, I'm not saying that the hardware
is faster, what I'm saying is that the enviroment is faster than Windows by a
a wide margin. The PC world would have been better off with GEOS as the
windowing standard, as it gave much the same functionality as windows, but with
a freakish (for PC software) turn of speed and resource requirements that would
look more at home on your average Atari software.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

1263. Re: mouse-inventor?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-04 00:00:00 UTC
From: st39@bton.ac.uk
Message-ID: <D81yJJ.EKo@bton.ac.uk>
Source record: 12814

Phil Yeadon (phil@yeadontt.demon.co.uk) wrote:

: The mouse type pointing device and the majority of the WIMP interface
: basic concepts were developed by the Xerox company (yes the photo-copier
: people) an the late sixties/early seventies at their Paulo Alto research
: centre. This info actually came to public attention towards the end of the
: Apple/Microsoft legal wrangle over who 'owned' WIMP enviroments as a concept.
: Neither of them won, I believe Xerox basically made the concept some kind of pu
: lic domain 'idea'.

: I am not saying that they actually invcented the 'mouse', they
: probably used track balls or similar,

They *did* invent the mouse - I saw a picture of it in an old book once.
It was a big block with the two wheels, not the sort of thing that fits
nicely in your hand! :)

Stephen Ticehurst /\ BSc Computer Science Yr2
s.ticehurst@bton.ac.uk \/ University of Brighton
=-
Atari STe + Mag!x + Ease = a rather nice system :)
--

Stephen Ticehurst /\ BSc Computer Science Yr2
s.ticehurst@bton.ac.uk \/ University of Brighton
=-

1264. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-04 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3oa0ji$4ot@darkstar.UCSC.EDU>
Source record: 12815

In <1995May2.174513.42740@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>
>> I'm sure it does smear very slightly. You just haven't noticed that
>> because you haven't (carefully) compared the output of your inkjet
>> with that of a laser. Inkjets <> Lasers -- GET OVER IT!!!
>>

>Exactly..Thats the point. You have to look carefuly, dah!

No, YOU have to look carefully. THose of us who aren;t blinded by Apple Hype
can see the differnece fairly easily. It's like those 3d stereo things.
You cannot see it until you look at it the right way (or carefully enough)
then you cannot avoid seeing it after that. Or at least I guess so, I've
never put in the effort to make those stereograms out. :)

~Chris

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1265. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-04 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3oa0pm$4tj@darkstar.UCSC.EDU>
Source record: 12816

In <3o8r8t$dj4$2@mhadg.production.compuserve.com> BobR <76702.1466@CompuServe.COM> writes:

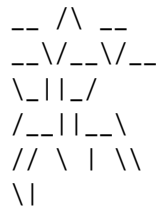
>I have a HP DeskJet 520, and the effect of diffusion, even on cheap copier
>paper is almost undetectable. (I have to say "almost" because while I
>can't detect it on the output from my printer, I know it's there as part
>of the way the printer operates.)

>With graphics and straight lines, yes.. you might be able to see it.

>I seriously doubt most people could tell the difference on a page of text.

I thought the same until I got a laser and started to compare. But then again,
most people cannot tell the difference between an en dash and an em dash, and
fewer still know how to use them properly. And many others don't know how to use
words like "they're" and "there" and "their" properly. Sure, it may be "good
enough for the masses" but some of us hold ourselves to higher standards.

~Chris

--


1266. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-04 00:00:00 UTC
From: proche@isis
Message-ID: <3oakau$ojc@imag.imag.fr>
Source record: 12817

In article <3oaerl$ds8@whitbeck.ncl.ac.uk>, "Craig. Graham" <Craig.Graham@ncl.ac.uk>
writes:
|> In article <3o5g0g$dsd@cosmos.imag.fr>, proche@isis (Pascal Roche) writes:
|> |> Sorry, James, but this is not true, for the simple reason that software depends
|> |> on hardware. I wish I had Doom on my Sun workstation. But it's not the lack of
|>
|> You CAN get Doom for the Sun Workstation - it took our network to a standstill
|> the day it was installed, 'coz everyone was playing it.

Well... OK. I'm amazed. That was a bad example then, if not a bad argument.
The question is to know if Sun workstations are well suited for that kind of
software. If so, maybe soon we'll have Sun workstations at home... If only they
could replace PCs...
And how about Doom on Sun ? Does it run fine ? Does it run under X ?

|>
|> Programming X software is easy, if you use the right tools - XForms for the sun,
|> and VXP for Motif. It's easier than doing GEM stuff to be honest.
|>

I guess those are toolboxes. I could say that GEM doesn't require any toolbox to
be used, but I must reckon that GEM looks simpler and less powerful than X (as I
never really programmed under X). Though, I talked about game software
programming, not specifically GUI programming.

Pascal.

+--+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+--+

1267. Atari Portfolio Info

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-04 00:00:00 UTC
From: 94cheunh@wave.scar.utoronto.ca
Message-ID: <D827sD.Jzv@wave.scar.utoronto.ca>
Source record: 12818

Can anyone tell me more about the Atari Portfolio such as what it comes with, its dimensions, its weight and what it can do software and hardware-wise.

Thanks.

Dave

1268. Re: Why should I?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-04 00:00:00 UTC
From: jonord@krynn.solace.mh.se
Message-ID: <jonord.799612450@krynn>
Source record: 12819

steveg@phantom.com (Steve G.) writes:

>So folks, you tell me: Is this the type of crap I'm going to see on my BBS?
>If so, why should I bother opening it? Nobody with an iota of sense or
>intelligence would want to participate or support in that sort of
>activity...right?

Well, there's a 8-bit Atari BBS running the way you will up in southern
Sweden and from what I know he don't have that problem. I think that you
should go ahead and put it up, if someone is annoying you you'll just
have to throw him out! ;)

/J

--
See you on the dark side of the moon...
/|\ Joakim Nordlander jonord@solace.mh.se

1269. Re: mouse-inventor?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-04 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950504141625.17375A-100000@PEAK.ORG>
Source record: 12820

On Wed, 3 May 1995, Phil Yeadon wrote:

>
> James then replied.
> >
> >Ha ha. Nice interjections of your personal opinion there..."wimp." I
> >disagree completely. Perhaps you like to make 14-20 keybangs to change
> >into subdirectories that may or may not be nested....I rather think one
> >bang of the mouse button is a better solution.
> >
> >James
>
> No somebody correct me if I am wrong, but nowhere in my posting do I
> extoll the virtues of '14-20 keybangs to change into subdirectories'. And what
> is this ..."wimp" comment.
>
> I dispare sometimes, you answer a legitimate question with the facts as
> you know them and somebody twists the facts!!!.
> I suppose it is my own fault for posting into the advocacy newsgroup!!

When you refer to the GUI as a "WIMP" interface, you certainly make yourself look like one of those "guys who are to 'macho' to use a mouse." We've all seen them before - GUI haters... they say GUIs are "for wimps." Perhaps if you meant "WIMP" to mean Windows Icons Menus and Pointers (as you said to me in E-mail), then you should define your acronym at the beginning of your post. I contend that "GUI" is a term used further and wider than "WIMP."

Instead of blowing all that hot air accusing me of twisting facts, and flooding the newsgroup with rhetorical questions about why you post here, you could have SIMPLY STATED THAT WHAT "WIMP" MEANS here on the net, and understood that it was interpreted by me as a derogatory term. Instead, you tell me in E-mail what WIMP means, then you come on this newsgroup and accuse me of distorting the facts. You could have EXPOSED the misunderstanding to all, defined "WIMP", and ended it... Instead you put on a show. I'd say your material belongs in the advocacy newsgroup....none other!

James

1270. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-04 00:00:00 UTC
From: IEEE!!!! <honge@creighton.edu>
Message-ID: <Pine.HPP.3.91.950504155123.17925A-100000@bluejay.creighton.edu>
Source record: 12821

```
>
> What a bunch of crap! The PC, the Mac, the SGI, Sun meet users need. I am
> sorry, but you can't fault the public for not considering the ST when
> it was not properly handled as well as the poor quality of apps. Its
> Atari's fault, stupid! Get over it! However, there is another choice,
> its called the AMIGA. Time will tell if the Amiga will do well.
>

I have owned Amiga 1000, and still got 500 and a 1200. My opinion of
Amigas? The GUI is a toy. The keyboard sucked (even on the 3000). I can
trash the os as easily as M$ Windoze. Verdict? Amigas are excellent game
machines.

**********************************************************************

_____________________________________________________________
/ | \
| H. Young | "If it's not a Sony, it's a |
| Biology '95 | darn good trick." |
| Creighton University | Darwin of Borg: |
| honge@creighton.edu | "Creationism is irrelevant. |
| (XYZ) 592-5944 | Evolution is inevitable. |
| No postage necessary | Resistance is futile. You |
| Save the trees! Eat the beavers! | will be assimilated." |
\_____________________________________________________________/
```

1271. Re: A Question To Posters

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-04 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950504184504.15072B-100000@PEAK.ORG>
Source record: 12822

On 3 May 1995, BobR wrote:

> > Particularly when we see too much stupidity, contradiction, nonsense and
> > irrelevance. Do you still understand, Peter ? Do I speak the right language
> > ?
>
> On the other hand, we have James Wood, who's done a complete flip-flop
> 180 degree turnaround and now is vigorously advocating the IBM
> (in the Atari newsgroup), and is using every means possible to bash the
> Macintosh (in the Atari newsgroup), Peter Sinclair, and now is bashing
> the Amiga (in the Atari newsgroup).

I was waiting for you to go off in this direction, BobR. No, I haven't "done a complete flip-flop".... No, I am not "using every means possible to bash the Macintosh."

I still maintain that the IBM has its problems. Only YOU with your "all or nothing, I'm BOBR and I'm correct" attitude could see it that way. Perhaps I should feed my text to you in little bites so you can digest the information without producing misinformation.

1st bite: The Atari ST is a fine machine. For all the things I used it for - light word processing, simple games, getting on the net in TEXT mode, it was great!! It is easier to use than the PC. It is far more efficient in terms of how it utilizes the hardware and software. For a "complete flip-flop" I would have to renege on that, and I do not.

2nd bite: It became harder for my non-expanded ST to do the kinds of things I wanted to do with the word processor. I wanted color and graphics in my documents. I could not do this with my 520ST.

3rd bite: I needed to either upgrade my RAM and TOS, or get a Falcon. I couldn't find anyone ANYWHERE who would do this reasonably, and I couldn't justify paying $300 plus mailing my ST across the nation to get 4Mb. Likewise, I couldn't justify $800 for a minimum Falcon, because I'd soon spend double that when I got more RAM, HD, 32Mhz, etc.

4th bite: Papyrus was the word processor I would have needed, but it cost $180 from TOAD. The complete Microsoft Office for the PC cost that much. I didn't even want to spend that much when all I needed was a WP sort of like Microsoft Works, which is free with many PCs.

5th bite: I figured that since I would be upgrading to at least Falcon class performance, I'd like to get on the WWW too. I couldn't even find a WWW browser like Mosaic for the Atari at all.

6th bite: I couldn't find ANY way to get an Epson Stylus Color printer driver for a ST or Falcon, nobody I asked when I called the long-distance Atari store knew ANYTHING about it.

7th bite: I decided that to overcome all of these problems, I would have to spend thousands on a Falcon, HD, RAM, 32Mhz upgrade, Papyrus, and hire a team of programmers to develop a printer driver for the Epson Stylus Color and a WWW browser. I'd be doing this simply to "stay with the Atari name", and likely have a system with near-zero resale value, despite what it cost me.

8th bite: It dawned on me that it would be easier and more economical to forget brand name loyalty in computers and take a look at the computers that ALREADY CAN DO the things I want in terms of hardware **AND** software. This lead me to look at the Mac and PC. Since the Falcon won't run most of the ST games I had anyway, I couldn't slight the PC and Mac from a personal viewpoint for not being able to run my existing software, since it appeared NO platform would. Furthermore, since there is hardly any new Falcon software/games coming out, what would I be missing if I didn't get a Falcon?

9th bite: I wanted the cheapest system that would meet my needs, and the one with the most software available. Although the Mac would likely do the things I wanted and prices for the Mac are a lot more competitive than they used to be, I still found the PC to be cheaper, and I found the **VAST** software base to be attractive. I like all the gadgets (flight yokes, etc) and although there are joysticks/etc for the Mac, there are fewer and they come out later.

10th bite: I went to Office Max and found a Leading Edge 486/66 with 8MB/420MB, 1MB SVGA, double-speed CD-ROM, 16-bit sound, 14.4 Faxmodem, speakers, (etc.etc.) for $999 and it came with MS Works and tons of software. It was only a little more than a stripped-out no-HD no-CDROM no-modem no-Papyus Falcon.

11th bite: I looked 10 feet to the left and saw the Epson Stylus Color with all drivers included for a PC **OR** Mac. I bought one; no need to hire a team of programmers after all.

Final comments:

Although I went with the PC, I ***BY NO MEANS*** find it to be a perfect solution. I feel in NO WAY bound to the platform. The only reason I didn't pick a Macintosh is because it wasn't cheaper, and there aren't as many little gadgets to plug in, there is less software. Perhipherals are a little more scarce, etc. If things change in the

future - if I can get a Power Mac for less than a '686 - and if I find Power Mac software in places like K-mart, Costco, Target, Wal Mart as frequently and in as much abundance as PC software is now, and if there are THOUSANDS of people making cards/etc for it - then I will get a Power Mac.

In order to do the things I need to do with my Atari wasn't even possible - it wasn't an option. I could come as close as possible, but it would have cost me TONS more and there'd be no resale value. When I finish with this Pee Cee, some fool will take it off my hands. Does this mean I flip-flopped? Flip-flopped from what? Do I Atari-bash? Have I called the ST names? No....I don't recall that. Have I flip-flopped from my position of thinking certain things about the Pee Cee SUCK? Nope...I still think those things suck. I think IRQ conflicts SUCK. I think segmented memory SUCKS. I think loading a half-dozen TSRs SUCKS. I think juggling memory in an 8MB machine so I can get 640K free TOTALLY SUCKS. Do you think I'm afraid to say those things just beacause I use a PC? You're wrong....I haven't "totally flip flopped." I never said that a PC wasn't worth having during ANY of our arguements. I still stand by the things that I said about the ST - it still works, it still serves in many ways.... I can't help it if my needs moved just beyond what my ST could do, and I can't help it that the Falcon just isn't economical. I won't stand for people saying that the ST is as difficult to use as a PC (as you so naively implied) - because the fact is now I have to dick around with AUTOEXEC.BAT and CONFIG.SYS and I didn't even have those on the ST - I'll miss that.

I don't believe myself to be perfect. I don't believe my computer to be perfect. I don't believe my car to be perfect. I don't believe anything to be perfect. Yet, I use those things. I will defend my stuff to a point, however....like when I use an ST and someone tells me that it us just as easy to use a PC (like YOU), or when I drive a Porsche and someone tells me that a Dodge Neon is a better car for less money... I won't stand for mistruths, but that doesn't mean that I have to believe my stuff is perfect. You, BobR, on the other hand.... You use a PC, and you won't stand to have someone criticize AUTOEXEC.BAT, CONFIG.SYS, memory juggling, IRQ conflicts...etc.....because YOU use them. Well, to everyone else: I use them to, and they DO SUCK. THis doesn't mean I find them difficult to deal with personally, but I still think they suck. Despite all the things that suck, my PC met the criteria for purchase, which is why, in all its imperfectness, it is sitting on my imperfect desk. Enjoy your perfect world, BobR.

James

1272. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-04 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May4.224329.42868@cobra.uni.edu>
Source record: 12823

In article <3oa0ji$4ot@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <1995May2.174513.42740@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>>
>>> I'm sure it does smear very slightly. You just haven't noticed that
>>> because you haven't (carefully) compared the output of your inkjet
>>> with that of a laser. Inkjets <> Lasers -- GET OVER IT!!!
>>>
>
>>Exactly..Thats the point. You have to look carefuly, dah!
>
> No, YOU have to look carefully. THose of us who aren;t blinded by Apple Hype
> can see the differnece fairly easily. It's like those 3d stereo things.
> You cannot see it until you look at it the right way (or carefully enough)
> then you cannot avoid seeing it after that. Or at least I guess so, I've
> never put in the effort to make those stereograms out. :)

Exactly, you have to look carefully. Excuse me what does it matter if it is an Apple StyleWriter, it's not hype. Than again you hype anything Atari does. I recently handed in a Research Pathfinder that looked marvelous as far as styles of text and my Prof did not look at it carefully.

Chris, you are just spewing for nothing because you are mad because the Mac stomped the ST and Atari silly.

>
> ~Chris
>
>
>
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1273. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-04 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May4.224522.42869@cobra.uni.edu>
Source record: 12824

In article <3oa0pm$4tj@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <3o8r8t$dj4$2@mhadg.production.compuserve.com> BobR <76702.1466@CompuServe.COM> writes:
>
>>I have a HP DeskJet 520, and the effect of diffusion, even on cheap copier
>>paper is almost undetectable. (I have to say "almost" because while I
>>can't detect it on the output from my printer, I know it's there as part
>>of the way the printer operates.)
>
>>With graphics and straight lines, yes.. you might be able to see it.
>
>>I seriously doubt most people could tell the difference on a page of text.
>
> I thought the same until I got a laser and started to compare. But then again,
> most people cannot tell the difference between an en dash and an em dash, and
> fewer still know how to use them properly. And many others don't know how to use
> words like "they're" and "there" and "their" properly. Sure, it may be "good
> enough for the masses" but some of us hold ourselves to higher standards.

Higher standards? If you practised in what you preached, you would have bought
an 3do instead of the Jagflop.

>
> ~Chris
>
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

1274. Re: A Question To Posters

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-04 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May4.225735.42870@cobra.uni.edu>
Source record: 12825

In article <3o84if$c9t@imag.imag.fr>, proche@isis (Pascal Roche) writes:
> In article <1995May2.214413.42748@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> |> In article <3nv6b6$rec@dockmaster.phantom.com>, steveg@phantom.com (Steve G.) writes:
> |> > sinclap2954@cobra.uni.edu wrote:
> |> > : It's advocacy, stupid! GET OVER IT!
> |> >
> |> > ADVOCACY: The act of pleading or arguing in favor of something, such as a
> |> > cause, an idea, or a policy; active support.
> |> >
> |> > This in no way entails the sort of personal attacks, slander, and insults
> |> > that you (and others) demonstratably force upon the readers in this
> |> > newsgroup. You, sir, are the one at fault here.
> |>
> |> Atari Advocacy in my newsreader is defined as defending and attacking atari
>
> Happy to see this: it's defined nor as "childishly defending and attacking Atari"
> neither as "wasting people time with Pippin specs and Mac hardware prices posts".
> Do you understand ?

Oui..Wasting people's time. Without the pointless debates, Atari Advocacy
would be dead..

>
> |> computers. its natural for people to get personal in advocacy.
>
> Particularly when we see too much stupidity, contradiction, nonsense and
> irrelevance. Do you still understand, Peter ? Do I speak the right language ?

Oui...Now back to the Amiga. So sports fans, what do you think of the Amiga in
the hands of Escom. Can the new owners bring out an 020 Amiga 1200 and 030
Amiga 4000 that will do well or just the 040 Amiga as their flagship until new
Risc ones are out?

Escom needs to manufacture and price the A4000 at around $1500 for a complete
system. If Escom can do that, Video Toaster sales will go through the roof. I
would even buy one..

>
> Pascal.
>
> +---+
> |Pascal Roche | She said "A sweet sweet man like you,|
> |Equipe SHOOD | What can I do for you ?" |
> |ENSGI, 46 avenue Felix Viallet | I said "A sweet sweet man like me, |
> |38031 Grenoble Cedex 1, France | I can only bring you the misery." |
> |e-mail: Pascal.Roche@imag.fr | Tindersticks |

> |Tel: 76-57-43-22 | |
> +---+

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1275. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-05 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3od6bp$ijc@paul.rutgers.edu>
Source record: 12826

BobR <76702.1466@CompuServe.COM> writes:

:> I recall that he said "You can get a laser printer for the Mac for less
:> than $300."

:Interesting that you put quotes around that line.. you must be VERY sure
:that's EXACTLY what he said. That's not the way I remember it.

But that is the way I (and just about everyone else in this newsgroup)
remembers it. In any case, I trust my memory more than I do yours,
especially after reading some of your posts. And even if he didn't
say it exactly like that (and he did), he certainly meant it since he
cited two inkjet models as examples of $300 "laser" printers.

:> Looks like you're an idiot.

:Looks like you're an Atari Bully Boy who's never wrong, right?

No, I've made my share of mistakes (like bothering to read your posts).
I already admitted that my statement that "there are no $300 laser
printers" was wrong. What I have been arguing is that that is a moot
point since Pete wasn't referring to laser printers.

:> Mind disclosing your true identity, Bob? At least Sinclap has the courtesy
:> of posting his garbage under his real name.

:No problem.. my name's Bob...

That's real informative!!!! <much sarcasm>

But this is better:

:My name is Bob Retelle, I'm a Sysop in the CompuServe Atari Computing
:Forum and the Atari Gaming Forum...

Thanks for finally being being a real man and disclosing your true
identity. What I'd like to know is why the hell are you an Atari
sysop when you hate Atari so much!? And why the hell are you sticking
up for Atari-group net-pest #1 (Sinclap)?

:I won't bother with the rest of my "credentials", but you might say I know
:a bit about Atari and Atari computers.

Good, because your credentials don't seem to be that good.

:What ANY of the garbage I've been seeing on "atari".advocacy recently has
:to do with Atari is beyond me...)

It is ADVOCACY, what do you expect?

:BobR

* Tom

1276. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-05 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3od6jq$imm@paul.rutgers.edu>
Source record: 12827

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

:In <3nngom$2pg@paul.rutgers.edu> trauth@paul.rutgers.edu (Thomas Trauth) writes:

:>The output of my Epson ActionLaser 1500 is much sharper than that of my
:>uncle's inkjet printer -- and in case you doubt the quality of my uncle's
:>printer, IT WAS MADE BY APPLE!

:>The problem with inkjets is they always smear a little. Lasers *don't*
:>smear.

:If you use special paper, an inkjet can come really close to a laser. It

True, but that paper - as has been noted - is expensive. It is probably
cheaper in the long run to just get a laser printer than to get an inkjet
and use pricy special paper for it (or at least that would be the case if
you make many print outs that have to look good).

:also helps if you have good drivers. The windows driver for my BJ-200 is
:absolutely awful. They try to do "fast" output which increases the smearing.
:The SpeedoGDOS drivers work slower, but the output is much better.

:That's why I have a laser on my PC and the bubblejet on my Falcon.

: ~Chris

:>* Tom

* Tom

1277. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-05 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3od70c$ir6@paul.rutgers.edu>
Source record: 12828

sinclap2954@cobra.uni.edu writes:

:> PS: So when are you going to get a new account?
:> I think they really miss you on r.g.v.atari. ;-)
:>

:I understand that Rutgers has a graduate program in Library Information and
:Systems. I may send Rutgers E-mail requesting the Rutgers bulletin and other
:goodies..

:My other aacount may be from Rutgers, GET OVER IT!

You must be pretty desparate if you're resorting to getting an account
at a site over 1000 miles away from you. To access Rutgers accounts,
you have to dial one of their numbers - all of which are NJ numbers of
course. So if you do go ahead and get a Rutgers account (not that I
think Rutgers will grant you one) you will get one helluva phone bill.

Later, Mr. Tosspot-Wanker

* Tom

1278. Re: A Question To Posters

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-05 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950505025431.20852B-100000@PEAK.ORG>
Source record: 12829

On 4 May 1995 sinclap2954@cobra.uni.edu wrote:

> Oui...Now back to the Amiga. So sports fans, what do you think of the Amiga in
> the hands of Escom. Can the new owners bring out an 020 Amiga 1200 and 030
> Amiga 4000 that will do well or just the 040 Amiga as their flagship until new
> Risc ones are out?

Amiga wouldn't have gone tits up to begin with if the market hadn't dried
up. Why would anyone waste their time on proprietary machines, much less
020 or 030? An 030 was cool in 1990! Pretty soon the 040 Macs will all
be history.

I can't see anyone wasting the R&D on a proprietary Amiga RISC computer.
Hell, they'd be dumb to go with anything but a Power PC chip for RISC,
and they'd be dumb not to adhere to the PReP standards if they go with
the Power PC..... So basically, what the "new Amiga" would have to be is
a Power Mac clone.... What would be Amiga about it? I contend that
any attribute that "made it an Amiga" would simply be a step in a
proprietary direction. There's simply no room in the **MAINSTREAM** PC
market for more than a couple of standards. That goes without being
said, as Atari quit and AMiga went belly-up already. I wonder what
magic tricks Escom must be planning; they'll certainly need magic to
shoulder their way in on the PC/MACs. When/if MAC clones become more
prevalent, the situation will intensify, competition between Mac clone
makers will drive MAC prices down. Competition between PC clone markets
and MAC clone markets will drive clone prices of both platforms down.
How is AMiga going to compete with its proprietary designe when Taiwanese
factories are cranking out "once size fits all" motherboards full tilt,
which go to hundreds of vendors? If the Mac market endures, they'll be
cranking those out too.

> Escom needs to manufacture and price the A4000 at around $1500 for a complete
> system. If Escom can do that, Video Toaster sales will go through the roof. I
> would even buy one..

Whatever it is that the Video Toaster does, I'm sure the technology can
be implemented on a "non-proprietary" computer. Sales of *THAT* would go
through the roof. $1500 for an A4000? I don't think it would sell when
you can get a Pentium for that. I wouldn't pay more for an A4000 (in any
form) than I would an Atari Jaguar....because I'd use them for much the
same thing, and their both sort of like "proprietary little computers."
Fact is, the Jag is 1/10th of the $1500 and I can afford to throw it away
when it becomes obsolete.

James

1279. Re: A Question To Posters

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-05 00:00:00 UTC
From: proche@isis
Message-ID: <3odg1r$g7o@imag.imag.fr>
Source record: 12830

In article <1995May4.225735.42870@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> In article <3o84if$c9t@imag.imag.fr>, proche@isis (Pascal Roche) writes:
|> >
|> > Happy to see this: it's defined nor as "childishly defending and attacking Atari"
|> > neither as "wasting people time with Pippin specs and Mac hardware prices posts".
|> > Do you understand ?
|>
|> Oui..Wasting people's time. Without the pointless debates, Atari Advocacy
|> would be dead..
|>

It looks like the group carried on very well without you. More interesting things were said during your too short absence. Note that I don't say that you're not important here: you're as useful as a tiny mosquito.

|> > Particularly when we see too much stupidity, contradiction, nonsense and
|> > irrelevance. Do you still understand, Peter ? Do I speak the right language ?
|>
|> Oui...Now back to the Amiga. So sports fans, what do you think of the Amiga in
|> the hands of Escom. Can the new owners bring out an 020 Amiga 1200 and 030
|> Amiga 4000 that will do well or just the 040 Amiga as their flagship until new
|> Risc ones are out?
|>
|> Escom needs to manufacture and price the A4000 at around $1500 for a complete
|> system. If Escom can do that, Video Toaster sales will go through the roof. I
|> would even buy one..
|>

I don't believe it ! ...looks like i'm fighting for a lost cause...
Then, to answer the questions, I'll just say that competion is good in either way. A world with PC, Mac, Amiga (and maybe Falcon) is far better than a world with only PC and Mac.

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

1280. Re: mouse-inventor?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-05 00:00:00 UTC
From: E.A.Kendrick@bradford.ac.uk
Message-ID: <1995May5.191327.20123@bradford.ac.uk>
Source record: 12831

Kurt Littlewood (klittlew@gpu.srv.ualberta.ca) wrote:
> does anyone know who invented the mouse pointing device?
> thanks.

There was an article on this in "Computer Shopper" just a few issues back ("Great people in computer history" or something). I'll dig it out and post some details if anyone is interested - you may have to email me to remind me - this isn't my normal newsgroup and I forget things 8-)

TTFN

Eric Kendrick

PS I think the guy invented the GUI as well, so it sounds like he was working for XEROX.

--
---------------------------------- /==\ ----------------------------------
Eric Kendrick //_ \\ Bob, note the blackboard. Yep,
Email : e.a.kendrick@bradford.ac.uk \\\\// curiosity killed these cats.
---------------------------------- \=_/ ----------------------------------

1281. Re: I serious question for mr. sinclap

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-06 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May6.223535.42940@cobra.uni.edu>
Source record: 12737

In article <Pine.SUN.3.91.950506180330.4865B-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
>
>
> On 6 May 1995, Thomas Trauth wrote:
>
>> Thanks in advance for the info. Please respond via e-mail so as not to
>> clutter up this group.
>
>> PS: To everyone else - Sorry for wasting bandwidth with this totally
>> un-Atari-related question. I will remember to use e-mail next time.
>
>
>
> Actually, I'd just as soon see this information too. True, it's not
> necessarily an Atari-related question in the direct sense, but this is an
> advocacy newsgroup and as a recent Atari user, I myself would be
> interested in seeing where current Atari users upgrade too. Since there
> are no new Atari computers and Atari users have to go somewhere, I find
> it relevant to discuss the other platforms in this newsgroup, to a
> certain extent.

You asked for it..

Tentative dates that have been floating for the new PowerMacs...

May 15

-Performa 5200(aka LC5200)
-Powermac 6200(Crusader):630 case, PPC 603. The rumor price is around
$1300(w/cdrom?)

June 19 or 26

-Tsuanami(?): the first 604 PCI Mac

July or August

-TnT
-Nitro

August 28

-PowerBook PC 2000 and 5000 series
-PowerBook 190

September and beyond

-Cataylist
-Alchemy

There you have it..

>
> James
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1282. Falcon Developers List

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-06 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3ofq07$gsc@dux.dundee.ac.uk>
Source record: 12738
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

The is now availble via WWW on

http://www.mcs.dundee.ac.uk:8080/~rmccall/fdl.html

It also contains some information regarding programs which run on the
Falcon and ST.

If you subscribe to the Falcon Owners List, you will get this sent
automatically.

Rod McCall

Falcon Lists Co-Ordinator

--
If you've got a problem and the A-Team can't help...

Robert McCall : Dept of Maths & Computer Science, Dundee Univ.
"The Equaliser"
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)

1283. Re: A Question To Posters

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-06 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3ogcg9$9ov@paul.rutgers.edu>
Source record: 12832

steveg@phantom.com (Steve G.) writes:

:Thomas Trauth (trauth@george.rutgers.edu) wrote:
:: For once I think that Sinclap has made a good point.
:: Advocacy groups were created specifically for bullshit - like the
:: childish garbage regularly posted here. If one doesn't want to
:: read bullshit, they should read regular newsgroups like c.s.a.st.

:You equate "advocacy" with "bullshit"? Puh-leez.

Well, I read most of the c.s. advocacy groups, and from what I have
read in them (especially this one) that is the conclusion that I have
come to: That advocacy groups are for bullshit. And they are. The
reason why they were created was to keep all the flame wars and garbage
off serious groups, like c.s.atari.st, c.s.powerpc, and r.g.v.atari
(though it hasn't worked out in the case of r.g.v.atari). In fact, I
read once in c.s.amiga.advocacy that that group was created specifically
to keep Marc Barrett (the #1 Amiga newsgroup troll) out of the rest
of the c.s.amiga hierarchy. So, yes, advocacy (on usenet at least)
is pretty much equivalent to bullshit.

Not that that makes all of Peter Sinflop's garbage acceptable. Even
in .advocacy one shouldn't waste bandwidth by quoting 50 lines of text
(totally unedited) and only adding one or two childish half-liners.
The out-and-out slander that he regularly employs to put down everyone
on the Net whom he dislikes is also totally unacceptable (he loves
to call people racists and homos).

But there is nothing wrong with saying that "Atari sucks" or even "The
Mac kicks Atari's Ass" on advocacy (though it's prefered that you present
facts and figures to back up such claims, something Sinflop never does).

If you want any REAL information about Atari and its computers, I would
recommend c.s.atari.st or one of the other (real) newsgroups in the
Atari hierarchy. If you want real information about the Jag you are
out of luck since r.g.v.atari, thanks to Sinflop, Willbill, and a bunch
of other jerks, has degenerated to the .advocacy level.

* Tom

1284. I serious question for mr. sinclap

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-06 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3ogdo4$ag1@paul.rutgers.edu>
Source record: 12833

What is the current tentative release date of the new 604-based Power Macs (I know you know this)? I plan one purchasing a 75-MHz Pentium clone (soon!), but don't want to do so until Apple releases their new Power Macs. I know the tentative release date a month ago was May something, but I haven't kept up to date on PowerPC stuff the last few weeks due to a heavy work load. And knowing how the computer industry works, I'm pretty sure the release date has slipped since them.

So what models will be released on what dates?
Also, when is Copland supposed to be out now? 1997? Just curious.

Thanks in advance for the info. Please respond via e-mail so as not to clutter up this group.

* Tom

PS: To everyone else - Sorry for wasting bandwidth with this totally un-Atari-related question. I will remember to use e-mail next time.

1285. Re: You folks...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-06 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950506175507.4865A-100000@PEAK.ORG>
Source record: 12834

On 6 May 1995, Steve G. wrote:

>
> The majority of you folks are really, really pathetic. Not because of

That's your opinion....nothing more, nothing less. What makes you think your opinion carries any weight with any of us, that we care at all? I think YOU are pathetic.... IF you want out of this newsgroup, just delete it from your newsreader and spare us all the preaching. If I felt the way you did, I wouldn't even waste me time calling "the majority of us folks" pathetic....I'd just leave and not worry about it.

> your vested interest/enthusiasm in Atari, but simply because the scope of
> this newsgroup has surpassed you. Mr. Sinclap has you all eating out of
> the palm of his hand.

The scope of this newsgroup is very loosely defined and not at all enforced. Who are you to call judgement upon it? I don't eat of of Sinflop's hand.... I post here because, frankly, it's fun to take on some of the users.... I agree some are hopeless, but this is a form of crude entertainment for me. When it ceases to be, I'll be out of here too. However, I won't try to be as "dramatic" about it as Steve.

>
> I suggest a name change for this newsgroup: comp.sys.atari.not
>
> That's a very serious suggestion, btw. No sarcasm intended.

Somehow I won't be surprised if the name of the newsgroup does NOT change; I think your suggestion has gone to waste. I'd suggest saving your suggestions for situations in which someone (anyone) gives a DAMN about them....such is not the case here.

>
> Adieu, folks. I'd like to say that it's been fun, informative,
> entertaining, enlightening, or at least generally positive, but I can't.
> It's been pathetic, worthless, futile, annoying, presumptuous,
> misleading, and completely negative. Congratulations on extending the
> legacy of Atari computing.

Adieu Steve.... I'd like to say that YOU have been fun, informative, entertaining, enlightening, or at least something generally positive....but I can't. You're the biggest BITCH I've ever seen in this newsgroup. Congrats for accomplishing nothing while you were here, and good luck on your absence from this newsgroup. Sorry if you won't be missed... Ha ha ha.

>
> I'm outta here.

Good riddance!

1286. You folks...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-06 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3oer8d$7b5@dockmaster.phantom.com>
Source record: 12835

The majority of you folks are really, really pathetic. Not because of your vested interest/enthusiasm in Atari, but simply because the scope of this newsgroup has surpassed you. Mr. Sinclap has you all eating out of the palm of his hand.

I suggest a name change for this newsgroup: comp.sys.atari.not

That's a very serious suggestion, btw. No sarcasm intended.

Adieu, folks. I'd like to say that it's been fun, informative, entertaining, enlightening, or at least generally positive, but I can't. It's been pathetic, worthless, futile, annoying, presumptuous, misleading, and completely negative. Congratulations on extending the legacy of Atari computing.

I'm outta here.

1287. Re: I serious question for mr. sinclap

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-06 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950506180330.4865B-100000@PEAK.ORG>
Source record: 12836

On 6 May 1995, Thomas Trauth wrote:

> Thanks in advance for the info. Please respond via e-mail so as not to
> clutter up this group.

> PS: To everyone else - Sorry for wasting bandwidth with this totally
> un-Atari-related question. I will remember to use e-mail next time.

Actually, I'd just as soon see this information too. True, it's not necessarily an Atari-related question in the direct sense, but this is an advocacy newsgroup and as a recent Atari user, I myself would be interested in seeing where current Atari users upgrade too. Since there are no new Atari computers and Atari users have to go somewhere, I find it relevant to discuss the other platforms in this newsgroup, to a certain extent.

James

1288. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-08 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3okli6qac1@mhadf.production.compuserve.com>
Source record: 12739

> It worthg noting that during the early years of Microsoft it was infact C=
> that helped to keep him afloat.

Interesting isn't it, how fate twists and turns...

If Digital Research had gone ahead and written the Disk Operating System for the new IBM Personal Computer as IBM had wanted, instead of deciding to stick with their own CP/M operating system, things would be VERY different today..!

BobR

1289. Re: A Question To Posters

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-08 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3oknqbqac2@mhadf.production.compuserve.com>
Source record: 12740

> No, I haven't "done a complete flip-flop"....

Oh really..? If you knew how to read, you'd be able to tell what I was talking about... guess I still have to put it in little words, or maybe you can find someone to read it to you out loud.

You were the one who practically peed his pants when I dared to suggest that a PC is not as difficult to use as YOU said it was. (I never said it was perfect, or didn't have any problems.. you made that up in your own little head).

Now, in a frantic attempt to bash the Macintosh, you've suddenly done a double back flip, triple toe-axel, loop the loop flip flop and are wasting volumes of Atari newsgroup space telling everyone how great the IBM is, and how much space stores devote to its software (like we didn't all already know that) compared to the shelf space devoted to Macintosh software. You've also gone on at length about how great IBM games are in comparison to Macintosh games. You've declared the Macintosh dead because it's not a "standard" system, unlike the IBM (which up until recently you were spewing volumes about how bad THAT was).

> No, I am not "using every means possible to bash the Macintosh.

Sure sounds like it to me.

>Do I Atari-bash? Have I called the ST names?

Nope.. and if you knew how to read, you'd know I never said you did.

What I DID say was that you haven't uttered the word "Atari" in this newsgroup in a long time. Instead you've been using the Atari.advocacy group to bash IBM, Macintosh, Peter Sinclair, me, and now Amiga.

Here's where we get to the good part:

> The Atari ST is a fine machine. For all the things I used it for
^^^^ (past tense)

> light word processing, simple games, getting on the net in TEXT mode, it
> was great!!
^^^ (past tense)

I see,,, so you're now a "former Atari user".

> I went to Office Max and found a Leading Edge 486/66

Great... sounds like a nice system. Have fun with it.

I guess that means we can look forward to your finding a more appropriate newsgroup to post your IBM, Macintosh, Amiga, etc.. bashing in.

See you around... stop by in the Atari world now and then.. oh.. and see if you can find an alt.reading.remedial newsgroup while you're looking for a new home for you and your Leading Edge...

Bye..!

BobR

1290. Re: mouse-inventor?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-08 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3okoh9qac3@mhadf.production.compuserve.com>
Source record: 12741

> I dispare sometimes, you answer a legitimate question with the facts
as
> you know them and somebody twists the facts!!!.
> I suppose it is my own fault for posting into the advocacy newsgroup!

No, it's just that some people have trouble with reading and reading
comprehension, and tend to over-react to anything they don't understand.

The term "WIMP" used to be very well known, long before the term "GUI" was
ever used. I almost fell off my chair laughing when I read that response
to your message..!

It was actually good to see an answer to a legitimate question in this
newsgroup for a change.. thanks, and keep it up..!

BobR

1291. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-08 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3okq73qac4@mhadf.production.compuserve.com>
Source record: 12742

> Thanks for finally being being a real man and disclosing your true
> identity.

I don't believe in 25 line space-wasting "sigs" with cute ASCII pictures
in them, so until I can figure out how to get this mailer to append my
name to the "From" field, BobR will have to do.

> What I'd like to know is why the hell are you an Atari sysop when you hate
> Atari so much!?

I'm an Atari Sysop because I use and love *Atari Computers*. I also enjoy
helping people to use Atari computers and get the most out of them.

I *don't* love the company which made them, that's very true.

> And why the hell are you sticking up for Atari-group net-pest #1
> (Sinclap)?

It's too bad you have to interpret everything as "you're either WITH us, or
AGAINST us".

What I've been doing is defending a statement I read here which was RIGHT,
but which everyone else said was WRONG.

(Heck, I'd even "stick up for" James Wood if he was ever right about anything)

> Good, because your credentials don't seem to be that good.

Oh really..? So what Atari related magazines have you worked with and
written articles for..? What Atari User Groups have you been an officer
for..? Have you been an officer in TWO of them at the same time..?
What Atari Shows have you helped organize..? Which major online services
have you created or run Atari related areas for..? What company did you
run selling your own and others' Atari software for..? What books have you
written about Atari related programs..?

Like I said, I know a little about the Atari world.

> It is ADVOCACY, what do you expect?

No, it is Atari.advocacy... not IBM vs. Macintosh Advocacy, or Macintosh vs.
Amiga Advocacy. There are newsgroups for that kind of thing.

A reasonable discussion of printer types like we've been having here can be
just as applicable to Atari computers as any other, but the endless IBM VS MAC
stuff in recent weeks is just a waste of space in here.

It's nice to know that Amiga has been bought up by someone finally, but
pages and pages about why they're going to fail (when that's exactly what

the C-Lab Falcon and the Eagle/Medusa are all about anyway) is just a waste of space. It would be far more appropriate in an amiga.advocacy group.

BobR

1292. EAT MY SHORTS

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-08 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3olfg2$rnc@whitbeck.ncl.ac.uk>
Source record: 12743

MAC's were born of the seventh level of computing hell - the one that eats
all your disks, then makes you ask if you are allowed to go to the toilet
at this point.

PC's just suck. I don't need to justify that, anyone who's used one knows it.

Windows is a sad excuse for an enviroment - made my morons for morons.

Atari is dead.

Commodore too.

Acorn are where they've been for ever - stuck up their own arses.
(hey isn't that where P.S-D normally hangs out?)

All the fun has gone out of computers, I want my ZX81 back - now there was
a real machine.

I'm buggering off to the beach to watch the tide going out on what used to
be innovation, and became just another field full of grey suits.

Craig.
(who's just sold his soul, cut his hair, bought a suit & started looking
for a proper job)

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

1293. Original ST release date?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-09 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950509182246.5983C-100000@PEAK.ORG>
Source record: 12744
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Hello all! Bob Retelle is being a dork again, and as usual, he's wrong about the Atari - as he is about most everything he posts about.
We were talking about the original release date of the Atari ST - which was in 1985. I'd been waiting for an ST and called the local Atari dealer on a daily basis as the time drew near, so I remember the date well. Perhaps someone intelligent can enlighten bobbie. Here's what he said:

On May 8, 1995, BobR wrote: (in the "C-lab Falcon" thread)

BR>Back when the IBM PC, the Amiga 500 and the Atari 520ST were brand
BR>new, the playing field was a lot more level (of course, the PC had the
BR>IBM name behind it, which was probably an insurmountable advantage
BR>over the other two).

I tried to correct him about this - explaining that NONE of the three were "brand new" at the same time, and can you believe he argued with me??? (1) IBM PC was new in 1981, (2) Atari ST was new in 1985, (3) Amiga 500 was new in 1986, possibly later - I'm not sure since the AMIGA 1000(!!!) was the original competition for the Atari ST and *IT* was before the 500.

!!!get a load of his smart(dumb)-ass response!!!
|
|
\|/

On May 9, 1995 in Email to me, BobR wrote:

BR>Unfortunately you don't seem to even have that much knowledge.

BR>If you knew ANY Atari history, you'd know the Atari ST and the Amiga 500
BR>were released within weeks of each other in 1986.

BR>Thus you got both dates wrong.

BR>Find one of the books on why Atari failed bigtime, and have someone
BR>who can read, read it out loud to you... it should cover that time
BR>period.

I can't believe someone can be so much in ERROR and such a smart-ass about it. Can someone please enlighten us in regards to the proper release dates to the IBM PC, Atari ST, Amiga 500, and since it's relevant to the discussion, the Amiga 1000?

I still have the January 1986 BYTE magazine with the Atari 1040ST on the front cover - and we all know that the 520ST came before....so it looks

like BobR is wrong for sure.... He'll never admit it, but give it to him anyway....

James

1294. Re: A Question To Posters

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-09 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950509010725.8308C-100000@PEAK.ORG>
Source record: 12745

On 8 May 1995, BobR wrote:

>
> > No, I haven't "done a complete flip-flop"....
>
> Oh really..? If you knew how to read, you'd be able to tell what I was
> talking about... guess I still have to put it in little words, or maybe
> you can find someone to read it to you out loud.

You're such a smarmy little *sshole, bobbie. Since I do know how to read, I'll ignore the rest of that sentence; it's just too stupid. Now, can you please get past the "reading" fettish and attempt to retort in a less-juvenile fashion? It's simply too time-consuming and BORING to continue on the "you can't read" fashion that you started waaaay back when.

>
> You were the one who practically peed his pants when I dared to suggest
> that a PC is not as difficult to use as YOU said it was. (I never said it
> was perfect, or didn't have any problems.. you made that up in your own
> little head).

You wouldn't even admit that IRQ conflicts, TSRs, memory juggling (segmented memory), AUTOEXEC.BAT and CONFIG.SYS were all disadvantages to the architecture!!!! Not only is it bad enough that you wouldn't admit they are are "problems", but the fact is that they are the *biggest* drawback to the Pee Cee platform of all!!!!! YOU KNOW WE ARGUED ABOUT THAT. I said that I thought a lot of inexperienced users have troubles and that these are caveats of the architecture, and you denied that.... Instead of admitting it was a problem with the PC, yet perhaps one that had to be dealt with, your ill-fated and shallow retort was based on the following 3 premises:

(1) I must be too stupid to deal with IRQ/AUTOEXEC/CONFIG/TSR/ memory juggling. WRONG!!! I can probably deal with them as well as you can. Just because I can configure a PC with one arm tied doesn't mean it's a polished product or easy for everyone.

(2) What I've mentioned (IRQ/AUTOEXEC/CONFIG/TSR/JUGGLING) are not problems at all...I don't know what I'm talking about when I criticize the Pee Cee on this basis. WRONG!!!! I cited as my evidence the fact that *all* PC innovations have attempted to (and are still heading in that direction) to remove these caveats.... hence PCI slots, plug&play bus, the anticipated Windows 95.... all to address these things that you wouldn't admit are PC problems.

(3) You then resorted to attacking the ST with a weak arguement that
it was as difficult to configure as a PC....something about some
config file on the Falcon or some bug in the Falcon that wouldn't
let it boot in hi-rez. The fact is, rather than admit that the
PC has problems (more importantly, that you were WRONG), you
resorted to naming all problems with the ST line of computers
as some contorted attempt at defending your erroneous thinking
and flawed logic.

>
> Now, in a frantic attempt to bash the Macintosh, you've suddenly done a
> double back flip, triple toe-axel, loop the loop flip flop

I don't need to "bash" the Macintosh.... It's already in second place.
I don't know about the future - it's possible things could change but not
likely within the next couple years. When I say the Mac lacks the gizmos
and excess software of the Pee Cee, YOU may use the opportunity to accuse
me of "bashing" but I hardly think stating the truth is. I'll say one
more thing about the Mac before I ask you to kiss my ass in regards to
the subject: I chose a PC over a Mac today, but the Mac keeps getting
better all the time (in all respects).

I THINK ONE PARAGRAPH SHOULD USE THE MAC EXAMPLE TO DEMOSTRATE YOUR
LIMITED, ONE-DIMENSIONAL THINKING. (capitals so you don't "miss" this
paragraph). I CAN SAY THAT THE PC HAS MORE GIZMOS, SOFTWARE, SUPPORT,
POPULARITY THAN THE MAC....AND YOU ACCUSE ME OF MAC BASHING. I SAY THAT
THE MAC IS GETTING BETTER ALL THE TIME, YOU ACCUSE ME OF FLIP-FLOPPING.
THIS IS BECAUSE YOU CAN'T SEE IT BOTH WAYS.... THE FACT IS THAT BOTH OF
THOSE CONDITIONS **DO CURRENTLY EXIST** AND THERE'S NOTHING FLIP-FLOP
ABOUT IT. You're just such dummy that you can't accept a viewpoint like
that....you only see the extremes (of which you claim to know everything
about, no doubt) and when you see me post one part of my objective
viewpoint one day and another that can co-exist with it later (like the
"chose PC over Mac/Mac getting better" scene) you accuse me of
flip-flopping....HA HA HA!! You're *truly* brilliant, bobbie.

and are wasting
> volumes of Atari newsgroup space telling everyone how great the IBM is,

If you don't like it, kiss my ass. Anyway, I was NOT telling everyone
"how great" it is....just below (my next quote) is what I was really saying:

> and how much space stores devote to its software (like we didn't all already
> know that) compared to the shelf space devoted to Macintosh software.

See the "and" that begins the above quote? It shouldn't be there....nor
the prior quote. Why? because I *NEVER SAID* how "great" it is...I said
how much software there was. You may or may not have interpreted that to
think I said "IBM is great" but that's your business. I said how much
software there was....DON'T MISQUOTE ME, JERK. That's all I said.

> You've
> also gone on at length about how great IBM games are in comparison to Macintosh
> games.

No....I mentioned that there are *more* IBM games - I said ***ABSOLUTELY NOTHING** about the quality (reference your misrepresenting use of the term "great") of the Mac games. As a matter of fact, I played "Daedulis Encounter" (sp?) on the Mac today and it was just as impressive as on the PC. The fact that it was out for Mac at the same time as the PC is evidence for "things are getting better all the time" for the Mac.

> You've declared the Macintosh dead because it's not a "standard"
> system, unlike the IBM (which up until recently you were spewing volumes
> about how bad THAT was).

First of all, I never declared it DEAD. Here you go vascilating wildly, jumping to conclusions, and making a general ass of yourself again. I said that it was 2nd place. In regards to the vast majority of installed PCs, it is not "standard" because MS-DOS is the "standard" if a standard is to be judged by installed numbers, which is generally the case.

Secondly, I **NEVER*** made VALUE JUDGEMENTS about how "good" or "bad" the PC was - I simply MENTIONED THE SHORTCOMINGS OF THE ARCHITECTURE and **you** (in all your ignorance) couldn't be man enough to admit that there ARE shortcomings (the ones I've mentioned repeatedly throughout this message and won't anymore). So, since you won't admit the PC caveats (nor that you were wrong), you accuse me of making a "bad" PC value judgement.... When the truth is revealed that I believe the PC is viable despite all it's shortcomings, you accuse me of flip-flopping!! HA HA HA!

>
> > No, I am not "using every means possible to bash the Macintosh.
>
> Sure sounds like it to me.

You're a simpleton, that's why. I take more into consideration than you, I don't go to extremes, and just because I criticize on one account yet don't condemn entirely, you can only interpret that as bashing or flip-flopping. You're a simpleton indeed.

>
> >Do I Atari-bash? Have I called the ST names?
>
> Nope.. and if you knew how to read, you'd know I never said you did.

More childish "can't read" rhetoric.... pretty poor filler and a very dull retort.

>
> What I DID say was that you haven't uttered the word "Atari" in this
> newsgroup in a long time. Instead you've been using the Atari.advocacy
> group to bash IBM, Macintosh, Peter Sinclair, me, and now Amiga.

Hey everybody!!! I FIND FLAWS WITH EVERY SYSTEM (because no system is perfect and they all have flaws) SO BOBBIE ACCUSES ME OF BASHING THEM ALL!!! Heh heh heh! You're so wall-eyed it's pathetic.

I've been at odds with Sinclair, but to tell you the truth, you're not even a wart on the ass of Sinclair.... Your ego is several times larger than your cognitive capabilites and you run your mouth much more recklessly. At least Sinclair's posts do have *some* substance *some* of the time....you insult Sinclair by trying to buddy-up with him. I've seen Sinclair be accused of flaimebaiting on many occasions, but you are an order of magnitude worse.... You even pick up Sinclair's arguements, coming half-way, not knowing what you're talking about or what the point is, and ramble on for weeks about insignificant issues....the $300 laser printer....didn't think you'd ever let that drop.

>
> Here's where we get to the good part:
>
> > The Atari ST is a fine machine. For all the things I used it for
> ^^^^ (past tense)
>
> > light word processing, simple games, getting on the net in TEXT mode, it
> > was great!!
> ^^^ (past tense)
>
> I see,,, so you're now a "former Atari user".

I still have a roomful of Atari computers that would bring tears to the eyes of any Fuji-lover. Pretty impressive how you picked up on those past tenses there, bobbie....they were so obscure that they might have been missed had you not pointed them out.

>
> > I went to Office Max and found a Leading Edge 486/66
>
> Great... sounds like a nice system. Have fun with it.

It works well - it does lack character, however.

>
> I guess that means we can look forward to your finding a more appropriate
> newsgroup to post your IBM, Macintosh, Amiga, etc.. bashing in.

No, I still own Atari computers (which is why I will be in the Atari newsgroups), but don't use them *exclusively* at home anymore.
Your guess (as usual) is wrong.

>
> See you around... stop by in the Atari world now and then.. oh.. and see if
> you can find an alt.reading.remedial newsgroup while you're looking for a
> new home for you and your Leading Edge...

Please, if we're going to argue, try to drop the childish "remedial/can't read" lines.. While I understand that you intend for them to sting, they really don't and they make you look stupid and your arguements specious. Rather than continuing in that childish direction, why don't you attempt to spice up your retorts with a little factual substance?

James

1295. Re: EAT MY SHORTS

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-09 00:00:00 UTC
From: proche@isis
Message-ID: <3ons8f$qlv@imag.imag.fr>
Source record: 12746

In article <3olfg2$rnc@whitbeck.ncl.ac.uk>, "Craig. Graham" <Craig.Graham@ncl.ac.uk>
writes:
|> MAC's were born of the seventh level of computing hell - the one that eats
|> all your disks, then makes you ask if you are allowed to go to the toilet
|> at this point.
|>
|> PC's just suck. I don't need to justify that, anyone who's used one knows it.
|>
|> Windows is a sad excuse for an enviroment - made my morons for morons.
|>
|> Atari is dead.

Not really. Not producing any computer at this time.

|>
|> Commodore too.

Yes. But Amiga production will begin again soon.

|>
|> Acorn are where they've been for ever - stuck up their own arses.
|> (hey isn't that where P.S-D normally hangs out?)
|>
|> All the fun has gone out of computers, I want my ZX81 back - now there was
|> a real machine.
|>

I have the same feeling. I don't even know if I would update from my ST to a new
computer if I had the money. The Falcon was a good choice but it's less true
today, and things will get worse until the release of newer and cheaper clones.
Are there reasons to hope ?
I miss my Philips Videopac with its assembler programming cartridge...

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

1296. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-09 00:00:00 UTC
From: b2004@vsprsun_14
Message-ID: <1995May9.150345.793@queens-belfast.ac.uk>
Source record: 12747

IEEE!!!! (honge@creighton.edu) wrote:
: >
: > What a bunch of crap! The PC, the Mac, the SGI, Sun meet users need. I am
: > sorry, but you can't fault the public for not considering the ST when
: > it was not properly handled as well as the poor quality of apps. Its
: > Atari's fault, stupid! Get over it! However, there is another choice,
: > its called the AMIGA. Time will tell if the Amiga will do well.
: >

: I have owned Amiga 1000, and still got 500 and a 1200. My opinion of
: Amigas? The GUI is a toy. The keyboard sucked (even on the 3000). I can
: trash the os as easily as M$ Windoze. Verdict? Amigas are excellent game
: machines.

Whereas Windows is a solid GUI? Or how about the gui on the SGI? Pretty,
yes, but how is it any more useful than Intuition? Or maybe the GUI on GEM
is pretty powerful, huh? Just what exactly are you criticising about the
Amiga GUI........

gavan

--
email: G.Moran@ee.qub.ac.uk | 'There can be only one!'
or gmoran@nyx.cs.du.edu | - The Highlander

1297. Portfolio Ports

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-09 00:00:00 UTC
From: chuck@utdallas.edu
Message-ID: <3on2ck$th@utdallas.edu>
Source record: 12748

Well, this seems to be a relevant newsgroup, so here goes...

I need to find a source for the bus connector on the old Atari Portfolio. In case you haven't seen it, I would best describe it as a miniature centronics port...raised center flanked by 2 rows of pins. Not a stock item at Radio Shack. :-)
THANKS!
-- Chuck Knight

1298. Re: EAT MY SHORTS

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-09 00:00:00 UTC
From: chuck@utdallas.edu
Message-ID: <3on2qa$vb@utdallas.edu>
Source record: 12749

Craig. Graham (Craig.Graham@ncl.ac.uk) wrote:
> All the fun has gone out of computers, I want my ZX81 back - now there was
> a real machine.

While I wouldn't say that ALL the fun has gone out of computers...the initial thrill has died off a bit. Back in the days when you got your ALTAIR 8800 kit, or put together your first ZX81, it was a different world. The market has evolved...and so must we.

To an extent, though, I agree with you. Sometimes I just pull out the old Tandy Model 100 laptop, and less frequently the Kaypro and Osborne, and reminisce about the "good old days." What can I say? I get nostalgic!

> I'm buggering off to the beach to watch the tide going out on what used to
> be innovation, and became just another field full of grey suits.

Grey? Yuck! IBM Blue...now that's a good looking suit! :-)

1299. Re: mouse-inventor?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-09 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950509005749.8308A-100000@PEAK.ORG>
Source record: 12750

On 8 May 1995, BobR wrote:

>
> No, it's just that some people have trouble with reading and reading
> comprehension, and tend to over-react to anything they don't understand.

Give it up bobbie...why speculate about something that YOU don't understand?

>
> The term "WIMP" used to be very well known, long before the term "GUI" was
> ever used. I almost fell off my chair laughing when I read that response
> to your message..!

Spoken like a true prick, bobbie... You know what's funnier than that?
The fact that a real brain-dead moron like you thinks he can use ridicule
to make himself look like a smart-ass.... Forget it, it doesn't work.
All I've ever seen is "GUI" and I really don't give a rat's ass about the
origin of the term.

The entire point of the arguement was that I misinterpreted his use of
the term "WIMP" to be derogatory. You find this to be so humorous that
you almost fell out of your chair. Good for you. I'm sure you hold high
credentials, are a real acheiver, and you're soooooooo intelligent that
you can feel superior. There... Does that make you feel better? Is
that what you want to hear? YOU REALLY MISSED the point....simply the
misunderstanding, and took this opportunity to try and spout off and make
yourself look like some goddamned expert. Piss on you.

>
> It was actually good to see an answer to a legitimate question in this
> newsgroup for a change.. thanks, and keep it up..!
>
> BobR

If you're going to blow smoke up our asses like your sentence directly
above, why don't you ask us to bend over and make it a little easier for
you, bobbie?

James

1300. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-09 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950509010450.8308B-100000@PEAK.ORG>
Source record: 12751

On 8 May 1995, BobR wrote:

> > It worthg noting that during the early years of Microsoft it was infact C=
> > that helped to keep him afloat.
>
> Interesting isn't it, how fate twists and turns...

Philosophical bulls*it from BobR......I'd fall out of my chair laughing
at the fact you think anyone cares....but it really isn't funny...it's a
really stupid observation.

>
> If Digital Research had gone ahead and written the Disk Operating System for
> the new IBM Personal Computer as IBM had wanted, instead of deciding to
> stick with their own CP/M operating system, things would be VERY different
> today..!
>
> BobR

All I can say to the above is..... "DUH!"

James

1301. * amiga-computer-news *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-09 00:00:00 UTC
From: commu@berlin.snafu.de
Message-ID: <3oodjs$5vc@unlisys.unlisys.net>
Source record: 12752

hoi atarians.....

From
unlisys!news.maz.net!pipex!howland.reston.ans.net!xlink.net!wega.fibronics.de!odb!ganesha!
combo.adsp.sub.org!peterk Mon May 8 201332 1995
Path
unlisys!news.maz.net!pipex!howland.reston.ans.net!xlink.net!wega.fibronics.de!odb!ganesha!
combo.adsp.sub.org!peterk
From peterk2combo.adsp.sub.org (Dr. Peter Kittel)
Newsgroups comp.sys.amiga.misc
Subject Amiga Resurrection
Lines 99
MessageID <peterk.08nm2combo.adsp.sub.org>
Date 7 May 95 233330 MEZ
Organization Private Site

Mr. Schmitt, Boss of Escom, has authorized me to publish the state of
affairs.

Most important item first I have my job, and its the of the worldwide
boss of engineering. Yes, I know, I start into a very difficult task,
as successor of real celebrities. OTOH I had eleven years time at
Commodore to study what is the wrong strategy and which leads to success.
I will spend all effort to avoid these known errors.

And now for the big picture There will be founded a new, completely
selfstanding daughter company of Escom AG. It will have own rooms at
an own address in Heppenheim. It will be the headquarter of the new
company, with control and coordination for the whole world. One subsidiary
will exist in any case in the Netherlands, and it will do Europewide
distribution and sales. Further country subsidiaries are not impossible.
Yet there are no concrete decisions about UK, USA, and Canada in particular.

The new company is yet to be founded, but this is currently in the works
with griga Developer Support Programm
ADSP will get reactivated ASAP. About those developers currently using
BIX or CIX, we have not yet decided. These people should feel free to
contact me directly at this private account (no company one (yet(
existing) and giving some input. In the past years there was a split
among the developer community into different communication channels. Thus
no direct communication of the developers among each other was possible,
and for engineering this meant double work to explain the same issues
once on one net and then additionally on another net. We will do everything
to avoid this nonsense in future. There are big obstacles, as there are
big cost differences in different regions of the earth, and simultaneously

a high degree of coitely be the
port to some RISC platform. The choice of this RISC is still open. There
are ecstatic advocats for at least two alternatives, PPC and HP PA RISC.
Chris Ludwig gave an interesting interview about this. It will be the
first task of engineering to prepare this choice of paths into the
future with all possible expertise.

It has been decided to be very liberal in regards of licensing in the
future. So, whoever wants to build e.g. an Amiga Laptop or a settop
box, can get chips and OS!

As you all see, much of this is still a letter of intent. The points which
are declared as still open are (really(open, so theres no use in
bombarding me with further questions.

As my work load, at least now in the building phase, will be immense,
I cant guarantee my presence on the net like before. But who knows me,
knows that that would be most painful for me myself. So lets look
forward.

In the next weeks there will be press conferences to tell more and
more details.

Long live the Amiga and for a good cooperation.

Best Regards, Dr. Peter Kittel //
Private Site in Frankfurt, Germany \X/ Email to peterk2combo.ganesha.com
Now reemployed at The New Commodore in Heppenheim, Germany
Stay cool, not cold (Cool bleiben, nicht kalt) H. J. Friedrichs
---

greetz 2 world and especially to atarians ...

michael polasek/trans-x/commu@berlin.snafu.de/berlin/germany

1302. Re: Original ST release date?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-09 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May9.220854.43146@cobra.uni.edu>
Source record: 12753

The original ST was released in early 1985.. Power With Out the Price was
Atari's motto and the public did not care. Why? Because AMIGA RULES!

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1303. Re: A Question To Posters

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-09 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95129.150331STIRRE31@MAINE.MAINE.EDU>
Source record: 12754

James and BobR,
Speaking for myself, I would like to see the childish namecalling moved
to e-mail. I am tired of wading through it.
-scott tirrell

1304. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-09 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95129.150756STIRRE31@MAINE.MAINE.EDU>
Source record: 12755

James,
<Regarding IBM and Mac arguments in this newsgroup>
Arguments about other platforms in this group should be related to
Atari computers in some way. Atari may no longer make computers
but that doesn't mean that people aren't happy with their current
systems and would like to inform others of the joys of using Ataris.
Personally, I plan on getting an Atari 8-bit to complement my Falcon030.
Why? Because they are fun to use, are cheap, and have tons of available
software. There are still plenty of reasons to advocate the Atari line
of computers.
If I want to buy a different system (which I don't forsee happening)
then I will check out the mac groups and the IBM groups. However,
I own an Atari and want to read about Atari-related stuff in the
Atari groups.
I agree with the original "Eat My Shorts" post. All the fun is gone
from computing today. I cringe every time someone asks me if I have
a Mac or a PC.... as if there are no other choices! I also hate
posts mocking older hardware regardless of if it serves the needs of
the user. Some people have such little tolerance for people with
different tastes.
-scott tirrell

1305. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-09 00:00:00 UTC
From: Patrice Mandin <i2a06a@iut-nantes.univ-nantes.fr>
Message-ID: <3oo88i$il3@caro.dsic.emn.fr>
Source record: 12756

This newsgroup is supposed to talk about Atari, not the Amiga.
There is enough newsgroup for everybody to talk in the right place.
So please stop that...

I think both amiga and atari computers are good machines, but
it is the user who use the machine, not the people who are talking about
it. Each computer has its own problems and advantages. It is the purpose
of the "advocacy" groups to talk about that.

Patrice Mandin

1306. ADAM home computer info?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-10 00:00:00 UTC
From: jfarley@cln.etc.bc.ca
Message-ID: <1995May10.063209.23899@news.etc.bc.ca>
Source record: 12757

ANyone know about these? Is there a list or user group?

Thanks
Jeff

1307. Re: Original ST release date?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-10 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1005951605220001@edwarda.interlog.com>
Source record: 12758
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <Pine.SUN.3.91.950509182246.5983C-100000@PEAK.ORG>, James Wood <jamesw@PEAK.ORG> wrote:

> BR>If you knew ANY Atari history, you'd know the Atari ST and the Amiga 500
> BR>were released within weeks of each other in 1986.
>
> BR>Find one of the books on why Atari failed bigtime, and have someone
> BR>who can read, read it out loud to you... it should cover that time
> BR>period.
>
> I can't believe someone can be so much in ERROR and such a smart-ass
> about it. Can someone please enlighten us in regards to the proper
> release dates to the IBM PC, Atari ST, Amiga 500, and since it's relevant
> to the discussion, the Amiga 1000?
>
> I still have the January 1986 BYTE magazine with the Atari 1040ST on the
> front cover - and we all know that the 520ST came before....so it looks
> like BobR is wrong for sure....

He is, I bought my Atari 520ST (on-disk OS) in Sept 1985. The Amiga 1000 was JUST coming out, and the 500 came out about 2 years later.

He's just plain wrong.

Maury

1308. Re: Original ST release date?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-10 00:00:00 UTC
From: proche@isis
Message-ID: <3oqd63$afd@imag.imag.fr>
Source record: 12759

In article <1995May9.220854.43146@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|>
|> The original ST was released in early 1985.. Power With Out the Price was
|> Atari's motto and the public did not care. Why? Because AMIGA RULES!
|>

Ah ! Ah ! Another Sinclapish truth ! It's true the ST was released in 1985, but the public DID care. If I remember, when the Amiga was released, it was not really considered as a good choice compared to the Atari, because of the lack of software (doesn't this story reminds of anything ?). After all, you Peter were not yet born to see this, so I'll pardon you.

Pascal.

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

1309. Re: * amiga-computer-news *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-10 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95130.165626STIRRE31@MAINE.MAINE.EDU>
Source record: 12760

Boo! Hiss! Amiga info? ;-) I am curious why it was specifically posted to us Atarians, though.
You know what be a very nifty move for a new Amiga machine? How about liscencing TOS for it as well? That'd make me take notice. Then, finally, Atari and Commodore users would be cooperating instead of pointlessly flaming each other. The real enemy is Microsoft, people!
Besides, making TOS available would increase the market for the machine.
-scott tirrell

1310. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-10 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950510231601.3492B-100000@PEAK.ORG>
Source record: 12761

On 11 May 1995, BobR wrote:

> > Philosophical bulls*it from BobR......I'd fall out of my chair laughing at
> > the fact you think anyone cares....but it really isn't funny...it's a
> > *really stupid* observation.
>
> Nobody really cares what you think, James...
>
> Too bad you can't contribute ANYTHING to this newsgroup.
>
> BobR

Gee, that's a really clever comeback Bobbie..... Let me remind you that your lopsided views are of no more interest than mine. No doubt you've been a real contributor.... Had your mouth open so wide the whole time you could put both your feet in it....and you did.

James

1311. Re: A Question To Posters

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-10 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950510231812.3492C-100000@PEAK.ORG>
Source record: 12762

On 11 May 1995, BobR wrote:

>
> Two hundred and twenty two lines of drivel..
>
> Go away, James... you're too tiresome to even bother replying to any more.
>
> BobR

Sorry bobbie...why don't you go away. I wonder why you even bothered to reply instead of silently ignoring my post. Could it be that you're truly incapable of ignoring my posts, yet too lazy to retort and have run out of specious arguements? Please ignore this post if the answer is a yes.

James

1312. Re: mouse-inventor?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-10 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950510232147.3492D-100000@PEAK.ORG>
Source record: 12763

On 11 May 1995, BobR wrote:

>
> 45 lines of drivel this time...
>
> Lose yourself somewhere, James... you have nothing to contribute to this
> newsgroup...
>

45 lines of "drivel" which proved you wrong....a fact which must hurt you badly, bobbie.. I'll be the judge of what I contribute here - the thread I've been engaging in with you has contributed very little, admittedly. However, let me remind you that you are in the same boat.

If all you can do is call a post which proves you wrong as "drivel" and ask the poster to "lost himself", do you think your opinion of my "contributions" to a newsgroup are of any significance to me? Think again. Have a nice day, bobbie.

James

1313. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-10 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950510232435.3492E-100000@PEAK.ORG>
Source record: 12764

On 11 May 1995, BobR wrote:

>
> 140 lines of pointless, bandwidth wasting drivel this time, eh James..?

Wasted - you'll never understand them. You must be pretty good at counting lines, bobbie.... I'll print you up a certificate of merit if you'd like. Your messages have been comparably lengthy, a comparable waste of time and bandwidth, so don't believe you're not equally guilty.

>
> So far the only contribution I've seen from you to this newsgroup has been
> to waste people's time and disk space.

Heh heh heh....as if you've been any less guilty. I'll admit lots of what I've posted was nonsense to most people - because I'm reasonable. The reason I did it was in an exchange with you.... I've entered into a pissing contest with a skunk.

>
> I'm glad I don't have to pay to download your rambling tripe, it's just too
> bad that there are a lot of people who do have to pay for it...

Aren't you just "the innocent one" bobbie.... I can't believe you'd argue (while being wrong) until you're blue in the face, and when the exchange gets to a level that you can't handle - and I don't mean name calling - I mean when counterpoints are presented, you duck out and don't address the counterpoints, but accuse the other party of wasting time and space in a most hypocritical fashion, after YOU'VE been just as guilty. Yes, I've been guilty of wasting time and space - it's been becasue of YOU, and don't think that YOU are any less guilty....we both are.

>
> Do us all a favor and find a different newsgroup to pollute.. OK..?
>

Just because you've asked nicely, I WON'T! I'd advise you to drop the "us" in that sentence and SPEAK FOR YOURSELF. I don't doubt there are certain factions that would like to see me go, but since I've been in a pissing contest with a skunk, I'm sure they'd like YOU to go as well.

However, since YOU are the one trying to score points with this crowd and not I, I really don't care. I'd just as soon end the flame war since my time is valuable and the fun is about over - for no other reason. I'm sure the other readers of the newsgroup will rejoice. Why don't you signal a truce or defeat, or just ignore it? Can you?

James

PS - you still think the Atari ST debuted in 1986 instead of being covered in the January 1985 Byte magazine?

1314. Re: Falcon Developers List

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-11 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-1105952325050001@tecnation.com>
Source record: 12765
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Rod,

We have been Falcon developers since 1992.

Our details on in the signature below.

You can read all about our product on our web site at:

www.tecnation.com/tecnation/

Click on PRODUCTS and then on SONOVISTA.

Best use Netscape.

We require Falcon 030 4/x. So if you can get them for us, I will be greatful.
(Ideally with internal hard drives.)

Regards and thanks,

Alex Blok

--
Something wonderful IS happening!

TECNATION DIGITAL WORLD
236 Hamilton Avenue, Level 2
Palo Alto, California 94301, U.S.A.
Tel: (415) 327-4332 Fax: (415) 327-1910
e-mail: hello@tecnation.com
http://www.tecnation.com/tecnation/
http://www.starbox.com/starbox/

1315. Re: * AMIGA ALIVE ! COMMODORE INTL. SOLD TO ESCOM! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-11 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3ormr8$a7d$1@mhadg.production.compuserve.com>
Source record: 12766

> Philosophical bulls*it from BobR......I'd fall out of my chair laughing at
> the fact you think anyone cares....but it really isn't funny...it's a
> *really stupid* observation.

Nobody really cares what you think, James...

Too bad you can't contribute ANYTHING to this newsgroup.

BobR

1316. Re: A Question To Posters

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-11 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3ornci$a7d$2@mhadg.production.compuserve.com>
Source record: 12767

Two hundred and twenty two lines of drivel..

Go away, James... you're too tiresome to even bother replying to any more.

BobR

1317. Re: mouse-inventor?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-11 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3ornt0$a7d$3@mhadg.production.compuserve.com>
Source record: 12768

45 lines of drivel this time...

Lose yourself somewhere, James... you have nothing to contribute to this newsgroup...

BobR

1318. Re: Original ST release date?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-11 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3osmnf$anv@whitbeck.ncl.ac.uk>
Source record: 12769

In article <1995May9.220854.43146@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|>
|> The original ST was released in early 1985.. Power With Out the Price was
|> Atari's motto and the public did not care. Why? Because AMIGA RULES!
|>

??? Some one get PSD a glass of water, he isn't feeling well.

BTW. The Amiga was released 6 monthes after the ST, and took another 18
monthes to solve the major (ie. hanging the machine) problems in the OS.
And it was far to expensive....

I got my first ST in 1985, and when I started Uni in 1990 it was still
ahead of the game compared to the PC's folks were using....

Oh yeah - nice to hear that Commodore are going back into production again
by a new company - shame it's the same old machine, time for some new ones
eh ?
(At least 3 companies make atari compatible machines, all of which are
better than the originals - CLab FalconII, GE-Soft Eagle (68030@32Mhz),
Medusa T40 / T60 (68040/060).....)

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

1319. Re: Original ST release date?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-11 00:00:00 UTC
From: b2004@vsprsun_14
Message-ID: <1995May11.143151.829@queens-belfast.ac.uk>
Source record: 12770

Craig. Graham (Craig.Graham@ncl.ac.uk) wrote:
: In article <1995May9.220854.43146@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
: |>
: |> The original ST was released in early 1985.. Power With Out the Price was
: |> Atari's motto and the public did not care. Why? Because AMIGA RULES!
: |>

: ??? Some one get PSD a glass of water, he isn't feeling well.

: BTW. The Amiga was released 6 monthes after the ST, and took another 18
: monthes to solve the major (ie. hanging the machine) problems in the OS.
: And it was far to expensive....

The Amiga was supposed to have been released before the ST but didn't
make it out in numbers until about a year after the ST was out. Whats with
sinflop espousing the Amiga anyway, I've seen him on the Amiga groups slagging
it off?

: Oh yeah - nice to hear that Commodore are going back into production again
: by a new company - shame it's the same old machine, time for some new ones
: eh ?
: (At least 3 companies make atari compatible machines, all of which are
: better than the originals - CLab FalconII, GE-Soft Eagle (68030@32Mhz),
: Medusa T40 / T60 (68040/060).....)

The C-Lab falcon is outrageously expensive and the other two machines you
mention hardly have much a presence, do they? They aren't even Falcon clones
- just STs with fast processors. Even the A4000/040, although hardly new and
in need of an update, is still ahead of any commerically available Falcon
class machine with an 040 and proper expansion slots. You can also now get
060/50mHz boards for the A4000 and 64-bit chipset gfx cards which make it
a considerably more powerful machine than any Atari. The only real advantage
of the Falcon is the DSP (which is still relatively poorly supported in
commercial software). Oh, and an Escom press release talked about building
Amigas with 060s in them 'out of the box' as well as possible case
redesigns for the high end Amigas. This translates into an A4000 type machine
with 060 and decent expansion space - which is pretty tasty.

Be sure to let us know when Atari go back into production of computers
again, eh?

gavan
--
email: G.Moran@ee.qub.ac.uk | 'There can be only one!'
or gmoran@nyx.cs.du.edu | - The Highlander

1320. Re: Portfolio Ports

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-11 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3oro1e$a7d$4@mhadg.production.compuserve.com>
Source record: 12771

> I need to find a source for the bus connector on the old Atari Portfolio.

A good place to try would be Best Electronics.. (408) 243-6950

If they can't help you, try giving Don Thomas a call at Atari Corp...
(408) 745-2000

BobR

1321. Re: SINFLOP FLOPS AGAIN!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-11 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3oroja$a7d$5@mhadg.production.compuserve.com>
Source record: 12772

140 lines of pointless, bandwidth wasting drivel this time, eh James..?

So far the only contribution I've seen from you to this newsgroup has been to waste people's time and disk space.

I'm glad I don't have to pay to download your rambling tripe, it's just too bad that there are a lot of people who do have to pay for it...

Do us all a favor and find a different newsgroup to pollute.. OK..?

BobR

1322. Re: * amiga-computer-news *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-11 00:00:00 UTC
From: traynor@fnalv.fnal.gov
Message-ID: <1995May11.000329@fnalv.fnal.gov>
Source record: 12773

In article <95130.165626STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> Boo! Hiss! Amiga info? ;-) I am curious why it was specifically
> posted to us Atarians, though.
> You know what be a very nifty move for a new Amiga machine? How
> about liscencing TOS for it as well? That'd make me take notice.
> Then, finally, Atari and Commodore users would be cooperating
> instead of pointlessly flaming each other. The real enemy is
> Microsoft, people!
> Besides, making TOS available would increase the market for the
> machine.
> -scott tirrell

Use Emplant's upcoming ST emulator.
I must admit that I never have owned an ST, but owned a 400, and preferred it to the 64 I owned. Since the Amiga is the daughter of the 400 line, it was a natural choice. I always thought a union of the Amiga and the Falcon would be a far better choice than the unproductive flaming of each other--each is complimentary. I don't know how to do it though.

-Mike Traynor

1323. FALCON BASED PRODUCT...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-11 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-1105952337010001@tecnation.com>
Source record: 12774

I thought readers of this newsgroup may be interested in our Falcon based product.

You can read all about it on the web at

www.tecnation.com/tecnation/

click on OUR PRODUCTS and then on SONOVISTA.

SONOVISTA is installed in top clubs worldwide and does things that are impossible on even today's PCs and Macs, and is a tribute to the power and versatility of the Falcon.

For the first time since my company became Atari Falcon developers in I think 1992, I will publically say that I believe Atari should have kept the machine alive. It's incredible versatility is unmatched.

(Atari did and continue to give us excellent support for the Falcon.)

Anyway, we need Falcon 4/x's with internal hard disks because despite all the hype with other products, there's a market for SONOVISTA and it's getting hard to obtain Falcons. We would prefer new ones if possible, or used ones in excellent condition.

We're compiling a database of those with machines for sale. So if you contact us, we'll log your reply, and when we need a machine, contact you.

Thanks,

Alex Blok

--
Something wonderful IS happening!

TECNATION DIGITAL WORLD
236 Hamilton Avenue, Level 2
Palo Alto, California 94301, U.S.A.
Tel: (415) 327-4332 Fax: (415) 327-1910
e-mail: hello@tecnation.com
http://www.tecnation.com/tecnation/
http://www.starbox.com/starbox/

1324. Re: mouse-inventor?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-12 00:00:00 UTC
From: Alan Gauton <ag@spd.eee.strath.ac.uk>
Message-ID: <Pine.SOL.3.91.950512120638.27508A-100000-100000@humpback>
Source record: 12775

On Tue, 2 May 1995, James Wood wrote:

> On Mon, 1 May 1995, Phil Yeadon wrote:
>
> > In article <3o1qgs$15pg@rover.ucs.ualberta.ca>
> > klittlew@gpu.srv.ualberta.ca (Kurt Littlewood) said:-
> >
> > >does anyone know who invented the mouse pointing device?
> > >thanks.
> >
> > The mouse type pointing device and the majority of the WIMP interface
> > basic concepts were developed by the Xerox company (yes the photo-copier
> [SNIP!]
>
> Ha ha. Nice interjections of your personal opinion there..."wimp." I
> disagree completely. Perhaps you like to make 14-20 keybangs to change
> into subdirectories that may or may not be nested....I rather think one
> bang of the mouse button is a better solution.
>

I hope you missed out a (-:

WIMP == Windows, Icons, Mouse, Pointer (or Pulldown menus)

AG

Alan Gauton | Tel +44-(0)141-552 4400 x.2686
Signal Processing Division | Fax +44-(0)141-552 2487
Dept. of Electronic and Electrical Eng. | E-Mail ag@spd.eee.strath.ac.uk
University of Strathclyde, Glasgow G1 1XQ.| http://www.eee.strath.ac.uk/~ag/

1325. MAJOR MOTION

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-12 00:00:00 UTC
From: jehl@iutnb.u-nancy.fr
Message-ID: <3ovm0j$9pi@arcturus.ciril.fr>
Source record: 12776

Is there any game like the old "MAJOR MOTION" for my poor PC ?

```
o o
\|||/
(o o)
+-------------------------oOO--(_)--OOo-----------------------+
```

Jean-Marie JEHL
jehl@iutnb.u-nancy.fr

1326. Re: You folks...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-12 00:00:00 UTC
From: stinformer@chatlink.com
Message-ID: <3p0ksc$po3@chatlink.com>
Source record: 12777

James Wood (jamesw@PEAK.ORG) wrote:

: On 6 May 1995, Steve G. wrote:
: > The majority of you folks are really, really pathetic.

: That's your opinion....nothing more, nothing less. What makes you think
: your opinion carries any weight ......

: > your vested interest/enthusiasm in Atari, but simply because the scope
: > this newsgroup has surpassed you. Mr. Sinclap

: The scope of this newsgroup is very loosely defined and not at all
: enforced. Who are you to call judgement upon it?

: I'd suggest saving : your suggestions for situations in which someone
: (anyone) gives a DAMN about them....such is not the case here.

: > Adieu, folks. I'd like to say that it's been fun, informative,
: > entertaining, enlightening, or at least generally positive, but I can't.

: Adieu Steve.... I'd like to say that YOU have been fun, informative,
: entertaining, enlightening, or at least something generally
: positive....but I can't.

: >
: > I'm outta here.

: Good riddance!

....Seems that a whole lot of conversation took place here without a whole lot of positive results. Is it any wonder, that folks like myself spend their time reading such drivel. I suppose we have nothing else to do and when the newsgroups say Atari Advocacy, we just jump in and try to be an advocate. We are that. We own and use about 8 Atari ST,MegaSTE TT and Falcon computers in our daily quest to publish an Atari Monthly magazine. I guess you could say we are advocates. We enjoy being Atari boosters and hope to gather more of the faithful to the Atari cause.

We enjoy using the computer, have not found many shortcomings, and can publish a monthly magazine with the tools available to any Atari user.

We make money by using the computer, you can't ask for more than that. I suppose it is like flying a plane. You can have fun with an ultralight or a glider, but some folks just have to keep getting more power and more power all the time, even though they only fly about 3 times a month anyway. Me, I have always wanted a Piper Super Cub tandem seating and lots of fun. Oh, it would also be nice if I was a pilot, but I don't have to be to write about it. I just have to want to. I suppose that is the

feeling of those who boost and bolster the Atari tradition of very dependable hardware that does what most other computers can do.

Color me an advocate...Regards, Rod MacDonald

--
* * * Rod MacDonald at ST Informer Magazine and A&D Software * * * *
Internet: stinformer@chatlink.com GEnie: ST-INFORMER CIS: 75300,2514
Support (503) 476-0071 - Order Calls 800-800-2563 - Fax (503)479-1825

1327. Re: I serious question for mr. sinclap

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-12 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3p0tac$9u4@paul.rutgers.edu>
Source record: 12778

sinclap2954@cobra.uni.edu writes:

:In article <Pine.SUN.3.91.950506180330.4865B-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
:>
:>
:> On 6 May 1995, Thomas Trauth wrote:
:>
:>> Thanks in advance for the info. Please respond via e-mail so as not to
:>> clutter up this group.
:>
:>> PS: To everyone else - Sorry for wasting bandwidth with this totally
:>> un-Atari-related question. I will remember to use e-mail next time.
:>
:>
:>
:> Actually, I'd just as soon see this information too. True, it's not
:> necessarily an Atari-related question in the direct sense, but this is an
:> advocacy newsgroup and as a recent Atari user, I myself would be
:> interested in seeing where current Atari users upgrade too. Since there
:> are no new Atari computers and Atari users have to go somewhere, I find
:> it relevant to discuss the other platforms in this newsgroup, to a
:> certain extent.

:You asked for it..

:Tentative dates that have been floating for the new PowerMacs...

:May 15

:-Performa 5200(aka LC5200)
:-Powermac 6200(Crusader):630 case, PPC 603. The rumor price is around
:$1300(w/cdrom?)
^^^^

$1300!! This is intriguing. What is the clock speed of the $1300
PM 6200? The 6100 I was looking at (and cost $2000) ran at 66 MHz,
the slowest PMac speed. This is true, they are undercutting their
current PMac models by about $700.

I'm going to have to look into this. $1300 is a very good price for
a PMac (or any decent computer for that matter). Even if it doesn't
come with a CD-ROM drive, the model that has the CD-ROM in it probably
only costs a couple hundred more.

Thanks for this info, Sinclap!

* Tom

1328. Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-12 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3p0sq8$9mu@paul.rutgers.edu>
Source record: 12779

My sister is getting a Mac. She intends to use it next year in med school. We haven't decided what model yet, though my recommendation is the 6100/66 since they are similar to the Centrises (which she is familiar with). Also, by getting a Mac that already has a PowerPC chip she will be spared the pain of having to upgrade it later (my sister isn't the sort of person who likes to fiddle with the internals of computers). She will probably get a $200 inkjet (your favorite kind of printer) to go with it since her current dot-matrix printer is (of course) totally incompatible with the Mac. So, it looks like Ronald McDonald will be coming to my household sometime soon.

Now that I've wasted a paragraph of bandwidth on Macs, I will make a paragraph on Atari. More specifically, on the Jaguar. I have lost track of the Jag lately due to finals and other such nasty things. Does anyone (Mark?) know what the current userbase of the Jag is? Also, how many Jag games are now out (and how many of them are good)? I saw a Jag ad (though no Jag) in a central Jersey mall software store (I think it was Babbage's) about a month ago, but besides that have seen no Jag things whatsoever anywhere.

Thanks for your help,

* Tom

1329. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-13 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3p2pub$7lh@ccshst05.cs.uoguelph.ca>
Source record: 12687

: and other such nasty things. Does anyone (Mark?) know what
: the current userbase of the Jag is?

No. No one does, though flamers and advocates sure post different
figures. I'd ignore anything you hear until Atari makes a formal
announcment ... even the magazines conflict on this.

Also, how many Jag
: games are now out (and how many of them are good)?

Your in luck. I've been taking note of opinions on the Jaguar
games from various Jag owners. This is what I could come up with:

```
=====================================================================
Excellent Games
=====================================================================

1. "Tempest 2000" (Llamasoft/Atari)
----------------
Type: Arcade
Good Features: Highly addictive gameplay
: Incredible Soundtrack
Minuses: Graphics aren't the most impressive on the system, though not
bad, either.

2. "Aliens Vs. Predator" (Rebellion/Atari)
-----------------------
Type: 1st Person adventure
Good Features: Great graphics and sounds
: Eerie atmosphere
: Lots of depth
Minues: Frame rate is a little slow
: Some loading time
: A few quirks ad to the difficulty of the game

3. "Iron Soldier"
-----------------
Type: Simulation
Good Features: Good use of polygon graphics
: Highly playable
: Neat animation
Minuses: Sounds are a little weak in comparison to the rest of the game

4. Doom (ID Software/Atari)
---------------------------
Type: First person adventure
Good Features: It's Doom
```

: Extra levels from the computer version
: Networking capability
Minuses: Resolution is low, though use of colors makes this less evident.

==========
Good Games:
==========
1. Hoverstrike (Atari/Atari)

Type: Arcade
Good Features: Fully texture mapped
: Great graphics
: Fun to play
Minuses: Frame rate is a little low
: Controls take some getting used to

2. Cannon Fodder (Sensible Software/C-West)

Type: Strategy
Good Features: Highly playable
: Cool musical intro
: Better looking than computer versions
Minuses: Graphics aren't very good

3. Theme Park (Bullfrog/Ocean)

Type: Simulatin/Strategy
Good Features: Highly Playable
Bad Features: Scrolling is choppy
: 80 Column text is hard to read on a TV.

4. Val Di'Isiere Skiining & Snow Boarding (Virtual Light Studio/Atari)

Type: Arcade/Sports
Good Features: Fun to play
: Super fast animation
: Good use of color
Minuses: Not as fun as some other Jag games.

5. Syndicate (Bullfrog/Ocean)

Type: Strategy
Good Features: Fun to play
: Highly addictive
Bad Features: Choppy scrolling

6. Troy Aikman Football (Telegames/Williams Electronics)

Type: Sports
Good Features: Terrific AI
: Lots of options
Minuses: Graphics are above 16-bit versions, but not that impressive.

7. Sensible Soccer (Sensible Software/C-West)

Type: Sports
Good Features: Highly Playable
: Captures the feel of Soccer extremely well
Minuses: The sprites are very small

8. Brutal Sports Football (Telegames/Telegames)

Type: Arcade/Sports
Good Features: Fun to play
: Good use of Color
Minuses: Choppy scrolling
: Graphics could be done on 16-bit machines - minus color

9. Wolfenstein 3-D (ID Software/Atari)

Type: 1st person adventure
Good Features: Super fast
: Better looking than Computer and SNES versions
: Lots of fun
Minus: It's old and overplayed.

==========
Fair Games:
==========
1. Dragon: The Bruce Lee Story (Virgin Interactive/Atari)

Type: Martial Arts
Good Features: Some neat combat moves
Bad Features: Looks like a good 16-bit game
: Nothing here that hasn't been done before

2. Zool 2 (Gremlin Software/Atari)

Type: Platform scroller
Good Features: Great use of color
: Appealing characters
: Fast speed
: Kids will love it
Minuses: Not a 64 bit showcase
: Not original

3. Kasumi Ninja (Hand-made software/Atari)

Type: Martial Arts
Good Features: Excellent graphics
: Parental lock-out feature
: Lots of blood
Minuses: Choppy animation
: Difficult to control
: Not as many moves as Mortal Kombat

4. Cybermorph (ATD/Atari)

Type: Adventure/Simulation
Good Features: Good use of polygons
: Highly involving game
: Lots of depth
Minuses: Graphics aren't up to snuff
: The voice of Skylar is annoying!
: Not for everyone

5. Raiden (Imagitec/Atari)

Type: vertically scrolling shoot-em-up
Good features: Good translation of the arcade hit
: Highly playable
: Better graphics than the 16-bit versions
Minuses: Slows down at some points
: Graphics aren't up to snuff

6. Evolution: Dino Dudes (Imatigec/Atari)

Type: Strategy
Good features: Addictive
: Leisurley paced.
Minuses: Graphics are Super NES quality with a little more color

7. Checkered Flag (Rebellion/Atari)

Type: Racing
Good Features: Good use of polygons
: Nice sound
Minuses: Hard to control
: Limited number of tracks.

==========
Poor Games:
==========

1. Trevur McFurr In The Crescent Galaxy (Atari/Atari)

Type: Side-scrolling shooter
Good Features: Excellent graphics
Minues: Repetitive
: Unoriginal
: Choppy at some points

2. Club Drive (Atari/Atari)

Type: Racing/Simulation
Good Features: Fun two-player mode
: Lots of areas to explore
Minuses: Poor control
: Physics is off

: Poor sound effects
: Graphics are weak

3. Bubsy: Adventures In Fractured Furry Tales (Imagitec/Atari)

Type: Platform scroller
Good Features: Big-name liscence
: Long levels
: Better graphics than the 16-bit versions
Minuses: Control is lousy
: Unoriginal

4. Double Dragon V (Williams/Williams)

Type: Martial Arts
Good Features: Big name liscence
: Large sprites
: Better graphics than 16-bit versions
: Lots of moves
Bad Features: Hard to control
: Unoriginal
: Not much above 16-bit games

Hope this helps,

>> Mark <<

--
==========
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I'm tired of turning my back on myself, throwing truth away.
Let me burn down the front door to myself and give me a season of play."
- Chicago
==========

1330. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-13 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3p2q10$7lh@ccshst05.cs.uoguelph.ca>
Source record: 12688

: By the way is your sister single? ->

Gawd! The thought of having Sinclap in your family! Sheesh that's
a scary thought.

: The Jagflop has been flushed down the toilet. The Sega Saturn is available in
: quantity at any Software etc and EB.

My EB doesn't have it!

>> Mark <<

1331. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May13.154311.43321@cobra.uni.edu>
Source record: 12689

In article <3p2ptl$3pn@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> sinclap2954@cobra.uni.edu writes:
>
> :In article <3p0sq8$9mu@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth)
writes:
> :> My sister is getting a Mac. She intends to use it next year
> :> in med school. We haven't decided what model yet, though my
> :> recommendation is the 6100/66 since they are similar to the
> :> Centrises (which she is familiar with). Also, by getting a
> :> Mac that already has a PowerPC chip she will be spared the
> :> pain of having to upgrade it later (my sister isn't the sort
> :> of person who likes to fiddle with the internals of computers).
> :> She will probably get a $200 inkjet (your favorite kind of
> :> printer) to go with it since her current dot-matrix printer
> :> is (of course) totally incompatible with the Mac. So, it
> :> looks like Ronald McDonald will be coming to my household
> :> sometime soon.
>
> :Why not an LC5200? From what I hear, the Performa 5200 should be announced
> :this Monday(don't quote me) and the education price should be around $1600 or
> :so. How about the Crusader? Will be much cheaper than the 6100/66.

The June issue of MacWorld and Mac User should be at the newstand by now.
Front cover shows the 5200.

The Performa 5200 includes software such as ClarisWorks, 8 megs ram, 500 meg
HD, 15' multiscan monitor with swivel, and Quad speed cdrom.

>
> What does it come with? Does it come with a monitor, a modem, and a CD-ROM
> drive? It has a 603, right (I won't even consider 040 Macs). And how does
> a PPC Performa differ from a straight Power Mac (in other words, what are
> you giving up).

Read above.. The LC one ships with the dual speed cdrom(that may change) and
the Performa ones a quad speed one. The LC is intended for k-12.

>
> :By the way is your sister single? ->
>
> DON'T EVEN THINK ABOUT IT!
>
Does she look like Roseanne or Crawford or in between?

>
> :The Jagflop has been flushed down the toilet. The Sega Saturn is available in

> :quantity at any Software etc and EB.
>
> Really? I haven't read anything about people flushing their Jags into the
> sewers. And I hope no one is since we don't need the extra water pollution.
> Can anyone confirm or refute this claim?
>
>
> Thanks for the Mac info Mr. Tosspot. As for the Jag info, I think I will
> flush THAT down the toilet.
>
Not surprising with Atari, the Jagflop is toast! With the $399 Saturn and the
soon to be $299 PlayStation, who would want a Jagflop with the crap of games?

>
> * Tom
>
>
>
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1332. Re: * amiga-computer-news *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-13 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3p0uasnno1@mhadf.production.compuserve.com>
Source record: 12690

> I am curious why it was specifically posted to us Atarians, though.

I got the feeling that it was sort of a "fallen comrades in arms" sort of thing... we're all orphans now, no matter what our previous allegiences were (Atari and Amiga owners), and they're trying to do now what the C-Lab and other Atari clone makers have been working toward.

It'll be interesting to see how much success they manage in the MicroSoft/IBM world.. but I do hope we're allowed to read about it in the Amiga newsgroups..

BobR

1333. Word Perfect

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-13 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <800402218_OASIS_@yeadontt.demon.co.uk>
Source record: 12780
Cross-posted to: ,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Does anybody know if a version of Word Perfect was ever released for
the Atari.
If it was could you please let me know where I could get hold of a
copy.

Thanks in advance.

--

==========

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/_/_/_/ _/ _/ _/_/_/_/ _/ _/_/_/_/

============ Phil Yeadon ===== phil@yeadontt.demon.co.uk ============

1334. Re: Word Perfect

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-13 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3p3g9n$l6l@ccshst05.cs.uoguelph.ca>
Source record: 12781
Cross-posted to: ,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

```
: Does anybody know if a version of Word Perfect was ever released for
: the Atari.

"The Atari" is a broad term. It could mean:

The Atari 400/800/XL/XE line
The Atari ST/STe/TT/Falcon030 line
The Atari 2600
The Atari 5200
The Atari 7800
The Atari Lynx
The Atari Jaguar
The Atari Portfolio
The Atari ABC PC line

If you mean the Atari ST line, then yes. Word Perfect 4.1 was
released.

>> Mark <<
```

1335. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May13.103951.43312@cobra.uni.edu>
Source record: 12782

In article <3p0sq8$9mu@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> My sister is getting a Mac. She intends to use it next year
> in med school. We haven't decided what model yet, though my
> recommendation is the 6100/66 since they are similar to the
> Centrises (which she is familiar with). Also, by getting a
> Mac that already has a PowerPC chip she will be spared the
> pain of having to upgrade it later (my sister isn't the sort
> of person who likes to fiddle with the internals of computers).
> She will probably get a $200 inkjet (your favorite kind of
> printer) to go with it since her current dot-matrix printer
> is (of course) totally incompatible with the Mac. So, it
> looks like Ronald McDonald will be coming to my household
> sometime soon.

Why not an LC5200? From what I hear, the Performa 5200 should be announced
this Monday(don't quote me) and the education price should be around $1600 or
so. How about the Crusader? Will be much cheaper than the 6100/66.

By the way is your sister single? ->

>
> Now that I've wasted a paragraph of bandwidth on Macs, I
> will make a paragraph on Atari. More specifically, on the
> Jaguar. I have lost track of the Jag lately due to finals
> and other such nasty things. Does anyone (Mark?) know what
> the current userbase of the Jag is? Also, how many Jag
> games are now out (and how many of them are good)? I saw
> a Jag ad (though no Jag) in a central Jersey mall software
> store (I think it was Babbage's) about a month ago, but
> besides that have seen no Jag things whatsoever anywhere.
>
The Jagflop has been flushed down the toilet. The Sega Saturn is available in
quantity at any Software etc and EB.

> Thanks for your help,
>
>
>
> * Tom
>
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be

Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1336. Re: Original ST release date?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-13 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FENHCABPUP@cabal.shnet.org>
Source record: 12783

In <1995May11.143151.829@queens-belfast.ac.uk> Mr Gavin Moran wrote:
>Craig. Graham (Craig.Graham@ncl.ac.uk) wrote:
>: Oh yeah - nice to hear that Commodore are going back into production again
>: by a new company - shame it's the same old machine, time for some new ones
>: eh ?
>: (At least 3 companies make atari compatible machines, all of which are
>: better than the originals - CLab FalconII, GE-Soft Eagle (68030@32Mhz),
>: Medusa T40 / T60 (68040/060).....)
>
> The C-Lab falcon is outrageously expensive and the other two machines you
>mention hardly have much a presence, do they?

The C-Lab Falcon is _said_ to be expensive, since the suggested retail
price C-Lab gives in their ads is aimed at professional musicians.

>They aren't even Falcon clones
>- just STs with fast processors. Even the A4000/040, although hardly new and
>in need of an update, is still ahead of any commerically available Falcon
>class machine with an 040 and proper expansion slots.

In what respect? Sound, perhaps, for neither the Eagle nor the Medusa have
TT/Falcon compatible sound.

>You can also now get
>060/50mHz boards for the A4000 and 64-bit chipset gfx cards which make it
>a considerably more powerful machine than any Atari.

I have yet to see a 060 at all. And what do you think ComputerInsel's
Supernova plus' processor is? It's called 'Mach64', ever heard of it?

>The only real advantage
>of the Falcon is the DSP (which is still relatively poorly supported in
>commercial software).

Yes? Ever seen Cubase Audio 16? Apex Media (ugly GUI, but great software
behind)?

>Oh, and an Escom press release talked about building
>Amigas with 060s in them 'out of the box' as well as possible case
>redesigns for the high end Amigas. This translates into an A4000 type machine
>with 060 and decent expansion space - which is pretty tasty.

...and vaporware.

> Be sure to let us know when Atari go back into production of computers
>again, eh?

They won't. Atari's OS is portable, so why should they build their own machine? What I expect - if anything - is a PCI sound/midi card for MagicMac/MagicPPC systems, if MultiTOS isn't ported to the PPC itself.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 03. Apr. '95

1337. Re: I serious question for mr. sinclap

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May13.104335.43313@cobra.uni.edu>
Source record: 12784

In article <3p0tac$9u4@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> sinclap2954@cobra.uni.edu writes:
>
> :In article <Pine.SUN.3.91.950506180330.4865B-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
> :>
> :>
> :> On 6 May 1995, Thomas Trauth wrote:
> :>
> :>> Thanks in advance for the info. Please respond via e-mail so as not to
> :>> clutter up this group.
> :>
> :>> PS: To everyone else - Sorry for wasting bandwidth with this totally
> :>> un-Atari-related question. I will remember to use e-mail next time.
> :>
> :>
> :>
> :> Actually, I'd just as soon see this information too. True, it's not
> :> necessarily an Atari-related question in the direct sense, but this is an
> :> advocacy newsgroup and as a recent Atari user, I myself would be
> :> interested in seeing where current Atari users upgrade too. Since there
> :> are no new Atari computers and Atari users have to go somewhere, I find
> :> it relevant to discuss the other platforms in this newsgroup, to a
> :> certain extent.
>
> :You asked for it..
>
> :Tentative dates that have been floating for the new PowerMacs...
>
> :May 15
>
> :-Performa 5200(aka LC5200)
> :-Powermac 6200(Crusader):630 case, PPC 603. The rumor price is around
> :$1300(w/cdrom?)
> ^^^^
>
> $1300!! This is intriguing. What is the clock speed of the $1300
> PM 6200? The 6100 I was looking at (and cost $2000) ran at 66 MHz,
> the slowest PMac speed. This is true, they are undercutting their
> current PMac models by about $700.

The clock speed is a 75 mhz 603, the same as the 5200. The 6100/66 is toast in
a month or two..

>
> I'm going to have to look into this. $1300 is a very good price for
> a PMac (or any decent computer for that matter). Even if it doesn't
> come with a CD-ROM drive, the model that has the CD-ROM in it probably
> only costs a couple hundred more.
>
> Thanks for this info, Sinclap!
>
How about the Pippin(aka pippinflop)?

>
> * Tom
>
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1338. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-13 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3p2ptl$3pn@paul.rutgers.edu>
Source record: 12785

sinclap2954@cobra.uni.edu writes:

:In article <3p0sq8$9mu@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
:> My sister is getting a Mac. She intends to use it next year
:> in med school. We haven't decided what model yet, though my
:> recommendation is the 6100/66 since they are similar to the
:> Centrises (which she is familiar with). Also, by getting a
:> Mac that already has a PowerPC chip she will be spared the
:> pain of having to upgrade it later (my sister isn't the sort
:> of person who likes to fiddle with the internals of computers).
:> She will probably get a $200 inkjet (your favorite kind of
:> printer) to go with it since her current dot-matrix printer
:> is (of course) totally incompatible with the Mac. So, it
:> looks like Ronald McDonald will be coming to my household
:> sometime soon.

:Why not an LC5200? From what I hear, the Performa 5200 should be announced
:this Monday(don't quote me) and the education price should be around $1600 or
:so. How about the Crusader? Will be much cheaper than the 6100/66.

What does it come with? Does it come with a monitor, a modem, and a CD-ROM
drive? It has a 603, right (I won't even consider 040 Macs). And how does
a PPC Performa differ from a straight Power Mac (in other words, what are
you giving up).

:By the way is your sister single? ->

DON'T EVEN THINK ABOUT IT!

:The Jagflop has been flushed down the toilet. The Sega Saturn is available in
:quantity at any Software etc and EB.

Really? I haven't read anything about people flushing their Jags into the
sewers. And I hope no one is since we don't need the extra water pollution.
Can anyone confirm or refute this claim?

Thanks for the Mac info Mr. Tosspot. As for the Jag info, I think I will
flush THAT down the toilet.

* Tom

1339. Re: I serious question for mr. sinclap

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-13 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3p2q4v$3tp@paul.rutgers.edu>
Source record: 12786

sinclap2954@cobra.uni.edu writes:

:> :May 15
:>
:> :-Performa 5200(aka LC5200)
:> :-Powermac 6200(Crusader):630 case, PPC 603. The rumor price is around
:> :$1300(w/cdrom?)
:> ^^^^
:>
:> $1300!! This is intriguing. What is the clock speed of the $1300
:> PM 6200? The 6100 I was looking at (and cost $2000) ran at 66 MHz,
:> the slowest PMac speed. This is true, they are undercutting their
:> current PMac models by about $700.

:The clock speed is a 75 mhz 603, the same as the 5200. The 6100/66 is toast in
:a month or two..

Good thing she doesn't have to get the computer until July.

:How about the Pippin(aka pippinflop)?
Who cares?
I am more interested in the Jaguar (aka Jagflop).

* Tom

1340. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-14 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3p3kbn$55d@darkstar.UCSC.EDU>
Source record: 12691

In <3p2ptl$3pn@paul.rutgers.edu> trauth@paul.rutgers.edu (Thomas Trauth) writes:

>:The Jagflop has been flushed down the toilet. The Sega Saturn is available in
>:quantity at any Software etc and EB.

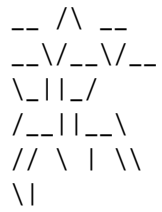
>Really? I haven't read anything about people flushing their Jags into the
>sewers. And I hope no one is since we don't need the extra water pollution.
>Can anyone confirm or refute this claim?

You keep forgetting what Sinclappy means when he says "Jagflop"...

I have no doubt that he flushed his nigh-useless penis down the commode. He
probably has forgotten what it's supposed to be used for and when it fell off
(as things on him, like his brain, are prone to do) and he saw it lying there
in the toilet he thought it was..... oh god, this is getting sick.
I really should get more sleep :)

~Chris

>* Tom

--


1341. Re: Word Perfect

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-14 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FEOOAGCPUP@cabal.shnet.org>
Source record: 12692
Cross-posted to: ,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In <800402218_OASIS_@yeadontt.demon.co.uk> Phil Yeadon wrote:
> Does anybody know if a version of Word Perfect was ever released for
>the Atari.
> If it was could you please let me know where I could get hold of a
>copy.

I'd get hold of a copy of 'Papyrus' instead, for Wp 4.1. is somewhat
outdated and Tempus Word pro is not available in an English version.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

1342. Word Perfect

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-14 00:00:00 UTC
From: Steve.Goldfein@1657.gigo.com
Message-ID: <ba0_9505140356@gigo.com>
Source record: 12693

In message #57, phil@yeadontt.demon.co.uk writes:

> Does anybody know if a version of Word Perfect was ever
> released for
>
> the Atari.
> If it was could you please let me know where I could get hold
> of a
> copy.
>
Word Perfect released several versions for the ST, v4.1 was the last
version and soon after its release, WP Corp remodeled almost all of
their existing versions to match the look and feel of the ST version,
or so it seems. I have used version 3 on a pc and version 3 on an
ST, and the ST version was more user friendly. I used v4.0 on a pc,
then v.1 on an ST and v4.1 on a peecee and the v4.1 peecee version
looks and tastes like the ST versions.
--
: Fidonet: Steve Goldfein 1:203/1657 .. speaking for only myself.
: Internet: Steve.Goldfein@1657.gigo.com

1343. Re: MAJOR MOTION

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-14 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3p5a68mlk1@mhade.production.compuserve.com>
Source record: 12694

I> Is there any game like the old "MAJOR MOTION" for my poor PC ?

Do you mean "Major Havoc", the vector based Atari coin-op arcade game..?

I've never seen anything similar for the PC, but there's been a lot of
pressure to get Atari to do a version for the Jaguar video game system.

You never know.. it could happen..!

BobR

1344. Re: FALCON BASED PRODUCT...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-14 00:00:00 UTC
From: t94patsa@ida.liu.se
Message-ID: <D8Kw41.153@ida.liu.se>
Source record: 12695

Well, *someone* must still be making Falcons since C-lab is selling them
in a slightly modified version for use in recording studios.

Why not contact them?

Just a thought...

/Patrik

PS. I agree, Atari shouldn't have been so quick to kill the Falcon. The
software for this machine is looking better for every day. I'm thinking
about highly acclaimed products such as Apex Media and Rainbow II Multi-
media and of course Cubase Audio.
--
Patrik Sanfridsson 1st year student in Computer Engineering
t94patsa@und.ida.liu.se Linkoping Institute of Technology, Sweden
z94patsa@isy.liu.se URL: http://www.edu.isy.liu.se/~z94patsa

1345. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-14 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FEOOAGCMUP@cabal.shnet.org>
Source record: 12696

In <1995May13.103951.43312@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>Why not an LC5200? From what I hear, the Performa 5200 should be announced
>this Monday(don't quote me) and the education price should be around $1600 or
>so.

Because: a) the monitor is integrated into the case
b) the speakers are integrated into the case

Some time ago, some guy advocated against the Falcon with the statement
that integrating the keyboard into the case was stupid. If only I knew who
this guy was?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

1346. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-14 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3p609g$f4q@paul.rutgers.edu>
Source record: 12697

sinclap2954@cobra.uni.edu writes:

:The June issue of MacWorld and Mac User should be at the newstand by now.
:Front cover shows the 5200.

:The Performa 5200 includes software such as ClarisWorks, 8 megs ram, 500 meg
:HD, 15' multiscan monitor with swivel, and Quad speed cdrom.

I think I'll buy this issue of MacWorld.

:> :By the way is your sister single? ->
:>
:> DON'T EVEN THINK ABOUT IT!
:>
:Does she look like Roseanne or Crawford or in between?

In between. Closer to Cindy.

:> Thanks for the Mac info Mr. Tosspot. As for the Jag info, I think I will
:> flush THAT down the toilet.

:Not surprising with Atari, the Jagflop is toast! With the $399 Saturn and the
:soon to be $299 PlayStation, who would want a Jagflop with the crap of games?

I don't see why anyone would want a Jagflop either since no such product
exists. As for the JagUAR, I don't see why no one would want to buy it.
It certainly beats the hell out of the Pippinflop.

* Tom

1347. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-14 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3p60kq$feh@paul.rutgers.edu>
Source record: 12698

mrathwel@uoguelph.ca (Mark Rathwell) writes:

: Your in luck. I've been taking note of opinions on the Jaguar
:games from various Jag owners. This is what I could come up with:

<List deleted>

That's a very good list. Wow, you really must have done your
homework. You should sent a copy of it to Travis so he can
publish it in AEO.

From your list, it seems that the Jag has a decent number of good
games now -- enough to make it a viable option.

Thanks for the info.

* Tom

1348. FS: 16-bit sampling system for st! $100

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-15 00:00:00 UTC
From: settienne@aol.com
Message-ID: <3p911p$1tu@newsbf02.news.aol.com>
Source record: 12699

replay 16 sampling cartridge and software (includes sampling, editing, midi assignment of samples, sample examples, and more). the cartridge is a D/A converter. hardly used. the system is new, registered, and fully supported by the manufacturer. this basically turns the st into a midi-controllable sampler. samples can be stored on floppy or hard disk. the program doesn't require a hard drive to run.

one manual, 4 program disks, cartridge, all in original box.

email me if interested, thanks!

mark frank

you can also email me at: mrf546t@nic.smsu.edu

1349. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-15 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May15.224459.43388@cobra.uni.edu>
Source record: 12700

In article <FEOOAGCMUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
> In <1995May13.103951.43312@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>Why not an LC5200? From what I hear, the Performa 5200 should be announced
>>this Monday(don't quote me) and the education price should be around $1600 or
>>so.
>
> Because: a) the monitor is integrated into the case

So?

> b) the speakers are integrated into the case

So?

>
> Some time ago, some guy advocated against the Falcon with the statement
> that integrating the keyboard into the case was stupid. If only I knew who
> this guy was?

Yep..Think hard. The 5200 has a separate keyboard.

>
> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G�nther) - _O
> -- /
> - In the sky a mighty eagle doesn't care about what's illegal - _
> - On it's wings the rainbow's light it's flying to eternity. -

---

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter
(If he had any brains would seek new employment, GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1350. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-15 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May15.224657.43389@cobra.uni.edu>
Source record: 12701

In article <3p69ap$p60@uni4nn.iaf.nl>, parkview@uni4nn.iaf.nl (Paul Tuijnman) writes:
> Hi!
>
> Just spend a few months frolicking about on my new PC, but I now have
> to admit - nothing beats Calamus. I tried Pagemaker, Corel Ventura
> 5.0, Word, WP 6.xx and it's all nice & stuff, but it's all nothing
> compared with good old SL.. !!

You must not be a serious publisher than...

>

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter
(If he had any brains would seek new employment, GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1351. Re: MAJOR MOTION

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-15 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950515221654.1053B-100000@PEAK.ORG>
Source record: 12702

On 14 May 1995, BobR wrote:

> I> Is there any game like the old "MAJOR MOTION" for my poor PC ?
>
> Do you mean "Major Havoc", the vector based Atari coin-op arcade game..?
>
> I've never seen anything similar for the PC, but there's been a lot of
> pressure to get Atari to do a version for the Jaguar video game system.
>
> You never know.. it could happen..!
>
> BobR

No.....he means "Major Motion" - the game for the Atari ST, released
about 1986 by Michtron. The game was an almost-perfect clone of the
Arcade game "Spy Hunter."

I'd think that if you knew half as much about Atari as you purport to,
you'd know this....but then again, it's you who blows his own horn in
here and shies away silent when PROVEN WRONG.

James

1352. Re: Falcon Developers List

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-15 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3p7ut6$162@dux.dundee.ac.uk>
Source record: 12703
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Falcon developers list 27/4/95

Developers list 14/5/95

==========

Name: Computerinsel GmbH

address:

Zur Limestherme 4
D-93333 Bad Goegging Germany
Tel. 49-9445-953140
Fax 49-9445-953169
BBS 49-9445-953149

Product information: NOVA Falcon, colour graphic card
NOVA Tablett, graphic tablets from Wacom and Genius
NOVA Scannerdriver, driver for Mustek 600/1200, HP-
Scanjet IICX

Discount rates & min order: no

restrictions on discounts: no

==========

Company Name: HiSoft Systems

email: hisoft@cix.compulink.co.uk

Company Address: HiSoft,
The Old School,
Greenfield,
Bedford,
MK45 5DE, UK

Telephone: 1525 718181
Fax : 1525 713716

Product Information: Papyrus 4, Document processor (NC)
Twist 3, Relational Database (AR)
Diamond Edge 2, Disk repair utilities (AR)

Date of post: 25/04/95

==========

Company Name: TEAM Software

email: mlake@dgs.dgsys.com

Company Address: POB 7332
Washington, DC
USA
20044-7332

Telephone: +703-533-2132
Fax : +703-538-4598

Product Information: A Day at the Races
unnamed gambling simulation (ES)
3 Days at Gettysburg (ES)
Date of post: 19/04/95

==========
Company Name: Gribnif Software

email: gribnif@genie.geis.com

Company Address: Gribnif Software
PO Box 779
Northampton, MA 01061-0779
USA

Telephone: 413-247-5620
Fax: 413-247-5622

Product Information: Geneva, Multitasking Environment
NeoDesk 4, Desktop Replacement
NeoDesk CLI, Commandline Interpreter
STalker 3, Telecommunications
STeno 2, Text Editor
CardFile 4, PIM
XBoot 3, Boot Manager

All products listed are available now, and compatible with all TOS versions,
including the Falcon.

Date of post: 20/04/95

==========

Company Name: Toad Computers / NewSTar Technology Management

email: toad@charm.net, ChasSmeton@aol.com
www: http://www.charm.net/~toad/

Company Address: Toad Computers
570 Ritchie Highway
Severna Park, MD 21146-2925

Telephone: 410-544-6943
Fax : 410-544-1329

Product Information: STraight FAX! Atari FAX Software

Date of post: 28/04/95

==========

Company Name: chro_MAGIC Software Innovations

email: jimcollins@delphi.com

Company Address: chro_MAGIC Software Innovations
516 North Jackson
Joplin, MO 64801-2755
USA

Telephone: +1-417-623-7393
Fax: +1-417-624-0700

Product Information:

Falcon030 Specific Hardware
~~~~~~~~~~~~~~~~~~~~~~~~~~
RAM Gizmo, Falcon030 SIMM upgrade board
MultiSync Gizmo, Falcon030 MultiSync Monitor Adapter
ST/STe/Falcon030 Hardware
~~~~~~~~~~~~~~~~~~~~~~~~
Keyboard Gizmo, IBM Keyboard/Serial Mouse Adapter

ST/STe/TT/Falcon030 Software
~~~~~~~~~~~~~~~~~~~~~~~~~~
Guitaristics, Music/Education Software
Pianistics, Music/Education Software
Math Quiz Machine, Math/Education Software

STe/Falcon030 Software
~~~~~~~~~~~~~~~~~~~~
*Obsession, STe/Falcon Pinball Game
*SubStation, STe/Falcon Game

ST/STe/TT/Falcon030 CD ROM Products
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Crawly Crypt Collection Volume 1, PD/Shareware CD ROM
Crawly Crypt Collection Volume 2, PD/Shareware CD ROM

All products listed are available now.

* Note: chro_MAGIC is the exclusive North American representative for
Unique Development Sweden's Substation and Obsession games.
Date of post: 05/05/95

==========

Developer Name: Attila Mezei
e-mail: ethami@duna.ericsson.se
Developer Address: H-1141 Budapest
Zsalya u. 29.
HUNGARY
Telephone: (+36) 1 2657 333
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Product Information: ObjecTop (NC), an object-oriented desktop for
all Atari computers.
Date of post: 04/05/1995

==========

Company Name: Floppyshop

email: sdelaney@steil.demon.co.uk

Company Address: Floppyshop,
PO Box 273,
Aberdeen,
AB9 8SJ,
Scotland, UK.

Telephone: +44 1224 586208 (Tues-Thurs 9am-4pm)
Fax : +44 1224 586208 (24 hours)

Product Information: Positive Image - Image processing package handling 24-bit
True Colour work on ANY Atari but
enhanced for the Falcon and TT. I'll be
posting full details in
comp.sys.atari.announce later this month.
(NC)
Date of post: 03/05/95

==========

Holland Game Design
's Gravelandseweg 127
1217 ER Hilversum
The Netherlands.

Product: PING 2000, Falcon 030 only game. $29.90, 19.90 pound sterling.

1 copy, no dicount
2-9 copies, 30% discount
10 or more copies, 50% discount

Markets closed: USA (North CoaST Software), UK (Merlin) and France (Turtle Bay).

==========
Name: JV Enterprises

Address:
JV Enterprises
P.O. Box 97455
Las Vegas , Nevada 89193
1-800-252-0194
(702) 734-9689
E-Mail v.valenti@genie.geis.com

Product information:
Towers II -- Plight Of The Stargazer

Date of post: 5/1/95

==========

Lexicor and Radiance Software
Copley R. Building
36 Queensberry Street, Suite 6
Boston, MA 02215
U.S.A.
Tel: (617) 437 0414 Fax: (617) 437 9413
email: info@lexicor.com

Graphics and Animation Software (as well as DTP)

Products: Phoenix 2.0, Raystart, Prism Paint, CHronos-3D, Metamorphosis 24, Phase 4 ANimation Software, ANM-Link, 3D System for Atari

Distribute in the USA: Outside, Medusa040, DIgital Arts Products such as DA Picture and Vector, Apex Media, NOVA Gfx board and Falcon Games from 16/32

==========

NAME: Missionware Software
ADDRESS: 354 N. Winston Drive
Palatine, IL 60067
USA
TEL: 708-359-9565 (24 hours)
EMAIL: j.trautschol@genie.geis.com

PRODUCT INFORMATION: Flash II (advanced telecommunications utility)
LottOdds (lottery oddsmaker and numbers manager)
PrinterInitializer (printer managment utility)
CyberDrome (hoverjet simulator arcade game)
Crossword Creator II (create crossword puzzles)
Word Search Creator (create word search puzzles)
Puzzle Pack (combo pack of both above puzzle utilities)
The Cryptographer (experiment with codes and ciphers)

DISCOUNT RATES: Some discounts may be available for quantity orders or user group purchases. Contact Missionware Software directly for details.

RESTRICTIONS: None.

DATE OF POST: 15 March 1995

==========

TECNATION DIGITAL WORLD
236 Hamilton Avenue, Level 2
Palo Alto, California 94301, U.S.A.
Tel: (415) 327-4332 Fax: (415) 327-1910
e-mail: hello@tecnation.com
http://www.tecnation.com/tecnation/

http://www.starbox.com/starbox/
We have been Falcon developers since 1992.

Our details on in the signature above.

You can read all about our product on our web site at:

www.tecnation.com/tecnation/

Click on PRODUCTS and then on SONOVISTA.

Best use Netscape.

We require Falcon 030 4/x. So if you can get them for us, I will be greatful.
(Ideally with internal hard drives.)

```
////////////////////////////////////////////////////////////
>
> Key ES= early stages of development.
> NC= nearly complete release due in next three months.
> AR= complete awaiting release, in next month.
>
============================================================
```

No responsibility is accepted for any information contained above.
You should contact the developer for any further information.

Developers:

If you wish to appear on the list please email me in the format
used in the above articles.

Distribution:

This list may be copied freely provided NO charge is made and it
remain complete. It must also contain the words "Compiled by
Rod McCall email:rmccall@mcs.dundee.ac.uk"

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

1353. IO Mega Bernouli Drive

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-16 00:00:00 UTC
From: Steve.Goldfein@1657.gigo.com
Message-ID: <f9b_9505160334@gigo.com>
Source record: 12704

I recently aquired an IO Mega Cartridge Drive system. It appears to be a SCSI Device. [It is also known as a Bernouli Box] Anyway, I would like to use it with my Atari ST and ICD Link. Does anyone know if this combination is possible and if so, how do I go about setting and configuring it? How do I format the cartridges?

Reply either here or email, although email is better.

wl-haplo-alf@society.com
--
: Fidonet: Steve Goldfein 1:203/1657 .. speaking for only myself.
: Internet: Steve.Goldfein@1657.gigo.com

1354. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-16 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3pb8nj$oej@ccshst05.cs.uoguelph.ca>
Source record: 12705

```
: You must not be a serious publisher than...

This from the boob who likes to conitnuously bash Atari, even
though he has never:

- Seen a Jaguar
- Played a Jaguar or any of it's titles
- Seen or tried a Falcon
- Spent any serious time on an Atari ST

Peter, I've learned that you hear only what you want to hear.

>> Mark <<
```

1355. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-16 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May16.211726.43443@cobra.uni.edu>
Source record: 12706

In article <3pb8nj$oej@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : You must not be a serious publisher than...
>
> This from the boob who likes to conitnuously bash Atari, even
> though he has never:
>
> - Seen a Jaguar
> - Played a Jaguar or any of it's titles
> - Seen or tried a Falcon
> - Spent any serious time on an Atari ST
>
> Peter, I've learned that you hear only what you want to hear.

Pot kettle black....

>
> >> Mark <<
>

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter
(If he had any brains would seek new employment, GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1356. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-16 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3pbpbg$2i0@paul.rutgers.edu>
Source record: 12707

sinclap2954@cobra.uni.edu writes:

:You must not be a serious publisher than...

Nice comment from someone who can't even tell the difference between a
laser printer and an inkjet..

* Tom

:"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
:of turd."
: - Atari's Jeff Minter

1357. Re: FALCON BASED PRODUCT...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-16 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3paq50$n4n$1@mhafa.production.compuserve.com>
Source record: 12708

> Well, *someone* must still be making Falcons since C-lab is selling them

Actually, it's C-Lab themselves who are making the Falcons now, under
license from Atari Corp. Atari doesn't make computers any more.

BobR

1358. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-17 00:00:00 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3pc3ka$506@sun168.rz.ruhr-uni-bochum.de>
Source record: 12709

sinclap2954@cobra.uni.edu wrote:
: > This from the boob who likes to conitnuously bash Atari, even
: > though he has never:
: >
: > - Seen a Jaguar
: > - Played a Jaguar or any of it's titles
: > - Seen or tried a Falcon
: > - Spent any serious time on an Atari ST
: >
: > Peter, I've learned that you hear only what you want to hear.

: Pot kettle black....

Peter, what do you mean by that. Is this statement the best argument you have ?

--
'''
(0 0)
+------------oOO----(_)------------------+
| MarkusS, der Vierte |
| markuss@risc.techem.ruhr-uni-bochum.de |
+--------------------------oOO-----------+
|__|__|
|| ||
ooO Ooo

1359. AtariSoft (take 2)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-17 00:00:00 UTC
From: mgabrys@aol.com
Message-ID: <3pc50l$goi@newsbf02.news.aol.com>
Source record: 12710

I don't want to sound fatalist, but lets get real.

Here's an interresting example. NeXT made great computers, with a great OS. Problem is-they couldnt compete in a market locked in two formats (DOS and MAC-as far as 80% of the market exists) so they stopped the hardware drain on their existance, unbundled their software, and darn it all-made a profit.

Atari, has some good games, has a great library of titles-that no one will be playing at this rate since the industry will probably amount to SONY-SEGA-Nintendo. Solution go all out and publish these games on all of the remaining higly channel leverged products and make a mint off of the support of the titles on CD (exception Nintendo) which costs 1 buck to produce and or license (cost unknown) and reap the rewards from having developers support it and have a great library of classic titles. IE make atari a software company and make a profit.

Is this crazy anyone? I think that if we give in to the fact that Atari would be better served in it's video game history in software rather than try to win an uphil fight (get real) license the games and make a mint, and give the real world a taste of something other than MARIO (ack).

can someone forward this to atari?-I don't have a direct address.

thanks in advance, and thanks for your time.

Monty

1360. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-17 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3pc67a$4tl@darkstar.UCSC.EDU>
Source record: 12711

In <1995May16.211726.43443@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>
>> Peter, I've learned that you hear only what you want to hear.

>Pot kettle black....

Well, peter THIS (my post) is coming from someone who:

Owns 2 PCs
Programs under windows, Unix and SGI Irix/GL
Is a Computer Science Major
Will (in all liklihood) earn his living programming computers.

And here is my thusly backed opinion of you with respect to your knowledge
of computers and the computer industry:

You are the biggest idiot this side of lint.

Thank you and goodnight all.

~Chris

:)

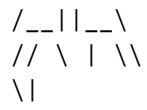
>>
>> >> Mark <<
>>

>_____
>
> Peter Sinclair-Day This space still under
> University of Northern Iowa construction.
> Cedar Falls, IA. 50613
>
>
>"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
>of turd."
> - Atari's Jeff Minter
> (If he had any brains would seek new employment, GET OVER IT!)

>Http://www.ziff.com - For the latest MAC & PC news....

>-----

--
__ /\ __
__\/__\/__
_||_/



1361. Re: The End is...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-17 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3pc6a2$4u1@darkstar.UCSC.EDU>
Source record: 12712

In <FDYTFABXUP@cabal.shnet.org> guenther@cabal.shnet.org (Thorsten Guenther) writes:

>Like the Coprophilia 5200 (or what was it's name?). A really _clever_ idea
>to integrate the computer and monitor.

What's really sick is that I've sen COmpaq and now Packard Bell PCs that have
that Big-Headed-Chicken-Fetus monitor & Case combined look. :P :P :P

~Chris

>Thorsten

>--
>- guenther@cabal.shnet.org (Thorsten G|nther) - _O
>--- /
>- In the sky a mighty eagle doesn't care about what's illegal - _
>- On it's wings the rainbow's light it's flying to eternity. -)

>## UPoint 'medium' 22. Mar. '95 ##
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1362. Re: atari dtp is better

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-17 00:00:00 UTC
From: rappleye@felix.kodak.com
Message-ID: <rappleye-170595073201@150.102.161.162>
Source record: 12713

In article <3pcc3g$4m4@news.infoserve.net>, amwassil@unix.infoserve.net (Michael Wassil) wrote:

> I have been using Calamus for several years (first 1.09N, then SL), and
> IMHO it is tops....
> the program sometimes hangs up during printing, somtimes simply crashes
> and otherwise makes printing a pain often enough to be a real nuisance.

If this is what "tops" in DTP means in the Atari world, I'll start listening to Sinclap.

RDF

1363. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-17 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.800719822@gmi.edu>
Source record: 12714

trauth@paul.rutgers.edu (Thomas Trauth) writes:

>:You must not be a serious publisher than...

>Nice comment from someone who can't even tell the difference between a
>laser printer and an inkjet..

... nor the editing skills of a competent writer...

/Kevin

>* Tom

1364. Re: atari dtp is better

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-17 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3pdim3$d25@darkstar.UCSC.EDU>
Source record: 12715

In <rappleye-170595073201@150.102.161.162> rappleye@felix.kodak.com (rappleye) writes:

>In article <3pcc3g$4m4@news.infoserve.net>, amwassil@unix.infoserve.net
>(Michael Wassil) wrote:

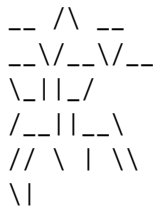
>> I have been using Calamus for several years (first 1.09N, then SL), and
>> IMHO it is tops....
>> the program sometimes hangs up during printing, somtimes simply crashes
>> and otherwise makes printing a pain often enough to be a real nuisance.

>If this is what "tops" in DTP means in the Atari world, I'll start
>listening to Sinclap.

There's people with technical problems on every platform. One user with
difficulties doesn't make a bad program.

~Chris

(Michael: I'm not saying you are at fault or anything...)

>RDF
--


1365. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-17 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3pdteo$sbv@ccshst05.cs.uoguelph.ca>
Source record: 12716

: Peter, what do you mean by that. Is this statement the best argument you have ?

Means he can't argue and just likes to be a pain.

>> Mark <<

1366. atari dtp is better

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-17 00:00:00 UTC
From: amwassil@unix.infoserve.net
Message-ID: <3pcc3g$4m4@news.infoserve.net>
Source record: 12717

I have been using Calamus for several years (first 1.09N, then SL), and IMHO it is tops. The font handling and layout control are just great to work with. I publish all sorts of materials, including book length. The thing I do not like, however, is the printing routines of SL. 1.09N printed first time, every time, flawlessly. In fact, it was the first program on any computer I ever used that printed so realiably without my having to fiddle with printer drivers. SL changed all that somehow. Now the program sometimes hangs up during printing, somtimes simply crashes and otherwise makes printing a pain often enough to be a real nuisance. Has anyone else experienced printing problems with SL, and if so have you figured out what to do about them?

Michael Wassil, Atarian at large

1367. The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May17.192626.43490@cobra.uni.edu>
Source record: 12718

Well Sports fan, the Jagflop flopped and bombed. According to Atari's Chief Financial Officer 150,000 Jagflops have been sold to date! No opologies needed for those who flamed me over the installed base.

Now that Atari is down the tubes, what new line of work can the Tramiels pursue?

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter
(If he had any brains would seek new employment, GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1368. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May17.193445.43491@cobra.uni.edu>
Source record: 12719

In article <3pc67a$4tl@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <1995May16.211726.43443@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>>
>>> Peter, I've learned that you hear only what you want to hear.
>
>>Pot kettle black....
>
> Well, peter THIS (my post) is coming from someone who:
>
> Owns 2 PCs
> Programs under windows, Unix and SGI Irix/GL
> Is a Computer Science Major
> Will (in all liklihood) earn his living programming computers.
>
> And here is my thusly backed opinion of you with respect to your knowledge
> of computers and the computer industry:
>
> You are the biggest idiot this side of lint.

So, you must feel cool dude seeking knowledge and experience in your field as well as your hobby/spare time.. Must take up your time and have no time to develop your social role in society. Do you know what a Vagina is and what it is for? Now thats a 64 bit question, do the math!

>
> Thank you and goodnight all.
>
> ~Chris
>
> :)
>
>>>
>>> >> Mark <<
>>>
>
>
>
>>_____
>>
>> Peter Sinclair-Day This space still under
>> University of Northern Iowa construction.
>> Cedar Falls, IA. 50613
>>

>>
>>"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
>>of turd."
>> - Atari's Jeff Minter
>> (If he had any brains would seek new employment, GET OVER IT!)
>
>>Http://www.ziff.com - For the latest MAC & PC news....
>
>>--
>
>
>
>
>
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter
(If he had any brains would seek new employment, GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1369. Re: Word Perfect

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-18 00:00:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19950518125420.L.J.Sak@sp0011.kub.nl>
Source record: 12720
Cross-posted to: ,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In Article <800402218_OASIS_@yeadontt.demon.co.uk> "phil@yeadontt.demon.co.uk (Phil Yeadon)" says:
> Does anybody know if a version of Word Perfect was ever released for
> the Atari.
> If it was could you please let me know where I could get hold of a
> copy.
>
> Thanks in advance.

Hi Phill,

There is in fact a version released (once on a 'fair' introduced, must be a long time ago because I bought my first mem expansion (512 Kb for plenty cash). I thought it was 4.1. (not wysiwyg, that's why it was not accepted [that's write was better and wysiwyg]. I don't know where to get it, but I will look around, okay?

1370. Re: Falcon Developers List

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-18 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-1805952137440001@tdw.vip.best.com>
Source record: 12721
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Rod,

Thanks for listing us in developers list. HOWEVER...

We have moved our web site and I would be grateful if you could update our
entry by modifying our web sites as follows:

change

www.tecnation.com/tecnation/

to

www.tecnation.com

and REMOVE the starbox site listing altogether.

Many thanks.

Finally, from one Brit to another...

I do hope it stops raining here in California, because it's making me homesick!

Alex

--
Something wonderful IS happening!

TECNATION DIGITAL WORLD
236 Hamilton Avenue, Level 2
Palo Alto, California 94301, U.S.A.
Tel: (415) 327-4332 Fax: (415) 327-1910
http://www.tecnation.com

1371. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-18 00:00:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19950518131114.L.J.Sak@sp0011.kub.nl>
Source record: 12722

In Article <3p69ap$p60@uni4nn.iaf.nl> "parkview@uni4nn.iaf.nl (Paul Tuijnman)" says:
> Hi!
>
> Just spend a few months frolicking about on my new PC, but I now have
> to admit - nothing beats Calamus. I tried Pagemaker, Corel Ventura
> 5.0, Word, WP 6.xx and it's all nice & stuff, but it's all nothing
> compared with good old SL.. !!

grin hope you didn't buy the PC for DTP then :)
(nice to hear it, I am a great fan of ATARI DTP)

CU!

L.J.Sak@kub.nl

1372. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-18 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3pecv6$md6@darkstar.UCSC.EDU>
Source record: 12723

In <1995May17.193445.43491@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>So, you must feel cool dude seeking knowledge and experience in your field as
>well as your hobby/spare time.. Must take up your time and have no time to
>develop your social role in society. Do you know what a Vagina is and what it
>is for? Now thats a 64 bit question, do the math!

Normally I might just ignore such a blatantly rude reply (has petey been taking eloquence lessons from WillBill?) but, what the heck, I'm tired and those who want true intellectual discussion aren't reading this newsgroup right now.

Programming far from takes up all my time. That's why I'm taking a creative writing class, and I've taken several music classes. Next year I'm debating between continuing my music studies or learning Japanese (ooh, anime in the original language!) Of course, I'm always studying keyboard (the musical kind) and learning composing on the side. Really, I spend less time playing games (on any platform) in an average month than the average gamer does in a week.

As for your second question, my girlfriend has no complaints, and yes, she is a living, vocal capable, intelligent human being, unlike ... hm. I'm torn. Should I say "whatever you lust after" or "your mother"?

Silly me. Of course. They're the same aren't they?

~Chris

>>>
>>> Peter Sinclair-Day This space still under
>>> University of Northern Iowa construction.
>>> Cedar Falls, IA. 50613 (if only his brain were so
>>> lucky!)
>>>

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1373. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-18 00:00:00 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3peltr$amm@sun168.rz.ruhr-uni-bochum.de>
Source record: 12724

sinclap2954@cobra.uni.edu wrote:
: You must not be a serious publisher than...

Peter, you always say Calamus is no good dtp-program. I remember some time
ago there was the same "discussion" with you and you have only said:
Calamus is bad for dtp, I'm doing dtp for long and so if I'm saying it's
bad, it's really bad.
All questions to you, what's so bad with this program and what is better
withyour favourite program are only answered by: Because I'm saying it.
This is no discussion. You should be able to say what is wrong with Calamus
for you. Only then can other people understand why you are thinking so.
But with that arguments you are stating, nobody can take you seriously.

Markus

--


```
_________________________________
__ _____| MarkusS, der Vierte |_____ __
_________| |__| :| Mails an | |__| |_________
\ :| |::| :| markuss@risc.techem.ruhr-uni- | |::| | /
\ :| |::| :| bochum.de | |::| | /
> :| |::| :|_____________________________| |::| | <
/ :|__|::|____:/ \.____|::|__| \
/_______:/ \::/ \::/ \._______\
```

1374. Re: FALCON BASED PRODUCT...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-18 00:00:00 UTC
From: t94patsa@ida.liu.se
Message-ID: <D8sHIv.Cvy@ida.liu.se>
Source record: 12725

BobR <76702.1466@CompuServe.COM> writes:

>> Well, *someone* must still be making Falcons since C-lab is selling them

>Actually, it's C-Lab themselves who are making the Falcons now, under
>license from Atari Corp. Atari doesn't make computers any more.

Yes, exactly, but they are probably made at the same factory as before!

>BobR

/patrik

--
Patrik Sanfridsson 1st year student in Computer Engineering
t94patsa@und.ida.liu.se Linkoping Institute of Technology, Sweden
z94patsa@isy.liu.se URL: http://www.edu.isy.liu.se/~z94patsa

1375. Apple Macintosh Performa 5200

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-18 00:00:00 UTC
From: t94patsa@ida.liu.se
Message-ID: <D8sHnx.Cx8@ida.liu.se>
Source record: 12726

Is this a good buy or should one wait for something better?

Will it run MacMagiC ?

/patrik

--
Patrik Sanfridsson 1st year student in Computer Engineering
t94patsa@und.ida.liu.se Linkoping Institute of Technology, Sweden
z94patsa@isy.liu.se URL: http://www.edu.isy.liu.se/~z94patsa

1376. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-18 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3pgb78$stu@ccshst05.cs.uoguelph.ca>
Source record: 12727

: Well Sports fan, the Jagflop flopped and bombed. According to Atari's Chief
: Financial Officer 150,000 Jagflops have been sold to date! No opologies needed
: for those who flamed me over the installed base.

Sorry, but you're wrong. That's US sales. As one who's barely
spent any time with any Atari product, you really should go somewhere else.

>> Mark <<

--
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I buy 'Rolling Stone' all the time. It's good to swat flies with."
- Peter Cetera

1377. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-18 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3pgbbt$stu@ccshst05.cs.uoguelph.ca>
Source record: 12728

: Peter, you always say Calamus is no good dtp-program.

Peter has never used Calamus or played used any Atari
ST/TT/Falcon computer. He just reads what he wants to read.

>> Mark <<

--
==========
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I buy 'Rolling Stone' all the time. It's good to swat flies with."
- Peter Cetera
==========

1378. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May18.203607.43548@cobra.uni.edu>
Source record: 12729

In article <3pgb78$stu@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Well Sports fan, the Jagflop flopped and bombed. According to Atari's Chief
> : Financial Officer 150,000 Jagflops have been sold to date! No opologies needed
> : for those who flamed me over the installed base.
>
> Sorry, but you're wrong. That's US sales. As one who's barely
> spent any time with any Atari product, you really should go somewhere else.

Thats worldwide sales and has been confirmed by Atari's Chief Financial officer. I have spent many times with Atari products and currently own the Lynx(I have two), 7800 and 2600. I am not blinded as you are and wear the Atari sun glasses.

>
> >> Mark <<
>
> --
> ===
> Mark Rathwell The University Of Guelph
>
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "I buy 'Rolling Stone' all the time. It's good to swat flies with."
> - Peter Cetera
> ===

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter
(Your employment with Atari is comming to an end. GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1379. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May18.204049.43549@cobra.uni.edu>
Source record: 12730

In article <3pgbbt$stu@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Peter, you always say Calamus is no good dtp-program.
>
> Peter has never used Calamus or played used any Atari
> ST/TT/Falcon computer. He just reads what he wants to read.

Yes I have..As for Calmus who cares! Others on the net who have used Calmus, Quark and Pagemaker have stated that Calmus does not measure up.

Plus the Atari line is no longer sold and supported! So is a mute point.

>
> >> Mark <<
>
> --
> ==
> Mark Rathwell The University Of Guelph
>
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "I buy 'Rolling Stone' all the time. It's good to swat flies with."
> - Peter Cetera
> ==

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter
(Your employment with Atari is comming to an end. GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1380. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May18.230230.43551@cobra.uni.edu>
Source record: 12731

In article <3pecv6$md6@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <1995May17.193445.43491@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>
>>So, you must feel cool dude seeking knowledge and experience in your field as
>>well as your hobby/spare time.. Must take up your time and have no time to
>>develop your social role in society. Do you know what a Vagina is and what it
>>is for? Now thats a 64 bit question, do the math!
>
> Normally I might just ignore such a blatantly rude reply (has petey been taking
> eloquence lessons from WillBill?) but, what the heck, I'm tired and those who
> want true intellectual discussion aren't reading this newsgroup right now.

Your one of those intellectual snobs.

>
> Programming far from takes up all my time. That's why I'm taking a creative
> writing class, and I've taken several music classes. Next year I'm debating
> between continuing my music studies or learning Japanese (ooh, anime in the
> original language!) Of course, I'm always studying keyboard (the musical kind)
> and learning composing on the side. Really, I spend less time playing games
> (on any platform) in an average month than the average gamer does in a week.
>

You must have a lot of time for the usenet. My, my justifying your life. I
must of bruised your ego.

> As for your second question, my girlfriend has no complaints, and yes, she is a
> living, vocal capable, intelligent human being, unlike ... hm. I'm torn.
> Should I say "whatever you lust after" or "your mother"?

Nice try. I imagine that your girlfriend is your left hand or a three hundred
pound low esteem twat...

>
> Silly me. Of course. They're the same aren't they?
>
> ~Chris
>
>>>>
>>>> Peter Sinclair-Day This space still under
>>>> University of Northern Iowa construction.
>>>> Cedar Falls, IA. 50613 (if only his brain were so
>>>> lucky!)
>>>>

>
>
>
>
>
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter
(Your employment with Atari is comming to an end. GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1381. FALCON IS DOING COOL STUFF WORLDWIDE...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-18 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-1805952140150001@tdw.vip.best.com>
Source record: 12732

Check out

www.tecnation.com/sonovista.html

and see for yourself.

The SONOVISTA development team here in Sunny California.

--
Something wonderful IS happening!

TECNATION DIGITAL WORLD
236 Hamilton Avenue, Level 2
Palo Alto, California 94301, U.S.A.
Tel: (415) 327-4332 Fax: (415) 327-1910
http://www.tecnation.com

1382. Re: Portfolio Ports

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-19 00:00:00 UTC
From: mike@dino.eng.monash.edu.au
Message-ID: <3phaqh$sc2@harbinger.cc.monash.edu.au>
Source record: 12637

Hello ..

chuck@utdallas.edu wrote:
: Well, this seems to be a relevant newsgroup, so here goes...

: I need to find a source for the bus connector on the old Atari
: Portfolio. In case you haven't seen it, I would best describe it as a
: miniature centronics port...raised center flanked by 2 rows of pins. Not
: a stock item at Radio Shack. :-)
: THANKS!
: -- Chuck Knight

For anyone interested in the portfolio I recommend contacting Jan Sedlak
at the following email address;

Jan.Sedlak@pedf.cuni.cz

I just got the newsletter through email and they have heaps of pf
gear, inc bus connectors. This is a chance for us all to be part of
a newsletter, lets take it!

Mike

1383. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-19 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3phg08$lc3@darkstar.UCSC.EDU>
Source record: 12638

In <1995May18.204049.43549@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>Plus the Atari line is no longer sold and supported! So is a mute point.

Language lesson for the day, peter: moot. learn it.

If only petey were a mute point.

~Chris

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1384. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-19 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3phgh9$lfi@darkstar.UCSC.EDU>
Source record: 12639

In <1995May18.230230.43551@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>> eloquence lessons from WillBill?) but, what the heck, I'm tired and those who
>> want true intellectual discussion aren't reading this newsgroup right now.

>Your one of those intellectual snobs.

Language lesson #2 for the day: You're. different from your and yore.
Learn it. As for your point (and a mute one, I might add...) I suppose I
am an intellectual snob when I expect intelligent words from one who claims the
same species as I.

>You must have a lot of time for the usenet. My, my justifying your life. I
>must of bruised your ego.

Well, I spend usually less than 10 hours per week, including reading mail,
WWW and other things, since you ask. "since you ask" I say -- I'm not
justifying anything. I am responding with bits of information called "facts"
to counter your claims. You should learn what facts are.

>Nice try. I imagine that your girlfriend is your left hand or a three hundred
>pound low esteem twat...

Peter: he of the imagination. He also imagines that the Jaguar is dead and
that Apple COmputers is the best thing since the discovery of fire. Do you
really think we give "a tiny piece of turd" (as you call yourself) about
what you dream up in your imaginings. Dearest fantasy, maybe, but then I
guess you probably meant that as a compliment, since your significant other
is the ADB port on your mac.

Actually, I take some of that back. You mentioned Cindy Crawford once as a
standard of beauty, so I guess your standards are even lower than I said.

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613 (work on the brain!
on the brain!)

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter
(Your employment with Atari is comming to an end. GET OVER IT!)

comming? his employment is communicating? I bet petey doesn't even know
what Jeff called him.

~Chris

>Http://www.ziff.com - For the latest MAC & PC news....

```
>--------------------------------------------------------------------------------

--
__ /\ __
__\/__\/__
\_||_/
/__||__\
// \ | \\
\|
```

1385. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-19 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <D8tr5q.Ku5@sci.kun.nl>
Source record: 12640

In <3phgh9$lfi@darkstar.UCSC.EDU> aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>In <1995May18.230230.43551@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>> eloquence lessons from WillBill?) but, what the heck, I'm tired and those who
>>> want true intellectual discussion aren't reading this newsgroup right now.

>>Your one of those intellectual snobs.

>Language lesson #2 for the day: You're. different from your and yore.
>Learn it. As for your point (and a mute one, I might add...) I suppose I
>am an intellectual snob when I expect intelligent words from one who claims the
>same species as I.

>>You must have a lot of time for the usenet. My, my justifying your life. I
>>must of bruised your ego.

Language lesson #3 for the day: must _have_, not must _of_.

And I'm not even a native speaker of English.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

1386. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-19 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.800892728@gmi.edu>
Source record: 12641

sinclap2954@cobra.uni.edu writes:

>Well Sports fan, the Jagflop flopped and bombed. According to Atari's Chief
>Financial Officer 150,000 Jagflops have been sold to date! No opologies needed
>for those who flamed me over the installed base.

Do the Math, idiot. Think about this for a minute.

The last official figures from Atari was 90,000 sold as of June 1994.
The Jaguar was not in Europe yet.

Most sources put the currently installed base of Jaguars in Europe to
around 50,000-60,000. Add the two numbers up, and you get 150,000.

Still don't follow the logic, SinDope? That means the Jaguar has sold 0
(or very very few) systems in the U.S. since June 1994. Is that likely?
NO.

So, what does this mean? The "150,000" number is dated, probably back to
last year. Most other industry analysts have put *todays* figure at around
200,000-300,000.

>Now that Atari is down the tubes, what new line of work can the Tramiels
>pursue?

If Atari goes down the tubes, your life will be OVER! What will you have
to bash if Atari is no longer around? You live this hatred of Atari. You
breathe it. You are fanatical in your hatred of them. You are so
fanatical that you must spend all of your time reading the Atari groups,
scanning for things you can bash.

What a pitiful existence.

/Kevin

> (If he had any brains would seek new employment, GET OVER IT!)

If YOU had any brains you would put your SinBabble to rest, GET OVER IT!!!
/Kevin

1387. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-19 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3piao4$omk@darkstar.UCSC.EDU>
Source record: 12642

In <D8tr5q.Ku5@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:

>>>You must have a lot of time for the usenet. My, my justifying your life. I
>>>must of bruised your ego.

>Language lesson #3 for the day: must _have_, not must _of_.

>And I'm not even a native speaker of English.

Urf! I should have (not should of) caught that one too. Thanks.

~Chris

--

1388. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-19 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3pias5$omu@darkstar.UCSC.EDU>
Source record: 12643

In <khaley.800892728@gmi.edu> khaley@nova.gmi.edu (Kevin Haley) writes:

>Still don't follow the logic, SinDope? That means the Jaguar has sold 0
>(or very very few) systems in the U.S. since June 1994. Is that likely?
>NO.

I bet he'll answer yes to this anyway. Prolly tack on a "GET OVER IT"
or "IT'S A MUTE POINT" too.

>So, what does this mean? The "150,000" number is dated, probably back to
>last year. Most other industry analysts have put *todays* figure at around
>200,000-300,000.

Yep, I figured that when I saw the 17 games comment. I bet the F.A's remarks
are from December or so, before any Xmas numbers came in.

~Chris

--

1389. Re: atari dtp is better

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-19 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FETQAGAFUP@cabal.shnet.org>
Source record: 12644

```
In <3pdim3$d25@darkstar.UCSC.EDU> Christopher Taylor Oates wrote:
>In <rappleye-170595073201@150.102.161.162> rappleye@felix.kodak.com (rappleye) writes:
>>In article <3pcc3g$4m4@news.infoserve.net>, amwassil@unix.infoserve.net
>>(Michael Wassil) wrote:
>
>>> I have been using Calamus for several years (first 1.09N, then SL), and
>>> IMHO it is tops....
>>> the program sometimes hangs up during printing, somtimes simply crashes
>>> and otherwise makes printing a pain often enough to be a real nuisance.
>
>>If this is what "tops" in DTP means in the Atari world, I'll start
>>listening to Sinclap.

Beforehand, you should ask someone with experience about Quark XPress 3.3.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
---------------------------------------------------------------- /
- In the sky a mighty eagle doesn't care about what's illegal - \_
- On it's wings the rainbow's light it's flying to eternity. - )
```

1390. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-19 00:00:00 UTC
From: joseecek@deepcove.com
Message-ID: <3pil28$pp7@Kaos.deepcove.com>
Source record: 12645

sinclap2954@cobra.uni.edu writes:

>Now that Atari is down the tubes, what new line of work can the Tramiels
>pursue?

Reply from Josef Palecek follows:

They could be counting their millions $$$$$ from Sega copyright deal and
laugh all the way to bank.

Josef

josef.palecek@deepcove.com

1391. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-19 00:00:00 UTC
From: hing@csulb.edu
Message-ID: <3piq08$m8r@garuda.csulb.edu>
Source record: 12646

sinclap2954@cobra.uni.edu wrote:
: In article <3pgbbt$stu@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
: > : Peter, you always say Calamus is no good dtp-program.
: >
: > Peter has never used Calamus or played used any Atari
: > ST/TT/Falcon computer. He just reads what he wants to read.

: Yes I have..As for Calmus who cares! Others on the net who have used Calmus,
: Quark and Pagemaker have stated that Calmus does not measure up.

Who said so, I for one prefere any time and day Calamus SL over the buggy
Page Maker or the overprices Quark.

: Plus the Atari line is no longer sold and supported! So is a mute point.

: >
: > >> Mark <<
: >
: > --
: > ==
: > Mark Rathwell The University Of Guelph
: >
: > mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
: >
: > "I buy 'Rolling Stone' all the time. It's good to swat flies with."
: > - Peter Cetera
: > ==

: ---
:
: Peter Sinclair-Day This space still under
: University of Northern Iowa construction.
: Cedar Falls, IA. 50613
:
:
: "Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
: of turd."
: - Atari's Jeff Minter
: (Your employment with Atari is comming to an end. GET OVER IT!)

: Http://www.ziff.com - For the latest MAC & PC news....

: ---

--
o---o

| E-mail: hing@engr.csulb.edu |
|-=-|
| WWW: http://www.engr.csulb.edu/~hing/ |
|-=-|
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------- Charles de Gaulle -------------------------o

1392. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-19 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FETSCCDHUP@cabal.shnet.org>
Source record: 12647

In <1995May15.224459.43388@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>In article <FEOOAGCMUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>> In <1995May13.103951.43312@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>>Why not an LC5200? From what I hear, the Performa 5200 should be announced
>>>this Monday(don't quote me) and the education price should be around $1600 or
>>>so.
>>
>> Because: a) the monitor is integrated into the case

>> b) the speakers are integrated into the case

>> Some time ago, some guy advocated against the Falcon with the statement
>> that integrating the keyboard into the case was stupid. If only I knew who
>> this guy was?
>
>Yep..Think hard. The 5200 has a separate keyboard.

NHOOOOO! Really? And what is the disadvantage of an integrated keyboard?
What is the disadvantage of an integrated monitor and speakers?

>"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
>of turd."

Yup. Read the Netiquette for further details.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

1393. Re: atari dtp is better

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-19 00:00:00 UTC
From: parkview@uni4nn.iaf.nl
Message-ID: <3pinhv$70e@uni4nn.iaf.nl>
Source record: 12648

rappleye@felix.kodak.com (rappleye) wrote:

>In article <3pcc3g$4m4@news.infoserve.net>, amwassil@unix.infoserve.net
>(Michael Wassil) wrote:

>> I have been using Calamus for several years (first 1.09N, then SL), and
>> IMHO it is tops....
>> the program sometimes hangs up during printing, somtimes simply crashes
>> and otherwise makes printing a pain often enough to be a real nuisance.

>If this is what "tops" in DTP means in the Atari world, I'll start
>listening to Sinclap.

Probably Quark Xpress is what comes closest to Calamus, but it lacks
Calamus' inbuilt versatility. It beats the hell out of Pagemaker and
Corel Ventura 5.0 and Calamus' soft ripping is unsurpassed. I'm afraid
it won't be big time on the PC platform though due to poor management;
they're just too late to get a piece of the pie.
Thanks for your useful and intelligent input anyway, Michael, I was
truly impressed.

Paul

1394. Re: BOBR postings on rise

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-19 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950519174754.9578A-100000@PEAK.ORG>
Source record: 12649

On 19 May 1995, BobR wrote:

> 47 lines of absolute drivel again, eh James..?

Yeah...you call it drivel because I'm at your throat, PROVING YOU
WRONG.

>
> No doubt everyone who has to pay to download your garbage thanks you...

No douby "everyone" has to do the same for you - in your tiny little
brain, I suppose you believe your messages are of more (or ANY)
significance. Once again, DREAM ON. You're the biggest loser here, as I
have proven, and I shall again.

>
> When are you going to go bother the other Dell owners and leave the Atari
> areas to people with something to contribute besides tripe..?

Why don't you bother the Dell owners? Don't forget to take your
kneepads...the ones you wear around here trying to kiss-up to (or blow)
Atari users.... Obviously, you're starving for some social status and
you think you've found some here. When someone (I) proves you wrong,
your only defense is to maintain the cocky attitude and pretend like you
were never proven wrong....which is what you are doing. Good luck.

When are you going to produce some SUBSTANCE in your replies, bobbie?
Counting message lines? Is that all you can do for a comeback?

Have you no comment on the fact that I've proven you to be an ARROGANT
ASS - that is, I've PROVEN that you are WRONG, and you're still afraid to
admit it? You're still as cocky as before you were proven wrong!!

ISN'T THAT A BETTER COMEBACK THAN COUNTING YOUR MESSAGE LINES?

Try again....

James

1395. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May19.195957.43576@cobra.uni.edu>
Source record: 12650

In article <khaley.800892728@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu writes:
>
>>Well Sports fan, the Jagflop flopped and bombed. According to Atari's Chief
>>Financial Officer 150,000 Jagflops have been sold to date! No opologies needed
>>for those who flamed me over the installed base.
>
> Do the Math, idiot. Think about this for a minute.

I have..

>
> The last official figures from Atari was 90,000 sold as of June 1994.
> The Jaguar was not in Europe yet.
>
> Most sources put the currently installed base of Jaguars in Europe to
> around 50,000-60,000. Add the two numbers up, and you get 150,000.
>
> Still don't follow the logic, SinDope? That means the Jaguar has sold 0
> (or very very few) systems in the U.S. since June 1994. Is that likely?
> NO.

The 150,000 came from Atari's Chief Financial Officer who explaining Atari's
poor performance in Q1 a few days ago. I am sure you can find the article on
it. Next time read before you respond.

>
> So, what does this mean? The "150,000" number is dated, probably back to
> last year. Most other industry analysts have put *todays* figure at around
> 200,000-300,000.
>

Read above..

>>Now that Atari is down the tubes, what new line of work can the Tramiels
>>pursue?
>
> If Atari goes down the tubes, your life will be OVER! What will you have
> to bash if Atari is no longer around? You live this hatred of Atari. You
> breathe it. You are fanatical in your hatred of them. You are so
> fanatical that you must spend all of your time reading the Atari groups,
> scanning for things you can bash.

Excuse me, but I own the Lynx, 7800 and 2600. I have the right to state facts
about Atari and the Tramiels that have been true. Was a no brainer to predict
the collapse of the Jagflop while Atari fanatics were in deep denial.. Not

like I said, I told you so..

>
> What a pitiful existence.

A typical response by a ATARIDROID! GET OVER IT!
>
> /Kevin
>
>> (If he had any brains would seek new employment, GET OVER IT!)
>
> If YOU had any brains you would put your SinBabble to rest, GET OVER IT!!!

So how much of your investment is down the toilet?

> /Kevin
>

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter
(Your employment with Atari is comming to an end. GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1396. Re: MAJOR MOTION

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-19 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950519175420.9578B-100000@PEAK.ORG>
Source record: 12651

On 19 May 1995, BobR wrote:

> Ah yes... as the little twit reminded me, Major Motion was an early game
> for the ST from Michtron...
>
> However... unlike the little twit, I have more than puerile drivel to offer
> the newsgroup.

I beg to differ with you, cocky little dumbass. Here's an example of
your own "puerile drivel":

BR>Back when the IBM PC, the Amiga 500 and the Atari 520ST were brand new

BEEP!!! BULLSH*T!!!! None of above were brand new together.
Analysis: puerile drivel from BobR.

BR>Unfortunately you don't seem to even have that much knowledge.
BR>If you knew ANY Atari history, you'd know the Atari ST and the Amiga 500
BR>were released within weeks of each other in 1986.
BR>Thus you got both dates wrong.

BEEP!!! BEEP!!! BobR BULLSH*T detectors going off again!!
After I tried to explain to you that you were in error, you cocked off
again spouting this!
Analysis: more BobR puerile drivel!!!!

Then, after other posters confirmed that you were in error (I was right)
on this issue, you cowardly avoided answering my posts, and only counted
the lines in the messages (afraid of the contents) and called them
"puerile drivel."
Analysis: chicken s*it piece of terd.

ONE MORE THING: WHY DON'T YOU GET YOUR ASS TO THE DELL FORUM IF YOU'RE
GOING TO SPOUT MESSAGES LIKE THIS.... Proof that you're a hypocrite
since you're spouting IBM crap (again), especially after just having told me:

BR>When are you going to go bother the other Dell owners and leave the Atari
BR>areas to people with something to contribute besides tripe..?

Analysis: Certifiable, Undeniable HYPOCRITE!!!!! YES, YOU BOBBIE!!!!!

>
> There IS a very good version of a game like "Major Motion" available for
> the PC (in answer to the original question).
>
> It's called "Highway Hunter" and is from Epic Megagames.
>
> The game should be on any well-stocked IBM ftp archive site, and it was

> the "game of the month" recently in the Epic Forum on CompuServe. It can
> also be obtained from most IBM Shareware dealers.
>
> It's quite good, although not quite as good as Major Motion...
>
> BobR
>
>

1397. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-19 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3pj56l$3k8@ccshst05.cs.uoguelph.ca>
Source record: 12652

: Yes I have

Pardon me ... you "played around with an ST" at a friend's place
once. That's not what I'd call extensive scrutiny of any software program
or computer. Which machine did you use?

..As for Calmus who cares! Others on the net who have used Calmus,
: Quark and Pagemaker have stated that Calmus does not measure up.

Peter, you've long been known for having a selective perception.

: Plus the Atari line is no longer sold and supported! So is a mute point.

Not sold, eh? That's why stores in Britain have ads for ST's and
software in ST-Format.

>> Mark <<

--
==========
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I buy 'Rolling Stone' all the time. It's good to swat flies with."
- Peter Cetera
==========

1398. Re: mouse-inventor?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-19 00:00:00 UTC
From: Lisa's pet <honge@creighton.edu>
Message-ID: <Pine.HPP.3.91.950519181915.28003N-100000@bluejay.creighton.edu>
Source record: 12653

> >does anyone know who invented the mouse pointing device?
> >thanks.
>
> The mouse type pointing device and the majority of the WIMP interface
> basic concepts were developed by the Xerox company (yes the photo-copier

Xerox Palo Alto Research Center or something or other. They pioneered a
lot of things that's being granted in many of the graphics user
interface, often called WIMPs.

```
**********************************************************************
_____________________________________________________________________
/ | \
| H. Young | "If it's not a Sony, it's a |
| Biology BS '95 | darn good trick." |
| Creighton University | |
| honge@creighton.edu | Darwin of Borg: |
| zenon@ibm.net | "Creationism is irrelevant. |
| (ABC) 592-5944 | Evolution is inevitable. |
| No postage required | Resistance is futile. You |
| Save the trees--Eat the beavers! | will be assimilated." |
\_____________________________________________________________________/

**********************************************************************
```

1399. Re: BOBR postings on rise

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-19 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3pgpdc$rs0$1@mhadg.production.compuserve.com>
Source record: 12733

47 lines of absolute drivel again, eh James..?

No doubt everyone who has to pay to download your garbage thanks you...

When are you going to go bother the other Dell owners and leave the Atari areas to people with something to contribute besides tripe..?

BobR

1400. Re: IO Mega Bernouli Drive

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-19 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3pgpl4$rs0$2@mhadg.production.compuserve.com>
Source record: 12734

> I recently aquired an IO Mega Cartridge Drive system. It appears to be a
> SCSI Device.

If it's a SCSI device, it ought to work with the Link on an ST, but...

I don't know if any of the currently available software drivers will work
with it.. in other words, it may hook up OK, but you might not be able
to do anything with it.

It would probably be best to contact ICD and see if they have any experience
with this particular device.

BobR

1401. Re: MAJOR MOTION

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-19 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3pgq7o$rs0$3@mhadg.production.compuserve.com>
Source record: 12735

Ah yes... as the little twit reminded me, Major Motion was an early game for the ST from Michtron...

However... unlike the little twit, I have more than puerile drivel to offer the newsgroup.

There IS a very good version of a game like "Major Motion" available for the PC (in answer to the original question).

It's called "Highway Hunter" and is from Epic Megagames.

The game should be on any well-stocked IBM ftp archive site, and it was the "game of the month" recently in the Epic Forum on CompuServe. It can also be obtained from most IBM Shareware dealers.

It's quite good, although not quite as good as Major Motion...

BobR

1402. Re: mouse-inventor?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-19 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3pgqht$rs0$4@mhadg.production.compuserve.com>
Source record: 12736

> BobR, if only you'd spent as much time on c.s.a.tech as you do here ...

:)

True.. it's more fun helping folks with their Ataris than dealing with a

BobR
twit anyway..

1403. should I buy an Atari ?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-20 00:00:00 UTC
From: 100272.165@compuserve.com
Message-ID: <3pkr10$mr1@data.interserv.net>
Source record: 12654

Hello,

I'm looking for a small not to expensive computer to "play" with. This means that I will be programming on it (in C and assembler), upgrade and modify the computer (I like soldering fumes) and stuff like that.

I'm considering several options, I could buy an Atari ST, an Amiga or even an old PC (but the limited graphic possibilities almost eliminate this option) I'm not sure if I should consider a Mac.....

Is there anybody out there who can convince me to buy an Atari ?
Is there still enough support for the atari computer's, can I find software for it ? Are there still parts for ST computers ?

Thanks,
Thijs

Thijs Aaten

Internet: taaten@cs.vu.nl
CID: 100272,165

1404. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-20 00:00:00 UTC
From: jason@whatnext.demon.co.uk
Message-ID: <3pl0m5$am0@imp.demon.co.uk>
Source record: 12655

sinclap2954@cobra.uni.edu wrote:

>- Yes I have..As for Calmus who cares! Others on the net who have used Calmus,
>- Quark and Pagemaker have stated that Calmus does not measure up.

Ha bloody ha...

Pagemaker is absolute rubbish compared to Calamus SL for
professional design and dtp.

Haven't used Quark but from what I've read I'm not missing
anything.

Coral Draw 3 is also rubbish, compared to the high quality of
Atari compatible programs.

>- Plus the Atari line is no longer sold and supported! So is a mute point.

Ha bloody ha...

If you want an Atari or compatible then you can buy one, if you
want to run superior Atari programs on a PC or a Mac then you
can.

what's your problem.

==================================
What Next! Media Services
Design, Typesetting, Artwork & Printing
==================================

==================================
What Next! Media Services
Design, Typesetting, Artwork & Printing
==================================

1405. Re: atari dtp is better

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-20 00:00:00 UTC
From: jason@whatnext.demon.co.uk
Message-ID: <3pl0mb$am5@imp.demon.co.uk>
Source record: 12656

amwassil@unix.infoserve.net (Michael Wassil) wrote:

>- I have been using Calamus for several years (first 1.09N, then SL), and
>- IMHO it is tops. The font handling and layout control are just great to
>- work with. I publish all sorts of materials, including book length.

Same here.

>- Now
>- the program sometimes hangs up during printing, somtimes simply crashes
>- and otherwise makes printing a pain often enough to be a real nuisance.

Actually I've found it very reliable printing from an Atari Mega
ST and Atari TT030 to both the Atari Laser and a Cannon A3 colour
bubblejet. Although it can run out of memory and not appear to do
anything for a while, I can't remember it crashing at all for
absolutely ages if ever.

>- Has anyone else experienced printing problems with SL, and if so have you
>- figured out what to do about them?

What are you printing to (and from)? How much memory have you?

Have you got the latest upgrade - 8.11.94 version. This appears
to have improved printing facilities and drives a Canon BJC800
absolutely brilliantly, which it didn't do until that upgrade.

It's now better than Canon's own driver for MSWindows - though
the problem was the print quality, not crashing.

==================================
What Next! Media Services
Design, Typesetting, Artwork & Printing
==================================

==================================
What Next! Media Services
Design, Typesetting, Artwork & Printing
==================================

1406. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-20 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3pl6gv$nkk@ccshst05.cs.uoguelph.ca>
Source record: 12657

: Thats worldwide sales and has been confirmed by Atari's Chief Financial
: officer.

He did not say World-wide sales. He also said the Jag only had
seventeen games. I count 24. That figure was also thrown around last
Christmas as a "US only sold" figure. Others at Atari dispute this.

I have spent many times with Atari products and currently own the
: Lynx(I have two), 7800 and 2600. I am not blinded as you are and wear the
: Atari sun glasses.

Who's blinded? I'm fully aware of Atari's problems and have
criticized them at many points. It is you that wears the Anti-Atari
sunglasses.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I buy 'Rolling Stone' all the time. It's good to swat flies with."
- Peter Cetera
==

1407. Re: mouse-inventor?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-20 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D8w2Br.HHr@ecf.toronto.edu>
Source record: 12658

In article <Pine.HPP.3.91.950519181915.28003N-100000@bluejay.creighton.edu>,
Lisa's pet <honge@creighton.edu> wrote:
>> >does anyone know who invented the mouse pointing device?
>> >thanks.
>>
>> The mouse type pointing device and the majority of the WIMP interface
>> basic concepts were developed by the Xerox company (yes the photo-copier
>
>Xerox Palo Alto Research Center or something or other. They pioneered a
>lot of things that's being granted in many of the graphics user
>interface, often called WIMPs.

Wrong. Doug Engelbart invented the mouse in 1964, before Xerox PARC
existed. Which just goes to show that even Xerox built on previous research.

--

Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

1408. Re: BOBR postings on rise

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-20 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3plmbv$sh3@ccshst05.cs.uoguelph.ca>
Source record: 12659

: No doubt everyone who has to pay to download your garbage thanks you...

How about the both of you shut up? Didn't you raise a big stink a
few months ago when Peter and I got into a debate? You are doing the
exact same thing with James.

>> Mark <<

1409. Brian's Posting Guidlines

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-20 00:00:00 UTC
From: quinlan@newsserver.sfu.ca
Message-ID: <quinlan.801006138@sfu.ca>
Source record: 12660

I'm getting tired of reading about people comparing the size of their genitals so I decided that I'd write "Brian's Posting Guidelines".

Rules
-----
1) Obey the mandate of the newgroup that you are posting to. (BTW, the purpose of this newsgroup is to "...attack and defend Atari..." so you may only insult someone if they are an Atari product IN THE LITERAL SENSE)

2) When fallowing-up don't quote the posters entire article. Quote only that which is relevant to your reply.

3) Don't quote other peoples signatures.

4) Limit line width of your post to about 75 characters. That leaves some room when it is quoted and requoted and rerequoted, etc.

5) Don't quote other posts' quotes unless absolutely essential to your point.
--

Brian Quinlan
quinlan@sfu.ca

1410. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-20 00:00:00 UTC
From: markuss@risc.techem.ruhr-uni-bochum.de
Message-ID: <3pk1d2$dgd@sun168.rz.ruhr-uni-bochum.de>
Source record: 12661

sinclap2954@cobra.uni.edu wrote:
: Yes I have..As for Calmus who cares! Others on the net who have used Calmus,
: Quark and Pagemaker have stated that Calmus does not measure up.

So it's again the same thing as I stated before. You can't discuss something.
You are only saying: It's bad, I know this and I don't want to give any
argument.
Very good discussion.

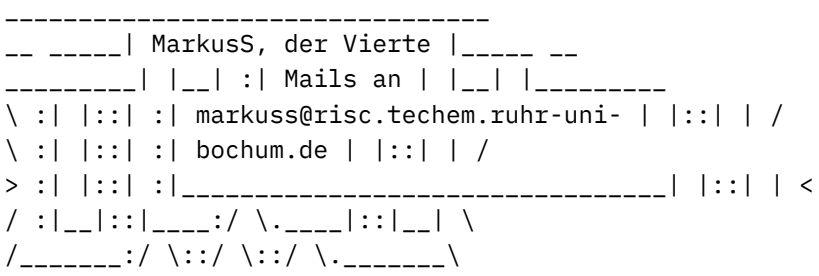
: Plus the Atari line is no longer sold and supported! So is a mute point.

Here in Germany the Atari line is sold and supported !

MarkusS

P.S. Peter, why do you quote signatures ? Even you quote your own signature.
This is a waste of time and resource.

--



1411. Re: BOBR postings on rise

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-20 00:00:00 UTC
From: hing@csulb.edu
Message-ID: <3plqt6$r50@garuda.csulb.edu>
Source record: 12662

Why don't you guys take personnal attack to you e-mail, no one is
interesting in hearing your whinning around here.

James Wood (jamesw@PEAK.ORG) wrote:

: On 19 May 1995, BobR wrote:

: > 47 lines of absolute drivel again, eh James..?

: Yeah...you call it drivel because I'm at your throat, PROVING YOU
: WRONG.

: >
: > No doubt everyone who has to pay to download your garbage thanks you...

: No douby "everyone" has to do the same for you - in your tiny little
: brain, I suppose you believe your messages are of more (or ANY)
: significance. Once again, DREAM ON. You're the biggest loser here, as I
: have proven, and I shall again.

: >
: > When are you going to go bother the other Dell owners and leave the Atari
: > areas to people with something to contribute besides tripe..?

: Why don't you bother the Dell owners? Don't forget to take your
: kneepads...the ones you wear around here trying to kiss-up to (or blow)
: Atari users.... Obviously, you're starving for some social status and
: you think you've found some here. When someone (I) proves you wrong,
: your only defense is to maintain the cocky attitude and pretend like you
: were never proven wrong....which is what you are doing. Good luck.

: When are you going to produce some SUBSTANCE in your replies, bobbie?
: Counting message lines? Is that all you can do for a comeback?

: Have you no comment on the fact that I've proven you to be an ARROGANT
: ASS - that is, I've PROVEN that you are WRONG, and you're still afraid to
: admit it? You're still as cocky as before you were proven wrong!!

: ISN'T THAT A BETTER COMEBACK THAN COUNTING YOUR MESSAGE LINES?

: Try again....

: James

--
o---o
| E-mail: hing@engr.csulb.edu |
|-=-|
| WWW: http://www.engr.csulb.edu/~hing/ |

```
|-=-=-=
```

1412. Re: should I buy an Atari ?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-20 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FEUUBABNUP@cabal.shnet.org>
Source record: 12663

In <3pkr10$mr1@data.interserv.net> Thijs Aaten wrote:
>I'm looking for a small not to expensive computer to "play" with. This
>means that I will be programming on it (in C and assembler), upgrade
>and modify the computer (I like soldering fumes) and stuff like that.
>
>I'm considering several options, I could buy an Atari ST, an Amiga or
>even an old PC (but the limited graphic possibilities almost eliminate
>this option) I'm not sure if I should consider a Mac.....

Well, for the DIY enthusiast, the Mac is crap.

>Is there anybody out there who can convince me to buy an Atari ?
>Is there still enough support for the atari computer's, can I find
>software for it ? Are there still parts for ST computers ?

As you are in the Netherlands: yep, no problem there.

I, as a TT owner, am considering to buy a Mega STE as a BBS system unit,
the price for these is around 500,- DMs for a complete system in Mausnet,
this includes an SCSI host adaptor (one unit only), an SM 124 or 144/6,
and a small HDD (48-105 megs) usually.

The Mega STE is a 16 MHz 68000 machine with 68881 FPU, VME bus (nice for
graphic cards etc.) and TOS 2.0x, SIMM sockets for a maximum of 4 megs,
and an SCC for fast serial transfers (can also be replaced with an ESCC).

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

1413. Re: AtariSoft (take 2)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-20 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3pllhuoen1@mhafc.production.compuserve.com>
Source record: 12664

> Atari, has some good games, has a great library of titles-that no one will
> be playing at this rate since the industry will probably amount to
> SONY-SEGA-Nintendo. Solution go all out and publish these games on all of
> the remaining higly channel leverged products and make a mint off of the
> support of the titles

This is a great idea..!

In fact, be watching your favorite PC games outlet in the (hopefully near)
future for... Tempest 2000...

The first of the Jaguar games to be ported to the PC.

BobR

1414. Re: The End is...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-20 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3pllmtoen2@mhafc.production.compuserve.com>
Source record: 12665

> What's really sick is that I've sen COmpaq and now Packard Bell PCs that
> have that Big-Headed-Chicken-Fetus monitor & Case combined look. :P :P :P

Heh.. then there's the clone manufacturer who's been advertising a
revolutionary new idea...

Their PC has the motherboard and floppy drive all contained within the
keyboard unit.

Looks *exactly* like a 1040 ST..!
:)

BobR

1415. Re: FALCON BASED PRODUCT...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-21 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3pnnv9$2ps@dux.dundee.ac.uk>
Source record: 12666

Patrik Sanfridsson (t94patsa@ida.liu.se) wrote:
: BobR <76702.1466@CompuServe.COM> writes:

: >> Well, *someone* must still be making Falcons since C-lab is selling them

: >Actually, it's C-Lab themselves who are making the Falcons now, under
: >license from Atari Corp. Atari doesn't make computers any more.

: Yes, exactly, but they are probably made at the same factory as before!

From what I gather this is correct. The thing is if Atari couldn't
find enough work to keep the factory going, how is C-Lab going
to do it?

From what I gather C-Lab is now supervising the running of the Factory, and
if I am also correct this factory ONLY made Atari computers and NOT
the jaguar (which is made by IBM).

Rod

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

1416. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-21 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May21.103920.43605@cobra.uni.edu>
Source record: 12667

In article <3pj56l$3k8@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Yes I have
>
> Pardon me ... you "played around with an ST" at a friend's place
> once. That's not what I'd call extensive scrutiny of any software program
> or computer. Which machine did you use?
>
> ..As for Calmus who cares! Others on the net who have used Calmus,
> : Quark and Pagemaker have stated that Calmus does not measure up.
>
> Peter, you've long been known for having a selective perception.

Pot Kettle Black.

>
> : Plus the Atari line is no longer sold and supported! So is a mute point.
>
> Not sold, eh? That's why stores in Britain have ads for ST's and
> software in ST-Format.

What about the USA? Will there be PowerPC ST's and at competitive prices?

>
> >> Mark <<
>
>
> --
> ==
> Mark Rathwell The University Of Guelph
>
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "I buy 'Rolling Stone' all the time. It's good to swat flies with."
> - Peter Cetera
> ==

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

(Your employment with Atari is comming to an end. GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1417. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-21 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May21.104520.43606@cobra.uni.edu>
Source record: 12668

In article <3pl0m5$am0@imp.demon.co.uk>, jason@whatnext.demon.co.uk ("ace") writes:
> sinclap2954@cobra.uni.edu wrote:
>
>>- Yes I have..As for Calmus who cares! Others on the net who have used Calmus,
>>- Quark and Pagemaker have stated that Calmus does not measure up.
>
> Ha bloody ha...
>
> Pagemaker is absolute rubbish compared to Calamus SL for
> professional design and dtp.

ST users would disagree with you.

>
> Haven't used Quark but from what I've read I'm not missing
> anything.

Same for Calmus..

>
> Coral Draw 3 is also rubbish, compared to the high quality of
> Atari compatible programs.
>

I wouldn't know..

>>- Plus the Atari line is no longer sold and supported! So is a mute point.
>
> Ha bloody ha...
>
> If you want an Atari or compatible then you can buy one, if you
> want to run superior Atari programs on a PC or a Mac then you
> can.
>

Superior Atari programs, ha!

> what's your problem.
>

The problem is Atari hardware in the USA is outdated and over priced. Starting
next month A PowerMac 6300(in the 630 case) will cost the same as a $1300
and may include a 4x cdrom in the price. This pup makes the Falcon behave like
a turtle, very slow. You will know the meaning of the word slow.

>
> ================================

> What Next! Media Services
> Design, Typesetting, Artwork & Printing
> ================================
>
>
>
> ====================================
> What Next! Media Services
> Design, Typesetting, Artwork & Printing
> ====================================
>

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter
(Your employment with Atari is comming to an end. GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1418. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-21 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May21.104753.43607@cobra.uni.edu>
Source record: 12669

In article <3pil28$pp7@Kaos.deepcove.com>, joseecek@deepcove.com (Josef Palacek) writes:
> sinclap2954@cobra.uni.edu writes:
>
>
>>Now that Atari is down the tubes, what new line of work can the Tramiels
>>pursue?
>
> Reply from Josef Palecek follows:
>
> They could be counting their millions $$$$$ from Sega copyright deal and
> laugh all the way to bank.

Atari could, but the 'Boys' are pouring the Sega money in a bottomless pit in
their sorry hopes that the Jagflop will succeed. Not gonna happen..

>
> Josef
>
> josef.palecek@deepcove.com
>
>
>
>
>

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter
(Your employment with Atari is comming to an end. GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1419. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-21 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May21.103452.43603@cobra.uni.edu>
Source record: 12670

In article <FETSCCDHUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
> In <1995May15.224459.43388@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>In article <FEOOAGCMUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>>> In <1995May13.103951.43312@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>>>Why not an LC5200? From what I hear, the Performa 5200 should be announced
>>>>this Monday(don't quote me) and the education price should be around $1600 or
>>>>so.
>>>
>>> Because: a) the monitor is integrated into the case
>
>>> b) the speakers are integrated into the case
>
>>> Some time ago, some guy advocated against the Falcon with the statement
>>> that integrating the keyboard into the case was stupid. If only I knew who
>>> this guy was?
>>
>>Yep..Think hard. The 5200 has a separate keyboard.
>
> NHOOOOO! Really? And what is the disadvantage of an integrated keyboard?
> What is the disadvantage of an integrated monitor and speakers?

The disadvantage of an integrated keyboard is that you can't type on your lap,
can't adjust to your comforts. As for the disadvantages of integrated
speakers, there is none unless you count quality. You can allways hook up the
5200 to the stereo.

>
>>"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
>>of turd."
>
> Yup. Read the Netiquette for further details.
>
> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O
> -- /
> - In the sky a mighty eagle doesn't care about what's illegal - _
> - On it's wings the rainbow's light it's flying to eternity. -)

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter
(Your employment with Atari is comming to an end. GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1420. Re: atari dtp is better

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-21 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May21.103705.43604@cobra.uni.edu>
Source record: 12671

In article <3pinhv$70e@uni4nn.iaf.nl>, parkview@uni4nn.iaf.nl (Paul Tuijnman) writes:
> rappleye@felix.kodak.com (rappleye) wrote:
>
>>In article <3pcc3g$4m4@news.infoserve.net>, amwassil@unix.infoserve.net
>>(Michael Wassil) wrote:
>
>>> I have been using Calamus for several years (first 1.09N, then SL), and
>>> IMHO it is tops....
>>> the program sometimes hangs up during printing, somtimes simply crashes
>>> and otherwise makes printing a pain often enough to be a real nuisance.
>
>>If this is what "tops" in DTP means in the Atari world, I'll start
>>listening to Sinclap.
>
> Probably Quark Xpress is what comes closest to Calamus, but it lacks
> Calamus' inbuilt versatility. It beats the hell out of Pagemaker and
> Corel Ventura 5.0 and Calamus' soft ripping is unsurpassed. I'm afraid
> it won't be big time on the PC platform though due to poor management;
> they're just too late to get a piece of the pie.
> Thanks for your useful and intelligent input anyway, Michael, I was
> truly impressed.

Quark exceeds Calmus, GET OVER IT! So what do you run Calmus off, a Falcon?
Or under Windows NT?

>
> Paul
>
>

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter
(Your employment with Atari is comming to an end. GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1421. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-21 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3po1a1$mn3@ccshst05.cs.uoguelph.ca>
Source record: 12672

: > Peter, you've long been known for having a selective perception.

: Pot Kettle Black.

The famous phraise Sinclap uses for ducking an argument. Face it
Peter, you love to bash machines that you've never really used. You
ignore the good things said about machines and read only the bad things
said. You're not exactly and objective debater. Calling me an Ataridroid
is idiotic because you are the one that shows continuous bias.

: What about the USA? Will there be PowerPC ST's and at competitive prices?

In the USA there are some Atari dealers left. My point was that
your previous comment was invalid.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I buy 'Rolling Stone' all the time. It's good to swat flies with."
- Peter Cetera
==

1422. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-21 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3po1f0$mn3@ccshst05.cs.uoguelph.ca>
Source record: 12673

: ST users would disagree with you.

You've talked to them all? Actually, you're probably quoting a
few posters that support your biased views and ignoring the majority.

: Same for Calmus..

You've never seen Calamus, so shut up.

: I wouldn't know..

You don't know about much of anything, where Atari computers are
concerned.

: Superior Atari programs, ha!

This from a person who's probably never even used 10 Atari
programs in his whole life.

: The problem is Atari hardware in the USA is outdated and over priced. Starting
: next month A PowerMac 6300(in the 630 case) will cost the same as a $1300
: and may include a 4x cdrom in the price. This pup makes the Falcon behave like
: a turtle, very slow. You will know the meaning of the word slow.

I'm glad Apple has lowered their prices. It's about time. The
years of ripping people off in the 80s are over.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I buy 'Rolling Stone' all the time. It's good to swat flies with."
- Peter Cetera
==

1423. Re: Hey Sinflop! Guess who's getting a Mac!

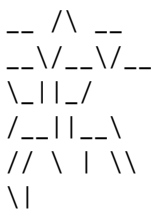
Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-21 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3podqj$3kk@darkstar.UCSC.EDU>
Source record: 12674

In <1995May21.103452.43603@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>The disadvantage of an integrated keyboard is that you can't type on your lap,
>can't adjust to your comforts. As for the disadvantages of integrated
>speakers, there is none unless you count quality. You can allways hook up the
>5200 to the stereo.

Try upgrading your monitor... Personally, I'd rather have an integrated
keyboard than an integrated monitor & speakers. Just for the advantage of
not having a computer that looks like an aborted foetus.

~Chris

--


1424. Re: atari dtp is better

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-21 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3podsi$3l7@darkstar.UCSC.EDU>
Source record: 12675

In <1995May21.103705.43604@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>Quark exceeds Calmus, GET OVER IT! So what do you run Calmus off, a Falcon?
>Or under Windows NT?

Another truly mindblowing technical definition from our friend of Iowa.

~Chris

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1425. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-21 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3poe25$3m4@darkstar.UCSC.EDU>
Source record: 12676

In <1995May21.103920.43605@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>
>> Peter, you've long been known for having a selective perception.

>Pot Kettle Black.

If you can't rip off Travis' expression right, don't do it at all.

Sheesh. You know, if I were him, I'd be too embarrassed at my stupidity to even
post to usenet.

~Chris
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1426. Re: BOBR postings on rise

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-21 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950521193052.17772B-100000@PEAK.ORG>
Source record: 12677

On 20 May 1995, Houn-Nam Ing wrote:

> Why don't you guys take personnal attack to you e-mail, no one is
> interesting in hearing your whinning around here.
>

I agree, E-mail would be better suited for this type of flame-war, if any place could be considered "suited" at all for flames. However, I find it interesting that BobR never replies to my E-mail, yet he persists in posting on the newsgroup in a cheesy attempt to "score points" with the Atari community, with which he wants so much to be a idol of. I apologize to all for my constant flaming of him here, but it was only my intentions to counter him on the same turf (the only turf) on which he engaged me. Unfortunately, this newsgroup was it.

Houn-nam, do you accuse me of whining? Sorry, but when someone posts blatant mistruths about computers like BobR, I don't call it whining when I attempt to uncover the error. When I'm attacked for doing so (by BobR) and I reply, I call it a defense. You may call it whining; I call it a damn good defense.

James

1427. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-21 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May21.213652.43625@cobra.uni.edu>
Source record: 12678

In article <3podqj$3kk@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <1995May21.103452.43603@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>
>>The disadvantage of an integrated keyboard is that you can't type on your lap,
>>can't adjust to your comforts. As for the disadvantages of integrated
>>speakers, there is none unless you count quality. You can allways hook up the
>>5200 to the stereo.
>
> Try upgrading your monitor... Personally, I'd rather have an integrated
> keyboard than an integrated monitor & speakers. Just for the advantage of
> not having a computer that looks like an aborted foetus.

Aborted fetus? I was under the impression that your girlfriend had a
resembelance as an aborted fetus or is that your left hand!

>
> ~Chris
>
>
>
>
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter
(Your employment with Atari is comming to an end. GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1428. Re: atari dtp is better

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-21 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May21.213815.43626@cobra.uni.edu>
Source record: 12679

In article <3podsi$3l7@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <1995May21.103705.43604@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>
>>Quark exceeds Calmus, GET OVER IT! So what do you run Calmus off, a Falcon?
>>Or under Windows NT?
>
> Another truly mindblowing technical definition from our friend of Iowa.

Don't forget Santa Cruz and Cupertino California.

>
> ~Chris
>
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter
(Your employment with Atari is comming to an end. GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1429. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-21 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May21.214744.43627@cobra.uni.edu>
Source record: 12680

In article <3poe25$3m4@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <1995May21.103920.43605@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>>
>>> Peter, you've long been known for having a selective perception.
>
>>Pot Kettle Black.
>
> If you can't rip off Travis' expression right, don't do it at all.

Where is el-travy? Must be souring into his oats now that he as a Jagflop Cheerleader has lost his credibility. Hey Cripiss, now that you own another orphan, will you buy another orphan from Atari?

>
> Sheesh. You know, if I were him, I'd be too embarrassed at my stupidity to even
> post to usenet.
>
Oh Cripiss, it's you who is a fool for advocating a dead console and ranting on users who expressed their disapointment with the Jagflop and Atari.. Jagflop users have a right to express their frustrations with Atari and you redicule them and dismiss them as other Will Bill's. What a jerk! I suggest you give your left hand a rest and calm down..

> ~Chris
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter
(Your employment with Atari is comming to an end. GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1430. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-21 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May21.184226.43617@cobra.uni.edu>
Source record: 12681

In article <3pl6gv$nkk@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Thats worldwide sales and has been confirmed by Atari's Chief Financial
> : officer.
>
> He did not say World-wide sales. He also said the Jag only had
> seventeen games. I count 24. That figure was also thrown around last
> Christmas as a "US only sold" figure. Others at Atari dispute this.

Than what did he say? Why would he not quote worldwide? He may have meant that 17 are shipping today and the 7 additional ones any day. 24 is still low considering that 3do has over 200 titles today.

>
> I have spent many times with Atari products and currently own the
> : Lynx(I have two), 7800 and 2600. I am not blinded as you are and wear the
> : Atari sun glasses.
>
> Who's blinded? I'm fully aware of Atari's problems and have
> criticized them at many points. It is you that wears the Anti-Atari
> sunglasses.
>

You have been chearleeding Atari constantly hoping that Atari will rise to the top. It ain't gonna happen. The Tramiels have a lousy record and have not been able to keep to one date! The Jagflop could of succeeded but the Tramiels stood in the way..
> >> Mark <<
>
> --
> ===
> Mark Rathwell The University Of Guelph
>
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "I buy 'Rolling Stone' all the time. It's good to swat flies with."
> - Peter Cetera
> ===

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter
(Your employment with Atari is comming to an end. GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1431. Re: BOBR postings on rise

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-21 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3po4c7ecp1@mhadg.production.compuserve.com>
Source record: 12682

42 lines of wasted space again, eh James..?

We're so lucky you're here to waste our bandwidth.

Too bad you have nothing of substance to offer the Atari newsgroups.

BobR

1432. Re: MAJOR MOTION

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-21 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3po4gdecp2@mhadg.production.compuserve.com>
Source record: 12683

62 lines of nothing, eh James..?

Too bad you weren't able to answer the guy's question.

Better luck in another newsgroup.

BobR

1433. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-22 00:00:00 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3pp8fl$n1h@sun168.rz.ruhr-uni-bochum.de>
Source record: 12587

sinclap2954@cobra.uni.edu wrote:
: > Pagemaker is absolute rubbish compared to Calamus SL for
: > professional design and dtp.

: ST users would disagree with you.

You can't run Calamus SL well on a normal ST. Calamus SL is for the
professional use, so you need much more RAM and speed. So, don't ask ST-users,
ask Calamus users !

: > Haven't used Quark but from what I've read I'm not missing
: > anything.

: Same for Calmus..

You don't have stated an argument why Calamus is bad as far as I know.

: The problem is Atari hardware in the USA is outdated and over priced. Starting
: next month A PowerMac 6300(in the 630 case) will cost the same as a $1300
: and may include a 4x cdrom in the price. This pup makes the Falcon behave like
: a turtle, very slow. You will know the meaning of the word slow.

Again you are comparing very new Macs to some year old Ataris. Compare it to
the modern ones like Medusa T60 or Eagle !
It's your problem and not the one of us, if the hardware in US is outdated and
overpriced. Think about the reasons why things are better in other countries.
(Can it be, that you (the people in US) have made something wrong?).

MarkusS

PS. Again you have quoted signatures.

--
.
.:.
.:::.
.::::::.
.::::::::.
*******.::::::::::.*******
********.::::::::::::.******** MarkusS, der Vierte
********.::::::::::::::.********
*******.::::::'***`::::.******* Mails an:
******.::::'*********`::.****** markuss@risc.techem.ruhr-uni-bochum.de
****.:::'**************`:.****
*.::'******************`.*
.:' *************** .
.

1434. Re: atari dtp is better

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-22 00:00:00 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3pp8ju$n1h@sun168.rz.ruhr-uni-bochum.de>
Source record: 12588

sinclap2954@cobra.uni.edu wrote:
: Quark exceeds Calmus, GET OVER IT! So what do you run Calmus off, a Falcon?
: Or under Windows NT?

I'm waiting for the arguments !
Why does Quark exceeds Calamus ?

MarkusS

--

.
.:.
.::::.
.::::::.
.::::::::.
*******.::::::::::.*******
********.::::::::::::.******** MarkusS, der Vierte
********.::::::::::::::.********
*******.::::::'***`::::.******* Mails an:
******.::::'*********`::.****** markuss@risc.techem.ruhr-uni-bochum.de
****.:::'**********`:.****
*.::'*****************`.*
.:' *************** .
.

1435. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-22 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3ppgif$4q5@osiris.wu-wien.ac.at>
Source record: 12589

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : Thats worldwide sales and has been confirmed by Atari's Chief Financial
: : officer.

: He did not say World-wide sales. He also said the Jag only had
: seventeen games. I count 24. That figure was also thrown around last
: Christmas as a "US only sold" figure. Others at Atari dispute this.

Regarding to world wide sales, if in the rest Europe the Jaguar is
as present as here in Germany and Austria, US sales might be as well
world wide sales.

Jaguars are mainly available from old Atari computer dealers and insider
shops that are specialised in gamnes consoles. In the latter they form a
very small sales share. Virtually none of the big electronic chaines has
Jaguars (AFAIK Quelle is the only company offereing them). Marketing is
none-existing here in Austria and Germany. If England and Holland are not
better off, US sales ARE world wide sales.

Regards,

Alfred

1436. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-22 00:00:00 UTC
From: ricardoh@newmotpr
Message-ID: <D8yz1w.6M4@pts.mot.com>
Source record: 12590

Kevin Haley (khaley@nova.gmi.edu) wrote:
: sinclap2954@cobra.uni.edu writes:

: >Well Sports fan, the Jagflop flopped and bombed. According to Atari's Chief
: >Financial Officer 150,000 Jagflops have been sold to date! No opologies needed
: >for those who flamed me over the installed base.

: Do the Math, idiot. Think about this for a minute.

: The last official figures from Atari was 90,000 sold as of June 1994.
: The Jaguar was not in Europe yet.

: Most sources put the currently installed base of Jaguars in Europe to
: around 50,000-60,000. Add the two numbers up, and you get 150,000.

Looks like those sources are *wrong* (read below)

: Still don't follow the logic, SinDope? That means the Jaguar has sold 0
: (or very very few) systems in the U.S. since June 1994. Is that likely?
: NO.

: So, what does this mean? The "150,000" number is dated, probably back to
: last year. Most other industry analysts have put *todays* figure at around
: 200,000-300,000.

There is one little problem with what you are saying. The
150,000 figure came *DIRECTLY* from ATARI. Are you arguing
against what ATARI *THEMSELVES SAID*?

While I usually don't get along with Sinclap either, he's
saying something ATARI said!

: >Now that Atari is down the tubes, what new line of work can the Tramiels
: >pursue?

: If Atari goes down the tubes, your life will be OVER! What will you have
: to bash if Atari is no longer around? You live this hatred of Atari. You

Probably Escom... they are going to make Amigas again :-)

: breathe it. You are fanatical in your hatred of them. You are so
: fanatical that you must spend all of your time reading the Atari groups,
: scanning for things you can bash.

: What a pitiful existence.

: /Kevin

: > (If he had any brains would seek new employment, GET OVER IT!)

: If YOU had any brains you would put your SinBabble to rest, GET OVER IT!!!
: /Kevin

Kevin, I hate to say it regarding the Jaguar, but that number
came from ATARI directly.

--

Raist (Ricardo Hernandez Machado)	Scala on the PC, when?
CIM Engineer	Real 3D on PC, how much?
Motorola Electronica De	ImageF/X on PC, will they?
Puerto Rico INC.	:-) ;-) :-b :-b ;-b :-)
e-mail: ricardoh@pts.mot.com	How about these apps on OS/2
cc: Mail ARH005@email.mot.com	Power PC's????????
Opinions are my own and do not represent those of my employer
---

1437. Atari Dtp Is Better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-22 00:00:00 UTC
From: Doug.Byfield@miramax.ship.net
Message-ID: <2ce_9505230120@direct.ca>
Source record: 12591

PSDMR> : Same for Calmus..

MR> You've never seen Calamus, so shut up.

Sincrap can't even SPELL Calamus. But then what do you expect from a neolithic preliterate?

PSD> The problem is Atari hardware in the USA is outdated and over priced.

Why does this concern Sinflop so much if he REALLY doesn't like Atari Computers and also claims not to use Atari computers? If he likes Macs as much as he seems to, what does he actually do with them besides quoting price lists and drooling? I seriously doubt if Sinflop even OWNS one of his beloved Macs. If he did he wouldn't have time to post his anal retentive spewings.

MR> Apple has lowered their prices. It's about time.

Wonder why Sincflop thinks that it is such a crushing blow to Atari users that there are fast, cheap Power Macs? Should we break the news to him about MagicMac-which can run Atari programs on a Mac? Or the fact that the same company is working on a PPC version of Magic Mac? It's the software that we are interested in, and personally, I don't care what platform it runs on. If the PPC runs Calamus faster than on a Falcon 030, then it's worth upgrading to eventually. And if there are any Mac/PPC progarams that catch my interest, I can run those too.

... A social life? What board can Sinflop download THAT from?

___ Mountain Reader II - #Demo 001

--
|Fidonet: Doug Byfield 1:153/7091
|Internet: Doug.Byfield@miramax.ship.net
|
| Standard disclaimer: The views of this user are strictly his own.

1438. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-22 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3pqdja$kh4@ccshst05.cs.uoguelph.ca>
Source record: 12592

: Than what did he say? Why would he not quote worldwide?

To surprise the stockholders maybe?

He may have meant
: that 17 are shipping today and the 7 additional ones any day.

Peter, the following Jaguar titles are currently available (not
just "about to ship"):

1. Cybermporph, 2. Trevur McFurr, 3. Raiden, 4. Dino Dudes, 5. Tempest
2000, 6. Wolfenstein 3-D, 7. Aliens Vs. Predator, 9. Doom, 10. Dragon:
The Bruce Lee Story, 11. Iron Soldier, 12. Bubsy, 13. Zool 2, 14. Brutal
Sports Football, 15. Kasumi Ninja, 16. Checkered Flag, 17. Club Drive,
18. Cannon Fodder, 19. Syndicate, 20. Theme Park, 21. Sensible Soccer,
22. Troy Aikman Football, 23. Double Dragon V, 24. Hoverstrike.

Ones scheduled to ship soon include:

1. Rayman, 2. Super Burnout, 3. Ultra Vortex 4. Flashback, 5. Pinball
Fantasies, plus a few others that I can't remember off-hand. At Christmas
of last year, "the 150,000 sales in the US" were thrown around, and
seventeen games were available. The figure is dated.

24 is still low
: considering that 3do has over 200 titles today.

Yes. However, I've heard that only 150 titles are available for
the 3DO and many aren't even games. The 3DO's lineup isn't as great as
you make it out to be.

: You have been chearleeding Atari constantly hoping that Atari will rise to the
: top.

Cheerleeding? Cheerleeding what? I've put up many Anti-Atari
posts. Perhaps you should take a closer look. However, I've also tried to
point out that things aren't as bad as you make them out to be. I have
NEVER ever said or believed that the Jag will be the #1 system. I
happen to like the 3DO and Sega products. Quit spreading such BS.

It ain't gonna happen. The Tramiels have a lousy record and have not
: been able to keep to one date!

There history of datekeeping is lousy, but a few things have been
delivered on time. The Tramiels did make the C64 a huge sucess and sold
millions of ST's in Europe, so I wouldn't say that everything they've
done is a flop.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I buy 'Rolling Stone' all the time. It's good to swat flies with."
- Peter Cetera
==

1439. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-22 00:00:00 UTC
From: jason@whatnext.demon.co.uk
Message-ID: <3pqlrp$euv@imp.demon.co.uk>
Source record: 12593

sinclap2954@cobra.uni.edu wrote:

>- > Pagemaker is absolute rubbish compared to Calamus SL for
>- > professional design and dtp.

>- ST users would disagree with you.

Personally speaking, my primary machine's a TT030, though I also
have a 486 based notebook computer - with Pagemaker 5 on the hard
disk which I've never found a reason to use.

Many 'Atari' owners are not professional designers and have never
used Calamus SL, so their not really in a position to appreciate
it's many virtues.

Calamus SL does things Pagemaker can't. Other things can take
days with Pagemaker but only a few minutes with Calamus SL.
Pagemaker's interface with the user is also primitive when
compared to Calamus SL.

>- > Haven't used Quark but from what I've read I'm not missing
>- > anything.

>- Same for Calmus..

Is your consistent miss spelling of Calamus a pathetic attempt at
a wind-up or are you just stupid?

Either way, _you_ obviously know nothing about Calamus, such as
true WSIWYG - better than any postscript compatible program,
superlative rastering, far more accurate, font technology, and
all at a better price.

>- I wouldn't know..

>- The problem is Atari hardware in the USA is outdated and over priced.

Although Atari owns a few important copyrights which they are
prepared to licence, they are almost irrelevant, at the moment,

I would, finances willing, be interested in a 68040 (or greater)
based MAC to run Calamus SL via MagicMac as I've read it's
blindingly fast compared to my TT or any equivalent Mac program.

>- Starting next month A PowerMac 6300(in the 630 case) will cost the same as a $1300
>- and may include a 4x cdrom in the price.

As Magic Mac doesn't (yet) work with the powermac chips, I'd have
to spend an enormous amount of money buying Quark and other

programs to do the work I do better now. Any saving in the hardware price would be more than eaten up by the overpriced software.

I would also have to consider either getting the Windows NT version of Calamus SL or a PC with Gemulator or Janus to run my current Calamus SL, as an alternative. After all, Mac and Atari compatibles are both niche machines and that, in itself, has certain disadvantages.

>- This pup makes the Falcon behave like
>- a turtle, very slow. You will know the meaning of the word slow.

You should try Coral Draw on a 486 with windows.

I would enjoy owning and could use a falcon, particularly for it's audio-visual capabilities but at the moment it is less of a priority.

==========
What Next! Media Services
Design, Typesetting, Artwork & Printing
==========

1440. Re: atari dtp is better

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-22 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FEWTFFALUP@cabal.shnet.org>
Source record: 12594

In <1995May21.103705.43604@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>In article <3pinhv$70e@uni4nn.iaf.nl>, parkview@uni4nn.iaf.nl (Paul Tuijnman) writes:
>> Probably Quark Xpress is what comes closest to Calamus, but it lacks
>> Calamus' inbuilt versatility. It beats the hell out of Pagemaker and
>> Corel Ventura 5.0 and Calamus' soft ripping is unsurpassed. I'm afraid
>> it won't be big time on the PC platform though due to poor management;
>> they're just too late to get a piece of the pie.
>> Thanks for your useful and intelligent input anyway, Michael, I was
>> truly impressed.
>
>Quark exceeds Calmus, GET OVER IT! So what do you run Calmus off, a Falcon?
>Or under Windows NT?

Well, I know a guy who runs it off his Quadra 950. Why?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

1441. Re: atari dtp is better

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-22 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FEWTFFAOUP@cabal.shnet.org>
Source record: 12595

In <djs.801140028@gen-off-1> David Stevenson wrote:
>markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) writes:
>>sinclap2954@cobra.uni.edu wrote:
>>: Quark exceeds Calmus, GET OVER IT! So what do you run Calmus off, a Falcon?
>>: Or under Windows NT?
>
>>I'm waiting for the arguments !
>>Why does Quark exceeds Calamus ?

>I don't quite understand your angle on this one, Markus. In other messages
>you have mentioned "professional" use, but said that your output devices
>are an Atari Laser and a Canon bubblejet. Hardly professional quality.
>PostScript is important to most Pros;

Nope, most pros are quite dissatisfied with Postscript, due to the fact
that it isn't _exact_ WYSIWYG.

>Calamus does not have proper PS
>support.

Calamus has soft-RIPping capabilities. Have you _ever_ zoomed a 2560 dpi
graphic and set (or removed) a single dot _before_ printing?

>That is why I think it will be taken seriously by very few
>genuine professional people.

Yes, of course, and I have met some of these few people recently. People
with TTs, Quadras, etc..

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

1442. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-22 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FEWTFFARUP@cabal.shnet.org>
Source record: 12596

In <1995May21.103452.43603@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>In article <FETSCCDHUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>> In <1995May15.224459.43388@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>>In article <FEOOAGCMUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>>>> In <1995May13.103951.43312@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>>>>Why not an LC5200? From what I hear, the Performa 5200 should be announced
>>>>>this Monday(don't quote me) and the education price should be around $1600 or
>>>>>so.
>>>>
>>>> Because: a) the monitor is integrated into the case
>>
>>>> b) the speakers are integrated into the case
>>
>>>> Some time ago, some guy advocated against the Falcon with the statement
>>>> that integrating the keyboard into the case was stupid. If only I knew who
>>>> this guy was?
>>>
>>>Yep..Think hard. The 5200 has a separate keyboard.
>>
>> NHOOOOO! Really? And what is the disadvantage of an integrated keyboard?
>> What is the disadvantage of an integrated monitor and speakers?
>
>The disadvantage of an integrated keyboard is that you can't type on your lap,
>can't adjust to your comforts. As for the disadvantages of integrated
>speakers, there is none unless you count quality. You can allways hook up the
>5200 to the stereo.

And the monitor? Think hard, Mr. Sinclair, you forgot the monitor. 15"
monitors are low-end today.

OK, let's start a line call from here on:

1>>>"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
2>>>of turd."
3>>
4>> Yup. Read the Netiquette for further details.
5>>
6>> Thorsten
7>>
8>> --
9>> - guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
10>> -- /
11>> - In the sky a mighty eagle doesn't care about what's illegal - _

12>> - On it's wings the rainbow's light it's flying to eternity. -)
13>
14>
15>____
16>
17> Peter Sinclair-Day This space still under
18> University of Northern Iowa construction.
19> Cedar Falls, IA. 50613
20>
21>
22>"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
23>of turd."
24> - Atari's Jeff Minter
25> (Your employment with Atari is comming to an end. GET OVER IT!)
26>
27>Http://www.ziff.com - For the latest MAC & PC news....
28>
29>---
30>
31>
32>
33>

33 lines of bullshit.

a) your .signature by far exceeds four lines
b) you unnecessarily quoted my quoting of a part of your .signature _and_
my entire signature

Read the Netiquette, grow up, get a clue.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

1443. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-22 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3pott9muk1@mhade.production.compuserve.com>
Source record: 12597

> Language lesson #2 for the day: You're. different from your and yore.
> Learn it.

> As for your point (and a mute one, I might add...)

> I suppose I am an intellectual snob when I expect intelligent words from
> one who claims the same species as I.

In that case... Language lesson #3 for the day:

The word is "moot", not "mute"... Learn it.

:)

BobR

1444. Re: atari dtp is better

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-22 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.801140028@gen-off-1>
Source record: 12684

markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) writes:

>sinclap2954@cobra.uni.edu wrote:
>: Quark exceeds Calmus, GET OVER IT! So what do you run Calmus off, a Falcon?
>: Or under Windows NT?

>I'm waiting for the arguments !
>Why does Quark exceeds Calamus ?
I don't quite understand your angle on this one, Markus. In other messages
you have mentioned "professional" use, but said that your output devices
are an Atari Laser and a Canon bubblejet. Hardly professional quality.
PostScript is important to most Pros; Calamus does not have proper PS
support. That is why I think it will be taken seriously by very few
genuine professional people.

[Long sig deleted]
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
"You're going to win nothing" - PessiMystic Meg.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1445. Re: Apple Macintosh Performa 5200

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-22 00:00:00 UTC
From: s237012@apollo23.uni-trier.de
Message-ID: <s237012.801146011@apollo23>
Source record: 12685

t94patsa@ida.liu.se (Patrik Sanfridsson) writes:

>Is this a good buy or should one wait for something better?

The machine seems to be quite cool...

>Will it run MacMagiC ?

Not yet (cause it is a power pc). But there will be a special version of magicmac for Power PC, but the PPC-version will be not THAT fast like the performa 630...

Bye, MC.

1446. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-22 00:00:00 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3pp7v4$n1h@sun168.rz.ruhr-uni-bochum.de>
Source record: 12686

sinclap2954@cobra.uni.edu wrote:
: > Peter, you've long been known for having a selective perception.

: Pot Kettle Black.

Again the best argument from Peter !

: > : Plus the Atari line is no longer sold and supported! So is a mute point.
: >
: > Not sold, eh? That's why stores in Britain have ads for ST's and
: > software in ST-Format.

: What about the USA? Will there be PowerPC ST's and at competitive prices?

Peter, the USA isn't the whole world. Please try to accept, that prices in
Europe are _very_ different. And again the support is better than in US (if
it's right what you post). A PowerPC version of a "ST" is in development
(as a card for the eagle). And, don't compare the modern Mac's to a ST.
The ST is nearly 10 years old. Compare it to the more modern ones.

MarkusS

P.S. Please don't quote signatures ! You can cut them off if you want to
write a followup.

--
.
.:.
.:::.
.::::::.
.::::::::.
*******.::::::::::.*******
********.::::::::::::.******** MarkusS, der Vierte
********.::::::::::::::.********
*******.:::::::'***`::::.******* Mails an:
******.::::'*********`::.****** markuss@risc.techem.ruhr-uni-bochum.de
****.:::'**************`:.****
*.::'******************`.*
.:' *************** .
.

1447. Atari mail order in US?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-23 00:00:00 UTC
From: adhst2+@pitt.edu
Message-ID: <3psvcb$b48@usenet.srv.cis.pitt.edu>
Source record: 12598
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Is there a list of mail order companies who still sell Atari software or hardware in the US?

Or does anyone know of any such places?

--
See ya,
Allen

- Allen Householder --- adhst2+@pitt.edu -- http://www.pitt.edu/~adhst2 -

1448. Re: Atari mail order in US?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-23 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3pt7hb$mlg@ccshst05.cs.uoguelph.ca>
Source record: 12599
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

: Or does anyone know of any such places?

Toad Computers on the west coast is a biggie. Best Electronics is
another.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I buy 'Rolling Stone' all the time. It's good to swat flies with."
- Peter Cetera
==

1449. PORTFOLIO NEWS

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-23 00:00:00 UTC
From: Jan Sedlak <sedlakj@dec59.ruk.cuni.cz>
Message-ID: <3ps6sg$i94@dec59.ruk.cuni.cz>
Source record: 12600

```
**************************************
* *
* P O R T F O L I O N E W S *
* *
* Internet newsletter for *
* Atari Portfolio users and fans *
* *
**************************************
No 1 April 7, 1995

*******************************************
* Portfolio in the Czech Republic

There is a PF club that provides user services instead of Atari Corp.
or dealers who are dead in this country.

Contact:

Portfolio
252 45 posta ZVOLE
tel: +42 2 99 61 894

INTERNET:
sedlakj@pedf.cuni.cz

************************************
* What is new for Portfolio?

HARDWARE:

- PortWalk - tape recorder interface
Enables to save and load files onto any tape recorder cassettes. It is
very handy, and unlike 8-bit era of "tape recording", this interface
is very reliable thanks to error detecting code.

- 128 KB RAM CARD
Atari cards are very expansive - the RAM card we developed uses one
Low-Low Power chip and CR 2025 lithium battery (plus some diodes).
The assumed life expectancy of the battery at least 2 years.

- 25 pin parallel interface
As there are big problems with Atari dealers in Europe, we decided
to produce 25 pin Centronics (Parallel) Interface. It is a bit
smaller than original interface and consumes twice less energy.

- FolioDrive - 3,5" floppy disk unit with included parallel
interface and battery pack
It was specially developed for Portfolio and enables to read and write
```

1.44 MB PC diskettes. No cables more needed. You can run files directly
from the diskette.

SOFTWARE:

* In February we have finished a graphic version of Portfolio
BIOS and DOS.
This means that Portfolio can display any character using direct
access to the LCD driver. Thus Portfolio can be used in countries
with extended alphabet (e.g. in Czech Republic). We used similar
routines to those used in PGC and PGX format. The resident
program runs even under ROM applications.

* There is a PC program that enables to work with Portfolio .TXT
and .ADR files in the same way as on PF.

OTHERS:

* Genuine leather case with a battery pocket
Protects Portfolio against dust and other "evils". One built-in
pocket for identity card or passport, another pocket
for 3 AA batteries. Full handwork.

****
* Things under development:

- Upgrade your PF to 512 KB RAM!!
We are going to upgrade Portfolios to 512 KB of system RAM

- 60*10 character display
Another aim of ours is to make Portfolio display 60*8 characters using
8*4 pixel fonts. This will mean that user will see more of the whole
screen if running PC files.

We hope to implement other graphic features:
* blinking
* inversion
Portfolio thus will become more PC alike.

There were already some attempts to make soft running in 60*8 mode,
but the new driver will be working constantly with all files.

****
* What we want:

- We are looking for Portfolio users in POLAND, HUNGARY, RUSSIA.
We want to offer them the new BIOS with their characters.

- We are looking for any Portfolio activities in the world.

- We plan to develop following peripherals, provided there are
enough Portfolio users to be interested in them and to buy them:

* new version of FolioDrive 3.5 inch FDD unit
with parallel interface, battery pack

+ internal 128 KB memory chip to serve as CASH and B: disk.

* FAX-MODEM module to send and receive fax, modem messages every where
in the world

* cordless, radio-wave based interface to connect PF to PC

* 512 KB or 768 KB SRAM module to serve as a data storage medium

* Interface for PCMCIA cards

****
* What we are looking for:

- any PF fans that want to join us

- any PF users who are able to develop new soft

- information about: Re:Port, Portfolio Connection Newsletter, etc.

- any kind of emotional, mental and other support

- any dealer that is willing to go on with
PF stuff and wants to sell our products

****
* How to get the described things

We hope that TOAD COMPUTERS will distribute
all our products in the USA and Canada.

Please support our efforts in promoting Portfolio
and send them your request for PF and products

Their e-mail: toad@charm.net

Otherwise send e-mail to us:

sedlakj@pedf.cuni.cz

****
Special greetings to:

Don Messerli - for his soft and graphics
BJ Gleason - for PBASIC and tons of other things
S. Spoelstra - for his BASIC, and others
Tomas Dusek - Go on developing the hardware!
Martin & Milan Hrdlicka - the authors of new graphic BIOS

1450. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-23 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3prc9b$1el@ccshst05.cs.uoguelph.ca>
Source record: 12601

: Where is el-travy? Must be souring into his oats now that he as a Jagflop
: Cheerleader has lost his credibility.

Actually Sinflop, Travis has been busy working on the E3 special
edition of AEO. It was just released today.

Hey Cripiss, now that you own another
: orphan, will you buy another orphan from Atari?

Resorting to names now Peter?

: them and dismiss them as other Will Bill's. What a jerk! I suggest you give
: your left hand a rest and calm down..

Not everyone dates the palm sisters as extensively as you, Peter.

>> Mark <<

--
==========
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I buy 'Rolling Stone' all the time. It's good to swat flies with."
- Peter Cetera
==========

1451. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-23 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3prcbu$1el@ccshst05.cs.uoguelph.ca>
Source record: 12602

: You don't have stated an argument why Calamus is bad as far as I know.

That's because he's never actually seen it in action. Peter
doesn't actually know much about the products he bashes.

>> Mark <<

--
==========
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I buy 'Rolling Stone' all the time. It's good to swat flies with."
- Peter Cetera
==========

1452. Re: atari dtp is better

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-23 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.801235524@gen-off-1>
Source record: 12603

guenther@cabal.shnet.org (Thorsten Guenther) writes:

>Calamus has soft-RIPping capabilities. Have you _ever_ zoomed a 2560 dpi
>graphic and set (or removed) a single dot _before_ printing?
How do you output 2560 dpi to your Canon bubblejet, then?

There are about one or two bureaux in the UK that can handle Calamus,
hundreds that will do PostScript.

If you have had problems with PostScript, it may be down to problems
with the actual application, rather than the language itself of course.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1453. Re: BOBR postings on rise

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-23 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3pracm$8oa$1@mhade.production.compuserve.com>
Source record: 12604

> Why don't you guys take personnal attack to you e-mail, no one is
> interesting in hearing your whinning around here.

No thanks... I already have James Woods' garbage filling my e-mail, which I delete unread as soon as it appears.

If you read my replies, there are usually no personal attacks contained in them, only observations about how much of people's time and bandwidth he's wasting by continuing his juvenile ranting.

(I don't consider "juvenile ranting" to be a personal attack, more of an accurate description.)

You might want to consider asking James to find a more appropriate newsgroup to vent in, unless he can come up with something useful in an Atari group.

> How about the both of you shut up? Didn't you raise a big stink a
> few months ago when Peter and I got into a debate? You are doing the exact
> same thing with James.

Not at all. My criticism of the exchange between Mark and Peter concerned the content of the messages.. a juvenile playground comparison of everyone's penises.. as if that was in any way appropriate in a computer newsgroup.

The only puerile obscenities and incessant vituperation I've seen here has been from James. I have no problem posting answers to questions and passing on information direct from Atari Corp... it's too bad James can only vent.

My replies have only been pointing out how much of my time, your time, and everyone elses' time he's wasting with his uninteresting drivel.

He's already told us he's done with Atari and has bought a Dell PC.. why not invite him to join other PC users in the appropriate newsgroup, and leave the people who still use Atari computers alone..?

BobR

1454. Re: should I buy an Atari ?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-23 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3prc0r$8oa$2@mhade.production.compuserve.com>
Source record: 12605

> I'm considering several options, I could buy an Atari ST,

The ST is a good machine to program on.. there are several choices of
C compilers to choose from, both PD and commercial (the latter mostly only
available used from other owners now though.)

The system is easy to work with and is reasonably fast for development work.

If you do decide to get an ST, look for either a 1040 STe <--note the "e",
or a Mega Ste model. These are easy to upgrade and come with newer versions
of TOS, the built-in operating system. 1040 STes are fairly inexpensive,
while the Mega STe with its built-in hard drive and 16Mhz "clock doubler"
speed will be somewhat more expensive, but also somewhat nicer.

The down side is that Atari is no longer producing any model of its computers,
so support is very difficult to find from "official" sources.

Many software packages (including programming applications) are no longer
being updated or can be difficult to find. Support is probably greatest
in Germany, so you may be luckier there than those of us in the US, as you
can probably obtain German magazines and third-party products in the NL.

The newest Atari computer model is the Falcon030, which is also no longer
being manufactured by Atari. There are still new ones available in the
"pipeline", but when those run out, there will be no more from Atari. The
Falcon has been licensed by C-Lab in Germany, and they will be producing
them for the music market mainly.

The Falcon is not a very cost effective choice, unless your application
happens to be one that it excells at. Digital music seems to be the
main reason to use a Falcon currently. C-Lab has said they hope to be
able to reduce the cost when their agreement with Atari allows them to.

A 1040 STe would be a good "fun" machine to choose, as long as you're aware
of the situation, and don't expect much in the way of support.

> or even an old PC (but the limited graphic possibilities almost eliminate
> this option)

Depends on how old you're talking about. Even an XT class machine can use
an 8-bit VGA graphics card... I'd be more concerned about the speed of
the system, depending on what you want to do with it. Also, the cost of
putting together a fairly capable modern system is not all that bad, so
you might not have to even look for an "old" one. A motherboard and case
are pretty cheap these days, and hard drives and addin cards are cheap too.
If you enjoy solder fumes, you would probably also enjoy assembling your
own computer from pieces and parts.

Costwise though, a used 1040STe would probably still be your best bet.. watch the "for sale" ads on local BBSs to see if you can pick one up. The NL used to have a lot of Atari activity going on, so you might be able to find someone selling out near you. Also, there are usually a lot of For Sale ads in the comp.sys.atari.st newsgroup, although you'd likely have to pay a pretty hefty shipping charge for most of them.

BobR

1455. Re: BOBR postings on rise

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-23 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3pt7fr$mlg@ccshst05.cs.uoguelph.ca>
Source record: 12606

: Not at all. My criticism of the exchange between Mark and Peter concerned
: the content of the messages.. a juvenile playground comparison of everyone's
: penises.. as if that was in any way appropriate in a computer newsgroup.

Sorry Bob, but I never said any such thing, and I resent you
slandering me in such a way. I was against Peter's debating skills and
the fact that he couldn't back up any of his flames with proof and
ignored many arguments I made, in favour of his circular, close-minded
view. My criticism of you is on your personal attacks on James and vica
versa. As I recall, you said "no one wants to read your wining." Well
frankly Bob, I'm turning this back on you.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I buy 'Rolling Stone' all the time. It's good to swat flies with."
- Peter Cetera
==

1456. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-23 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.801257904@gen-off-1>
Source record: 12607

BobR <76702.1466@CompuServe.COM> writes:

Someone else:
>> I suppose I am an intellectual snob when I expect intelligent words from
>> one who claims the same species as I.

>In that case... Language lesson #3 for the day:
>The word is "moot", not "mute"... Learn it.

It should "me" not "I" as the last word. His English was not very good
for someone who claims intellectual superiority.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1457. Re: FALCON BASED PRODUCT...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-23 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3ptq4ejcf1@mhadg.production.compuserve.com>
Source record: 12608

> From what I gather C-Lab is now supervising the running of the Factory, and
> if I am also correct this factory ONLY made Atari computers and NOT the
> jaguar (which is made by IBM).

I've read this same kind of thing myself, which is actually a bit confusing, since Atari sold off all its manufacturing facilities several years ago.

My understanding had been that they were using "On Demand" manufacturers to produce runs of computers when they needed them, but that they no longer owned "The Factory" themselves.

Another report indicated that what C-Lab licensed was the technology and the masters for the printed circuit boards as well as the firmware that goes into the computer. The C-Lab Falcon II may indeed be produced in the same factories that made the Atari version simply by virtue of those factories already being set up, or at least being familiar with the system.

I'll see if I can remember to ask Laury Scott, the VP of manufacturing for Atari and see if he can tell us what's up.

BobR

1458. The Key To Organizing Your Health Records

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-24 00:00:00 UTC
From: 2164041.42663942
Message-ID: <3pujon$k3e@baygull.rtd.com>
Source record: 12609
Cross-posted to: control,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.announce

THE KEY TO ORGANIZING YOUR HEALTH RECORDS

"If you care about yourself and your children, you will do everything you can to know your family's medical history. It can save your life, and the lives of those who are dear to you." -- Dr. Aubry Milunsky, Director, Boston University's Center for Human Genetics (Life Magazine, March, 1995).

Your Lifetime Health Planner offers the simplest, most effective way to take charge of your health. Enter important facts about your health history, keep a record of the names of medications and their effects, document each doctor visit and diagnosis. You will have the information you need, and in the event of an emergency, so will your family.

Your Lifetime Health Planner, 198 pages in a compact, loose-leaf binder, contains a variety of sections which include "Doctor Visits," "Medications," "Family Health History," and "Doctors and Specialists." The Planner is a must for the busy executive who needs to stay organized, for seniors who are receiving care and for newborns who need a record of their health care.

Parents Magazine recommended the Planner to its readers (April, 1994) and MCI called it "a useful resource in managing your personal health records." Margie Smotherman, Coordinator, Employee Health and Wellness, Blue Shield/Blue Cross of Iowa, said: "The employees felt that these (Planners) were great tools to not only record their pertinent numbers, but to plan for doctor's visits."

To get your copy, send a check or money order for $19.95 (plus shipping and handling) to :

Your Lifetime Health Planner
1955 W Grant Rd., # 230
Tucson AZ 85745
USA

Shipping and handling charges: $4.95 US; $8 Canada/Mexico; $14 Europe; $18 Asia/Pacific Rim.

Include your name, address and telephone number.*

Visa/MasterCard orders, call 520-798-1530.

*Large corporate discounts available for orders of 1,000 copies or more.

Your Lifetime Health Planner
1955 West Grant Road, #230

Tucson, AZ 85747

Enclosed is $_____ for _____ copies of Your Lifetime Health Planner.

Please ship to:

YOUR NAME _____

YOUR ADDRESS _____
Street

_____
City State Zip or Postal Code Country

YOUR TELEPHONE NUMBER _____

1459. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-24 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3punmg$slg@darkstar.UCSC.EDU>
Source record: 12610

In <3pott9muk1@mhade.production.compuserve.com> BobR <76702.1466@CompuServe.COM> writes:

>In that case... Language lesson #3 for the day:

>The word is "moot", not "mute"... Learn it.

That was lesson #1. I was making fun of him when I used it.

~Chris

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1460. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-24 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3puo3f$snp@darkstar.UCSC.EDU>
Source record: 12611

In <djs.801257904@gen-off-1> djs@jet.uk (David Stevenson) writes:

>BobR <76702.1466@CompuServe.COM> writes:

>Someone else:
>>> I suppose I am an intellectual snob when I expect intelligent words from
>>> one who claims the same species as I.

>It should "me" not "I" as the last word. His English was not very good
>for someone who claims intellectual superiority.

Actually, I should have added a "do" after the "I". That was more the intent
of my phrasing than replacing the "I" with "me"

And, as I mentioned, the "mute" point was making fun of floppy pete.

Lastly, let me say that I do not claim "intellectual superiority" -- As I said,
I expect intelligent words from those claiming the same species as I do (see,
that's the better phrasing, though the original is still correct when viewed
from this point of view) If sinflop cannot excrete coherent thought, then yes,
I do consider myself superior to him. But hey, compared to sasquatch-boy,
peat moss claims intellectual superiority.

~Chris

--

1461. Re: should I buy an Atari ?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-24 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3puo9a$sob@darkstar.UCSC.EDU>
Source record: 12612

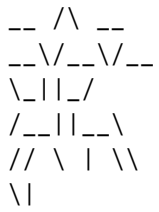
In <3prc0r$8oa$2@mhade.production.compuserve.com> BobR <76702.1466@CompuServe.COM> writes:
>If you enjoy solder fumes, you would probably also enjoy assembling your
>own computer from pieces and parts.

Not true. I put together a 486 system with not one bit of soldering.
Just a screwdriver and a lot of sweat.

>Costwise though, a used 1040STe would probably still be your best bet.. watch

Good summary.

~Chris

>BobR
--


1462. Re: Apple Macintosh Performa 5200

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-24 00:00:00 UTC
From: t94patsa@ida.liu.se
Message-ID: <D92LwE.4JB@ida.liu.se>
Source record: 12613

s237012@apollo23.uni-trier.de (Mario Charles) writes:

>t94patsa@ida.liu.se (Patrik Sanfridsson) writes:

>>Will it run MacMagiC ?

>Not yet (cause it is a power pc). But there will be a special version of
>magicmac for Power PC, but the PPC-version will be not THAT fast like the
>performa 630...

Really? Why not?

>Bye, MC.

--
Patrik Sanfridsson 1st year student in Computer Engineering
t94patsa@und.ida.liu.se Linkoping Institute of Technology, Sweden
z94patsa@isy.liu.se URL: http://www.edu.isy.liu.se/~z94patsa

1463. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-24 00:00:00 UTC
From: st39@bton.ac.uk
Message-ID: <D92onB.34t@bton.ac.uk>
Source record: 12614

sinclap2954@cobra.uni.edu wrote:
: In article <3pgbbt$stu@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
: > : Peter, you always say Calamus is no good dtp-program.
: >
: > Peter has never used Calamus or played used any Atari
: > ST/TT/Falcon computer. He just reads what he wants to read.

: Yes I have..As for Calmus who cares! Others on the net who have used Calmus,
: Quark and Pagemaker have stated that Calmus does not measure up.

: Plus the Atari line is no longer sold and supported! So is a mute point.
^^^^^^^^^
/---/
oh, that's news to me. You obvisouly don't know what you are talking
about or have any ideas of the facts before you open your mouth.

--

Stephen Ticehurst /\
s.ticehurst@bton.ac.uk \/ Atari STe + Mag!x + Ease = a happy user!
=-=-=-

1464. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-24 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3puppg$fb2@whitbeck.ncl.ac.uk>
Source record: 12615

In article <3pp8fl$n1h@sun168.rz.ruhr-uni-bochum.de>,
markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) writes:
|> sinclap2954@cobra.uni.edu wrote:
|> : > Pagemaker is absolute rubbish compared to Calamus SL for
|> : > professional design and dtp.
|>
|> : ST users would disagree with you.
|>
|> You can't run Calamus SL well on a normal ST. Calamus SL is for the
|> professional use, so you need much more RAM and speed. So, don't ask ST-users,
|> ask Calamus users !

That's wrong - you can run SL on an plain ST, and if it's anything like
as fast as Calamus 1.09n, then it's faster than most windows based DTP
packages even on an 8MHz ST (I used to use it all the time on my ST
before I got a f030).

|> : The problem is Atari hardware in the USA is outdated and over priced. Starting
|> : next month A PowerMac 6300(in the 630 case) will cost the same as a $1300
|> : and may include a 4x cdrom in the price. This pup makes the Falcon behave like
|> : a turtle, very slow. You will know the meaning of the word slow.
|>
|> Again you are comparing very new Macs to some year old Ataris. Compare it to
|> the modern ones like Medusa T60 or Eagle !

Oops. A Mac Quadra is in fact faster than an Eagle by a fair bit.

|> It's your problem and not the one of us, if the hardware in US is outdated and
|> overpriced. Think about the reasons why things are better in other countries.
|> (Can it be, that you (the people in US) have made something wrong?).

It's the US - what do you expect :)

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

1465. Re: Atari mail order in US?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-24 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95144.135842STIRRE31@MAINE.MAINE.EDU>
Source record: 12616
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Toad Computers is a "biggie" as Mark pointed out (though it is
Maryland, not on the west coast ;-). Call them at (800) 448-TOAD
or e-mail them at toad@charm.net and request a catalog. I
suggest buying a copy of ST Informer from them to get a better
idea of mail order sources for the ST (Steve's Software, B&C
and Computer STudio come to mind).
Hope this helps.
-scott tirrell

1466. Re: Atari mail order in US?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-24 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3q0fbj$7oa@ccshst05.cs.uoguelph.ca>
Source record: 12617
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

```
: Toad Computers is a "biggie" as Mark pointed out (though it is
: Maryland, not on the west coast ;-).

Whoops! Sorry ... for some reason I got the impression that it
was in California.

>> Mark <<

--
===============================================================================
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I buy 'Rolling Stone' all the time. It's good to swat flies with."
- Peter Cetera
===============================================================================
```

1467. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-24 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FEYEEDBMUP@cabal.shnet.org>
Source record: 12618

In <1995May18.204049.43549@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>In article <3pgbbt$stu@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>> : Peter, you always say Calamus is no good dtp-program.
>>
>> Peter has never used Calamus or played used any Atari
>> ST/TT/Falcon computer. He just reads what he wants to read.
>
>Yes I have..As for Calmus who cares! Others on the net who have used Calmus,
> Quark and Pagemaker have stated that Calmus does not measure up.

Now we are coming to the core of Peter's problem. We are talking of
"Calamus", while he speaks of some obscure package called "Calmus".

Plus he introduced hearsay as "proof" for his claims.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

1468. Re: atari dtp is better

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-24 00:00:00 UTC
From: jason@whatnext.demon.co.uk
Message-ID: <3q0ban$3es@imp.demon.co.uk>
Source record: 12619

djs@jet.uk (David Stevenson) wrote:

>- I don't quite understand your angle on this one, Markus. In other messages
>- you have mentioned "professional" use, but said that your output devices
>- are an Atari Laser and a Canon bubblejet.

I think you are actually refering to me.

I was replying to someone who was having problems printing out to
their 'in-house' (and unspecified) printer from Calamus. I was
just replying that I didn't have similar problems.

>- Hardly professional quality.

For what?

The Atari laser is amazingly fast compared to an awful lot of
lasers and excellent for proofing purposes. One way or another it
has often been used as camera ready artwork, not just for
'stationery' but also for things like colour record covers &
colour T-shirts. With the freely available Ghostscript it becomes
'postscript compatible'

Yes it is now showing it's age and I'm considering what to
replace it with. A 600 dpi +RET Hewlett Packard or a 1200 dpi
Lexmark seem competitively priced and have attracted my interest
as hopefully I would then need to use a bureaux even less.

The Canon inkjet is great for small volume 'custom' jobs and is
also useful for proofing colour work at A3 with 16 million
colours, if required. With Ghostscript it also becomes
'postscript compatible'.

>- PostScript is important to most Pros;

It really depends on what they do. I wouldn't deny that it is
somewhat dominant and in the UK there is not much demand for
Calamus operators. However for those that need their 'own' system
Calamus is a perfectly viable option . I've even got work
competing against Mac and PC users.

Although there are a lot more postscript bureaux I haven't found
it a problem in the UK. CY Services are extremely friendly, very
helpful and I don't even have to leave the building. I just modem
the file to them and if the timings right, get the 'bromides' in
the post the next morning - without all the problems I read about
from postscript users.

I recently compared the price with other postscript places and found out that Calamus bromides were cheaper. This is possibly because equivalent imagesetting equipment for Calamus was about half the price of postscript compatible equipment when I last looked or maybe just that CY give better value for money.

>- Calamus does not have proper PS support.

I don't know as I've never used the appropriate module, although I gather it has recently been upgraded and significantly enhanced. ATM fonts can be converted to the reputedly more accurate Calamus format with the inexpensive 'Fonty'.

>- That is why I think it will be taken seriously by very few
>- genuine professional people.

Well if DMC in general and JCA in the UK got their collective fingers out I think it is possible for Calamus to have a larger share of the market. However, they have their own ideas and aren't interested in mine.

==========
What Next! Media Services
Design, Typesetting, Artwork & Printing
==========

1469. Re: BOBR postings on rise

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-24 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950524162716.3572D-100000@PEAK.ORG>
Source record: 12620

On 23 May 1995, BobR wrote:

> > Why don't you guys take personnal attack to you e-mail, no one is
> > interesting in hearing your whinning around here.
>

> If you read my replies, there are usually no personal attacks contained
> in them, only observations about how much of people's time and bandwidth
> he's wasting by continuing his juvenile ranting.

Calling people "twits", telling them they can't read - instead of dealing
with the facts.....telling people that "they know nothing about Atari"
when they correct your blaring mistruths on the subject......yeah, right.

>
> You might want to consider asking James to find a more appropriate newsgroup
> to vent in, unless he can come up with something useful in an Atari group.

You might want to consider shutting up, dropping it, leaving, or
whatever. I'll post in this newsgroup if and when I want. Thank you.

>
> Not at all. My criticism of the exchange between Mark and Peter concerned
> the content of the messages.. a juvenile playground comparison of everyone's
> penises.. as if that was in any way appropriate in a computer newsgroup.

You just wanted to flame in a war that had nothing to do with you and try to
come out on top. Like you're doing here. Period.

>
> The only puerile obscenities and incessant vituperation I've seen here has
> been from James. I have no problem posting answers to questions and passing
> on information direct from Atari Corp... it's too bad James can only vent.

You just say that because you're pissed off that I won't let you win this
one. WRONG. As I've indicated so many times before, you are the one who
claimed the PC (1981), ST (1985), and Amiga 500 (1986?) were released the
same year. You've also been wrong on other accounts. When I attempted
to correct you, you took offense and told me stuff about "If I knew
anything at all about Atari", "If I could read", "You twit"

If you think that words like "puerile" and "vituperation" make you look
intelligent, think again. Your claims are very hypocritical, no matter
what vocabulary you try to use to make yourself look sophisticated.
Those words are laughable coming from a hypocritical flame-war meister
like yourself. If "it's too bad James can only vent", then
what are you doing as you accuse me of "puerile ovscenties and incessant

vituperation?" Looks like your venting in hypocrisy pretty well.

> My replies have only been pointing out how much of my time, your time, and
> everyone elses' time he's wasting with his uninteresting drivel.

Concern yourself with YOUR time and YOUR arguements. Don't attempt to
pull others to your one-man "badwagon" with claims of "their time" which
you've wasted in equal proportion, incidentally.
You've also avoided commenting on everything you've posted that has been
WRONG, yet you've BEEN AN EQUAL PARTNER IN THE FLAME WAR, or I wouldn't have
your message to reply to as I type this now. Just another example of the
hypocrisy.

I'll admit I've been an avid partner in this flame war, but I contend
that you are just as guilty. Furthermore, I submit that because you are
equally guilty, yet accuse me of wasting time/drivel, that you are a
class-A hypocrite. It's almost as if you're unaware of your actions. Do
you not recall calling me a "twit?" Do you not recall telling me to find
someone to read your messages to me? Do you not recall telling me that
I know nothing about Atari, after you claimed that the IBM PC, ST, and
Amiga 500 were all realeased at the same time? What a memory you must have.

>
> He's already told us he's done with Atari and has bought a Dell PC.. why
> not invite him to join other PC users in the appropriate newsgroup, and
> leave the people who still use Atari computers alone..?

JUST ONE MORE EXAMPLE of a big, fat, nasty, blaring BobR **L I E** !!!!!

I do not have a Dell PC. Where did you get this information? I am not
"done with Atari." Where do you get this information? There must be 7
or 8 Atari computers in my downstairs.... What kind of dumbass tells me
I'm done with Atari computers without searching my house first?

'nuff said.

James

1470. END FLAMES; READ THIS FIRST!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-24 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950524170107.3572F-100000@PEAK.ORG>
Source record: 12621

Ok - first, I'll admit that I fanned the flames one more time, just prior to posting this message. That's the bad news. I couldnt' help it - BobR said stuff SO WRONG....like playing innocent in the flame war while he was an equal participant.....stuff like "James got a Dell PC and is done with Atari" when I don't have a Dell at all, and I have about 8 Ataris in my basement. I could go on, but I won't.

Now the good news - I won't reply to Bob's posts at all. I've decided to just drop it - and rather than fan the flames, I'll just punctuate my postings with a little signature file that will accurately prove my point. No, I won't call names... I'll just use direct quotes.

Sorry to all; I've been an equal participant in this flame war, and unlike BobR who maintains innocence, I admit guilt. How anyone who has stirred it up as much as he has can maintain innocence must take powers of denial to a new plateu.

James.

"Back when the IBM PC, the Amiga 500, and the Atari 520ST were brand new..."
"If you knew ANY Atari history, you'd know the Atari ST and the Amiga 500 were released within weeks of each other in 1986."

-Bob Retelle (BobR)

1471. GEMulator

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-24 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950524172143.3572G-100000@PEAK.ORG>
Source record: 12622

Anybody out there been thinking of/using the Gemulator?
I figure since it's a "virtual Atari", let's advocate it here.

I just received the Branch Always newsletter, and frankly, I am VERY
IMPRESSED with the product announcement for the GEMulator.
Take a look at what this announcement sez:

* Run ST, STe, Mega ST, Mega STe on the Windows desktop, side-by-side
with MS-DOS and Windows programs.

* Support for all TOS versions (1.00, 1.02, 1.04, 1.06, 1.62, 2.05, 2.06)

* Emulation of memory sizes from 512K to 14 megabytes. (If I understand this
flier correctly, a PC with only 8MB of memory can emulate a full 14MB
of memory by using virtual memory!!!)

* CD-ROM support for Atari and PC CD-ROMs with no additional Atari CD-ROM
drivers required!

* Unlimited hard disk access - access ANY file oon ANY disk partitionn on
your PC, inc. >32MB, Stacker/DriveSpace, - put the /AUTO? folder directly
on your PC's C: drive!! Share documents between Atari/PC programs, and
no Atari hard disk drivers are required anymore!

* Unlimited screen size - GEM desktop can grow as large as your Windows
desktop - up to 1600 x 1200 in mono and color; limited by your hardware.

* Multiple modem and printer support - Atari programs can access any printer
or modem that Windows supports; switch between on the fly. Go beyond
19,200 to 28800, 38400, 115200 baud.

* Stereo sound and MIDI - if your PC has a stereo sound card and/or MIDI
card supported by Windows, you can use it with your Atari software!

* Blitter chip emulation - With version Gemulator 4.0. Turn it on/off like
a real Mega STe, as well as built-in "Quick ST" emulation. NVDI 3.0 and
warp 9 fully supported.

* Joystick support - use PC joysticks to emulate ST joysticks

---

Holy cats. That's unbelieveable. Anybody experienced with this product?
Anybody know what percentage of games will run with it?

According to the product announcement, a 486 DX/33 will emulate about the
full speed of a ST/STe, and a DX2/66 at the same speed as a Mega STe. A
60Mhz Pentium will emulates at the full-speed of a Falcon, and a Pentium
90 emulates at the full-speed of a 32Mhz TT!

What I find most intriguing is this:

"You hate File Manager? Use the Atari's desktop to copy, delete, and
even run your DOS and Windows programs directly."

Amazing!!! Running GEM on the PC - to run PC programs!! Heh...I'd get a
kick out of that.

WHO IS USING THIS PRODUCT NOW? WHO PLANS ON IT? WHO HAS USED OLDER
VERSIONS OF GEMULATOR???

James

"Back when the IBM PC, the Amiga 500, and the Atari 520ST were brand new..."
"If you knew ANY Atari history, you'd know the Atari ST and the Amiga 500
were released within weeks of each other in 1986."

-Bob Retelle (BobR)

1472. Re: BOBR postings on rise

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-24 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950524164950.3572E-100000@PEAK.ORG>
Source record: 12623

On 21 May 1995, BobR wrote:

> 42 lines of wasted space again, eh James..?
>

Back to counting message lines in an attempt to avoid the substance in which they deal, eh Bobbie? I've noticed that any message that DEMONSTRATES (with YOUR OWN QUOTES) what a liar, misinformant, and hypocrite you are NEVER GETS ADDRESSED, but you count the lines of text and use that as the basis for your retort. Fantastic strategy, but quite tacky.

> We're so lucky you're here to waste our bandwidth.

Here you go starting the "one man BobR bandwagon" again, trying with all your heart to PLAY INNOCENT in this matter. Face it Bobbie; you're an accomplished flamewar participant foremost, and a hypocrite, liar, and misinformant after that.

> Too bad you have nothing of substance to offer the Atari newsgroups.

Thank you for your opinion. However, the vast majority of your messages suck pretty hard, too....especially when you think that 1981 is the same as 1986...ha ha ha! That's an eternity in this industry, bucko. Shows what you know, and the "substance" of your messages in proper context. And I quote:

BobR>Back when the IBM PC, the Amiga 500 and the Atari 520ST were brand
BobR>new, the........

BobR>If you knew ANY Atari history, you'd know the Atari ST and the Amiga 500
BobR>were released within weeks of each other in 1986.

Ouch! The truth smarts, doesn't it, Bobbie???

James

1473. * Power-PC-Amiga planned! *

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-25 00:00:00 UTC
From: commu@berlin.snafu.de
Message-ID: <3q2lpb$rn0@unlisys.unlisys.net>
Source record: 12624

hi folx ...

From unlisys!news.maz.net!uunet!news.mathworks.com!zombie.ncsc.mil!paladin.american.edu!news.ecn.uoknor.edu!news.uoknor.edu!ns1.nodak.edu!plains!nahender Thu May 25 20:54:36 1995
Newsgroups: comp.sys.mac.advocacy,comp.sys.amiga.advocacy
Path: unlisys!news.maz.net!uunet!news.mathworks.com!zombie.ncsc.mil!paladin.american.edu!news.ecn.uoknor.edu!news.uoknor.edu!ns1.nodak.edu!plains!nahender
From: nahender@plains.NoDak.edu (Nathanael J Henderson)
Subject: THE AMIGA'S FUTURE REVEALED!
Sender: usenet@ns1.nodak.edu (Usenet login)
Message-ID: <D948xM.10uK@ns1.nodak.edu>
Date: Thu, 25 May 1995 04:10:33 GMT
Nntp-Posting-Host: plains.nodak.edu
Organization: North Dakota Higher Education Computing Network (NDHECN)
X-Newsreader: TIN [version 1.2 PL2]
Lines: 42
Xref: unlisys comp.sys.mac.advocacy:37696 comp.sys.amiga.advocacy:45226

From the latest PowerPC Newsletter:

==========
ESCOM PLANNING POWERPC AMIGA NEXT YEAR; PONDERING OTHER OS's
(May 23rd 1995) Escom AG, the Heppenheim, Germany-based computer manufacturer and retailer that has bought Commodore's technology and rights will produce a PowerPC-based machine next year. The company is also planning to support other operating systems including Windows NT, OS/2 and Mac OS.

The company will lay out its full technical plans for the Amiga next week, however on the face of it, it looks as if the company will produce a version of the Amiga based on the new PowerPC Hardware Reference Platform, which would let it run the foreign OS's without too much trouble.

The corollary of this is that, going with the HRP hardware platform would let the company license its operating system out to other PowerPC-based manufacturers. An Escom spokesman said the company intended that the licensing policy would be "as open as possible", though could not give details, as we went to press.

The company is focusing its efforts on retaining and growing the Amiga's traditional multimedia base. Production of the Amiga models 4000, 1200 and 600 will be restarted. Even the trusty Commodore 64 will be dragged out of retirement to server the East European market.

Before the PowerPC machines appear, the company intends to bolster
its top end with a machine based on the Motorola 68060 processor.

The company also intends to push Amiga technology into the set-top
box arena and is talking of a PC-add in card that will let PC-users
run Amiga applications.
(C) PowerPC News - Free by mailing: add@power.globalnews.com

A nice newsletter, BTW...lots of interesting info, and all FREE! :-)
(I can't believe they want the C-64 back, tho--BLECH!!! Stone-age tech...)

Nathanael Henderson | Unsolicited e-mail will be proof-
"If it sucks, it must | read and critiqued for $100, US.
be Microsoft!" |

---

greetz

michael polasek/trans-x/commu@berlin.snafu.de/berlin/germany

1474. Re: atari dtp is better

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-25 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FEZUCHAFUP@cabal.shnet.org>
Source record: 12625

In <djs.801235524@gen-off-1> David Stevenson wrote:
>guenther@cabal.shnet.org (Thorsten Guenther) writes:
>
>>Calamus has soft-RIPping capabilities. Have you _ever_ zoomed a 2560 dpi
>>graphic and set (or removed) a single dot _before_ printing?
>How do you output 2560 dpi to your Canon bubblejet, then?

Well, perhaps one should better use a Linotype-Hell instead.

>There are about one or two bureaux in the UK that can handle Calamus,
>hundreds that will do PostScript.

And how comes it that there _are_ bureaux in the UK that can handle
Calamus, when Quark is that much better?

>If you have had problems with PostScript, it may be down to problems
>with the actual application, rather than the language itself of course.

Anyway, Postscript has serious disadvantages when it comes to output
precision.

BTW, the MSG-ID of your article is faulty.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

1475. FS: Old Atari Magazines and books

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-25 00:00:00 UTC
From: stever@on-ramp.ior.com
Message-ID: <stever.705.001C9C55@on-ramp.ior.com>
Source record: 12626

--All Prices are in US Funds. Cartridges and Prices Change WEEKLY-

-*W A N T E D*- All Video game Magazine before 1986

ALL TRADES WILL BE CONSIDERED (I'm looking for Atari 2600 carts)
>>>>>>>>>(make me an OFFER if you think something is priced too high)<<<<<<<<<
(Also Please decide and E-mail me right away of what you
want, because it might be sold the next day)
I WOULD LOVE TO TRADE FOR RARE ATARI 2600 CARTS

Every Item below is from a collector I know That needed some money
for bill. I kept everything I needed, the rest is for sale below.
I started selling my extras on Internet since October 1994.
Am I a Dealer or a Collector selling extras, WHO CARES, You Decide,
I've got extra carts, and you need them, so E-Mail me.

E-mail Stever@on-ramp.ior.com for Classic Cart list of:
Atari 2600/5200/7800, Coleco, INTV, Ody2, and MUCH MORE
Or my Atari home computer list Atari 400/600/800/1200 stuff

Books

AtariBASIC Referance Guide for Experienced Programmers (2)
14 Pages
$5 Plus $1 Shipping

Atari Graphics 49 Pages
$5 Plus $2 Postage

Compute!'s Second Book of Atari
250 Pages
$10 Plus $3 shipping

Compute!'s First Book of Atari Graphics
247 Pages, a Compute! Book
$10 Plus $3 shipping

Compute!'s Second Book of Atari Graphics
220 Pages, a Compute! Book
$10 Plus $3 shipping

Disk Guide for Atari 400/800
64 Pages

Inside Atari DOS
110 Pages, a Compute! Book
$10 Plus $3 shipping

The AtariBASIC SOURCE BOOK (2)
296 Pages 'a COMPUTE! Book Publication'
$10 Plus $3 shipping

The Elementary APPLE
250 Pages for your Apple Computers
$8 Plus $3 shipping

Machine Language for Beginners (2)
350 Pages 'a Compute! Book Publication'
$10 Plus $3 shipping

MAPPING the Atari
251 Pages, a Compute! Book
a Comprehensive guide for prgrammers
$15 Plus $3 shipping

Programmer's Reference Guide for Atari 400/800
494 Pages
$10 Plus $3 postage

SpartaDOS X
1/2 inch thick, referance Book for SpartaDOS
$8 Plus $3 postage

Technical Reference Notes
Includes: Operating System User's Manuel
Operating System Source Listing
HardWare Manuel PLUS Schematics
About 500 PAGES in 3-ring binder
$50 or BEST OFFER/TRADE

TRS-80 Interfacing BOOK #1
190 Pages (1981)
$5 Plus $2 shipping

TRS-80 MORE than BASIC
220 Pages (1981)
$5 Plus $2 Shipping

Magazines

ANALOG - March 1984 - 100 pages (NO cover/WORN) $10.00
ANALOG - April 1984 - 104 pages (worn cover) $10.00
ANALOG - JUNE 1984 - 96 pages $10.00
ANALOG - July 1984 - 104 pages (GREAT Condition) $10.00
ANALOG - Sept 1984 - 96 pages $10.00
ANALOG - Nov 1984 - 104 pages (cover taped/heavy use) $10.00
ANALOG - July 1985 - 92 pages $8.00
ANALOG - Aug 1985 - 96 pages (taped back cover) $8.00

ANALOG - Sept 1985 - 96 pages (2) $8.00
ANALOG - Oct 1985 - 104 pages $8.00
ANALOG - Nov 1985 - 104 pages $8.00
ANALOG - Feb 1986 - 112 pages (cover taped) $7.00
ANALOG - March 1986 - 112 pages (NO cover) $7.00
ANALOG - April 1986 - 132 pages (cover loose) $7.00
ANALOG - May 1986 - 132 pages (NO cover) $7.00
ANALOG - July 1986 - 124 pages (cover loose) $7.00
ANALOG - Aug 1986 - 122 pages (cover loose) $7.00
ANALOG - Sept 1986 - 132 pages (cover loose) $7.00
ANALOG - Oct 1986 - 132 pages (roughed up cover) $7.00
ANALOG - Dec 1986 - 132 pages (Front Cover needs Tape) $7.00
ANALOG - Jan 1987 - 103 pages (worn cover) $6.00
ANALOG - Feb 1987 - 104 pages (loose cover) $6.00
ANALOG - March 1987 - 104 pages (2) $6.00
ANALOG - April 1987 - 104 pages $6.00
ANALOG - May 1987 - 96 pages $6.00
ANALOG - June 1987 - 96 pages (loose cover) $6.00
ANALOG - July 1987 - 96 pages $6.00
ANALOG - Sept 1987 - 94 pages $6.00
ANALOG - Oct 1987 - 96 pages (loose cover) $6.00
ANALOG - Sept 1988 - 98 pages $5.00
ANTIC - Jan 1987 - 130 pages $6.00
ANTIC - Nov 1987 - 82 pages $6.00
ATARI EXPLORER - Nov/Dec 1987 - 80 pages $6.00
ATARI INTERFACE - Feb 1990 - 51 pages $5.00
ATARI INTERFACE - March 1990 - 56 pages $5.00
ATARI USER - Oct/Nov 1990 - 75 pages - EUROPE Mag $8.00
ATARI USER - Dec/Jan 1990 -75 pages - EUROPE Mag $8.00
BASIC COMPUTING - Feb 1984 - 79 pages (TRS-80 Mag) $5.00
COMPUTE! - Jan 1984 - 216 pages LARGE ISSUE $15.00
COMPUTE! - May 1985 - 128 pages $8.00
COMPUTE! - June 1985 - 128 pages $8.00
COMPUTE! - July 1985 - 96 pages $8.00
COMPUTE! - Aug 1985 - 95 pages $8.00
COMPUTE! - Sept 1985 - 128 pages $8.00
COMPUTE! - Oct 1985 - 128 pages $8.00
COMPUTE! - Nov 1985 - 160 pages $8.00
COMPUTE! - Jan 1986 - 128 pages $7.00
COMPUTE! - March 1986 - 128 pages $7.00
COMPUTE! - April 1986 - 128 pages $7.00
COMPUTE! - Feb 1986 - 128 pages $6.00
inCIDER - Aug 1985 - 112 pages (APPLE II Mag) $5.00
PUGET SOUNG:ATARI NEWS - Aug 1988 - 36 pages $4.00
PUGET SOUNG:ATARI NEWS - Oct 1988 - 36 pages $4.00
PUGET SOUNG:ATARI NEWS - Dec 1988 - 36 pages $4.00
ST:LOG - Aug 1988 - 98 pages $5.00

Shipping and package ADD $1.50 for ITEM then .50c for

each after that. >MAX. of $5.00 Postage on Carts/Tapes/Disk
MACHINE Postage is listed above
ALL Orders mailed out within 7 days, usaully in 1-2 days.
After I tell you that I've got you down for any certain item,
you will have 'SEVEN' days to have a check, money order or Cash
to me before that item goes back on sale again.
If my count was wrong and I am OUT of what you wanted,
I will E-mail you to see if you want a REFUND or
a Second Choice-This RARELY happens.

E-mail: Stever@on-ramp.ior.com

SteveR@on-ramp.ior.com
Atari 2600/5200/7800 Atari 400/800 ColecoVision Intellivision
E-mail for Complete Price/Trade list of CLASSIC CARTS
Prowler's DOMAIN bbs 509-327-8922 6-lines 3.0+Gigs

1476. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May25.195317.43768@cobra.uni.edu>
Source record: 12627

In article <D8yz1w.6M4@pts.mot.com>, ricardoh@newmotpr (Ricardo Hernandez Machado) writes:
> Kevin Haley (khaley@nova.gmi.edu) wrote:
> : sinclap2954@cobra.uni.edu writes:
>
> : >Well Sports fan, the Jagflop flopped and bombed. According to Atari's Chief
> : >Financial Officer 150,000 Jagflops have been sold to date! No opologies needed
> : >for those who flamed me over the installed base.
>
> : Do the Math, idiot. Think about this for a minute.
>
> : The last official figures from Atari was 90,000 sold as of June 1994.
> : The Jaguar was not in Europe yet.
>
> : Most sources put the currently installed base of Jaguars in Europe to
> : around 50,000-60,000. Add the two numbers up, and you get 150,000.
>
> Looks like those sources are *wrong* (read below)
>
> : Still don't follow the logic, SinDope? That means the Jaguar has sold 0
> : (or very very few) systems in the U.S. since June 1994. Is that likely?
> : NO.
>
> : So, what does this mean? The "150,000" number is dated, probably back to
> : last year. Most other industry analysts have put *todays* figure at around
> : 200,000-300,000.
>
> There is one little problem with what you are saying. The
> 150,000 figure came *DIRECTLY* from ATARI. Are you arguing
> against what ATARI *THEMSELVES SAID*?
>
> While I usually don't get along with Sinclap either, he's
> saying something ATARI said!

Yep..

>
> : >Now that Atari is down the tubes, what new line of work can the Tramiels
> : >pursue?
>
> : If Atari goes down the tubes, your life will be OVER! What will you have
> : to bash if Atari is no longer around? You live this hatred of Atari. You
>
> Probably Escom... they are going to make Amigas again :-)
>

Nope..The Amiga will find a niche in the USA with the A4000 combo with a
Toaster. I am in the process of acquiring a Toaster 2000 system..

> : breathe it. You are fanatical in your hatred of them. You are so
> : fanatical that you must spend all of your time reading the Atari groups,
> : scanning for things you can bash.
>

No. I spend time in other areas. Looks like I have been right all along with
the jagflop and Atari..

> : What a pitiful existence.

Eh? So how much beer money did you waste on the Jagflop?

>
> : /Kevin
>
> : > (If he had any brains would seek new employment, GET OVER IT!)
>
> : If YOU had any brains you would put your SinBabble to rest, GET OVER IT!!!
> : /Kevin
>
>
> Kevin, I hate to say it regarding the Jaguar, but that number
> came from ATARI directly.
>
> --
> --
> |Raist (Ricardo Hernandez Machado) | Scala on the PC, when? |
> |CIM Engineer | Real 3D on PC, how much? |
> |Motorola Electronica De | ImageF/X on PC, will they? |
> |Puerto Rico INC. | :-) ;-) :-b :-b ;-b :-) |
> |e-mail: ricardoh@pts.mot.com | How about these apps on OS/2|
> |cc: Mail ARH005@email.mot.com | Power PC's???????? |
> |Opinions are my own and do not represent those of my employer |
> --

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter
(Your employment with Atari is comming to an end. GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1477. Re: Apple Macintosh Performa 5200

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May25.195516.43769@cobra.uni.edu>
Source record: 12628

In article <s237012.801146011@apollo23>, s237012@apollo23.uni-trier.de (Mario Charles) writes:
> t94patsa@ida.liu.se (Patrik Sanfridsson) writes:
>
>>Is this a good buy or should one wait for something better?
>
> The machine seems to be quite cool...
>
>>Will it run MacMagiC ?
>
> Not yet (cause it is a power pc). But there will be a special version of
> magicmac for Power PC, but the PPC-version will be not THAT fast like the
> performa 630...

In what way? The PowerPC blows away the 630 when running native apps..I know my brother has a 630 with the PPC card..
>
> Bye, MC.
>

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter
(Your employment with Atari is comming to an end. GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1478. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May25.200157.43770@cobra.uni.edu>
Source record: 12629

In article <3pqdja$kh4@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Than what did he say? Why would he not quote worldwide?
>
> To surprise the stockholders maybe?
>
> He may have meant
> : that 17 are shipping today and the 7 additional ones any day.
>
>
> Peter, the following Jaguar titles are currently available (not
> just "about to ship"):
>
> 1. Cybermporph, 2. Trevur McFurr, 3. Raiden, 4. Dino Dudes, 5. Tempest
> 2000, 6. Wolfenstein 3-D, 7. Aliens Vs. Predator, 9. Doom, 10. Dragon:
> The Bruce Lee Story, 11. Iron Soldier, 12. Bubsy, 13. Zool 2, 14. Brutal
> Sports Football, 15. Kasumi Ninja, 16. Checkered Flag, 17. Club Drive,
> 18. Cannon Fodder, 19. Syndicate, 20. Theme Park, 21. Sensible Soccer,
> 22. Troy Aikman Football, 23. Double Dragon V, 24. Hoverstrike.

Let me clarify it. Someone else clarified it. Atari's CFO figure was
based on the Atari label titles that are shipping which is 17. he was not
counting third party ones.

>
> Ones scheduled to ship soon include:
>
> 1. Rayman, 2. Super Burnout, 3. Ultra Vortex 4. Flashback, 5. Pinball
> Fantasies, plus a few others that I can't remember off-hand. At Christmas
> of last year, "the 150,000 sales in the US" were thrown around, and
> seventeen games were available. The figure is dated.
>
> 24 is still low
> : considering that 3do has over 200 titles today.
>
> Yes. However, I've heard that only 150 titles are available for
> the 3DO and many aren't even games. The 3DO's lineup isn't as great as
> you make it out to be.
>

More impressive than Atari's offerings, my opinion.

> : You have been chearleeding Atari constantly hoping that Atari will rise to the
> : top.
>

> Cheerleeding? Cheerleeding what? I've put up many Anti-Atari
> posts. Perhaps you should take a closer look. However, I've also tried to
> point out that things aren't as bad as you make them out to be. I have
> *NEVER* ever said or believed that the Jag will be the #1 system. I
> happen to like the 3DO and Sega products. Quit spreading such BS.
>

Things are bad. Atari cannot survive as a niche and who would buy a niche
console with a small library of games? Why would the Jagflop be considered a
niche console?

> It ain't gonna happen. The Tramiels have a lousy record and have not
> : been able to keep to one date!
>
> There history of datekeeping is lousy, but a few things have been
> delivered on time. The Tramiels did make the C64 a huge sucess and sold
> millions of ST's in Europe, so I wouldn't say that everything they've
> done is a flop.
>

The ST succeeded in Europe was due to the fact that none of the Tramiels were
stationed in Europe to screw things up.

> >> Mark <<
>
>
> --
> ===
> Mark Rathwell The University Of Guelph
>
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "I buy 'Rolling Stone' all the time. It's good to swat flies with."
> - Peter Cetera
> ===

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter
(Your employment with Atari is comming to an end. GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1479. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May25.200546.43771@cobra.uni.edu>
Source record: 12630

In article <3prcbu$1el@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : You don't have stated an argument why Calamus is bad as far as I know.
>
> That's because he's never actually seen it in action. Peter
> doesn't actually know much about the products he bashes.

I have seen previews and reviews. The user interface sucks!

>
> >> Mark <<
>
>
> --
> ===
> Mark Rathwell The University Of Guelph
>
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "I buy 'Rolling Stone' all the time. It's good to swat flies with."
> - Peter Cetera
> ===

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter
(Your employment with Atari is comming to an end. GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1480. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May25.201008.43772@cobra.uni.edu>
Source record: 12631

In article <3pqlrp$euv@imp.demon.co.uk>, jason@whatnext.demon.co.uk ("ace") writes:
> sinclap2954@cobra.uni.edu wrote:
>
>>- > Pagemaker is absolute rubbish compared to Calamus SL for
>>- > professional design and dtp.
>
>>- ST users would disagree with you.
>
> Personally speaking, my primary machine's a TT030, though I also
> have a 486 based notebook computer - with Pagemaker 5 on the hard
> disk which I've never found a reason to use.
>
> Many 'Atari' owners are not professional designers and have never
> used Calamus SL, so their not really in a position to appreciate
> it's many virtues.
>
> Calamus SL does things Pagemaker can't. Other things can take
> days with Pagemaker but only a few minutes with Calamus SL.
> Pagemaker's interface with the user is also primitive when
> compared to Calamus SL.

What takes days?

>
>>- > Haven't used Quark but from what I've read I'm not missing
>>- > anything.
>
>>- Same for Calmus..
>
> Is your consistent miss spelling of Calamus a pathetic attempt at
> a wind-up or are you just stupid?
>

Ever heard of a typo, dweeb?

> Either way, _you_ obviously know nothing about Calamus, such as
> true WSIWYG - better than any postscript compatible program,
> superlative rastering, far more accurate, font technology, and
> all at a better price.
>

I have read early previews and reviews at one time. As for the above, your
opinion and the publishing market has basicaly ignored Calamus.

>>- I wouldn't know..
>

>>- The problem is Atari hardware in the USA is outdated and over priced.
>
> Although Atari owns a few important copyrights which they are
> prepared to licence, they are almost irrelevant, at the moment,
>
> I would, finances willing, be interested in a 68040 (or greater)
> based MAC to run Calamus SL via MagicMac as I've read it's
> blindingly fast compared to my TT or any equivalent Mac program.
>
>>- Starting next month A PowerMac 6300(in the 630 case) will cost the same as a $1300
>>- and may include a 4x cdrom in the price.
>
> As Magic Mac doesn't (yet) work with the powermac chips, I'd have
> to spend an enormous amount of money buying Quark and other
> programs to do the work I do better now. Any saving in the
> hardware price would be more than eaten up by the overpriced
> software.
>

Over price software? If it's so over priced, why is Calamus irrelevant?

PageMaker 5.- costs $199.

> I would also have to consider either getting the Windows NT
> version of Calamus SL or a PC with Gemulator or Janus to run my
> current Calamus SL, as an alternative. After all, Mac and Atari
> compatibles are both niche machines and that, in itself, has
> certain disadvantages.
>
>>- This pup makes the Falcon behave like
>>- a turtle, very slow. You will know the meaning of the word slow.
>
> You should try Coral Draw on a 486 with windows.
>
> I would enjoy owning and could use a falcon, particularly for
> it's audio-visual capabilities but at the moment it is less of a
> priority.
>
> ====================================
> What Next! Media Services
> Design, Typesetting, Artwork & Printing
> ====================================
>

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."

- Atari's Jeff Minter
(Your employment with Atari is comming to an end. GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1481. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May25.201322.43773@cobra.uni.edu>
Source record: 12632

In article <FEWTFFARUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
> In <1995May21.103452.43603@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>In article <FETSCCDHUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>>> In <1995May15.224459.43388@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>>>In article <FEOOAGCMUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>>>>> In <1995May13.103951.43312@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>>>>>Why not an LC5200? From what I hear, the Performa 5200 should be announced
>>>>>>this Monday(don't quote me) and the education price should be around $1600 or
>>>>>>so.
>>>>>
>>>>> Because: a) the monitor is integrated into the case
>>>
>>>>> b) the speakers are integrated into the case
>>>
>>>>> Some time ago, some guy advocated against the Falcon with the statement
>>>>> that integrating the keyboard into the case was stupid. If only I knew who
>>>>> this guy was?
>>>>
>>>>Yep..Think hard. The 5200 has a separate keyboard.
>>>
>>> NHOOOOO! Really? And what is the disadvantage of an integrated keyboard?
>>> What is the disadvantage of an integrated monitor and speakers?
>>
>>The disadvantage of an integrated keyboard is that you can't type on your lap,
>>can't adjust to your comforts. As for the disadvantages of integrated
>>speakers, there is none unless you count quality. You can allways hook up the
>>5200 to the stereo.
>
> And the monitor? Think hard, Mr. Sinclair, you forgot the monitor. 15"
> monitors are low-end today.

15' are standard. If you need a larger one, you can ad a larger one to the 5200
or you can purchase the other models that do not have a integrated one. Think
about it.. You have choices..

>
> OK, let's start a line call from here on:
>
> 1>>>"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
> 2>>>of turd."
> 3>>
> 4>> Yup. Read the Netiquette for further details.

> 5>>
> 6>> Thorsten
> 7>>
> 8>> --
> 9>> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O
> 10>> -- /
> 11>> - In the sky a mighty eagle doesn't care about what's illegal - _
> 12>> - On it's wings the rainbow's light it's flying to eternity. -)
> 13>
> 14>
> 15>_____
> 16>
> 17> Peter Sinclair-Day This space still under
> 18> University of Northern Iowa construction.
> 19> Cedar Falls, IA. 50613
> 20>
> 21>
> 22>"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
> 23>of turd."
> 24> - Atari's Jeff Minter
> 25> (Your employment with Atari is comming to an end. GET OVER IT!)
> 26>
> 27>Http://www.ziff.com - For the latest MAC & PC news....
> 28>
> 29>----------
> 30>
> 31>
> 32>
> 33>
>
> 33 lines of bullshit.
>
> a) your .signature by far exceeds four lines
> b) you unnecessarily quoted my quoting of a part of your .signature _and_
> my entire signature
>
> Read the Netiquette, grow up, get a clue.
>
> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O
> -- /
> - In the sky a mighty eagle doesn't care about what's illegal - _
> - On it's wings the rainbow's light it's flying to eternity. -)

Peter Sinclair-Day This space still under
University of Northern Iowa construction.

Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter
(Your employment with Atari is comming to an end. GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1482. Re: Atari mail order in US?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-25 00:00:00 UTC
From: 76702.1466@CompuServe.COM
Message-ID: <3q33r8svs1@mhadf.production.compuserve.com>
Source record: 12633
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

> Toad Computers on the west coast is a biggie. Best Electronics is another.

Umm... both very good suggestions, but it's actually the other way around..

Best is in California, and Toad is in Maryland.

Toad Computers: (800) 448-8623
Best Electronics: (408) 243-6950

BobR

1483. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-26 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.801496136@gmi.edu>
Source record: 12487

Ah, yes. More classic SinDope. At least we have something to laugh at on the Atari groups. ;-)

sinclap2954@cobra.uni.edu writes:

>> : breathe it. You are fanatical in your hatred of them. You are so
>> : fanatical that you must spend all of your time reading the Atari groups,
>> : scanning for things you can bash.

>No. I spend time in other areas.

So that means you're not a fanatic?! Hardly. Your fetish with the Tramiels is quite disturbing...

>> : What a pitiful existence.

>Eh? So how much beer money did you waste on the Jagflop?

You're a college student, right? Don't you have something to do? Don't you have papers to write, exams to take, and classes to study for? Why waste your time here?

What's your major, anyway? Is this all part of your degree program on how to be an asshole?

/Kevin

1484. Re: atari dtp is better

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-26 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.801498655@gen-off-1>
Source record: 12488

guenther@cabal.shnet.org (Thorsten Guenther) writes:

>BTW, the MSG-ID of your article is faulty.
I don't know what that means, please explain what'w wrong and I'll see if
I can fix it.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1485. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-26 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3q4s18$407@ccshst05.cs.uoguelph.ca>
Source record: 12489

: I have seen previews and reviews. The user interface sucks!

Really? What issues and articles. Remember Peter ... you have a
bad tendency to quote things you "heard from someone who heard from
someone else."

>> Mark <<

--
==
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I buy 'Rolling Stone' all the time. It's good to swat flies with."
- Peter Cetera
==

1486. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-26 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3q4s9e$407@ccshst05.cs.uoguelph.ca>
Source record: 12490

: Let me clarify it. Someone else clarified it. Atari's CFO figure was
: based on the Atari label titles that are shipping which is 17. he was not
: counting third party ones.

And what classifies as an Atari label game? Atari manufactures
the cartridge? That would be okay, expect for the fact that Atari (and
Nintendo and Sega) manufacture most games for 3rd party developers.

: More impressive than Atari's offerings, my opinion.

Peter, you've never even seen a Jaguar or any games, so why don't
you shut up until you do?

: Things are bad. Atari cannot survive as a niche and who would buy a niche
: console with a small library of games? Why would the Jagflop be considered a
: niche console?

Because some people have bought it. That equals niche. And of
course Atari can survive as a niche. They're still alive, aren't they.

: The ST succeeded in Europe was due to the fact that none of the Tramiels were
: stationed in Europe to screw things up.

The ST was given the wave of support by the Tramiels that the US
never received.
>> Mark <<

--
==
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I buy 'Rolling Stone' all the time. It's good to swat flies with."
- Peter Cetera
==

1487. Re: Jaguar - wow! 22 games!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-26 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3q4sno$407@ccshst05.cs.uoguelph.ca>
Source record: 12491

: I can't believe everyone is flaming PSD (ok, I can believe that) about
: his claim there are only 17 games for the Jaguar with cries of 'but there
: are 22 whole games!'.

Actually there are 24. :-). However, there are about 100 in
development, some very close to release, so it's not like the Jag library
will stop here.

: This was all pointed out at the time of the launch. 'Remember the Lynx,
: the ST, the 5200, the 7800, the way Atari let the 8-bits die?' but of course
: the line you Atari advocates were pushing was 'Atari will get it right this
: time'. Yeah, right.

Atari is doing many things right this time. The problem is that
Atari's small and will not dominate because it's so small. What Atari did
do right with the Jag:

- Increased advertising. Atari spent $300,000 on pushing the 7800
for it's entire run. Atari spent $11 million on Jaguar ads for the
pre-christmas quarter.

- Getting 3rd party support. The Lynx had 3 developers
(shadowsoft, beyond games and telegames), and so did the 7800
(Activision, Absolute Entertainment and Froggo Games). The Jaguar has
hundreds of developers. Even if only 1/4 are actively working on games
right now, that's still a big step up. So far, there have been releases
from Virgin, Williams, ID, Ocean, C-West, and Telegames. No ... it's not
great, but it is a big step up.

- Dealer support improvement. I never saw any promotions for the
Lynx or 7800. I've seen numerous Jag kiosks, banners and promo items in
stores. Atari's reps have gone out to stores to help promote the Jag.
There are dealer tapes. No ... not perfect, but a big step up.

My point: cut Atari some slack. No, they aren't going to
dominate, but saying they aren't putting an effort into the Jag (and
learning from their mistakes) is total hogwash. You can't go from 0 to
100% overnight. I think Atari is doing a commendable job of improving.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I buy 'Rolling Stone' all the time. It's good to swat flies with."
- Peter Cetera
==========

1488. Re: Jaguar - wow! 22 games!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-26 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950526112058.19339A-100000@PEAK.ORG>
Source record: 12492

On 26 May 1995, Mr Gavin Moran wrote:

> Sorry folks, 22 games are nothing to shout about, it only proves that the
> Jaguar has pretty much sunk up to its neck in the doo-doo. Not because its
> crap (its actually very powerful and for a time was _the_ most advanced system)
> but because Atari have done whats known in the business as an 'Atari' on it.

Atari has let down/burned their customers so many times that I
wonder if it wouldn't have been wiser for them to start with a new name
on the Jaguar - make up some new divsion of the company and market the
Jag under it. There are so many negative connotations to the name of
"Atari" now, with all the years of vaporware, leaving users high&dry, and
I even remember reading magazine articles from major retailers like Sears
Roebuck who'd claimed to have been "burned" by Atari and vowed not to
carry thier products again.

>
> This was all pointed out at the time of the launch. 'Remember the Lynx,
> the ST, the 5200, the 7800, the way Atari let the 8-bits die?' but of course
> the line you Atari advocates were pushing was 'Atari will get it right this
> time'. Yeah, right.

I think the 5200 was doomed from its very conception, and the "XE
Game System" should have been released WAAAAAY back then instead of 1987
or 1989 (or whenever they released it). However, the 5200 was the "old"
(Warner) Atari's mistake.

The 7800 was Tramiel's screw-up. Perhaps it was because Atari
had just emerged from the great crash of '84 that Tramiels figured the
video game fad was over.....but didn't they let that 7800 die? All the
while Nintendo could see the light, the 7800 could have (with the right
software and marketing, and it's 2600 backward compatibility) been the
machine of choice in that generation. I distinctly remember **WATCHING**
friends and neighbors REPLACE their aging 2600s with the original
Nintendo. God - can you imagine what advantage of "incumbency" the
backward-2600 compatibility would have given them - plus
Nintendo-quality games to boot? As much as I've been
into Atari, I NEVER NEVER heard of the 7800 until logging on some Atari
BBS, and nobody I knew (who wasn't an Atari-specific freak) even knew it
existed. To date, I've never even seen a 7800, and I've looked.

> Now a year and a half down the line Atari don't make your computer anymore
> and the much vaunted saviour has only 22 games for it and sales of a couple
> of hundred thousand. You might like to reflect on that when you try to
> defend the only company that could give Commodore a run for its money in the
> incompetance stakes......

I just don't get it about the Jaguar games. I like the Jag, and played Alien vs Predator & think it's great. However, for MONTHS AND MONTHS it's constantly been a story of "hundreds of vendors have signed on and are about to release games." I mean, this has been the story since the beginning of the school year (Sept) and now it's time for summer and still only a few games!! What's up?

Same thing with the Jag CD player. Where the hell is it? Why isn't it shipping? What's up with that? As far as I'm concerned, until a product is ON THE SHELVES at the dealer and WITH A PRICE TAG, it is vaporware. There's a HUGE electronics "supermarket" called "Future Shop" (I think it is a Canadian company expanded to the U.S.) and they have the most impressive Jag display I've seen - 2 kiosks, total of 3 demos machines (1 on a big-screen TV), a wall of Jag games (wish there were more), etc. I keep looking for the CD player and I don't see it. Thus far, as soon as I read about a new Jag product in the mags they have it in stock. I can only assume that the Jag CD is not shipping. Too bad.

James

"Back when the IBM PC, the Amiga 500, and the Atari 520ST were brand new..."
"If you knew ANY Atari history, you'd know the Atari ST and the Amiga 500 were released within weeks of each other in 1986."

-Bob Retelle (BobR)

1489. Re: Jaguar - wow! 22 games!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-26 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3q5hk7$fdl@ccshst05.cs.uoguelph.ca>
Source record: 12493

: Atari has let down/burned their customers so many times that I
: wonder if it wouldn't have been wiser for them to start with a new name
: on the Jaguar - make up some new divsion of the company and market the
: Jag under it. There are so many negative connotations to the name of
: "Atari" now, with all the years of vaporware, leaving users high&dry, and
: I even remember reading magazine articles from major retailers like Sears
: Roebuck who'd claimed to have been "burned" by Atari and vowed not to
: carry thier products again.

If the Jag goes nowhere, I could actually see that happening.
Apparently Atari is going to enter the PC CD-ROM market under a different
name. Other things could sprout out of this.

As for a 7800 - check the net. People are always buying and
selling. They're becoming a collector's item. I have one and think it's a
great machine. Not up to standards with the SNES or Genesis obviously,
but it certainly dispels any myths that all Atari game systems feature
crude, block-like 2600 graphics. When it was still being produced, I
remember it being sold in K-Mart, Zaires, Toys R' Us, Kay-Bee,
Child-World and quite a few other places. It seemed to have better
distribution is chains than the Jaguar, though the Jag actually seems to
have more space in video-game specific shops.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I buy 'Rolling Stone' all the time. It's good to swat flies with."
- Peter Cetera
==

1490. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-26 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May26.172547.43813@cobra.uni.edu>
Source record: 12494

In article <3q3rhg$bli@garuda.csulb.edu>, hing@csulb.edu (Houn-Nam Ing) writes:
> sinclap2954@cobra.uni.edu wrote:
> : In article <3pqlrp$euv@imp.demon.co.uk>, jason@whatnext.demon.co.uk ("ace") writes:
> : > sinclap2954@cobra.uni.edu wrote:
> : >
> : > Calamus SL does things Pagemaker can't. Other things can take
> : > days with Pagemaker but only a few minutes with Calamus SL.
> : > Pagemaker's interface with the user is also primitive when
> : > compared to Calamus SL.
>
> : What takes days?
>
> Try to align object together, let say I want a picture to be exactly in
> the middle of a circle that is twice the size of it. Oh I fogot, you just
> heart it from someone how Page Maker is good and never actually seen or
> used it.

Cool.

>
> : Over price software? If it's so over priced, why is Calamus irrelevant?
>
> : PageMaker 5.- costs $199.
>
> That's for you students. Try to buy in a regalar store it's about $500 and
> not everybody is a student. Plus when you buy it from a school their is
> no support from Aldus. I've been there. For someone that is using Page
> Maker, Calamus 1.09, Calamus SL and Page Stream, let me tell you this
> Page Maker 5.0 is not even close to Page Stream 2.2 which dated back to 1992.
> Speaking of Calamus is irrelevant because people like you don't know what
> is a choice out there and be like a sheep and follow whatever is trendy.
>

If you are saying that Pagestream is on tops over PageMaker than you are a
total Atarridroid and not a serious publisher. GET OVER IT! My brother was a
Pagestream user and hew would not agree with your acertion.

As for Calamus being irrelevant, who's fault is that? I can't buy Calamus at
the places I shop, GET OVER IT.

> --

> o---o
> | E-mail: hing@engr.csulb.edu |
> |-=-|
> | WWW: http://www.engr.csulb.edu/~hing/ |

> |-=-=-=

1491. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-26 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May26.172730.43814@cobra.uni.edu>
Source record: 12495

In article <3q4s18$407@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : I have seen previews and reviews. The user interface sucks!
>
> Really? What issues and articles. Remember Peter ... you have a
> bad tendency to quote things you "heard from someone who heard from
> someone else."

As I recall, ST Informer, Atari Advantage to name a few..

>
> >> Mark <<
>
> --
> ===
> Mark Rathwell The University Of Guelph
>
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "I buy 'Rolling Stone' all the time. It's good to swat flies with."
> - Peter Cetera
> ===

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter
(Your employment with Atari is comming to an end. GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1492. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-26 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3q5o3a$kjp@paul.rutgers.edu>
Source record: 12496

sinclap2954@cobra.uni.edu writes:

:Aborted fetus? I was under the impression that your girlfriend had a
:resembelance as an aborted fetus or is that your left hand!

Some people are all class...

* Tom

1493. Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-26 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3q5qaj$lhf@paul.rutgers.edu>
Source record: 12497

Petey Sinclair,

I no longer have to look for a new Mac for my sister.
My uncle is selling his 2-month-old PowerBook 520 to her.
I don't like portables since they usually have suspect
screens and are ALWAYS a year behind the desktop units,
but for her needs it should do just fine (though she will
probably be forced to upgrade it to a PPC chip sometime
in the future). She is also getting an inkjet (your
favorite kind of printing device) in the deal.

Why is my uncle selling his brand-new Mac portable to my
sister? Because he is switching to the *PC platform*!
He will replace his Macs with a Pentium-based machine
that I will pick out for him.

Why is my uncle switching to the PC platform, even though
he prefers Macs to PCs and has been a loyal and happy Mac
user for nearly a decade? Because the software he needs
only runs on Windows, that's why! He is a lawyer, and the
vast bulk of the legal software made is available on the
PC only; no Mac versions. In other words, he is switching
because the Mac no longer suits his needs.

Looks like the Mac has *flopped* as far as the legal
profession goes. GET OVER IT!!

* Tom

1494. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-26 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3q433d$rk7@whitbeck.ncl.ac.uk>
Source record: 12634

In article <1995May17.193445.43491@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|>
|> So, you must feel cool dude seeking knowledge and experience in your field as
|> well as your hobby/spare time.. Must take up your time and have no time to
|> develop your social role in society. Do you know what a Vagina is and what it
|> is for? Now thats a 64 bit question, do the math!
|>

Children......

Of course, Peter knows what a Vagina is for - he's studied all the relevant texts (Men Only, Parklane, Shaven Ravers). He's got the theory down to pat, (slap slap slap - evenings in with Pam), and hopes to put it into practise one day.

There's nothing wrong with working in your hobby, it just makes the work easier. I used to work in electronics (MMS Space Systems, Comms Sats) but I've just moved over to software 'coz it's easier and the money is better (much better - about 40% better).

I don't think I'm sad....others may disagree - but hey, PSD is an example of american youth so we do have to bear with him until he matures (about the age of 35).

|> "Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
|> of turd."
|> - Atari's Jeff Minter
|> (If he had any brains would seek new employment, GET OVER IT!)

Notice that Peter quotes Jeff in his sig - it's his claim to fame, someone famous and respected the world over, once called him a tosspot. Not what I'd put in my .sig ..... now if Jeff were to post saying 'Craig Graham, you are cool as fuck, may all your trips be wonderful, nice one...' then perhaps I would quote that :) - but tosspot? The mind boggles, it really does.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

1495. Jaguar - wow! 22 games!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-26 00:00:00 UTC
From: b2004@vsprsun_14
Message-ID: <1995May26.103321.1159@queens-belfast.ac.uk>
Source record: 12635

I can't believe everyone is flaming PSD (ok, I can believe that) about his claim there are only 17 games for the Jaguar with cries of 'but there are 22 whole games!'. I mean, if the people who had manufactured my computer dropped it in favour of a games console, and then a year and a half after release there were only 22 games out for it (many of them crap) I'd keep quiet about it.

Sorry folks, 22 games are nothing to shout about, it only proves that the Jaguar has pretty much sunk up to its neck in the doo-doo. Not because its crap (its actually very powerful and for a time was _the_ most advanced system) but because Atari have done whats known in the business as an 'Atari' on it.

This was all pointed out at the time of the launch. 'Remember the Lynx, the ST, the 5200, the 7800, the way Atari let the 8-bits die?' but of course the line you Atari advocates were pushing was 'Atari will get it right this time'. Yeah, right.

Now a year and a half down the line Atari don't make your computer anymore and the much vaunted saviour has only 22 games for it and sales of a couple of hundred thousand. You might like to reflect on that when you try to defend the only company that could give Commodore a run for its money in the incompetance stakes......

gavan

--
email: G.Moran@ee.qub.ac.uk | 'There can be only one!'
or gmoran@nyx.cs.du.edu | - The Highlander

1496. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-26 00:00:00 UTC
From: hing@csulb.edu
Message-ID: <3q3rhg$bli@garuda.csulb.edu>
Source record: 12636

sinclap2954@cobra.uni.edu wrote:
: In article <3pqlrp$euv@imp.demon.co.uk>, jason@whatnext.demon.co.uk ("ace") writes:
: > sinclap2954@cobra.uni.edu wrote:
: >
: > Calamus SL does things Pagemaker can't. Other things can take
: > days with Pagemaker but only a few minutes with Calamus SL.
: > Pagemaker's interface with the user is also primitive when
: > compared to Calamus SL.

: What takes days?

Try to align object together, let say I want a picture to be exactly in
the middle of a circle that is twice the size of it. Oh I fogot, you just
heart it from someone how Page Maker is good and never actually seen or
used it.

: Over price software? If it's so over priced, why is Calamus irrelevant?

: PageMaker 5.- costs $199.

That's for you students. Try to buy in a regalar store it's about $500 and
not everybody is a student. Plus when you buy it from a school their is
no support from Aldus. I've been there. For someone that is using Page
Maker, Calamus 1.09, Calamus SL and Page Stream, let me tell you this
Page Maker 5.0 is not even close to Page Stream 2.2 which dated back to 1992.
Speaking of Calamus is irrelevant because people like you don't know what
is a choice out there and be like a sheep and follow whatever is trendy.

--
o---o
| E-mail: hing@engr.csulb.edu |
|-=-|
| WWW: http://www.engr.csulb.edu/~hing/ |
|-=-|
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------ Charles de Gaulle -------------------------o

1497. Re: Apple Macintosh Performa 5200

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-27 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FE2CDDBNUP@cabal.shnet.org>
Source record: 12498

In <1995May25.195516.43769@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>In article <s237012.801146011@apollo23>, s237012@apollo23.uni-trier.de (Mario Charles) writes:
>> t94patsa@ida.liu.se (Patrik Sanfridsson) writes:
>>
>>>Is this a good buy or should one wait for something better?
>>
>> The machine seems to be quite cool...
>>
>>>Will it run MacMagiC ?
>>
>> Not yet (cause it is a power pc). But there will be a special version of
>> magicmac for Power PC, but the PPC-version will be not THAT fast like the
>> performa 630...
>
>In what way? The PowerPC blows away the 630 when running native apps..I know
>my brother has a 630 with the PPC card..

MagiCMac/PPC will be in emulation mode mostly, at least in the beginning,
that's why. Plus, Atari apps that aren't recompiled will also run in 68K
emulation mode.

The major drawback of 1st generation PPCs by Apple is the lack of
standard interfaces (PCI, RS232, Centronics, etc.).

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

1498. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-27 00:00:00 UTC
From: jason@whatnext.demon.co.uk
Message-ID: <3q76s8$2he@imp.demon.co.uk>
Source record: 12499

sinclap2954@cobra.uni.edu wrote:

>- > Calamus SL does things Pagemaker can't. Other things can take
>- > days with Pagemaker but only a few minutes with Calamus SL.
>- > Pagemaker's interface with the user is also primitive when
>- > compared to Calamus SL.

>- What takes days?

So you accept that Calamus does things Pagemaker can't?

For examples read the appropriate newsgroups over a period. On
the other hand as you seem not to know anything about Calamus I
suppose it wouldn't help.

>- > Is your consistent miss spelling of Calamus a pathetic attempt at
>- > a wind-up or are you just stupid?
>- >

>- Ever heard of a typo, dweeb?

Is 'dweeb' supposed to mean anything?

>- > Either way, _you_ obviously know nothing about Calamus, such as
>- > true WSIWYG - better than any postscript compatible program,
>- > superlative rastering, far more accurate, font technology, and
>- > all at a better price.

>- I have read early previews and reviews at one time.

Have you ever tried to use Pagemaker or Quark professionally or
are you just regurgitating some journalists prejudices?

>- As for the above, your opinion

Not just mine.

>- and the publishing market has basicaly ignored Calamus.

'Publishing' isn't all it's useful for - Calamus is very
versatile! It has it's enthusiasts and it suits me.

>- > As Magic Mac doesn't (yet) work with the powermac chips, I'd have
>- > to spend an enormous amount of money buying Quark and other
>- > programs to do the work I do better now. Any saving in the
>- > hardware price would be more than eaten up by the overpriced
>- > software.

>- Over price software? If it's so over priced, why is Calamus irrelevant?

It isn't irrelevant to me.

>- PageMaker 5.- costs $199.

If that's what you're happy with?

==========
What Next! Media Services
Design, Typesetting, Artwork & Printing
==========

1499. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May27.115100.43832@cobra.uni.edu>
Source record: 12500

In article <3q5qaj$lhf@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>
> Petey Sinclair,
>
> I no longer have to look for a new Mac for my sister.
> My uncle is selling his 2-month-old PowerBook 520 to her.
> I don't like portables since they usually have suspect
> screens and are ALWAYS a year behind the desktop units,
> but for her needs it should do just fine (though she will
> probably be forced to upgrade it to a PPC chip sometime
> in the future). She is also getting an inkjet (your
> favorite kind of printing device) in the deal.
>

Maybe your sister should come over and I can give a demonstration and
performance of my Mac..

> Why is my uncle selling his brand-new Mac portable to my
> sister? Because he is switching to the *PC platform*!
> He will replace his Macs with a Pentium-based machine
> that I will pick out for him.

Yes and there are many PC users who have switched to the Powermacs.

>
> Why is my uncle switching to the PC platform, even though
> he prefers Macs to PCs and has been a loyal and happy Mac
> user for nearly a decade? Because the software he needs
> only runs on Windows, that's why! He is a lawyer, and the
> vast bulk of the legal software made is available on the
> PC only; no Mac versions. In other words, he is switching
> because the Mac no longer suits his needs.

I suppose all the technical support lines will get busier at those PC firms.
Why doesn't your uncle add the DOS card?
>
> Looks like the Mac has *flopped* as far as the legal
> profession goes. GET OVER IT!!

Not according to the Mac commercials..
>
>
> * Tom
>

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter
(Your employment with Atari is comming to an end. GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1500. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May27.115355.43833@cobra.uni.edu>
Source record: 12501

In article <khaley.801496136@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> Ah, yes. More classic SinDope. At least we have something to laugh at on
> the Atari groups. ;-)
>
> sinclap2954@cobra.uni.edu writes:
>
>>> : breathe it. You are fanatical in your hatred of them. You are so
>>> : fanatical that you must spend all of your time reading the Atari groups,
>>> : scanning for things you can bash.
>
>>No. I spend time in other areas.
>
> So that means you're not a fanatic?! Hardly. Your fetish with the
> Tramiels is quite disturbing...

Quite disturbing is the Tramiels still exist as a life form..

>
>>> : What a pitiful existence.
>
>>Eh? So how much beer money did you waste on the Jagflop?
>
> You're a college student, right? Don't you have something to do? Don't
> you have papers to write, exams to take, and classes to study for? Why
> waste your time here?
>
As you know the semester has ended..

> What's your major, anyway? Is this all part of your degree program on how
> to be an asshole?
>

Library Information and Studies

> /Kevin
>

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter
(Your employment with Atari is comming to an end. GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1501. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-27 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FE2NBBASUP@cabal.shnet.org>
Source record: 12502

In <1995May25.201322.43773@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>In article <FEWTFFARUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>> In <1995May21.103452.43603@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>>In article <FETSCCDHUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>>>> In <1995May15.224459.43388@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>>>>In article <FEOOAGCMUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>>>>>> In <1995May13.103951.43312@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>>>>>>Why not an LC5200? From what I hear, the Performa 5200 should be announced
>>>>>>>this Monday(don't quote me) and the education price should be around $1600 or
>>>>>>>so.
>>>>>>
>>>>>> Because: a) the monitor is integrated into the case
>>>>
>>>>>> b) the speakers are integrated into the case
>>>>
>>>>>> Some time ago, some guy advocated against the Falcon with the statement
>>>>>> that integrating the keyboard into the case was stupid. If only I knew who
>>>>>> this guy was?
>>>>>
>>>>>Yep..Think hard. The 5200 has a separate keyboard.
>>>>
>>>> NHOOOOO! Really? And what is the disadvantage of an integrated keyboard?
>>>> What is the disadvantage of an integrated monitor and speakers?
>>>
>>>The disadvantage of an integrated keyboard is that you can't type on your lap,
>>>can't adjust to your comforts. As for the disadvantages of integrated
>>>speakers, there is none unless you count quality. You can allways hook up the
>>>5200 to the stereo.
>>
>> And the monitor? Think hard, Mr. Sinclair, you forgot the monitor. 15"
>> monitors are low-end today.
>
>15' are standard. If you need a larger one, you can ad a larger one to the 5200
>or you can purchase the other models that do not have a integrated one. Think
>about it.. You have choices..

Yes, I have choices, but not when choosing the Performa 5200, as you
suggested (see above). And I'd have to pay for the speakers and
monitor despite having no need for them.

>> 1>>>"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
>> 2>>>of turd."

>> 3>>
>> 4>> Yup. Read the Netiquette for further details.
[...]
>> 33>
>>
>> 33 lines of bullshit.
>>
>> a) your .signature by far exceeds four lines
>> b) you unnecessarily quoted my quoting of a part of your .signature _and_
>> my entire signature
>>
>> Read the Netiquette, grow up, get a clue.

[30 more senseless lines deleted]
Does your postmaster remove write access for Netiquette violations? Shall
I ask him?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
--- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

1502. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-27 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3q7qkg$8me@ccshst05.cs.uoguelph.ca>
Source record: 12503

: Quite disturbing is the Tramiels still exist as a life form..

The Tramiels contribute more than you do. The put people to work.
You do nothing.

: As you know the semester has ended..

Kicked out of school, eh Pete? Don't be so ethnocentric. In some
parts of the world, Semesters are still going on.

: Library Information and Studies

It's amazing ... with all the literature you must have at your
disposal, you still maintain a biased, close-minded view.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I buy 'Rolling Stone' all the time. It's good to swat flies with."
- Peter Cetera
==

1503. Re: atari dtp is better

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-27 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3q7rqenrr1@mhafc.production.compuserve.com>
Source record: 12504

> A 600 dpi +RET Hewlett Packard or a 1200 dpi Lexmark seem competitively
> priced and have attracted my interest

Speaking of laser printer prices, I see that there is another low-end laser approaching the "under $300" range...

The Okidata OL400E has recently been priced as low as $319, and can be easily hooked up to an Atari system for good, low cost output for everyday use.

BobR

1504. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-27 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3q7sa4nrr2@mhafc.production.compuserve.com>
Source record: 12505

>>The word is "moot", not "mute"... Learn it.

> That was lesson #1. I was making fun of him when I used it.

I was hoping that was what you were doing.. (my newsreader reads articles
in reverse order.. gak.. so I saw your first message after replying to
this one.)

A certain Ms.Sysop uses the term "should of", as in "I should of never done.."

Used to drive me nuts too... (to, two..)
:)

BobR

1505. Re: BOBR postings on rise

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-27 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3q7tt2nrr3@mhafc.production.compuserve.com>
Source record: 12506

> Sorry Bob, but I never said any such thing, and I resent you slandering me
> in such a way.

I thought I remembered you being part of the "discussion" I read when I first rejoined this newsgroup... I apologize if I was wrong about that.

> I was against Peter's debating skills and the fact that he couldn't back up
> any of his flames with proof and ignored many arguments I made, in favour
> of his circular, close-minded view.

I remember this now, and again.. sorry I mixed up that discussion with the others.. it's hard to keep the flamewars straight sometimes.

> My criticism of you is on your personal attacks on James and vica versa.

Really my only "personal attack" on James has been to call him a "twit"... and since he fits the dictionary definition of the word, I doubt it's even a true "personal attack" in the sense of his unceasing spew.

I also called him a liar, supported by the fact that he replies selectively to messages he says he's received, while he says he hasn't seen other messages. I find it beyond the parameters of "reasonable doubt" that the Internet is so selective in losing messages.

He has in fact, publically stated that he ignores messages or parts of them because he enjoys "pissing contests". He's also stated that he feels he can ignore the charter of a newsgroup and post anything he feels like, regardless of its appropriateness for the newsgroup. Lastly, he's publicly posted private e-mail, in violation of all "netiquette", and then wonders why I won't respond to his e-mail.

(Refer back to the dictionary definition I mentioned earlier.)

The informational content of his messages has been effectively ZERO, either in the sense of conveying actual information about Atari, or even in the sense of supporting the Atari platform in an argumentative discussion of the merits of the platform, as the charter of the newsgroup mandates, for months now.

On the other hand Mark, your messages DO convey information, help for other members of the group and a sense of support for the platform. Again, I apologize if it ever appeared that I group your postings with anything James has ever "offered" us.

What you've seen from me has been (and I reserve this right) generalized replies to his spew. I don't plan to waste my time (or yours) replying to him on a point-by-point basis, as that would be pointless.

I hope you can see that there's a considerable difference between my replies to him and his messages.

At any rate, he's already posted his "I'm not Atari bashing, but Atari is dead, and here's why" essay, and bought a Dell PC computer, so hopefully he'll find another Dell owner in a PC newsgroup to "piss with" and leave the Atari areas alone.

BobR

1506. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-27 00:00:00 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.801604157@sfu.ca>
Source record: 12507

> I want issue names and numbers. If possible, get ST fans to help
>out. Hey - I could say that Mac-World said that all Macintoshes are
>lousy computer - but could I prove it?

Actually, from reading MacWorld you get a sense that they do think that all
macs are lousy computers. They just don't think anything else is better :)

--

Brian Quinlan
quinlan@sfu.ca

1507. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-27 00:00:00 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.801604566@sfu.ca>
Source record: 12508

>Petey Sinclair,

>I no longer have to look for a new Mac for my sister.
>My uncle is selling his 2-month-old PowerBook 520 to her.
>I don't like portables since they usually have suspect
>screens and are ALWAYS a year behind the desktop units,
>but for her needs it should do just fine (though she will
>probably be forced to upgrade it to a PPC chip sometime
>in the future). She is also getting an inkjet (your
>favorite kind of printing device) in the deal.

I don't think that being "forced" to upgrade to a PPC chip
is such a bad thing. In fact, if Atari said "OK, we're done
with the 68K series. You'll have to upgrade to our new
180MHz 604 chips." a lot of Atari users would be happy (if
they beleived Atari was committed).

>he prefers Macs to PCs and has been a loyal and happy Mac
>user for nearly a decade?

Enough Apple advertising :)

>Because the software he needs
>only runs on Windows, that's why! He is a lawyer, and the
>vast bulk of the legal software made is available on the
>PC only; no Mac versions. In other words, he is switching
>because the Mac no longer suits his needs.

That's exactly why you should switch platforms; because the
old one didn't suits your needs. The same could be said for
the Atari. There is a lot of PC/Mac software that is not
available for the Atari.

--

Brian Quinlan
quinlan@sfu.ca

1508. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-27 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3q8e08$7vq@darkstar.UCSC.EDU>
Source record: 12509

In <1995May27.115100.43832@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>Maybe your sister should come over and I can give a demonstration and
>performance of my Mac..

That's simply disgusting. I bet you'll try to demonstrate your jagflop for
her too. (remember folks, that's his penis.)

>I suppose all the technical support lines will get busier at those PC firms.
>Why doesn't your uncle add the DOS card?

To a powerbook? hahahah.

>> Looks like the Mac has *flopped* as far as the legal
>> profession goes. GET OVER IT!!

>Not according to the Mac commercials..

Yes, and commercials never lie. Like the 1984 mac commercial. Little did
we expect that Apple would become the big evil empire (Microsoft too, but
apple is right behind them)

~Chris

--

1509. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-27 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3q8e51$801@darkstar.UCSC.EDU>
Source record: 12510

In <1995May27.115355.43833@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>Quite disturbing is the Tramiels still exist as a life form..

Ooh, is that a threat?

>> What's your major, anyway? Is this all part of your degree program on how
>> to be an asshole?
>>

>Library Information and Studies

Well, considering most librarians, methinks kevin was right.

ouch ouch! (sound of girlfriend (who has worked in libraries) trying to beat
me up)

~Chris

--

1510. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-27 00:00:00 UTC
From: bbeck@lilfort.mlnet.com
Message-ID: <FE2JBBAJUP@lilfort.mlnet.com>
Source record: 12511

In <1995May26.172730.43814@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:

>In article <3q4s18$407@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>
>> Really? What issues and articles.
>
>As I recall, ST Informer, Atari Advantage to name a few..
>

Peter,

Could you PLEASE learn how to use your text editor properly. There is
absolutely no need to quote entire previous posts including sigs in your
replies.

Not only is it a total waste of bandwidth, it is also a waste of time and
money for everyone (except the phone companies and Internet providers) for
having to download the same message twice, especially if you have to call
long distance for Internet access.

The above quote is what your reply to Mark Rathwell should have looked
like. Please be more considerate of others.

Thanks,
Brad

1511. Re: atari dtp is better

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-27 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FE2SFFEPUP@cabal.shnet.org>
Source record: 12512

In <djs.801498655@gen-off-1> David Stevenson wrote:

>guenther@cabal.shnet.org (Thorsten Guenther) writes:
>
>>BTW, the MSG-ID of your article is faulty.
>I don't know what that means, please explain what'w wrong and I'll see if
>I can fix it.

The pattern is _not_ [random ID]@[e-mail address], as it should be.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

1512. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-27 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3q6eve$ofp@ccshst05.cs.uoguelph.ca>
Source record: 12513

I want issue names and numbers. If possible, get ST fans to help
out. Hey - I could say that Mac-World said that all Macintoshes are
lousy computer - but could I prove it?

>> Mark <<

--
==
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I buy 'Rolling Stone' all the time. It's good to swat flies with."
- Peter Cetera
==

1513. Re: atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-27 00:00:00 UTC
From: hing@csulb.edu
Message-ID: <3q6gqh$e63@garuda.csulb.edu>
Source record: 12514

sinclap2954@cobra.uni.edu wrote:
: In article <3q3rhg$bli@garuda.csulb.edu>, hing@csulb.edu (Houn-Nam Ing) writes:
: > sinclap2954@cobra.uni.edu wrote:
: > : In article <3pqlrp$euv@imp.demon.co.uk>, jason@whatnext.demon.co.uk ("ace") writes:
: > : > sinclap2954@cobra.uni.edu wrote:
: > : >
: > : > Calamus SL does things Pagemaker can't. Other things can take
: > : > days with Pagemaker but only a few minutes with Calamus SL.
: > : > Pagemaker's interface with the user is also primitive when
: > : > compared to Calamus SL.
: >
: > : What takes days?
: >
: > Try to align object together, let say I want a picture to be exactly in
: > the middle of a circle that is twice the size of it. Oh I fogot, you just
: > heart it from someone how Page Maker is good and never actually seen or
: > used it.

: Cool.

: >
: > : Over price software? If it's so over priced, why is Calamus irrelevant?
: >
: > : PageMaker 5.- costs $199.
: >
: > That's for you students. Try to buy in a regalar store it's about $500 and
: > not everybody is a student. Plus when you buy it from a school their is
: > no support from Aldus. I've been there. For someone that is using Page
: > Maker, Calamus 1.09, Calamus SL and Page Stream, let me tell you this
: > Page Maker 5.0 is not even close to Page Stream 2.2 which dated back to 1992.
: > Speaking of Calamus is irrelevant because people like you don't know what
: > is a choice out there and be like a sheep and follow whatever is trendy.
: >

: If you are saying that Pagestream is on tops over PageMaker than you are a
: total Atarridroid and not a serious publisher. GET OVER IT! My brother was a
: Pagestream user and hew would not agree with your acertion.

I used PageSteam to creat ads in a News paper here in Los Angeles and
also layout articles together. Once again, you speak without any
experience, your only experience is based on a hear say. Get over it,
Page Maker is suck. And when did your brother did your brother was a
PageStarem user? And what version was it.

BTW, I am still waiting for your answer of how would you do in Page Maker
5.0 to align a graphic in the middle of a circle which is twice the size

of graphic. May be I should GET OVER IT since you don't know any thing
about what you babling about.

: > o---o
: > | E-mail: hing@engr.csulb.edu |
: > |-=-|
: > | WWW: http://www.engr.csulb.edu/~hing/ |
: > |-=-|
: > | ``If I live, I will fight, where ever I must, as long as I must, |
: > | until the enemy is defeated and the national stain washed clean.'' |
: > o------------------------ Charles de Gaulle ------------------------o
: >

: ____
:
: Peter Sinclair-Day This space still under
: University of Northern Iowa construction.
: Cedar Falls, IA. 50613
:
:
: "Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
: of turd."
: - Atari's Jeff Minter
: (Your employment with Atari is comming to an end. GET OVER IT!)

: Http://www.ziff.com - For the latest MAC & PC news....

: --

--
o---o
| E-mail: hing@engr.csulb.edu |
|-=-|
| WWW: http://www.engr.csulb.edu/~hing/ |
|-=-|
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------ Charles de Gaulle ------------------------o

1514. Re: should I buy an Atari ?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-27 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3q7u8nnrr4@mhafc.production.compuserve.com>
Source record: 12515

>>If you enjoy solder fumes, you would probably also enjoy assembling your
>>own computer from pieces and parts.

> Not true. I put together a 486 system with not one bit of soldering.

Actually I was referring to his having mentioned being the "do it yourself"
type since he enjoying soldering fumes.

I agree that assembling or upgrading a PC is extremely easy, and seldom,
if ever, requires soldering...

BobR

1515. Re: BOBR postings on rise

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-28 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3q8q45$6dd$2@mhadf.production.compuserve.com>
Source record: 12516

Wow.. a big one this time, eh James..? 88 lines of spew...

I'll ignore most of it, giving it the attention it deserves.. however..

> As I've indicated so many times before, you are the one who claimed the PC
> (1981), ST (1985), and Amiga 500 (1986?) were released the same year.

Sorry James.. that's an outright, blatent lie. I challenge you to show anyone where I ever said that. The private e-mail you keep posting does not contain that claim, nor does anything else I ever wrote.

YOU made that up in your own little head, after misreading and misunderstanding what I DID say, and have been letting it eat you up inside for no reason ever since then.

> I do not have a Dell PC. Where did you get this information? I am not
> "done with Atari." Where do you get this information?

From YOU, James.. or can't you even read and understand what YOU write..?

You posted a long and rambling essay on how Atari Is Dead, how you couldn't afford to upgrade your 520ST and how there is no software support anyway, and how you finally bought a Dell PC instead. You prefaced it with "I'm not bashing Atari.. but..", and proceeded to give every reason everyone else has ever posted as to why Atari was finished in the world.

Maybe it's not a Dell, maybe it's a different brand, but the fact remains that you posted your "I've bought a PC because Atari Is Dead" message, but insist on hanging around the Atari newsgroups anyway, wasting time and bandwidth for people who still use Atari computers.

(Too bad you chose not to read the messages I posted in response to your question about how to most economically expand your ST's memory, or you might actually have something relevant to this newsgroup to talk about.)

Oh well.. that's enought time wasted on you...

BobR

1516. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-28 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3qag3n$7op@paul.rutgers.edu>
Source record: 12517

quinlan@kits.sfu.ca (Brian Quinlan) writes:

:I don't think that being "forced" to upgrade to a PPC chip
:is such a bad thing. In fact, if Atari said "OK, we're done
:with the 68K series. You'll have to upgrade to our new
:180MHz 604 chips." a lot of Atari users would be happy (if
:they beleived Atari was committed).

I much prefer the PPC chips to the 68K ones also. When I was looking for a Mac for her, I only considered Power Mac models. It seemed stupid to me to get a 68040-based Mac, even though they are still good for most current applications, because Apple is abandoning the 68K series this year. Also, the PPC architecture is vastly superior to the 68K one (though this superiority won't be taken advantage of until next year when Apple releases a mostly PPC-based version of the MacOS and most software companies have released PPC versions of their software).

The reason I don't like the idea of her being forced to upgrade to a PPC chip (or ANY chip) is because she is not mechanically inclined and therefore would find replacing one microprocessor with another to be quite daunting. I know upgrading Macs is much easier than upgrading PCs, but it still isn't easy enough for the computer illiterate. In fact, one of the reasons why I only looked at Power Macs and ignored 040 ones, including those that were "PPC ready", was so that she would never have to worry about upgrading the chip. Now I only hope that the 040-based Mac remains viable long enough that by the time she is forced to get a PPC, it will be time to get a new computer.

:>Because the software he needs
:>only runs on Windows, that's why! He is a lawyer, and the
:>vast bulk of the legal software made is available on the
:>PC only; no Mac versions. In other words, he is switching
:>because the Mac no longer suits his needs.

:That's exactly why you should switch platforms; because the
:old one didn't suits your needs. The same could be said for
:the Atari. There is a lot of PC/Mac software that is not
:available for the Atari.

There is an old saying that you should first find out what software you need, and then buy the computer that runs that software. That saying still applies today.

It's true that the basic PC architecture is obsolete and that they
are, in many ways, unnecessarily user-hostile, but it is also true
that they run over 90% of the software made today. That's why people
buy them (and put up with the many headaches they cause). It's true
that the Mac architecturally superior to the PC, but what good is
that architectural superiority when it has an inferior software library
and can't do what you need it to do.

:--

:Brian Quinlan
:quinlan@sfu.ca

* Tom

1517. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-28 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3qag7m$7r1@paul.rutgers.edu>
Source record: 12518

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

:In <1995May27.115100.43832@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

:>Maybe your sister should come over and I can give a demonstration and
:>performance of my Mac..

:That's simply disgusting. I bet you'll try to demonstrate your jagflop for
:her too. (remember folks, that's his penis.)

Sincrap better not lay a hand on her or I'll shove his beloved Power Mac
down his throat!

* Tom

1518. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-28 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3qagc1$7tq@paul.rutgers.edu>
Source record: 12519

sinclap2954@cobra.uni.edu writes:

:> What's your major, anyway? Is this all part of your degree program on how
:> to be an asshole?
:>

:Library Information and Studies

What kind of major it that!?
You mean you need a graduate degree in order to become a librarian!?
How pathetic!!!

* Tom

1519. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May28.152824.43852@cobra.uni.edu>
Source record: 12520

In article <3qagc1$7tq@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> sinclap2954@cobra.uni.edu writes:
>
>
> :> What's your major, anyway? Is this all part of your degree program on how
> :> to be an asshole?
> :>
>
> :Library Information and Studies
>
>
> What kind of major it that!?
> You mean you need a graduate degree in order to become a librarian!?
> How pathetic!!!

Yes, if you want to become a k-12 library media specialist. There are many career fields that the MLIS trains you for: Acedemia librarian, corporate librarian(Apple librarian), non profit librarian and a specialist one such as a law librarian. We are in demand with the high pay to go with it.

>
>
> * Tom
>
>
>

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter
(Your employment with Atari is comming to an end. GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1520. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May28.153001.43853@cobra.uni.edu>
Source record: 12521

In article <3qag7m$7r1@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>
> :In <1995May27.115100.43832@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>
> :>Maybe your sister should come over and I can give a demonstration and
> :>performance of my Mac..
>
> :That's simply disgusting. I bet you'll try to demonstrate your jagflop for
> :her too. (remember folks, that's his penis.)
>
> Sincrap better not lay a hand on her or I'll shove his beloved Power Mac
> down his throat!

I don't own a PowerMac yet..

>
>
> * Tom
>

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter
(Your employment with Atari is comming to an end. GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1521. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-28 00:00:00 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.801694743@sfu.ca>
Source record: 12522

trauth@paul.rutgers.edu (Thomas Trauth) writes:

>The reason I don't like the idea of her being forced to upgrade
>to a PPC chip (or ANY chip) is because she is not mechanically
>inclined and therefore would find replacing one microprocessor
>with another to be quite daunting. I know upgrading Macs is much
>easier than upgrading PCs, but it still isn't easy enough for the
>computer illiterate. In fact, one of the reasons why I only looked
>at Power Macs and ignored 040 ones, including those that were
>"PPC ready", was so that she would never have to worry about
>upgrading the chip. Now I only hope that the 040-based Mac remains
>viable long enough that by the time she is forced to get a PPC, it
>will be time to get a new computer.

Even though the mac is fairly easy to upgrade, unless your are very
proficient you shouldn't do the upgrade yourself. Opening the case voids the
warranty. Also, an upgraded 68K mac is slower than a real PPC mac since
it doesn't use a 64-bit data bus and doesn't have DMA on the serial/ADB/ ports.

>There is an old saying that you should first find out what software
>you need, and then buy the computer that runs that software. That
>saying still applies today.

I think that if I where going to get a computer in the near futur I would
get a PCI Power Mac with a 486dx/66 compatibility card.
--

Brian Quinlan
quinlan@sfu.ca

1522. Re: atari dtp is better

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-28 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FE3UDABQUP@cabal.shnet.org>
Source record: 12523

In <3q7rqenrr1@mhafc.production.compuserve.com> BobR wrote:

>> A 600 dpi +RET Hewlett Packard or a 1200 dpi Lexmark seem competitively
>> priced and have attracted my interest
>
>Speaking of laser printer prices, I see that there is another low-end laser
>approaching the "under $300" range...
>
>The Okidata OL400E has recently been priced as low as $319, and can be easily
>hooked up to an Atari system for good, low cost output for everyday use.

Even cheaper are used SLM 605s and 804s, of course.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

1523. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-28 00:00:00 UTC
From: trauth@george.rutgers.edu
Message-ID: <3qbgog$poc@george.rutgers.edu>
Source record: 12524

sinclap2954@cobra.uni.edu writes:

:In article <3qag7m$7r1@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
:> aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
:>
:>
:> :In <1995May27.115100.43832@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
:>
:> :>Maybe your sister should come over and I can give a demonstration and
:> :>performance of my Mac..
:>
:> :That's simply disgusting. I bet you'll try to demonstrate your jagflop for
:> :her too. (remember folks, that's his penis.)
:>
:> Sincrap better not lay a hand on her or I'll shove his beloved Power Mac
:> down his throat!

:I don't own a PowerMac yet..

Then I'll shove your Performa down your throat (or whatever computer you
have).

If you don't have a computer, I'll simply SLIT your throat with your
own razor! Oh yeah, forgot. You aren't old enough to shave yet, so
you probably don't have a razor...

Looks like I may have to resort to beating you with my bear fists...
or Bobbitizing your jagflop!

* Tom

1524. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-28 00:00:00 UTC
From: quinlan@newsserver.sfu.ca
Message-ID: <quinlan.801723862@sfu.ca>
Source record: 12525

trauth@george.rutgers.edu (Thomas Trauth) writes:

>Opening the case voids the warranty? THAT SUCKS!!
>That means that you can't even add a fax modem or video card yourself
>(and are therefore FORCED to pay someone else do it for you, even if
>you can do it yourself).

I think it's silly to buy an internal fax modem and I like the macs built-in video just fine but it sucks to have RAM installed. It's not actually a problem, you simple add the component youself and then, if you have a problem, simple don't tell them that you opened the box.

>If I were a Mac user and didn't really need a computer right away, I
>would hold off till next year. In 1996, one will be able to get a
>150+ MHz, 604-based, PCI Power Mac running (the 95% native) Copland
>and mostly native software. Buying a Power Mac now seems to be a
>slight waste because by the time the software fully takes advantage
>of it, the current models will be obsolete. Buying a 040-based Mac
>(except at bargain-basement prices) is pure folly right now because
>the 68K series is on the way out.

I think that 604-based PCI Power Macs are due out this summer but you'd have to wait for Copland.

>Out of curiosity, what kind of computer do you have right now?

I have a Atari ST and, as my main machine, a 6100/60AV. One think I've noticed is that all the former Atari users I know that have side graded to macs have gotten the AV option.

--

Brian Quinlan
quinlan@sfu.ca

1525. Re: BOBR postings on rise

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-28 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3q8ovh$6dd$1@mhadf.production.compuserve.com>
Source record: 12526

39 more lines of empty flaming again, eh James..?

I've already addressed and corrected the error I made in the private e-mail
you keep posting to the net.

If you can't read it, that's not my problem.

If you won't read it, that's your problem.

If you read it and ignore it so you can continue your pointless flaming,
then it's a problem for everyone else participating here.

In any case, it only supports my assesment of you being a twit.

BobR

1526. Re: END FLAMES; READ THIS FIRST!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-28 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3qamo0$g8u$1@mhadf.production.compuserve.com>
Source record: 12527

OK, James.. I will say this ONE time in public.

The lines you are quoting in your signature are from a PRIVATE E-MAIL,
which to anyone else would be just that.. private.

You are posting them in public in violation of every common tenet of Internet
"netiquette".

The second line contains an inadvertant error, which I have already corrected
IN PUBLIC. If you refused to read it, that's not my problem.

I did not respond further to you in e-mail because you have already
demonstrated your willingness to violate the privacy of e-mail.

I will, just ONCE, request that you stop using my name and private statements
(including the already corrected error) in your public messages.

BobR

(This will also be sent in private e-mail so you can't say you didn't see it.)

1527. Re: The Lowdown-game consoles (3do, jag,cd32)-

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-29 00:00:00 UTC
From: andre@andrez.equinox.gen.nz
Message-ID: <andre.04ol@andrez.equinox.gen.nz>
Source record: 12528
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <3q2afl$ltr@mercury.dur.ac.uk> A G Jackson <A.G.Jackson@durham.ac.uk> writes:
>up to expectations (which I believe it will, BTW, putting it in the lead again
>for a brief period). Jaguar is also heading that way, though the CD add-on might
>give it a bit of a boost. The real competitors are Sony and Sega, of which Sony

I heard there was a VR headset comming out for the Jaguar, is that true
and if so.. for how much&specs?.

Cheers,
--
andre@andrez.equinox.gen.nz Be Pure
Amiga1200+DKB030/50/8 Be Vigilant
Amiga500+GVPII+2meg Most of all Behave! ..Torquemada2000AD

1528. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-29 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3qbb6k$ls4@darkstar.UCSC.EDU>
Source record: 12529

In <1995May28.153001.43853@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>
>> Sincrap better not lay a hand on her or I'll shove his beloved Power Mac
>> down his throat!

>I don't own a PowerMac yet..

The ultimate in disgust. You note, he doesn't deny that he intends to molest
your sister, just that his mac isn't a power mac.

Hey pete: If you want to ever become appealing to any lifeform of any gender,
I'd suggest you spend more time worrying about what others think of you and
less time studying mac trivia. Just a suggestion, okay?

~Chris

--

1529. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-29 00:00:00 UTC
From: trauth@george.rutgers.edu
Message-ID: <3qbhhm$ppf@george.rutgers.edu>
Source record: 12530

quinlan@kits.sfu.ca (Brian Quinlan) writes:

:Even though the mac is fairly easy to upgrade, unless your are very
:proficient you shouldn't do the upgrade yourself. Opening the case voids the
:warranty. Also, an upgraded 68K mac is slower than a real PPC mac since
:it doesn't use a 64-bit data bus and doesn't have DMA on the serial/ADB/ ports.

Opening the case voids the warranty? THAT SUCKS!!
That means that you can't even add a fax modem or video card yourself
(and are therefore FORCED to pay someone else do it for you, even if
you can do it yourself).

:>There is an old saying that you should first find out what software
:>you need, and then buy the computer that runs that software. That
:>saying still applies today.

:I think that if I where going to get a computer in the near futur I would
:get a PCI Power Mac with a 486dx/66 compatibility card.
:--

I am going to get a P5-90 soon. For me that's better than a Power Mac/
DOS card combo since all the software I use runs on DOS and Windows.
Also, after 8 years of using PCs I am used to all of it's quirks, so
they don't bother me.

If I were a Mac user and didn't really need a computer right away, I
would hold off till next year. In 1996, one will be able to get a
150+ MHz, 604-based, PCI Power Mac running (the 95% native) Copland
and mostly native software. Buying a Power Mac now seems to be a
slight waste because by the time the software fully takes advantage
of it, the current models will be obsolete. Buying a 040-based Mac
(except at bargain-basement prices) is pure folly right now because
the 68K series is on the way out.

Out of curiosity, what kind of computer do you have right now?

:Brian Quinlan
:quinlan@sfu.ca

1530. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-29 00:00:00 UTC
From: markuss@risc.techem.ruhr-uni-bochum.de
Message-ID: <3qbqhr$f8m@sun168.rz.ruhr-uni-bochum.de>
Source record: 12531

```
: >
: > And the monitor? Think hard, Mr. Sinclair, you forgot the monitor. 15"
: > monitors are low-end today.

: 15' are standard. If you need a larger one, you can ad a larger one to the 5200
: or you can purchase the other models that do not have a integrated one. Think
: about it.. You have choices..

First, 15" is standard only for the low-end-market (try to work with 1280*1024) on a 15",
it is too small and the frequencies are too low).
Second, if you buy a greater one with the 5200, you have paid money for the
built in 15", which you don't need).

MarkusS

P.S. Again he quoted many signatures.
--
_______________________________________
o O / MarkusS, der Vierte \
`\||||/ | markuss@risc.techem.ruhr-uni-bochum.de |
(o o) \_______________________________________/
ooO_(_)_Ooo_____________________________________________________________________
_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|____
__|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_
_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|____
```

1531. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-29 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3qc334$mji@nyheter.chalmers.se>
Source record: 12532

In article <1995May28.153001.43853@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:
>I don't own a PowerMac yet..
>
Why? You always write how good they are, and post information about the new low prices. How come you havn't picked one up? I'm just curious. Do you own a mac at all?

Regards, Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

1532. Re: The Lowdown-game consoles (3do, jag,cd32)-

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-29 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3qd7vf$8o3@ccshst05.cs.uoguelph.ca>
Source record: 12533
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
: I heard there was a VR headset comming out for the Jaguar, is that true
: and if so.. for how much&specs?.

It was shown at the E3 show. A local video game dealer said the
line-ups to test it out were huge. I don't know the specs, but Atari is
shooting to bring it out for X-Mas 1995 at under $300.

>> Mark <<

--
================================================================================
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I buy 'Rolling Stone' all the time. It's good to swat flies with."
- Peter Cetera
================================================================================
```

1533. PPC News:Amiga may have a chance,for the StSELECT

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-29 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May29.154820.43869@cobra.uni.edu>
Source record: 12534
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

X-News: cobra.uni.edu comp.sys.powerpc:48153
From: RICHARD.STRAUSS@infoport.com
Subject:PowerMac News
Date: Mon, 29 May 1995 10:00:38 -0500
Message-ID:<7.48075756.InfoPort@infoport.com>

Forwarded:

This is a clip from the May 29th issue of MacWeek:

First wave of 604s to start below $4K

By Robert Hess
The Age of Mac PCI is about to begin. Starting next month, Apple's first PCI family, code-named Power Surge, will take Power Mac performance to the next level.

> Power Mac 9500. On June 19 Apple is expected to introduce two models of the Power Mac 9500, code-named Tsunami. The company will reportedly debut the Macs that week, then show them publicly at PC Expo in New York.

The 9500 was designed specifically for pre-press and digital-video users, the same customers who made the flexible Quadra 950 a highly successful product. With copious peripherals slots and room for up to 768 Mbytes of RAM, it will offer professionals not only the most CPU power but also the greatest number of expansion options, sources said.

Two configurations of the 9500 will be offered, both based on the PowerPC 604: a 120-MHz version with prices starting at roughly $4,000 and a 132-MHz model for $4,600 that sources said is "a screamer."

As with all models in Apple's PCI lineup, pricing and configuration for the 9500 are not final and are subject to change before introduction, sources said.

Both 9500 models will come in Apple's new publishing chassis -- taller than the 8100 and containing six PCI slots and a 512-Kbyte Level 2 cache. Neither of the 9500 configurations offers built-in graphics. Instead, a PCI video card must be purchased, either separately or bundled with the Mac. Apple is expected to offer an accelerated 24-bit video card, code-named Surfer, that was co-developed with Radius Inc. and is being built by ATI Technologies Inc.

The 9500 will reportedly be the reference machine for the first PCI Macs built by vendors other than Apple. Sources said a number of licensees are considering cloning the design.

> Power Mac 8500. On Aug. 7, during the week of Macworld Expo in Boston, Apple will roll out four additional PCI models, sources said. While none offers the flexibility or speed of the 9500, some will come with Apple's next-generation digital video technology.

The Power Mac 8500/120, also known as Nitro, should cost about $3,400. The 120-MHz 604-based computer will reportedly have three PCI slots, a 256-Kbyte Level 2 cache, 2 Mbytes of video RAM and will come in a case nearly identical to the 8100.

With the addition of the 604 processor, which offers a 50 percent speed boost over a PowerPC 601 running at the same clock rate, and the performance advantages of the PCI Mac's architecture, a 100-MHz 604 Power Surge Mac would double the overall performance of a Power Mac 8100/100, sources said.

> Power Mac 7500. Code-named TNT, the Power Mac 7500/100 will form the high end of the 601-based systems and will come with a 100-MHz processor. Pricing on the three-slot model is expected to start at about $2,200 with 2 Mbytes of VRAM and an optional Level 2 cache. The 7500 will introduce a new three-slot desktop enclosure, sources said.

According to sources, the main design goal of the Power Surge Macs is to take full advantage of the PowerPC, improving the performance of both native and emulated applications. On the 7500 and 8500 this has meant the inclusion of near broadcast-quality video of 30 frames per second at 320 by 240 pixels.

Both the 8500 and 7500 will support 24-bit video on displays up to 21 inches. Their back panels will provide stereo sound-in and -out, as well as S-video and composite video-in jacks; the 8500 also has an S-video-out port.

> Power Mac 7200. For the more cost-conscious buyer, Apple will offer two nearly identical 601-based Macs, the Power Mac 7200/75 and 7200/90, both code-named Catalyst. The 75-MHz 7200/75 is expected to cost about $1,400 and will come with 1 Mbyte of VRAM; a Level 2 cache will be optional.

The 7200/90 is nearly identical to its 75-MHz sibling but for its 90-MHz 601. It will sell for roughly $1,600, sources said, and as with the 7200/75, it will be possible to upgrade the 7200/90 to a 7500/100 by swapping out the logic board. Both 7200 models come in the same chassis as the 7500.

With the exception of the 7200s, all PCI Macs will have upgrade options to a faster processor by swapping out a CPU daughtercard. According to sources, Apple has designed the logic boards to support CPUs up to a 150-MHz PowerPC 604.

> Configuration and availability. The 9500, 8500, 7500 and 7200/90 will reportedly come with at least 16 Mbytes of RAM and a 500-Mbyte hard disk; all six will include a quadruple-speed CD-ROM drive. In addition, the 7500, 8500 and 9500 will all offer internal Fast SCSI interfaces, sources said.

Apple is expected to have all of the new Macs available for purchase at the time of introduction. However, sources said availability of some models, such as the 9500/132, may be constrained for a few months because of a shortage of the higher-clock-rate PowerPC 604 chip.

Apple declined to comment.

The PCI Power Macs at a glance

L2
Code Street Cache RAM PCI VRAM
Product Name Price CPU MHz Kbytes Mbytes Slots Mbytes

Power Mac Catalyst $1,400 601 75 Opt. 8-256 3 1
7200/75

Power Mac Catalyst $1,600 601 90 Opt. 8-256 3 1
7200/90

Power Mac TNT $2,200 601 100 Opt. 8-512 3 2
7500/100

Power Mac Nitro $3,400 604 120 256 16-512 3 2
8500/120

Power Mac Tsunami $4,000 604 120 512 16-768 6 0
9500/120

Power Mac Tsunami $4,600 604 132 512 16-768 6 0
9500/132

MacWEEK 05.29.95

****
SENT FROM INFOPORT A full service NovaLink Pro Information Server
located in Denver, Colorado USA With your modem - (303) 429-0291
telnet, FTP or Gopher to infoport.com (http://infoport.com soon!)
****

1534. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-29 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3qcn1s$qm3@darkstar.UCSC.EDU>
Source record: 12535

In <quinlan.801723862@sfu.ca> quinlan@newsserver.sfu.ca (Brian Quinlan) writes:

>I think it's silly to buy an internal fax modem and I like the macs built-in
>video just fine but it sucks to have RAM installed. It's not actually a
>problem, you simple add the component youself and then, if you have a
>problem, simple don't tell them that you opened the box.

Though I agree on the modem part (got me an external on my PC) I do hate
Mac built-in video. "What? The resolution depends on the monitor I
have hooked up? What if I want 1024 x 768 on a 14 inch screen. I only
can get 640 x 480?" You get the idea, I'm sure. Of course, most Mac
video cards won't change this, but they do give you more flexibility.
Other than using system ram for ease of page-flipping (which the macs don't
do) I see no reason for built-in video.

>I have a Atari ST and, as my main machine, a 6100/60AV. One think I've noticed
>is that all the former Atari users I know that have side graded to macs
>have gotten the AV option.

I know that if I ever went mac (shudder to think) I'd be tempted by the AVs,
since I'm spoiled by the Falcon. Of course, I kept the bird for MIDI and use
a 486 for my main stuff.

~Chris

--

1535. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-29 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3qcnlf$ras@btmpjg.god.bel.alcatel.be>
Source record: 12536

In article <3qbhhm$ppf@george.rutgers.edu>, trauth@george.rutgers.edu (Thomas Trauth) writes:

> Opening the case voids the warranty? THAT SUCKS!!

Just like an Atari!! Eugh!!!
--

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

1536. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-29 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May29.111158.43860@cobra.uni.edu>
Source record: 12537

In article <3qbgog$poc@george.rutgers.edu>, trauth@george.rutgers.edu (Thomas Trauth) writes:
> sinclap2954@cobra.uni.edu writes:
>
> :In article <3qag7m$7r1@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> :> aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
> :>
> :>
> :> :In <1995May27.115100.43832@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
> :>
> :> :>Maybe your sister should come over and I can give a demonstration and
> :> :>performance of my Mac..
> :>
> :> :That's simply disgusting. I bet you'll try to demonstrate your jagflop for
> :> :her too. (remember folks, that's his penis.)
> :>
> :> Sincrap better not lay a hand on her or I'll shove his beloved Power Mac
> :> down his throat!

Thats nonsense. I think your sister can make her own amends. She does not need a over protective brother. Have you shown your Jagflop and don't want to share the experience?

>
> :I don't own a PowerMac yet..
>
> Then I'll shove your Performa down your throat (or whatever computer you
> have).
>

A threat?

> If you don't have a computer, I'll simply SLIT your throat with your
> own razor! Oh yeah, forgot. You aren't old enough to shave yet, so
> you probably don't have a razor...
>
> Looks like I may have to resort to beating you with my bear fists...
> or Bobbitizing your jagflop!
>

Look he does not want to share.

What a hyprocrate. Oh, but you can show your Jagflop/Mac/PC to your friends sister, but vise versa,its a different story with your sister.

>
> * Tom
>
>
>
>
>

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter
(Your employment with Atari is comming to an end. GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1537. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-29 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May29.221311.43885@cobra.uni.edu>
Source record: 12538

In article <3qdq85$qt3@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> Pierre LeCrap writes:
>
> :Thats nonsense. I think your sister can make her own amends. She does not
> :need a over protective brother. Have you shown your Jagflop and don't want to
> :share the experience?
>
> and
>
> :Look he does not want to share.
>
> :What a hyprocrate. Oh, but you can show your Jagflop/Mac/PC to your friends
> :sister, but vise versa,its a different story with your sister.
>
>
> Looks like incest is one of Sincrap's many sexual perversions. I guess you
> have to result to such perversions when you are about as appealing to the
> opposite sex as a pile of horse manure.

Bullcrap, I was referring that you have no qualms about getting into some
else's sisters pants, but when it comes to yours you are a hyprocrate...

>
>
> * Tom
>

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1538. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-29 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May29.111608.43861@cobra.uni.edu>
Source record: 12539

In article <3qbqhr$f8m@sun168.rz.ruhr-uni-bochum.de>,
markuss@risc.techem.ruhr-uni-bochum.de (Markus Soick) writes:
> : >
> : > And the monitor? Think hard, Mr. Sinclair, you forgot the monitor. 15"
> : > monitors are low-end today.
>
> : 15' are standard. If you need a larger one, you can ad a larger one to the 5200
> : or you can purchase the other models that do not have a integrated one. Think
> : about it.. You have choices..
>
> First, 15" is standard only for the low-end-market (try to work with 1280*1024) on a 15",
it is too small and the frequencies are too low).
> Second, if you buy a greater one with the 5200, you have paid money for the
> built in 15", which you don't need).

Look, if your going to need a larger screen with higher resolution than you
have other choices such as the 6100/7100/8100 line. Why is this so difficult?

>
> MarkusS
>
> P.S. Again he quoted many signatures.
> --
> _____
> o O / MarkusS, der Vierte \
> `\|||/ | markuss@risc.techem.ruhr-uni-bochum.de |
> (o o) _____/
> ooO_(_)_Ooo_____
> _____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|____
> __|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_
> _____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|____

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter
(Your employment with Atari is comming to an end. GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1539. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-29 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May29.111810.43862@cobra.uni.edu>
Source record: 12540

In article <3qc334$mji@nyheter.chalmers.se>, d2cg@dtek.chalmers.se (Christer Gustavsson) writes:
> In article <1995May28.153001.43853@cobra.uni.edu>,
> <sinclap2954@cobra.uni.edu> wrote:
>>I don't own a PowerMac yet..
>>
> Why? You always write how good they are, and post information about the new
> low prices. How come you havn't picked one up? I'm just curious. Do you own a
> mac at all?

I have a Performa 550. I use PowerMacs in the lab. By August, I should have my own Powermac. I have not decided on the model yet.

>
> Regards, Christer.
>
>
>
> --
> | Chalmers | USENET: d2cg@dtek.chalmers.se | "Today I've started |
> | University | SNAIL: Christer Gustavsson | earning my second |
> | of | Hasselvagen 6 | million. The first |
> | Technology | S-430 91 H&#65533;N&#65533; | one failed." |

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter
(Your employment with Atari is comming to an end. GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

1540. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-29 00:00:00 UTC
From: quinlan@newsserver.sfu.ca
Message-ID: <quinlan.801772866@sfu.ca>
Source record: 12541

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>Though I agree on the modem part (got me an external on my PC) I do hate
>Mac built-in video. "What? The resolution depends on the monitor I
>have hooked up? What if I want 1024 x 768 on a 14 inch screen. I only
>can get 640 x 480?" You get the idea, I'm sure. Of course, most Mac
>video cards won't change this, but they do give you more flexibility.
>Other than using system ram for ease of page-flipping (which the macs don't
>do) I see no reason for built-in video.

I didn't know that you could force any monitor into a lot of resolutions.
But my built-in video does give me 600x800 on my 14" inch screen. One
good thing about the macs built-in video is that it saves you money on
a video card. BTW, the Q630 can do page-flipping.

>I know that if I ever went mac (shudder to think) I'd be tempted by the AVs,
>since I'm spoiled by the Falcon. Of course, I kept the bird for MIDI and use
>a 486 for my main stuff.

Macs just aren't that bad. I was thinking about getting a Falcon instead of
my 6100 but the math just didn't work out. The Mac had as good a sound,
better video, more RAM, a faster processor,larger hard drive, and a fairly
decent operating system that will hopefully get better. I have my ST for
MIDI work.

--

Brian Quinlan
quinlan@sfu.ca

1541. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-29 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D9Cv1w.5Gt@ecf.toronto.edu>
Source record: 12542

In article <3qcn1s$qm3@darkstar.ucsc.edu>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>Though I agree on the modem part (got me an external on my PC) I do hate
>Mac built-in video. "What? The resolution depends on the monitor I
>have hooked up? What if I want 1024 x 768 on a 14 inch screen. I only
>can get 640 x 480?" You get the idea, I'm sure. Of course, most Mac
>video cards won't change this, but they do give you more flexibility.
>Other than using system ram for ease of page-flipping (which the macs don't
>do) I see no reason for built-in video.

The rationale behind that was to keep all displays 72dpi and thus preserve
WYSIWYG. In any case, 72dpi is out the window. All you need to do is hook
up a Multisync monitor with the appopriate cable (or use Apple's nice Multiple
Scan monitors) and the latest Monitors control panel, and you can switch
resolution at will -- without rebooting or interrupting any active program.
If you want 1024x768 on a 14-inch screen all you need is enough video memory,
the latest Monitors control panel, and a monitor that can handle it.
(And of course, glasses so that you can read the small text.)

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

1542. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-29 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3qdq85$qt3@paul.rutgers.edu>
Source record: 12543

Pierre LeCrap writes:

:Thats nonsense. I think your sister can make her own amends. She does not
:need a over protective brother. Have you shown your Jagflop and don't want to
:share the experience?

and

:Look he does not want to share.

:What a hyprocrate. Oh, but you can show your Jagflop/Mac/PC to your friends
:sister, but vise versa,its a different story with your sister.

Looks like incest is one of Sincrap's many sexual perversions. I guess you
have to result to such perversions when you are about as appealing to the
opposite sex as a pile of horse manure.

* Tom

1543. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-29 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3qdqb8$quv@paul.rutgers.edu>
Source record: 12544

cgra@se.bel.alcatel.be (Chris Gray) writes:

:In article <3qbhhm$ppf@george.rutgers.edu>, trauth@george.rutgers.edu (Thomas Trauth) writes:

:> Opening the case voids the warranty? THAT SUCKS!!

:Just like an Atari!! Eugh!!!

But very unlike a PC clone!

* Tom

1544. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-29 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3qdprt$qnb@paul.rutgers.edu>
Source record: 12545

quinlan@newsserver.sfu.ca (Brian Quinlan) writes:

:trauth@george.rutgers.edu (Thomas Trauth) writes:

:>Opening the case voids the warranty? THAT SUCKS!!
:>That means that you can't even add a fax modem or video card yourself
:>(and are therefore FORCED to pay someone else do it for you, even if
:>you can do it yourself).

:I think it's silly to buy an internal fax modem and I like the macs built-in
:video just fine but it sucks to have RAM installed. It's not actually a
:problem, you simple add the component youself and then, if you have a
:problem, simple don't tell them that you opened the box.
^^

Great idea! I should have thought of that.

I personally like internal faxmodems better because they take up less
space, but that's just my preference. If I had a desktop and a portable,
and used them both, I'd agree with you, but since I just have a desktop
(and never intend to get a portable unless I absolutely have to) the
internal faxmodem is just fine for me.

:>If I were a Mac user and didn't really need a computer right away, I
:>would hold off till next year. In 1996, one will be able to get a
:>150+ MHz, 604-based, PCI Power Mac running (the 95% native) Copland
:>and mostly native software. Buying a Power Mac now seems to be a
:>slight waste because by the time the software fully takes advantage
:>of it, the current models will be obsolete. Buying a 040-based Mac
:>(except at bargain-basement prices) is pure folly right now because
:>the 68K series is on the way out.

:I think that 604-based PCI Power Macs are due out this summer but you'd have
:to wait for Copland.

Yes, I know about those, thanks to c.s.powerpc, PowerPC News, and Sinflop's
mail barrage. But they cost 3 to 4 grand. By mid-late 96 (around the time
Windows "95" comes out ;-)) they will probably cost around $2000 and
come preloaded with Copland. They will also definitely run at higher clock
speeds (probably 150-200 MHz or something like that -- I had read that 132
was the 604's highest speed, but I seriously doubt that that is true).

:>Out of curiosity, what kind of computer do you have right now?

:I have a Atari ST and, as my main machine, a 6100/60AV. One think I've noticed
:is that all the former Atari users I know that have side graded to macs
:have gotten the AV option.

Side grade!? I think that you've just coined a new phrase.

What kind of AV abilities did the ST have. If the ST had built-in AV standard, I wouldn't be surprised that all the Atari users who have bought Macs got AV models; who wants to give up something that they've taken for granted for years?

* Tom

1545. Looking for faulty myths of computer history...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-29 00:00:00 UTC
From: keithm@wumpus.cc.uow.edu.au
Message-ID: <3qccso$ijv@wumpus.cc.uow.edu.au>
Source record: 12546

I'm doing an article about computer myths and I'd like people to submit anything they know of other people who believe in faulty myths to do with computers... like that Bill Gates personally invented the PC or that a PC is better than a Cray, or that that Windows was the *first* GUI.

The more detail you can give me, the better; if you can give credit to a particular authority for the mis-information, a newspaper for example, even better.

keithm@wumpus.cc.uow.edu.au

1546. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-30 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3qeeq0$7f5@darkstar.UCSC.EDU>
Source record: 12547

In <quinlan.801772866@sfu.ca> quinlan@newsserver.sfu.ca (Brian Quinlan) writes:

>I didn't know that you could force any monitor into a lot of resolutions.
>But my built-in video does give me 600x800 on my 14" inch screen. One
>good thing about the macs built-in video is that it saves you money on
>a video card. BTW, the Q630 can do page-flipping.

Sure. On my 15" monitor, I can do anything from 640 x 480 to 1280 x 900.
The limit is in what the video card will do. On my falcon, I can (via
blowUP) drive a monitor at just about any resolution so long as the sync
frequencies match.

It's nice to know that Apple has finally done something my ST could do in
87. Heck, my 8 bits could do it long before.

Also, video cards aren't that expensive. My 2 meg card (upgradeable to 4)
was under $200 a year ago.

>Macs just aren't that bad. I was thinking about getting a Falcon instead of
>my 6100 but the math just didn't work out. The Mac had as good a sound,
>better video, more RAM, a faster processor,larger hard drive, and a fairly
>decent operating system that will hopefully get better. I have my ST for
>MIDI work.

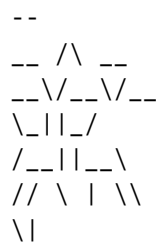
I used Macs for over 2 years daily while working before I went back to
college. I hate the OS. As for the other points, I've got 14 megs in my
Falcon, a 540 meg external drive, I run it at 800 x 600, and I prefer the
GUI to the mac one. It works fine for anything I use it for. The main reason
I own a PC is because I didn't pay for it (Parental units can be good at times)
and it was an experience putting it together from pieces.

If sinclap can be a fanatical Atari-hater, I doin't see any reason why I cannot
be a fanatical mac-hater. :) At least I've used the machines extensively,
though. Heck, I could probably go out today and land me a job supporting
the things. It's just that I have principles to uphold. ;)

I just cannot agree with Apple's time-honored philosophy of "Hide the user
from what's really going on and, where possible, don't let them think for
themselves. Let the computer do the thinking"

I believe that the best user interface is a simple one. It shouldn't try
to guess what the user is doing and react contextually. It should present
a simple way for the user to do what they need without ever worrying about
how the computer will interpret its actions. That's why I prefer GEM over
both Mac and Windows.

~Chris



1547. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-30 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3qef4n$7he@darkstar.UCSC.EDU>
Source record: 12548

In <3qdprt$qnb@paul.rutgers.edu> trauth@paul.rutgers.edu (Thomas Trauth) writes:

>What kind of AV abilities did the ST have. If the ST had built-in
>AV standard, I wouldn't be surprised that all the Atari users who
>have bought Macs got AV models; who wants to give up something that
>they've taken for granted for years?

No, but what ST user would buy a spankling-new Mac that couldn't outperform a
Falcon in every way? :) Otherwise they'd be forever tempted... :)

~Chris
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1548. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-30 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3qef78$7hr@darkstar.UCSC.EDU>
Source record: 12549

In <3qdq85$qt3@paul.rutgers.edu> trauth@paul.rutgers.edu (Thomas Trauth) writes:

>Looks like incest is one of Sincrap's many sexual perversions. I guess you
>have to result to such perversions when you are about as appealing to the
>opposite sex as a pile of horse manure.

Oh, let's be realistic now. I bet out there somewhere there's someone who
finds horse manure appealing. You give petey too much credit.

~Chris

--

1549. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-30 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3qefb8$7ia@darkstar.UCSC.EDU>
Source record: 12550

In <3qdqb8$quv@paul.rutgers.edu> trauth@paul.rutgers.edu (Thomas Trauth) writes:

>cgra@se.bel.alcatel.be (Chris Gray) writes:

>:In article <3qbhhm$ppf@george.rutgers.edu>, trauth@george.rutgers.edu (Thomas Trauth) writes:

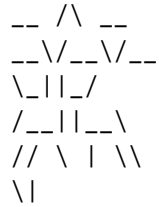
>:> Opening the case voids the warranty? THAT SUCKS!!

>:Just like an Atari!! Eugh!!!

>But very unlike a PC clone!

I think you can install VME boards in a MegaSTE/TT without voiding the
warranty. And on some models, they didn't have the warranty sticker on the
drive screw, so you could upgrade the ram and the HD without voiding.
But hey, your average PC clone can be upgraded without voiding the warranty,
sure. What about pre-built systems from Compaq, Dell etc.? Especially the
ones in the foetal attached-monitor cases?

~Chris

--


1550. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-30 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3qefem$7ip@darkstar.UCSC.EDU>
Source record: 12551

In <1995May29.221311.43885@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

Yep, it's me again. sigh. :)

>Bullcrap, I was referring that you have no qualms about getting into some
>else's sisters pants, but when it comes to yours you are a hyprocrate...

Oh, and where do you have any proof of the first point? Unlike you, petey,
not everyone's wildest fantasy is "getting into the pants" of some female
before they wither and fade into dust. Some of us have class.

~Chris

--

1551. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-30 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3qefik$7jh@darkstar.UCSC.EDU>
Source record: 12552

In <1995May29.111608.43861@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>Look, if your going to need a larger screen with higher resolution than you
>have other choices such as the 6100/7100/8100 line. Why is this so difficult?

Why sell a machine that has a built-in monitor? That's what we're arguing
about (at least I am) I think it's really a bad idea for any company to do
it. It limits the customer's ability to improve their machine, and the only
motivation behind it is "hey, if they want to get a bigger monitor, they'll
have to buy a whole new comuter! Look how much we can gouge from them!"

~Chris

--

1552. Re: Hey Sinflop! Guess who's getting a PC!

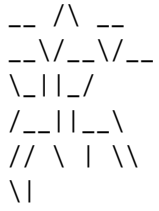
Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-30 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3qeeve$7gi@darkstar.UCSC.EDU>
Source record: 12553

In <D9Cv1w.5Gt@ecf.toronto.edu> pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
>The rationale behind that was to keep all displays 72dpi and thus preserve
>WYSIWYG. In any case, 72dpi is out the window. All you need to do is hook
>up a Multisync monitor with the appopriate cable (or use Apple's nice Multiple
>Scan monitors) and the latest Monitors control panel, and you can switch
>resolution at will -- without rebooting or interrupting any active program.
>If you want 1024x768 on a 14-inch screen all you need is enough video memory,
>the latest Monitors control panel, and a monitor that can handle it.
>(And of course, glasses so that you can read the small text.)

It's nioce to know that they finally dumped that. I haven't kept up with
Mac news since mid 93 or so (since I started COllege and have been using REAL
computers)

It's kind of funny that the very thing that Mac advocates were shouting with
pride a few years ago is now dumped because it doesn't make sense (and
never did)

"72 DPI is enough for anybody" -- someone at apple, probably ;)

~Chris
--


1553. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-30 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May30.181946.43935@cobra.uni.edu>
Source record: 12554

In article <3qefb8$7ia@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <3qdqb8$quv@paul.rutgers.edu> trauth@paul.rutgers.edu (Thomas Trauth) writes:
>
>>cgra@se.bel.alcatel.be (Chris Gray) writes:
>
>
>>:In article <3qbhhm$ppf@george.rutgers.edu>, trauth@george.rutgers.edu (Thomas Trauth) writes:
>
>>:> Opening the case voids the warranty? THAT SUCKS!!
>
>>:Just like an Atari!! Eugh!!!
>
>>But very unlike a PC clone!
>
> I think you can install VME boards in a MegaSTE/TT without voiding the
> warranty. And on some models, they didn't have the warranty sticker on the
> drive screw, so you could upgrade the ram and the HD without voiding.
> But hey, your average PC clone can be upgraded without voiding the warranty,
> sure. What about pre-built systems from Compaq, Dell etc.? Especially the
> ones in the foetal attached-monitor cases?

BZZT..The MegaSTE/TT and all other Atari computers are out of warranty since
Atari is out of the market and soon out of irrelevance!!

>
> ~Chris
>
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1554. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-30 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May30.182418.43936@cobra.uni.edu>
Source record: 12555

In article <3qefik$7jh@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <1995May29.111608.43861@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>
>>Look, if your going to need a larger screen with higher resolution than you
>>have other choices such as the 6100/7100/8100 line. Why is this so difficult?
>
> Why sell a machine that has a built-in monitor? That's what we're arguing
> about (at least I am) I think it's really a bad idea for any company to do
> it. It limits the customer's ability to improve their machine, and the only
> motivation behind it is "hey, if they want to get a bigger monitor, they'll
> have to buy a whole new comuter! Look how much we can gouge from them!"

Tell that to the Millwaukee School System that just bought 3,000 of the 5200.
If you know your going to need a larger screen there are other choices, not to
comprehend is it MR.OATS!! How did you get into UCSC? Some affirmitive
action. I hope it doesn't cheapen my mom's diploma..

>
> ~Chris
>
>
>
>
>
>
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1555. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-30 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3qgc4p$nb8@paul.rutgers.edu>
Source record: 12556

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

:In <3qdq85$qt3@paul.rutgers.edu> trauth@paul.rutgers.edu (Thomas Trauth) writes:

:>Looks like incest is one of Sincrap's many sexual perversions. I guess you
:>have to result to such perversions when you are about as appealing to the
:>opposite sex as a pile of horse manure.

:Oh, let's be realistic now. I bet out there somewhere there's someone who
:finds horse manure appealing. You give petey too much credit.

Good point Chris! I am sure that their is someone out their with a horse
manure fetish (like George on Seinfeld) but I seriously doubt that anyone
has a sinclap fetish. How about this:

I guess you have to resort to such perversions when you are about as
appealing to the opposite sex as a pile of radioactive waste!

That's better....

* Tom

1556. Re: BOBR postings on rise

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-30 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3qgbgl$n2q@paul.rutgers.edu>
Source record: 12557

BobR <76702.1466@CompuServe.COM> writes:

<Snip>

:In any case, it only supports my assesment of you being a twit.

Once again Bobbie has eloquently demonstrated both his class and
his intelligence (and shown quite clearly that he has neither of
the two).

:BobR

* Tom

1557. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-30 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3qgbp6$n6d@paul.rutgers.edu>
Source record: 12558

sinclap2954@cobra.uni.edu writes:

:Bullcrap, I was referring that you have no qualms about getting into some
:else's sisters pants, but when it comes to yours you are a hyprocrate...

I don't mind someone getting into my sister's pants, so long as he is a
nice guy and not a class-A jerk like yourself.

And what the hell is a bullcrap anyway Sinprick?

* Tom

1558. Re: EAT MY SHORTS

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-30 00:00:00 UTC
From: sts@ich575
Message-ID: <19950530082410.sts@ich575.ich.kfa-juelich.de>
Source record: 12559

In Article <3olfg2$rnc@whitbeck.ncl.ac.uk> "Craig.Graham@ncl.ac.uk (Craig. Graham)" says:

> Craig.
> (who's just sold his soul, cut his hair, bought a suit & started looking
> for a proper job)
Hello Craig!
Hopefully you will find a proper job (in which field?) without using a
computer and stuff like that.

1559. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-30 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May30.220225.43945@cobra.uni.edu>
Source record: 12560

In article <3qgbp6$n6d@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> sinclap2954@cobra.uni.edu writes:
>
>
> :Bullcrap, I was referring that you have no qualms about getting into some
> :else's sisters pants, but when it comes to yours you are a hyprocrate...
>
>
> I don't mind someone getting into my sister's pants, so long as he is a
> nice guy and not a class-A jerk like yourself.

Can I put that quote in my sig?

>
> And what the hell is a bullcrap anyway Sinprick?

Shit comming from a bull..

>
>
> * Tom
>
>

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1560. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-30 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3qgo4c$sk9@paul.rutgers.edu>
Source record: 12561

sinclap2954@cobra.uni.edu writes:

:> I don't mind someone getting into my sister's pants, so long as he is a
:> nice guy and not a class-A jerk like yourself.

:Can I put that quote in my sig?

Go ahead! That will put me with very lofty company (like Jeff Minter).

:> And what the hell is a bullcrap anyway Sinprick?

:Shit comming from a bull..

And, Sincrap, how do you "Bullcrap" from "Tom" or "Trauth"?
In terms of spelling and pronunciation, they're not even close.

* Tom

1561. atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-30 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AA5452.078200065E.uuout@tippy.com>
Source record: 12562

HI> I used PageSteam to creat ads in a News paper here in Los
HI> Angeles and also layout articles together. Once again, you
HI> speak without any experience, your only experience is based on
HI> a hear say. Get over it, Page Maker is suck. And when did your
HI> brother did your brother was a PageStarem user? And what
HI> version was it.

It is nice you are still using PageStream. I still use it and like it very much. I also have Calamus SL and like it also.

___ Mountain Reader II - #Demo 001

1562. atari dtp is better!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-30 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AA5452.078200065F.uuout@tippy.com>
Source record: 12563

S > If you are saying that Pagestream is on tops over PageMaker
S > than you are a total Atarridroid and not a serious publisher.
S > GET OVER IT! My brother was a Pagestream user and hew would
S > not agree with your acertion. As for Calamus being
S > irrelevant, who's fault is that? I can't buy Calamus at the
S > places I shop, GET OVER IT.

I have PageStream and use. I do, however, agree with you. PageStream is no Page Maker. I also have Calamus SL. It is an excellent program and is just as good or better than Page Maker. If you would like a copy I can tell you who to call to get a copy. Or you could just wait for the Windows version.

___ Mountain Reader II - #Demo 001

1563. Apple Macintosh Perfo

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-30 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AA5452.0782000660.uuout@tippy.com>
Source record: 12564

```
TG> MagiCMac/PPC will be in emulation mode mostly, at least in the
TG> beginning, that's why. Plus, Atari apps that aren't recompiled
TG> will also run in 68K emulation mode.

How good does MagicMac work on your machine?

___ Mountain Reader II - #Demo 001
```

1564. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-31 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3qh7bp$9o@darkstar.UCSC.EDU>
Source record: 12565

In <3qgi8o$l8l@ccshst05.cs.uoguelph.ca> mrathwel@uoguelph.ca (Mark Rathwell) writes:

> He knows his sister has good taste and would never give a loser
>like you the time of day. If she saw the Jag, she'd be one up on you
>(despite the fact that you bash it all the time).

You know, despite knowing what petey means when he says "jagflop" I never
made the "bashing" connection... :)

So, bash your jagflop all you want petey -- just be sure to clean up after
yourself. :)

~Chris

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1565. Re: Hey Sinflop! Guess who's getting a Mac!

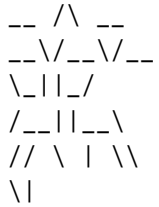
Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-31 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3qh5t9$3h@darkstar.UCSC.EDU>
Source record: 12566

In <1995May30.182418.43936@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>Tell that to the Millwaukee School System that just bought 3,000 of the 5200.
>If you know your going to need a larger screen there are other choices, not to
>comprehend is it MR.OATS!! How did you get into UCSC? Some affirmitive
>action. I hope it doesn't cheapen my mom's diploma..

First off, it's Oates. Notice the E. Secondly, I guess my 4.0 GPA and
1460 on the SATs convinced UCSC that I was a good candidate. Yes, I know I
could have gotten into "better" schools, but I thought I'd take college a bit
easy, do it in 4 years instead of three like I could, and spend my time in
the beautiful Santa Cruz area.

Gads, I hate sounding like I'm bragging, but he did ask for it...

~Chris
--


1566. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-31 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3qgi8o$l8l@ccshst05.cs.uoguelph.ca>
Source record: 12567

: Thats nonsense. I think your sister can make her own amends. She does not
: need a over protective brother. Have you shown your Jagflop and don't want to
: share the experience?

He knows his sister has good taste and would never give a loser
like you the time of day. If she saw the Jag, she'd be one up on you
(despite the fact that you bash it all the time).

: A threat?

It means don't molest his sister.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I buy 'Rolling Stone' all the time. It's good to swat flies with."
- Peter Cetera
==

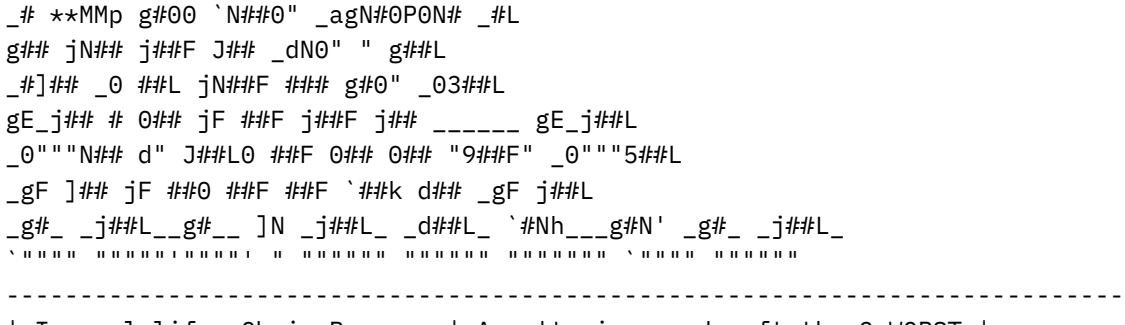
1567. Re: PPC News:Amiga may have a chance,for the StSELECT

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-31 00:00:00 UTC
From: rampson@ave050.ve.ford.com
Message-ID: <3qhnqq$fpv@eccdb1.pms.ford.com>
Source record: 12568
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu wrote:

: X-News: cobra.uni.edu comp.sys.powerpc:48153
: From: RICHARD.STRAUSS@infoport.com
: Subject:PowerMac News
: Date: Mon, 29 May 1995 10:00:38 -0500
: Message-ID:<7.48075756.InfoPort@infoport.com>
:
: Forwarded:
:
: This is a clip from the May 29th issue of MacWeek:
:
: First wave of 604s to start below $4K
:

Isn't this the same machine that people were talking about a month ago (for a
$900 price tag)? If an '060 amiga can be produced for under $2000, I think
I know what I would spend my hard-earned money on!



In real life: Chris Rampson	Aren't micro and soft the 2 WORST
rampson@ave050.ve.ford.com	problems a MAN could imagine?
"Not an official FORD spokesperson"	(or his woman?)
(But buy our vehicles anyway!)	

1568. Re: PPC News:Amiga may have a chance,for the StSELECT

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-31 00:00:00 UTC
From: barrett@iastate.edu
Message-ID: <3qiba1$bjt@news.iastate.edu>
Source record: 12569
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <3qhnqq$fpv@eccdb1.pms.ford.com>,
Chris.Rampson <rampson@ave050.ve.ford.com> wrote:
>sinclap2954@cobra.uni.edu wrote:
>
>: X-News: cobra.uni.edu comp.sys.powerpc:48153
>: From: RICHARD.STRAUSS@infoport.com
>: Subject:PowerMac News
>: Date: Mon, 29 May 1995 10:00:38 -0500
>: Message-ID:<7.48075756.InfoPort@infoport.com>
>:
>: Forwarded:
>:
>: This is a clip from the May 29th issue of MacWeek:
>:
>: First wave of 604s to start below $4K
>:
>
>Isn't this the same machine that people were talking about a month ago (for a
>$900 price tag)?

Heavens no. The PowerPC 604 is a (for now) high-end chip. The PPC604
is twice as fast as the PPC601 at the same clock speeds, and the
PPC604 will start around 120Mhz. This means that systems using the PPC604
will be around 2 to 4 times as fast as current PPC601 systems,
and up to FIVE times faster than 50Mhz 68060 systems (since the 68060 is
about on par with the PPC601 at the same clock speeds).

+++++++
++++ Marc Barrett -MB-
++ IRC nick: Cyclone | e-mail: barrett@iastate.edu
+

1569. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-31 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3qi0ln$81i@ccshst05.cs.uoguelph.ca>
Source record: 12570

```
: BZZT..The MegaSTE/TT and all other Atari computers are out of warranty since
: Atari is out of the market and soon out of irrelevance!!

BZZT ... if I went and bought a new TT from Toad Computers, it
would be considered under warrenty by Atari. If it broke, Atari's
technical dept would fix it (yes ... they have one). Sorry Peter, but you
lose again. You really shouldn't argue against something you know so
little about. Of course, the fact that you've never really used any Atari
computers or software, or the Jaguar, doesn't stop you from being a twit.
Playing around on a friend's (assuming you actually have one) ST for a
couple of minutes doesn't count as "experience."

>> Mark <<

===============================================================================
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I buy 'Rolling Stone' all the time. It's good to swat flies with."
- Peter Cetera
===============================================================================
```

1570. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-31 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May31.062416.43947@cobra.uni.edu>
Source record: 12571

In article <3qgi8o$l8l@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Thats nonsense. I think your sister can make her own amends. She does not
> : need a over protective brother. Have you shown your Jagflop and don't want to
> : share the experience?
>
> He knows his sister has good taste and would never give a loser
> like you the time of day. If she saw the Jag, she'd be one up on you
> (despite the fact that you bash it all the time).

If she had class, she would buy the PlayStation..In the recent issue of Next Gen., the feature spread is on Sony and the Playstation. Looks like Sony had their act together when developing the PlayStation and doing it right. The games that were shown make the Jagflop games in the Atari ad look like 2600 style games.

Calling the Jagflop 64 bits is a fraud, get over it..

>
> : A threat?
>
> It means don't molest his sister.
>
>
> >> Mark <<
>
>
> --
> ===
> Mark Rathwell The University Of Guelph
>
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "I buy 'Rolling Stone' all the time. It's good to swat flies with."
> - Peter Cetera
> ===

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1571. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-05-31 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <D9G7KI.KrJ@cix.compulink.co.uk>
Source record: 12572

What the hell is a degree in Library Information and Studies.....gee what does that entail, how to reference books and how to stack them on shelves?

Seriously what do you need to do for it?

Sorry to go off subject, being a poor deprived Brit I have never heard of this course, does it equivalate with my Electronics Degree? What jobs would you be looking for after you finish University....please forward a CV.

Nick
****
16/32 Systems TEL 01634 710788 *FOR SALE*
173 High Street FAX 01634 295895 INTERNET
Strood 30 Million
Kent ME2 4TW Careful Users
****

1572. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun1.163314.44029@cobra.uni.edu>
Source record: 12573

In article <3qj5qd$n6u@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : If she had class, she would buy the PlayStation..In the recent issue of Next
> : Gen., the feature spread is on Sony and the Playstation. Looks like Sony had
> : their act together when developing the PlayStation and doing it right. The
> : games that were shown make the Jagflop games in the Atari ad look like 2600
> : style games.
>
> More net exageration. Gee Peter, you're not biased at all.
>
> : Calling the Jagflop 64 bits is a fraud, get over it..
>
> You've never even seen the machine or played *ANY* games so shut
> up. You aren't exactly a pillar of information in this area.

I have seen enough to know that the PlayStation titles make the Jagflop ones look like 2600 style games with the exception of AVP. Come on, you have to admitt that the Sony console titles shine..

>
> It is a 64 bit system because it has five processors, two of
> which are 64-bit, all of which work in parallel. 64 bits of Data is
> transmitted through the 64-bit databus. Translation: 64 bit system. The
> Playstation is slightly better because it's got a CD-ROM and some
> improvements in hardware with regards to polygon handling and texture
> mapping. The Jag handles more data per second, do to the databus it has.
> The Playstation seems fairly similar in regards to memory, and color
> palettes. Of course, you wouldn't know this because you've never looked
> up the specs for either machine.
>

Correction: The PlayStation is much better by a wide margin. The Jagflop titles do not measure up and thats a fact pal..

Specs, specs, specs, so what!!! It's the quality and the shine of the titles that matter..

> >> Mark <<
>
> --
> ===
> Mark Rathwell The University Of Guelph
>
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "I buy 'Rolling Stone' all the time. It's good to swat flies with."

> - Peter Cetera
> ==========

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1573. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun1.185103.44041@cobra.uni.edu>
Source record: 12574

In article <3qjodd$1jl1@otho.cc.flinders.edu.au>, schmerl@ist.flinders.edu.au (Marcus J. Schmerl) writes:
> Peter now states in his sig that he is getting a powermac in August.
>
> Last year you said that you were getting a powermac upgrade for your
> currently owned Mac.
>
> LiesLiesLies.

Nope..Until I read the specs and price on the 7000 line. Cost/analysis factor in deciding to upgrade to a 7200 for $1400 or so(price includes a 4x speed).

>
> Oh, and now you are getting a Amiga with the toaster...I thought
> you were a lowly uni student....ahh student loans again petey???
>

I saved my pennies..I got the system cheap!!

> You do know they have to be paid back don't you??
>
> At least you've toned down your sig....why have you started to become
> painfull again?...you were actually informative and relatively non
> inflammatory for about a month there (although that's when kenneth
> was about)
>
> Oh, I better advocate Atari here:
>
> The Sonovista (Falcon) system rocks, and I would like to see another system
> do the same with the same ease and set up costs...now if I had some money :(
>
> Oh, BTW in Australia, Powermacs start at about $7000.....mass market?? I
> think not. If that is the case expect to see Pippins over here for about
> $4000.....mass market 'player' (uuurgh)...I think not.

Eh? If the high prices are true as you state, Australian users are subsidising US buyers, thank you!! By the way, Apple Australia had sales around $250 million last year, GET OVER IT!

>
> Skip
>
>

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD

Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1574. Goldstar 3do's now $299!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun1.191013.44045@cobra.uni.edu>
Source record: 12575

Well, its true. And comes with the two pack in games as well..

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1575. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun1.231259.44053@cobra.uni.edu>
Source record: 12576

In article <D9G7KI.KrJ@cix.compulink.co.uk>, nharlow@cix.compulink.co.uk ("Nicholas Harlow") writes:
> What the hell is a degree in Library Information and Studies.....gee what
> does that entail, how to reference books and how to stack them on
> shelves?

No, we have Mr.Oats left hand to do that. Have you been to the Reference Desk in your school library? Thats one role of a librarian and another is to seek out sources and information.

I am specialising in becomming a K-12 library media specialist. I will instruct students on how to properly access and were to find sources of information inorder to seek knowledge. Also I will become in charge of the show and will have staff to shelve material.

>
>
> Seriously what do you need to do for it?
>
>
> Sorry to go off subject, being a poor deprived Brit I have never heard of
> this course, does it equivalate with my Electronics Degree? What jobs
> would you be looking for after you finish University....please forward a
> CV.
>

Many career oportunities. Corporate and non profit librarians, medical and law librarian, library media specialist, acedemia specialist and librarian. A Electronics degree is helpful. My superior is head of the library computers and information systems with an emphasis in setting up and maintaining Novel Networks. I get to unpack the GateWays and install.

> Nick
> **
> 16/32 Systems TEL 01634 710788 *FOR SALE*
> 173 High Street FAX 01634 295895 INTERNET
> Strood 30 Million
> Kent ME2 4TW Careful Users
> **

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1576. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun1.232022.44054@cobra.uni.edu>
Source record: 12577

In article <3qh5t9$3h@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <1995May30.182418.43936@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>
>>Tell that to the Millwaukee School System that just bought 3,000 of the 5200.
>>If you know your going to need a larger screen there are other choices, not to
>>comprehend is it MR.OATS!! How did you get into UCSC? Some affirmitive
>>action. I hope it doesn't cheapen my mom's diploma..
>
> First off, it's Oates. Notice the E. Secondly, I guess my 4.0 GPA and
> 1460 on the SATs convinced UCSC that I was a good candidate. Yes, I know I
> could have gotten into "better" schools, but I thought I'd take college a bit
> easy, do it in 4 years instead of three like I could, and spend my time in
> the beautiful Santa Cruz area.

My mom received a 4.0 from De Anza College in Cupertino. Allowed her to receive complete funding at UCSC. Her 4.0 at UCSC landed her with full funding at Yale. She turned down Standford.. Oh well, I miss Santa Cruz and living on the coast. I wonder if my tree fort exists in the RedWoods below College 5.

>
> Gads, I hate sounding like I'm bragging, but he did ask for it...

Nope, just shows what an anal tart you are..

>
> ~Chris
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1577. Sinclair and the Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-01 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95152.183615STIRRE31@MAINE.MAINE.EDU>
Source record: 12578

Pete,
Awhile back you claimed that the only thing that an Amiga was good for was formatting a disk and playing a 2600-style game (which must mean that it is _fun_ :-).) Now you are heralding the Amiga and planning on getting one. Why the change? You were pretty adamant about putting down the Amiga before. Perhaps if you acutally used an Atari product you might like it. Admit it- the Lynx is great and 80+ games available at $15-19 each is nifty. The 7800 only had a library of a gazillion or so games (counting 2600 games). So what is wrong with these products?
BTW, I noticed you praised the Playstation. I have a feeling you'll change your tune when the Pippen (har har) comes out. Besides, you also said how great a 3DO was. Is your criteria for a good product one that does not have a fuji symbol on it? Pretty pathetic.
-scott tirrell

1578. The Medusa

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-01 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AA74E1.078200066E.uuout@tippy.com>
Source record: 12579

Anyone out there have a Medusa or an Eagle? I really want to upgrade
from my current 520ST and get one of these great machines.

___ Mountain Reader II - #Demo 001

1579. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-01 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3qj5qd$n6u@ccshst05.cs.uoguelph.ca>
Source record: 12580

```
: If she had class, she would buy the PlayStation..In the recent issue of Next
: Gen., the feature spread is on Sony and the Playstation. Looks like Sony had
: their act together when developing the PlayStation and doing it right. The
: games that were shown make the Jagflop games in the Atari ad look like 2600
: style games.

More net exageration. Gee Peter, you're not biased at all.

: Calling the Jagflop 64 bits is a fraud, get over it..

You've never even seen the machine or played *ANY* games so shut
up. You aren't exactly a pillar of information in this area.

It is a 64 bit system because it has five processors, two of
which are 64-bit, all of which work in parallel. 64 bits of Data is
transmitted through the 64-bit databus. Translation: 64 bit system. The
Playstation is slightly better because it's got a CD-ROM and some
improvements in hardware with regards to polygon handling and texture
mapping. The Jag handles more data per second, do to the databus it has.
The Playstation seems fairly similar in regards to memory, and color
palettes. Of course, you wouldn't know this because you've never looked
up the specs for either machine.

>> Mark <<

--
================================================================================
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I buy 'Rolling Stone' all the time. It's good to swat flies with."
- Peter Cetera
================================================================================
```

1580. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-01 00:00:00 UTC
From: schmerl@ist.flinders.edu.au
Message-ID: <3qjodd$1jl1@otho.cc.flinders.edu.au>
Source record: 12581

Peter now states in his sig that he is getting a powermac in August.

Last year you said that you were getting a powermac upgrade for your currently owned Mac.

LiesLiesLies.

Oh, and now you are getting a Amiga with the toaster...I thought you were a lowly uni student....ahh student loans again petey???

You do know they have to be paid back don't you??

At least you've toned down your sig....why have you started to become painfull again?...you were actually informative and relatively non inflammatory for about a month there (although that's when kenneth was about)

Oh, I better advocate Atari here:

The Sonovista (Falcon) system rocks, and I would like to see another system do the same with the same ease and set up costs...now if I had some money :(

Oh, BTW in Australia, Powermacs start at about $7000.....mass market?? I think not. If that is the case expect to see Pippins over here for about $4000.....mass market 'player' (uuurgh)...I think not.

Skip

1581. Escom Speech Transcripts

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-02 00:00:00 UTC
From: gavinm@vsprsun_14
Message-ID: <3qms00$kjb@info4.rus.uni-stuttgart.de>
Source record: 12437

[Article crossposted from comp.sys.amiga.misc,comp.sys.amiga.advocacy,comp.sys.cbm]
[Author was Jason Compton]
[Posted on 1 Jun 1995 19:48:46 GMT]

Thought you Atari advocates might be interested in the _official_ news on the plans for the Amiga from new owners ESCOM.....

Gilles Bourdin, head of PR for Amiga Technologies GmbH, has requested that I post these transcripts from the May 30th press conference held in Frankfurt.

Frankfurt/Main, May 30, 1995

Speech of Manfred Schmitt
Escom AG
Chairman of the Executive Board

Ladies and gentlemen,

Since we won the auction for the intellectual property of Commodore and Amiga, the ESCOM AG is flooded with congratulation messages. Amiga clubs and Amiga users write to ask us to revive and continue to develop and improve the Amiga. Many of them actually sent us their wishes for future hardware architectures and operating systems improvements.

However, it is still unclear for many users how a PC manufacturer and retailer will use the Amiga technology.

Here is our answer:

ESCOM now turns from a PC manufacturer and retailer into a multimedia company. The big multimedia applications will come very soon as Pay-TV, Video on demand, homebanking, home-shopping and online services. In this growing market, we want to become a leading provider of hardware, software and solutions. Our goal is to give the user a cost-efficient way to access all these new services the multimedia world will allow. The Amiga technology brings us all we need here in an elegant way. We see in the Amiga the key to Multimedia technologies for the future.

As an intelligent terminal, you all know the PC. Many people use the PC in conjunction with a modem to access online services and the worldwide Internet. Escom is providing that market with a wide palette of advantageoulsy priced Multimedia PCs in a range between 2000 and 3000 DM.

But there are other user profiles, who want to use the multimedia technology without having to spend several thousands of DM. For these users, the Amiga

represents a very interesting alternative. It stands out with an amazing price/quality ratio. Also remarkable is the operating system with a still unmatched multitasking ability. That means that several applications can run simultaneously, depending on available memory without slowing down the whole system. This is achieved by the smart resource sharing of the system and the low consumption of RAM and processing power by the applications.

The Amiga operating system needs 8 times less memory than Windows, and it multitasks better than Windows. Through this smart use of system resources, the Amiga is still a very efficient and unexpensive computer.

Video is another strength of the Amiga. In this aspect, the Amiga is superior to the PC. The video output of the Amiga is already PAL and NTSC compatible, so it can just be plugged into a TV or any video monitor. A PC needs a converter to do this. The Amiga represents a possibility to give people access to interactive television, online services and pay TV with set top boxes at decent prices like 400 DM. The market is huge because there are much more televisions than computers in the homes.

The set top box is a concrete application involving Amiga technology that we want to improve. For the American market, which is much more advanced than in Europe in this regard, we already have license agreements with our partner VisCorp - our first licence by the way. We are willing to be very flexible and open-minded regarding licensing of our technology. Amiga developers and manufacturers shall have the chance to talk with us to define partnerships or license agreements. Together, we will develop a wide range of Amiga hardware and software. Our goal is a productive, open amiga technology. The example of Viscorp demonstrates it at best : we license Amiga technology to people who want to integrate it in their own products. The press already talked about another partner, the Tianjin Family-Used Multimedia Co. Ltd. They will build the lower range of Amiga computers and revive the legendary Commodore 64 for the chinese market.

Ladies and gentlemen, we have mainly talked about the Amiga. In New York, we also took over another well known brand : Commodore. All of you surely remember the good old Commodore 64 and its tremendous success in the early eighties. It is still a famous episode in the home computer history that could be compared to the Volkswagen Beetle. A recent study made by the german economic magazine DM reveals that the name Commodore still has very high recognition. 93 percent of all PC users know the trademark Commodore. such a reputation is only surpassed by IBM.

We will now separate Commodore and Amiga operations. Amiga will be the multimedia range with Motorola processors and Commodore for Intel based Personal Computers. We want to use all available and appropriate distribution channels both for Commodore and Amiga: specialized retail stores, warehouses, and mail order services. The ESCOM subsidiaries are only one of many possibilities.

Ladies and gentlemen, we are convinced that ESCOM, Commodore and Amiga will become a sucess story. Look at the structure and competencies we have built up in a short time.

Thank you.

****

Petro Tyschtschenko

Ladies and gentlemen,

As the General manager of Amiga Technologies GmbH, I would like to welcome you to the first press conference of our new company and also tell you how much we appreciate your presence here.

At a spectacular auction, five weeks ago in New York, ESCOM AG acquired the rights to the intellectual property of the former Commodore company for 10 Mio $, including all trademarks, logos, products and licences.

Since the day we succeeded in buying the Amiga technology, many people have asked us how the future will look for their computer of choice. We got floods of anxious faxes and letters to which we couldn't give an answer at once because things were too early to comment. We will use the opportunity we have now to talk to all of you and present the new Escom daughtercompany, Amiga Technologies. Some leading developpers of hardware and software for the Amiga as well as some of our new licensing partners will present themselves and their projects to us.

To clear up things from the beginning, - and that's the point you are all interested in - I want to make the comittment that we are determined to resume production and also want to continue hardware and software development of what we believe is a superior technology. That's why we created Amiga Technologies and we are now hiring the best and most capable people to accomplish this.

For a sucessfull Multimedia company like ESCOM, the Commodore Patents and licences concerning Amiga are considered the key to multimedia technology. Mister Schmitt will say more about this later.

But let's concentrate on our immediate plans. As the director of Amiga Technologies, my first priority now is to resume production of Commodore and Amiga computers and bring them on the market as soon as possible. For us, this means September 1995.

I would also like to refer to Commodore computers, Pentium PCs, which will be available in August this year. These will be fully loaded P75 and P100 multimedia PCs. They will be assembled in our own ESCOM facilities. We plan to sell between 50 000 and 60 000 units before the end of this year. Let me point out that the Commodore and Amiga operations will be separate, Amiga Technologies will only take care of Amiga, whereas ESCOM will provide Commodore PCs.

One month later, we will start producing the high-end multimedia Amiga 4000 T. To succeed in keeping that tight schedule, we negotiated with well known producers in Europe and Asia. For the selection of the manufacturing partner, we will be emphasizing the quality requirements.

Until the end of the year, we plan to produce enough machines to meet the demand. These machines are already outsold in preorders. In October, the production of the low-end A1200 will begin. We expect to ship enough untis as well as CD 32 game consoles to meet the Christmas season demand. Please give us more time to publish quantities.

The takeover of the inventory, which is mainly composed of spare parts, in the UK and Germany is completed. The rumoured stocks of new Amigas ready to be sold do not exist. For inventory in the Phillipines, we are currently negotiating with the local trustees.

Ladies and gentlemen, the new Amiga Technology will now become the operating center of an international Company held 100% by ESCOM AG. Our headquarters in Bensheim will employ around 50 people for following tasks : development, support to developers, resellers, and users, production management, Marketing, PR and administration. We also took over the former Commodore development center in Norristown, with its research and development facilities. Eduard Goff, former Vice President and General counsel at Commodore now leads that center. He will talk to you later. Our developers are now working on the next generation RISC based Amigas as well as on improving current models. Here, we are working in a tight partnership with SCALA and MOTOROLA.

Amiga Technologies GmbH expects a turnover of 100 Mio DM in 1995, mainly from the Christmas business with Amiga 1200, 4000 and CD32. Our monthly expenses are evaluated at around 600 000 DM. The break even point should be reached this year. We are confident that we will have rentabilized our 10 Mio $ investment by spring 1996 with Amiga sales and licences.

Thank you.

--
Gilles Bourdin / Amiga Technologies GmbH
gbo@ramses.fdn.org
gbo@worldnet.net

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (708) 741-0689 FAX
Whatever you do, better start doing it right.
AR on Aminet - docs/mags/ar???.lha AR Mailing list - Mail me
AR on WWW - http://www.cs.cmu.edu/~mjw/Amiga/News/AR/index.html

--
email: G.Moran@ee.qub.ac.uk | 'There can be only one!'
or gmoran@nyx.cs.du.edu | - The Highlander

1582. Re: Sinclair and the Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun2.185253.44091@cobra.uni.edu>
Source record: 12438

In article <95152.183615STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> Pete,
> Awhile back you claimed that the only thing that an Amiga was good
> for was formatting a disk and playing a 2600-style game (which must
> mean that it is _fun_ :-).) Now you are heralding the Amiga and
> planning on getting one. Why the change? You were pretty adamant
> about putting down the Amiga before. Perhaps if you acutally used
> an Atari product you might like it. Admit it- the Lynx is great
> and 80+ games available at $15-19 each is nifty. The 7800 only
> had a library of a gazillion or so games (counting 2600 games).
> So what is wrong with these products?

You did not read correctly..There is no question that the Amiga has fallen
behind. The games are dated as well as the hardware. If C= was able to
maintain consistent development in hardware/apps, the Amiga would of been the
ultimate Multimedia machine. I had an offer to buy a Toaster 2000 system for
very little money. But I had second thoughts because the system was out of
warranty (how would it be repaired) and that LightWave will be ported to the
PowerMac.. I happen to read the specs and the awesome prices on the upcomming
7200 line. Ligtwave would fly at the speed of light on a 75-90 mhz PPC601
machine than the slow obsolete Amiga 2000/030 at the same price level.
Escom is going to release the current models such as the A1200 and A4000 which
at slightly less prices but still not competitive than Pentium and the
Powermac..

> BTW, I noticed you praised the Playstation. I have a feeling you'll
> change your tune when the Pippen (har har) comes out. Besides, you
> also said how great a 3DO was. Is your criteria for a good product
> one that does not have a fuji symbol on it? Pretty pathetic.

The PlayStation blows away that 64 bit fuji, its a fact. The Pippin will have
its own market to serve. A combo of multimedia/games as well as a tool to
access the net with netscape and the likes. 3do shines because the titles are
there. I maybe tempted to opt for the $299 GoldStar 3do with two packins..

> -scott tirrell

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1583. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun2.190930.44098@cobra.uni.edu>
Source record: 12439

In article <3qm2it$snf@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>
> : I have seen enough to know that the PlayStation titles make the Jagflop ones
> : look like 2600 style games with the exception of AVP. Come on, you have to
> : admitt that the Sony console titles shine..
>
> Peter, you can't just a game by still pictures alone. Tempest
> 2000, Iron Soldier and Hoverstrike don't look like much until you see
> them move. Then you know you aren't looking at an SNES game. As for
> Playstation making the Jag games look 2600 style, net exageration is a
> problem. The PSX games do look very good, but not *THAT* good.

The PlayStation will have numerous quality games. Sony has bought Psygnosis who made their name on the Amiga. The software firm has hundreds of employese that will be cranking out quality titles. Sony is serious and making the strategies to do well. What about Atari? Why are Jagflop owners complaining about the lack of games and quality? Give it up!!!

>
> : Correction: The PlayStation is much better by a wide margin. The Jagflop
> : titles do not measure up and thats a fact pal..
>
> You've never tried games for either machine. The PSX really isn't
> better in most areas. It's got some hardware to give it better abilities
> to do stuff like polygons and texture mapping. It does not have more
> colors, superior resolution, faster speed, more memory etc. And by the
> way ... I'm not your pal. I choose my friends via many criteria ... of
> which you have none.
>

Listen...The PSX is on tops, GET OVER IT.. And now that the GoldStar 3do is now $299 with two packins, the Jagflop is less atractive to invest..

> : Specs, specs, specs, so what!!! It's the quality and the shine of the titles
> : that matter..
>
> Very true. You're also comparing a cartridge-based machine vs. a
> CD-ROM based machine. The storage medium lends itself to holding some
> effects which require lots of memory. The only machine you can really
> compare the Jag cartridges to is the 32X. It's a "32-bit" machine as well
> and the Jaguar clearly shows it's superiority.

Who cares about the 32x.. The Jagflop is in competition with all of the consoles, GET OVER IT!!

>
>
> >> Mark <<
>
>
> --
> ===
> Mark Rathwell The University Of Guelph
>
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "I buy 'Rolling Stone' all the time. It's good to swat flies with."
> - Peter Cetera
> ===

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1584. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun2.191729.44100@cobra.uni.edu>
Source record: 12440

In article <3qnfld$h7h@george.rutgers.edu>, trauth@george.rutgers.edu (Thomas Trauth) writes:
> sinclap2954@cobra.uni.edu writes:
>
>
> :No, we have Mr.Oats left hand to do that. Have you been to the Reference Desk
> :in your school library? Thats one role of a librarian and another is to seek
> :out sources and information.
>
> :I am specialising in becomming a K-12 library media specialist. I will
> :instruct students on how to properly access and were to find sources of
> :information inorder to seek knowledge. Also I will become in charge of the
> :show and will have staff to shelve material.
>
>
> In other words, Sincrap, you will tell people where they can find the books
> they are looking for and you will tell the library staff where to reshelve
> the books. THAT REQUIRES A GRADUATE DEGREE!!!! I THINK NOT!!!!!! While
> you are at it, why not go for a Doctorate in Library Science (or whatever
> it's called)? You can do your doctoral thesis on how to most effectively
> irritate anyone who walks into the library (especially if they request
> books on Atari).

You are totaly clueless. Why not spend a day in your school library and observe the staff on duty. By the way your school has a Masters Library Information and Studies. At least I will have a job when I graduate with good pay.

>
>
> * Tom
>

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1585. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-02 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3qo1ki$nnl@ccshst05.cs.uoguelph.ca>
Source record: 12441

: instruct students on how to properly access and were to find sources of
: information inorder to seek knowledge.

God help the children of tomorrow. Biased, close-minded, circular
Peter instructing children on how to seek knowledge. This is a guy who
bashes the Jaguar and Falcon all the time, yet he has never seen or tried
either.

>> Mark <<

1586. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-02 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3qm2it$snf@ccshst05.cs.uoguelph.ca>
Source record: 12582

: I have seen enough to know that the PlayStation titles make the Jagflop ones
: look like 2600 style games with the exception of AVP. Come on, you have to
: admitt that the Sony console titles shine..

Peter, you can't just a game by still pictures alone. Tempest
2000, Iron Soldier and Hoverstrike don't look like much until you see
them move. Then you know you aren't looking at an SNES game. As for
Playstation making the Jag games look 2600 style, net exageration is a
problem. The PSX games do look very good, but not *THAT* good.

: Correction: The PlayStation is much better by a wide margin. The Jagflop
: titles do not measure up and thats a fact pal..

You've never tried games for either machine. The PSX really isn't
better in most areas. It's got some hardware to give it better abilities
to do stuff like polygons and texture mapping. It does not have more
colors, superior resolution, faster speed, more memory etc. And by the
way ... I'm not your pal. I choose my friends via many criteria ... of
which you have none.

: Specs, specs, specs, so what!!! It's the quality and the shine of the titles
: that matter..

Very true. You're also comparing a cartridge-based machine vs. a
CD-ROM based machine. The storage medium lends itself to holding some
effects which require lots of memory. The only machine you can really
compare the Jag cartridges to is the 32X. It's a "32-bit" machine as well
and the Jaguar clearly shows it's superiority.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I buy 'Rolling Stone' all the time. It's good to swat flies with."
- Peter Cetera
==

1587. Re: Lonely Lily

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-02 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3qm2km$snf@ccshst05.cs.uoguelph.ca>
Source record: 12583

```
: My friend Lily lives in Hong Kong, like me. She loves
: to receive phone calls from foreign men. She does
: not have computer, so I am sending this message for her.

Is it just me, or does this sound like a cruel "for a good time
call XXXXX" hoax?

>> Mark <<

--
==============================================================================
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I buy 'Rolling Stone' all the time. It's good to swat flies with."
- Peter Cetera
==============================================================================
```

1588. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-02 00:00:00 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3qmliu$bl2@news2.delphi.com>
Source record: 12584

sinclap2954@cobra.uni.edu writes:

[how to void your warranty deleted]

>BZZT..The MegaSTE/TT and all other Atari computers are out of warranty since
>Atari is out of the market and soon out of irrelevance!!

I too am waiting for Atari to be out of irrelevance. Then people will
have to take them seriously since they will be relevant again. (Unless I
am mistaken, your statement goes against EVERYTHING you believe...)

> Peter Sinclair-Day
> University of Northern Iowa Performa 550 10/160/CD
> Residence on the Hill Complex August:PowerMac 7200/7500
> 3800 Jennings Drive $50 Jaguar
> Cedar Falls, IA. 50613 ^^^^^^^^^^
> (319)273-38XX

So does this mean you are going to waste your beer money on a Jagflop?

GO AWAY!

Dom

1589. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-02 00:00:00 UTC
From: trauth@george.rutgers.edu
Message-ID: <3qnf1d$h47@george.rutgers.edu>
Source record: 12585

sinclap2954@cobra.uni.edu writes:

:> : Calling the Jagflop 64 bits is a fraud, get over it..

:>
:> It is a 64 bit system because it has five processors, two of
:> which are 64-bit, all of which work in parallel. 64 bits of Data is
:> transmitted through the 64-bit databus. Translation: 64 bit system. The
:> Playstation is slightly better because it's got a CD-ROM and some
:> improvements in hardware with regards to polygon handling and texture
:> mapping. The Jag handles more data per second, do to the databus it has.
:> The Playstation seems fairly similar in regards to memory, and color
:> palettes. Of course, you wouldn't know this because you've never looked
:> up the specs for either machine.
:>

:Correction: The PlayStation is much better by a wide margin. The Jagflop
:titles do not measure up and thats a fact pal..

:Specs, specs, specs, so what!!! It's the quality and the shine of the titles
:that matter..

Am I having delusions, or did Sinclap first rip the Jag for (in his
misinformed opinion) not really being a 64-bit console, and then (in
a follow-up) claim that specs (like bitness) are meaningless and the
reason why the Jag sucks isn't because it's not 64 bit but because
it has a substandard software library?

In other words, he first ripped the Jag on technical grounds, and then
ripped the Jag for its lack of software, stating that technical specs
were insignificant. SINFLOP, THAT'S INCONSISTENT!!! How do you
expect to make a convincing argument when you regularly contradict
yourself!? You are even more pathetic than I thought you were!

Next time, THINK before you post your crap! You may save yourself a
lot of embarrassment.

* Tom

1590. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-02 00:00:00 UTC
From: trauth@george.rutgers.edu
Message-ID: <3qnfld$h7h@george.rutgers.edu>
Source record: 12586

sinclap2954@cobra.uni.edu writes:

:No, we have Mr.Oats left hand to do that. Have you been to the Reference Desk
:in your school library? Thats one role of a librarian and another is to seek
:out sources and information.

:I am specialising in becomming a K-12 library media specialist. I will
:instruct students on how to properly access and were to find sources of
:information inorder to seek knowledge. Also I will become in charge of the
:show and will have staff to shelve material.

In other words, Sincrap, you will tell people where they can find the books
they are looking for and you will tell the library staff where to reshelve
the books. THAT REQUIRES A GRADUATE DEGREE!!!! I THINK NOT!!!!!! While
you are at it, why not go for a Doctorate in Library Science (or whatever
it's called)? You can do your doctoral thesis on how to most effectively
irritate anyone who walks into the library (especially if they request
books on Atari).

* Tom

1591. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-03 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun3.115507.44125@cobra.uni.edu>
Source record: 12442

In article <3qo1ki$nnl@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : instruct students on how to properly access and were to find sources of
> : information inorder to seek knowledge.
>
> God help the children of tomorrow. Biased, close-minded, circular
> Peter instructing children on how to seek knowledge. This is a guy who
> bashes the Jaguar and Falcon all the time, yet he has never seen or tried
> either.

Pot kettle black....

>
> >> Mark <<
>

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1592. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-03 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3qq4hq$fr5@ccshst05.cs.uoguelph.ca>
Source record: 12443

: The PlayStation will have numerous quality games.

From what I've heard so far, they've got a few real winners and
quite a few doozers. Of course I haven't seen the PS yet, but hey ...
making assumptions on something you've never seen hasn't stopped you from
arguing.

Sony has bought Psygnosis
: who made their name on the Amiga. The software firm has hundreds of employese
: that will be cranking out quality titles.

Good for them. Atari has TWI, Williams, Jaleco and a pile of
other companies. They aren't exactly without support. I'm sure Primal
Rage, Mortal Kombat III, NBA Jam and all those other titles will do
nothing for the Jaguar.

What about Atari? Why are Jagflop owners complaining
: about the lack of games and quality? Give it up!!!

I don't hear people complaining about a lot of things that were
shown at E3. I don't hear people complaining about the VR Helmet. Why
don't you give it up? Your biased, uninformed, circular drivel of an
argument is bothersome.

: > You've never tried games for either machine. The PSX really isn't
: > better in most areas. It's got some hardware to give it better abilities
: > to do stuff like polygons and texture mapping. It does not have more
: > colors, superior resolution, faster speed, more memory etc. And by the
: > way ... I'm not your pal. I choose my friends via many criteria ... of
: > which you have none.
: >

: Listen...The PSX is on tops, GET OVER IT.

Once again ... you ducked the statement " Peter, you've never
tried either machine." But that's typical of you, you biased,
closed-minded pest. I'm sure the Eagles are really thrilled that you
quote their song all the time.

. And now that the GoldStar 3do is
: now $299 with two packins, the Jagflop is less atractive to invest..

Do you honestly think Atari isn't working on lowering the price?
That's how competition works.

: Who cares about the 32x.. The Jagflop is in competition with all of the
: consoles, GET OVER IT!!

I was just making a point ... one which seems not to have
penetrated your thick, THICK skull.

>> Mark <<

1593. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-03 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3qqih6$8s7@paul.rutgers.edu>
Source record: 12444

sinclap2954@cobra.uni.edu writes:

:You are totaly clueless. Why not spend a day in your school library and
:observe the staff on duty. By the way your school has a Masters Library
:Information and Studies. At least I will have a job when I graduate with good
:pay.

I have. They check out the books brought to the desk, put returned
books back on the shelves, make sure that all the books in the library
are in the right place, and help people find the books they are
looking for. I assume they also update the card catalog database
when the library acquires a new book (or loses an old one).

Not all of this is easy, but it certainly doesn't require a Masters
degree.

* Tom

1594. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-03 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3qqqo5$410@nyheter.chalmers.se>
Source record: 12445

In article <1995Jun3.115507.44125@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:
>In article <3qo1ki$nnl@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>> God help the children of tomorrow. Biased, close-minded, circular
>> Peter instructing children on how to seek knowledge. This is a guy who
>> bashes the Jaguar and Falcon all the time, yet he has never seen or tried
>> either.
>
>Pot kettle black....
>
He seems to be as bad at expressing himself as he is at discussing things...

Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

1595. Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-03 00:00:00 UTC
From: bklebba@omnifest.uwm.edu
Message-ID: <3qqtk0$fv1@omnifest.uwm.edu>
Source record: 12446

Well, please excuse me for asking such dumb questions, but I pretty much have
to admit ignorance and far as Atari computers. I have a 2600 and a Lynx,
and I've heard enough Jag stuff, but I was wondering about the ST models.
Are they still making ST's? I've never seen a new one for sale here in
ities do they have as far as colors,
resolution, and sound? What kind of processor do they use? Are there any big
software places such as EA supporting ST's?
I have an Amiga, are they better? (that ought to start something...)
I'm just curious and I would appreciate any input anyone might have. ThanX.

1596. Hey Sinflop! Guess wh

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-03 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AA938A.0782000684.uuout@tippy.com>
Source record: 12447

```
CT> No, but what ST user would buy a spankling-new Mac that
CT> couldn't outperform a Falcon in every way? :) Otherwise
CT> they'd be forever tempted... :) ~Chris --

Not me. Besides, I will just upgrade to a higher-end TOS machine and
then just buy Magic Mac(orSac) and then run Mac programs from that.

___ Mountain Reader II - #Demo 001
```

1597. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-03 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3qofsm$8rb$1@mhade.production.compuserve.com>
Source record: 12448

> Why sell a machine that has a built-in monitor?

I think the idea will appeal to people who don't want to mess with a lot of different pieces and wires to connect them all.. someone who is concerned with things like upgrading will probably opt for a model with a separate monitor anyway.

The Atari 1040ST was very well received after the 520 ST because it incorporated the floppy drive into the main case, eliminating another box, a connecting cable, and a separate power supply and line cord.

The integrated case/monitor will probably appeal to some buyers in the same manner.

BobR

1598. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-03 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3qog55$8rb$2@mhade.production.compuserve.com>
Source record: 12449

> No, but what ST user would buy a spankling-new Mac that couldn't outperform
> a Falcon in every way? :)

Hmm.. one who likes to walk into a local store and buy new software for
their computer perhaps..?

Or doesn't read German..? :)

BobR

1599. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-03 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3qogdh$8rb$3@mhade.production.compuserve.com>
Source record: 12450

> But hey, your average PC clone can be upgraded without voiding the
> warranty, sure. What about pre-built systems from Compaq, Dell etc.?

I don't believe I've ever seen a PC system whose warranty would be voided by opening the case... in fact, most manuals include detailed instructions on how to open and upgrade the systems.

Gateway 2000 has an entire separate manual showing how to install upgrade or replacement parts in their pre-built systems, even.

BobR

1600. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-03 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3qqn0e$ml3$1@mhadg.production.compuserve.com>
Source record: 12451

> the only motivation behind it is "hey, if they want to get a bigger
> monitor, they'll have to buy a whole new comuter! Look how much we can
> gouge from them!"

Atari motivation: "hey, if they want more memory, they'll have to buy a
whole new computer! Look how much we can gouge from them!"

I guess nothing is new...

BobR

1601. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-03 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3qqnj5$ml3$2@mhadg.production.compuserve.com>
Source record: 12452

> They will also definitely run at higher clock speeds (probably 150-200 MHz
> or something like that -- I had read that 132 was the 604's highest speed,
> but I seriously doubt that that is true).

This is interesting, as I just cleaned out a bunch of old PC Magazines, and one issue was reporting on their test results from a batch of new, "high speed" ATs running at 12 and 16 Mhz.

The 16 Mhz machines were definately fast, but tended to be somewhat flaky, leading PC Magazine to recommend NOT purchasing one, but sticking to the more stable 12 Mhz machines.

A sidebar talked about why the 16 Mhz machines were so marginal, and said that the limits on CPU speed had been reached... due to quantum physics, no faster clock speeds were possible, so further improvements would have to take other directions... multi-processing was the next big step they foresaw.

I love reading stuff like this, and why something is just "not possible"...

:)

BobR

1602. For Sale: Original Lynx w/ 2 games $75

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-04 00:00:00 UTC
From: "S.A. Rossell" <sar@cts.com>
Message-ID: <Pine.SCO.3.91.950603224711.20478A-100000@crash.cts.com>
Source record: 12453
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

It's old but works just fine. And it's not the newer squished version either. This is the real Lynx; the first one. I'm just selling it because I don't play it anymore. It comes with two games; Chess and Qix.

E-mail or call sar@cts.com 619-596-2013

1603. Re: For Sale: Original Lynx w/ 2 games $75

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-04 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3qsvll$gcq@ccshst05.cs.uoguelph.ca>
Source record: 12454
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

```
: It's old but works just fine. And it's not the newer squished version
: either. This is the real Lynx; the first one. I'm just selling it
: because I don't play it anymore. It comes with two games; Chess and Qix.

Hey wow ... a new Lynx II with "Pitfighter", "Shadow Of The
Beast", "Pinball Jam" and "Checkered Flag" goes for $69.95 at Electronic
Boutiques.

>> Mark <<
```

1604. Re: For Sale: Original Lynx w/ 2 games $75

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-04 00:00:00 UTC
From: Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net>
Message-ID: <Pine.SUN.3.91.950604132718.12569C-100000@nic.cerf.net>
Source record: 12455
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

> Hey wow ... a new Lynx II with "Pitfighter", "Shadow Of The
> Beast", "Pinball Jam" and "Checkered Flag" goes for $69.95 at Electronic
> Boutiques.

Besides, the OLD Lynxes stink. That $.02 part that the adaptor plugs into on the Lynx broke on mine, and I understand on a lot of other peoples' too. When I called Atari, they said they wanted $50.00 to fix it! I did a little snooping, and found that they don't even do that. They just send you a new Lynx, maybe not even the kind you had (IOW they'd send you a Lynx II).

I _love_ my Lynx (especially Zarlor Mercenary & Ninja Gaiden), but until they fix my Lynx for a fair price, I won't buy one. I wish someone would make a gadget so I could play my Lynx games on my Falcon (or even STe, I guess!). That would be great.

Just my $.02 worth :)

Ben Allfree
shadow@iris.yolo.com

1605. Re: Atari Sparrow '030

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-04 00:00:00 UTC
From: Rod McCall <rmccall>
Message-ID: <3qtfqt$qib@dux.dundee.ac.uk>
Source record: 12456
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.advocacy

>"Sparrow" was the name of the project that resulted in the Falcon. So a
Sparrow
>is a very rare bird indeed! It's propably one of the original
>developer-machines.
>

Atari Benelux had a sale about 6 months ago where I was able to purchase
a number of development machines including the replacement TT called the
Atari BlueTTit (BT) 040. Then of course the Atari Budgie 020
and the Music Workstation "Humming Bird 010". Not forgetting the 060 based
Atari Shag 060.

During the mid eighties they also had the replacement XE games console called
the "Atari Turkey 65"

I asked Sam Tramiel to comment on these names and was told "Tweet, tweet,
cheep", he then ate some seed and flew off :)

Rod

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)

1606. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-04 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <D9Mzty.ADx@cix.compulink.co.uk>
Source record: 12457

Interesting, what it boils down to is how to research information sources... I could sworn I learnt how to do that when I started going to Libraries. I checked through our local Uni course offering and yes they offer it as well. At first it sounded like make up degree like the ones you get in Science Fiction Appreciation or Flower arranging. Before anybody has ago about SF, I love the stuff. Wonders never cease.

Nick
****
16/32 Systems TEL 01634 710788 *FOR SALE*
173 High Street FAX 01634 295895 INTERNET
Strood 30 Million
Kent ME2 4TW Careful Users
****

1607. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-04 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3qsuv7$gcq@ccshst05.cs.uoguelph.ca>
Source record: 12458

: Pot kettle black....

Peter ducks again. What else is new?

>> Mark <<

1608. Re: Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-04 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3qsvj4$gcq@ccshst05.cs.uoguelph.ca>
Source record: 12459

: Are they still making ST's? I've never seen a new one for sale here in
: ities do they have as far as colors,

ST's aren't officially being made here in the North America (they
are ten years old now), but people in Europe have an easier time finding
them. ST's are a steal on the second hand market.

: resolution, and sound? What kind of processor do they use? Are there any big
: software places such as EA supporting ST's?

First of all, the ST is old. The world is basically a PC-run
place with a few Macs thrown in. The Amiga is used a lot in desktop video
markets and the ST has a niche in MIDI markets. Because the ST is now out
of the mainstream, it isn't supported by many companies anymore. If you
don't mind older software, there are plenty of programs by most big
companies out there.

Resolution, colors, etc is difficult to answer becayse the ST is
not one machine, but a line. Same with the Amiga. I'll try to answer as
best I can, but I might be dead wrong because I haven't used that many
machines.

Resolution Colors Processor

Atari 520ST up to 640 * 400 512 68000
(512K RAM)

Atari 1040ST
(1 meg of ram) Same as 520ST * *

Atari Mega ST Same Same Double speed
comes in 2,3,4 meg models 68000

Atari TT Not sure, but much higher 68030
(1000? *800? isn't it?)

Atari Falcon Not sure offhand 256,000 68030

: I have an Amiga, are they better? (that ought to start something...)

Each machine has it's strengths and weaknesses. System loyalty
aside, in the late eighties, I would gladly have purchaced an ST or Amiga
over a PC anyday. Both were fine machines. However,

- The Amiga was more popular and received more software support.

- The Amiga always had a slight edge in graphics and sound, though
the ST wasn't shabby by any standards.

- The Amiga could do Multitasking

- The ST has a built in MIDI port and was better for musicians

- The ST's high res text screen was awesome for doing word
processing on.

- I found the ST a little easier to use, though that's my opinion

I'd give the Amiga the edge overall, but I also won't say that
the ST was a bad machine or "ten times worse than the Amiga" (typical
Amiga fanatic) because it isn't.

>> Mark <<

1609. Re: Sinclair and the Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-04 00:00:00 UTC
From: sg928ah5@dunx1.ocs.drexel.edu
Message-ID: <3qt4pg$6uk@noc2.drexel.edu>
Source record: 12460

sinclap2954@cobra.uni.edu wrote:
: In article <95152.183615STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
: > Pete,
: > Awhile back you claimed that the only thing that an Amiga was good
: > for was formatting a disk and playing a 2600-style game (which must
: > mean that it is _fun_ :-).) Now you are heralding the Amiga and
: > planning on getting one. Why the change? You were pretty adamant
: > about putting down the Amiga before. Perhaps if you acutally used
: > an Atari product you might like it. Admit it- the Lynx is great
: > and 80+ games available at $15-19 each is nifty. The 7800 only
: > had a library of a gazillion or so games (counting 2600 games).
: > So what is wrong with these products?

: You did not read correctly..There is no question that the Amiga has fallen
: behind. The games are dated as well as the hardware. If C= was able to
: maintain consistent development in hardware/apps, the Amiga would of been the
: ultimate Multimedia machine. I had an offer to buy a Toaster 2000 system for
: very little money. But I had second thoughts because the system was out of
: warranty (how would it be repaired) and that LightWave will be ported to the
: PowerMac.. I happen to read the specs and the awesome prices on the upcomming
: 7200 line. Ligtwave would fly at the speed of light on a 75-90 mhz PPC601
: machine than the slow obsolete Amiga 2000/030 at the same price level.
: Escom is going to release the current models such as the A1200 and A4000 which
: at slightly less prices but still not competitive than Pentium and the
: Powermac..

Escom is re-releasing the Tower A4000 with M68060's, LightWave will run
faster than any Pentium based machine, and Yes even the new 160 Mhz
Pentium machines. Thought not faster than the Raptor (based on Alpha RISCS)...

:
: Peter Sinclair-Day
: University of Northern Iowa Performa 550 10/160/CD
: Residence on the Hill Complex August:PowerMac 7200/7500
: 3800 Jennings Drive $50 Jaguar
: Cedar Falls, IA. 50613
: (319)273-38XX

Uhm $50 Jaguar!?!??!? ME WANTS!!!!! WHERE????? HUBBA-HUBBA!!!!!

1610. Re: Looking for faulty myths of computer history...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-04 00:00:00 UTC
From: sg928ah5@dunx1.ocs.drexel.edu
Message-ID: <3qt4sl$6uk@noc2.drexel.edu>
Source record: 12461

Keith Marshall (keithm@wumpus.cc.uow.edu.au) wrote:

: I'm doing an article about computer myths and I'd like people
: to submit anything they know of other people who believe in
: faulty myths to do with computers... like that Bill Gates
: personally invented the PC or that a PC is better than a
: Cray, or that that Windows was the *first* GUI.

: The more detail you can give me, the better; if you can give
: credit to a particular authority for the mis-information, a
: newspaper for example, even better.

How 'bout that Commodore marketed the Amiga...

1611. Re: Looking for faulty myths of computer history...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-04 00:00:00 UTC
From: trauth@george.rutgers.edu
Message-ID: <3qtai2$5tb@george.rutgers.edu>
Source record: 12462

sg928ah5@dunx1.ocs.drexel.edu (James Ianni) writes:

:Keith Marshall (keithm@wumpus.cc.uow.edu.au) wrote:

:: I'm doing an article about computer myths and I'd like people
:: to submit anything they know of other people who believe in
:: faulty myths to do with computers... like that Bill Gates
:: personally invented the PC or that a PC is better than a
:: Cray, or that that Windows was the *first* GUI.

:: The more detail you can give me, the better; if you can give
:: credit to a particular authority for the mis-information, a
:: newspaper for example, even better.

:How 'bout that Commodore marketed the Amiga...

How about:

1) Macs are so easy that anyone can use them.
2) Computers don't make mistakes.
3) You can accurately judge how fast a computer will perform any
given task by its clock speed alone.
4) Bill Gates is a god.

* Tom

1612. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-04 00:00:00 UTC
From: schmerl@ist.flinders.edu.au
Message-ID: <3qtf64$v3q@otho.cc.flinders.edu.au>
Source record: 12463

Who cares that $250 million of sales of apples were made in Australia?

About 80% of them were to unis and other such institutions....bugger all home computer enthusiasts buy Macs...only cluless ones who need a baby of an OS to help them along...:)

BTW: why get a $299 Goldstar 3DO, when the Playstation will cost that cheap upon release anyway??? No-one has seen these cheap 3do's since they were announced last year...even in the 3do newsgroups, no-one has seen the below $350...

Skip

1613. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-05 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3qto4d$6pg@darkstar.UCSC.EDU>
Source record: 12464

In <1995Jun1.185103.44041@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>> Last year you said that you were getting a powermac upgrade for your
>> currently owned Mac.
>>
>> LiesLiesLies.

>Nope..Until I read the specs and price on the 7000 line. Cost/analysis factor
>in deciding to upgrade to a 7200 for $1400 or so(price includes a 4x speed).

So much for Apple's big advantage that upgrading would be easier and cheaper.
I knew it all along.

~Chris

--

1614. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-05 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3qtodu$6r7@darkstar.UCSC.EDU>
Source record: 12465

In <1995Jun1.232022.44054@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>My mom received a 4.0 from De Anza College in Cupertino. Allowed her to receive
>complete funding at UCSC. Her 4.0 at UCSC landed her with full funding at
>Yale. She turned down Standford.. Oh well, I miss Santa Cruz and living on
>the coast. I wonder if my tree fort exists in the RedWoods below College 5.

Wow. Counter my post with your mother's abilities. Guess you have
nothing to show for yourself. Of course, I'm sorry for your mother to have her
genes wasted on a malformed sloth as yourself.

~Chris

--

1615. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-05 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3qtoj3$70i@darkstar.UCSC.EDU>
Source record: 12466

In <1995Jun1.231259.44053@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>I am specialising in becomming a K-12 library media specialist. I will
>instruct students on how to properly access and were to find sources of
>information inorder to seek knowledge. Also I will become in charge of the
>show and will have staff to shelve material.

This should say:
"I get to molest youngsters in the back closet, warp the minds of America's
future leaders and boss around people making minimum wage."

~Chris
--

1616. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-05 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3qtopi$71u@darkstar.UCSC.EDU>
Source record: 12467

In <1995Jun3.115507.44125@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>In article <3qo1ki$nnl@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>> bashes the Jaguar and Falcon all the time, yet he has never seen or tried
>> either.

>Pot kettle black....

Oh? And what has Mark bashed without trying first? Maybe you just don't understand the meaning of the word "hypocrite" -- That must be it. You just cling to empty phrases that other people have hurled at you and hope that it applies. Why not spend mroe time in your precious library and seek some knowledge of the language you speak?

~Chris

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1617. Re: Lonely Lily

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-05 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3qtou2$72u@darkstar.UCSC.EDU>
Source record: 12468

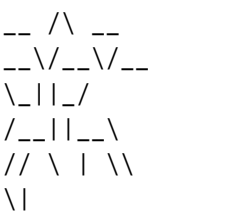
In <3qm2km$snf@ccshst05.cs.uoguelph.ca> mrathwel@uoguelph.ca (Mark Rathwell) writes:

>: My friend Lily lives in Hong Kong, like me. She loves
>: to receive phone calls from foreign men. She does
>: not have computer, so I am sending this message for her.

> Is it just me, or does this sound like a cruel "for a good time
>call XXXXX" hoax?

I wonder how many calls she's gotten from Petey yet...

~Chris

--


1618. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-05 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3qtom2$714@darkstar.UCSC.EDU>
Source record: 12469

In <1995Jun2.191729.44100@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>Information and Studies. At least I will have a job when I graduate with good
>pay.

Yeah, unlike us Computer Science Majors... We'll have to beg on the street.
Feh.

~Chris

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1619. Re: Looking for faulty myths of computer history...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-05 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3qurd0$e6r@nyheter.chalmers.se>
Source record: 12470

In article <3qtai2$5tb@george.rutgers.edu>,
Thomas Trauth <trauth@george.rutgers.edu> wrote:
>
>How about:
>
>1) Macs are so easy that anyone can use them.
>2) Computers don't make mistakes.
>3) You can accurately judge how fast a computer will perform any
> given task by its clock speed alone.
>4) Bill Gates is a god.
>
How about:

PC computers are so simple to upgrade that anyone can do it. It's just to plug another board in.

Regards, Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

1620. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-05 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3quron$e7o@nyheter.chalmers.se>
Source record: 12471

In article <3qtom2$714@darkstar.UCSC.EDU>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>
>In <1995Jun2.191729.44100@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>Information and Studies. At least I will have a job when I graduate with good
>>pay.
>
>Yeah, unlike us Computer Science Majors... We'll have to beg on the street.
>Feh.
>
Yes, there are no jobs at all for us, and we won't get good pay at all if we
find one ;-). Maybe I should have quit school at the age of sixteen and started
working in a library... Library jobs are so easy to find...

Regards, Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

1621. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-05 00:00:00 UTC
From: b2004@vsprsun_14
Message-ID: <1995Jun5.161123.1300@queens-belfast.ac.uk>
Source record: 12472

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : I have seen enough to know that the PlayStation titles make the Jagflop ones
: : look like 2600 style games with the exception of AVP. Come on, you have to
: : admitt that the Sony console titles shine..

: Peter, you can't just a game by still pictures alone. Tempest
: 2000, Iron Soldier and Hoverstrike don't look like much until you see
: them move. Then you know you aren't looking at an SNES game. As for
: Playstation making the Jag games look 2600 style, net exageration is a
: problem. The PSX games do look very good, but not *THAT* good.

I just saw a PSX in our local Virgin Megastore, even though it was only
b&w since the TV couldn't handle NTSC signals, the games (Ridge Racer and
Toshinden) were just plain _awesome_. Right next to the PSX was a Jaguar
running probably its best game, Doom. You had to notice how far ahead the
PSX was. I was looking at Doom as I have been playing on the PC over a year
ago, but the PSX stuff was out of this world. I've never seen anything look
that good.......

: : Correction: The PlayStation is much better by a wide margin. The Jagflop
: : titles do not measure up and thats a fact pal..

: You've never tried games for either machine. The PSX really isn't
: better in most areas. It's got some hardware to give it better abilities
: to do stuff like polygons and texture mapping. It does not have more
: colors, superior resolution, faster speed, more memory etc. And by the
: way ... I'm not your pal. I choose my friends via many criteria ... of
: which you have none.

uh? 'The PSX isn't better in most areas'?????? It blows the Jaguar out of
the water on all fronts. I think the Jaguar can boast a potentially higher
resolution (which hasn't yet been used in any games which tend to be 320x200
anyway) but thats all. gfx, sound, tmapping, polygons - the PSX is already
way ahead of the Jaguar.

: : Specs, specs, specs, so what!!! It's the quality and the shine of the titles
: : that matter..

: Very true. You're also comparing a cartridge-based machine vs. a
: CD-ROM based machine. The storage medium lends itself to holding some
: effects which require lots of memory. The only machine you can really
: compare the Jag cartridges to is the 32X. It's a "32-bit" machine as well
: and the Jaguar clearly shows it's superiority.

ahem, Jaguar advocates are always complaining that the carts for the jag are
a better idea... Why should we limit comparisons to a cart-based machine?
If carts are so good, why is Atari going to bring out a CD player??

The one thing you can say about the Jaguar is it offers good value for money specs wise. Unfortunately, its just a tad pricier than the Super Nintendo which has a better variety of software, and although its cheaper than Saturn or PSX it will have nothing to compare to their software and specs either. Whatever way you look at it, it falls between two stools.

Even when the Jaguar was _the_ most advanced console, Atari didn't exactly sell a million. Remember this was the machine that was going to save Atari by putting them back at the forefront of gaming technology. All thats happened since is that Atari have given up on making computers......

gavan

PS Web page for latest AMIGA news......

http://www.prairienet.org/community/clubs/cucug/escompc.html

See news of the new A4000T and 68060 Amigas.......
--
email: G.Moran@ee.qub.ac.uk | 'There can be only one!'
or gmoran@nyx.cs.du.edu | - The Highlander

1622. Re: Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-05 00:00:00 UTC
From: Rod McCall <rmccall>
Message-ID: <3quulk$q5s@dux.dundee.ac.uk>
Source record: 12473

bklebba@omnifest.uwm.edu (Bryan Klebba) wrote:
>Well, please excuse me for asking such dumb questions, but I pretty much have
>to admit ignorance and far as Atari computers. I have a 2600 and a Lynx,
>and I've heard enough Jag stuff, but I was wondering about the ST models.
>Are they still making ST's? I've never seen a new one for sale here in
>ities do they have as far as colors,
>resolution, and sound? What kind of processor do they use? Are there any big
>software places such as EA supporting ST's?
>I have an Amiga, are they better? (that ought to start something...)
>I'm just curious and I would appreciate any input anyone might have. ThanX.

Most of the big software developers such as EA and Microprose have all but
left the Atari scene. However there are loads of independents who really
are beginning to produce some pretty good applications and games. The
DTP and Worldprocessors, Calamus and Papyrus are both excellently priced,
are easy to use and have a superb range of functions. As for games the
ST is now suffering somewhat, the STE is really the bottom machine that
I personally would recommend.

On a performance basis the ST is as good as any Amiga 500/600/1000 it
has a pallette of the same size, excellent sound and the O/S has (I believe)
quite a few improvements over earlier versions.

Now for the comparision, the Amiga 1200 is in my opinion better than the
ST/STE, it is faster, has a better OS and more software. However if you
go for Atari's big bird (Falcon 030) then the competition is a bit tougher.
The Amiga certainly has more software, but for realtime graphics out of
the box the Falcon with its DSP really kicks ass! The F030 with Apex media
really is awesome!

Rod

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)

1623. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun5.133651.44233@cobra.uni.edu>
Source record: 12474

In article <3qo1ki$nnl@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : instruct students on how to properly access and were to find sources of
> : information inorder to seek knowledge.
>
> God help the children of tomorrow. Biased, close-minded, circular
> Peter instructing children on how to seek knowledge. This is a guy who
> bashes the Jaguar and Falcon all the time, yet he has never seen or tried
> either.

Nope..The mission of a school library media specialist is to provide learning experiences that encourage users to be descriminating consumers and skilled creators of information..

>
> >> Mark <<
>

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1624. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun5.133910.44234@cobra.uni.edu>
Source record: 12475

In article <3qqih6$8s7@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> sinclap2954@cobra.uni.edu writes:
>
>
> :You are totaly clueless. Why not spend a day in your school library and
> :observe the staff on duty. By the way your school has a Masters Library
> :Information and Studies. At least I will have a job when I graduate with good
> :pay.
>
> I have. They check out the books brought to the desk, put returned
> books back on the shelves, make sure that all the books in the library
> are in the right place, and help people find the books they are
> looking for. I assume they also update the card catalog database
> when the library acquires a new book (or loses an old one).
>
> Not all of this is easy, but it certainly doesn't require a Masters
> degree.
>

Like you need a Masters in computer science. I suggest you look at the course
curriculm..

>
> * Tom
>

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1625. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun5.134038.44235@cobra.uni.edu>
Source record: 12476

In article <D9Mzty.ADx@cix.compulink.co.uk>, nharlow@cix.compulink.co.uk ("Nicholas Harlow") writes:
> Interesting, what it boils down to is how to research information
> sources... I could sworn I learnt how to do that when I started going to
> Libraries. I checked through our local Uni course offering and yes they
> offer it as well. At first it sounded like make up degree like the ones
> you get in Science Fiction Appreciation or Flower arranging. Before
> anybody has ago about SF, I love the stuff. Wonders never cease.

There is alot more than you think...

>
> Nick
> **
> 16/32 Systems TEL 01634 710788 *FOR SALE*
> 173 High Street FAX 01634 295895 INTERNET
> Strood 30 Million
> Kent ME2 4TW Careful Users
> **

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1626. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun5.134406.44236@cobra.uni.edu>
Source record: 12477

In article <3qto4d$6pg@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <1995Jun1.185103.44041@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>> Last year you said that you were getting a powermac upgrade for your
>>> currently owned Mac.
>>>
>>> LiesLiesLies.
>
>>Nope..Until I read the specs and price on the 7000 line. Cost/analysis factor
>>in deciding to upgrade to a 7200 for $1400 or so(price includes a 4x speed).
>
> So much for Apple's big advantage that upgrading would be easier and cheaper.
> I knew it all along.

I could inexpensively upgrade with a DayStar solution. Still open...

>
> ~Chris
>
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1627. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun5.134613.44237@cobra.uni.edu>
Source record: 12478

In article <3qtoj3$70i@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <1995Jun1.231259.44053@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>
>>I am specialising in becomming a K-12 library media specialist. I will
>>instruct students on how to properly access and were to find sources of
>>information inorder to seek knowledge. Also I will become in charge of the
>>show and will have staff to shelve material.
>
> This should say:
> "I get to molest youngsters in the back closet, warp the minds of America's
> future leaders and boss around people making minimum wage."

No, just your kids..-> Santa Cruz is looking good..WestLake is in my plans..

>
> ~Chris
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1628. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun5.134840.44238@cobra.uni.edu>
Source record: 12479

In article <3qtom2$714@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <1995Jun2.191729.44100@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>Information and Studies. At least I will have a job when I graduate with good
>>pay.
>
> Yeah, unlike us Computer Science Majors... We'll have to beg on the street.
> Feh.

I wasn't aware that Computer Science major is employable with out an MA?
Computer Science majors are in the same league with Public Relations and
Broadcasting majors..Plenty of shallow jobs..

>
> ~Chris
>
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1629. Re: Lonely Lily

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun5.135018.44239@cobra.uni.edu>
Source record: 12480

In article <3qtou2$72u@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <3qm2km$snf@ccshst05.cs.uoguelph.ca> mrathwel@uoguelph.ca (Mark Rathwell) writes:
>
>>: My friend Lily lives in Hong Kong, like me. She loves
>>: to receive phone calls from foreign men. She does
>>: not have computer, so I am sending this message for her.
>
>> Is it just me, or does this sound like a cruel "for a good time
>>call XXXXX" hoax?
>
> I wonder how many calls she's gotten from Petey yet...

Isn't lily your left hand?

>
> ~Chris
>
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1630. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-05 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3qvmdp$kmt@ccshst05.cs.uoguelph.ca>
Source record: 12481

: I just saw a PSX in our local Virgin Megastore, even though it was only
: b&w since the TV couldn't handle NTSC signals, the games (Ridge Racer and
: Toshinden) were just plain _awesome_. Right next to the PSX was a Jaguar
: running probably its best game, Doom. You had to notice how far ahead the
: PSX was. I was looking at Doom as I have been playing on the PC over a year
: ago, but the PSX stuff was out of this world. I've never seen anything look
: that good.......

I've always said the Playstation is a hot machine. My problem is
that the Jaguar gets bashed by Peter even though he's never seen it. BTW
... Doom isn't even close to the best!

: uh? 'The PSX isn't better in most areas'?????? It blows the Jaguar out of
: the water on all fronts. I think the Jaguar can boast a potentially higher
: resolution (which hasn't yet been used in any games which tend to be 320x200
: anyway) but thats all. gfx, sound, tmapping, polygons - the PSX is already
: way ahead of the Jaguar.

Where? A lot of the PSX "frills" come from the CD storage space.
The resolution on the Jag is higher. The number of colours is the same.
The sound is the same. The PSX is a bit better on frills like t-mapping
and polygons. It is not better on all fronts.

: ahem, Jaguar advocates are always complaining that the carts for the jag are
: a better idea... Why should we limit comparisons to a cart-based machine?
: If carts are so good, why is Atari going to bring out a CD player??

I have never advocated the cartridge idea. I think it's good that
people can buy half now and half later, but the cart medium is a real limit.

>> Mark <<

1631. te koop atari 600xl

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-05 00:00:00 UTC
From: vandeven@iaehv.nl
Message-ID: <ABF910B5966816E06D@vandeve.iaehv.nl>
Source record: 12482
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

```
te koop,
atari 600 xl met 128 kb ram, datarecorder, logo-programmamudule en de
nodige bekabeling. werkt perfect.
mag weg tegen elk aannemelijk bod.

jan van de ven
eindhoven / the netherlands
e-mail: vandeven@iaehv.nl
www: http://www.iaehv.nl/users/vandeven/
```

1632. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-05 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FFFFEIBRUP@cabal.shnet.org>
Source record: 12483

In <1995Jun3.115507.44125@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>In article <3qo1ki$nnl@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>> : instruct students on how to properly access and were to find sources of
>> : information inorder to seek knowledge.
>>
>> God help the children of tomorrow. Biased, close-minded, circular
>> Peter instructing children on how to seek knowledge. This is a guy who
>> bashes the Jaguar and Falcon all the time, yet he has never seen or tried
>> either.
>
>Pot kettle black....

Yes, I expected that kind of statement. Petey-boy, as you have proven in
numerous articles that there isn't even a decent spell-checker for the
Mac, that you are constantly talking about machines you can't even afford
and still just sit around with your Mac plus, it is obviously _you_ who
needs the reassurance that he's got The Best Computer (tm). In fact, Macs
aren't qualifying to bear this label, IMHO, as they have so many flaws in
their OS and hardware. If I were to buy a new computer, it surely wouldn't
be a Mac, even if the machine had a PPC, I'd prefer an IBM or Motorola
CHRP machine over an Apple one, just because I can't stand the attitude of
Apple owners like _you_.

In fact, my TT fully satisfies my needs, and will do so for some more
years.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

1633. Digital Arts (DA's) address & telephone required

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-06 00:00:00 UTC
From: dries@cs.kuleuven.ac.be
Message-ID: <3r1ece$b29@chaos.kulnet.kuleuven.ac.be>
Source record: 12387

Could anyone give me the telephone number, fax number, post address
or e-mail address from the Digital Arts headquarters (i.e. the guys
from DA's vector and DA's Layout) in Germany?

Thanks in advance,
Jan Dries
dries@cs.kuleuven.ac.be

1634. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-06 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3r0781$rcb@ccshst05.cs.uoguelph.ca>
Source record: 12388

: Nope..The mission of a school library media specialist is to provide learning
: experiences that encourage users to be descriminating consumers and skilled
: creators of information..

At my high school, the librarian and media specialist also showed
us how to write papers in the correct format. Given your spelling and
grammatical deficiencies, you'll have a bit of a problem in this area.

>> Mark <<

1635. Re: Atari Sparrow '030

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-06 00:00:00 UTC
From: akeady@nmrc.ucc.ie
Message-ID: <3r1mjv$nvc@bastion.nmrc.ucc.ie>
Source record: 12389
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.advocacy

Rod McCall (rmccall) wrote:
: >"Sparrow" was the name of the project that resulted in the Falcon. So a
: Sparrow
: >is a very rare bird indeed! It's propably one of the original
: >developer-machines.
: >

: Atari Benelux had a sale about 6 months ago where I was able to purchase
: a number of development machines including the replacement TT called the
: Atari BlueTTit (BT) 040. Then of course the Atari Budgie 020
: and the Music Workstation "Humming Bird 010". Not forgetting the 060 based
: Atari Shag 060.

: During the mid eighties they also had the replacement XE games console called
: the "Atari Turkey 65"

At least nobody's mentioned the Dodo 030 !

Aidan.

1636. Re: The Jagflop Bombed - 150,000 Sold!

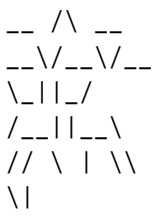
Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-06 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3r13dp$3au@darkstar.UCSC.EDU>
Source record: 12484

In <1995Jun5.133910.44234@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>Like you need a Masters in computer science. I suggest you look at the course
>curriculm..

Actually, you do. Here at UCSC, for example, there is only one undergraduate level class in graphics. All the others are graduate-level. Since I'm taking that one class right now, if I want to continue my studies in graphics, I'll have to wait until grad school or weasel my way into the grad level classes. Of course, I'm seeing my advisor on wednesday to pursue that second option.

~Chris

--


1637. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-06 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3r13j2$3bd@darkstar.UCSC.EDU>
Source record: 12485

In <1995Jun5.134840.44238@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>I wasn't aware that Computer Science major is employable with out an MA?
>Computer Science majors are in the same league with Public Relations and
>Broadcasting majors..Plenty of shallow jobs..

Hell, you can get a job with a good company on just a high-school diploma.
COmputer science is a field where, in the smaller companies, you can actually
get employment based on merit and not degrees. I'm in college and will
continue on to grad school because (and here's a shock) I actually am enjoying
my expereicne and want to learn as much as I can.

Another fine post to
comp.sys.atari.advicacy.education.sinclap.idiot.idiot.idiot.

~Chris

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1638. My Left Hand

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-06 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3r13tu$3cd@darkstar.UCSC.EDU>
Source record: 12486

In <1995Jun5.135018.44239@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>Isn't lily your left hand?

I'm amazed. petey's found a new obsession. My left hand: that sinister appendage, committer of gauche acts. (points to those who can spot the puns)

He dwells on it, talks of it time and again -- perhaps even in his sleep. I think he loves my hand and wants it for himself.

I hate to disappoint him, as my left hand is far too busy to please him in any way. It controlls the left half of my keyboard while typing, the lower notes while playing musical keyboards, and the Jaguar joypad during those rare times when I can find time to play games. It writes when I use a pencil, and it fights when I hold a sword.

No petey, this hand is my hand, this hand ain't your hand.

~Chris

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1639. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-07 00:00:00 UTC
From: naina@technet.sg
Message-ID: <3r3jcb$bos@raffles.technet.sg>
Source record: 12390

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : instruct students on how to properly access and were to find sources of
: : information inorder to seek knowledge.

: God help the children of tomorrow. Biased, close-minded, circular
: Peter instructing children on how to seek knowledge. This is a guy who
: bashes the Jaguar and Falcon all the time, yet he has never seen or tried
: either.

: >> Mark <<

SinSpaz the Librarian! Bwahahahahahahahahahahahahahahahahahahahahaha!
<sniff> I needed that.

1640. Atari Computer System For Sale

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-07 00:00:00 UTC
From: zoerp@slip.net
Message-ID: <zoerp-0706950948580001@sfsp85.slip.net>
Source record: 12391
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Complete Atari Computer System possibly for sale depending on offers.
Please make best offer on entire system or individual component(s). Even
if not interested in buying, please email me with suggestion for fair
market value. Thanks.

Atari Mega ST2 with 4 MB RAM (2 out of the box & 2 added)

Spectre GCR cartridge with authentic Mac ROM chips (emulate Mac Plus/read
& write Mac disks)

48 MB Seagate external Hard Drive (in ICD FAST casing)

Atari SM124 High-Resolution Monochrome Monitor

VideoKey (converts RGB to composite color)

GTS-100 3-1/2" Floppy Disk Drive

Panasonic KX-P1080i dot-matrix printer

Applications: MS Write, 1st Word Plus, Degas Elite

13 games

--
Randy Parker
zoerp@slip.net
"Vay con huevos..."

1641. Atari Sparrow '030

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-07 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AAD42D.07820006A2.uuout@tippy.com>
Source record: 12392

RM> Atari Benelux had a sale about 6 months ago where I was able
RM> to purchase a number of development machines including the
RM> replacement TT called the Atari BlueTTit (BT) 040. Then of
RM> course the Atari Budgie 020 and the Music Workstation "Humming
RM> Bird 010". Not forgetting the 060 based Atari Shag 060.

Never heard of the Atari BlueTTit 040. What the specs and hardware
that come with it?

... If you saw a heat wave, would you wave back?
___ Mountain Reader II - #00000095

1642. Re: Atari Sparrow '030

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-08 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3r6tmc$fv8@whitbeck.ncl.ac.uk>
Source record: 12393

In article <8AAD42D.07820006A2.uuout@tippy.com>, edward.baiz@tippy.com (EDWARD BAIZ) writes:
|> RM> Atari Benelux had a sale about 6 months ago where I was able
|> RM> to purchase a number of development machines including the
|> RM> replacement TT called the Atari BlueTTit (BT) 040. Then of
|> RM> course the Atari Budgie 020 and the Music Workstation "Humming
|> RM> Bird 010". Not forgetting the 060 based Atari Shag 060.
|>
|> Never heard of the Atari BlueTTit 040. What the specs and hardware
|> that come with it?

Oh yeah, that was the once that premptively multitasked Unix, MacOS and Windows all under MultiTOS. The dogs bolloks that machine was, criminal that it was clamped down on by the Trading Standards Authority for not actually being all it was cracked up to be ;)

Craig.

-- _
| \ | | / | Watch this space - something wonderful
|_/ A T A \/| N C E R T A I N / is happening on 'Distant Earth' ?
------------------------------- o ---------------------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

1643. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-08 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3r6ttk$i0q@darkstar.UCSC.EDU>
Source record: 12394

In <3r3jcb$bos@raffles.technet.sg> naina@technet.sg (Naina Jahangir) writes:

>SinSpaz the Librarian! Bwahahahahahahahahahahahahahahahahahahahahaha!
><sniff> I needed that.

(in his best Arnie voice)

"Your book is two days overdue. Now you must touch my jagflop and send
me into heights of extasy. Macintosh! Macintosh!"

~Chris

(who just spent 10 hours in the SGI lab programming... sigh)
--

1644. Bisiness Logistic

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-08 00:00:00 UTC
From: u3419698@netserv.chula.ac.th
Message-ID: <3r7mc9$o11@enterprise.netserv.chula.ac.th>
Source record: 12395

[No readable article body recovered]

1645. Re: Atari Sparrow '030

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-08 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.802619384@gen-off-2>
Source record: 12396

"Craig. Graham" <Craig.Graham@ncl.ac.uk> writes:

>|> Never heard of the Atari BlueTTit 040. What the specs and hardware
>|> that come with it?

>Oh yeah, that was the once that premptively multitasked Unix, MacOS and

It also had the rather excellent Companding Hi-Resolution Polyphonic sound
system, known as CHiRP. Colour output came from the Programmable
Luminance and Graphics Executive subsystem, known as PLumAGE.
Input is via the Bidirectional Exciter and Keyboard (BEaK).

--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1646. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-08 00:00:00 UTC
From: trauth@george.rutgers.edu
Message-ID: <3r6r6d$h2v@george.rutgers.edu>
Source record: 12397

sinclap2954@cobra.uni.edu writes:

:> I have. They check out the books brought to the desk, put returned
:> books back on the shelves, make sure that all the books in the library
:> are in the right place, and help people find the books they are
:> looking for. I assume they also update the card catalog database
:> when the library acquires a new book (or loses an old one).
:>
:> Not all of this is easy, but it certainly doesn't require a Masters
:> degree.
:>

:Like you need a Masters in computer science. I suggest you look at the course
:curriculm..

I think being a computer scientist is a bit harder than being a librarian,
Petey.

With all the fancy names and descriptions you give to position of librarian,
you are starting to remind me of Ed Norton of the Honeymooners ("I'm a
sanitation engineer!").

Note: To all librarians out there, I am not saying that librarians are
on the same level as sewer workers, so no flames please.

* Tom

1647. Re: Atari Sparrow '030

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-08 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3r718q$8hf@dux.dundee.ac.uk>
Source record: 12398

David Stevenson (djs@jet.uk) wrote:
: "Craig. Graham" <Craig.Graham@ncl.ac.uk> writes:

: >|> Never heard of the Atari BlueTTit 040. What the specs and hardware
: >|> that come with it?

: >Oh yeah, that was the once that premptively multitasked Unix, MacOS and

: It also had the rather excellent Companding Hi-Resolution Polyphonic sound
: system, known as CHiRP. Colour output came from the Programmable
: Luminance and Graphics Executive subsystem, known as PLumAGE.
: Input is via the Bidirectional Exciter and Keyboard (BEaK).

If you remember rightly there was also the ARSE project, it was
basically an advanced sound system ARSE standing for

ADVENCED REAL SOUND ELECTRONICS

it was the forerunner to the DSP, it was basically three chips one
dedicated to input, another to output and another for processing
advanced wave form logic :-)

Rod

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)

1648. Re: Atari Sparrow '030

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-08 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3r76ob$j6g@whitbeck.ncl.ac.uk>
Source record: 12399

In article <djs.802619384@gen-off-2>, djs@jet.uk (David Stevenson) writes:
|> It also had the rather excellent Companding Hi-Resolution Polyphonic sound
|> system, known as CHiRP. Colour output came from the Programmable
|> Luminance and Graphics Executive subsystem, known as PLumAGE.
|> Input is via the Bidirectional Exciter and Keyboard (BEaK).

Don't forget the 'Tramiel Universal Remote Keyboard EntrY' device that came
as standard (turkey).

Enough already.....

Craig.

__ _
| \ | | / | Watch this space - something wonderful
|_/ A T A \/| N C E R T A I N / is happening on 'Distant Earth' ?
-------------------------------- o ---------------------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

1649. Re: Atari Sparrow '030

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-08 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3r78mh$jpo@dux.dundee.ac.uk>
Source record: 12400

Craig. Graham (Craig.Graham@ncl.ac.uk) wrote:
: In article <djs.802619384@gen-off-2>, djs@jet.uk (David Stevenson) writes:
: |> It also had the rather excellent Companding Hi-Resolution Polyphonic sound
: |> system, known as CHiRP. Colour output came from the Programmable
: |> Luminance and Graphics Executive subsystem, known as PLumAGE.
: |> Input is via the Bidirectional Exciter and Keyboard (BEaK).

: Don't forget the 'Tramiel Universal Remote Keyboard EntrY' device that came
: as standard (turkey).

Oh my god what have I started :-)

Dont forget the "The Universal Raytracing Dimension System" or TURD for
short.

Rod

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)

1650. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-08 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3r5n7k$s9j$1@mhadf.production.compuserve.com>
Source record: 12401

> although its cheaper than Saturn or PSX

Unfortunately that's only true of the base console... by the time you add the Jaguar CD drive, the prices start levelling out pretty quickly.

Also, Jaguar games have been hitting the stores at around $70.. the Saturn games are consistently lower priced, with $60 the top end, and several coming in at lower levels.

Depending on how many games you purchase for a Saturn, the price difference can be made up in savings on the cost of games.

BobR

1651. Re: Atari Sparrow '030

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-09 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3r8gqq$4qn@darkstar.UCSC.EDU>
Source record: 12402

(lots of various birds deleted)

Weren't all of these projects dropped by the Business Strategy (BS) department?

~Chris

--

1652. what's up

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-09 00:00:00 UTC
From: matrix@holly.ACNS.ColoState.EDU
Message-ID: <3r8r7k$2dkl@holly.ACNS.ColoState.EDU>
Source record: 12403

Where are all the cool Jaguar games? My roommate has Iron Soldier (slow) Alien Vs. predator (slow and frustrating) Doom (great).. has this thing flopped on its face? It seems quite embarassing when I see some of the new 3do games, or the commercials for the Saturn.

It's a good thing that I don't care much about video games anymore, cuz the Jaguar seems to be an endangered species. Any comments?

1653. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-09 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3r9l9l$b7l@btmpjg.god.bel.alcatel.be>
Source record: 12404

In article <3qqnj5$ml3$2@mhadg.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
|
| This is interesting, as I just cleaned out a bunch of old PC Magazines, and
| one issue was reporting on their test results from a batch of new, "high speed"
| ATs running at 12 and 16 Mhz.
|
| The 16 Mhz machines were definately fast, but tended to be somewhat flaky,
| leading PC Magazine to recommend NOT purchasing one, but sticking to the more
| stable 12 Mhz machines.
|
| A sidebar talked about why the 16 Mhz machines were so marginal, and said that
| the limits on CPU speed had been reached... due to quantum physics, no faster
| clock speeds were possible, so further improvements would have to take other
| directions... multi-processing was the next big step they foresaw.
|
| I love reading stuff like this, and why something is just "not possible"...
|

Ah, that would explain why Atari withdrew from the 32 MHz abyss after the
TT -- stick to 16 boys, or those darm quanta're gonna get you!
--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

1654. Re: Atari Sparrow '030

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-09 00:00:00 UTC
From: adolf@tsc.upc.es
Message-ID: <3r9pd8$hoh@diable.upc.es>
Source record: 12405

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:

: (lots of various birds deleted)

: Weren't all of these projects dropped by the Business Strategy (BS) department?

Not quite... It was the Business Unit for Great Systems (BUGS).
But that's really enough now!

-- Alex

--
#include <std-disclaimer.h>
Alexander Adolf ---------------------------------- alex@venus.nbg.sub.org
Georg-Simon-Ohm Polytech.Univ. Nuernberg/FRG --- Department of Electrical
Engineering -------- Computer Science and Information Technology Division

1655. Re: Sinclair and the Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-09 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.802717746@gmi.edu>
Source record: 12406

sinclap2954@cobra.uni.edu writes:

>The PlayStation blows away that 64 bit fuji, its a fact. The Pippin will have
>its own market to serve.

Yeah, a whole big consumer market of 1: you!

> Peter Sinclair-Day
> University of Northern Iowa Performa 550 10/160/CD
> Residence on the Hill Complex August:PowerMac 7200/7500
> 3800 Jennings Drive $50 Jaguar
> Cedar Falls, IA. 50613
> (319)273-38XX

Thanks for all that personal info, Pete! Now we all know what areas
to avoid when we're off travelling on vacation!

/Kevin August:
Sinflop will still be on the Atari
groups posting his crap

1656. Re: what's up

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-10 00:00:00 UTC
From: Rod McCall <rmccall>
Message-ID: <3rc7kr$4rm@dux.dundee.ac.uk>
Source record: 12407

It does seem that the jaguar has been slow to take off. However I'd
stick with it if I were him there are quite a few new games due out
over the next few months.

rod

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)

1657. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun10.182408.44498@cobra.uni.edu>
Source record: 12408

In article <3qqn0e$ml3$1@mhadg.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
>> the only motivation behind it is "hey, if they want to get a bigger
>> monitor, they'll have to buy a whole new comuter! Look how much we can
>> gouge from them!"

You make it sound like that the all in one mac is the only model in line up.
15' is pretty standard, plus you can hook up another monitor to the Mac. Do
you use a monitor that is larger than 15'? Considering that the Performa
5200/8megs/800 meg hd, 4x cdrom costs $1749 US, you call that price gauging? A
14 meg Falcon with 80 meg hd costs $1899 list.

>
> Atari motivation: "hey, if they want more memory, they'll have to buy a
> whole new computer! Look how much we can gouge from them!"
>
> I guess nothing is new...
>
> BobR

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1658. Re: Atari Sparrow '030

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun10.182856.44499@cobra.uni.edu>
Source record: 12409

In article <3r8gqq$4qn@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>
> (lots of various birds deleted)
>
> Weren't all of these projects dropped by the Business Strategy (BS) department?

Atari had a Business Strategy Department? Who headed it? Jack's granddaughter?

ROTFALMAO!!!!

>
> ~Chris
>
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1659. Re: what's up

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun10.183032.44500@cobra.uni.edu>
Source record: 12410

In article <3r8r7k$2dkl@holly.ACNS.ColoState.EDU>, matrix@holly.ACNS.ColoState.EDU (Jonathan Armstrong) writes:
> Where are all the cool Jaguar games? My roommate has Iron
> Soldier (slow) Alien Vs. predator (slow and frustrating)
> Doom (great).. has this thing flopped on its face? It seems
> quite embarassing when I see some of the new 3do games, or
> the commercials for the Saturn.

This is Atari, are you surprised?

>
> It's a good thing that I don't care much about video games
> anymore, cuz the Jaguar seems to be an endangered species.
> Any comments?
>

Atari products have always been endangered species..

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1660. Atari Advocacy has died down. Why?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun10.234114.44510@cobra.uni.edu>
Source record: 12411

Its amazing how c.s.a.a. dies when i do not post for a few days.

Lets get advocacy going and start the flames..

Here is my flame bait..

How does the overprice and also ran Falcon compete with the $999 Performa 636
8/250/cd with keyboard?

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1661. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-11 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3reeku$c7v@darkstar.UCSC.EDU>
Source record: 12412

In <1995Jun10.182408.44498@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>You make it sound like that the all in one mac is the only model in line up.
>15' is pretty standard, plus you can hook up another monitor to the Mac. Do
>you use a monitor that is larger than 15'? Considering that the Performa

Look, if a company steals from some people but is reasonable (I use the term looseley when it comes to Apple) -- I'm sure you'd say, "You make it sound like stealing is all they do" -- Because Apple sells a unit with a built-in monitor, which I feel is a rip-off of the consumer, I have a problem with that.

I have a 15" monitor for now. When the price on 17" monitors comes down, I'll get a 17" for my main computer, put the 15" on my Falcon and put the 14" there as a docking monitor for my laptop. Now tell me: How could I do that if the monitor was built-in?

~Chris

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1662. Re: Atari Advocacy has died down. Why?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-11 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3reesh$cem@darkstar.UCSC.EDU>
Source record: 12413

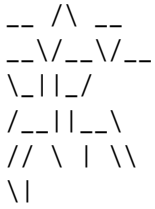
In <1995Jun10.234114.44510@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>Here is my flame bait..

Here's my answer.

>How does the overprice and also ran Falcon compete with the $999 Performa 636
>8/250/cd with keyboard?

Easily.

~Chris
--


1663. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun11.104751.44512@cobra.uni.edu>
Source record: 12414

In article <3reeku$c7v@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <1995Jun10.182408.44498@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>
>>You make it sound like that the all in one mac is the only model in line up.
>>15' is pretty standard, plus you can hook up another monitor to the Mac. Do
>>you use a monitor that is larger than 15'? Considering that the Performa
>
> Look, if a company steals from some people but is reasonable (I use the term
> looseley when it comes to Apple) -- I'm sure you'd say, "You make it sound
> like stealing is all they do" -- Because Apple sells a unit with a built-in
> monitor, which I feel is a rip-off of the consumer, I have a problem with
> that.

If people feel that way, than get another model in the line. You have choices..As for it is a bad idea to come out with an all in one, Apple marketing systems saids otherwise. Compaq and Packard Bell have all in ones now.

>
> I have a 15" monitor for now. When the price on 17" monitors comes down,
> I'll get a 17" for my main computer, put the 15" on my Falcon and put the
> 14" there as a docking monitor for my laptop. Now tell me: How could I
> do that if the monitor was built-in?
>

The people who buy an all in one will most likely not get a 17' one. If you need one you can hook one up as well.

Do atari users get a choice for the keyboard on the ST?

> ~Chris
>
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar

Cedar Falls, IA. 50613
(319)273-38XX

1664. Re: Atari Advocacy has died down. Why?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-11 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3reilg$768@nyheter.chalmers.se>
Source record: 12415

In article <1995Jun10.234114.44510@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:
>
>How does the overprice and also ran Falcon compete with the $999 Performa 636
>8/250/cd with keyboard?
>
Does it really have a keyboard? I thought you said that everything is done
faster with the mouse, so why should it?

Regards, Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

1665. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-11 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950611094248.1841C-100000@PEAK.ORG>
Source record: 12416

On 3 Jun 1995, BobR wrote:

> > Why sell a machine that has a built-in monitor?
>
> I think the idea will appeal to people who don't want to mess with a lot
> of different pieces and wires to connect them all.. someone who is
> concerned with things like upgrading will probably opt for a model with
> a separate monitor anyway.
>
> The Atari 1040ST was very well received after the 520 ST because it
> incorporated the floppy drive into the main case, eliminating another box,
> a connecting cable, and a separate power supply and line cord.
>
> The integrated case/monitor will probably appeal to some buyers in the same
> manner.
>
> BobR

Very well said. There are lots of people who use a computer like a microwave or toaster oven, and have no need or desire to swap innards or monitors - and hell, it's getting to the point where obsolescence mandates everything replaced at once anyway!

The fact that PC makers such as AST and Compaq (others??) have copied the "all-in-one" format indicates that there had to be an antecedent market demand for such products or they wouldn't have been developed. Obviously, they're not for everyone.

James

1666. Re: Hey Sinflop! Guess who's getting a PC!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-11 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950611094800.1841D-100000@PEAK.ORG>
Source record: 12417

On 3 Jun 1995, BobR wrote:

> A sidebar talked about why the 16 Mhz machines were so marginal, and said that
> the limits on CPU speed had been reached... due to quantum physics, no faster
> clock speeds were possible, so further improvements would have to take other
> directions... multi-processing was the next big step they foresaw.
>
> I love reading stuff like this, and why something is just "not possible"...

Seems like I remember seeing 286 boards rated at 20 and even 25Mhz right
before the 386SX became so cheap it forced the 286 out.

1667. Slow w/o flames, heh

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-11 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950611095132.1841E-100000@PEAK.ORG>
Source record: 12418

I have to agree with those who have observed a slowdown in this newsgroup.

Perhaps it's because it's summer, and the days are long and the weather is good and people like BobR and I have other worldly things to do. <grin>

Perhaps it's because school is out and folks (like me, shortly) are heading away for the summer. Someone keep a digest of what happens here over the next 3 mos.!

James

1668. Atari Collectors

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-11 00:00:00 UTC
From: rsc@infinet.com
Message-ID: <rsc-1106951927080001@p75.infinet.com>
Source record: 12419

I have one of the original atari game boxes with joysticks and about 20 games. I will include vintage Indy 500 game. Collectors only please. Asking $150 OBO. Please mail rsc@infinet.com. Thanks...

1669. Re: what's up

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-11 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3rfag9$slh@ccshst05.cs.uoguelph.ca>
Source record: 12420

: This is Atari, are you surprised?

Ahh ... Sinflop! I was wondering what happened to you. The group
has been awfully quiet and peaceful lately. How was the stay in the
Insane Asylum?

>> Mark <<

--
==
Mark Rathwell = "Why do we always come here? I guess we'll never
The University Of Guelph = know ... it's like some kind of torture, to
= have to watch the show!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

1670. Re: Atari Advocacy has died down. Why?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-11 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3rfaiu$slh@ccshst05.cs.uoguelph.ca>
Source record: 12421

: Its amazing how c.s.a.a. dies when i do not post for a few days.

It's been a great few days.

: How does the overprice and also ran Falcon compete with the $999 Performa 636
: 8/250/cd with keyboard?

How would you know? You've never tried a Falcon out.

>> Mark <<

--
==
Mark Rathwell = "Why do we always come here? I guess we'll never
The University Of Guelph = know ... it's like some kind of torture, to
= have to watch the show!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

1671. Re: Atari Advocacy has died down. Why?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-11 00:00:00 UTC
From: t94patsa@ida.liu.se
Message-ID: <DA143r.6rB@ida.liu.se>
Source record: 12422

sinclap2954@cobra.uni.edu writes:

>Its amazing how c.s.a.a. dies when i do not post for a few days.

I guess your life must be pretty exiting.

>Lets get advocacy going and start the flames..

>Here is my flame bait..

>How does the overprice and also ran Falcon compete with the $999 Performa 636
>8/250/cd with keyboard?

Come on, surely you can do better than that?

A Performa 630CD/8/250 would cost you about $2000 in Sweden. I might still
buy one though, to run MagiC on.

>
> Peter Sinclair-Day
> University of Northern Iowa Performa 550 10/160/CD
> Residence on the Hill Complex August:PowerMac 7200/7500
> 3800 Jennings Drive $50 Jaguar
> Cedar Falls, IA. 50613
> (319)273-38XX

What's your opinion on the 5200 then?

/patrik
--

Patrik Sanfridsson Linkoping Institute of Technology, Sweden
t94patsa@und.ida.liu.se URL: http://www-und.ida.liu.se/~t94patsa/

1672. Re: Atari Sparrow '030

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-12 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.802947933@gen-off-2>
Source record: 12423

sinclap2954@cobra.uni.edu writes:

>In article <3r8gqq$4qn@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>> Weren't all of these projects dropped by the Business Strategy (BS) department?

>Atari had a Business Strategy Department? Who headed it? Jack's
>granddaughter?
You really are humourless, aren't you? Check the thread again, then
you might understand the gag.

--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1673. Re: Atari Sparrow '030

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-12 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3rhq3c$1qf@nyheter.chalmers.se>
Source record: 12424

In article <djs.802947933@gen-off-2>, David Stevenson <djs@jet.uk> wrote:
>sinclap2954@cobra.uni.edu writes:
>>Atari had a Business Strategy Department? Who headed it? Jack's
>>granddaughter?
>You really are humourless, aren't you? Check the thread again, then
>you might understand the gag.
>
Do you really think that he would understand something? Naaah...

/Christer, som inte tror att Spectrumpojken dr sdrskilt smart...

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

1674. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-12 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3riatn$6ce@darkstar.UCSC.EDU>
Source record: 12425

In <1995Jun11.104751.44512@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>If people feel that way, than get another model in the line. You have
>choices..As for it is a bad idea to come out with an all in one, Apple
>marketing systems saids otherwise. Compaq and Packard Bell have all in ones
>now.

If I feel that a company has bad business practices and steals from consumers,
I should ignore it and just not buy the model that I feel is an insult to
the user's ability to choose their own monitor? Yah right.

>The people who buy an all in one will most likely not get a 17' one. If you
>need one you can hook one up as well.

And then do what with the old one? Sell it? Use it on another computer? Tell
me!

>Do atari users get a choice for the keyboard on the ST?

1) You can buy kits that allow you to use an external Keyb on an ST.
2) Keyboards are far cheaper than monitors, so the "waste" of having one
non-used Keyboard is less.
3) Users are much less likely to "outgrow" a keyboard than a monitor, unless
tyhey were suckere dinto buying a non-extended Aple board. ;)
4) Before you mention it, I upgraded the keyboard in my Falcon by adding
the TT touch kit ($10 + my own labor) -- so no mushy feel there!

You see? I've even anticipated your feeble comebacks. Doesn't that show you
that you have nothing to say that we haven't considered years ago and decided
in a millisecond? And you must spend hours agonizing over each post...

~Chris
>
> Peter Sinclair-Day
> University of Northern Iowa Performa 550 10/160/CD
> Residence on the Hill Complex August:PowerMac 7200/7500
> 3800 Jennings Drive $50 Jaguar
> Cedar Falls, IA. 50613
> (319)273-38XX

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1675. Re: Atari Advocacy has died down. Why?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-12 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.802987198@gmi.edu>
Source record: 12426

sinclap2954@cobra.uni.edu writes:

>Its amazing how c.s.a.a. dies when i do not post for a few days.

Why is it amazing? You're the .atari groups mascot. When you don't
post, we don't have anything to laugh at and kick around...

>Here is my flame bait..

>How does the overprice and also ran Falcon compete with the $999 Performa 636
>8/250/cd with keyboard?

Why don't you ask an interesting question? Like, "How does Peter's
body function without a brain?"

I was really impressed with your post, Peter. I could actually
understand it; very few grammatical/spelling errors. Not your usual
self today, hmmm?

/Kevin

1676. Re: Lonely Lily - Still Alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun12.155542.44593@cobra.uni.edu>
Source record: 12427

In article <3rhpsm$c3c@news.asiaonline.net>, clewis@ferret.ocunix.on.ca (Sylvia Wong) writes:
>
>
> Rumors of Lily's demise are greatly exagerated.
>
> As I said before, my friend Lily lives in Hong Kong,
> like me. She loves to receive phone calls from foreign
> men. She does not have computer, so I am sending
> this message for her.
>
> If you want to call her and you are in the United States
> the number is 011 852 1747 3094. Callers
> from other countries need to put the international
> code then 852 1747 3094.

Hey Christopher Oates, would your girl friend(left hand) mine?

>
> No e-mail please.
>
> Sylvia Wong
>
>
> PS. Lily sends her love to all the boys at new@pobox.com
>

She is yearning for you, Mr. Oates..

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1677. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-12 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3ribar$6fn@darkstar.UCSC.EDU>
Source record: 12428

In <Pine.SUN.3.91.950611094248.1841C-100000@PEAK.ORG> James Wood <jamesw@PEAK.ORG> writes:

>Very well said. There are lots of people who use a computer like a
>microwave or toaster oven, and have no need or desire to swap innards or
>monitors - and hell, it's getting to the point where obsolescence
>mandates everything replaced at once anyway!

I still think it's disgusting. a computer is _not_ a toaster, and never should be!

>The fact that PC makers such as AST and Compaq (others??) have copied the
>"all-in-one" format indicates that there had to be an antecedent market
>demand for such products or they wouldn't have been developed.
>Obviously, they're not for everyone.

If computer hardware and software makers, instead of trying to herd the consumer like cattle and hiding how a computer functions, actually tried to have a computer TEACH the user about how computers work, things would be a lot more efficient.

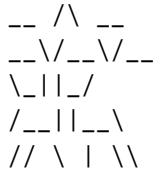
To draw yet another car metaphor, you have to learn how to operate a car before you drive it, and you even have to learn some simple maintenance. If people didn't know how to do that, they would have accidents and kill themselves all the time.

If current computer and software manufacturers built cars, they'd have about 10 feet of foam rubber around them as crash protection, you wouldn't be able to drive it yourself, you'd just program (or have programmed for you by the dealer) a set of destinations. You'd push one button for where you'd want to go, and the car would drive off in a sort-of linear fashion towards where you want to go. If you hit anything (a house, another car) you'd just bounce around until you eventually get to where you want to go. It would be terribly innefficient, but they'd "fix it" by just making the cars go faster and faster until you didnt' notice.

Personally, I'd rather drive.

~Chris

>James

--


\ |

1678. Atari System and Accessories for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-12 00:00:00 UTC
From: STEPANSKI@saturn.rowan.edu
Message-ID: <3rhtlt$e7j@gboro.rowan.edu>
Source record: 12429

FOR SALE ATARI COMPUTER SYSTEM AND ACCESSORIES
All for $250
Call Karen at 609-953-1987
or contact stepanski@saturn.rowan.edu

System
- Atari 520 ST with extended keyboard
- Color Monitor SC 1224
- 3.5 inch disk drive SF 354 & master 3S
- Mouse
- 2 Joysticks
- Supra Modem 2400
- Cords
- More than 150 disks and 2 cases

Games
- Dungeon Master
- Chaos Strikes Back
- Flight Simulator

Books
- Atari ST book
- Programmer's Guide
- ST Basic Sourcebook
- Atari ST Tricks & Tips
- Atari ST Machine Language

1679. Did IBM dump Atari as an OEM client?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun12.223958.44613@cobra.uni.edu>
Source record: 12430

Yes, IBM is manufacturing Mac clones for Radius, INC. in their Charlotte factory. IBM may buy into Radius as well. So much for the Jagflop production.

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1680. Re: Goldstar 3do's now $299!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-13 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.803073249@gmi.edu>
Source record: 12337

sinclap2954@cobra.uni.edu writes:

>Well, its true. And comes with the two pack in games as well..

Well, you're an idiot. Goldstar 3DOs retail for $349 but you can
get a $50 mail in rebate. Panasonic 3DOs are still $399. The
Panasonic models are the ones most stores in my area carry
(including Best Buy and now Wal-mart). Since Babbage's sold
out of Goldstar units, you can't find them anywhere in my area.

Having said that, are you going to buy one, Pete? I love how
you advocate/bash products you haven't even seen nor owned...

/Kevin

> Peter Sinclair-Day

1681. Re: For Atarians only!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-13 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3rkrso$qs8@darkstar.UCSC.EDU>
Source record: 12338

In <1995Jun13.125250.44658@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>Ever heard of the summer session for the over achievers?

An over-achieving library scientist? Isn't that a contradiction in terms?

>As for your slam of Iowa, you should check out the bridges of Madison County
>and bring a date with ya as well.

Oh yes. Isn't that the movie where the lady hops in the sack with the
travelling photographer despite having a family cause Iowa is so damn boring
that ruining her family is better than sitting home alone?

>Who is Miss. Rosey?

Don't play innocent with us, petey...

~Chris

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1682. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun13.173324.44668@cobra.uni.edu>
Source record: 12339

In article <3riatn$6ce@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <1995Jun11.104751.44512@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>
>>If people feel that way, than get another model in the line. You have
>>choices..As for it is a bad idea to come out with an all in one, Apple
>>marketing systems saids otherwise. Compaq and Packard Bell have all in ones
>>now.
>
> If I feel that a company has bad business practices and steals from consumers,
> I should ignore it and just not buy the model that I feel is an insult to
> the user's ability to choose their own monitor? Yah right.

You mean Atari..Users can choose their monitor.

>
>>The people who buy an all in one will most likely not get a 17' one. If you
>>need one you can hook one up as well.
>
> And then do what with the old one? Sell it? Use it on another computer? Tell
> me!
>

Use it as a second one, such as publishing and video/multimedia production.
Many PowerBook users use two screens.

>>Do atari users get a choice for the keyboard on the ST?
>
> 1) You can buy kits that allow you to use an external Keyb on an ST.

But you cannot make the choice before the purchase.

> 2) Keyboards are far cheaper than monitors, so the "waste" of having one
> non-used Keyboard is less.

But you do not have that choice.

> 3) Users are much less likely to "outgrow" a keyboard than a monitor, unless
> tyhey were suckere dinto buying a non-extended Aple board. ;)

Users decide what monitor they want to use beforehand.

> 4) Before you mention it, I upgraded the keyboard in my Falcon by adding
> the TT touch kit ($10 + my own labor) -- so no mushy feel there!

But what about the non technical public?
>

> You see? I've even anticipated your feeble comebacks. Doesn't that show you
> that you have nothing to say that we haven't considered years ago and decided
> in a millisecond? And you must spend hours agonizing over each post...

Your reasoning is typical of a Atari marketingdroid.

>
> ~Chris

>>
>> Peter Sinclair-Day
>> University of Northern Iowa Performa 550 10/160/CD
>> Residence on the Hill Complex August:PowerMac 7200/7500
>> 3800 Jennings Drive $50 Jaguar
>> Cedar Falls, IA. 50613
>> (319)273-38XX
>
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1683. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun13.173832.44669@cobra.uni.edu>
Source record: 12340

In article <3ribar$6fn@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <Pine.SUN.3.91.950611094248.1841C-100000@PEAK.ORG> James Wood <jamesw@PEAK.ORG> writes:
>
>>Very well said. There are lots of people who use a computer like a
>>microwave or toaster oven, and have no need or desire to swap innards or
>>monitors - and hell, it's getting to the point where obsolescence
>>mandates everything replaced at once anyway!
>
> I still think it's disgusting. a computer is _not_ a toaster, and never should
> be!

Why not?

>
>>The fact that PC makers such as AST and Compaq (others??) have copied the
>>"all-in-one" format indicates that there had to be an antecedent market
>>demand for such products or they wouldn't have been developed.
>>Obviously, they're not for everyone.
>
> If computer hardware and software makers, instead of trying to herd the
> consumer like cattle and hiding how a computer functions, actually tried to
> have a computer TEACH the user about how computers work, things would be a lot
> more efficient.
>

In what way? Typical arrogant computer science dweeb who thinks he's Know's best.

> To draw yet another car metaphor, you have to learn how to operate a car before
> you drive it, and you even have to learn some simple maintenance. If people
> didn't know how to do that, they would have accidents and kill themselves
> all the time.
>

Exactly true for a PC. Simple maintenance. But you have gooten off tract.
What does this have to do with the all in one?

> If current computer and software manufacturers built cars, they'd have about
> 10 feet of foam rubber around them as crash protection, you wouldn't be able
> to drive it yourself, you'd just program (or have programmed for you by the
> dealer) a set of destinations. You'd push one button for where you'd want to
> go, and the car would drive off in a sort-of linear fashion towards where you
> want to go. If you hit anything (a house, another car) you'd just bounce

> around until you eventually get to where you want to go. It would be terribly
> innefficient, but they'd "fix it" by just making the cars go faster and faster
> until you didnt' notice.

Your logic is flawed. What does this have to do with the all in one?

>
> Personally, I'd rather drive.
>
> ~Chris
>
>>James
>
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1684. Re: Goldstar 3do's now $299!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun13.174117.44670@cobra.uni.edu>
Source record: 12341

In article <khaley.803073249@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu writes:
>
>>Well, its true. And comes with the two pack in games as well..
>
> Well, you're an idiot. Goldstar 3DOs retail for $349 but you can
> get a $50 mail in rebate. Panasonic 3DOs are still $399. The
> Panasonic models are the ones most stores in my area carry
> (including Best Buy and now Wal-mart). Since Babbage's sold
> out of Goldstar units, you can't find them anywhere in my area.

Still $299. GoldStars are plentiful here..

>
> Having said that, are you going to buy one, Pete? I love how
> you advocate/bash products you haven't even seen nor owned...
>

I thought about it untill I upgraded to a Performa 636. DarkForces should be
here next week. The demo is out.

> /Kevin
>
>> Peter Sinclair-Day
>

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1685. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-13 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95164.182109STIRRE31@MAINE.MAINE.EDU>
Source record: 12342

<Regarding the built-in Falcon keyboard>
I personally like my Falcon's keyboard. It is much better than
any keyboard I have used on the Macintosh. I could always
get a cheap upgrade to use an external keyboard if I wanted to.
-scott tirrell

1686. Re: Atari Collectors

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-13 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950613190901.24077A-100000@PEAK.ORG>
Source record: 12343

On Sun, 11 Jun 1995, rsc wrote:

> I have one of the original atari game boxes with joysticks and about 20
> games. I will include vintage Indy 500 game. Collectors only please.
> Asking $150 OBO. Please mail rsc@infinet.com. Thanks...
>
>

If anyone's willing to pay that much for a VCS - they don't have to be a collector... I'll surf the thrift shops for them and sell them one for half that....and be compensated for my time as well.

No flame, just my 2 cents.

JW

Have a nice summer, folks!

1687. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-13 00:00:00 UTC
From: proche@isis
Message-ID: <3rkaln$id5@imag.imag.fr>
Source record: 12344

In article <1995Jun11.104751.44512@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|>
|> If people feel that way, than get another model in the line. You have
|> choices..As for it is a bad idea to come out with an all in one, Apple
|> marketing systems saids otherwise. Compaq and Packard Bell have all in ones
|> now.
|>

I've been away for a few days. What's new ? Ahhh... Just the usual Sinclap crap.
Yes, you have choice. You have the choice to change the whole computer if you
want a bigger monitor, or change nothing at all. What a choice ! Thank you Mr
Apple. Anyway, if Apple consumers are stupid (and rich) enough to do so, yes,
it's a very good marketing strategy. That's one of the reasons why I'll stick
with Atari, because I don't need anything more than my simple TV. When my old TV
broke, I just had to buy a new one; I didn't have to change the computer or pay
repairs that would cost more than a new computer.

|>
|> The people who buy an all in one will most likely not get a 17' one. If you
|> need one you can hook one up as well.
|>
|> Do atari users get a choice for the keyboard on the ST?

Obviously you didn't get a choice for your brain...

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

1688. Re: Atari Advocacy has died down. Why?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-13 00:00:00 UTC
From: proche@isis
Message-ID: <3rkavh$id5@imag.imag.fr>
Source record: 12345

In article <1995Jun10.234114.44510@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> Its amazing how c.s.a.a. dies when i do not post for a few days.
|>
|> Lets get advocacy going and start the flames..
|>
|> Here is my flame bait..
|>
|> How does the overprice and also ran Falcon compete with the $999 Performa 636
|> 8/250/cd with keyboard?
|>

RRRR.... ZZZZZ.... RRRRR.... ZZZZZ..... RRRRRR..... ZZZZZZZ..... RRRRRRR....

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

1689. Re: Did IBM dump Atari as an OEM client?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-13 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3rl0e3$91v@ccshst05.cs.uoguelph.ca>
Source record: 12431

: Yes, IBM is manufacturing Mac clones for Radius, INC. in their Charlotte
: factory. IBM may buy into Radius as well. So much for the Jagflop production.

Hey Peter ... did you ever think (ooops sorry ... wrong word to
associate with you!) that maybe IBM is capable of making more than one
product in that factory? I work in a factory and we make several dozen
products. You're shit disturbing won't work this time.

>> Mark <<

--
==
Mark Rathwell = "Why do we always come here? I guess we'll never
The University Of Guelph = know ... it's like some kind of torture, to
= have to watch the show!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

1690. For Atarians only!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-13 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DA3rxB.LJr@ridgecrest.ca.us>
Source record: 12432

SinClap, *#&@ off.

If you post during the summer from your Iowa account we'll all know you have no life! Who in there right mind would stay in Iowa for summer break? (Unless they have Miss.Rosey Palm staying with them in the dorm).

Now could we discuss Ataris?

Fed-up

1691. Re: Lonely Lily - Still Alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-13 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3rkfvo$n1l@darkstar.UCSC.EDU>
Source record: 12433

In <1995Jun12.155542.44593@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>Hey Christopher Oates, would your girl friend(left hand) mine?

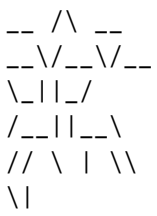
Hey petey Sinclair, you at least spelled my name right.
No, my left hand would not yours. Not that what you said made any sense,
but I assume you mean "would your left hand be mine?" -- Valentine's day
is past, and as I stated earlier, my left hand is my own and wants nothing
to do with you. Nor does my girlfriend.

>She is yearning for you, Mr. Oates..

Petey's confusing his own fantasies with some poor girl in asia now...

What next? He dresses in drag and pretends he's Connie Chung?

~Chris

--


1692. Re: Did IBM dump Atari as an OEM client?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-13 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3rkg21$n1u@darkstar.UCSC.EDU>
Source record: 12434

In <1995Jun12.223958.44613@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>Yes, IBM is manufacturing Mac clones for Radius, INC. in their Charlotte
>factory. IBM may buy into Radius as well. So much for the Jagflop production.

Yeah, that 5 year contract means nothing, and that plant can only produce
One thing, and they don't have other plants that could produce Jaguars.
Get a grip, petey.

~Chris

--

1693. Re: For Atarians only!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun13.125250.44658@cobra.uni.edu>
Source record: 12435

In article <DA3rxB.LJr@ridgecrest.ca.us>, michael grove <mgrove@owens.ridgecrest.ca.us>
writes:
> SinClap, *#&@ off.
>
> If you post during the summer from your Iowa account we'll all know
> you have no life! Who in there right mind would stay in Iowa for
> summer break? (Unless they have Miss.Rosey Palm staying with them
> in the dorm).

Ever heard of the summer session for the over achievers?

As for your slam of Iowa, you should check out the bridges of Madison County
and bring a date with ya as well.

Who is Miss. Rosey?

>
> Now could we discuss Ataris?
>

Sure..What do you want to talk about? That the current Atari line is outdated
and over price and that the Jagflop has been an utter failure.

> Fed-up

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1694. Re: Did IBM dump Atari as an OEM client?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-13 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.803072820@gmi.edu>
Source record: 12436

sinclap2954@cobra.uni.edu writes:

>Yes, IBM is manufacturing Mac clones for Radius, INC. in their Charlotte
>factory. IBM may buy into Radius as well. So much for the Jagflop production.

Ha ha. Factories often make several products, and the Jaguar is
produced at 2 locations now (North Carolina and Colorado).
So much for SinDope's logic.

/Kevin

> Peter Sinclair-Day

1695. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-14 00:00:00 UTC
From: hing@csulb.edu
Message-ID: <3rlu1l$li7@garuda.csulb.edu>
Source record: 12346

sinclap2954@cobra.uni.edu wrote:

: You mean Atari..Users can choose their monitor.

Yes, I can plug any monitor I wanted on my TT. I have a NEC 17 inch right
now.

: > 4) Before you mention it, I upgraded the keyboard in my Falcon by adding
: > the TT touch kit ($10 + my own labor) -- so no mushy feel there!

: But what about the non technical public?

There is no technical about it, just pop up the key and replace the new
one, unless for someone who has two left hand as yourself.

Houn-Nam
--
o---o
| E-mail: hing@engr.csulb.edu |
|-=-|
| WWW: http://www.engr.csulb.edu/~hing/ |
|-=-|
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------- Charles de Gaulle --------------------------o

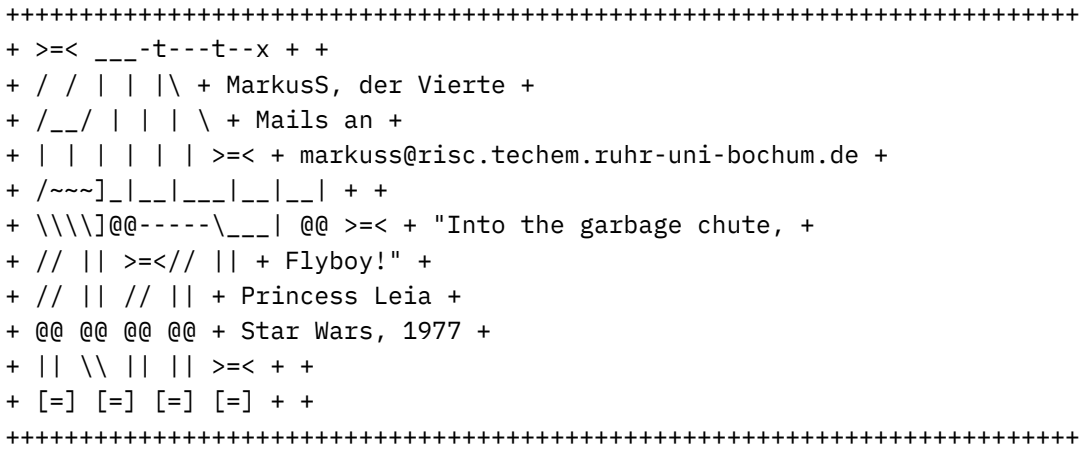
1696. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-14 00:00:00 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3rlvf6$g4g@sun168.rz.ruhr-uni-bochum.de>
Source record: 12347

sinclap2954@cobra.uni.edu wrote:
: You make it sound like that the all in one mac is the only model in line up.
: 15' is pretty standard, plus you can hook up another monitor to the Mac. Do
: you use a monitor that is larger than 15'? Considering that the Performa
: 5200/8megs/800 meg hd, 4x cdrom costs $1749 US, you call that price gauging? A
: 14 meg Falcon with 80 meg hd costs $1899 list.

I have looked to the prices and they are (calculated with 1$=1.4DM):
5200/12MB/500MB/CD = 2640$
Falcon030/20MB/540MB HD/CD = 2735$

You must also know, that this Falcon has much more RAM than the compared
Performa and is installed in a Desktop, has a new graphics-card, a PC-keyboard,
and NVDI3+MultiTos.

MarkusS
--


1697. Re: Atari Advocacy has died down. Why?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-14 00:00:00 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3rm01a$g4g@sun168.rz.ruhr-uni-bochum.de>
Source record: 12348

sinclap2954@cobra.uni.edu wrote:
: Its amazing how c.s.a.a. dies when i do not post for a few days.

Oh, it was a wonderful time. Only people who know what they are saying.

: How does the overprice and also ran Falcon compete with the $999 Performa 636
: 8/250/cd with keyboard?

Very easy:

Performa 630/12MB/500MB HD/CD = 2175$
Falcon 030/20MB/540MB HD/CD = 2735$

calculated with 1$=1.4DM. Falcon in a Desktop with a PC-keyboard, graphics-card
and NVDI 3, MultiTos, much more RAM...

MarkusS
--
```
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
+ >=< ___-t---t--x + +
+ / / | | |\ + MarkusS, der Vierte +
+ /__/ | | | \ + Mails an +
+ | | | | | | >=< + markuss@risc.techem.ruhr-uni-bochum.de +
+ /~~~]_|__|___|__|__| + +
+ \\\\]@@-----\___| @@ >=< + "Into the garbage chute, +
+ // || >=<// || + Flyboy!" +
+ // || // || + Princess Leia +
+ @@ @@ @@ @@ + Star Wars, 1977 +
+ || \\ || || >=< + +
+ [=] [=] [=] [=] + +
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

1698. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-14 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3rm2fm$8eg@darkstar.UCSC.EDU>
Source record: 12349

In <1995Jun13.173324.44668@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

Now we know why sinclap never tries to reply on technical merits to posts.
Here's the result:

>> I should ignore it and just not buy the model that I feel is an insult to
>> the user's ability to choose their own monitor? Yah right.

>You mean Atari..Users can choose their monitor.

You make no sense. Apple pushes products that have a trait (built-in monitors)
that I feel is an insult to consumers. It does not matter if they have
products that don't feature that trait, the fact that they have them at all
is yet another reason I don't do business with them. Has it sunk in
yet? Or should I use smaller words next time???

>Use it as a second one, such as publishing and video/multimedia production.
>Many PowerBook users use two screens.

But I want to use it on a different computer! Just like I can with normal
monitors. In fact, can I use it as a monitor for my laptop? No? I can
do that with the monitor for my main computer and the one on my Falcon. hey!
Three computers using only two monitors! WHo woulda thunk? Surely not
Apple, and surely never you.

SInce you were too dumb to understand my original points, I repeat them below
with your random gibberish responses and my clarifications.

>> 1) You can buy kits that allow you to use an external Keyb on an ST.

>But you cannot make the choice before the purchase.

Sure you can. "Mr dealer, throw in the External keyboard kit"

>> 2) Keyboards are far cheaper than monitors, so the "waste" of having one
>> non-used Keyboard is less.

>But you do not have that choice.

I don't? See #1. Read it. Understand it. Or, since it's you, at least try
to know what the big words like "external" mean.

>> 3) Users are much less likely to "outgrow" a keyboard than a monitor, unless
>> tyhey were suckere dinto buying a non-extended Aple board. ;)

>Users decide what monitor they want to use beforehand.

Not if they buy one with a built-in monitor, and it costs much more to overcome
this deficiency by adding an external monitor than it does to add an external

keyboard to an Atari. Of course, you can also buy a TT or Mega, which have external keyboards. There's another choice for you.

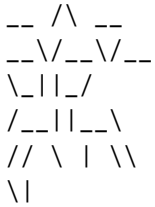
>> 4) Before you mention it, I upgraded the keyboard in my Falcon by adding
>> the TT touch kit ($10 + my own labor) -- so no mushy feel there!

>But what about the non technical public?

Have the dealer install it for $25. Duh.

>Your reasoning is typical of a Atari marketingdroid.

At least it's reasing. Much better than the "let's spill my alpha-bits on the floor and see what words they make" way of composing a post.

~Chris
--


1699. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-14 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3rm2ss$8gj@darkstar.UCSC.EDU>
Source record: 12350

In <1995Jun13.173832.44669@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>> I still think it's disgusting. a computer is _not_ a toaster, and never should
>> be!

>Why not?

Read what I wrote just below that! Unlike you, my paragraphs actually relate
to one another and an idea mentioned early on is explained later. I know,
it takes brains to understand it. You're used to baloon help.

>In what way? Typical arrogant computer science dweeb who thinks he's Know's
>best.

Have you heard the old wise saying that goes something like: give a man a meal
and feed him for a day. Teach him to farm and feed him for a lifetime.
I know you are afraid of knowledge. Its presence only magnifies your own
imbecility and feeble attempts at life. However, by rejecting learning you
only further imprison yourself in your ignorant shell of a world. The only
true path out is to accept your stupidity and grow beyond it.

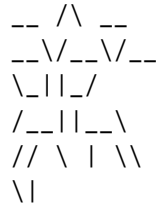
>Exactly true for a PC. Simple maintenance. But you have gooten off tract.
>What does this have to do with the all in one?

I have gotten off track, yes. I am speaking more generally. Can you
think generally? Or can you only comprehend the facts that you've already
swallowed because your mind is lodged at the other end of your digestive
tract?

>Your logic is flawed. What does this have to do with the all in one?

I'm speaking in general of the "let's package everything together and
shield the user from as much as possible" philosophy. It applies to the
all-in one design (let's remove choices, such as monitor, from the user's
ability) Operating systems, etc.

~Chris

--


1700. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-14 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3rm2ul$8gr@darkstar.UCSC.EDU>
Source record: 12351

In <3rlu1l$li7@garuda.csulb.edu> hing@csulb.edu (Houn-Nam Ing) writes:

>There is no technical about it, just pop up the key and replace the new
>one, unless for someone who has two left hand as yourself.

Hey, as a lefty, I'd be happy with two of em and leave this useless right
hand behind. ;)

~Chris

--

1701. The Contributions of Peter Sinclair-Day

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-14 00:00:00 UTC
From: rappleye@felix.kodak.com
Message-ID: <rappleye-140695083000@150.102.161.162>
Source record: 12352

Few people realize the valuable service that Mr. Sinclair-Day provides to c.s.a.a.. He participates in every worthwhile thread, quoting extensively so that the only postings you have to read are his.

1702. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-14 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.803150646@gmi.edu>
Source record: 12353

sinclap2954@cobra.uni.edu writes:

>> God help the children of tomorrow. Biased, close-minded, circular
>> Peter instructing children on how to seek knowledge. This is a guy who
>> bashes the Jaguar and Falcon all the time, yet he has never seen or tried
>> either.

>Nope..The mission of a school library media specialist is to provide learning
>experiences that encourage users to be descriminating consumers and skilled
>creators of information..

AHAHAHA!!! ROTFL!!!

And you know, Peter, that you are completely the opposite of the above
description. I find it completely hilarious that you of all
people could talk about "skilled creators of information".

I imagine your entire life is filled with hipocrisy, SinDope.

/Kevin

> Peter Sinclair-Day

1703. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun14.135801.44727@cobra.uni.edu>
Source record: 12354

In article <3rlu1l$li7@garuda.csulb.edu>, hing@csulb.edu (Houn-Nam Ing) writes:
> sinclap2954@cobra.uni.edu wrote:
>
> : You mean Atari..Users can choose their monitor.
>
> Yes, I can plug any monitor I wanted on my TT. I have a NEC 17 inch right
> now.
>
> : > 4) Before you mention it, I upgraded the keyboard in my Falcon by adding
> : > the TT touch kit ($10 + my own labor) -- so no mushy feel there!
>
> : But what about the non technical public?
>
> There is no technical about it, just pop up the key and replace the new
> one, unless for someone who has two left hand as yourself.

What if you want to put the keyboard in your lap?

>
> Houn-Nam
> --
> o---o
> | E-mail: hing@engr.csulb.edu |
> |-=-|
> | WWW: http://www.engr.csulb.edu/~hing/ |
> |-=-|
> | ``If I live, I will fight, where ever I must, as long as I must, |
> | until the enemy is defeated and the national stain washed clean.'' |
> o------------------------ Charles de Gaulle ------------------------o
>

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1704. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun14.140212.44728@cobra.uni.edu>
Source record: 12355

In article <3rlvf6$g4g@sun168.rz.ruhr-uni-bochum.de>,
markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) writes:
> sinclap2954@cobra.uni.edu wrote:
> : You make it sound like that the all in one mac is the only model in line up.
> : 15' is pretty standard, plus you can hook up another monitor to the Mac. Do
> : you use a monitor that is larger than 15'? Considering that the Performa
> : 5200/8megs/800 meg hd, 4x cdrom costs $1749 US, you call that price gauging? A
> : 14 meg Falcon with 80 meg hd costs $1899 list.
>
> I have looked to the prices and they are (calculated with 1$=1.4DM):
> 5200/12MB/500MB/CD = 2640$

Don't forget that the 5200 is a PowerMac with a 4x cdrom, while the Falcon is
still 16 mhz 030.

The 5200 in the USA costs $1748. The PowerMac 7100/8/700/cd has been reduced
to $1569..

> Falcon030/20MB/540MB HD/CD = 2735$
>

Your kidding?

> You must also know, that this Falcon has much more RAM than the compared
> Performa and is installed in a Desktop, has a new graphics-card, a PC-keyboard,
> and NVDI3+MultiTos.

Still a ripp off! Why would anyone invest close to $3000 for an 030?

As for memory, say ram doubler!!

>
>
> MarkusS
> --
> ++
> + >=< ___-t---t--x + +
> + / / | | |\ + MarkusS, der Vierte +
> + /__/ | | | \ + Mails an +
> + | | | | | | >=< + markuss@risc.techem.ruhr-uni-bochum.de +
> + /~~~]_|__|___|__|__| + +
> + \\\\]@@-----___| @@ >=< + "Into the garbage chute, +
> + // || >=<// || + Flyboy!" +
> + // || // || + Princess Leia +
> + @@ @@ @@ @@ + Star Wars, 1977 +
> + || \\ || || >=< + +
> + [=] [=] [=] [=] + +

> ++

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1705. Re: Atari Advocacy has died down. Why?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun14.140404.44729@cobra.uni.edu>
Source record: 12356

In article <3rm01a$g4g@sun168.rz.ruhr-uni-bochum.de>,
markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) writes:
> sinclap2954@cobra.uni.edu wrote:
> : Its amazing how c.s.a.a. dies when i do not post for a few days.
>
> Oh, it was a wonderful time. Only people who know what they are saying.
>
> : How does the overprice and also ran Falcon compete with the $999 Performa 636
> : 8/250/cd with keyboard?
>
> Very easy:
>
> Performa 630/12MB/500MB HD/CD = 2175$
> Falcon 030/20MB/540MB HD/CD = 2735$

In the USA, the Performa 636 8/250/cd(keyboard) costs $999 from MacWareHouse
plus $3.00 for next day delivery.

>
> calculated with 1$=1.4DM. Falcon in a Desktop with a PC-keyboard, graphics-card
> and NVDI 3, MultiTos, much more RAM...
>

So what apps do you run?

> MarkusS
> --
> ++
> + >=< ___-t---t--x + +
> + / / | | |\ + MarkusS, der Vierte +
> + /__/ | | | \ + Mails an +
> + | | | | | | >=< + markuss@risc.techem.ruhr-uni-bochum.de +
> + /~~~]_|__|___|__|__| + +
> + \\\\]@@-----___| @@ >=< + "Into the garbage chute, +
> + // || >=<// || + Flyboy!" +
> + // || // || + Princess Leia +
> + @@ @@ @@ @@ + Star Wars, 1977 +
> + || \\ || || >=< + +
> + [=] [=] [=] [=] + +
> ++

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613

(319)273-38XX

1706. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun14.141144.44730@cobra.uni.edu>
Source record: 12357

In article <3rm2fm$8eg@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <1995Jun13.173324.44668@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>
> Now we know why sinclap never tries to reply on technical merits to posts.
> Here's the result:
>
>>> I should ignore it and just not buy the model that I feel is an insult to
>>> the user's ability to choose their own monitor? Yah right.
>
>>You mean Atari..Users can choose their monitor.
>
> You make no sense. Apple pushes products that have a trait (built-in monitors)
> that I feel is an insult to consumers. It does not matter if they have
> products that don't feature that trait, the fact that they have them at all
> is yet another reason I don't do business with them. Has it sunk in
> yet? Or should I use smaller words next time???

You would not do business with them if the all in ones did not exist. The all in one came into existence because of the content of Apple's marketing research. Why would Apple give a dam about what you think. Obvious the all in ones have been a great success. Considering that the Millwaukee public school system has bought 3000 of the 5200's, your antics has zero substance.

>
>>Use it as a second one, such as publishing and video/multimedia production.
>>Many PowerBook users use two screens.
>
> But I want to use it on a different computer! Just like I can with normal
> monitors. In fact, can I use it as a monitor for my laptop? No? I can
> do that with the monitor for my main computer and the one on my Falcon. hey!
> Three computers using only two monitors! WHo woulda thunk? Surely not
> Apple, and surely never you.

Eh?

>
> SInce you were too dumb to understand my original points, I repeat them below
> with your random gibberish responses and my clarifications.
>

Considering that you made no sense..

>>> 1) You can buy kits that allow you to use an external Keyb on an ST.
>

>>But you cannot make the choice before the purchase.
>
> Sure you can. "Mr dealer, throw in the External keyboard kit"

What dealer?

>
>>> 2) Keyboards are far cheaper than monitors, so the "waste" of having one
>>> non-used Keyboard is less.
>
>>But you do not have that choice.
>
> I don't? See #1. Read it. Understand it. Or, since it's you, at least try
> to know what the big words like "external" mean.
>

What dealer?

>>> 3) Users are much less likely to "outgrow" a keyboard than a monitor, unless
>>> tyhey were suckere dinto buying a non-extended Aple board. ;)
>
>>Users decide what monitor they want to use beforehand.
>
> Not if they buy one with a built-in monitor, and it costs much more to overcome
> this deficiency by adding an external monitor than it does to add an external
> keyboard to an Atari. Of course, you can also buy a TT or Mega, which have
> external keyboards. There's another choice for you.
>

Most users rarely out grow a monitor size. You can buy desktop Macs with out
built in monitors as well.

>>> 4) Before you mention it, I upgraded the keyboard in my Falcon by adding
>>> the TT touch kit ($10 + my own labor) -- so no mushy feel there!
>
>>But what about the non technical public?
>
> Have the dealer install it for $25. Duh.
>

Again, what dealer?

>>Your reasoning is typical of a Atari marketingdroid.
>
> At least it's reasing. Much better than the "let's spill my alpha-bits on the
> floor and see what words they make" way of composing a post.

Really Chris, but you fell in your alphabet soup. I am a Raisan Bran person..

>
> ~Chris
> --
> __ /\ __

> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1707. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun14.141559.44732@cobra.uni.edu>
Source record: 12358

In article <3rm2ss$8gj@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <1995Jun13.173832.44669@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>> I still think it's disgusting. a computer is _not_ a toaster, and never should
>>> be!
>
>>Why not?
>
> Read what I wrote just below that! Unlike you, my paragraphs actually relate
> to one another and an idea mentioned early on is explained later. I know,
> it takes brains to understand it. You're used to baloon help.
>
>>In what way? Typical arrogant computer science dweeb who thinks he's Know's
>>best.
>
> Have you heard the old wise saying that goes something like: give a man a meal
> and feed him for a day. Teach him to farm and feed him for a lifetime.
> I know you are afraid of knowledge. Its presence only magnifies your own
> imbecility and feeble attempts at life. However, by rejecting learning you
> only further imprison yourself in your ignorant shell of a world. The only
> true path out is to accept your stupidity and grow beyond it.

Yes, many times in my third world classes. Whats your point and again what
does it have to do with the all in ones?

>
>>Exactly true for a PC. Simple maintenance. But you have gooten off tract.
>>What does this have to do with the all in one?
>
> I have gotten off track, yes. I am speaking more generally. Can you
> think generally? Or can you only comprehend the facts that you've already
> swallowed because your mind is lodged at the other end of your digestive
> tract?
>

No, just the specifics Mr Oats...

>>Your logic is flawed. What does this have to do with the all in one?
>
> I'm speaking in general of the "let's package everything together and
> shield the user from as much as possible" philosophy. It applies to the
> all-in one design (let's remove choices, such as monitor, from the user's
> ability) Operating systems, etc.

The packaging came about because of certain market segments that the company wanted to attract. Apple has proven you wrong MR Oats, GET OVER IT!

>
> ~Chris
>
>
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1708. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun14.141914.44733@cobra.uni.edu>
Source record: 12359

In article <3rkaln$id5@imag.imag.fr>, proche@isis (Pascal Roche) writes:
> In article <1995Jun11.104751.44512@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> |>
> |> If people feel that way, than get another model in the line. You have
> |> choices..As for it is a bad idea to come out with an all in one, Apple
> |> marketing systems saids otherwise. Compaq and Packard Bell have all in ones
> |> now.
> |>
>
> I've been away for a few days. What's new ? Ahhh... Just the usual Sinclap crap.
> Yes, you have choice. You have the choice to change the whole computer if you
> want a bigger monitor, or change nothing at all. What a choice ! Thank you Mr
> Apple. Anyway, if Apple consumers are stupid (and rich) enough to do so, yes,
> it's a very good marketing strategy. That's one of the reasons why I'll stick
> with Atari, because I don't need anything more than my simple TV. When my old TV
> broke, I just had to buy a new one; I didn't have to change the computer or pay
> repairs that would cost more than a new computer.

Stii using a TV set? Oh I forgot you play video games! You do not have to
change the whole computer. I can upgrade my HD, cdrom, drive as well as the
monitor.
>
> |>
> |> The people who buy an all in one will most likely not get a 17' one. If you
> |> need one you can hook one up as well.
> |>
> |> Do atari users get a choice for the keyboard on the ST?
>
> Obviously you didn't get a choice for your brain...
>

Obviously you do not have an argument considering your eye strain..
> +---+
> |Pascal Roche | She said "A sweet sweet man like you,|
> |Equipe SHOOD | What can I do for you ?" |
> |ENSGI, 46 avenue Felix Viallet | I said "A sweet sweet man like me, |
> |38031 Grenoble Cedex 1, France | I can only bring you the misery." |
> |e-mail: Pascal.Roche@imag.fr | Tindersticks |
> |Tel: 76-57-43-22 | |
> +---+
>

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500

3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1709. Re: Did IBM dump Atari as an OEM client?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun14.142114.44734@cobra.uni.edu>
Source record: 12360

In article <3rl0e3$91v@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Yes, IBM is manufacturing Mac clones for Radius, INC. in their Charlotte
> : factory. IBM may buy into Radius as well. So much for the Jagflop production.
>
> Hey Peter ... did you ever think (ooops sorry ... wrong word to
> associate with you!) that maybe IBM is capable of making more than one
> product in that factory? I work in a factory and we make several dozen
> products. You're shit disturbing won't work this time.

Me thinks you did not see the question mark in the title...

So what do you make in the factory?
>
> >> Mark <<
>
>
>
> --
> ===
> Mark Rathwell = "Why do we always come here? I guess we'll never
> The University Of Guelph = know ... it's like some kind of torture, to
> = have to watch the show!"
> mrathwel@uoguelph.ca =
> = Look for my web page, coming soon!
> ===

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1710. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-14 00:00:00 UTC
From: quinlan@newsserver.sfu.ca
Message-ID: <quinlan.803158903@sfu.ca>
Source record: 12361

This thread is getting stupid. I don't think that offering users the
opertunity to buy built-in monitors is a scam at all. What happens if the
user can just affort the cheapest piece of performa junk lying around
and having an integrated monitor saves him a few bucks? What happens
if you are setting up a lab and you need the least expensize, secure
and maintainable setup possible?

--

Brian Quinlan
quinlan@sfu.ca

1711. Re: The Contributions of Peter Sinclair-Day

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-14 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3rnqd7$jdv@darkstar.UCSC.EDU>
Source record: 12362

In <rappleye-140695083000@150.102.161.162> rappleye@felix.kodak.com (rappleye) writes:

>Few people realize the valuable service that Mr. Sinclair-Day provides to
>c.s.a.a.. He participates in every worthwhile thread, quoting extensively
>so that the only postings you have to read are his.

He also provides entertainment value equivalent to the old "let's go to the
circus and laugh at the freaks"

~Chris

--

1712. Guess who's NOT getting a Mac!!??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-14 00:00:00 UTC
From: trauth@george.rutgers.edu
Message-ID: <3rntjf$iva@george.rutgers.edu>
Source record: 12363

Hey Sincrap and all other Macoids who may read this!
My sister is no longer getting a Mac. She is getting
a PC clone, probably either a Pentium-60 or 486DX/100.
Why has she changed her mind. Because Loyola, the
medical school she is going to, has *P*C*'s!!! Looks
like the Macintrash has flunked out of med school.
HA HA HA!!!!!

* Tom Trauth

1713. Re: Guess who's NOT getting a Mac!!??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun14.205930.44750@cobra.uni.edu>
Source record: 12364

In article <3rntjf$iva@george.rutgers.edu>, trauth@george.rutgers.edu (Thomas Trauth) writes:
> Hey Sincrap and all other Macoids who may read this!
> My sister is no longer getting a Mac. She is getting
> a PC clone, probably either a Pentium-60 or 486DX/100.
> Why has she changed her mind. Because Loyola, the
> medical school she is going to, has *P*C*'s!!! Looks
> like the Macintrash has flunked out of med school.
> HA HA HA!!!!!

The Pc's fluncked out of the Milwaukee School district. 3,000 shiny new 5200's. Drake University is 98% PowerMac. Each dorm room has 7100 as well as faculty/staff. I can play too.

>
>
> * Tom Trauth
>

Peter
-new sig under construction

1714. Re: The Contributions of Peter Sinclair-Day

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun14.210130.44751@cobra.uni.edu>
Source record: 12365

In article <3rnqd7$jdv@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <rappleye-140695083000@150.102.161.162> rappleye@felix.kodak.com (rappleye) writes:
>
>>Few people realize the valuable service that Mr. Sinclair-Day provides to
>>c.s.a.a.. He participates in every worthwhile thread, quoting extensively
>>so that the only postings you have to read are his.
>
> He also provides entertainment value equivalent to the old "let's go to the
> circus and laugh at the freaks"

Gee, I thought it was your mother Daisy and Brother Elmer..
>
> ~Chris
>
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Peter
-new sig under construction

1715. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3ronp0$nf7@sun168.rz.ruhr-uni-bochum.de>
Source record: 12287

sinclap2954@cobra.uni.edu wrote:
: > I have looked to the prices and they are (calculated with 1$=1.4DM):
: > 5200/12MB/500MB/CD = 2640$
: Don't forget that the 5200 is a PowerMac with a 4x cdrom, while the Falcon is
: still 16 mhz 030.
: The 5200 in the USA costs $1748. The PowerMac 7100/8/700/cd has been reduced
: to $1569..
: > Falcon030/20MB/540MB HD/CD = 2735$
: >
: Your kidding?

No kidding. And the CD-Rom is also a 4x cdrom.
So and AFAIK the 5200 has only one videomode which can be used seriously (I
mean with a frequency of at least 72 Hz).

: > You must also know, that this Falcon has much more RAM than the compared
: > Performa and is installed in a Desktop, has a new graphics-card, a PC-keyboard,
: > and NVDI3+MultiTos.
: Still a ripp off! Why would anyone invest close to $3000 for an 030?
: As for memory, say ram doubler!!

100 $ more for 6 MB more ? I think that isn't bad. Just look how much 6MB would
cost for the 5200 (if it is possible without removing the old SIMMS). So how
much do you need to spend to upgrade to 20MB too ? And after that compare the
prices again. OK the 5200 is a PPC and the Falcon only a 030, but have you
seen so far software which is _using_ the DSP ? That gives much speed !

MarkusS

P.S. Please stop quoting signatures.
--
```
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
+ >=< ___-t---t--x + +
+ / / | | |\ + MarkusS, der Vierte +
+ /__/ | | | \ + Mails an +
+ | | | | | | >=< + markuss@risc.techem.ruhr-uni-bochum.de +
+ /~~~]_|__|___|__|__| + +
+ \\\\]@@-----\___| @@ >=< + "Into the garbage chute, +
+ // || >=<// || + Flyboy!" +
+ // || // || + Princess Leia +
+ @@ @@ @@ @@ + Star Wars, 1977 +
+ || \\ || || >=< + +
+ [=] [=] [=] [=] + +
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

1716. Re: Atari Advocacy has died down. Why?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3roo5n$nf7@sun168.rz.ruhr-uni-bochum.de>
Source record: 12288

sinclap2954@cobra.uni.edu wrote:
: > : How does the overprice and also ran Falcon compete with the $999 Performa 636
: > : 8/250/cd with keyboard?
: > Very easy:
: > Performa 630/12MB/500MB HD/CD = 2175$
: > Falcon 030/20MB/540MB HD/CD = 2735$
: In the USA, the Performa 636 8/250/cd(keyboard) costs $999 from MacWareHouse
: plus $3.00 for next day delivery.
Look was I have written: _12_ MB and _500_ MB HD ! That's a difference AFAIK.
And again, I compare what I should pay for it. So if you only are posting the
prices of the dealer around your corner, I can post the prices here.
: >
: > calculated with 1$=1.4DM. Falcon in a Desktop with a PC-keyboard, graphics-card
: > and NVDI 3, MultiTos, much more RAM...
: So what apps do you run?
You have very much possibilities. Only mentioning a few Calamus SL (I know you
are saying it's bad, but you haven't given at least one argument for that),
Neon3D, ApexMedia....

MarkusS

P.S. Don't quote signatures.

--
```
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
+ >=< ___-t---t--x + +
+ / / | | |\ + MarkusS, der Vierte +
+ /__/ | | | \ + Mails an +
+ | | | | | | >=< + markuss@risc.techem.ruhr-uni-bochum.de +
+ /~~~]_|__|___|__|__| + +
+ \\\\]@@-----\___| @@ >=< + "Into the garbage chute, +
+ // || >=<// || + Flyboy!" +
+ // || // || + Princess Leia +
+ @@ @@ @@ @@ + Star Wars, 1977 +
+ || \\ || || >=< + +
+ [=] [=] [=] [=] + +
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

1717. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: hing@csulb.edu
Message-ID: <3roohu$mim@garuda.csulb.edu>
Source record: 12289

sinclap2954@cobra.uni.edu wrote:
: In article <3rlu1l$li7@garuda.csulb.edu>, hing@csulb.edu (Houn-Nam Ing) writes:
: > sinclap2954@cobra.uni.edu wrote:
: >
: > : You mean Atari..Users can choose their monitor.
: >
: > Yes, I can plug any monitor I wanted on my TT. I have a NEC 17 inch right
: > now.
: >
: > : > 4) Before you mention it, I upgraded the keyboard in my Falcon by adding
: > : > the TT touch kit ($10 + my own labor) -- so no mushy feel there!
: >
: > : But what about the non technical public?
: >
: > There is no technical about it, just pop up the key and replace the new
: > one, unless for someone who has two left hand as yourself.

: What if you want to put the keyboard in your lap?

No problem at all. This show us again that you don't know what you are
talking about, for your information the TT had a detachable keyboard,
nice try.

--
o---o
| E-mail: hing@engr.csulb.edu |
|-=-|
| WWW: http://www.engr.csulb.edu/~hing/ |
|-=-|
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------- Charles de Gaulle --------------------------o

1718. What is a Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: cardinal@swcp.com
Message-ID: <DA7D5C.AK6@swcp.com>
Source record: 12290

I've never heard of a Falcon, what is it?

Why am I even looking at the Newsgroup????
I used to own an Atari 600XL and an 800XL years ago, my first computers- they were great.
Anybody remember Archon, Blue Max or Fort Apocolypse?

Cardinal

1719. Re: Atari Collectors

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: cardinal@swcp.com
Message-ID: <DA7D86.ALy@swcp.com>
Source record: 12291

rsc@infinet.com (rsc) wrote:

>I have one of the original atari game boxes with joysticks and about 20
>games. I will include vintage Indy 500 game. Collectors only please.
>Asking $150 OBO. Please mail rsc@infinet.com. Thanks...

Your not serious . . . Oh you are?

hahahhhahaAHHAHAHAHAHAHAhahahahha . . . . . .<thump> . . . .
hahhahahhhhahaaaahahahhahahahahhaha

<thump>=falling out of my chair laughing

1720. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3rqdafssm1@mhadg.production.compuserve.com>
Source record: 12292

>>> 1) You can buy kits that allow you to use an external Keyb on an ST.

Have you ever USED one of these adaptors..?

I received a DEKA keyboard adaptor for the purpose of writing a review of the unit for Atari Interface magazine.

Out of four IBM keyboards I had on hand, the unit only worked with one of them at all, and had various other problems.

I declined to do the review and sent it back to the magazine.

I don't consider flaky third-party addons to be giving the customer a "choice".

BobR

1721. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3rqdrsssm2@mhadg.production.compuserve.com>
Source record: 12293

>>> I should ignore it and just not buy the model that I feel is an insult to
>>> the user's ability to choose their own monitor? Yah right.

So what if the user HAS NO ability to choose their own monitor..?

What if they don't know anything about "DPI" or "pixels" or "Horizontal
Scan Rates" or "MultiScan"...?

What if all they want is a simple, easy to purchase unit that doesn't
require them to become rocket scientists just to buy a computer..?

What if they don't want all the wires and boxes and hassle that separate
components entail..?

(Do you crusade against integrated stereo systems too..?)

There are Good Reasons for buying an integrated computer system.

BobR

1722. Re: What is a Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: pl4266@u.cc.utah.edu
Message-ID: <3rqgho$6m@news.cc.utah.edu>
Source record: 12294

Carlos Carbajal (cardinal@swcp.com) wrote:
: I've never heard of a Falcon, what is it?

: Why am I even looking at the Newsgroup????
: I used to own an Atari 600XL and an 800XL years ago, my first
: computers- they were great.
: Anybody remember Archon, Blue Max or Fort Apocolypse?

: Cardinal
I love Archon! Esp. Adept, although I play it still (and Blue Max and Fort Apocalypse), It is actually on a Commodore 64. Anyway to the point, Atari has always engineered quality computers, If you compare an Atari Falcon board to a PC mother board, the Falcon is plainly of a much higher quality in its construction.
Atari came out with the Falcon in about 92 ? I could be wrong, my Falcon was made in may 93. It is essentially a fully equipped multi-media personal computer based on the 68030 (or higher with upgrades) processor and Atari's TOS /GEM operating system built in (GEM is a derivation from the original graphical user interface by XEROX and provides a visual, mouse-driven interface that costs almost no RAM as its routines are ROM resident, although tons of Bootable extensions are available. The programmable resolutions, CD quality sound, multiple game ports, SCSI host adapter, MIDI interface, Digital signal processor, DMA architecture, and internal IDE interface, LocalTalk Lan adapter, all come stock in every Falcon. Software for any purpose can be found via mail-order. The tragic part of the Falcon is that most people buy PC's that can do what they don't need and can't do what they really want, so most of the development and marketing of software takes place in the PC Compatible world, even though the Falcon is really the ultimate consumer computer and costs much less than a PC with all the same card options. Ofcourse processor speed is literally a function of sales volume in the computer world and although my Falcon runs a 16MHZ, I find that more efficiently coded software actually runs plenty fast enough. Third party accelerators are available boosting speed to around 40MHZ, which really looks much faster on a Falcon than 66MHZ looks on a Windows hung PC. My Falcon has 4 Meg Standard memory, again upgradeable to 16MEG where 2MEG are preassigned to VIDEO. Atari has licensed the Falcon design to several third party manufacturers who are producing units optimized for such specific purposes as Digital Direct to Hard Disk recording.
I have no complaints about the Falcon, only about an uneducated market that buys like drones rather than discriminating customers. It is sad that one of America's great home-computer manufacturers is now the maker of an "Alternative" computer, but a fine alternative it is.
-paul.luscher@m.cc.utah.edu
Het leven is een eigenaardige verzameling van alles buiten gewoon!

1723. Re: Did IBM dump Atari as an OEM client?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3rq7l2$eus@ccshst05.cs.uoguelph.ca>
Source record: 12295

: Me thinks you did not see the question mark in the title...

I did, but when I saw your rude little statement, I assumed you
were jumping to (ludicrous) conclusions again.

: So what do you make in the factory?

Autoparts for several different car companies.

>> Mark <<

--
==
Mark Rathwell = "Why do we always come here? I guess we'll never
The University Of Guelph = know ... it's like some kind of torture, to
= have to watch the show!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

1724. Re: Guess who's NOT getting a Mac!!??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3rq7os$eus@ccshst05.cs.uoguelph.ca>
Source record: 12296

Heck ... I think I'll join her. Peter ... I'm not getting a Mac either!
If I ever upgrade to a new computer, it won't be an Apple product. Just
to damn pricey compared to clone machines. So what if they're easy to
use, most people know how to use a PC.

>> Mark <<

--
==
Mark Rathwell = "Why do we always come here? I guess we'll never
The University Of Guelph = know ... it's like some kind of torture, to
= have to watch the show!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

1725. Re: Guess who's NOT getting a Mac!!??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3rq7qg$eus@ccshst05.cs.uoguelph.ca>
Source record: 12297

```
: The Pc's fluncked out of the Milwaukee School district. 3,000 shiny new
: 5200's. Drake University is 98% PowerMac. Each dorm room has 7100 as well as
: faculty/staff. I can play too.

Here at U of G, there are several thousand 486 and Pentium
machines. And about 15 Macs. Shucks.

>> Mark <<

--
===============================================================================
Mark Rathwell = "Why do we always come here? I guess we'll never
The University Of Guelph = know ... it's like some kind of torture, to
= have to watch the show!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
===============================================================================
```

1726. Re: What is a Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3rq829$eus@ccshst05.cs.uoguelph.ca>
Source record: 12298

: I've never heard of a Falcon, what is it?

The last Computer Atari ever made. It was supposed to be the
first in the next generation of Atari ST machines, but the line was never
continued. Atari realized that they couldn't survive on a proprietory
system, especially when the fierce battles in the clone market were
causing prices to fall below Atari's ... and they used to undercut
everything.

The Falcon was like the ST, but with better graphics, faster
speed, a more powerful processor, a digital signal processor for sound,
and multitasking capabilities. It was generally compatable with ST
software. Only the 030 Falcon is available. Atari did show a prototype
040 machine a few times, but it was never manufactured.

: I used to own an Atari 600XL and an 800XL years ago, my first
: computers- they were great.

Yep! I had a 130XE until it died this summer.

: Anybody remember Archon, Blue Max or Fort Apocolypse?

Fun games ... especially liked "Fort Apocolypse." Must have had
thousands of games for that machine.

>> Mark <<

--

==
Mark Rathwell = "Why do we always come here? I guess we'll never
The University Of Guelph = know ... it's like some kind of torture, to
= have to watch the show!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

1727. Re: Atari Advocacy has died down. Why?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3rq7f9$eus@ccshst05.cs.uoguelph.ca>
Source record: 12366

>How does the overprice and also ran Falcon compete with the $999 Performa 636
>8/250/cd with keyboard?

Ignoring the fact that Peter is ignorant and never tried a
Falcon, I'll put my own view forward. I'm into Music, and think a Falcon
with Cubase Audio would do a much better job for me than a Performa 636
machine.

>> Mark <<

==
Mark Rathwell = "Why do we always come here? I guess we'll never
The University Of Guelph = know ... it's like some kind of torture, to
= have to watch the show!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

1728. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3roupf$pn2@osiris.wu-wien.ac.at>
Source record: 12367

I like the new Power Macs a lot. Especialy when I know that - as of June 9- Magic Mac (remeber: the Atari Oerating system for the Macintosh computers) runs now also on Powr Macintoshes. Now I can forget about that trashy MacOS and use some real OS with that machine.

Regards,

Alfred

1729. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3ro9jm$5m6$1@mhafc.production.compuserve.com>
Source record: 12368

> The fact that PC makers such as AST and Compaq (others??) have copied the
> "all-in-one" format indicates that there had to be an antecedent market
> demand for such products or they wouldn't have been developed.

That's exactly the way I feel about the discussion about the all-in-one Mac.. obviously someone must be buying them or Apple wouldn't continue to make them.

There's a lot of attraction to a system that doesn't have a lot of separate pieces and wires hanging out all over the place. A system like that is probably a lot less intimidating to a first-time computer user, which is a very GOOD thing for a lot of people..!

BobR

1730. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.803226638@gen-off-2>
Source record: 12369

markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) writes:

>: > Falcon030/20MB/540MB HD/CD = 2735$
How do you get 20MB into a Falcon? The max is 14MB, no?

>P.S. Please stop quoting signatures.
If you kept yours to a reasonable length, it wouldn't matter so much.

Some advice from Emily:
Q: How long should my signature be?
A: Dear Verbose: Please try and make your signature as long as you
can. It's much more important than your article, of course, so try
to have more lines of signature than actual text.

Try to include a large graphic made of ASCII characters, plus lots of
cute quotes and slogans. People will never tire of reading these
pearls of wisdom again and again, and you will soon become personally
associated with the joy each reader feels at seeing yet another
delightful repeat of your signature.

--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1731. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: proche@isis
Message-ID: <3rpimj$5i2@imag.imag.fr>
Source record: 12370

In article <1995Jun14.141914.44733@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|>
|> Stii using a TV set? Oh I forgot you play video games! You do not have to
|> change the whole computer. I can upgrade my HD, cdrom, drive as well as the
|> monitor.

What's wrong with my TV-set ? I don't need any monitor for games or programming.
And what's wrong with games ??? What do you do with your computer ? Oh, sorry for
this intimate question. Anyway not everyone is rich enough to have both a TV-set
and a monitor. But you don't seem to be really poor, do you ?

|>
|> Obviously you do not have an argument considering your eye strain..

??? Not understood, sorry (it seems to be syntactically correct, though).

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

1732. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3rpk3s$l9t@nyheter.chalmers.se>
Source record: 12371

In article <3rom0c$pvq@darkstar.UCSC.EDU>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>
>Not true! Skillful he might not be, but he creates information all the time,
>such as "The Jaguar flopped" and "Apple is wonderful" etc.
>
No! Information is data that actually tell you something! Peter just creates
data, no information...

Regards, Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

1733. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.803244923@sfu.ca>
Source record: 12372

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>Get PCs. The all-in-ones are more expensive then comparable stand-alone
>machines. You are paying for the new case design, the menufacturer
>putting it all together for you, etc. It panders to the mentality of those
>who want to buy a magic box that does everything they want without them ever
>having to think. I don't agree to such pandering, and think that any company
>that does is preying on the general stupidity and laziness of the public for
>their own profit.

OK, you just changed our debate about integrated computers into a mac versus
PC argument. I'll just ignore the first two sentences and not rise to the
bait. You are always goint to pay someone to design the case unless you
buy your own and I'd much rather pay someone to put it all together for
me than do it myself. If such a magic box was for sale then most people
would buy it. I don't want to think about my tools, I want them to do
something for me. Every computer does some pandering. If you want you
could poke ever instruction into your computer manually but you are
either "lazy" or "stupid" so you don't. I personally perfer having
a computer that comes with an operating system, a VCR with on-screen
programming (and a remote control) and a cordless phone. I guess I'm just
lazy and stupid.

--

Brian Quinlan
quinlan@sfu.ca

1734. Re: Guess who's NOT getting a Mac!!??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.803248388@gmi.edu>
Source record: 12373

sinclap2954@cobra.uni.edu writes:

>> Hey Sincrap and all other Macoids who may read this!
>> My sister is no longer getting a Mac. She is getting
>> a PC clone, probably either a Pentium-60 or 486DX/100.
>> Why has she changed her mind. Because Loyola, the
>> medical school she is going to, has *P*C*'s!!! Looks
>> like the Macintrash has flunked out of med school.
>> HA HA HA!!!!!

>The Pc's fluncked out of the Milwaukee School district. 3,000 shiny new
>5200's. Drake University is 98% PowerMac. Each dorm room has 7100 as well as
>faculty/staff. I can play too.

Oh yeah? Mention "Macintosh" around Ford Research Laboratories, and all
you get are peals of laughter. Yes indeed, Sinflopper, not a single
Mac in sight. And believe me, that represents a HUGE number of PCs and
a LOT of $$$.

So HA HA HA, Sinflop.

/Kevin

>Peter
>-new sig under construction

1735. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DA8EA4.9Es@ecf.toronto.edu>
Source record: 12374

In article <3romkn$q31@darkstar.ucsc.edu>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>
>In <1995Jun14.141144.44730@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>
>>You would not do business with them if the all in ones did not exist. The all
>>in one came into existence because of the content of Apple's marketing
>>research. Why would Apple give a dam about what you think. Obvious the all in
>>ones have been a great success. Considering that the Millwaukee public school
>>system has bought 3000 of the 5200's, your antics has zero substance.
>
>The "all in ones" have been around since day one. They're Apple's trademark,
>Apple's baby idea, like having cloverleaves instead of contriol keys and
>"option" instead of "alternate" -- of course, they had to backtrack on those
>when they realized that they couldn't communicate with the rest of the
>world. As for poor ideas selling -- There's one born every minute, and most of
>them go into marketing.

What do you mean backtrack? Apple keyboards still have the Option and Command
keys, as well as Control. As for all-in-one machines, not only has apple
not backtracked (they still have at least two all-in-one models still on the
market) but other companies have released all-in-ones as well.

1736. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DA8EL7.9tr@ecf.toronto.edu>
Source record: 12375

In article <3ronja$q63@darkstar.ucsc.edu>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>>Anybody who doesn't want the 5200's integrated can buy the 6200, which is
>>almost exactly the same machine, except for the case and I believe the hard
>>drive size. If you don't want a Mac with an integrated monitor, then don't
>>buy one with an integrated monitor. It's as simple as that.
>
>How many times must I say it: Because Apple makes such a machine, and has
>since day one, I will not buy a computer from them. It's principle. Of
>course, I've got about 100 other reasons why I'll never buy a Mac. '

What a double-standard! You're willing to forgive other companies, but
not Apple! How is such a statement any different from what Peter Sinclair
says?

Your argument a few articles ago was that Apple is insulting its users by
offering a machine with a built-in monitor. How is Apple insulting its users?
If they want a different model, all they have to do is buy it! Have you even
seen the Performa 5200, before making a judgement that its built-in monitor
is bad?

>640k will be enough for anybody.

That's different.

First of all, while programs continue to demand more and more memory, they
don't demand bigger and bigger monitors. Secondly, I'm not saying that a
15" monitor is enough for everyone. I'm saying that an 832x624 15" monitor
will be enough for anyone who buys the Performa 5200. People who buy the
Performa 5200 *know* what they're getting -- and the kind of people the
Performa 5200 is aimed at are the kind of people who don't want to do the kind
of things that require more than 832x624. People who want more than that
will also want a faster machine.

1737. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DA71AG.HB0@ecf.toronto.edu>
Source record: 12376

In article <3rm2fm$8eg@darkstar.ucsc.edu>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>You make no sense. Apple pushes products that have a trait (built-in monitors)
>that I feel is an insult to consumers. It does not matter if they have
>products that don't feature that trait, the fact that they have them at all
>is yet another reason I don't do business with them. Has it sunk in
>yet? Or should I use smaller words next time???

So I guess you'd never buy any computers from Compaq or Packard Bell -- or
even IBM? All of those companies either have now, or at one time have had
computers with integrated monitors.

There are two points I think should be made:

Anybody who doesn't want the 5200's integrated can buy the 6200, which is
almost exactly the same machine, except for the case and I believe the hard
drive size. If you don't want a Mac with an integrated monitor, then don't
buy one with an integrated monitor. It's as simple as that.

There's is no difference in my mind between an integrated monitor, and an
integrated keyboard. Just as you claim that an integrated monitor is
limiting in that it's a waste if you want to upgrade to a bigger monitor,
an integrated keyboard is also limiting. With an integrated keyboard, I
can't type on my lap, I can't move the keyboard around wherever I want, and
unless I want to spend extra money, I can't change the keyboard. With the
Macintosh, you can choose your keyboard before you purchase the machine and
you don't end up with two keyboards, one unused -- just as you would end up
with two monitors, one unused, if you wanted a bigger monitor with your
Performa 6200.

(To be fair, though, the Performa 5200 is not aimed for the kind of people
who would want to upgrade to larger monitors. It's aimed for home users; the
kind who would be satisfied with 832x624 on a 15 inch screen. Anyone who
who wanted a bigger monitor would no doubt also want a faster machine than
the 5200.)

>>Users decide what monitor they want to use beforehand.
>
>Not if they buy one with a built-in monitor, and it costs much more to overcome
>this deficiency by adding an external monitor than it does to add an external
>keyboard to an Atari. Of course, you can also buy a TT or Mega, which have
>external keyboards. There's another choice for you.

As I said above, Apple offers a similar machine, without the inegrated monitor.
It's your choice.

(No, I am not flaming you, and no, I am not trying to convert you to the Macintosh. I would appreciate not being flamed back.)

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

1738. Re: For Atarians only!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DA74K4.J7A@ridgecrest.ca.us>
Source record: 12377

sinclap2954@cobra.uni.edu wrote:

>
> Ever heard of the summer session for the over achievers?

Summer session is usually for students that fail the previous
semester and need to make up the work they didn't finish due to
them slamming Atarians in their news groups.
>
> As for your slam of Iowa, you should check out the bridges of Madison County
> and bring a date with ya as well.

Iowa is as flat as your mother. The bridge must be up on stilts.
(No I haven't been to the movies lately)

> Who is Miss. Rosey

That depends on if your left handed or right handed.

That is not news, lets talk about what the average person can do
if they happened to own an Atari before you came along. Any newies
reading this area would be sickened by your remarks. True or not.
>
Fed-up
and ready to PUKE!

1739. Re: For Atarians only!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DA75FK.JIH@ridgecrest.ca.us>
Source record: 12378

sinclap2954@cobra.uni.edu wrote:

> > Now could we discuss Ataris?
> >
>
> Sure..What do you want to talk about? That the current Atari line is outdated
> and over price and that the Jagflop has been an utter failure.

We could discuss any of the following items:

```
****************************************************************
Falcon w/Mighty Sonic-32megTTRam,14MegST Ram,FPU
Plextor 4XCD,2-540LPS Quantums,1-Segate Hawk 1gig-n-Toad 4-Bay
IDEK 5017,1084C,NEC3D,Sony SRS-D2PC,TelevEyes/PRO Genlock
VideoMaster Falcon,Epson Stylus 720,ApexMedia,JVC SVHS GR-SZ7
LatticeC5.6,Kobold,Devpac(&DSP),ImageCopy,DA's Vector,TrueImage
4meg1040ST/2.06ToshXM2100ACD,DX2/66,AutoCAD/R12,Animator,Renderman
USR 144. Beautiful Girl Friend.
****************************************************************
```

This is only a partial listing. I didn't mention the Qudra 630/32
and Magic or the 90Mhz intel pile. Need more to poke at? I also
have access to an SGI workstation. A high paying job (one you'll
never have). A fantastic woman, pit bulls, one of 200 built vintage
F12M450 Kawasakis, a Quater Horse and a lot of other toys just to
piss you off.Can I call you petey too? Go for it.

Mike and Cindy

1740. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3rom0c$pvq@darkstar.UCSC.EDU>
Source record: 12379

In <khaley.803150646@gmi.edu> khaley@nova.gmi.edu (Kevin Haley) writes:

>And you know, Peter, that you are completely the opposite of the above
>description. I find it completely hilarious that you of all
>people could talk about "skilled creators of information".

Not true! Skillful he might not be, but he creates information all the time,
such as "The Jaguar flopped" and "Apple is wonderful" etc.

~Chris
--

1741. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3rom3r$q0m@darkstar.UCSC.EDU>
Source record: 12380

In <1995Jun14.135801.44727@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>
>> There is no technical about it, just pop up the key and replace the new
>> one, unless for someone who has two left hand as yourself.

>What if you want to put the keyboard in your lap?

I can ask a similar question: What if ou want the computer case on the floor and the monitor on the desk? Now, as we examine our answers (or in petey's case, the alpha-bits on the floor) let's ask ourselves: Which solution (buy an external keyboard or buy an external monitor) is cheaper?

~Chris

--

1742. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3romkn$q31@darkstar.UCSC.EDU>
Source record: 12381

In <1995Jun14.141144.44730@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>You would not do business with them if the all in ones did not exist. The all
>in one came into existence because of the content of Apple's marketing
>research. Why would Apple give a dam about what you think. Obvious the all in
>ones have been a great success. Considering that the Millwaukee public school
>system has bought 3000 of the 5200's, your antics has zero substance.

The "all in ones" have been around since day one. They're Apple's trademark,
Apple's baby idea, like having cloverleaves instead of contriol keys and
"option" instead of "alternate" -- of course, they had to backtrack on those
when they realized that they couldn't communicate with the rest of the
world. As for poor ideas selling -- There's one born every minute, and most of
them go into marketing.

>Eh?

Hard of thinking today? Not any more than usual, I'm sure.

>> SInce you were too dumb to understand my original points, I repeat them below
>> with your random gibberish responses and my clarifications.

>Considering that you made no sense..

Maybe to your plankton-based intelligence.

>What dealer?

The one you boight the computer from, silly! Duh...
There's four or five within a few hours drive from me, and many either of us
could mail-order from.

>What dealer?

Is there an echo on here, or are you just skipping? Hey, somebody kick the
sinclap, his program's caught in a loop!

>Most users rarely out grow a monitor size. You can buy desktop Macs with out
>built in monitors as well.

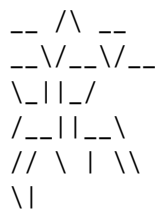
Hahahah. Never outgrow monitors. Tell that to all who bought a 12" color
screen on their LCs. feh. Tell that to everyone who had to suffer through
years of a 9" screen on an original mac or classic style. [0|1] <-- here's
bit. Double your brain capacity.

>Again, what dealer?

Again, kick him!

>Really Chris, but you fell in your alphabet soup. I am a Raisan Bran person..

I shoulda known. He thought "maybe if I weat these, my brain will get
more wrinkles, just like the raisins!" -- it's still a perfect sphere, petey.

--


1743. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3romsn$q41@darkstar.UCSC.EDU>
Source record: 12382

In <1995Jun14.141559.44732@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>Yes, many times in my third world classes. Whats your point and again what
>does it have to do with the all in ones?

You see, I tend to read posts completely before responding, and often
will hint at an answer before I post it, to avoid saying the same thing
more than once. In literature it's called "foreshadowing". If you read the
whole post, you'd see that it was answered below.

>No, just the specifics Mr Oats...

He ate the e from the alpha-bits before he could put together his post
again.

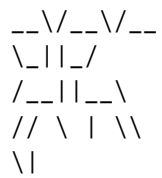
To remind you, here's the "point" again:

>> I'm speaking in general of the "let's package everything together and
>> shield the user from as much as possible" philosophy. It applies to the
>> all-in one design (let's remove choices, such as monitor, from the user's
>> ability) Operating systems, etc.

>The packaging came about because of certain market segments that the company
>wanted to attract. Apple has proven you wrong MR Oats, GET OVER IT!

Yeah -- people like you who don't want to be bothered by thinking. Sure,
stupidity sells. I still think it's wrong and want nothing to do with the
company who peddles it.

~Chris

--


1744. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3ron65$q4v@darkstar.UCSC.EDU>
Source record: 12383

In <quinlan.803158903@sfu.ca> quinlan@newsserver.sfu.ca (Brian Quinlan) writes:

>This thread is getting stupid. I don't think that offering users the
>opertunity to buy built-in monitors is a scam at all. What happens if the
>user can just affort the cheapest piece of performa junk lying around
>and having an integrated monitor saves him a few bucks? What happens
>if you are setting up a lab and you need the least expensize, secure
>and maintainable setup possible?

Get PCs. The all-in-ones are more expensive then comparable stand-alone
machines. You are paying for the new case design, the menufacturer
putting it all together for you, etc. It panders to the mentality of those
who want to buy a magic box that does everything they want without them ever
having to think. I don't agree to such pandering, and think that any company
that does is preying on the general stupidity and laziness of the public for
their own profit.

~Chris

--

1745. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3ronja$q63@darkstar.UCSC.EDU>
Source record: 12384

In <DA71AG.HB0@ecf.toronto.edu> pischke@ecf.toronto.edu (PISCHKE DAVID) writes:

>In article <3rm2fm$8eg@darkstar.ucsc.edu>,

>So I guess you'd never buy any computers from Compaq or Packard Bell -- or
>even IBM? All of those companies either have now, or at one time have had
>computers with integrated monitors.

My pc is one I bought as pieces and put together myself. And yes -- I will
not buy a compaq or a packard bell machine because of that. I haven't seen
the IBMs you refer to -- if it's in the past and they no longer sell such a
machine, then I am willing to forgive.

>Anybody who doesn't want the 5200's integrated can buy the 6200, which is
>almost exactly the same machine, except for the case and I believe the hard
>drive size. If you don't want a Mac with an integrated monitor, then don't
>buy one with an integrated monitor. It's as simple as that.

How many times must I say it: Because Apple makes such a machine, and has
since day one, I will not buy a computer from them. It's principle. Of
course, I've got about 100 other reasons why I'll never buy a Mac. '

>unless I want to spend extra money, I can't change the keyboard. With the
>Macintosh, you can choose your keyboard before you purchase the machine and
>you don't end up with two keyboards, one unused -- just as you would end up
>with two monitors, one unused, if you wanted a bigger monitor with your
>Performa 6200.

I addressed this in another post. An external keyboard is much cheaper
then an external monitor. I'd rather have a $25 part wasted than a $300 one.

>(To be fair, though, the Performa 5200 is not aimed for the kind of people
>who would want to upgrade to larger monitors. It's aimed for home users; the
>kind who would be satisfied with 832x624 on a 15 inch screen. Anyone who
>who wanted a bigger monitor would no doubt also want a faster machine than
>the 5200.)

640k will be enough for anybody.

>(No, I am not flaming you, and no, I am not trying to convert you to the
>Macintosh. I would appreciate not being flamed back.)

I save my flames for sinclap, but I have already covered all the points
you raised in earlier posts.

~Chris

>--
> Dave "Bear" Pischke (pischke@ecf.toronto.edu)
>___ _____ Engineering is the art of moulding materials we do not fully
>|__ |) | | | understand into shapes we cannot fully analyse and preventing
>|__ |\ | |/\| the public from realising the full extent of our ignorance.
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1746. Re: Guess who's NOT getting a Mac!!??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3ronm1$q69@darkstar.UCSC.EDU>
Source record: 12385

In <3rntjf$iva@george.rutgers.edu> trauth@george.rutgers.edu (Thomas Trauth) writes:

>Hey Sincrap and all other Macoids who may read this!
>My sister is no longer getting a Mac. She is getting
>a PC clone, probably either a Pentium-60 or 486DX/100.
>Why has she changed her mind. Because Loyola, the
>medical school she is going to, has *P*C*'s!!! Looks
>like the Macintrash has flunked out of med school.
>HA HA HA!!!!!

Well, I bet they dissect the color classic to see what a foetal pig looks
like... :)

~Chris

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1747. Re: For Atarians only!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-15 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3ronqj$q75@darkstar.UCSC.EDU>
Source record: 12386

In <DA74K4.J7A@ridgecrest.ca.us> michael grove <mgrove@owens.ridgecrest.ca.us> writes:

>Summer session is usually for students that fail the previous
>semester and need to make up the work they didn't finish due to
>them slamming Atarians in their news groups.

True in Sinflop's case, but not always. I'm doing summer classes so I can
get the equivalent of five years fo classes done in four. Actually, I planned
on graduating in three, but I've decided to take it easy and do it in four.
This way I can take more classes outside my major, like Japanese, which I'm
starting in the fall.

~Chris

--

1748. Re: What is a Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-16 00:00:00 UTC
From: gavinm@vsprsun_14
Message-ID: <3rrma7$1qv8@info4.rus.uni-stuttgart.de>
Source record: 12299

Carlos Carbajal (cardinal@swcp.com) wrote:
: I've never heard of a Falcon, what is it?

: Why am I even looking at the Newsgroup????
: I used to own an Atari 600XL and an 800XL years ago, my first
: computers- they were great.
: Anybody remember Archon, Blue Max or Fort Apocolypse?

I do indeed - they were excellent. Also worth checking out were Necromancer and Shadow World. Synapse did some great games .. as did EA in those early days.

gavan
--
email: G.Moran@ee.qub.ac.uk | 'There can be only one!'
or gmoran@nyx.cs.du.edu | - The Highlander

1749. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-16 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3rr06i$dac@darkstar.UCSC.EDU>
Source record: 12300

In <DA8EA4.9Es@ecf.toronto.edu> pischke@ecf.toronto.edu (PISCHKE DAVID) writes:

>What do you mean backtrack? Apple keyboards still have the Option and Command
>keys, as well as Control. As for all-in-one machines, not only has apple
>not backtracked (they still have at least two all-in-one models still on the
>market) but other companies have released all-in-ones as well.

Apple had option and command INSTEAD of control and alt to be "different" --
they ADDED them later to be compatible.

ANd I never said anyhting about apple backtracking on the all-in-ones. The
fact that they still have them is one mroe thing on my "list of reasons
why I never buy Apple machines"

~Chris

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1750. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-16 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3rr0bi$dbp@darkstar.UCSC.EDU>
Source record: 12301

In <DA8EL7.9tr@ecf.toronto.edu> pischke@ecf.toronto.edu (PISCHKE DAVID) writes:

>What a double-standard! You're willing to forgive other companies, but
>not Apple! How is such a statement any different from what Peter Sinclair
>says?

I hgave a list of reasons why I'll never buy a mac. So long as the Items
on that list are true (or enough of them) my statement holds. Sheesh. Can't
people read?

~Chris

>Your argument a few articles ago was that Apple is insulting its users by
>offering a machine with a built-in monitor. How is Apple insulting its users?
>If they want a different model, all they have to do is buy it! Have you even
>seen the Performa 5200, before making a judgement that its built-in monitor
>is bad?

I'm not going to say it again. Read my posts! Then you'll understand.

>>640k will be enough for anybody.

>That's different.

Sure...

>First of all, while programs continue to demand more and more memory, they
>don't demand bigger and bigger monitors. Secondly, I'm not saying that a
>15" monitor is enough for everyone. I'm saying that an 832x624 15" monitor
>will be enough for anyone who buys the Performa 5200. People who buy the
>Performa 5200 *know* what they're getting -- and the kind of people the
>Performa 5200 is aimed at are the kind of people who don't want to do the kind
>of things that require more than 832x624. People who want more than that
>will also want a faster machine.

Uh huh. CGA is anought for anybody.

~Chris

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1751. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-16 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DA93ME.Foo@ecf.toronto.edu>
Source record: 12302

In article <3rr06i$dac@darkstar.ucsc.edu>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>
>In <DA8EA4.9Es@ecf.toronto.edu> pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
>
>>What do you mean backtrack? Apple keyboards still have the Option and Command
>>keys, as well as Control. As for all-in-one machines, not only has apple
>>not backtracked (they still have at least two all-in-one models still on the
>>market) but other companies have released all-in-ones as well.
>
>Apple had option and command INSTEAD of control and alt to be "different" --
>they ADDED them later to be compatible.

I'm not entirely sure what you mean -- they added what later "to be
compatible?" The Option and Command keys? The Command key was present in
the first Macintosh. I think the Option and Control keys were added later.
If that's what you mean, then I believe you are correct.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

1752. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-16 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DA93yz.Fzz@ecf.toronto.edu>
Source record: 12303

I wrote:
>>Your argument a few articles ago was that Apple is insulting its users by
>>offering a machine with a built-in monitor. How is Apple insulting its users?
>>If they want a different model, all they have to do is buy it! Have you even
>>seen the Performa 5200, before making a judgement that its built-in monitor
>>is bad?

Christopher Taylor Oates wrote:
>I'm not going to say it again. Read my posts! Then you'll understand.

I understand perfectly well that you have your list of things you don't like
about Apple, and that you won't buy an Apple until all the items on your list
are resolved. I also understand that you argue that it's cheaper to buy a
replacement keyboard than a replacement monitor -- but you haven't answered
my question. How is Apple insulting its users? It's not forcing them to
buy models with integrated monitors.

>>First of all, while programs continue to demand more and more memory, they
>>don't demand bigger and bigger monitors. Secondly, I'm not saying that a
>>15" monitor is enough for everyone. I'm saying that an 832x624 15" monitor
>>will be enough for anyone who buys the Performa 5200. People who buy the
>>Performa 5200 *know* what they're getting -- and the kind of people the
>>Performa 5200 is aimed at are the kind of people who don't want to do the kind
>>of things that require more than 832x624. People who want more than that
>>will also want a faster machine.
>
>Uh huh. CGA is anought for anybody.

And you accuse me of not reading. Please re-read what I wrote. I said:

>>Secondly, I'm not saying that a 15" monitor is enough for everyone. I'm
>>saying that an 832x624 15" monitor will be enough for anyone who buys the
>>Performa 5200 [...] the kind of people the Performa 5200 is aimed at are the
>>kind of people who don't want to do the kind of things that require more
>>than 832x624.

There is no current Mac software out there which requires more than 832x624
resolution that I am aware of. Most programs don't required any specific
resolution at all.

Anyone who doesn't want a machine like the Performa 5200, which is clearly
an entry-level model, is free to buy any Macintosh they want, and to choose
the model of Macintosh that best suits them. Apple does not force them to
buy models with integrated monitors.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)

```
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.
```

1753. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-16 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3rrfau$frs@darkstar.UCSC.EDU>
Source record: 12304

In <3rqdrsssm2@mhadg.production.compuserve.com> BobR <76702.1466@CompuServe.COM> writes:

>>>> I should ignore it and just not buy the model that I feel is an insult to
>>>> the user's ability to choose their own monitor? Yah right.

>So what if the user HAS NO ability to choose their own monitor..?

>What if they don't know anything about "DPI" or "pixels" or "Horizontal
>Scan Rates" or "MultiScan"...?

Do you walk into a car dealer and say "I want a blue one. I don't know or
care about anything else" Or into a real estate office and say "I want a
hpouse with pointy rooves. I don't know anything about square footage or
number of bathrooms"

It's the same thing. Computers are part of the world, and to be ignorant of
how they work is a tragic crime. For a company to foster and encourage
ignorance is downright despicable.

>What if all they want is a simple, easy to purchase unit that doesn't
>require them to become rocket scientists just to buy a computer..?

The point is, it doesn't require it! People have this image, helped along by
companies such as Apple, that computers are "too complex to understand" and
"too difficult to use" -- all lies.

>What if they don't want all the wires and boxes and hassle that separate
>components entail..?

Then they surely shouldn't be trusted to buying anything. Did you know that
a TV has wires? and a VCR too? How about the much-vaunted toaster? Did
you know that you have to PLUG IT IN? and CLEAN IT occasionally? my god,
it's so complex! Someone should make an easier toaster!

>(Do you crusade against integrated stereo systems too..?)

Sigh. Has everyone on this group lost their ability to think?
I'm not "crusading" -- As a consumer, I have the right to choose not to deal
with a company that has business practices that I don't agree with. It's part
of the whole Capitalism thing. I have a mental list of over 100 items that I
fault Apple computer for. Integrated desktop computers is just one item on the
list. I therefore choose not to deal with them. Am I telling you to not
buy one? No. Go ahead and do it. I still feel that Apple is wrong in
marketing them, and Will not do any business with them for so long as they do
(among, as I said, many other reasons)

As for stereos -- For portability reasons, "boom-box" integrateds work.
When I eventually decide that upgrading beyond that is in my plan, I certainly

will not be looking at cheap poor-quality "integrated" stereos. I will buy each component separately and for the features that I want.

>There are Good Reasons for buying an integrated computer system.

Name one, and I mean just ONE good, _INTELLIGENT_ reason why I should want to buy an integrated system.

~Chris

--

1754. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-16 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3rrfju$fsc@darkstar.UCSC.EDU>
Source record: 12305

In <DA93ME.Foo@ecf.toronto.edu> pischke@ecf.toronto.edu (PISCHKE DAVID) writes:

>>Apple had option and command INSTEAD of control and alt to be "different" --
>>they ADDED them later to be compatible.

>I'm not entirely sure what you mean -- they added what later "to be
>compatible?" The Option and Command keys? The Command key was present in
>the first Macintosh. I think the Option and Control keys were added later.
>If that's what you mean, then I believe you are correct.

I mean this:

First macs: Instead of the standard PC and everyone else "Control" and
"Alternate" keys, had "Command" and "Option" -- functioning in much the same
capacity, respectively. In fact, the little symbol for "Command" was chosen
because it didnt' mean anything except "Campground" somewhere in Europe. They
wanted to be "Different" than PCs to appeal to those who were jaded with the
whole PC environment.

Later Macs: After realizing that they actually needed to communicate with
other computers, (most noticeably on-line) "Control" "Alternate" and "Escape"
keys were added. Of course, they continued to switch them around, swap
ESC and ~ on every model, only give you function keys on extended keyboards,
etc.

So, the question is this: Did Apple abandon their uniqueness in order to be
compatable, therefore giving up their original vision and selling out? Or
were they foolish to believe that they could have any impact against the
weight of the PC dominance? You decide.

~Chris

>--
> Dave "Bear" Pischke (pischke@ecf.toronto.edu)
>___ _____ Engineering is the art of moulding materials we do not fully
>|__ |) | | | understand into shapes we cannot fully analyse and preventing
>|__ |\ | |/\| the public from realising the full extent of our ignorance.
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1755. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-16 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3rrgbj$fur@darkstar.UCSC.EDU>
Source record: 12306

In <DA93yz.Fzz@ecf.toronto.edu> pischke@ecf.toronto.edu (PISCHKE DAVID) writes:

>I understand perfectly well that you have your list of things you don't like
>about Apple, and that you won't buy an Apple until all the items on your list
>are resolved. I also understand that you argue that it's cheaper to buy a
>replacement keyboard than a replacement monitor -- but you haven't answered
>my question. How is Apple insulting its users? It's not forcing them to
>buy models with integrated monitors.

Okay, one more time. (This is your brain on drugs?)

There si a segment of the population that knows nothing about computers.
They probably don't need them anyway, but hey, I'll be nice and assume that
for some arcane reason they do. There are two options:

1) Educate them on what they need to know about computers so that they can
make an intelligent, informed purchase decision.
2) Offer them some "miracle" panacea computer that they can buy without
thinking and continue their ignorance. In fact, it comes with an OS that
requires no brain. Sure, if you ever do learn about how computers work, you'll
realize that the machine probably isn't what you want, and it ends up being
painful to do certain things (like upgrade a monitor, eject a floppy manually,
force a move across volumes, trade floppies with the rest of the world who
uses PCs -- don't give me "Use Apple File Exchange", it's junk)

I believe that everyone is capable of knowing enough about computers to make
an informed decision (except perhaps sinclap, but he's a rare medical case)
and that Apple, by making #2 their corporate mission, is equivalent to
snake oil pushers who prey n the ignorance of the public. In addition, they
seem to want everyone, including those who CAN make intelligent decisions,
to buy their product, broadcasting a clear message that EVERYONE is too dumb
to know how to use a computer. And I, as not only one who likes to make
such informed decisions, but also as one who believes in the pursuit of
truth, find that insulting.

Have I made myself clear yet???

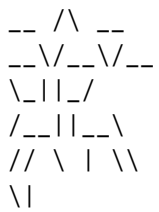
>There is no current Mac software out there which requires more than 832x624
>resolution that I am aware of. Most programs don't required any specific
>resolution at all.

Sure, but if you want to have multiple windows open & such, it's really
cramped. Heck, I run at 1024 x 768 and I find it cramped for multitasking.
I can't have more than one or two windows open before things start really
overlapping and becoming hard to see.

>Anyone who doesn't want a machine like the Performa 5200, which is clearly
>an entry-level model, is free to buy any Macintosh they want, and to choose
>the model of Macintosh that best suits them. Apple does not force them to
>buy models with integrated monitors.

And once again, I must reply that It doesn't matter what else they offer.
Because they offer the option that I find insulting (and this is leaving out
any arguments about the OS, whose entire purpose is to make the user feel
stupid and incompetent and ships with every mac) I cannot overlook that and
say "Well, they only rip people off on SOME models..."

~Chris

--


1756. Re: The Contributions of Peter Sinclair-Day

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-16 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3rqkui$jog@ccshst05.cs.uoguelph.ca>
Source record: 12307

: Gee, I thought it was your mother Daisy and Brother Elmer..

Not everyone comes from freakish genes, Peter.

: Peter
: -new sig under construction

Maybe this one will be five or six lines in length???

>> Mark <<

--

==
Mark Rathwell = "Why do we always come here? I guess we'll never
The University Of Guelph = know ... it's like some kind of torture, to
= have to watch the show!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

1757. Re: For Atarians only!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-16 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DA9HAx.9uo@ridgecrest.ca.us>
Source record: 12308

aspect@cats.ucsc.edu (Christopher Taylor Oates) wrote:
>
>
> In <DA74K4.J7A@ridgecrest.ca.us> michael grove <mgrove@owens.ridgecrest.ca.us> writes:
>
> >Summer session is usually for students that fail the previous
> >semester and need to make up the work they didn't finish due to
> >them slamming Atarians in their news groups.
>
> True in Sinflop's case, but not always. I'm doing summer classes so I can
> get the equivalent of five years fo classes done in four. Actually, I planned
> on graduating in three, but I've decided to take it easy and do it in four.
> This way I can take more classes outside my major, like Japanese, which I'm
> starting in the fall.
>
> ~Chris
>
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Yes, Cindy got on me about that one. She just graduated this
semester (and she did put in two summer semesters). I should have
chosen my words more carefully. Also, I actually have several
relations living in Iowa. The farms there are beautiful.
Hummmm, farms? Sin_Plop? Kinda fits.

Mike,

China Lake Naval Air Warfare Center, China Lake, Ca.

1758. Re: Guess who's NOT getting a Mac!!??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-16 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.803306815@gmi.edu>
Source record: 12309

mrathwel@uoguelph.ca (Mark Rathwell) writes:

>Heck ... I think I'll join her. Peter ... I'm not getting a Mac either!
>If I ever upgrade to a new computer, it won't be an Apple product. Just
>to damn pricey compared to clone machines. So what if they're easy to
>use, most people know how to use a PC.

When you have a computer that expects you're too dumb to know when to insert/eject a disk, I'd be wary. Personally, I have used a Mac for many things, and they do serve useful purposes. But you won't see me buying one, there's too many things about them that I don't like at all.

/Kevin

> >> Mark <<

1759. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-16 00:00:00 UTC
From: proche@isis
Message-ID: <3rs10r$htn@imag.imag.fr>
Source record: 12310

In article <3rqdrsssm2@mhadg.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
|>
|> So what if the user HAS NO ability to choose their own monitor..?
|>
|> What if they don't know anything about "DPI" or "pixels" or "Horizontal
|> Scan Rates" or "MultiScan"...?

Such a user should try to get a few information. When you plan to buy something,
don't you try to get any advices ? Don't you try to see which product fits better
your needs, even if you have to learn a few technical concepts ? If the future
user is too lazy to make a choice, he won't get what he needs but what the dealer
wants to sell him.

|>
|> What if all they want is a simple, easy to purchase unit that doesn't
|> require them to become rocket scientists just to buy a computer..?
|>

Some knowledge may help.

|> What if they don't want all the wires and boxes and hassle that separate
|> components entail..?
|>
|> (Do you crusade against integrated stereo systems too..?)

I do. One day I'll change my tape deck.

|>
|> There are Good Reasons for buying an integrated computer system.

Good and bad reasons.

Pascal.

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

1760. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-16 00:00:00 UTC
From: proche@isis
Message-ID: <3rs22b$htn@imag.imag.fr>
Source record: 12311

In article <3rrgbj$fur@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|>
|> I believe that everyone is capable of knowing enough about computers to make
|> an informed decision (except perhaps sinclap, but he's a rare medical case)
|> and that Apple, by making #2 their corporate mission, is equivalent to
|> snake oil pushers who prey n the ignorance of the public. In addition, they
|> seem to want everyone, including those who CAN make intelligent decisions,
|> to buy their product, broadcasting a clear message that EVERYONE is too dumb
|> to know how to use a computer. And I, as not only one who likes to make
|> such informed decisions, but also as one who believes in the pursuit of
|> truth, find that insulting.

You must confuse "too dumb to know how to use a computer" with "not informed enough to understand how a computer works". Apple tries to offer users the possibility to use their computer without really knowing how it works. This point doesn't make a big difference with Ataris, but surely with PCs.
Pascal.
BTW: this group seems to work fine without Sinclap...

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

1761. Re: Atari Advocacy has died down. Why?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-16 00:00:00 UTC
From: t94patsa@ida.liu.se
Message-ID: <DA9ppL.Ly9@ida.liu.se>
Source record: 12312

sinclap2954@cobra.uni.edu writes:

>> : How does the overprice and also ran Falcon compete with the $999 Performa 636
>> : 8/250/cd with keyboard?
>>
>> Very easy:
>>
>> Performa 630/12MB/500MB HD/CD = 2175$
>> Falcon 030/20MB/540MB HD/CD = 2735$

>In the USA, the Performa 636 8/250/cd(keyboard) costs $999 from MacWareHouse
>plus $3.00 for next day delivery.

This may come as a shock to you Peter, but there actually exists a world out-
side Iowa, yes even outside the United States.

>
> Peter Sinclair-Day
> University of Northern Iowa Performa 550 10/160/CD
> Residence on the Hill Complex August:PowerMac 7200/7500
> 3800 Jennings Drive $50 Jaguar
> Cedar Falls, IA. 50613
> (319)273-38XX

/patrik

--

Patrik Sanfridsson Linkoping Institute of Technology, Sweden
t94patsa@und.ida.liu.se URL: http://www-und.ida.liu.se/~t94patsa/

1762. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-16 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.803314108@gen-off-2>
Source record: 12313

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>painful to do certain things (like upgrade a monitor, eject a floppy manually,
>force a move across volumes, trade floppies with the rest of the world who
>uses PCs -- don't give me "Use Apple File Exchange", it's junk)
I don't understand you. I put a PC/Atari floppy in my Mac, a floppy icon
appears on the desktop. I can copy from/to said floppy. I don't even know
what Apple File Exchange is. Where's the problem?
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1763. Re: Guess who's NOT getting a Mac!!??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-16 00:00:00 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.803329231@sfu.ca>
Source record: 12314

khaley@nova.gmi.edu (Kevin Haley) writes:

>When you have a computer that expects you're too dumb to know when to
>insert/eject a disk, I'd be wary. Personally, I have used a Mac for
>many things, and they do serve useful purposes. But you won't see me
>buying one, there's too many things about them that I don't like at
>all.

Yeah, damn those NeXT cubes. Obviously they are junk too.

--

Brian Quinlan
quinlan@sfu.ca

1764. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-17 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3rtnpm$s07$5@mhadf.production.compuserve.com>
Source record: 12237

: > You must also know, that this Falcon has much more RAM than the compared
: > Performa and is installed in a Desktop, has a new graphics-card, a PC-keybo
ard,
: > and NVDI3+MultiTos.

And this Falcon came this way from a local dealer, easy to take out of the manufacturer's box, set up and run...?

BobR

1765. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-17 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3rtoh1$s07$6@mhadf.production.compuserve.com>
Source record: 12238

> It panders to the mentality of those who want to buy a magic box that does
> everything they want without them ever
> having to think. I don't agree to such pandering, and think that any
> company that does is preying on the general stupidity and laziness of the
> public for their own profit.

That's right..! Just like that goddammned McDonalds who sells ready-to-eat hamburgers instead of offering the customer the choice of what brand of pickles they want on them, or who the buns were made by.

Not to mention Levi Strauss who doesn't even give you the choice of what gauge thread you want your bluejeans sewn together with..!

And believe it or not, AT&T forces people to use telephones with NO choice of whose chips are inside, or even how big the buttons are going to be..!

It's hard to believe the public is so stupid and lazy as to stand for this outrage..!

Why, I even bought a car with its engine already installed and everything.. and it was the one offered by the manufacturer.. I couldn't put the car on the floor and the engine on a table...

I feel so stupid and lazy for letting them do that to me.

I just wanted a magic box to get me to work and back.

BobR

1766. BBS Software

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-17 00:00:00 UTC
From: srd@rain.org
Message-ID: <3rvjd0$3ln@news.rain.org>
Source record: 12315

I am looking for Ratsoft BBS support. Can any one help me???

E-Mail srd@rain.org

1767. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun17.231453.44882@cobra.uni.edu>
Source record: 12316

In article <3rom0c$pvq@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <khaley.803150646@gmi.edu> khaley@nova.gmi.edu (Kevin Haley) writes:
>
>>And you know, Peter, that you are completely the opposite of the above
>>description. I find it completely hilarious that you of all
>>people could talk about "skilled creators of information".
>
> Not true! Skillful he might not be, but he creates information all the time,
> such as "The Jaguar flopped" and "Apple is wonderful" etc.

The Jagflop flopped. Its a fact jack!!

>
> ~Chris
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1768. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun17.231602.44883@cobra.uni.edu>
Source record: 12317

In article <3rom3r$q0m@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <1995Jun14.135801.44727@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>>
>>> There is no technical about it, just pop up the key and replace the new
>>> one, unless for someone who has two left hand as yourself.
>
>>What if you want to put the keyboard in your lap?
>
> I can ask a similar question: What if ou want the computer case on the
> floor and the monitor on the desk? Now, as we examine our answers (or in
> petey's case, the alpha-bits on the floor) let's ask ourselves: Which
> solution (buy an external keyboard or buy an external monitor) is cheaper?

Solution: Decide what form factor you want, dah!

>
> ~Chris
>
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1769. Re: For Atarians only!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun17.232232.44884@cobra.uni.edu>
Source record: 12318

In article <DA74K4.J7A@ridgecrest.ca.us>, michael grove <mgrove@owens.ridgecrest.ca.us>
writes:
> sinclap2954@cobra.uni.edu wrote:
>
>>
>> Ever heard of the summer session for the over achievers?
>
> Summer session is usually for students that fail the previous
> semester and need to make up the work they didn't finish due to
> them slamming Atarians in their news groups.

Actualy, summer sessions provide a kind of solitary or so. Sure is peaceful
without the freshman polutting things.

>>
>> As for your slam of Iowa, you should check out the bridges of Madison County
>> and bring a date with ya as well.
>
> Iowa is as flat as your mother. The bridge must be up on stilts.
> (No I haven't been to the movies lately)
>

As for my mother, I beg your pardon.. As for Iowa, keep it up. I don't want
the secret to be known and have the state become another California..

>> Who is Miss. Rosey

>
> That depends on if your left handed or right handed.

What could that be.. Lets ask Chrissy since he has experience in that
department..

>
>
> That is not news, lets talk about what the average person can do
> if they happened to own an Atari before you came along. Any newies
> reading this area would be sickened by your remarks. True or not.
>>

When I was away purposely, this area died. If you want a serious discussion
than get onto c.s.a.s..

> Fed-up

What for?

> and ready to PUKE!
>

Chunks?

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1770. Re: For Atarians only!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun17.232646.44885@cobra.uni.edu>
Source record: 12319

In article <DA75FK.JIH@ridgecrest.ca.us>, michael grove <mgrove@owens.ridgecrest.ca.us>
writes:
> sinclap2954@cobra.uni.edu wrote:
>
>> > Now could we discuss Ataris?
>> >
>>
>> Sure..What do you want to talk about? That the current Atari line is outdated
>> and over price and that the Jagflop has been an utter failure.
>
>
> We could discuss any of the following items:
>
> **
> Falcon w/Mighty Sonic-32megTTRam,14MegST Ram,FPU
> Plextor 4XCD,2-540LPS Quantums,1-Segate Hawk 1gig-n-Toad 4-Bay
> IDEK 5017,1084C,NEC3D,Sony SRS-D2PC,TelevEyes/PRO Genlock
> VideoMaster Falcon,Epson Stylus 720,ApexMedia,JVC SVHS GR-SZ7
> LatticeC5.6,Kobold,Devpac(&DSP),ImageCopy,DA's Vector,TrueImage
> 4meg1040ST/2.06ToshXM2100ACD,DX2/66,AutoCAD/R12,Animator,Renderman
> USR 144. Beautiful Girl Friend.
> **
>
> This is only a partial listing. I didn't mention the Qudra 630/32
> and Magic or the 90Mhz intel pile. Need more to poke at? I also
> have access to an SGI workstation. A high paying job (one you'll
> never have). A fantastic woman, pit bulls, one of 200 built vintage
> F12M450 Kawasakis, a Quater Horse and a lot of other toys just to
> piss you off.Can I call you petey too? Go for it.
>

No, but Cindy can call me Petey! Hey Cindy if you had any class, drop the
loser with the 16 bits and hang out with a 32 bit Quadra winner.. ->

> Mike and Cindy
>

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1771. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun17.233437.44886@cobra.uni.edu>
Source record: 12320

In article <3romkn$q31@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <1995Jun14.141144.44730@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>
>>You would not do business with them if the all in ones did not exist. The all
>>in one came into existence because of the content of Apple's marketing
>>research. Why would Apple give a dam about what you think. Obvious the all in
>>ones have been a great success. Considering that the Millwaukee public school
>>system has bought 3000 of the 5200's, your antics has zero substance.
>
> The "all in ones" have been around since day one. They're Apple's trademark,
> Apple's baby idea, like having cloverleaves instead of contriol keys and
> "option" instead of "alternate" -- of course, they had to backtrack on those
> when they realized that they couldn't communicate with the rest of the
> world. As for poor ideas selling -- There's one born every minute, and most of
> them go into marketing.

The Mac can communicate with the rest of the world, can the ST do so? Does it matter?

>
>>Eh?
>
> Hard of thinking today? Not any more than usual, I'm sure.
>
>>> SInce you were too dumb to understand my original points, I repeat them below
>>> with your random gibberish responses and my clarifications.
>
>>Considering that you made no sense..
>
> Maybe to your plankton-based intelligence.
>

Whats your point, Chrissy?

>>What dealer?

>
> The one you boight the computer from, silly! Duh...
> There's four or five within a few hours drive from me, and many either of us
> could mail-order from.

Few hours? To me, would be days to locate a ST dealer if one exist! Dying breed.

>
>>What dealer?
>
> Is there an echo on here, or are you just skipping? Hey, somebody kick the
> sinclap, his program's caught in a loop!
>

Again, what dealer?

>>Most users rarely out grow a monitor size. You can buy desktop Macs with out
>>built in monitors as well.
>
> Hahahah. Never outgrow monitors. Tell that to all who bought a 12" color
> screen on their LCs. feh. Tell that to everyone who had to suffer through
> years of a 9" screen on an original mac or classic style. [0|1] <-- here's
> bit. Double your brain capacity.

Chrissy, what about the ST owners who got swindled. Can't even expand past
four megs and upgrade the cga graphics.. Like the Nintendo lawyer said, Atari
competed on the cheap.

When will Atari make it right? When will Atari advance the ST line? Looks like
the Jagflop will become another LYNX and PORTFOLIO!

>
>>Again, what dealer?
>
> Again, kick him!
>

Again, what dealer?

>>Really Chris, but you fell in your alphabet soup. I am a Raisan Bran person..
>
> I shoulda known. He thought "maybe if I weat these, my brain will get
> more wrinkles, just like the raisins!" -- it's still a perfect sphere, petey.
>

Chrissy, ROTFLMAO!!!

> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1772. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun17.233716.44887@cobra.uni.edu>
Source record: 12321

In article <3romsn$q41@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <1995Jun14.141559.44732@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>
>>Yes, many times in my third world classes. Whats your point and again what
>>does it have to do with the all in ones?
>
> You see, I tend to read posts completely before responding, and often
> will hint at an answer before I post it, to avoid saying the same thing
> more than once. In literature it's called "foreshadowing". If you read the
> whole post, you'd see that it was answered below.
>
>>No, just the specifics Mr Oats...
>
> He ate the e from the alpha-bits before he could put together his post
> again.

Again, the specifics....

>
> To remind you, here's the "point" again:
>
>>> I'm speaking in general of the "let's package everything together and
>>> shield the user from as much as possible" philosophy. It applies to the
>>> all-in one design (let's remove choices, such as monitor, from the user's
>>> ability) Operating systems, etc.
>
>>The packaging came about because of certain market segments that the company
>>wanted to attract. Apple has proven you wrong MR Oats, GET OVER IT!
>
> Yeah -- people like you who don't want to be bothered by thinking. Sure,
> stupidity sells. I still think it's wrong and want nothing to do with the
> company who peddles it.
>

Think about what? I just want to run the apps, STUPID!!! Why is it difficult to penetrate your arrogrance that many people don't care whats under the hood, CHRISSY?

> ~Chris
>
> --
> __ /\ __
> __\/__\/__

> _||_/
> /__||__\
> // \ | \\
> \|

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1773. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun17.235406.44892@cobra.uni.edu>
Source record: 12322

In article <3ronp0$nf7@sun168.rz.ruhr-uni-bochum.de>,
markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) writes:
> sinclap2954@cobra.uni.edu wrote:
> : > I have looked to the prices and they are (calculated with 1$=1.4DM):
> : > 5200/12MB/500MB/CD = 2640$
> : Don't forget that the 5200 is a PowerMac with a 4x cdrom, while the Falcon is
> : still 16 mhz 030.
> : The 5200 in the USA costs $1748. The PowerMac 7100/8/700/cd has been reduced
> : to $1569..
> : > Falcon030/20MB/540MB HD/CD = 2735$
> : >
> : Your kidding?
>
> No kidding. And the CD-Rom is also a 4x cdrom.
> So and AFAIK the 5200 has only one videomode which can be used seriously (I
> mean with a frequency of at least 72 Hz).

One video mode. The 5200 and my 630 has video slots for expansion..

>
> : > You must also know, that this Falcon has much more RAM than the compared
> : > Performa and is installed in a Desktop, has a new graphics-card, a PC-keyboard,
> : > and NVDI3+MultiTos.

The Falcon comes standard with four megs. You have obvisouly have expanded it
on your own. I can ad inexpensive 72 pin ones with ease..

Who the hell cares about this NVD13+Multitos...Get with the picture...

> : Still a ripp off! Why would anyone invest close to $3000 for an 030?
> : As for memory, say ram doubler!!
>
> 100 $ more for 6 MB more ? I think that isn't bad. Just look how much 6MB would
> cost for the 5200 (if it is possible without removing the old SIMMS). So how
> much do you need to spend to upgrade to 20MB too ? And after that compare the
> prices again. OK the 5200 is a PPC and the Falcon only a 030, but have you
> seen so far software which is _using_ the DSP ? That gives much speed !

Why would I need 20 megs? The 5200 has sim sockets to add inexpensive ram. An
8 meg sim will cost you around $300 in the USA. Hell I have ram doubler!
Ataris flagship is still an 030!!

>
> MarkusS
>
> P.S. Please stop quoting signatures.

```
> --
> ++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
> + >=< ___-t---t--x + +
> + / / | | |\ + MarkusS, der Vierte +
> + /__/ | | | \ + Mails an +
> + | | | | | | >=< + markuss@risc.techem.ruhr-uni-bochum.de +
> + /~~~]_|__|___|__|__| + +
> + \\\\]@@-----\___| @@ >=< + "Into the garbage chute, +
> + // || >=<// || + Flyboy!" +
> + // || // || + Princess Leia +
> + @@ @@ @@ @@ + Star Wars, 1977 +
> + || \\ || || >=< + +
> + [=] [=] [=] [=] + +
> ++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1774. Re: Atari Advocacy has died down. Why?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun17.235737.44893@cobra.uni.edu>
Source record: 12323

In article <3roo5n$nf7@sun168.rz.ruhr-uni-bochum.de>,
markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) writes:
> sinclap2954@cobra.uni.edu wrote:
> : > : How does the overprice and also ran Falcon compete with the $999 Performa 636
> : > : 8/250/cd with keyboard?
> : > Very easy:
> : > Performa 630/12MB/500MB HD/CD = 2175$
> : > Falcon 030/20MB/540MB HD/CD = 2735$
> : In the USA, the Performa 636 8/250/cd(keyboard) costs $999 from MacWareHouse
> : plus $3.00 for next day delivery.
> Look was I have written: _12_ MB and _500_ MB HD ! That's a difference AFAIK.
> And again, I compare what I should pay for it. So if you only are posting the
> prices of the dealer around your corner, I can post the prices here.

I posted the price I paid when I bought my 630 from MacConnection!! I paid
$999 plus $3.00 for next day for an 8/230/cd configuration..

> : >
> : > calculated with 1$=1.4DM. Falcon in a Desktop with a PC-keyboard, graphics-card
> : > and NVDI 3, MultiTos, much more RAM...
> : So what apps do you run?
> You have very much possibilities. Only mentioning a few Calamus SL (I know you
> are saying it's bad, but you haven't given at least one argument for that),
> Neon3D, ApexMedia....
>

Lets see: Quick Time, ClarisWorks, WordPerfect, Marathon and so on..

> MarkusS
>
> P.S. Don't quote signatures.

Why?>
> --
> ++
> + >=< ___-t---t--x + +
> + / / | | |\ + MarkusS, der Vierte +
> + /__/ | | | \ + Mails an +
> + | | | | | | >=< + markuss@risc.techem.ruhr-uni-bochum.de +
> + /~~~]_|__|___|__|__| + +
> + \\\\]@@-----___| @@ >=< + "Into the garbage chute, +
> + // || >=<// || + Flyboy!" +
> + // || // || + Princess Leia +
> + @@ @@ @@ @@ + Star Wars, 1977 +
> + || \\ || || >=< + +
> + [=] [=] [=] [=] + +

> ++

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1775. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun17.235914.44894@cobra.uni.edu>
Source record: 12324

In article <3roohu$mim@garuda.csulb.edu>, hing@csulb.edu (Houn-Nam Ing) writes:
> sinclap2954@cobra.uni.edu wrote:
> : In article <3rlu1l$li7@garuda.csulb.edu>, hing@csulb.edu (Houn-Nam Ing) writes:
> : > sinclap2954@cobra.uni.edu wrote:
> : >
> : > : You mean Atari..Users can choose their monitor.
> : >
> : > Yes, I can plug any monitor I wanted on my TT. I have a NEC 17 inch right
> : > now.
> : >
> : > : > 4) Before you mention it, I upgraded the keyboard in my Falcon by adding
> : > : > the TT touch kit ($10 + my own labor) -- so no mushy feel there!
> : >
> : > : But what about the non technical public?
> : >
> : > There is no technical about it, just pop up the key and replace the new
> : > one, unless for someone who has two left hand as yourself.
>
> : What if you want to put the keyboard in your lap?
>
> No problem at all. This show us again that you don't know what you are
> talking about, for your information the TT had a detachable keyboard,
> nice try.

Hello, hello...I was referring to the ST and Falcone, you know a flimsy one
piece design..

>
>
> --
> o---o
> | E-mail: hing@engr.csulb.edu |
> |-=-|
> | WWW: http://www.engr.csulb.edu/~hing/ |
> |-=-|
> | ``If I live, I will fight, where ever I must, as long as I must, |
> | until the enemy is defeated and the national stain washed clean.'' |
> o------------------------ Charles de Gaulle -------------------------o
>

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613

(319)273-38XX

1776. Re: Guess who's NOT getting a Mac!!??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-17 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3rtro4$3mm@darkstar.UCSC.EDU>
Source record: 12325

In <quinlan.803329231@sfu.ca> quinlan@kits.sfu.ca (Brian Quinlan) writes:

>khaley@nova.gmi.edu (Kevin Haley) writes:

>>When you have a computer that expects you're too dumb to know when to
>>insert/eject a disk, I'd be wary. Personally, I have used a Mac for

>Yeah, damn those NeXT cubes. Obviously they are junk too.

Designed by Jobs, of course. Why do Mac advocates think that everytime we say one thing of many that we dislike about the mac that somehow that's our entire list and they argue that one point to death instead of saying something useful like: Okay, you have your reasons for not liking macs. I won't try to change you.

Yes NeXTs have the funky eject mechanisms. Of course, they have a much better OS than the Mac and can therefore be overlooked in favor of the advantages. Well, then again, NeXT hardware is defunct, so NextStep on a PC doens't have the eject problem... heh :)

Guess real users didn't like it.

Just rambling randomly,

~Chris

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1777. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-17 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3rtruj$3n4@darkstar.UCSC.EDU>
Source record: 12326

In <3rs22b$htn@imag.imag.fr> proche@isis (Pascal Roche) writes:

>You must confuse "too dumb to know how to use a computer" with "not informed
>enough to understand how a computer works". Apple tries to offer users the
>possibility to use their computer without really knowing how it works. This point
>doesn't make a big difference with Ataris, but surely with PCs.
>Pascal.
>BTW: this group seems to work fine without Sinclap...

I use the phrase "too dumb" to sarcastically describe my view of Apple's
management/marketing strategy. I personally believe, as you, that it is a
matter of information and that nearly everyone has the ability to use and
understand a computer given the proper info.

~Chris

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1778. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-17 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3rts21$3nh@darkstar.UCSC.EDU>
Source record: 12327

In <djs.803314108@gen-off-2> djs@jet.uk (David Stevenson) writes:

>I don't understand you. I put a PC/Atari floppy in my Mac, a floppy icon
>appears on the desktop. I can copy from/to said floppy. I don't even know
>what Apple File Exchange is. Where's the problem?

Did they finally add that in sys 7.5 and up? You had to use a special program
(not by apple) to do it on 7.1 and before. Shows that some things do change.

Of course, there's still a hundred other reasons not to use a mac left... ;)

~Chris

--

1779. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun17.234019.44888@cobra.uni.edu>
Source record: 12328

In article <3ron65$q4v@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <quinlan.803158903@sfu.ca> quinlan@newsserver.sfu.ca (Brian Quinlan) writes:
>
>>This thread is getting stupid. I don't think that offering users the
>>opertunity to buy built-in monitors is a scam at all. What happens if the
>>user can just affort the cheapest piece of performa junk lying around
>>and having an integrated monitor saves him a few bucks? What happens
>>if you are setting up a lab and you need the least expensize, secure
>>and maintainable setup possible?
>
> Get PCs. The all-in-ones are more expensive then comparable stand-alone
> machines. You are paying for the new case design, the menufacturer
> putting it all together for you, etc. It panders to the mentality of those
> who want to buy a magic box that does everything they want without them ever
> having to think. I don't agree to such pandering, and think that any company
> that does is preying on the general stupidity and laziness of the public for
> their own profit.

The all in ones are not expensive, Chrissy? What is your point? Apple's marketing has said otherwise. Unlike a certain company, Apple is a 10 billion firm that use to be on equal footing with Atari.. Look what happen to Atari..

>
> ~Chris
>
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1780. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun17.234404.44889@cobra.uni.edu>
Source record: 12329

In article <3ronja$q63@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <DA71AG.HB0@ecf.toronto.edu> pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
>
>>In article <3rm2fm$8eg@darkstar.ucsc.edu>,
>
>>So I guess you'd never buy any computers from Compaq or Packard Bell -- or
>>even IBM? All of those companies either have now, or at one time have had
>>computers with integrated monitors.
>
> My pc is one I bought as pieces and put together myself. And yes -- I will
> not buy a compaq or a packard bell machine because of that. I haven't seen
> the IBMs you refer to -- if it's in the past and they no longer sell such a
> machine, then I am willing to forgive.

What arrogance!! PC company's sell complete solutions with out giving the customer much of a choice.. Check out the ads, Chrissy..

>
>>Anybody who doesn't want the 5200's integrated can buy the 6200, which is
>>almost exactly the same machine, except for the case and I believe the hard
>>drive size. If you don't want a Mac with an integrated monitor, then don't
>>buy one with an integrated monitor. It's as simple as that.
>
> How many times must I say it: Because Apple makes such a machine, and has
> since day one, I will not buy a computer from them. It's principle. Of
> course, I've got about 100 other reasons why I'll never buy a Mac. '
>

Apple does not care if you don't want to buy one, GET OVER IT CHRISSY! Appl has sold millions of the all in one alot more than the ST set up with plenty of power supplies..

>>unless I want to spend extra money, I can't change the keyboard. With the
>>Macintosh, you can choose your keyboard before you purchase the machine and
>>you don't end up with two keyboards, one unused -- just as you would end up
>>with two monitors, one unused, if you wanted a bigger monitor with your
>>Performa 6200.
>
> I addressed this in another post. An external keyboard is much cheaper
> then an external monitor. I'd rather have a $25 part wasted than a $300 one.
>

Eh?

>>(To be fair, though, the Performa 5200 is not aimed for the kind of people
>>who would want to upgrade to larger monitors. It's aimed for home users; the
>>kind who would be satisfied with 832x624 on a 15 inch screen. Anyone who
>>who wanted a bigger monitor would no doubt also want a faster machine than
>>the 5200.)
>
> 640k will be enough for anybody.
>
>>(No, I am not flaming you, and no, I am not trying to convert you to the
>>Macintosh. I would appreciate not being flamed back.)
>
> I save my flames for sinclap, but I have already covered all the points
> you raised in earlier posts.
>
No you have not Chrissy!!

> ~Chris
>
>
>
>>--
>> Dave "Bear" Pischke (pischke@ecf.toronto.edu)
>>___ _____ Engineering is the art of moulding materials we do not fully
>>|__ |) | | | understand into shapes we cannot fully analyse and preventing
>>|__ |\ | |/\| the public from realising the full extent of our ignorance.
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1781. Re: Guess who's NOT getting a Mac!!??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun17.234537.44890@cobra.uni.edu>
Source record: 12330

In article <3ronm1$q69@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <3rntjf$iva@george.rutgers.edu> trauth@george.rutgers.edu (Thomas Trauth) writes:
>
>>Hey Sincrap and all other Macoids who may read this!
>>My sister is no longer getting a Mac. She is getting
>>a PC clone, probably either a Pentium-60 or 486DX/100.
>>Why has she changed her mind. Because Loyola, the
>>medical school she is going to, has *P*C*'s!!! Looks
>>like the Macintrash has flunked out of med school.
>>HA HA HA!!!!!
>
> Well, I bet they dissect the color classic to see what a foetal pig looks
> like... :)

Yea, and Apple has millions and put Atari out of the PC market!

>
> ~Chris
>
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1782. Re: For Atarians only!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun17.234806.44891@cobra.uni.edu>
Source record: 12331

In article <3ronqj$q75@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <DA74K4.J7A@ridgecrest.ca.us> michael grove <mgrove@owens.ridgecrest.ca.us> writes:
>
>>Summer session is usually for students that fail the previous
>>semester and need to make up the work they didn't finish due to
>>them slamming Atarians in their news groups.
>
> True in Sinflop's case, but not always. I'm doing summer classes so I can
> get the equivalent of five years fo classes done in four. Actually, I planned
> on graduating in three, but I've decided to take it easy and do it in four.
> This way I can take more classes outside my major, like Japanese, which I'm
> starting in the fall.

Nope, want to finish up by next May and work on recieving my second BA in education while running the campus Clinton/Gore campaign.

>
> ~Chris
>
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1783. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-17 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3rtnfa$s07$4@mhadf.production.compuserve.com>
Source record: 12332

> I can ask a similar question: What if ou want the computer case on the
> floor and the monitor on the desk? Now, as we examine our answers (or in
> petey's case, the alpha-bits on the floor) let's ask ourselves: Which
> solution (buy an external keyboard or buy an external monitor) is cheaper?

Duh...

Assuming the computer user is smart enough to be able to breath unassisted,
they'd BUY A COMPUTER MODEL THAT WOULD FIT THEIR NEEDS.

IE: If they want to put the computer on the floor, and the monitor on the
table, they'd buy a computer that's separate from the monitor... Duh..

If they'd rather not have all those wires and plugs and separate boxes,
maybe they'd buy an integrated system.

What's so hard to figure out about that..?

BobR

1784. Re: Atari Advocacy has died down. Why?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-17 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3rtlcs$s07$1@mhadf.production.compuserve.com>
Source record: 12333

>MarkusS

>P.S. Don't quote signatures.

>

--
```
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
+ >=< ___-t---t--x + +
+ / / | | |\ + MarkusS, der Vierte +
+ /__/ | | | \ + Mails an +
+ | | | | | | >=< + markuss@risc.techem.ruhr-uni-bochum.de +
+ /~~~]_|__|___|__|__| + +
+ \\\\]@@-----\___| @@ >=< + "Into the garbage chute, +
+ // || >=<// || + Flyboy!" +
+ // || // || + Princess Leia +
+ @@ @@ @@ @@ + Star Wars, 1977 +
+ || \\ || || >=< + +
+ [=] [=] [=] [=] + +
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

>

I can certainly understand why you'd say that...

Do you think you could make your signature a little longer..? There might be a site or two somewhere in the world whose disk space isn't quite used up yet...

BobR

1785. Re: What is a Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-17 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3rtp85$s07$7@mhadf.production.compuserve.com>
Source record: 12334

> I've never heard of a Falcon, what is it?

The Atari Falcon030 was an aborted attempt by Atari at upgrading their computer line. It took them so long to bring it to market that it was essentially obsolete when it first appeared in the stores. It was never advertised to any extent and production was very low. It was on the market for a relatively short time before Atari ceased production of all computers.

The Falcon design has been licensed by C-Lab in Germany, who is now producing small numbers mainly for the music industry.

It has several strong features which lend itself to use in music production, although its relatively high cost makes it difficult to use in nearly all other applications. Also there is little native mode 68030 software available for the Falcon, although it does run a lot of the older Atari ST software. Very, very little new software for any Atari computer is being produced currently.

The Falcon030 was a good design which could have been fairly successful if only it had been brought to market in a more timely fashion and supported by the company which made it.

Neither of these things happened, and the precipitous drop in prices of equivalent and higher powered IBM and Macintosh models made the Falcon an overnight "niche" player.

> Anybody remember Archon, Blue Max or Fort Apocolypse?

And M.U.L.E., and Repton, and Seven Cities of Gold...

Those were the days...!

BobR

1786. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-17 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3rtmd8$s07$2@mhadf.production.compuserve.com>
Source record: 12335

> Personally, I'd rather drive.

But you don't have to know anything about how carburetors work in order to drive... you don't have to know the difference between throttle body fuel injection and port injection to get to Grandma's house.

You don't need to know what SAE oil ratings mean, or how Octane ratings are calculated...

Likewise you don't need to know how many dots per inch your computer monitor has, or whether the video card is on the motherboard or is a separate board in order to write a Pulitzer Prize winning news story or a New York Times Bestseller novel...

You don't have to be a computer geek just to compose a hit song on a computer, or have 10 pens and pencils in a pocket protector and know where all the wires on the back of a computer go in order to do multi-media presentations for your company.

You're espousing the idea that everyone who uses a computer HAS to be a "backyard mechanic" and change their own oil and reline their own brakes, or they're too dumb to breath.

The automobile you want people to drive is a "kit car" you have to assemble in your garage... one where you have to obtain a Ford Escort rear axle from one salvage yard and a Chevy Camaro front end from a different yard, and a Chrysler engine from somewhere else (left up to the "driver" to locate).

Most people don't NEED to know their cars that intimately, nor do they NEED to know their computers that way either.

A computer CAN be an "appliance" for users who want it that way. Why force them into learning to be a computer nerd if they don't want to..?

BobR

1787. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-17 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3rtn94$s07$3@mhadf.production.compuserve.com>
Source record: 12336

> The one you boight the computer from, silly! Duh... There's four or five
> within a few hours drive from me, and many either of us could mail-order
> from.

There are four or five *ATARI* dealers within a few hours drive from you..?

I didn't think there were five Atari dealers left in the entire USA.

(Then again, it depends on how you define "a few hours"... I could drive to
Toad Computers in Maryland or MidCities Computers in Ohio, or B&C in California
in "a few hours"...)

California is a "special case"... the rest of the US has very little choice
when it comes to buying Atari or third-party Atari products.

And a lot of people aren't comfortable ordering "big ticket" items through
the mail, from a dealer they've never done business with, and not being able
to see the product before buying it.

So not only are you forcing people to become computer nerds when they might
not WANT to, you're forcing them to drive "a few hours" to buy a computer,
or buy one sight unseen through the mail.

Hmmmm...

BobR

1788. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-18 00:00:00 UTC
From: hing@csulb.edu
Message-ID: <3s1lsg$dua@garuda.csulb.edu>
Source record: 12239

```
sinclap2954@cobra.uni.edu wrote:
: In article <3roohu$mim@garuda.csulb.edu>, hing@csulb.edu (Houn-Nam Ing) writes:
: > sinclap2954@cobra.uni.edu wrote:
: > : In article <3rlu1l$li7@garuda.csulb.edu>, hing@csulb.edu (Houn-Nam Ing) writes:
: > : > sinclap2954@cobra.uni.edu wrote:
: > : >
: > : > : You mean Atari..Users can choose their monitor.
: > : >
: > : > Yes, I can plug any monitor I wanted on my TT. I have a NEC 17 inch right
: > : > now.
: > : >
: > : > : > 4) Before you mention it, I upgraded the keyboard in my Falcon by adding
: > : > : > the TT touch kit ($10 + my own labor) -- so no mushy feel there!
: > : >
: > : > : But what about the non technical public?
: > : >
: > : > There is no technical about it, just pop up the key and replace the new
: > : > one, unless for someone who has two left hand as yourself.
: >
: > : What if you want to put the keyboard in your lap?
: >
: > No problem at all. This show us again that you don't know what you are
: > talking about, for your information the TT had a detachable keyboard,
: > nice try.

: Hello, hello...I was referring to the ST and Falcone, you know a flimsy one
: piece design..

Another ability that you don't have is reading. Go back to the top of
this article and read about what I had written. I said my TT and you
asked me if I can put my keyboard in my lap. All of this proved to us
that you are nothing but an ignorant when it come to Atari computers, oh
may be I can add that you are just an ignorant period.

: >
: >
: > --
: > o---------------------------------------------------------------------o
: > | E-mail: hing@engr.csulb.edu |
: > |-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|
: > | WWW: http://www.engr.csulb.edu/~hing/ |
: > |-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|
: > | ``If I live, I will fight, where ever I must, as long as I must, |
: > | until the enemy is defeated and the national stain washed clean.'' |
: > o------------------------ Charles de Gaulle -------------------------o
```

: >

:
: Peter Sinclair-Day
: University of Northern Iowa Performa 550 10/160/CD
: Residence on the Hill Complex August:PowerMac 7200/7500
: 3800 Jennings Drive $50 Jaguar
: Cedar Falls, IA. 50613
: (319)273-38XX

--
o---o
| E-mail: hing@engr.csulb.edu |
|-=-|
| WWW: http://www.engr.csulb.edu/~hing/ |
|-=-|
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------- Charles de Gaulle -------------------------o

1789. Re: Atari Advocacy has died down. Why?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-18 00:00:00 UTC
From: hing@csulb.edu
Message-ID: <3s1mcu$dua@garuda.csulb.edu>
Source record: 12240

sinclap2954@cobra.uni.edu wrote:
: In article <3roo5n$nf7@sun168.rz.ruhr-uni-bochum.de>,
markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) writes:
: > sinclap2954@cobra.uni.edu wrote:
: > : > : How does the overprice and also ran Falcon compete with the $999 Performa 636
: > : > : 8/250/cd with keyboard?
: > : > Very easy:
: > : > Performa 630/12MB/500MB HD/CD = 2175$
: > : > Falcon 030/20MB/540MB HD/CD = 2735$
: > : In the USA, the Performa 636 8/250/cd(keyboard) costs $999 from MacWareHouse
: > : plus $3.00 for next day delivery.
: > Look was I have written: _12_ MB and _500_ MB HD ! That's a difference AFAIK.
: > And again, I compare what I should pay for it. So if you only are posting the
: > prices of the dealer around your corner, I can post the prices here.

: I posted the price I paid when I bought my 630 from MacConnection!! I paid
: $999 plus $3.00 for next day for an 8/230/cd configuration..

What a lier and an ignorant. You think that you can fool us by saying
that you paid $3.00 for next day delivery to ship a computer. This prove
to all of us again and again that you just make up number to support your
argument.

: > : >
: > : > calculated with 1$=1.4DM. Falcon in a Desktop with a PC-keyboard, graphics-card
: > : > and NVDI 3, MultiTos, much more RAM...
: > : So what apps do you run?
: > You have very much possibilities. Only mentioning a few Calamus SL (I know you
: > are saying it's bad, but you haven't given at least one argument for that),
: > Neon3D, ApexMedia....
: >

: Lets see: Quick Time, ClarisWorks, WordPerfect, Marathon and so on..

His question was what is your arguments you have to allow you to say that
Calamus SL is bad. You cannot argue with someone about something that you
don't have a slight idea about it.

: > MarkusS
: >
: > P.S. Don't quote signatures.

: Why?>
o===o
| E-mail: hing@engr.csulb.edu |
|-=-|

```
| WWW: http://www.engr.csulb.edu/~hing/ |
|-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-|
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------- Charles de Gaulle -------------------------o
```

1790. Re: Guess who's NOT getting a Mac!!??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-18 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3s1pvv$92s@ccshst05.cs.uoguelph.ca>
Source record: 12241

```
: Your choice..

My choice and a lot of others. Apple Macs really have a very
small percentage of the market compared to DOS machines. You can bash
Atari all you want, but the Mac isn't exactly the main platform either.

>> Mark <<

--
===============================================================================
Mark Rathwell = "Why do we always come here? I guess we'll never
The University Of Guelph = know ... it's like some kind of torture, to
= have to watch the show!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
===============================================================================
```

1791. Re: Guess who's NOT getting a Mac!!??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-18 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3s1q0v$92s@ccshst05.cs.uoguelph.ca>
Source record: 12242

: So, whats your point?

That the rest of the world isn't like your school.

>> Mark <<

--
==
Mark Rathwell = "Why do we always come here? I guess we'll never
The University Of Guelph = know ... it's like some kind of torture, to
= have to watch the show!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

1792. Re: Atari Advocacy has died down. Why?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-18 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3s1q76$92s@ccshst05.cs.uoguelph.ca>
Source record: 12243

: I have tried to locate a Falcon, but with no luck.

Check a music store. That's where I've seen and tried them.

I have read the specs and
: reviews on it. The Falcon could have been with Atari's nurishment.

Good god ... did Peter actually say something nice about an Atari
Falcon????

I am sure
: that a expanded Falcon with Cubase will put my unexpanded low cost 636 to
: shame. But I have a cdrom and can play DarK Forces!

I would buy a Falcon for the MIDI ... not it's games. I have
enough consoles and computers at my disposal to handle that need.

>> Mark <<

--
==
Mark Rathwell = "Why do we always come here? I guess we'll never
The University Of Guelph = know ... it's like some kind of torture, to
= have to watch the show!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

1793. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun18.000033.44895@cobra.uni.edu>
Source record: 12244

In article <3roupf$pn2@osiris.wu-wien.ac.at>, h9250467@idefix.wu-wien.ac.at (Alfred Radauer) writes:
> I like the new Power Macs a lot. Especialy when I know that - as of June 9-
> Magic Mac (remeber: the Atari Oerating system for the Macintosh
> computers) runs now also on Powr Macintoshes. Now I can forget about that
> trashy MacOS and use some real OS with that machine.

If the Mac is soo trashy why use a PowerMac?

>
> Regards,
>
> Alfred

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1794. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun18.000211.44896@cobra.uni.edu>
Source record: 12245

In article <3ro9jm$5m6$1@mhafc.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
>> The fact that PC makers such as AST and Compaq (others??) have copied the
>> "all-in-one" format indicates that there had to be an antecedent market
>> demand for such products or they wouldn't have been developed.
>
> That's exactly the way I feel about the discussion about the all-in-one
> Mac.. obviously someone must be buying them or Apple wouldn't continue
> to make them.

Or be a $10 billion firm..

>
> There's a lot of attraction to a system that doesn't have a lot of separate
> pieces and wires hanging out all over the place. A system like that is
> probably a lot less intimidating to a first-time computer user, which is
> a very GOOD thing for a lot of people..!

Exactly and thats why the Millwaukee public school system bought 3000 5200's in
one shot!

>
> BobR

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1795. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun18.000428.44897@cobra.uni.edu>
Source record: 12246

In article <3rpimj$5i2@imag.imag.fr>, proche@isis (Pascal Roche) writes:
> In article <1995Jun14.141914.44733@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> |>
> |> Stii using a TV set? Oh I forgot you play video games! You do not have to
> |> change the whole computer. I can upgrade my HD, cdrom, drive as well as the
> |> monitor.
>
> What's wrong with my TV-set ? I don't need any monitor for games or programming.
> And what's wrong with games ??? What do you do with your computer ? Oh, sorry for
> this intimate question. Anyway not everyone is rich enough to have both a TV-set
> and a monitor. But you don't seem to be really poor, do you ?
>

Hey, if you can afford a cpu you can swing a monitor. I know lots of 'poor
people'

Whats wrong? Gives me an eye strain..

> |>
> |> Obviously you do not have an argument considering your eye strain..
>
> ??? Not understood, sorry (it seems to be syntactically correct, though).
>
> +---+
> |Pascal Roche | She said "A sweet sweet man like you,|
> |Equipe SHOOD | What can I do for you ?" |
> |ENSGI, 46 avenue Felix Viallet | I said "A sweet sweet man like me, |
> |38031 Grenoble Cedex 1, France | I can only bring you the misery." |
> |e-mail: Pascal.Roche@imag.fr | Tindersticks |
> |Tel: 76-57-43-22 | |
> +---+

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1796. Re: Guess who's NOT getting a Mac!!??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun18.000602.44898@cobra.uni.edu>
Source record: 12247

In article <khaley.803248388@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu writes:
>
>>> Hey Sincrap and all other Macoids who may read this!
>>> My sister is no longer getting a Mac. She is getting
>>> a PC clone, probably either a Pentium-60 or 486DX/100.
>>> Why has she changed her mind. Because Loyola, the
>>> medical school she is going to, has *P*C*'s!!! Looks
>>> like the Macintrash has flunked out of med school.
>>> HA HA HA!!!!!
>
>>The Pc's fluncked out of the Milwaukee School district. 3,000 shiny new
>>5200's. Drake University is 98% PowerMac. Each dorm room has 7100 as well as
>>faculty/staff. I can play too.
>
> Oh yeah? Mention "Macintosh" around Ford Research Laboratories, and all
> you get are peals of laughter. Yes indeed, Sinflopper, not a single
> Mac in sight. And believe me, that represents a HUGE number of PCs and
> a LOT of $$$.

I see you only mention Ford Research...

>
> So HA HA HA, Sinflop.
>
> /Kevin
>
>>Peter
>>-new sig under construction
>

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1797. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun18.000803.44899@cobra.uni.edu>
Source record: 12248

In article <3rr06i$dac@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <DA8EA4.9Es@ecf.toronto.edu> pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
>
>>What do you mean backtrack? Apple keyboards still have the Option and Command
>>keys, as well as Control. As for all-in-one machines, not only has apple
>>not backtracked (they still have at least two all-in-one models still on the
>>market) but other companies have released all-in-ones as well.
>
> Apple had option and command INSTEAD of control and alt to be "different" --
> they ADDED them later to be compatible.
>
> ANd I never said anyhting about apple backtracking on the all-in-ones. The
> fact that they still have them is one mroe thing on my "list of reasons
> why I never buy Apple machines"

Apple does not care what you think Chrissy!

>
> ~Chris
>
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1798. Re: What is a Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun18.001858.44901@cobra.uni.edu>
Source record: 12249

In article <3rqgho$6m@news.cc.utah.edu>, pl4266@u.cc.utah.edu (Paul Luscher) writes:
> Carlos Carbajal (cardinal@swcp.com) wrote:
> : I've never heard of a Falcon, what is it?
>
> : Why am I even looking at the Newsgroup????
> : I used to own an Atari 600XL and an 800XL years ago, my first
> : computers- they were great.
> : Anybody remember Archon, Blue Max or Fort Apocolypse?
>
> : Cardinal
> I love Archon! Esp. Adept, although I play it still (and Blue Max and
> Fort Apocalypse), It is actually on a Commodore 64. Anyway to the point,
> Atari has always engineered quality computers, If you compare an Atari
> Falcon board to a PC mother board, the Falcon is plainly of a much higher
> quality in its construction.
> Atari came out with the Falcon in about 92 ? I could be wrong, my Falcon
> was made in may 93. It is essentially a fully equipped multi-media
> personal computer based on the 68030 (or higher with upgrades) processor

The Falcon was a multimedia computer with out the apps!! Correction, the
Mac/PC's are multimedia machines..

> and Atari's TOS /GEM operating system built in (GEM is a derivation from
> the original graphical user interface by XEROX and provides a visual,
> mouse-driven interface that costs almost no RAM as its routines are ROM
> resident, although tons of Bootable extensions are available. The
> programmable resolutions, CD quality sound, multiple game ports, SCSI host
> adapter, MIDI interface, Digital signal processor, DMA architecture, and
> internal IDE interface, LocalTalk Lan adapter, all come stock in every
> Falcon. Software for any purpose can be found via mail-order. The tragic
> part of the Falcon is that most people buy PC's that can do what they
> don't need and can't do what they really want, so most of the development
> and marketing of software takes place in the PC Compatible world, even
> though the Falcon is really the ultimate consumer computer and costs much
> less than a PC with all the same card options.

Thats a bunch of BS..The Mac/PC platforms cost much less than a Falcon set
up..The Falcon is not the ultimate consumer machine. Please define how the
Falcon is the ultimate consumer machine? I suppose you have not kept up with
the consumer oreinted hardware/software on the other platforms?

> Ofcourse processor speed

> is literally a function of sales volume in the computer world and although
> my Falcon runs a 16MHZ, I find that more efficiently coded software
> actually runs plenty fast enough.

Another myth that the falcon only has more efficiently coded software? Please specify and list the efficiently coded software. Gee, ClarisWorks and WriteNow are not efficiently coded?

> Third party accelerators are available
> boosting speed to around 40MHZ, which really looks much faster on a Falcon
> than 66MHZ looks on a Windows hung PC. My Falcon has 4 Meg Standard
> memory, again upgradeable to 16MEG where 2MEG are preassigned to VIDEO.
>

For the price of a third party accelerators, Multimedia Mac/PC's can be had..

Atari has licensed the Falcon design to several third party
> manufacturers who are producing units optimized for such specific
> purposes as Digital Direct to Hard Disk recording.

What about the rest of the market?

> I have no complaints about the Falcon, only about an uneducated
> market that buys like drones rather than discriminating customers. It is
> sad that one of America's great home-computer manufacturers is now the
> maker of an "Alternative" computer, but a fine alternative it is.
> -paul.luscher@m.cc.utah.edu

Its Atari's fault, GET OVER IT!

> Het leven is een eigenaardige verzameling van alles buiten gewoon!
>
>

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1799. Re: Atari Advocacy has died down. Why?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun18.002228.44902@cobra.uni.edu>
Source record: 12250

In article <3rq7f9$eus@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>>How does the overprice and also ran Falcon compete with the $999 Performa 636
>>8/250/cd with keyboard?
>
> Ignoring the fact that Peter is ignorant and never tried a
> Falcon, I'll put my own view forward. I'm into Music, and think a Falcon
> with Cubase Audio would do a much better job for me than a Performa 636
> machine.

I have tried to locate a Falcon, but with no luck. I have read the specs and reviews on it. The Falcon could have been with Atari's nurishment. I am sure that a expanded Falcon with Cubase will put my unexpanded low cost 636 to shame. But I have a cdrom and can play DarK Forces!

>
> >> Mark <<
>
>
> ==
> Mark Rathwell = "Why do we always come here? I guess we'll never
> The University Of Guelph = know ... it's like some kind of torture, to
> = have to watch the show!"
> mrathwel@uoguelph.ca =
> = Look for my web page, coming soon!
> ==

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1800. Re: Did IBM dump Atari as an OEM client?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun18.002358.44903@cobra.uni.edu>
Source record: 12251

In article <3rq7l2$eus@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Me thinks you did not see the question mark in the title...
>
> I did, but when I saw your rude little statement, I assumed you
> were jumping to (ludicrous) conclusions again.

Nope..

>
> : So what do you make in the factory?
>
> Autoparts for several different car companies.
>

Is that your career job?

> >> Mark <<
>
>
>
> --
> ===
> Mark Rathwell = "Why do we always come here? I guess we'll never
> The University Of Guelph = know ... it's like some kind of torture, to
> = have to watch the show!"
> mrathwel@uoguelph.ca =
> = Look for my web page, coming soon!
> ===

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1801. Re: Guess who's NOT getting a Mac!!??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun18.002459.44904@cobra.uni.edu>
Source record: 12252

In article <3rq7os$eus@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> Heck ... I think I'll join her. Peter ... I'm not getting a Mac either!
> If I ever upgrade to a new computer, it won't be an Apple product. Just
> to damn pricey compared to clone machines. So what if they're easy to
> use, most people know how to use a PC.

Your choice..

>
> >> Mark <<
>
> --
> ==
> Mark Rathwell = "Why do we always come here? I guess we'll never
> The University Of Guelph = know ... it's like some kind of torture, to
> = have to watch the show!"
> mrathwel@uoguelph.ca =
> = Look for my web page, coming soon!
> ==

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1802. Re: Guess who's NOT getting a Mac!!??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun18.002542.44905@cobra.uni.edu>
Source record: 12253

In article <3rq7qg$eus@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : The Pc's fluncked out of the Milwaukee School district. 3,000 shiny new
> : 5200's. Drake University is 98% PowerMac. Each dorm room has 7100 as well as
> : faculty/staff. I can play too.
>
> Here at U of G, there are several thousand 486 and Pentium
> machines. And about 15 Macs. Shucks.

So, whats your point?
>
> >> Mark <<
>
>
>
> --
> ===
> Mark Rathwell = "Why do we always come here? I guess we'll never
> The University Of Guelph = know ... it's like some kind of torture, to
> = have to watch the show!"
> mrathwel@uoguelph.ca =
> = Look for my web page, coming soon!
> ===

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1803. Re: Did IBM dump Atari as an OEM client?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-18 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3s1qas$92s@ccshst05.cs.uoguelph.ca>
Source record: 12254

: Is that your career job?

Nope. It's my "make money to pay for school while the Canadian
government screws it's students and post-secondary funding" job.

>> Mark <<

--
==
Mark Rathwell = "Why do we always come here? I guess we'll never
The University Of Guelph = know ... it's like some kind of torture, to
= have to watch the show!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

1804. Free Agent Spam

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-18 00:00:00 UTC
From: free-agent-spam@spam.com
Message-ID: <3s1rqs$6n3@dub-news-svc-4.compuserve.com>
Source record: 12255

```
Free Agent, Spam Ware Without Compare
```

1805. Re: Guess who's NOT getting a Mac!!??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-18 00:00:00 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.803453456@sfu.ca>
Source record: 12256

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>>>When you have a computer that expects you're too dumb to know when to
>>>insert/eject a disk, I'd be wary. Personally, I have used a Mac for

>Designed by Jobs, of course. Why do Mac advocates think that everytime we
>say one thing of many that we dislike about the mac that somehow that's
>our entire list and they argue that one point to death instead of saying
>something useful like: Okay, you have your reasons for not liking macs. I
>won't try to change you.

My point was that NeXT users are usually experts and most NeXT users like
software eject. So software eject isn't necessarily the choice of morons.

And why do we argue about anything? Because this is advocacy. We could all
say, "you like this and I like that so let's not argue" but then there
would be no posts to this group.

--

Brian Quinlan
quinlan@sfu.ca

1806. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun18.003248.44906@cobra.uni.edu>
Source record: 12257

In article <3rrfau$frs@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <3rqdrsssm2@mhadg.production.compuserve.com> BobR <76702.1466@CompuServe.COM> writes:
>
>
>>>>> I should ignore it and just not buy the model that I feel is an insult to
>>>>> the user's ability to choose their own monitor? Yah right.
>
>>So what if the user HAS NO ability to choose their own monitor..?
>
>>What if they don't know anything about "DPI" or "pixels" or "Horizontal
>>Scan Rates" or "MultiScan"...?
>
> Do you walk into a car dealer and say "I want a blue one. I don't know or
> care about anything else" Or into a real estate office and say "I want a
> hpouse with pointy rooves. I don't know anything about square footage or
> number of bathrooms"
>

Or one with a leaky roof.

> It's the same thing. Computers are part of the world, and to be ignorant of
> how they work is a tragic crime. For a company to foster and encourage
> ignorance is downright despicable.

Eh? What makes you think people are ignorant? Just flip on the switch and load the apps.. Or is it something else?

>
>>What if all they want is a simple, easy to purchase unit that doesn't
>>require them to become rocket scientists just to buy a computer..?
>
> The point is, it doesn't require it! People have this image, helped along by
> companies such as Apple, that computers are "too complex to understand" and
> "too difficult to use" -- all lies.
>

What do you want them to understand?

>>What if they don't want all the wires and boxes and hassle that separate
>>components entail..?
>
> Then they surely shouldn't be trusted to buying anything. Did you know that
> a TV has wires? and a VCR too? How about the much-vaunted toaster? Did

> you know that you have to PLUG IT IN? and CLEAN IT occasionally? my god,
> it's so complex! Someone should make an easier toaster!
>

Exactly with one plug..The all in ones have one plug. It's the one plug
concept, Chrissy.

>>(Do you crusade against integrated stereo systems too..?)
>
> Sigh. Has everyone on this group lost their ability to think?
> I'm not "crusading" -- As a consumer, I have the right to choose not to deal
> with a company that has business practices that I don't agree with. It's part
> of the whole Capitalism thing. I have a mental list of over 100 items that I
> fault Apple computer for. Integrated desktop computers is just one item on the
> list. I therefore choose not to deal with them. Am I telling you to not
> buy one? No. Go ahead and do it. I still feel that Apple is wrong in
> marketing them, and Will not do any business with them for so long as they do
> (among, as I said, many other reasons)
>

Such arrogance Chrissy.. Apple is not wrong and the market has said soo. If
Atari responded to the market, the Tramiels would be billionaires. Quit trying
to impose your rightous attitude in what you think is best for people and worry
about yourself.

> As for stereos -- For portability reasons, "boom-box" integrateds work.
> When I eventually decide that upgrading beyond that is in my plan, I certainly
> will not be looking at cheap poor-quality "integrated" stereos. I will buy
> each component separately and for the features that I want.
>
>>There are Good Reasons for buying an integrated computer system.
>
> Name one, and I mean just ONE good, _INTELLIGENT_ reason why I should want
> to buy an integrated system.

Space...

>
> ~Chris
>
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar

Cedar Falls, IA. 50613
(319)273-38XX

1807. Re: Guess who's buying a Mac?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3s4rju$39p@darkstar.UCSC.EDU>
Source record: 12187

In <3s4han$p69@isnews.csc.calpoly.edu> tstrohma@theodolite.ae.calpoly.edu (Trevor Strohman) writes:

>Have you ever seen a TV/VCR combo? They used to be hot sellers.
>How about the "scandal" that thousands of homes across the country are
>illuminated in the night by a lone, flashing "12:00"? There are
>a great many people that don't understand how to hook up a VCR to a TV.
>Is this causing a degeneration of society?

Um ... ... yes.

>This is the reverse of capitalism, which I thought you were
>talking about. Capitalism says "sell it, and let the consumer decide
>what to buy." I don't fault IBM for selling the original PC, but I
>am sorry that so many people have decided to buy into Windows and
>the Win9x craze. I've seen Win95, and I still don't agree that it's
>the right choice for many who will buy it. I don't fault Microsoft
>for trying to gain market share.

Right. I am deciding not to buy Apple products because I disagree with the company. That is Capitalism, plain and simple. I'm not telling YOU what to buy.

>Portability,
My laptop beats it.

Price,
Find a good, cheap tower. Will cost less, and monitors are really cheap if you want the quality they bundle with all in ones.

Asthetics,
I don't want a computer that looks like a foetal pig on my desktop.

Ease of Purchase
Mr dealer, give me that computer and that monitor. Is that tough?

Space...
Put your mini tower under your monitor. Simple.

>Oops, I named 5. Sorry, just got carried away.
Too bad none of them were good or intelligent. Next time try to adhere to all the requirements.

~Chris

--
__ /\ __
__\/__\/__

1808. Re: For Atarians only!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun19.213443.44995@cobra.uni.edu>
Source record: 12188

In article <3s48om$sel@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <1995Jun17.234806.44891@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>Nope, want to finish up by next May and work on recieving my second BA in
>>education while running the campus Clinton/Gore campaign.
>
> I'm not gonna even touch this one..... :D

Your Guv was here today in Waterloo. Pete Wilson will be slimed by those pro Christian wanabees.

These GOPER's will come to the campus and we will be ready!

>
> ~Chris
>
> --
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1809. handicapping

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: ad339@freenet.unbc.edu
Message-ID: <3s598m$2s9@freenet.unbc.edu>
Source record: 12189

Does anyone know of/have any software for handicapping thorobreds or trotters? With so much out for the Atari there should be something.

Thanks
Ed.

--

1810. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun19.001653.44933@cobra.uni.edu>
Source record: 12258

```
In article <3s1lsg$dua@garuda.csulb.edu>, hing@csulb.edu (Houn-Nam Ing) writes:
> sinclap2954@cobra.uni.edu wrote:
> : In article <3roohu$mim@garuda.csulb.edu>, hing@csulb.edu (Houn-Nam Ing) writes:
> : > sinclap2954@cobra.uni.edu wrote:
> : > : In article <3rlu1l$li7@garuda.csulb.edu>, hing@csulb.edu (Houn-Nam Ing) writes:
> : > : > sinclap2954@cobra.uni.edu wrote:
> : > : >
> : > : > : You mean Atari..Users can choose their monitor.
> : > : >
> : > : > Yes, I can plug any monitor I wanted on my TT. I have a NEC 17 inch right
> : > : > now.
> : > : >
> : > : > : > 4) Before you mention it, I upgraded the keyboard in my Falcon by adding
> : > : > : > the TT touch kit ($10 + my own labor) -- so no mushy feel there!
> : > : >
> : > : > : But what about the non technical public?
> : > : >
> : > : > There is no technical about it, just pop up the key and replace the new
> : > : > one, unless for someone who has two left hand as yourself.
> : >
> : > : What if you want to put the keyboard in your lap?
> : >
> : > No problem at all. This show us again that you don't know what you are
> : > talking about, for your information the TT had a detachable keyboard,
> : > nice try.
>
> : Hello, hello...I was referring to the ST and Falcone, you know a flimsy one
> : piece design..
>
> Another ability that you don't have is reading. Go back to the top of
> this article and read about what I had written. I said my TT and you
> asked me if I can put my keyboard in my lap. All of this proved to us
> that you are nothing but an ignorant when it come to Atari computers, oh
> may be I can add that you are just an ignorant period.

I know enough about the ST line since way back in '85'. Again what about the
wedge shaped ST and Falcon line? You can't put the keyboard in your lap.
Again Atari doesn't give you a choice acording to Chrissy's logic..

>
> : >
> : >
> : > --
> : > o---------------------------------------------------------------------o
> : > | E-mail: hing@engr.csulb.edu |
```

> : > |-=-=-=

1811. Re: Atari Advocacy has died down. Why?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun19.002129.44934@cobra.uni.edu>
Source record: 12259

In article <3s1mcu$dua@garuda.csulb.edu>, hing@csulb.edu (Houn-Nam Ing) writes:
> sinclap2954@cobra.uni.edu wrote:
> : In article <3roo5n$nf7@sun168.rz.ruhr-uni-bochum.de>,
markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) writes:
> : > sinclap2954@cobra.uni.edu wrote:
> : > : > : How does the overprice and also ran Falcon compete with the $999 Performa 636
> : > : > : 8/250/cd with keyboard?
> : > : > Very easy:
> : > : > Performa 630/12MB/500MB HD/CD = 2175$
> : > : > Falcon 030/20MB/540MB HD/CD = 2735$
> : > : In the USA, the Performa 636 8/250/cd(keyboard) costs $999 from MacWareHouse
> : > : plus $3.00 for next day delivery.
> : > Look was I have written: _12_ MB and _500_ MB HD ! That's a difference AFAIK.
> : > And again, I compare what I should pay for it. So if you only are posting the
> : > prices of the dealer around your corner, I can post the prices here.
>
> : I posted the price I paid when I bought my 630 from MacConnection!! I paid
> : $999 plus $3.00 for next day for an 8/230/cd configuration..
>
> What a lier and an ignorant. You think that you can fool us by saying
> that you paid $3.00 for next day delivery to ship a computer. This prove
> to all of us again and again that you just make up number to support your
> argument.

HE he he he. I suggest you call MacWareHouse at 800-255-6227 and find out
yourself. And I expect a retraction of your above slanderous statement.

>
> : > : >
> : > : > calculated with 1$=1.4DM. Falcon in a Desktop with a PC-keyboard, graphics-card
> : > : > and NVDI 3, MultiTos, much more RAM...
> : > : So what apps do you run?
> : > You have very much possibilities. Only mentioning a few Calamus SL (I know you
> : > are saying it's bad, but you haven't given at least one argument for that),
> : > Neon3D, ApexMedia....
> : >
>
> : Lets see: Quick Time, ClarisWorks, WordPerfect, Marathon and so on..
>
> His question was what is your arguments you have to allow you to say that
> Calamus SL is bad. You cannot argue with someone about something that you
> don't have a slight idea about it.

Calamus SL is not upto snuff compared to the industry standard. Plus, why
would anyone, I mean a professional run it off Atari's top of the line 030

machine?

>
> : > MarkusS
> : >
> : > P.S. Don't quote signatures.
>
>
> : Why?>
> o===o
> | E-mail: hing@engr.csulb.edu |
> |-=-=-=

1812. Re: Guess who's NOT getting a Mac!!??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun19.002313.44935@cobra.uni.edu>
Source record: 12260

In article <3s1pvv$92s@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Your choice..
>
> My choice and a lot of others. Apple Macs really have a very
> small percentage of the market compared to DOS machines. You can bash
> Atari all you want, but the Mac isn't exactly the main platform either.

Yep, as a percentage. But there are 20 million and growing.

>
> >> Mark <<
>
> --
> ==
> Mark Rathwell = "Why do we always come here? I guess we'll never
> The University Of Guelph = know ... it's like some kind of torture, to
> = have to watch the show!"
> mrathwel@uoguelph.ca =
> = Look for my web page, coming soon!
> ==

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1813. Re: Atari Advocacy has died down. Why?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun19.002552.44936@cobra.uni.edu>
Source record: 12261

In article <3s1q76$92s@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : I have tried to locate a Falcon, but with no luck.
>
> Check a music store. That's where I've seen and tried them.
>
I have. None carry the ST. Most sell music stuff for the Mac/PC platform..

> I have read the specs and
> : reviews on it. The Falcon could have been with Atari's nurishment.
>
> Good god ... did Peter actually say something nice about an Atari
> Falcon????

I thought the Falcon could have been, but Atari dropped the ball, as usual and this is the point!

>
> I am sure
> : that a expanded Falcon with Cubase will put my unexpanded low cost 636 to
> : shame. But I have a cdrom and can play DarK Forces!
>
> I would buy a Falcon for the MIDI ... not it's games. I have
> enough consoles and computers at my disposal to handle that need.

Well, I can add MIDI as well as the high power apps If I wanted to do so.
>
> >> Mark <<
>
> --
> ===
> Mark Rathwell = "Why do we always come here? I guess we'll never
> The University Of Guelph = know ... it's like some kind of torture, to
> = have to watch the show!"
> mrathwel@uoguelph.ca =
> = Look for my web page, coming soon!
> ===

Peter Sinclair-Day
University of Northern Iowa Performa 550 10/160/CD
Residence on the Hill Complex August:PowerMac 7200/7500
3800 Jennings Drive $50 Jaguar
Cedar Falls, IA. 50613
(319)273-38XX

1814. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3s33oh$916@sun168.rz.ruhr-uni-bochum.de>
Source record: 12262

sinclap2954@cobra.uni.edu wrote:
: The Mac can communicate with the rest of the world, can the ST do so? Does it
: matter?

I don't see any problem to communicate with the rest of the world.

: > There's four or five within a few hours drive from me, and many either of us
: > could mail-order from.
: Few hours? To me, would be days to locate a ST dealer if one exist! Dying
: breed.

It might be a _your_ problem to find a dealer.

: Again, what dealer?

I know lots of dealers. I can mail you the adresses if you want. (But I think
you don't really want them).

: Chrissy, what about the ST owners who got swindled. Can't even expand past
: four megs and upgrade the cga graphics.. Like the Nintendo lawyer said, Atari
: competed on the cheap.

First the ST's to which you refer are 10 years old. The newer ones (like TT or
Falcon) are easier to upgrade. And second with the Multiboard you can have up
to 12MB on a ST and a ET4000 graphics card.

MarkusS.

P.S. Please don't quote signatures.
--
.
.:.
.::::.
.::::::.
.::::::::.
*******.::::::::::.*******
********.::::::::::::.******** MarkusS, der Vierte
********.::::::::::::::.********
*******.::::::'***`::::.******* Mails an:
******.::::'*********`::.****** markuss@risc.techem.ruhr-uni-bochum.de
****.:::'**************`:.****
*.::'******************`.*
.:' *************** .
.

1815. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3s3493$916@sun168.rz.ruhr-uni-bochum.de>
Source record: 12263

sinclap2954@cobra.uni.edu wrote:
: > So and AFAIK the 5200 has only one videomode which can be used seriously (I
: > mean with a frequency of at least 72 Hz).
: One video mode. The 5200 and my 630 has video slots for expansion..

Again you must buy an extension. Add the costs to your prices.

: > : > You must also know, that this Falcon has much more RAM than the compared
: > : > Performa and is installed in a Desktop, has a new graphics-card, a PC-keyboard,
: > : > and NVDI3+MultiTos.
: The Falcon comes standard with four megs. You have obvisouly have expanded it
: on your own. I can ad inexpensive 72 pin ones with ease..
: Who the hell cares about this NVD13+Multitos...Get with the picture...

No. The Falcon I'm talking about are the Falcons that you can buy from dealers.
They are not the original ones because they have been upgraded and put into
a desktop or Tower _before_ you buy them. I have compared these models in the
way, in which they are selled. OK you can add simms. But to compare the
computers then, you must add the costs. The RAM is inexpensive, but it doesn't
cost 0$.

: Why would I need 20 megs? The 5200 has sim sockets to add inexpensive ram. An
: 8 meg sim will cost you around $300 in the USA. Hell I have ram doubler!
: Ataris flagship is still an 030!!

First you need much RAM if you want to make DTP (you state it is one of the
serious things). The pictures are taking much RAM. And there is it what I have
said before. Add the costs.
BTW (really serious question) what is RAM doubler ?

MarkusS

P.S. Please don't quote signatures.

--
.
.:.
.:::.
.::::::.
.::::::::.
*******.:::::::::.*******
********.::::::::::::.******** MarkusS, der Vierte
********.::::::::::::::.********
*******.:::::::'***`::::.******* Mails an:
******.::::'*********`::.****** markuss@risc.techem.ruhr-uni-bochum.de
****.:::'**************`:.****
*.::'******************`.*

```
.:' ********************* .
.
```

1816. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3s34bd$916@sun168.rz.ruhr-uni-bochum.de>
Source record: 12264

sinclap2954@cobra.uni.edu wrote:
: > I like the new Power Macs a lot. Especialy when I know that - as of June 9-
: > Magic Mac (remeber: the Atari Oerating system for the Macintosh
: > computers) runs now also on Powr Macintoshes. Now I can forget about that
: > trashy MacOS and use some real OS with that machine.
: If the Mac is soo trashy why use a PowerMac?

With MagiCMac it can be a nice machine. ;-)

MarkusS

--
.
.:.
.:::.
.::::::.
.::::::::.
*******.::::::::::.*******
********.::::::::::::.******** MarkusS, der Vierte
********.::::::::::::::.********
*******.::::::'***`::::.******* Mails an:
******.::::'*********`::.****** markuss@risc.techem.ruhr-uni-bochum.de
****.:::'**********`:.****
*.::'*****************`.*
.:' ***************** .
.

1817. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3s34gu$916@sun168.rz.ruhr-uni-bochum.de>
Source record: 12265

David Stevenson (djs@jet.uk) wrote:
: >: > Falcon030/20MB/540MB HD/CD = 2735$
: How do you get 20MB into a Falcon? The max is 14MB, no?

No problem. There are extension kits here.

: >P.S. Please stop quoting signatures.
: If you kept yours to a reasonable length, it wouldn't matter so much.

I think one signature can be allowed. But what I'm refering to was that Peter
quotes the signatures from other people and sometimes even his own signature.

MarkusS

--

.
.:.
.:::.
.::::::.
.::::::::.
*******.::::::::::.*******
********.::::::::::::.******** MarkusS, der Vierte
********.::::::::::::::.********
*******.::::::'***`::::.******* Mails an:
******.::::'*********`::.****** markuss@risc.techem.ruhr-uni-bochum.de
****.:::'**************`:.****
*.::'******************`.*
.:' *************** .
.

1818. Re: Atari Advocacy has died down. Why?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3s34u3$916@sun168.rz.ruhr-uni-bochum.de>
Source record: 12266

sinclap2954@cobra.uni.edu wrote:
: > Look was I have written: _12_ MB and _500_ MB HD ! That's a difference AFAIK.
: > And again, I compare what I should pay for it. So if you only are posting the
: > prices of the dealer around your corner, I can post the prices here.
: I posted the price I paid when I bought my 630 from MacConnection!! I paid
: $999 plus $3.00 for next day for an 8/230/cd configuration..

You should compare the computer with similar equipment. So I made the choice
to look at 12MB and 500MB HD. That was also the reason why I have added the
price for a 4xcdrom and not for the cheaper 2xcdrom to the Falcon. So I added
a similar equipment to give the Performa a fair chance. What are you doing ?

: > : So what apps do you run?
: > You have very much possibilities. Only mentioning a few Calamus SL (I know you
: > are saying it's bad, but you haven't given at least one argument for that),
: > Neon3D, ApexMedia....
: >

: Lets see: Quick Time, ClarisWorks, WordPerfect, Marathon and so on..

I haven't asked what you are using. And I haven't stated there are no good
programs for the Mac. It's your thing to bash computers. I only defend some.
Look, I'm not against the Mac. I perhaps buy me one and use MagicMac.

: > P.S. Don't quote signatures.
: Why?>

Because it's a waste of time, resources and money.

MarkusS

P.S. Again you have quoted a signature.

--
.
.:.
.:::.
.::::::.
.::::::::.
*******.::::::::::.*******
********.::::::::::::.******** MarkusS, der Vierte
********.::::::::::::::.********
*******.:::::::'***`::::.******* Mails an:
******.::::'*********`::.****** markuss@risc.techem.ruhr-uni-bochum.de
****.:::'**************`:.****
*.::'******************`.*
.:' *************** .

.

1819. Re: Atari Advocacy has died down. Why?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3s3545$916@sun168.rz.ruhr-uni-bochum.de>
Source record: 12267

sinclap2954@cobra.uni.edu wrote:
: I have tried to locate a Falcon, but with no luck. I have read the specs and
: reviews on it. The Falcon could have been with Atari's nurishment. I am sure
: that a expanded Falcon with Cubase will put my unexpanded low cost 636 to
: shame. But I have a cdrom and can play DarK Forces!

Perhaps it's only _your_ problem to find one. Open you eyes !
cdrom: No problem with a Falcon (and even a ST).
Dark Forces: Ah, Peter want the computer to play with. When I want to play, I
go to a PC !

MarkusS

P.S. Peter, Peter, you can't stop quoting signatures, can't you ?

--
.
.:.
.::::.
.::::::.
.::::::::.
*******.::::::::::.*******
********.::::::::::::.******** MarkusS, der Vierte
********.::::::::::::::.********
*******.:::::::'***`::::.******* Mails an:
******.::::'*********`::.****** markuss@risc.techem.ruhr-uni-bochum.de
****.:::'**************`:.****
*.::'******************`.*
.:' *************** .
.

1820. Re: What is a Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3s3611$916@sun168.rz.ruhr-uni-bochum.de>
Source record: 12268

sinclap2954@cobra.uni.edu wrote:
: The Falcon was a multimedia computer with out the apps!! Correction, the
: Mac/PC's are multimedia machines..

Only mentioning two apps especially for the Falcon: Neon3D, ApexMedia.

: Thats a bunch of BS..The Mac/PC platforms cost much less than a Falcon set
: up..The Falcon is not the ultimate consumer machine. Please define how the
: Falcon is the ultimate consumer machine? I suppose you have not kept up with
: the consumer oreinted hardware/software on the other platforms?

OK. you are right by it's not very cheap. But no system is cheap if you want
them with serious equipment. (And Peter, it was a question about the Falcon).

: Another myth that the falcon only has more efficiently coded software? Please
: specify and list the efficiently coded software. Gee, ClarisWorks and WriteNow
: are not efficiently coded?

If you read the original posting closely, you see that he is speaking about a
PC. Do you really want to say, that Windows apps are efficiently coded ?

: For the price of a third party accelerators, Multimedia Mac/PC's can be had..

PC's are mostly third party. Or do you someone who has a original IBM ?

Peter, here somebody has asked a serious question and you are immediatly
bashing the Ataris without being asked so.

MarkusS.

P.S. Peter, please don't quote signatures.
--
.
.:.
.:::.
.::::::.
.::::::::.
*******.::::::::::.*******
********.::::::::::::.******** MarkusS, der Vierte
********.::::::::::::::.********
*******.:::::::'***`::::.******* Mails an:
******.::::'*********`::.****** markuss@risc.techem.ruhr-uni-bochum.de
****.:::'**************`:.****
*.::'******************`.*
.:' *************** .
.

1821. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DAEqJI.285@ecf.toronto.edu>
Source record: 12269

In article <1995Jun19.001653.44933@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:
[tons of crap deleted]

Don't you *EVER* trim your quotes? Why do you quote three screenfuls of text
to add two lines???

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

1822. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3s527v$42j$1@mhafn.production.compuserve.com>
Source record: 12270

> >There are Good Reasons for buying an integrated computer system.

> Name one, and I mean just ONE good, _INTELLIGENT_ reason why I should want
> to buy an integrated system.

I never said YOU should buy an integrated system... no one here has said that.

If you want to boycott Apple Computer, Inc. for making integrated computer systems, fine... that's your choice.

What I DID say is that "There are Good Reasons for buying an integrated computer system."

I've already named several, and so have others here, so I won't waste time and bandwidth repeating myself.

You don't like them, great... I think we've all realized that by now.

BobR

1823. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3s48eo$sd3@darkstar.UCSC.EDU>
Source record: 12271

In <1995Jun18.003248.44906@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

After scanning past 10 posts by Our Petey, I thought I'd reply.

>Eh? What makes you think people are ignorant? Just flip on the switch and load
>the apps.. Or is it something else?

I worked for two years supportinf Mac software. People are ignorant.

>What do you want them to understand?

Basic things, like why the computer needs to be on before it can work. Why
you need to upgrade software to get new features. The basic mechanics of why
the computer isn't a magic wand you wave over your work and it does everything
for you. I could go on...

>Exactly with one plug..The all in ones have one plug. It's the one plug
>concept, Chrissy.

Oh yes, the number of power plugs is the #1 deciding factor eh? Is that your
point??

>Such arrogance Chrissy.. Apple is not wrong and the market has said soo. If
>Atari responded to the market, the Tramiels would be billionaires. Quit trying
>to impose your rightous attitude in what you think is best for people and worry
>about yourself.

The market has said what? I'll tell you. Apple has a 10% market share and is
barely holding on to it. With the p6, powerPC clones and Win9x, Apple as an
OS provider had better be in panic mode or they're on the way out.

It's often the crutch of the incompetent to call those who think for themselves
"arrogant" -- I expected no less from you.

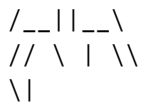
>> Name one, and I mean just ONE good, _INTELLIGENT_ reason why I should want
>> to buy an integrated system.

>Space...

Hm. Did you know that if I put a deskytop machine under a monitor it takes
up no less space then an integrated one? Nice try. Here's your Rice a Roni
as consolation prize.

~Chris

--
__ /\ __
__\/__\/__
_||_/



1824. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: hing@csulb.edu
Message-ID: <3s48ok$3lm@garuda.csulb.edu>
Source record: 12272

sinclap2954@cobra.uni.edu wrote:
: In article <3s1lsg$dua@garuda.csulb.edu>, hing@csulb.edu (Houn-Nam Ing) writes:
: >
: > Another ability that you don't have is reading. Go back to the top of
: > this article and read about what I had written. I said my TT and you
: > asked me if I can put my keyboard in my lap. All of this proved to us
: > that you are nothing but an ignorant when it come to Atari computers, oh
: > may be I can add that you are just an ignorant period.

: I know enough about the ST line since way back in '85'. Again what about the
: wedge shaped ST and Falcon line? You can't put the keyboard in your lap.
: Again Atari doesn't give you a choice acording to Chrissy's logic..

Of course we have choices, there are store out there that sell Falcon
(home made) with a detachable keyboard. Or the user can just add an
interface and they can connect any IBM compatible keyboard. At least
ATARI give the user the keyboard to the user to type, we don't have to by
a keyboard unlike you mac user.

--
o---o
| E-mail: hing@engr.csulb.edu |
|-=-|
| WWW: http://www.engr.csulb.edu/~hing/ |
|-=-|
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------- Charles de Gaulle --------------------------o

1825. Re: For Atarians only!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3s48kt$se8@darkstar.UCSC.EDU>
Source record: 12273

In <1995Jun17.232232.44884@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>Actualy, summer sessions provide a kind of solitary or so. Sure is peaceful
>without the freshman polutting things.

Yeah, they allow petey to pollute things himself without the freshmen beating
him up.

~Chris

--

1826. Re: For Atarians only!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3s48om$sel@darkstar.UCSC.EDU>
Source record: 12274

In <1995Jun17.234806.44891@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>Nope, want to finish up by next May and work on recieving my second BA in
>education while running the campus Clinton/Gore campaign.

I'm not gonna even touch this one..... :D

~Chris

--

1827. Re: Guess who's NOT getting a Mac!!??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3s48rh$sf6@darkstar.UCSC.EDU>
Source record: 12275

In <1995Jun17.234537.44890@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>Yea, and Apple has millions and put Atari out of the PC market!

Ooh, that's a good one. Apple put Atari out of the market? Ha. Apple,
with their 10% and slipping market share? Ha. Apple, who themselves is
planning on getting out of the hardware market? Ha.

~Chris

--

1828. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3s52o9$42j$2@mhafn.production.compuserve.com>
Source record: 12276

> How many times must I say it: Because Apple makes such a machine, and has
> since day one, I will not buy a computer from them. It's principle.

I see...

So that means you'll never buy a computer from Atari Corp..?

They made an integrated monitor/floppy drive unit early in the life of the
ST line.

You DO stick to your principles, don't you..?

Oh.. I see.. that's different.

Hmmm

BobR

1829. Re: Guess who's NOT getting a Mac!!??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3s491f$sga@darkstar.UCSC.EDU>
Source record: 12277

In <quinlan.803453456@sfu.ca> quinlan@kits.sfu.ca (Brian Quinlan) writes:

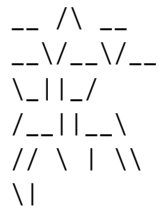
>My point was that NeXT users are usually experts and most NeXT users like
>software eject. So software eject isn't necessarily the choice of morons.

And NeXT lost out of their war with Sun for that "expert" group. The
first time NeXT turned a profit (quite recently) was after they dropped
hardware and made only the OS that ran on PCs (which have manual eject)
Coincidence? Probably, but this is .advocacy and we're allowed to pull
arguments out of any orifice. :)

>And why do we argue about anything? Because this is advocacy. We could all
>say, "you like this and I like that so let's not argue" but then there
>would be no posts to this group.

Personally, I wouldn't mind that too much...

~Chris

--


1830. Re: Atari Advocacy has died down. Why?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: hing@csulb.edu
Message-ID: <3s49c3$3lm@garuda.csulb.edu>
Source record: 12278

sinclap2954@cobra.uni.edu wrote:

: > What a lier and an ignorant. You think that you can fool us by saying
: > that you paid $3.00 for next day delivery to ship a computer. This prove
: > to all of us again and again that you just make up number to support your
: > argument.

: HE he he he. I suggest you call MacWareHouse at 800-255-6227 and find out
: yourself. And I expect a retraction of your above slanderous statement.

As the French say, "Je persiste et signe," which mean I sencond what I had say, I am familiar with the mail order company. The $3.00 that you are talking about is the extra that you have to add in order for them to ship it overnite. Useually, to ship a whole computer system would cost you not less that $20. Still dreaming by looking on those catalogue I guess...

: > His question was what is your arguments you have to allow you to say that
: > Calamus SL is bad. You cannot argue with someone about something that you
: > don't have a slight idea about it.

: Calamus SL is not upto snuff compared to the industry standard. Plus, why
: would anyone, I mean a professional run it off Atari's top of the line 030
: machine?

Again and again what is bad about Calamus SL and what is so called industry standard can do and Calamus SL cannot do. Please enlight us with you remark. BTW, I am still waiting for your answer about what Pagestream can do but Page Maker 5.0 (the so call industry standard) cannot do.

--
o---o
| E-mail: hing@engr.csulb.edu |
|-=-|
| WWW: http://www.engr.csulb.edu/~hing/ |
|-=-|
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------ Charles de Gaulle -------------------------o

1831. Re: Guess who's NOT getting a Mac!!??

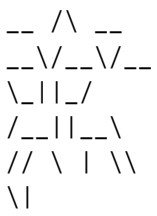
Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3s49ao$sir@darkstar.UCSC.EDU>
Source record: 12279

In <1995Jun19.002313.44935@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>Yep, as a percentage. But there are 20 million and growing.

10% and barely holding. Intel is estimated to sell 35 million Pentiums, Apple is estimated to sell only 3 million PowerMacs. And, to quote the Mercury News from today (in an article on IBM's PPC machines) "Microsoft has no plans to convert Windows 95 to run on Power PC machines" -- Without Win95, I expect trouble. As much as I hate Microsoft, it looks bad for Apple, which is some good news.

~Chris

--


1832. FOR SALE: LYNX + GENESIS DOO-DADS - doo [1/1]

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: EG3663A@american.edu
Message-ID: <3s4abo$8hl@paladin.american.edu>
Source record: 12280

I have the following items for sale, or trade (for 3do materials):

Genesis:
1. Sega Auto RF switch box (ANT. to TV connection)

Atari Lynx:
1. AC adaptor (brand new in box)
2. Sun visor/Screen guard (fits right over the screen, brand new in box)

Please Email me if interested in any of these items. Thanks,
Evan
EMAIL: EG3663A@American.EDU

1833. Re: For Atarians only!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <DAFHyw.Bn1@cix.compulink.co.uk>
Source record: 12281

From what some of us Europeans have seen of Clinton/Gore you won't have too much work to do then Peter. To say they are less than a inspiration is something of a understatement.

My apologies to any and all Republicans, Democrats, Americans etc....but even Reagan was better president and he didn't say a word that hadn't repeated too him less than 5 times.

Nick
****
16/32 Systems TEL 01634 710788 *FOR SALE*
173 High Street FAX 01634 295895 INTERNET
Strood 30 Million
Kent ME2 4TW Careful Users
****

1834. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: tstrohma@theodolite.ae.calpoly.edu
Message-ID: <3s4e5e$nt5@isnews.csc.calpoly.edu>
Source record: 12282

Markus Soick <markuss@power.techem.ruhr-uni-bochum.de> wrote:
>sinclap2954@cobra.uni.edu wrote:
>: One video mode. The 5200 and my 630 has video slots for expansion..
>
>Again you must buy an extension. Add the costs to your prices.

That's true. This used to be a much bigger problem than it is now, because of the few options in the Mac product line (stemming mainly from the "keep it simple" philosophy of Jobs). Now there's so many Macs to choose from that not even the product managers know how many there are. I think that others have made good points here - if the user feels that s/he will need a larger monitor in the future, then the option is readily available at purchase time. However, the all-in-ones offer a nice system price break and certain advantages.

>[Falcon argument deleted]
>First you need much RAM if you want to make DTP (you state it is one of the
>serious things). The pictures are taking much RAM. And there is it what I have
>said before. Add the costs.
>BTW (really serious question) what is RAM doubler ?

I agree. Extra RAM is always good, and with the new RISC PowerMacs, app sizes are increasing.

RAM Doubler is an interesting product for the Macintosh that effectively doubles the amount of RAM available. This is done in a manner similar to that of Stacker for the PC (but in RAM, not in disk space). RAM segments are decompressed on the fly. I'm using it right now, because Microsoft apps are so incredibly huge... *sigh* Anyway, I'm not fully enlightened on exactly how it works, and I'm sure its developers want to keep it that way, because they're making a killing. Oh - and every application can only use 40% of the total RAM-Doubled memory total, so that the physical RAM won't overflow with data. Interesting product.

A previous poster asked for the advantages of an all-in-one Mac/Computer.
* Portability - And the obvious rebuttal is "get a laptop". Well, there are certain occasions when you want to move your computer, take it somewhere, whatever. When you only have one box, keyboard, mouse, and a couple of cords, life is _much_ easier. This is why the original Macs had handle cutouts on the top (that I've used many times).
* Asthetics - Compugeeks don't usually think all-in-ones look cool (including me) but they do look pretty sleek. I have an old Mac IIx, and there's cables all over the place. Same with this PowerMac. I don't mind, but some do. Wire jumbles are a pain when you just want to plug in a CD player or

something, and you have to dive through a cable jungle
to get there.
* Price - Hey, it makes sense. One power supply + one box + volume
equals less money for the consumer. For the type of person
that Apple is aiming for, price is a major factor.

I've used Macs since 1984. I also use Unix regularly. I don't consider
myself ignorant of computers in any way (except for the Atari product
line, which I'm not very familiar with). However, I choose to use the
Macintosh because it makes the computer a tool, not an obstacle. Also,
when I want to do something, I figure the computer should to work to
make life easy for me, not the other way around. Many people don't
agree, and that's why there's more than one computer platform around
(and I have a lot of respect for Atari owners and I hope to own an old
ST soon).

It's just a different perspective. I _like_ the fact that the disk ejects
automatically. I don't want to have to tell my computer that I've put
a disk in or taken one out. I figure that's its job. I like the way that
it thinks ahead and turns off options that I shouldn't be able to use.
I should know that I can't use certain stuff, but I can be absent-minded
like anyone else.

The Mac isn't a panacea of ease-of-use. It has its quirks. But I like
it, and I'll live with it.

Trevor Strohman
tstrohma@theodolite.ae.calpoly.edu
(in search of a _cheap_ 520 or 1040ST)

1835. Re: Guess who's buying a Mac?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: tstrohma@theodolite.ae.calpoly.edu
Message-ID: <3s4han$p69@isnews.csc.calpoly.edu>
Source record: 12283

In article <3rrfau$frs@darkstar.ucsc.edu>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>BobR <76702.1466@CompuServe.COM> writes:
>
>>So what if the user HAS NO ability to choose their own monitor..?
>>What if they don't know anything about "DPI" or "pixels" or "Horizontal
>>Scan Rates" or "MultiScan"...?
>
>Do you walk into a car dealer and say "I want a blue one. I don't know or
>care about anything else" Or into a real estate office and say "I want a
>hpouse with pointy rooves. I don't know anything about square footage or
>number of bathrooms"

I think that's a little extreme. There are many people who walk into
the dealership and have requirements of color, price, reliability and
test drive. They talk to their friends about reliability, then they
drive the car. If it's the right color and right price, they take it.
I know a particularly rich woman who bought a nice station wagon in
about 5 minutes, and didn't even drive it first. She isn't stupid,
but cars just aren't that important to her. Being uneducated does
leave the consumer open to being swindled, but by including friends'
opinions into the equation, that possibility can be slimmed down.

When people buy cars, how many really know what throttle-body
fuel injection is? How many truly understand the difference between
a V6 and a horizontally-opposed 4? To take it even further, how
many people you know _truly_ understand what the octane number means
on the gas pump ("better" doesn't cut it here)? I think there are a
lot of people that are somewhat car-ignorant. I don't think that's
so bad.

>It's the same thing. Computers are part of the world, and to be ignorant of
>how they work is a tragic crime. For a company to foster and encourage
>ignorance is downright despicable.

Cadillac recently introduced the Northstar system, which allows 100,000
miles between scheduled maintenance. Does this not also "foster and
encourage ignorance"? There are a great many things in this world
to use and possibly understand. Imagine if I was only allowed to use
those things that I fully and completely understood. Imagine how
lost I'd be! Imagine all the people that would never be able to use
CD players, tape players or record players!! I don't fully understand
my microwave, but I use it. I don't think that's a crime.

>>What if all they want is a simple, easy to purchase unit that doesn't
>>require them to become rocket scientists just to buy a computer..?

>
>The point is, it doesn't require it! People have this image, helped along by
>companies such as Apple, that computers are "too complex to understand" and
>"too difficult to use" -- all lies.

Clarification - Apple would like you to believe that all computers other
than the Macintosh are "too difficult to use". Possibly a stretch, but it's
the foundation of their marketing strategy which I happen to agree
with. I personally enjoyed the commercial with the family trying
to set up a PC before Christmas, and staying up all night. Apple
tries to make computers that people don't have to fully understand
to use.

>Then they surely shouldn't be trusted to buying anything. Did you know that
>a TV has wires? and a VCR too? How about the much-vaunted toaster? Did
>you know that you have to PLUG IT IN? and CLEAN IT occasionally? my god,
>it's so complex! Someone should make an easier toaster!

Have you ever seen a TV/VCR combo? They used to be hot sellers.
How about the "scandal" that thousands of homes across the country are
illuminated in the night by a lone, flashing "12:00"? There are
a great many people that don't understand how to hook up a VCR to a TV.
Is this causing a degeneration of society?

How about the World Wide Web? I've been on the 'net for about 5 years
now, and it used to be that you had to memorize the names of each
individual site you wanted info from, then ftp it. Now you just
use WWW and point and click. Is this also a crime?

>>(Do you crusade against integrated stereo systems too..?)
>
>Sigh. Has everyone on this group lost their ability to think?
>I'm not "crusading" -- As a consumer, I have the right to choose not to deal
>with a company that has business practices that I don't agree with. It's part
>of the whole Capitalism thing. I have a mental list of over 100 items that I
>fault Apple computer for. Integrated desktop computers is just one
>item on the ist. I therefore choose not to deal with them. Am I
>telling you to not buy one? No. Go ahead and do it. I still feel
>that Apple is wrong in marketing them, and Will not do any business
>with them for so long as they do (among, as I said, many other reasons)

This is the reverse of capitalism, which I thought you were
talking about. Capitalism says "sell it, and let the consumer decide
what to buy." I don't fault IBM for selling the original PC, but I
am sorry that so many people have decided to buy into Windows and
the Win9x craze. I've seen Win95, and I still don't agree that it's
the right choice for many who will buy it. I don't fault Microsoft
for trying to gain market share.

>As for stereos -- For portability reasons, "boom-box" integrateds work.
>When I eventually decide that upgrading beyond that is in my plan, I certainly
>will not be looking at cheap poor-quality "integrated" stereos. I will buy

>each component separately and for the features that I want.

Portability. You've just answered the question below this paragraph.
And if you've looked at integrateds lately, many aren't cheap, and not
all of them are poor quality. When you buy your dream stereo,
you'll probably buy a receiver as a base unit. This is a combination
amp/preamp/tuner. This is decidedly all-in-one in comparison to old
hi-fi's and most audiophile systems. However, it's convenient.

>Name one, and I mean just ONE good, _INTELLIGENT_ reason why I should want
>to buy an integrated system.

Portability, Price, Asthetics, Ease of Purchase, Space...

Oops, I named 5. Sorry, just got carried away.

Trevor Strohman
tstrohma@theodolite.ae.calpoly.edu

1836. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3s4mmc$hdc@ccshst05.cs.uoguelph.ca>
Source record: 12284

```
: I know lots of dealers. I can mail you the adresses if you want. (But I think
: you don't really want them).

He won't listen. He'll just ignore the list and keep ranting like
he always does.

>> Mark <<

--
==============================================================================
Mark Rathwell = "Why do we always come here? I guess we'll never
The University Of Guelph = know ... it's like some kind of torture, to
= have to watch the show!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==============================================================================
```

1837. Re: Guess who's NOT getting a Mac!!??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.803592762@sfu.ca>
Source record: 12285

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>And NeXT lost out of their war with Sun for that "expert" group. The
>first time NeXT turned a profit (quite recently) was after they dropped
>hardware and made only the OS that ran on PCs (which have manual eject)
>Coincidence? Probably, but this is .advocacy and we're allowed to pull
>arguments out of any orifice. :)

NeXT lost the war because their marketting departement couldn't sell a
boat to the people on Giligan's Island.

--

Brian Quinlan
quinlan@sfu.ca

1838. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-19 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3s4qlf$340@darkstar.UCSC.EDU>
Source record: 12286

In <3s4e5e$nt5@isnews.csc.calpoly.edu> tstrohma@theodolite.ae.calpoly.edu (Trevor Strohman) writes:
>readily available at purchase time. However, the all-in-ones offer a
>nice system price break and certain advantages.

I've not seen an all-in-one offerring any significant price advantage.

> * Asthetics - Compugeeks don't usually think all-in-ones look cool

I think they look uglier than hell. :)

> * Price - Hey, it makes sense. One power supply + one box + volume

Less money for the manufacturer, but do they really cost less?

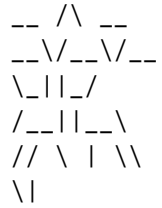
>line, which I'm not very familiar with). However, I choose to use the
>Macintosh because it makes the computer a tool, not an obstacle. Also,

Funny, I find the mac OS the biggest obstacle to computing I've ever experienced.

>The Mac isn't a panacea of ease-of-use. It has its quirks. But I like
>it, and I'll live with it.

I actually find it harder to use because the computer _tries_ (I stress the word tries) to think.

~Chris

--


1839. Re: For Atarians only!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-20 00:00:00 UTC
From: gavinm@vsprsun_14
Message-ID: <3s6c4m$120b@info4.rus.uni-stuttgart.de>
Source record: 12190

sinclap2954@cobra.uni.edu wrote:
: >
: > Summer session is usually for students that fail the previous
: > semester and need to make up the work they didn't finish due to
: > them slamming Atarians in their news groups.

: Actualy, summer sessions provide a kind of solitary or so. Sure is peaceful
: without the freshman polutting things.

Just think how much nicer Usenet would be without YOU polluting things
Sinflop...

BTW Please stop trying to waste bandwidth in the Amiga groups. I've seen
recent flame-bait posts from you (with the trademark poor grammar and
spelling) in Amiga groups from datacomms to programming. Perhaps you'd
like another mass-complaint to your usenet provider?

gavan
--
email: G.Moran@ee.qub.ac.uk | 'There can be only one!'
or gmoran@nyx.cs.du.edu | - The Highlander

1840. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-20 00:00:00 UTC
From: hing@csulb.edu
Message-ID: <3s6q5i$k6@garuda.csulb.edu>
Source record: 12191

BobR (76702.1466@CompuServe.COM) wrote:
: (Then again, it depends on how you define "a few hours"... I could drive to
: Toad Computers in Maryland or MidCities Computers in Ohio, or B&C in
^^^^^^^^^^^^^^^^^^^^^^^^^^

As its name said MidCities Computer is in MidCity California, south to LA.

: California in "a few hours"...)

--
o---o
| E-mail: hing@engr.csulb.edu |
|-=-|
| WWW: http://www.engr.csulb.edu/~hing/ |
|-=-|
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------ Charles de Gaulle -------------------------o

1841. Re: Guess who's NOT getting a Mac!!??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-20 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.803668306@gmi.edu>
Source record: 12192

sinclap2954@cobra.uni.edu writes:

>Yea, and Apple has millions and put Atari out of the PC market!

AHAHAHA! You're really dreaming if you think Apple put Atari out
of the PC market. It was more the proliferation of the Intel line
that pushed Atari (and a lot of other PC brands) into obscurity.

For some odd reason at a certain point in time, the IBM/clones
suddenly became to machine to buy. Even for home users.

/Kevin

> Peter Sinclair-Day
> University of Northern Iowa Performa 550 10/160/CD

1842. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-20 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3s54h0$42j$5@mhafn.production.compuserve.com>
Source record: 12193

> Of course, they continued to switch them around, swap ESC and ~ on every
> model, only give you function keys on extended keyboards, etc.

Ha..! If that's supposed to be a slam at Apple, and a big compliment to
PC keyboards, you've never tried to find the "wandering tilde" key on very
many PCs... nor the Vertical Bar key, or the ESC key, or the Backslash key...

Even "official" IBM keyboards "continued to switch them around", and only gave
you function keys on the extended keyboards, etc.

Incidentally, when did "being different" become such a Sin..?

As I recall, that was one of the most zealously defended attributes of
Atari systems... (not that Atari has anything to do with this newsgroup).

So Apple decided to become more "compatible" with the PC using majority..
..so what..?

I guess that means Atari Corp "sold out" when they made their floppy disk
format DOS compatible..?

Oh.. I see.. that's different.

BobR

1843. FS: ATARI STACY 4/20 (PORTABLE!)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-20 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3s82t7$2i7@ccnet3.ccnet.com>
Source record: 12194

[Article crossposted from rec.music.makers.marketplace]
[Author was selah]
[Posted on 20 Jun 1995 20:02:52 -0700]

I AM SELLING MY ATARI STACY
FOR 710.00 YOU PAY SHIPPING!!
PLEASE RESPOND QUICKLY AS THIS WILL GO FAST!

GREG REYES 510-427-1075 CALIFORNIA

YOU PAY COD TO YOU.

--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com

1844. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-20 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3s53g4$42j$3@mhafn.production.compuserve.com>
Source record: 12195

> "Well, they only rip people off on SOME models..."

Ever consider finding some people who have bought those models and asking them if THEY feel "ripped off"..?

Seems to me you're espousing EXACTLY the same "they're too stupid to think for themselves, so they need to be protected for their own good" mentality that you accuse Apple of...

You don't actually think the people who exercised their FREE CHOICE and bought an integrated system actually LIKE them, do you..?

You don't think that maybe they LIKE the fact that there are fewer wires and boxes and plugs to have to worry about..?

No... of course not.. they're too stupid to know what they REALLY like, so they need to be protected from the Evil Empire at Apple.

You don't like integrated systems, and you don't like Apple.. fine.. we get the idea.

But you're not everyone, and your needs aren't everyone's needs.

THAT'S what has been said here.

BobR

1845. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-20 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3s542c$42j$4@mhafn.production.compuserve.com>
Source record: 12196

> Apple had option and command INSTEAD of control and alt to be "different" --
> they ADDED them later to be compatible.

And Atari had the "Fuji key"... I guess that makes Atari part of the
Evil Empire.

Have you ever seen a "Help" or "Undo" key on a "compatible" keyboard..?

Guess that makes the Atari ST part of the Evil Empire too.

(Maybe it's only Evil to be "different" when it's Apple doing it..?)

Pretty silly reasons to hold such enmity for a computer.

BobR

1846. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-20 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3s5ens$7cg@darkstar.UCSC.EDU>
Source record: 12197

In <3s542c$42j$4@mhafn.production.compuserve.com> BobR <76702.1466@CompuServe.COM> writes:

>And Atari had the "Fuji key"... I guess that makes Atari part of the
>Evil Empire.

(looks around for the fuji key) where??? Oh, I guess on some Euro models
I remember that...

>Have you ever seen a "Help" or "Undo" key on a "compatible" keyboard..?

Um... on newer Mac keyboards, yes ;)

>Guess that makes the Atari ST part of the Evil Empire too.
>(Maybe it's only Evil to be "different" when it's Apple doing it..?)

It's silly to have new keys instead of their standard counterparts (especially
when they do the same thing like control=command, option=alternate) It's not
a crime to add functions to a keyboard. SOme people will grasp at any straws
when they lack an argument. And yes, I mean YOU.

>Pretty silly reasons to hold such enmity for a computer.

Taken individually, I might agree with you. But when you consider that we've
discussed only a few of the many reasons why I don't use Macs, you're the
one blowing smoke.

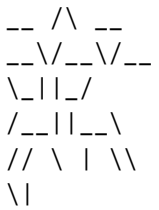
~Chris

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

1847. Bye for now!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-20 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3s5et1$7d2@darkstar.UCSC.EDU>
Source record: 12198

Well folks, I'm off to wander among the mountains for eight weeks, learn about mountainy-foresty stuff, hike a lot and (quite importantly) earn a full quarter's worth of units. So, until August 18th, I bid you all farewell. Try not to kill each other too much when I'm gone, I have to have some place to release my tension! :D

~Chris
--


1848. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-20 00:00:00 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.803634076@sfu.ca>
Source record: 12199

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>It's silly to have new keys instead of their standard counterparts (especially
>when they do the same thing like control=command, option=alternate) It's not
>a crime to add functions to a keyboard. SOme people will grasp at any straws
>when they lack an argument. And yes, I mean YOU.

Command is a hell of a lot more intuitive than control. You send your
computer a command and you manipulate a control. Option is better than
alternate because option can be written unabreviated on a double size
key. Which is more intuitive alt or option?

>Taken individually, I might agree with you. But when you consider that we've
>discussed only a few of the many reasons why I don't use Macs, you're the
>one blowing smoke.

Compile your list and post it!

--

Brian Quinlan
quinlan@sfu.ca

1849. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-20 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3s7j22$he8$1@mhadg.production.compuserve.com>
Source record: 12200

> Do you walk into a car dealer and say "I want a blue one. I don't know or
> care about anything else" Or into a real estate office and say "I want a
> hpouse with pointy rooves. I don't know anything about square footage or
> number of bathrooms"

No, most people aren't that kind of moron. (In my opinion) Most poeple will
be concerned with some fairly basic features. What kind of gas mileage
does it get? What options does it have..? Will it fit in my garage..?
How much does it cost..?

They DO NOT give a damn what hardness the rear axle ball bearings are
tempered to, they DO NOT give a damn what kind of fuel injection the
engine has, they DO NOT give a damn how many degrees of advance the ignition
is set to at idle...

On the other hand, you are trying to force people to learn about Dot Pitch,
Horizontal Scan Frequencies, Vertical Refresh Rates, etc...

Stuff they likely DO NOT give a damn about.

All they need to know about the monitor in an integrated system is Will it
do what I need..? Can I do the company multimedia presentations on it?
Does it display enough colors to do artwork? Can I write a report with it?

If yes, then why do they HAVE to become a computer geek just to satisfy your
picture of "what's the right thing"...?

Why not insist the auto dealer educate them about degrees of ignition advance
too..?

Incidentally...

> Sigh. Has everyone on this group lost their ability to think?
> I'm not "crusading"

crusade (kroo-sad') n. 3. Any vigorous concerted movement or cause, especially
a reform movement.

BobR

1850. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-20 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FFUEFCAFUP@cabal.shnet.org>
Source record: 12201

In <1995Jun14.140212.44728@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>In article <3rlvf6$g4g@sun168.rz.ruhr-uni-bochum.de>,
markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) writes:
>Don't forget that the 5200 is a PowerMac with a 4x cdrom, while the Falcon is
>still 16 mhz 030.
>
>The 5200 in the USA costs $1748. The PowerMac 7100/8/700/cd has been reduced
>to $1569..

There _still_ is a whold world outside the U.S..

>> Falcon030/20MB/540MB HD/CD = 2735$

>Your kidding?
>
>> You must also know, that this Falcon has much more RAM than the compared
>> Performa and is installed in a Desktop, has a new graphics-card, a PC-keyboard,
>> and NVDI3+MultiTos.
>
>Still a ripp off! Why would anyone invest close to $3000 for an 030?
>
>As for memory, say ram doubler!!

Do you even _know_ what RAM doubler does? AFAIR it improves the crappy
Apple memory management a bit.

[To those who don't know: _every single program_ is given the same amount
of RAM, e.g. if you have only a 1 meg picture in Photoshop, it uses the
20 megs you have given it, and of course, if you start XPress and
Photoshop and run out of memory, terminating all programs will not
suffice to open a simple window (not enough RAM, still), only a system
reset will help]

Similar to the Copy-Doubler, with this add-on the Mac's file system
reaches the speed of *gasp* Ataris built-in file handling routines.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

1851. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-20 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FFUEFCAIUP@cabal.shnet.org>
Source record: 12202

In <djs.803314108@gen-off-2> David Stevenson wrote:
>aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>>painful to do certain things (like upgrade a monitor, eject a floppy manually,
>>force a move across volumes, trade floppies with the rest of the world who
>>uses PCs -- don't give me "Use Apple File Exchange", it's junk)
>I don't understand you. I put a PC/Atari floppy in my Mac, a floppy icon
>appears on the desktop.

You put a PC/Atari floppy with a non-standard format in your Mac, your Mac
crashes.

>I can copy from/to said floppy. I don't even know
>what Apple File Exchange is. Where's the problem?

See above.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

1852. Re: What is a Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-21 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FFVUAGCEUP@cabal.shnet.org>
Source record: 12203

In <1995Jun18.001858.44901@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>Another myth that the falcon only has more efficiently coded software? Please
>specify and list the efficiently coded software. Gee, ClarisWorks and WriteNow
>are not efficiently coded?

No, they aren't. Tempus Word pro is, Calamus is, CoNnect is, Everest is,
UPoint is, hell, almost _any_ available program can be run on an 8 MHz ST
without becoming a pain in the ass, try _this_ with a Mac Classic.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

1853. Re: For Atarians only!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-21 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.803746285@gmi.edu>
Source record: 12204

sinclap2954@cobra.uni.edu writes:

>Nope, want to finish up by next May and work on recieving my second BA in
>education while running the campus Clinton/Gore campaign.

As a Democrat, I am personally disheartened to hear this. Your
involvement in these matters surely adds to Democrats' anxieties.

/Kevin

> Peter Sinclair-Day
> University of Northern Iowa Performa 550 10/160/CD

1854. Re: Did IBM dump Atari as an OEM client?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-21 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.803746664@gmi.edu>
Source record: 12205

sinclap2954@cobra.uni.edu writes:

>Is that your career job?

What's your career job? Constant pain-in-the-ass? Sure looks that
way to me.

/Kevin

> Peter Sinclair-Day

1855. Atari Advocacy has di

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-21 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8ABB259.078200071A.uuout@tippy.com>
Source record: 12206

```
S > I have tried to locate a Falcon, but with no luck. I have
S > read the specs and reviews on it. The Falcon could have been
S > with Atari's nurishment. I am sure that a expanded Falcon
S > with Cubase will put my unexpanded low cost 636 to shame. But
S > I have a cdrom and can play DarK Forces!

Try Toad Computers at 1-800-448-8623.

... Speak your mind. You have nothing to lose!
___ Mountain Reader II - #00000095
```

1856. BBS Software

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-21 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8ABB259.078200071B.uuout@tippy.com>
Source record: 12207

S > am looking for Ratsoft BBS support. Can any one help me???

I have seen the software on GENIE.

... Even if you win the rat race, you're still a rat.
___ Mountain Reader II - #00000095

1857. HOME GAMING WAR: past and future

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-22 00:00:00 UTC
From: an280423@anon.penet.fi
Message-ID: <041323Z22061995@anon.penet.fi>
Source record: 12208
Cross-posted to: rec.games.video.sony,rec.games.video.nintendo,rec.games.video.sega,rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.advocacy,rec.games.video.cd32,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.amiga.games,comp.sys.amiga.misc,comp.sys.cbm,alt.folklore.computers

wemagor@fmsa.cca.rockwell.com (Wayne Magor) writes:

>It wasn't NG that said that, it was Sam Tramiel (CEO of Atari). That guy
>was saying things like "Jaguar is only a teensy weeny bit slower than
>the PS-X".

Reading the messages of anguish of PSX owners who experienced slowdown
playing Parodius and even more TORTUOUS SLOWDOWN with Raiden shows that
the PSX has a design flaw or defect in its 2D/sprite hardware. The
excuse that it is due to poor programming is a pretty lame when
you consider that Sony claims to have spent $500 (FIVE HUNDRED) million
on PSX development.

Raiden for the Jag ends up being a better two player game than the PSX
even though the Jag RISC chips are newer and thus have fewer and immature
development tools than the R3000 CPU.

However if other games in common like Rayman end up running as well or
better on something like a $99 Jag (Ubisoft claims it runs 65,000 color
multilayer parallax at 60 frames per second) as it does on the PSX, then
Sony could have a PR problem on their hands. It would show that the Jag's
64-bit Object Processor and 64-bit Blitter compare favorably to the newer
PSX design which Sony claims to have spent $500 (FIVE HUNDRED) million
developing.

>This guy thinks the Jag is as fast as the 3DO...

Everyone has seen the earlier games on the Jag like Raiden and Tempest 2000
that the 3DO is too weak to handle. The 64-bit 2D hardware in the Jag has
been shown to be superior in many ways to the newer PSX (that Sony spent $500
MILLION developing) so it's not surprising that the 3DO can't keep up with it.

Not only is the Jag generally FASTER than the 3DO it has potential to be a
lot SMARTER than the cacheless/clueless ARM60 CPU of the 3DO. Jaguar programmers for games like Alien vs Predator (AvP) remarked that it would be running
30+ frames per second if they used the weak AI/strategy, sloppy scrolling,
and warped perspective found in many 3DO games.

Let's face it, the Jag has 3 CPUs (two with internal SRAM to keep off the bus)
to handle AI tasks so as the programmers get more attuned to its multi-CPU
architecture we can expect an even greater sensation than that of HORDES of
Aliens hunting you down in Jag's AvP. On the other hand, for the 3DO
you can expect more of the shallow, insipid, boring enemies found in
Demolition Man, Jurassic Park, Slayer, ad nauseum...

Of course when you factor in the Jag's networking capability that will be showcased by games like BattleSphere and Hover Hunters, you simply must conclude that the 3DO and 32X will be left behind in what is perhaps the most important aspect of next generation gaming.

>... and can't understand why they've only sold 150,000 (according to him)
>whereas 3DO is closing in on a million units sold even though the 3DO is
>$400 and the Jaguar is $150.

Only a fool would spout sales figures without more substantiation. For example Sega claimed a great sellout of the 32X yet a number of companies have stopped development for it. Additionally Sega has FIRED, LAID OFF and/or LOST a number of executives and programmers which should lead most observers to conclude their sales number are more fantasy than fact.

You could substitute 3DO for Sega in the preceding paragraph and reach the same conclusion. Everyone still remembers Trip's "gift" to a number of 3DO employees: "Scrooge" Hawkins gave them pink slips the week of Christmas.

Unlike Sega though, 3D0 is pretty close to BANKRUPTCY and it was made even more evident when Dave Morse, who has very close ties with 3DO/NTG, recently resigned as head of Crystal Dynamics.

So 3DO is "closing on a million" much like the Titanic was closing on a iceberg. If Panasonic, Goldstar, Creative Labs and others actually like to lose enormous sums of money while making a beeline for a disaster then Sony, Atari and Sega are going to give them the "thumb's up" all the way to the bottom.

(Actually revise the preceding paragraph to omit Creative Labs since they bailed out of Trip's Titantic Adventure trip. Their 3DO Blaster card must have set a record for the quickest entry and exit of a consumer product ever.)

Meanwhile, following the $90 million patent settlement late last year with Sega, Atari has been taking methodical steps to gain significant videogaming market share. First the $99 Jag 1 console will likely take the top spot in Europe which has the second largest gaming market after the US. In fact as people have been pointing out in the UK, a Jag console *with* Cybermorph is selling for the very attractive price of L99.

Secondly, Atari has been using the proceeds of the Sega settlement to acquire both software titles/licenses and key programmers and managers. In fact while Sega was FIRING and LOSING programmers and managers Atari was HIRING the best of them. So key Sega, Electronic Arts and Williams titles are being ported to the Jag and ex-Sega programmers like Francois Bertrand are working on them. In fact, it has been noted that Atari has set up a new "Atari Magic" entertainment software division with Francois as its head.

Thirdly, the Jag 2 superconsole is a reality and is a very important factor in the market. Remember it was the Tramiels who founded and led Commodore to achieve a 30% share of the affordable 8-bit home computer market in the early 80s. They accomplished this with two systems: the VIC-20 and the

C-64. When the VIC-20 reached a price of $99 the competition like Timex, Sinclair, Mattel and Texas Instruments tried to react in kind and quickly found themselves bleeding in hundreds of millions in losses.

After Jack Tramiel gave the go ahead for the development of the C-64 in 1981, CBM/MOS Technology engineers created a new system that evolved from the hardware and software/OS of the VIC-20. As history shows, the C-64 was the devastating weapon that SLAMMED INTO the competition weakened by the VIC-20 price war. Commodore blew away Timex, blew away Mattel, blew away Texas Instruments, blew away Sony/Microsoft MSX, and of course blew away Atari Inc. By 1984, Commodore had grown from being merely another entrant in the home computer market to a billion dollar multinational company that made computing affordable to millions of people.

It is not surprising that the Tramiels spurred the rapid price reduction of the Jag 1 because the market is coming upon a similar situation as that of a decade ago. There will be a price war that eliminates companies like SNK, Panasonic, Goldstar, NEC and Fujitsu and it will weaken Sony, Sega and Nintendo. Then like the C-64, the Tramiels at Atari will launch the "supersonic" Jag 2 console within the next 6-12 months to take a pre-eminent position in the gaming market.

(Of course if Atari had $500 MILLION to spend like Sony their progress would be much quicker and have greater impact. From what has been related, the $90 million settlement from Sega and Alpex's $250 MILLION judgement upheld against Nintendo will clear the way for Atari to win HUNDREDS OF MILLIONS in compensation from NEC, Fujitsu, SNK, Sony, etc. so their impact will be felt on the industry both in the market and in the courts.)

>Wake up man! No one wants that piece of crap.

That's perfect. Just superimpose those words over a picture of Trip Hawkins and publish it in a business text of "Famous Last Words..."

To find out more about the anon service, send mail to help@anon.penet.fi.
If you reply to this message, your message WILL be *automatically* anonymized
and you are allocated an anon id. Read the help file to prevent this.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

1858. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-22 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95173.181307STIRRE31@MAINE.MAINE.EDU>
Source record: 12209

BobR,
Here is a serious question with no name-calling or flames (imagine
that!). When did Atari build an integrated keyboard/monitor
machine? Did this ever escape to the public? (I doubt it as
I have never heard of this).
Thanks for the info!
-scott tirrell

1859. Re: Atari Advocacy has died down. Why?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun22.191838.45134@cobra.uni.edu>
Source record: 12210

In article <3s49c3$3lm@garuda.csulb.edu>, hing@csulb.edu (Houn-Nam Ing) writes:
> sinclap2954@cobra.uni.edu wrote:
>
> : > What a lier and an ignorant. You think that you can fool us by saying
> : > that you paid $3.00 for next day delivery to ship a computer. This prove
> : > to all of us again and again that you just make up number to support your
> : > argument.
>
> : HE he he he. I suggest you call MacWareHouse at 800-255-6227 and find out
> : yourself. And I expect a retraction of your above slanderous statement.
>
> As the French say, "Je persiste et signe," which mean I sencond what I
> had say, I am familiar with the mail order company. The $3.00 that you
> are talking about is the extra that you have to add in order for them to
> ship it overnite. Useually, to ship a whole computer system would cost
> you not less that $20. Still dreaming by looking on those catalogue I
> guess...

Nope, $999 for the P636 plus $3.00 for over night delivery. Saids that in
their catalog. those glossy catalogs should be the model ones for the ST
mailorder market, if one exists.. r

>
> : > His question was what is your arguments you have to allow you to say that
> : > Calamus SL is bad. You cannot argue with someone about something that you
> : > don't have a slight idea about it.
>
> : Calamus SL is not upto snuff compared to the industry standard. Plus, why
> : would anyone, I mean a professional run it off Atari's top of the line 030
> : machine?
>
> Again and again what is bad about Calamus SL and what is so called
> industry standard can do and Calamus SL cannot do. Please enlight us with
> you remark. BTW, I am still waiting for your answer about what Pagestream
> can do but Page Maker 5.0 (the so call industry standard) cannot do.
>

Calamus has not been ported over to the other platforms with the exception of
Windows NT. Serious publishers are using pentium class and PowerMacs espicialy
with the new POWERMAC SCREAMER 9500.

(

> --
> o---o
> | E-mail: hing@engr.csulb.edu |

> |-=-=-=

1860. Re: For Atarians only!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun22.192124.45136@cobra.uni.edu>
Source record: 12211

In article <DAFHyw.Bn1@cix.compulink.co.uk>, nharlow@cix.compulink.co.uk ("Nicholas Harlow") writes:
> From what some of us Europeans have seen of Clinton/Gore you won't have
> too much work to do then Peter. To say they are less than a inspiration
> is something of a understatement.

Same goes for the American view of the European gov'ts inability to get their act together to do something about Bosnia..

>
> My apologies to any and all Republicans, Democrats, Americans etc....but
> even Reagan was better president and he didn't say a word that hadn't
> repeated too him less than 5 times.

The only thing Reagan was capable of doing was being a big spender..
>
> Nick
> **
> 16/32 Systems TEL 01634 710788 *FOR SALE*
> 173 High Street FAX 01634 295895 INTERNET
> Strood 30 Million
> Kent ME2 4TW Careful Users
> **

Peter

1861. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun22.192340.45137@cobra.uni.edu>
Source record: 12212

In article <3s4mmc$hdc@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : I know lots of dealers. I can mail you the adresses if you want. (But I think
> : you don't really want them).
>
> He won't listen. He'll just ignore the list and keep ranting like
> he always does.

A dealer in Iowa? Will the ST be upgraded with competitve prices. The only reason for the existance of the ST was because it was a poo r mans Mac..

>
> >> Mark <<
>
>
> --
> ==
> Mark Rathwell = "Why do we always come here? I guess we'll never
> The University Of Guelph = know ... it's like some kind of torture, to
> = have to watch the show!"
> mrathwel@uoguelph.ca =
> = Look for my web page, coming soon!
> ==

Peter

1862. Re: For Atarians only!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun22.192720.45139@cobra.uni.edu>
Source record: 12213

In article <3s6c4m$120b@info4.rus.uni-stuttgart.de>, gavinm@vsprsun_14 (Mr Gavin Moran) writes:
> sinclap2954@cobra.uni.edu wrote:
> : >
> : > Summer session is usually for students that fail the previous
> : > semester and need to make up the work they didn't finish due to
> : > them slamming Atarians in their news groups.
>
> : Actualy, summer sessions provide a kind of solitary or so. Sure is peaceful
> : without the freshman polutting things.
>
> Just think how much nicer Usenet would be without YOU polluting things
> Sinflop...
>
> BTW Please stop trying to waste bandwidth in the Amiga groups. I've seen
> recent flame-bait posts from you (with the trademark poor grammar and
> spelling) in Amiga groups from datacomms to programming. Perhaps you'd
> like another mass-complaint to your usenet provider?

I have every right to be in Amiga groups. I have not been in the datacomms and programming ones,. Mass complaint, go right ahead and make sure you have the evidence to back up your claims MR GAVIN!x

>
> gavan
> --
> email: G.Moran@ee.qub.ac.uk | 'There can be only one!'
> or gmoran@nyx.cs.du.edu | - The Highlander

Peter

1863. Re: For Atarians only!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun22.192910.45140@cobra.uni.edu>
Source record: 12214

In article <khaley.803746285@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu writes:
>
>>Nope, want to finish up by next May and work on recieving my second BA in
>>education while running the campus Clinton/Gore campaign.
>
> As a Democrat, I am personally disheartened to hear this. Your
> involvement in these matters surely adds to Democrats' anxieties.

Eh? Democrats anxieties? Were trying to get Clinton or Gore to the campus..

>
> /Kevin
>
>> Peter Sinclair-Day
>> University of Northern Iowa Performa 550 10/160/CD
>

Peter

1864. Re: HOME GAMING WAR: past and future

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-23 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3sf87v$kf4@ccshst05.cs.uoguelph.ca>
Source record: 12215
Cross-posted to: rec.games.video.sony,rec.games.video.nintendo,rec.games.video.sega,rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.advocacy,rec.games.video.cd32,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.a

miga.games,comp.sys.amiga.misc,comp.sys.cbm,alt.folklore.computers
Followup-To: rec.games.video.sony,rec.games.video.nintendo,rec.games.video.sega,rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.advocacy,rec.games.video.cd32,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.amiga.games,comp.sys.amiga.misc,comp.sys.cbm,alt.folklore.computers
References: <041323Z22061995@anon.penet.fi>
Distribution:

: >... and can't understand why they've only sold 150,000 (according to him)
: >whereas 3DO is closing in on a million units sold even though the 3DO is
: >$400 and the Jaguar is $150.

Both of these figures are falsities. Sam Tramiel said that
150,000 figure was US only, and it's several months old - probably since
before the Jaguar price cut. Several sources have suggested that the
Jaguar's real installed base is around 250,000 to 300,000. Most 3DO sales
have been in Japan. In North America, the two machines are pretty close
in sales, though sales of both are pathetic. Don't flame me - I like both
machines. But rabid advocacy can be damn annoying.

: Only a fool would spout sales figures without more substantiation. For
: example Sega claimed a great sellout of the 32X yet a number of companies
: have stopped development for it. Additionally Sega has FIRED, LAID OFF
: and/or LOST a number of executives and programmers which should lead
: most observers to conclude their sales number are more fantasy than fact.

Exactly. The 32X was supposed to have sold 600,000 machines last
Christmas. That number has since dipped to 200,000. Many stores around
here are clearing it out because the Saturn is here. Eight months old,
and the 32X is getting cleared out! Poor choice of timing by Sega.

>> Mark <<

--
==
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

1865. Re: HOME GAMING WAR: past and future (VERY LONG)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-23 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3sf8t7$kf4@ccshst05.cs.uoguelph.ca>
Source record: 12216
Cross-posted to: rec.games.video.sony,rec.games.video.nintendo,rec.games.video.sega,rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.advocacy,rec.games.video.cd32,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.a

miga.games,comp.sys.amiga.misc,comp.sys.cbm,alt.folklore.computers
Followup-To: rec.games.video.sony,rec.games.video.nintendo,rec.games.video.sega,rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.advocacy,rec.games.video.cd32,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.amiga.games,comp.sys.amiga.misc,comp.sys.cbm,alt.folklore.computers
References: <041323Z22061995@anon.penet.fi>
<curtis-2206952119400001@dial2.came.med.harvard.edu>
Distribution:

: Wait, 65,000 colors? Stop the presses! My 3DO only does 16.7 million!

That's 65,000 colors on screen. The Jag also does 16.8 million.
So does the 32X. So does the PSX and Saturn - your 3DO isn't anything
special in this respect.

: Where can I pick up one of these things? And where can I pick up a copy of
: Rayman? What, no one carries it because it's not out yet? Why didn't you
: include the proposed specs for the game for any other system?

The beta version of Rayman has been played by many people. The
original poster might have been lucky.

: Hey, are all of those CPUs 64-bit? That means you have a 192-bit machine
: in the comfort of your own home! That's pretty good math! Since Nintendo
: only had one CPU, and the 3DO only has one CPU, the 3DO is just as
: weak/powerful... Wow...

Wow ... the number of incorrect statements in the above paragraph
is pretty amazing. The 3DO has four seperate processors handling the
work. The SNES had two.

: You are so right. This does NOT mean that over five times as many people
: like 3DOs better than Jags... They were just out of Jags after such
: tremendous sales at the computer/video game stores and some little kids
: couldn't wait any longer for a gaming system. BTW, how many Jags have been
: sold and returned out of dissatisfaction (include Jag games in that list)?
: How 'bout 3DOs... What, not as many 3DOs? I wonder why...

Proof? Those "1 million 3DO's sold" and "only 150,000 Jaguars
sold" are so riddled with inconsistencies, I wouldn't believe either of them.

: I bet Saturn is doing horribly as well. I mean, seeing as they've sold
: over twice as many systems as Atari, and they haven't even been out for
: that long Yep, Sega has been a weak company from the beginning The

: Genesis must've sold what, five systems? :)

I hope you mean Japanese sales? Sega expects to sell all of
30,000 machines in the US by September.

: Now this makes me really excited! Was "Fight For Life" (A.K.A. "King of
: fighting games all over the world") a product of this wonderful bonding
: experience. I'm REALLY looking forward to all the other GREAT games
: they'll be coming out with. How 'bout Pong 2000?!?!

It'll go beside 3DO "Soccer Kid" and "Way Of The Warrior" :-)

: Wow, the Jag 2, with games TWICE as good as Club Drive, that SUPERB racing
: tile I've been hearing about lately... Since all the game magazines gave
: it ratings of about %50, that means that Club Drive 2 should get a %100!
: It'll be the best game ever! Almost as good as Need For Speed even!

Of course. Imagine what they could do with Super Burnout on the
Jaguar II? Wow ....

: Of course, Atari does have a GREAT history... I remember hearing about the
: Video Games system market hitting rock bottom after some video game
: company made several Marketing and Corporate errors... Oh, I can't
: remember who that was... And then they made a comeback with the Atari ST,
: which scared the shit out of all those big wigs over at IBM and Macintosh,

In Europe, the ST was a smash hit for several years.
Ethnocentricism is most unbecoming.

: Get REAL --- Get 3DO! Or get a Saturn! Or get a Playstation! Get ALL OF THEM!

Sorry, not many people have that much cash. 3DO's are still two
and a half times as expensive as a Jaguar in Canada.

: The only reason don't like the Jag is the software library. I hold no
: bias agains t Atari, as a corporation, though it may sound as if I flamed
: them earlier.

Actually, I found your sarcastic tone to be extremely amusing. If
you want to bash a system, you might as well have a sense of humour in
doing it. Cheers,

>> Mark <<

--
==
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

1866. Re: HOME GAMING WAR: past and future (VERY LONG)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-23 00:00:00 UTC
From: curtis@fuji.bu.edu
Message-ID: <curtis-2206952119400001@dial2.came.med.harvard.edu>
Source record: 12217
Cross-posted to: rec.games.video.sony,rec.games.video.nintendo,rec.games.video.sega,rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.advocacy,rec.games.video.cd32,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.amiga.games,comp.sys.amiga.misc,comp.sys.cbm,alt.folklore.computers

In article <041323Z22061995@anon.penet.fi>, an280423@anon.penet.fi wrote:

> wemagor@fmsa.cca.rockwell.com (Wayne Magor) writes:
>
> >It wasn't NG that said that, it was Sam Tramiel (CEO of Atari). That guy
> >was saying things like "Jaguar is only a teensy weeny bit slower than
> >the PS-X".
>
> Reading the messages of anguish of PSX owners who experienced slowdown
> playing Parodius and even more TORTUOUS SLOWDOWN with Raiden shows that
> the PSX has a design flaw or defect in its 2D/sprite hardware. The
> excuse that it is due to poor programming is a pretty lame when
> you consider that Sony claims to have spent $500 (FIVE HUNDRED) million
> on PSX development.

So the guy who is the PRESIDENT of ATARI says that his own product is a
little slower than Playstation, then you go so far as to say that the Jag
is faster. You also site the two games which I have ever heard have had
slowdown (out of the current library of games, which are supposed to be
great --- I will not actually vouch for them as I don't have a PSX), and
were very early games for this system.

> Raiden for the Jag ends up being a better two player game than the PSX
> even though the Jag RISC chips are newer and thus have fewer and immature
> development tools than the R3000 CPU.

Fewer what? Games, did you say? Oh, tools...

> However if other games in common like Rayman end up running as well or
> better on something like a $99 Jag (Ubisoft claims it runs 65,000 color
> multilayer parallax at 60 frames per second) as it does on the PSX, then
> Sony could have a PR problem on their hands. It would show that the Jag's
> 64-bit Object Processor and 64-bit Blitter compare favorably to the newer
> PSX design which Sony claims to have spent $500 (FIVE HUNDRED) million
> developing.

Wait, 65,000 colors? Stop the presses! My 3DO only does 16.7 million!
Where can I pick up one of these things? And where can I pick up a copy of
Rayman? What, no one carries it because it's not out yet? Why didn't you
include the proposed specs for the game for any other system?

>
> >This guy thinks the Jag is as fast as the 3DO...
>

> Everyone has seen the earlier games on the Jag like Raiden and Tempest 2000
> that the 3DO is too weak to handle. The 64-bit 2D hardware in the Jag has
> been shown to be superior in many ways to the newer PSX (that Sony spent $500
> MILLION developing) so it's not surprising that the 3DO can't keep up with it.

That newfangled 3DO, I bet it couldn't manipulate one sprite! :)

> Not only is the Jag generally FASTER than the 3DO it has potential to be a
> lot SMARTER than the cacheless/clueless ARM60 CPU of the 3DO. Jaguar program-
> mers for games like Alien vs Predator (AvP) remarked that it would be running
> 30+ frames per second if they used the weak AI/strategy, sloppy scrolling,
> and warped perspective found in many 3DO games.

I agree completely! The thing that comes up when you put in an audio CD
has a pretty warped perspective! And the AI/strategy that comes with
listening to New Order and Pet Shop Boys? I can't believe they even put
out that system! So, howz your Jag work when you put in a CD? What? It
doesn't have a CD drive YET? Sorry?
(BTW: Gaming systems didn't actually have a measurable IQ last I checked?)

> Let's face it, the Jag has 3 CPUs (two with internal SRAM to keep off the bus)
> to handle AI tasks so as the programmers get more attuned to its multi-CPU
> architecture we can expect an even greater sensation than that of HORDES of
> Aliens hunting you down in Jag's AvP. On the other hand, for the 3DO
> you can expect more of the shallow, insipid, boring enemies found in
> Demolition Man, Jurassic Park, Slayer, ad nauseum...

Hey, are all of those CPUs 64-bit? That means you have a 192-bit machine
in the comfort of your own home! That's pretty good math! Since Nintendo
only had one CPU, and the 3DO only has one CPU, the 3DO is just as
weak/powerful... Wow...
And I really agree that all of these games for 3DO are absolute trash. I
really hate all the music for games like FIFA soccer and Road Rash, not to
mention Return Fire among others... The digitized, CD-quality sound
effects are horrible, too? And Jaguar has so many arcade translations
(Raiden) that are so much better than on 3DO (Samurai Showdown, Super
Street Fighter 2 Turbo) and PC ports (Star Control 2) and 3DO only has ONE
platformer (Gex)! Jaguar, they have?
Raiden! And Need For Speed? A waste of money!

> Of course when you factor in the Jag's networking capability that will be
> showcased by games like BattleSphere and Hover Hunters, you simply must
> conclude that the 3DO and 32X will be left behind in what is perhaps the
> most important aspect of next generation gaming.

For that occasion when you and a friend both have a Jaguar in the same
room as well as another TV. I know that I wish I could network my 3DO when
I had it in the same room with another 3DO and another TV, since that
situation happens to me all the time? <sigh>

>
> >... and can't understand why they've only sold 150,000 (according to him)

> >whereas 3DO is closing in on a million units sold even though the 3DO is
> >$400 and the Jaguar is $150.
>
> Only a fool would spout sales figures without more substantiation.

You are so right. This does NOT mean that over five times as many people like 3DOs better than Jags... They were just out of Jags after such tremendous sales at the computer/video game stores and some little kids couldn't wait any longer for a gaming system. BTW, how many Jags have been sold and returned out of dissatisfaction (include Jag games in that list)? How 'bout 3DOs... What, not as many 3DOs? I wonder why...

> For
> example Sega claimed a great sellout of the 32X yet a number of companies
> have stopped development for it. Additionally Sega has FIRED, LAID OFF
> and/or LOST a number of executives and programmers which should lead
> most observers to conclude their sales number are more fantasy than fact.

I bet Saturn is doing horribly as well. I mean, seeing as they've sold over twice as many systems as Atari, and they haven't even been out for that long Yep, Sega has been a weak company from the beginning The Genesis must've sold what, five systems? :)

> You could substitute 3DO for Sega in the preceding paragraph and reach
> the same conclusion. Everyone still remembers Trip's "gift" to a number
> of 3DO employees: "Scrooge" Hawkins gave them pink slips the week of
> Christmas.
>
> Unlike Sega though, 3D0 is pretty close to BANKRUPTCY and it was made
> even more evident when Dave Morse, who has very close ties with 3DO/NTG,
> recently resigned as head of Crystal Dynamics.

What does that have to do with anything? (I must be slow to catch on...)

> So 3DO is "closing on a million" much like the Titanic was closing on a
> iceberg. If Panasonic, Goldstar, Creative Labs and others actually like
> to lose enormous sums of money while making a beeline for a disaster then
> Sony, Atari and Sega are going to give them the "thumb's up" all the way
> to the bottom.

Yeah, and I bet that Sega has no faith in 3DO since it was very recently announced that Sega is going to be liscensing the M2 hardware designed by 3DO for their up and coming arcade games. I also bet that both companies will be made weaker by this deal since it REALLY makes NO sense whatsoever and can't benefit ANYONE, especially since 3DO's goal IS to create a universal gaming standard. Having a gaming superpower/megacorp use their technology won't help that goal...

> (Actually revise the preceding paragraph to omit Creative Labs since they
> bailed out of Trip's Titantic Adventure trip. Their 3DO Blaster card must
> have set a record for the quickest entry and exit of a consumer product
> ever.)
>

> Meanwhile, following the $90 million patent settlement late last year with
> Sega, Atari has been taking methodical steps to gain significant videogaming
> market share. First the $99 Jag 1 console will likely take the top spot in
> Europe which has the second largest gaming market after the US. In fact
> as people have been pointing out in the UK, a Jag console *with* Cybermorph
> is selling for the very attractive price of L99.

Though with the Nintendo Entertainment System and Super Nintendo selling
at prices below even $99, Atari might see a little competition. After all,
price is everything...

> Secondly, Atari has been using the proceeds of the Sega settlement to acquire
> both software titles/licenses and key programmers and managers. In fact
> while Sega was FIRING and LOSING programmers and managers Atari was HIRING
> the best of them. So key Sega, Electronic Arts and Williams titles are
> being ported to the Jag and ex-Sega programmers like Francois Bertrand are
> working on them. In fact, it has been noted that Atari has set up a new
> "Atari Magic" entertainment software division with Francois as its head.

Now this makes me really excited! Was "Fight For Life" (A.K.A. "King of
fighting games all over the world") a product of this wonderful bonding
experience. I'm REALLY looking forward to all the other GREAT games
they'll be coming out with. How 'bout Pong 2000?!?!

Did you say "Atari Magic"? My favorite magic acts are disappearing tricks... :)

> Thirdly, the Jag 2 superconsole is a reality and is a very important factor
> in the market.

Wow, the Jag 2, with games TWICE as good as Club Drive, that SUPERB racing
tile I've been hearing about lately... Since all the game magazines gave
it ratings of about %50, that means that Club Drive 2 should get a %100!
It'll be the best game ever! Almost as good as Need For Speed even!

> Remember it was the Tramiels who founded and led Commodore
> to achieve a 30% share of the affordable 8-bit home computer market in the
> early 80s. They accomplished this with two systems: the VIC-20 and the
> C-64. When the VIC-20 reached a price of $99 the competition like Timex,
> Sinclair, Mattel and Texas Instruments tried to react in kind and quickly
> found themselves bleeding in hundreds of millions in losses.

That's true. I have a C-64 sitting in a box in my room from 1983.
Too bad Commodore went bankrupt. (Aw, nuts! I had invested in them...)

> After Jack Tramiel gave the go ahead for the development of the C-64 in
> 1981, CBM/MOS Technology engineers created a new system that evolved from
> the hardware and software/OS of the VIC-20. As history shows, the C-64 was
> the devastating weapon that SLAMMED INTO the competition weakened by the
> VIC-20 price war. Commodore blew away Timex, blew away Mattel, blew away
> Texas Instruments, blew away Sony/Microsoft MSX, and of course blew away
> Atari Inc. By 1984, Commodore had grown from being merely another entrant
> in the home computer market to a billion dollar multinational company that
> made computing affordable to millions of people.

>
> It is not surprising that the Tramiels spurred the rapid price reduction
> of the Jag 1 because the market is coming upon a similar situation as that
> of a decade ago. There will be a price war that eliminates companies
> like SNK, Panasonic, Goldstar, NEC and Fujitsu and it will weaken Sony,
> Sega and Nintendo. Then like the C-64, the Tramiels at Atari will launch
> the "supersonic" Jag 2 console within the next 6-12 months to take a pre-
> eminent position in the gaming market.
>
> (Of course if Atari had $500 MILLION

Wait, could you tell me how much Sony spent? I didn't hear you the last
four times I was listening to tpumping out of Road Rash for y 3DO
(currently also planned for a Playstation release, but, sorry to say, not
for Jag 1 or 2 or CD).

> to spend like Sony their progress
> would be much quicker and have greater impact. From what has been
> related, the $90 million settlement from Sega and Alpex's $250 MILLION
> judgement upheld against Nintendo will clear the way for Atari to win
> HUNDREDS OF MILLIONS in compensation from NEC, Fujitsu, SNK, Sony, etc.
> so their impact will be felt on the industry both in the market and in
> the courts.)

```
Of course, Atari does have a GREAT history... I remember hearing about the
Video Games system market hitting rock bottom after some video game
company made several Marketing and Corporate errors... Oh, I can't
remember who that was... And then they made a comeback with the Atari ST,
which scared the shit out of all those big wigs over at IBM and Macintosh,
not to mention Nintendo and Sega... Oh, and the Lynx lasted so long... as
a paperweight...
```

```
>
> >Wake up man! No one wants that piece of crap.
>
> That's perfect. Just superimpose those words over a picture of Trip Hawkins
> and publish it in a business text of "Famous Last Words..."
>
```

When did Trip say that? (which IS what you just implied)... With weak
companies like Panasonic (some small Mom and Pop Japanese company, I think
they make some technological stuff, but I can NEVER remember with those
small, insignificant corporations), Goldstar, Sanyo, and now SEGA, 3DO is
going down hill on a one way track. Once the Jag's clearly superior
hardware and software (I am so excited about Highlander, which looks like
one of my favorite games, Alone in The Dark Yeah, the first one that came
out several years ago, the same...) combination hits Sega and Sony, who
have no money or hold in the market, as well as no consumer base, Atari
WILL reign supreme!

> ---
> To find out more about the anon service

Wait, why are you anonymous? 'Cuz no one wants to hear your crap about a system from someone who thinks that sales figures have nothing to do with the performance and popularity of a system? No one wants to hear about a system from a company that has had to lower the price to $169 (the latest I've seen) in order to sell one more system? 'Cuz you're afraid someone will come and burst the dream bubble you're living in?

Get REAL --- Get 3DO! Or get a Saturn! Or get a Playstation! Get ALL OF THEM! I WON'T go so low as to say get a life... I will say that your ideas seem to have little to no backing and your prestentation of the facts is an obscured, twisted view of reality, but I will not sink so low as to insult a person I don't know.

I would like to say at this point that any continuation of this thread probably does belong only in the .advocacy newsgroups, and that I should have been responsible and continued it there with this message... I apologize for the waste of bandwidth in the rest of the groups.

I would also like to say that my particular bias for 3DO and Saturn does stem from the fact that I own a 3DO and I have played around on the Saturn, which is a wonderful system. I encourage the competition of these systems, as well as the Playstation (I hear that this is great as well). I encourage the use of the Jag, which may sound contradictory to my previous statements in this message. I would have to say that I love my 3DO, and I can't wait to purchase:
1) The M2 upgrade due out this fall
2) The Saturn, which is available now in my area
3) The Playstation, which is supposed to be VERY competitively priced
4) The Ultra 64, which should have the best hardware around and some great developers (though i wish some of their stuff was more for mature audiences)

The only reason don't like the Jag is the software library. I hold no bias agains t Atari, as a corporation, though it may sound as if I flamed them earlier. I apologize for creating any misconceptions about how I feel toward the system and the company. I hope that Atari has more luck with their upcoming hardware, and I encourage dvelopers to make sure they use the full potential of the system.

I would also like to apologize to the person who wrote the message that I am quoting if it sounds like I flamed them. I have no such intentions, but I do find that his/her arguments are not strong, are based on weak and small amounts of proof, and that he cited very little in terms of the other systems. If you are going to make an effective argument, make it objective, or only subjective to the least. Use clear facts, and equally cover all aspects which are being presented on any subject material.

Thanks for giving me a chance to vent.
Kai Curtis

--
Their just my opinions, for what their worth&#65533; |
No purchase necessary, void where prohibited by law&#65533; |
See Official Entry Rules on side of package&#65533; |
e-mail: curtis @fuji.bu.edu Just be happy, damn it!|
----------+

1867. Re: HOME GAMING WAR: past and future

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-23 00:00:00 UTC
From: BigBro`
Message-ID: <Pine.SV4.3.91.950623021749.15559E-100000@holly>
Source record: 12218
Cross-posted to: rec.games.video.sony,rec.games.video.nintendo,rec.games.video.sega,rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.advocacy,rec.games.video.cd32,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.amiga.games,comp.sys.amiga.misc,comp.sys.cbm,alt.folklore.computers

Is it just me, or has the aforementioned banter got ABSOLUTELY NO
RELEVANCE TO AMIGAS!!!??? Perhaps the author thinks were bothered that
ooooo! the Jaguar is better than the 3DO
ooooo! the Jaguar has 3 processors (phwoar!)
ooooo! Sony spent "$500 (Five Hundred) million" on the 3DO
^^^^^^^^^^^^

Yes, we can all read numbers..we are *clever* and
own Amigas. Silly man.

Why should we even worry about how stupendous consoles are
getting? Consoles and Computers (I am of the belief that they are two
entirely separate entities...) live in separate, almost non-conflicting
niches in the market. Families often own one (or more!) of each. We don`t
really want all this console propaganda shoved down our discerning
throats, thankyouverymuch.

Big Bro`

1868. Re: HOME GAMING WAR: past and future (VERY LONG)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-23 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.222.000A2227@ti.com>
Source record: 12219
Cross-posted to: rec.games.video.sony,rec.games.video.nintendo,rec.games.video.sega,rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.advocacy,rec.games.video.cd32,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.a

In article <curtis-2206952119400001@dial2.came.med.harvard.edu> curtis@fuji.bu.edu (Kai "Whoz Da Man" Curtis) writes:

>Hey, are all of those CPUs 64-bit? That means you have a 192-bit machine
>in the comfort of your own home! That's pretty good math! Since Nintendo

Wow, great stuff this, 3 64bit CPU is equal to 192-bit CPU machine... no wonder this IS advocacy... you guys talk nonsense...

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST/4Mb/Tos2.06/44M HDD/14.4Kbps | ||| 486DX33/8Mb/210M+850M HDD/WFW3.11
Internet Email: wongck@ti.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1869. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-23 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3sf7l7$k00@ccshst05.cs.uoguelph.ca>
Source record: 12220

```
: A dealer in Iowa? Will the ST be upgraded with competitve prices. The only
: reason for the existance of the ST was because it was a poo r mans Mac..

Except for the fact that when the ST was released, it blew away
Macs that cost for times as much in almost every area. Not everyone is a
rich spoiled brat like you.

>> Mark <<

--
===============================================================================
Mark Rathwell = "Why do we always come here? I guess we'll never
The University Of Guelph = know ... it's like some kind of torture, to
= have to watch the show!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
===============================================================================
```

1870. Re: What is a Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-23 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun23.090845.45166@cobra.uni.edu>
Source record: 12221

In article <FFVUAGCEUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:
> In <1995Jun18.001858.44901@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>Another myth that the falcon only has more efficiently coded software? Please
>>specify and list the efficiently coded software. Gee, ClarisWorks and WriteNow
>>are not efficiently coded?
>
> No, they aren't. Tempus Word pro is, Calamus is, CoNnect is, Everest is,
> UPoint is, hell, almost _any_ available program can be run on an 8 MHz ST
> without becoming a pain in the ass, try _this_ with a Mac Classic.

Excuse me..ClariSworks and WriteNow would be considered high end on the ST plaform. ClarisWorks takes up miniscule of system resources for the high capabilities that it offers. The software you listed of above as I aware are junk.. You are ignorant about the Mac platform..pwon You can run Writenow confortably on the Mac Classic. Older versions of PaGeMaker and Quark can run as well too. I under stand that the latest version of Calamus is on par with the earlier versions of PageMaker and Quark..Sad truth..

>
> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O
> ---------- /
> - In the sky a mighty eagle doesn't care about what's illegal - _
> - On it's wings the rainbow's light it's flying to eternity. -)

Peter

1871. Re: Atari Advocacy has died down. Why?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-23 00:00:00 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3sdktg$59d@sun168.rz.ruhr-uni-bochum.de>
Source record: 12222

sinclap2954@cobra.uni.edu wrote:
: > Again and again what is bad about Calamus SL and what is so called
: > industry standard can do and Calamus SL cannot do. Please enlight us with
: > you remark. BTW, I am still waiting for your answer about what Pagestream
: > can do but Page Maker 5.0 (the so call industry standard) cannot do.
: >

: Calamus has not been ported over to the other platforms with the exception of
: Windows NT. Serious publishers are using pentium class and PowerMacs espicialy
: with the new POWERMAC SCREAMER 9500.

Oh, the first argument of Peter. Calamus is bad because it is only ported for
one system. Hmm, did this mean, every program, which isn't ported to much
systems isn't good ? What is with the Mac OS and most of the Mac programs.
(Peter, I don't say they are bad, because I haven't worked with them long
enough to say so, but if I follow your argument....).
Besides that, Calamus works on every Mac.

MarkusS

1872. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-23 00:00:00 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.803893533@sfu.ca>
Source record: 12223

guenther@cabal.shnet.org (Thorsten Guenther) writes:

>Do you even _know_ what RAM doubler does? AFAIR it improves the crappy
>Apple memory management a bit.

RAM double uses memory compression. I didn't know that any Atari memory
managament system offered this.

>[To those who don't know: _every single program_ is given the same amount
>of RAM, e.g. if you have only a 1 meg picture in Photoshop, it uses the
>20 megs you have given it, and of course, if you start XPress and
>Photoshop and run out of memory, terminating all programs will not
>suffice to open a simple window (not enough RAM, still), only a system
>reset will help]

I this is the case then there is some hardware/software flaw in your system.

--

Brian Quinlan
quinlan@sfu.ca

1873. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-23 00:00:00 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.803893690@sfu.ca>
Source record: 12224

guenther@cabal.shnet.org (Thorsten Guenther) writes:

>You put a PC/Atari floppy with a non-standard format in your Mac, your Mac
>crashes.

The system that you are using MUST have a hardware/software problem.

--

Brian Quinlan
quinlan@sfu.ca

1874. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-23 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3sdnnk$dcu@btmpjg.god.bel.alcatel.be>
Source record: 12225

In article <3s542c$42j$4@mhafn.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:

> And Atari had the "Fuji key"... I guess that makes Atari part of the
> Evil Empire.

> Have you ever seen a "Help" or "Undo" key on a "compatible" keyboard..?

Personally I don't consider any keyboard to be "compatible" unless it has
a META key ...

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

1875. Re: HOME GAMING WAR: past and future (VERY LONG)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-23 00:00:00 UTC
From: rolenta@aol.com
Message-ID: <3sfu9a$bo6@newsbf02.news.aol.com>
Source record: 12226
Cross-posted to: rec.games.video.sony,rec.games.video.nintendo,rec.games.video.sega,rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.advocacy,rec.games.video.cd32,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.amiga.games,comp.sys.amiga.misc,comp.sys.cbm,alt.folklore.computers

> Of course, Atari does have a GREAT history... I remember hearing about
the
> Video Games system market hitting rock bottom after some video game
> company made several Marketing and Corporate errors... Oh, I can't
> remember who that was... And then they made a comeback with the Atari
ST,
> which scared the shit out of all those big wigs over at IBM and
Macintosh,
> not to mention Nintendo and Sega... Oh, and the Lynx lasted so long...
as
> a paperweight...

All of this information can be found in Phoenix: The Fall & Rise of Home Videogames. Write to rolenta@aol.com or 72750.2244@compuserve.com for more info. Also check out the review of the book in the July issue of NEXT Generation.

1876. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-23 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun23.211954.45206@cobra.uni.edu>
Source record: 12227

In article <3sf7l7$k00@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : A dealer in Iowa? Will the ST be upgraded with competitve prices. The only
> : reason for the existance of the ST was because it was a poo r mans Mac..
>
> Except for the fact that when the ST was released, it blew away
> Macs that cost for times as much in almost every area. Not everyone is a
> rich spoiled brat like you.

Oh, really. What makes you think everyone paid four times as much? Macs did not cost as four t times as much. One would argue that you pay for what you get.. Apple charged more because of R&D, marketing and support which severly lacked on the Atari ST line. I am not going to argue in the validy of Apple's pricing strategies but the market disagreed with your asertion that the Macs were overpriced., However, many Mac users paid $900 for the Macs when it first came out. Did Atari offer discounts to students/staff/faculty?

As for me, I had a IIC and an Amiga...

>
> >> Mark <<
>
> --
> ===
> Mark Rathwell = "Why do we always come here? I guess we'll never
> The University Of Guelph = know ... it's like some kind of torture, to
> = have to watch the show!"
> mrathwel@uoguelph.ca =
> = Look for my web page, coming soon!
> ===

Peter

1877. Re: HOME GAMING WAR: past and future (VERY LONG)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-24 00:00:00 UTC
From: songer@lexmark.com
Message-ID: <songer-2406950520280001@157.184.2.51>
Source record: 12228
Cross-posted to: rec.games.video.sony,rec.games.video.nintendo,rec.games.video.sega,rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.advocacy,rec.games.video.cd32,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.a

In article <3sf8t7$kf4@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) wrote:

[...]
> Proof? Those "1 million 3DO's sold" and "only 150,000 Jaguars
> sold" are so riddled with inconsistencies, I wouldn't believe either of them.
[...]

Hi!

Well I have no idea about how many 3do have been sold but in the interview with Sam Tramiel in the July issue, the following is said:

NextGen: How many Jaguars have been sold to date?

Sam: Approximately 150,000 machines in the US. We wish we'd sold more Jaguars in 94; ...

So I'm pretty much ready to believe the 150,000 around the late May timeframe. There may have been some overseas sales of course, but I would expect that 150,000 is pretty close to the installed base.

Anyway,
-Chris

1878. Re: HOME GAMING WAR: past and future (VERY LONG)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-24 00:00:00 UTC
From: chrisc@mindspring.com
Message-ID: <3shg9n$jnq@firehose.mindspring.com>
Source record: 12229
Cross-posted to: rec.games.video.sony,rec.games.video.nintendo,rec.games.video.sega,rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.advocacy,rec.games.video.cd32,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.a

In article <songer-2406950520280001@157.184.2.51>,
songer@lexmark.com (Christopher M Songer) wrote:

|> Well I have no idea about how many 3do have been sold but in the interview
|>with Sam Tramiel in the July issue, the following is said:
|>
|>NextGen: How many Jaguars have been sold to date?
|>
|>Sam: Approximately 150,000 machines in the US. We wish we'd sold more Jaguars in
|>94; ...
|>
|> So I'm pretty much ready to believe the 150,000 around the late May
|>timeframe. There may have been some overseas sales of course, but I would expect
|>that 150,000 is pretty close to the installed base.

Then I'm pretty sure you can at least add another ~50,000 for the
Jaguars sold in Europe and other countries if he said 150,000 was
for US sales.

Chris C
---+
In order to understand one must learn how others
see the world and then learn how not to see the
world how one wants it be (S)
---+

1879. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-24 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun24.085035.45215@cobra.uni.edu>
Source record: 12230

In article <95173.181307STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> BobR,
> Here is a serious question with no name-calling or flames (imagine
> that!). When did Atari build an integrated keyboard/monitor
> machine? Did this ever escape to the public? (I doubt it as
> I have never heard of this).
> Thanks for the info!

Atari made very few of these in the early years...

I understand that the University of Maine is mostly a Mac shop and that the
dorms come with one for each room..

> -scott tirrell

Peter

1880. ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-24 00:00:00 UTC
From: grubby@erinet.com
Message-ID: <3shc3s$rro@eri.erinet.com>
Source record: 12231

[Article crossposted from comp.sys.atari.st]
[Author was grubby]
[Posted on 24 Jun 1995 11:46:25 -0400]

Can someone please e-mail me some FTP PIRATE WAREZ SITES
for the Atari ST? I know they are out there.

Yes, I realize someone will say this is what hurt the ST in the first place,
but now, at this point, I don't think it really matters.

If I could find a source for stuff for it again, I wouldn't think about
chucking it and getting an IBM. I love the Atari so much more, but face
it, what new games and stuff there are don't show up on shelves anywhere
in the U.S. for it.

I have a lot of great and rare stuff to trade for other, I won't be a
leech. Thanks very much.

1881. Re: HOME GAMING WAR: past and future

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-24 00:00:00 UTC
From: grant@right1.right.net
Message-ID: <grant.804007237@right1>
Source record: 12232
Cross-posted to: rec.games.video.sony,rec.games.video.nintendo,rec.games.video.sega,rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.advocacy,rec.games.video.cd32,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.a

mrathwel@uoguelph.ca (Mark Rathwell) writes:

>machines. But rabid advocacy can be damn annoying.

Words can come back to haunt you...

>here are clearing it out because the Saturn is here. Eight months old,
>and the 32X is getting cleared out! Poor choice of timing by Sega.

That is their mistake, the 32X is still a supported system and will
be for at least another year. More will show up for the 32X than for
the Jag in the next year.
--
/* Grant C. DeLorean (grant@right.net) Right-Net Network Services
/* 1995 HD FLHR & 1995 BMW R1100GS
/* AMA Annual - H.O.G. Annual - NRA Life - IHMSA Life
/* TurbDUO+SNES+Genesis&CD&32X+Saturn+Jaguar+3D0+NeoGeo+(PSX ASAP) */

1882. Re: HOME GAMING WAR: past and future (VERY LONG)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-24 00:00:00 UTC
From: grant@right1.right.net
Message-ID: <grant.804007574@right1>
Source record: 12233
Cross-posted to: rec.games.video.sony,rec.games.video.nintendo,rec.games.video.sega,rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.advocacy,rec.games.video.cd32,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.a

mrathwel@uoguelph.ca (Mark Rathwell) writes:

> I hope you mean Japanese sales? Sega expects to sell all of
>30,000 machines in the US by September.

That 30,000 was the initial shipment and has been sold and more
shipped and sold since.

--
/* Grant C. DeLorean (grant@right.net) Right-Net Network Services
/* 1995 HD FLHR & 1995 BMW R1100GS
/* AMA Annual - H.O.G. Annual - NRA Life - IHMSA Life
/* TurbDUO+SNES+Genesis&CD&32X+Saturn+Jaguar+3D0+NeoGeo+(PSX ASAP) */

1883. Re: HOME GAMING WAR: past and future (VERY LONG)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-25 00:00:00 UTC
From: gbohling@herbie.unl.edu
Message-ID: <3sk98r$6qf@crcnis3.unl.edu>
Source record: 12087
Cross-posted to: rec.games.video.sony,rec.games.video.nintendo,rec.games.video.sega,rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.advocacy,rec.games.video.cd32,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.amiga.games,comp.sys.amiga.misc,comp.sys.cbm,alt.folklore.computers

Kai "Whoz Da Man" Curtis (curtis@fuji.bu.edu) wrote:

>experience. I'm REALLY looking forward to all the other GREAT games
>they'll be coming out with. How 'bout Pong 2000?!?!

Hey, I'd buy it ;)
-tiR

>Thanks for giving me a chance to vent.
>Kai Curtis

>--
>Their just my opinions, for what their worth |
>No purchase necessary, void where prohibited by law |
>See Official Entry Rules on side of package |
>e-mail: curtis @fuji.bu.edu Just be happy, damn it!|
>----------+

1884. Re: HOME GAMING WAR: past and future

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-25 00:00:00 UTC
From: belodedv@is2.nyu.edu
Message-ID: <3skrr7$9sj@cmcl2.NYU.EDU>
Source record: 12088
Cross-posted to: rec.games.video.sony,rec.games.video.nintendo,rec.games.video.sega,rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.advocacy,rec.games.video.cd32,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.a

Grant C. DeLorean (grant@right1.right.net) wrote:
: mrathwel@uoguelph.ca (Mark Rathwell) writes:

: >machines. But rabid advocacy can be damn annoying.

: Words can come back to haunt you...

: >here are clearing it out because the Saturn is here. Eight months old,
: >and the 32X is getting cleared out! Poor choice of timing by Sega.

: That is their mistake, the 32X is still a supported system and will
: be for at least another year. More will show up for the 32X than for
: the Jag in the next year.
: --
: /* Grant C. DeLorean (grant@right.net) Right-Net Network Services
: /* 1995 HD FLHR & 1995 BMW R1100GS
: /* AMA Annual - H.O.G. Annual - NRA Life - IHMSA Life
: /* TurbDUO+SNES+Genesis&CD&32X+Saturn+Jaguar+3D0+NeoGeo+(PSX ASAP) */

1885. Re: HOME GAMING WAR: past and future

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-25 00:00:00 UTC
From: magus@big12.metrobbs.com
Message-ID: <magus-2506952205300001@fr-926.cc.iastate.edu>
Source record: 12089
Cross-posted to: rec.games.video.sony,rec.games.video.nintendo,rec.games.video.sega,rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.advocacy,rec.games.video.cd32,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.a

In article <3skrr7$9sj@cmcl2.NYU.EDU>, belodedv@is2.nyu.edu (Irina Belodedova) wrote:

> Grant C. DeLorean (grant@right1.right.net) wrote:
> : mrathwel@uoguelph.ca (Mark Rathwell) writes:
>
> : >machines. But rabid advocacy can be damn annoying.
>
> : Words can come back to haunt you...
>
> : >here are clearing it out because the Saturn is here. Eight months old,
> : >and the 32X is getting cleared out! Poor choice of timing by Sega.
>
> : That is their mistake, the 32X is still a supported system and will
> : be for at least another year. More will show up for the 32X than for
> : the Jag in the next year.

Until they start coming out with games like 7'th Guest and Myst I'm not spending a penny on a gaming system. :)

1886. Re: HOME GAMING WAR: past and future (VERY LONG)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-25 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3sk3h5$9df@ccshst05.cs.uoguelph.ca>
Source record: 12090
Cross-posted to: rec.games.video.sony,rec.games.video.nintendo,rec.games.video.sega,rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.advocacy,rec.games.video.cd32,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.a

Followup-To: rec.games.video.sony,rec.games.video.nintendo,rec.games.video.sega,rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.advocacy,rec.games.video.cd32,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.a
References: <3sf8t7$kf4@ccshst05.cs.uoguelph.ca> <songer-2406950520280001@157.184.2.51>
Distribution:

: So I'm pretty much ready to believe the 150,000 around the late May
: timeframe. There may have been some overseas sales of course, but I would expect
: that 150,000 is pretty close to the installed base.

Well, as of last Christmas, there were supposedly 90,000 machines
in Europe as well. No one knows the sales in Australia, Canada, Japan,
South America etc. I'd say the base is easily 250,000 with as many as
300,000 or so out there.

>> Mark <<

--
==
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

1887. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-25 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3skr8c$glr@ccshst05.cs.uoguelph.ca>
Source record: 12091

: Oh, really. What makes you think everyone paid four times as much? Macs did
: not cost as four t times as much.

I don't know about where you live, but in Canada, Apple ripped
it's customers off royally. Amiga and Atari ST advocates used to pick on
Mac fanatics all the time at my high school. Especially when a color
520ST with a MIDI port, higher resolution, faster disk access, a point
and click interface and color graphics sold for $500.00 wheras a black
and white Mac 512 went for $2000.00.

: came out. Did Atari offer discounts to students/staff/faculty?

I don't know about Atari USA, but Atari Canada did do some things
in that area. I remember reading that they donated several labs of
computers to universities around here and setup a discount program. They
also offered an upgrade program where people could turn in their old
8-bits for a 520ST.

: As for me, I had a IIC and an Amiga...

And yet you bash the Amiga regularily???

>> Mark <<

--
==
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

1888. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun25.010414.45258@cobra.uni.edu>
Source record: 12234
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <3se4og$6gr@clyde.open.ac.uk>, Scott Wills <S.A.K.Wills@open.ac.uk> writes:
> sinclap2954@cobra.uni.edu wrote:
>> In article <rjungDAIA2J.3x7@netcom.com>, rjung@netcom.com (Robert A. Jung) writes:
>> > Jesus H. Christ, Michael, do you expect Atari (or anyone else) to wave a
>> > magic wand and have a stack of quality titles like THAT? *Snap*
>>
>> OH, CHRIST..ATARI has had two years to bring games out. 3do has over 200
>> titles and began about the same time as the JAGFLOP!
>
> 3DO is a multi-media machine (Despite Atari's claim the Jag isn't yet).
> Of those 200 titles, only 1/3 or so are games. If you want to argue
> 'availability' then you should go buy a CDi as this must have hundreds
> of titles available for it. (Inc games, movies, multi-media s/w..)
>
> 3DO *does* have about 60-70 games available for it, and on the last
> count the Jag had about 25-30 I think. No-one is disputing this!!

3do is approaching 300 titles now. No one is disputing this figure..
3do is widely available, the Jagflop is not. Its distribution, marketing and
titles that well make/break a console. The Jagflop fails three of the
criteria. There is nothing that Atari can do about it..

>
> Roberts point was, if Atari have acknowledged the problem, they won't be able
> to fix it straight away - it will take time.
>
>> The public doesn't care. The public will buy what console is the best value in
>> terms if qantity/quality of titles..
>
> *Wrong*!
> The public will purchase under a wide variety of criteria. Number of
> titles is one, but so is price, and $149 looks a damn sight more
> attractive than $299+ believe me. So far the people buying these systems
> have been 'gamers'. This Xmas that will change as support for the Gensis
> and (to a lesser extent) the SNES wains. Before you go on to point
> out the Jag hasn't performed well at Xmas before, that is because of
> the price. This year the price will definitely be a max of $149 and
> maybe as low as $99. If you think this is not going to have an effect
> on the market you are even more clueless than you make out.
>

Again, the public doesn't give a crap about the Jagflop. Price is an issue,
but it has not benefit the Jagflop, GET OVER IT! Again, it doesn't matter if
Atari lowers the price to $%99 becaus e the public will not know tdB due to

lack of distribution, marketing and titles, GET OVER IT! As for me being cluless, its the other way around. Can't you get it, the public does not care about the JAGFLOP, GET OVER IT...

>> > Atari's admitted they have a software problem with the Jaguar. Atari's
>> > admitted they are taking steps to rectify that. At the very least, IMO they
>> > deserve some credit for having the guts to admit they screwed up.
>>
>> Atari does not earn respect until they find a clue! Their window has
>> evaporated, GET OVER IT!
>
> When are you gonna wake up? Their window has not evaporated at all!
> The Jag is still selling! It has not been withdrawn from stores, it does
> have peripherals, hardware and software still being produced for it, by
> other companies as well as Atari.

When are you going to take off the Atari hat, that Atari's window is no more, GET OVER IT....

>
>> > Unless you can write commercial-quality games in the time it takes you to
>> > type out a typical pointless tirade, I would suggest waiting to see six to
>> > nine months and see what happens as a result.
>>
>> Why wait when the other platforms have numerous quality games. What makes you
>> think that in nine months that titles will be numerous? Do you have evidence
>> MR. JUNG? Why do you make excuses for Atari and defend them? Why can't the
>> pissed off user express his anger? Just accept the fact that Atari is not, I
>> WILL REPEAT NOT a factor in the video game industry ANYMORE!! ACCEPT IT...
>
> I personally have never made excuses for Atari. By now most people should
> be familiar with their business practices! I bought a Lynx and was very
> happy with that as well. The Jaguar will never be a front runner in the
> Next-Gen market, but the good thing is - it doesn't have to be!!
> The market is larger enough to support more than one manafacturer!
> Atari will still be around in a years time, I promise.
>

There is no room for the Jagflop.. Atari is not considered viable in the market, ACCEPT IT!! Atari will not have sold enough to maintaine their miniscule developer base, they have to eat!! Atari may be around in its former shell..

>> Why not? Atari has fumbled the ball when the Tramiels took over Atari. Atari
>> has continously fumbled the ball in regards to the JAGFLOP!! MR. JUNG, repeat
>> after me, ATARI is not VIABLE in the VIDEO GAME MARKET, GET OVER IT! Nothing
>> you, TRAVY or the TRAMIELS CAN DO ANY THING ABOUT IT.. GET OVER IT!! GO onto
>> something else...
>
> You really are a pathetic person Mr Sinclap.
> Atari is very viable in the videogame market - if they weren't, they
> wouldn't still be here! They'd have sunk already! The fact is the Jag

> is still in existence - get over it!
> Even with an established user-base of 200,000 systems, producing games
> for it is viable. Look at Tempest 2000 (shining example that it is).
> That must've sold to 1/2 - 2/3 of all Jag systems - that's probably
> 100,000-150,000 units that cart has shipped with a revenue of
> $5,000,000 - $7,000,000! The thing with the Jag is - it has a very loyal
> following, people who support it support it well, and good games will
> sell a lot of copies because they will sell to the majority of systems.
>

You are pretty sad if you still believe that Atari has a chance.. Atari is not viable, GET OVER IT! What makes you think that Tempest sold that many copies? Evidence please? Atari did not even do $5 million in their last quarter....The only people buying the Jagflop is the converted who buy's anything Atari..eu

> If people did not think the Jag and Atari were viable, then they would
> stop producing software, and just cut their losses. As it is, no-ones
> doing that.

What would Atari have left to sell? Atari is out of the PC market, the lynxflop bombed.. Atari is deluded, I mean the Tramiel retrads..
>
> Now why don't you just bugger off back to c.s.a.a where you are
> (barely) tolerated - this is not a group for 'bashing' - take it to
> r.g.v.advocacy if you must.
>

Can't accept the truth that I am right.. I was right about the Christmas performance which was dismal as well as the status of the Jagflopcdrom..Well I guess I am batting a 1000..
> Scott.
> S.A.K.Wills@open.ac.uk

Peter

1889. Re: For Atarians only!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-25 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DApMq0.F0@ridgecrest.ca.us>
Source record: 12235

sinclap2954@cobra.uni.edu wrote:
>In article <DA75FK.JIH@ridgecrest.ca.us>, michael grove
<mgrove@owens.ridgecrest.ca.us> writes:
>> sinclap2954@cobra.uni.edu wrote:

>
>No, but Cindy can call me Petey! Hey Cindy if you had any class, drop
the
>loser with the 16 bits and hang out with a 32 bit Quadra winner.. ->
>
>> Mike and Cindy
>>
>
>
>
> Peter Sinclair-Day
> University of Northern Iowa Performa 550 10/160/CD
> Residence on the Hill Complex August:PowerMac 7200/7500
> 3800 Jennings Drive $50 Jaguar
> Cedar Falls, IA. 50613
> (319)273-38XX
>
>
I ment petey as in pecker. Get it D.H.?

Mike :)))))))))) (With Quadra, too!)

1890. Re: For Atarians only!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-25 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DApMsz.GH@ridgecrest.ca.us>
Source record: 12236

>No, but Cindy can call me Petey! Hey Cindy if you had any class, drop
the
>loser with the 16 bits and hang out with a 32 bit Quadra winner.. ->
>
>> Mike and Cindy
>>
>
>
>
> Peter Sinclair-Day
> University of Northern Iowa Performa 550 10/160/CD
> Residence on the Hill Complex August:PowerMac 7200/7500
> 3800 Jennings Drive $50 Jaguar
> Cedar Falls, IA. 50613
> (319)273-38XX
>
>
I ment petey as in pecker. Get it D.H.?

Mike :)) (Betcha my Quadra has more RAM than yours)

1891. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-26 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FF1GBEANUP@cabal.shnet.org>
Source record: 12092

In <quinlan.803893533@sfu.ca> Brian Quinlan wrote:
>guenther@cabal.shnet.org (Thorsten Guenther) writes:
>
>>Do you even _know_ what RAM doubler does? AFAIR it improves the crappy
>>Apple memory management a bit.
>
>RAM double uses memory compression. I didn't know that any Atari memory
>managament system offered this.

"Memory compression"? Are you _sure_ that the files/programs are
compressed with - say - an LZSS algorithm? I am pretty sure they are not,
as most of the Mac's RAM is wasted on the 'normal' memory management, i.e.
is unused anyway. In what way are programs "compressed" in RAM? And how
does a compressed program _run_ (that's what they have been loaded for)?

>>[To those who don't know: _every single program_ is given the same amount
>>of RAM, e.g. if you have only a 1 meg picture in Photoshop, it uses the
>>20 megs you have given it, and of course, if you start XPress and
>>Photoshop and run out of memory, terminating all programs will not
>>suffice to open a simple window (not enough RAM, still), only a system
>>reset will help]
>
>I this is the case then there is some hardware/software flaw in your system.

Yes, of course. The hardware flaw is called Macintosh. The software flaw
is called MacOS.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

1892. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-26 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FF1GBEAQUP@cabal.shnet.org>
Source record: 12093

In <quinlan.803893690@sfu.ca> Brian Quinlan wrote:
>guenther@cabal.shnet.org (Thorsten Guenther) writes:
>
>>You put a PC/Atari floppy with a non-standard format in your Mac, your Mac
>>crashes.
>
>The system that you are using MUST have a hardware/software problem.

Yes, of course, I mentioned them both before. This time the software flaw,
MacOS, is responsible.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

1893. Re: What is a Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-26 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FF1GBEATUP@cabal.shnet.org>
Source record: 12094

In <1995Jun23.090845.45166@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>In article <FFVUAGCEUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>> In <1995Jun18.001858.44901@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>>Another myth that the falcon only has more efficiently coded software? Please
>>>specify and list the efficiently coded software. Gee, ClarisWorks and WriteNow
>>>are not efficiently coded?
>>
>> No, they aren't. Tempus Word pro is, Calamus is, CoNnect is, Everest is,
>> UPoint is, hell, almost _any_ available program can be run on an 8 MHz ST
>> without becoming a pain in the ass, try _this_ with a Mac Classic.
>
>Excuse me..ClariSworks and WriteNow would be considered high end on the ST
>plaform.

According to whom?

>ClarisWorks takes up miniscule of system resources for the high
>capabilities that it offers. The software you listed of above as I aware are
>junk..

According to whom?

>You are ignorant about the Mac platform..pwon

Ohhhh...do we detect some hypocrisy here?

>I under stand that the latest version of Calamus is on par with
>the earlier versions of PageMaker and Quark..Sad truth..

I "under stand" that there isn't even a decent spell-checker in the Mac
software you listed as "high end".

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

1894. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-26 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3sn5am$1rg@ccshst05.cs.uoguelph.ca>
Source record: 12095
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

: 3do is approaching 300 titles now. No one is disputing this figure..

I am. Didn't you read Marty Chin's list of honest to goodness 3DO
video games available. There were just over 70.

: 3do is widely available, the Jagflop is not.

Says who? In Ontario, the Jaguar and 3DO are both restricted to
video game stores for the most part. "The Bay" and "Radio Shack" were
carrying the 3DO, but have cleared it out due to poor sales.

Its distribution, marketing and
: titles that well make/break a console. The Jagflop fails three of the
: criteria. There is nothing that Atari can do about it..

And the 3DO is better in these areas? I have to look almost as
hard to find a 3DO as I do to find a Jaguar. Marketing? I've seen a lot
more Atari ads than 3DO ads on TV and in Magazines. The 3DO has some
killer titles, but the pace of good games has really fallen off lately.

: Again, the public doesn't give a crap about the Jagflop.

Ah yes ... Peter shows his mind reading abilities again.

: about the JAGFLOP, GET OVER IT...

But why should we Peter? If we didn't care about the Jaguar, what
fun would you have????

: When are you going to take off the Atari hat, that Atari's window is no more,
: GET OVER IT....

You just missed every point he said and flamed back with your
typical brainless, factless response. You really are a sad excuse for a
debator Peter. And to think you want to make a career of teaching people
have to find information. That is quite amusing.

: There is no room for the Jagflop.. Atari is not considered viable in the
: market, ACCEPT IT!! Atari will not have sold enough to maintaine their
: miniscule developer base, they have to eat!! Atari may be around in its former
: shell..

If that were the case, every Atari developer would have jumped
ship by now. They haven't. UBI Soft is still bringing out Rayman. TWI is
still bringing out Power Drive Ralley and Primal Rage. Many other
companies are still bringing out there Jaguar wares. Permit me a small
... GET OVER IT!!!

: What would Atari have left to sell? Atari is out of the PC market

Are they? They're going back into the PC business via CD-ROM games.

, the
: lynxflop bombed.. Atari is deluded, I mean the Tramiel retrads..

The "Lynxflop" sold more than 1 million consoles. That's more
than the 3DO, CD-i, Turbografx-16, Turboexpress, TurboDUO, Neo Geo, Neo
Geo CD, Sega 32X, and CD32. Not as bad as you suggest.

: Can't accept the truth that I am right.. I was right about the Christmas
: performance which was dismal as well as the status of the Jagflopcdrom..Well I
: guess I am batting a 1000..

No ... you said Atari was supposed to be bankrupt last Christmas.
You said that Atari's Jag would never have more than 20 games.

Bye Petey!

>> Mark <<

--
==========
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==========

1895. Only 150000 Jags sold in US - Sam Tramiel says..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-26 00:00:00 UTC
From: gavinm@vsprsun_14
Message-ID: <3smfe6$185l@info4.rus.uni-stuttgart.de>
Source record: 12096
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Reading an interview in the UK magazine 'Edge' Sam Tramiel (I think it was Sam, might have been one of the others) says in response to a question that 150 000 jags have been sold in the US (that was until the date of the ECTS)

You have to say thats an incredibly low figure for the machine that Atari have been everything on. Any comments?

gavan

--
email: G.Moran@ee.qub.ac.uk | 'There can be only one!'
or gmoran@nyx.cs.du.edu | - The Highlander

1896. Re: Only 150000 Jags sold in US - Sam Tramiel says..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-26 00:00:00 UTC
From: cs3fc@herts.ac.uk
Message-ID: <3smm47$14b@altair.herts.ac.uk>
Source record: 12097
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <3smfe6$185l@info4.rus.uni-stuttgart.de> gavinm@vsprsun_14 (Mr Gavin Moran) writes:
>
> Reading an interview in the UK magazine 'Edge' Sam Tramiel (I think it was
>Sam, might have been one of the others) says in response to a question that
>150 000 jags have been sold in the US (that was until the date of the ECTS)
>
>
> You have to say thats an incredibly low figure for the machine that Atari
>have been everything on. Any comments?

A couple.

Firstly that's a US figure. And in last months EDGE (Released May 25th), interview probably conducted late April/early May. Can't remember exactly when the $149 price came into effect but I know it's recent. I think the sales since then would be better than average.

I think there's ~100,000 users in Japan and Europe, not to mention Canada and Australia. I'd expect easily 250,000 worldwide, and maybe 300,000+, who knows.

Secondly - Atari are still around! They're here, they're real. They and other companies are still producing both hardware and software for the machine. It's possible that the core unit will drop down to $99 and even if it doesn't, during the run up to Xmas it looks like it will be at least 1/2 the cost of any other next generation machine. ($150 vs the $300 of the 3DO or PS)

There are a lot of people trying to write the Jaguar off already but I don't see Tramiel that worried. I think after the next 6 months their user base will be well over 1/2 million, and whilst not huge it most definitely is viable.
That's the good thing about the video-game market it can support more than one console. Look how long Neo-Geo have lasted in their particular niche market for example. I think with a sub $150 console (Especially with Nintendo and Sega practically dumping their 16-bitters) Atari will have their own little niche market also, even if they don't get to compete with the big boys. I'm still not ruling that out either though. (But I'd give you 50-1 odds!) :-)

Scott.
S.A.K.Wills@open.ac.uk

1897. Re: Only 150000 Jags sold in US - Sam Tramiel says..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-26 00:00:00 UTC
From: legrand@tesla.mbi.ucla.edu
Message-ID: <3sndrd$d6s@saba.info.ucla.edu>
Source record: 12098
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

The Jag II is about as real as the M2 now. Both 3DO and Atari claim to
have finalized the chipsets on these things, but neither has actually shown
a working prototype to anyone. 3DO has shown "realtime emulated environment"
demos at E3 and in NYC, while Atari claims it will have Jag II development
systems in the hands of developers in September...

I'm a jag developer, and I haven't seen a Jag II yet. Any 3DO guys see
an M@ yet (R.E.E. (tm) does not count)...

I suspect we will ultimately see the Jag II. The trouble is that if Atari
abandons the jaguar I, no one will respect them enough to even attempt to develop
for it and its sales will make the jaguar's look elephantine...

Time will tell...

Scott

1898. Re: Only 150000 Jags sold in US - Sam Tramiel says..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-26 00:00:00 UTC
From: lwickman@post.its.mcw.edu
Message-ID: <3snn6g$gog@post.its.mcw.edu>
Source record: 12099
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Scott Le Grand (legrand@tesla.mbi.ucla.edu) wrote:
: The Jag II is about as real as the M2 now. Both 3DO and Atari claim to
: have finalized the chipsets on these things, but neither has actually shown
: a working prototype to anyone. 3DO has shown "realtime emulated environment"
: demos at E3 and in NYC, while Atari claims it will have Jag II development
: systems in the hands of developers in September...

That's false. The M2 has reportedly been shown to several developers; the
working prototype.

I wouldn't be so quick to put the JagII and the M2 on the same level. At
least we have seen announcements, prototype casings and controllers, full
spec information, and demos of the M2.

If you remember the M1, the demo tapes were just as good, if not worse, than
what it really turned out to be.

Thanks,
chris

1899. Re: Only 150000 Jags sold in US - Sam Tramiel says..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-26 00:00:00 UTC
From: Ron886@ix.netcom.com
Message-ID: <3snd77$f2f@ixnews3.ix.netcom.com>
Source record: 12100
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In <3smm47$14b@altair.herts.ac.uk> cs3fc@herts.ac.uk (Wills) writes:

>
>In article <3smfe6$185l@info4.rus.uni-stuttgart.de> gavinm@vsprsun_14 (
Mr Gavin Moran) writes:
>>
>> Reading an interview in the UK magazine 'Edge' Sam Tramiel (I think
it was
>>Sam, might have been one of the others) says in response to a question
that
>>150 000 jags have been sold in the US (that was until the date of the
ECTS)
>>
>>
>> You have to say thats an incredibly low figure for the machine that
Atari
>>have been everything on. Any comments?
>
>A couple.
>
>Firstly that's a US figure. And in last months EDGE (Released May
25th),
>interview probably conducted late April/early May. Can't remember
>exactly when the $149 price came into effect but I know it's recent. I
>think the sales since then would be better than average.
>
>I think there's ~100,000 users in Japan and Europe, not to mention
>Canada and Australia. I'd expect easily 250,000 worldwide, and maybe
>300,000+, who knows.
>
>Secondly - Atari are still around! They're here, they're real. They and
>other companies are still producing both hardware and software for the
>machine. It's possible that the core unit will drop down to $99 and
even
>if it doesn't, during the run up to Xmas it looks like it will be at
>least 1/2 the cost of any other next generation machine. ($150 vs the
>$300 of the 3DO or PS)
>
>There are a lot of people trying to write the Jaguar off already but I
>don't see Tramiel that worried. I think after the next 6 months their
>user base will be well over 1/2 million, and whilst not huge it most
>definitely is viable.
>That's the good thing about the video-game market it can support more

>than one console. Look how long Neo-Geo have lasted in their particular
>niche market for example. I think with a sub $150 console (Especially
>with Nintendo and Sega practically dumping their 16-bitters) Atari will
>have their own little niche market also, even if they don't get to
>compete with the big boys. I'm still not ruling that out either though.
>(But I'd give you 50-1 odds!) :-)
>
> Scott.
> S.A.K.Wills@open.ac.uk
>
>
I don't visit this newsgroup too often,.....
A question: Has there been any discussion here concerning the JAG II ???
I live in San Jose, Ca. and in the SJ Mercury News, Atari has
(for the last couple of months) been placing ads for hiring
programmers/whoever for their Jag II machine. Does anyone have any
further info on this system???

Thanks, Ron

1900. Re: Only 150000 Jags sold in US - Sam Tramiel says..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-26 00:00:00 UTC
From: torgo@crl.com
Message-ID: <3snqp7$skv@crl.crl.com>
Source record: 12101
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Scott Le Grand (legrand@tesla.mbi.ucla.edu) wrote:
: In article <3snn6g$gog@post.its.mcw.edu>, lwickman@post.its.mcw.edu (Laurie Lynn Wickman) writes:
: > Scott Le Grand (legrand@tesla.mbi.ucla.edu) wrote:

: > I wouldn't be so quick to put the JagII and the M2 on the same level. At
: > least we have seen announcements, prototype casings and controllers, full
: > spec information, and demos of the M2.

: And just as many specsheets for the Jag II, true or false...

Could you post the jag 2 specs? I havent seen any of them...I -have-
seen the 3d0 specs in several mags....

Mark

1901. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-26 00:00:00 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.804198735@sfu.ca>
Source record: 12102

guenther@cabal.shnet.org (Thorsten Guenther) writes:

>"Memory compression"? Are you _sure_ that the files/programs are
>compressed with - say - an LZSS algorithm? I am pretty sure they are not,
>as most of the Mac's RAM is wasted on the 'normal' memory management, i.e.
>is unused anyway. In what way are programs "compressed" in RAM? And how
>does a compressed program _run_ (that's what they have been loaded for)?

The programs in RAM are compressed (I sounds like you think I mean programs
one disk) using an algorithm that I'm sure they're not willing to share :)
The way it's suppost to work is that instead of putting background programs
into virtual memory they are compressed into RAM and expanded when needed.
If necessary, RAM doubler will put program RAM into a file but usually
compressing it works fine. The problem with this technique is it doesn't
help with one big program.

>Yes, of course. The hardware flaw is called Macintosh. The software flaw
>is called MacOS.

How witty of you. I realised when I said this that I might get this reply.
It seams that I was not disappointed. Still, the operating system needs
free contiguous memory to run additional applications. So even if you
have 2 megs free you might not be able to run a 512K program if that 2 megs
is scattered all over memory. The mac can try and more the data to other
locations but only some types of data are moveable (ie handlers).
Unfortunately, the only thing you can do now is either buy ram doubler
or plan the order that you want to open you applications. Brian's rule:
last quit, first open.

--

Brian Quinlan
quinlan@sfu.ca

1902. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-26 00:00:00 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.804199540@sfu.ca>
Source record: 12103

guenther@cabal.shnet.org (Thorsten Guenther) writes:

>>>You put a PC/Atari floppy with a non-standard format in your Mac, your Mac
>>>crashes.
>>
>>The system that you are using MUST have a hardware/software problem.

>Yes, of course, I mentioned them both before. This time the software flaw,
>MacOS, is responsible.

Wait a sec. How long did you give the computer before you rebooted? The new
Macs do their best to recover data when they encounter a "damaged" disk.
That means that a dialog may not appear for 2+ minutes.

--

Brian Quinlan
quinlan@sfu.ca

1903. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-26 00:00:00 UTC
From: char4101@uni-trier.de
Message-ID: <char4101.804185694@pcpa02.uni-trier.de>
Source record: 12104

grubby@erinet.com (grubby) writes:

>[Article crossposted from comp.sys.atari.st]
>[Author was grubby]
>[Posted on 24 Jun 1995 11:46:25 -0400]

>Can someone please e-mail me some FTP PIRATE WAREZ SITES
>for the Atari ST? I know they are out there.

Are You sick?!? This might be illegal ;)

1904. Re: Atari Advocacy has di

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-26 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3snc4g$faf@dux.dundee.ac.uk>
Source record: 12105

EDWARD BAIZ (edward.baiz@tippy.com) wrote:
: S > I have tried to locate a Falcon, but with no luck. I have
: S > read the specs and reviews on it. The Falcon could have been
: S > with Atari's nurishment. I am sure that a expanded Falcon
: S > with Cubase will put my unexpanded low cost 636 to shame. But
: S > I have a cdrom and can play DarK Forces!

I have a Falco, and in terms of ease of use, staility and stable applications
it blows Windows off the face of the earth.

Rod

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)
CD ROMS, Books & Travel Guides: cdsales@cix.compulink.co.uk

1905. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-26 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95177.182240STIRRE31@MAINE.MAINE.EDU>
Source record: 12106

<Regarding the University of Maine>
The campus store heavily pushes the Mac and the school ran a
program where people could rent LCs with the option of buying
them. This was last year. How good is an LC today at running
modern Mac applications?
Despite the campus store, clones are the choice of most students.
Of course, I have met ST users there too.
And, no, rooms don't come with Macs. I would attend a different
university if this were so. I will put my Falcon up against
the LC anyday.
-scott tirrell

1906. Re: HOME GAMING WAR: past and future

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-27 00:00:00 UTC
From: kryptonic@iwaynet.net
Message-ID: <3spqik$d71@iwaynet.iwaynet.net>
Source record: 12107
Cross-posted to: rec.games.video.sony,rec.games.video.nintendo,rec.games.video.sega,rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.advocacy,rec.games.video.cd32,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.a

>Until they start coming out with games like 7'th Guest and Myst I'm not
>spending a penny on a gaming system. :)

Let me guess, you have a CD-I?:)

1907. Re: HOME GAMING WAR: past and future (VERY LONG)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-27 00:00:00 UTC
From: Stuart Tomlinson <stuart@tomonet.demon.co.uk>
Message-ID: <9506271804.AA002wo@tomonet.demon.co.uk>
Source record: 12108
Cross-posted to: rec.games.video.sony,rec.games.video.nintendo,rec.games.video.sega,rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.advocacy,rec.games.video.cd32,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys

(I read rec.games.video.cd32)

This arguement is getting on my nerves. Us Amiga/SNES/Anything owners probably
do not want to hear a load of ranting argueing over the Jag and Sega machines.

Thus the followup line has been altered to APPROPRIATE newsgroups.

The majority BY FAR of the posts to rgv.cd32 has either been this
or the poor man who has lost his wife? CD32 related posts?
Zilch. I don't mind a bit of off topicness, but this is getting
beyond a joke.

Stu. :)

1908. Re: Only 150000 Jags sold in US - Sam Tramiel says..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-27 00:00:00 UTC
From: legrand@tesla.mbi.ucla.edu
Message-ID: <3sno0f$12kj@saba.info.ucla.edu>
Source record: 12109
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <3snn6g$gog@post.its.mcw.edu>, lwickman@post.its.mcw.edu (Laurie Lynn Wickman) writes:
> Scott Le Grand (legrand@tesla.mbi.ucla.edu) wrote:
> : The Jag II is about as real as the M2 now. Both 3DO and Atari claim to
> : have finalized the chipsets on these things, but neither has actually shown
> : a working prototype to anyone. 3DO has shown "realtime emulated environment"
> : demos at E3 and in NYC, while Atari claims it will have Jag II development
> : systems in the hands of developers in September...
>
> That's false. The M2 has reportedly been shown to several developers; the
> working prototype.

That's good, now name them...

> I wouldn't be so quick to put the JagII and the M2 on the same level. At
> least we have seen announcements, prototype casings and controllers, full
> spec information, and demos of the M2.

And just as many specsheets for the Jag II, true or false...

> If you remember the M1, the demo tapes were just as good, if not worse, than
> what it really turned out to be.

I only believe what I can get my hands on...

Scott

1909. Vote against Mr. Sinclair

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-27 00:00:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <L.J.Sak.1.2FEFF0F9@kub.nl>
Source record: 12110

I am really fed up with the bashing, crapping, writing too fanatically anti-ATARI and, yes I know, some thousand things more..

Let's vote the - out.. Can't the server handle his mails as it is supposed to be (yes, directed to /dev/null)..

Come on guys, let's hear your votes.. And Sinclair is not allowed to respond to that (he'll know, but)

1910. Re: Vote against Mr. Sinclair

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-27 00:00:00 UTC
From: esmith@netaxs.com
Message-ID: <3spk0d$61j@netaxs.com>
Source record: 12111

SAK L.J. (L.J.Sak@kub.nl) wrote:
: I am really fed up with the bashing, crapping, writing too fanatically
: anti-ATARI and, yes I know, some thousand things more..

: Let's vote the - out.. Can't the server handle his mails as it is supposed
: to be (yes, directed to /dev/null)..

: Come on guys, let's hear your votes.. And Sinclair is not allowed to respond
: to that (he'll know, but)

--

That would spoil all the fun. Let him bash the Atari. So what, its still
one of the best machines ever made. Right?. Atari forever!!!!!!

+-------------------------------------+
| Edward M. Smith (esmith@netaxs.com) |
+-------------------------------------+------------------------+

1911. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-27 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95178.182611STIRRE31@MAINE.MAINE.EDU>
Source record: 12112

Dave,
Yes, the old LC. Running at 8Mhz, I believe? The program has
been stopped but it was continued through last year with
underpowered, pathetic original LCs. I believe that the school
got quite few cheaply.
The store, of course, only sells more recent systems. And, the
school no longer leases Macs thank goodness.
Many people choose to run pirated copies of Word and Doom instead.
-scott tirrell

1912. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-27 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DAtB13.66p@ecf.toronto.edu>
Source record: 12113

In article <95177.182240STIRRE31@maine.maine.edu>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
><Regarding the University of Maine>
>The campus store heavily pushes the Mac and the school ran a
>program where people could rent LCs with the option of buying
>them. This was last year. How good is an LC today at running
>modern Mac applications?

Which LC? The original LC, which hasn't been in production for many years?
The LC II or LC III which also haven't been in production for years?
I seriously doubt it was those machines your school was renting out last year.
The LC 475, which is about two years old, was just discontinued a few months
ago, but still runs modern applications decently? Or the LC 575, 580, and
630, which are even more recent and are faster than the LC 475? The 475,
575, 580 and 630 all can run modern Mac applications at a good speed.

>Despite the campus store, clones are the choice of most students.
>Of course, I have met ST users there too.
>And, no, rooms don't come with Macs. I would attend a different
>university if this were so. I will put my Falcon up against
>the LC anyday.

Which LC?

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

1913. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-27 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3sppk7$4ac@ccshst05.cs.uoguelph.ca>
Source record: 12114

: Can someone please e-mail me some FTP PIRATE WAREZ SITES
: for the Atari ST? I know they are out there.

: Yes, I realize someone will say this is what hurt the ST in the first place,
: but now, at this point, I don't think it really matters.

It would, considering there are still companies in Europe
creating and selling new software. Check "ST Format."

>> Mark <<
--
==
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

1914. HOME GAMING WAR: past

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-27 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AC1498.0782000755.uuout@tippy.com>
Source record: 12115

M > Until they start coming out with games like 7'th Guest and
M > Myst I'm not spending a penny on a gaming system. :)

Myst is coming for the Jag.

... A bird in the hand is the best way to eat chicken.
___ Mountain Reader II - #00000095

1915. Re: HOME GAMING WAR: past and future

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-28 00:00:00 UTC
From: dskelly@imagi.net
Message-ID: <3ss8t3$5ig@news.cais.com>
Source record: 12116
Cross-posted to: rec.games.video.sony,rec.games.video.nintendo,rec.games.video.sega,rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.advocacy,rec.games.video.cd32,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.a

In article <magus-2506952205300001@fr-926.cc.iastate.edu>,
magus@big12.metrobbs.com says...

>Until they start coming out with games like 7'th Guest and Myst I'm not
>spending a penny on a gaming system. :)

Both the PS and Saturn have Myst. 7th Guest, well, if it is still worth
doing you'll see it. I personally would like to see NEW games come out,
but to each their own I guess.

Sean

1916. Re: Only 150000 Jags sold in US - Sam Tramiel says..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-28 00:00:00 UTC
From: cs3fc@herts.ac.uk
Message-ID: <3sr6ds$gje@altair.herts.ac.uk>
Source record: 12117
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <3sndrd$d6s@saba.info.ucla.edu> legrand@tesla.mbi.ucla.edu (Scott Le Grand) writes:
>The Jag II is about as real as the M2 now.

I think this is unlikely. (And I am an Atari suporter of sorts)

The M2 is due out around Xmas but will probably be set back until early '96. I think 3DO generally try and stick to their estimates as well.

Jag II is rumoured to be set for a Xmas '96 or even mid '97 release, and even by Tramiels own statements it does not look like it will be a significant step up on M2. I think the Jag II will be scrapped much as the 32-Bit panther was in favour of the Jaguar.

The M2 is on par with Nintendo's U64 in my books. Both said to be similar(ish) capabilities, and both release about the same time. The Jag II really is vapourware it it's extreme at the moment I feel.

Scott.
S.A.K.Wills@herts.ac.uk

1917. Re: Only 150000 Jags sold in US - Sam Tramiel says..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-28 00:00:00 UTC
From: legrand@localhostmbi.ucla.edu
Message-ID: <3ss4pv$lti@saba.info.ucla.edu>
Source record: 12118
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <3sr6ds$gje@altair.herts.ac.uk>, cs3fc@herts.ac.uk (Wills) writes:
|> In article <3sndrd$d6s@saba.info.ucla.edu> legrand@tesla.mbi.ucla.edu (Scott Le Grand) writes:
|> >The Jag II is about as real as the M2 now.
|>
|> I think this is unlikely. (And I am an Atari suporter of sorts)

Seen a Jag II yet? Seen an M2? Same answer? Yup...

I'm not a 3DO basher so much as a market skeptic. I take shots at >ANYONE< that I believe is pulling a fast one...

Sadly, most of Atari's problems can mostly be attributed to low budgets and incompetence rather than any desire to take the consumer for his hard-earned bucks. These guys really think they're making a killer title and then the lousy sales bring home the truth (for about 5 seconds)...

If there were more 3rd parties on the jaguar to make up for this, the jag would be in fine shape in much the same way that EA and Crystal Dynamics smooth over the junkware on the 3DO (and occasionally make some of it themselves to be fair)...

|> The M2 is due out around Xmas but will probably be set back until early
|> '96. I think 3DO generally try and stick to their estimates as well.

3DO misses dates too, just not as badly as Atari... There are a lot of 3Downers out there pissed about late software right now... Some even dumped their 3DOs...

|> Jag II is rumoured to be set for a Xmas '96 or even mid '97 release, and
|> even by Tramiels own statements it does not look like it will be a
|> significant step up on M2. I think the Jag II will be scrapped much as
|> the 32-Bit panther was in favour of the Jaguar.

Doubt it, if Atari survives, whatever they release will be called the Jag II... Atari always releases something... It may be 5 years too late and irrelevant, but they release it...

|> The M2 is on par with Nintendo's U64 in my books. Both said to be
|> similar(ish) capabilities, and both release about the same time. The Jag
|> II really is vapourware it it's extreme at the moment I feel.

That's right, both of them live inside SGI Onyxes...

Well, one can debate that Acclaim was running real U-64 Hardware at E3 actually so it is the least vaporish of the 3...

|> Scott.
|> S.A.K.Wills@herts.ac.uk
|>

Scott

1918. Re: Only 150000 Jags sold in US - Sam Tramiel says..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun28.213728.45536@cobra.uni.edu>
Source record: 12119
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <3smfe6$185l@info4.rus.uni-stuttgart.de>, gavinm@vsprsun_14 (Mr Gavin Moran) writes:
>
> Reading an interview in the UK magazine 'Edge' Sam Tramiel (I think it was
> Sam, might have been one of the others) says in response to a question that
> 150 000 jags have been sold in the US (that was until the date of the ECTS)
>
>
> You have to say thats an incredibly low figure for the machine that Atari
> have been everything on. Any comments?

Flame bait...Yes, I have a comment..The Panasonic 3do has been officialy reduced to $299 with Gex..No rebate just a price reduction.

>
> gavan
>
> --
> email: G.Moran@ee.qub.ac.uk | 'There can be only one!'
> or gmoran@nyx.cs.du.edu | - The Highlander

Peter

1919. Re: Only 150000 Jags sold in US - Sam Tramiel says..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun28.214132.45537@cobra.uni.edu>
Source record: 12120
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <3smm47$14b@altair.herts.ac.uk>, cs3fc@herts.ac.uk (Wills) writes:
> In article <3smfe6$185l@info4.rus.uni-stuttgart.de> gavinm@vsprsun_14 (Mr Gavin Moran) writes:
>>
>> Reading an interview in the UK magazine 'Edge' Sam Tramiel (I think it was
>>Sam, might have been one of the others) says in response to a question that
>>150 000 jags have been sold in the US (that was until the date of the ECTS)
>>
>>
>> You have to say thats an incredibly low figure for the machine that Atari
>>have been everything on. Any comments?
>
> A couple.
>
> Firstly that's a US figure. And in last months EDGE (Released May 25th),
> interview probably conducted late April/early May. Can't remember
> exactly when the $149 price came into effect but I know it's recent. I

Evidence?

> think the sales since then would be better than average.
>
> I think there's ~100,000 users in Japan and Europe, not to mention
> Canada and Australia. I'd expect easily 250,000 worldwide, and maybe
> 300,000+, who knows.
>

I understand that Atari sold 2500 Jagflops in Japan..

> Secondly - Atari are still around! They're here, they're real. They and
> other companies are still producing both hardware and software for the
> machine. It's possible that the core unit will drop down to $99 and even
> if it doesn't, during the run up to Xmas it looks like it will be at
> least 1/2 the cost of any other next generation machine. ($150 vs the
> $300 of the 3DO or PS)
>

The problem with that statement is that the public does not know Atari is still around.

> There are a lot of people trying to write the Jaguar off already but I
> don't see Tramiel that worried. I think after the next 6 months their
> user base will be well over 1/2 million, and whilst not huge it most
> definitely is viable.

Not gonna happen...The market has given up on Atari and the Jagflop..

> That's the good thing about the video-game market it can support more
> than one console. Look how long Neo-Geo have lasted in their particular
> niche market for example. I think with a sub $150 console (Especially
> with Nintendo and Sega practically dumping their 16-bitters) Atari will
> have their own little niche market also, even if they don't get to
> compete with the big boys. I'm still not ruling that out either though.
> (But I'd give you 50-1 odds!) :-)

What niche is Atari in?
>
> Scott.
> S.A.K.Wills@open.ac.uk
>

Peter

1920. Re: Only 150000 Jags sold in US - Sam Tramiel says..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun28.214408.45539@cobra.uni.edu>
Source record: 12121
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <3snd77$f2f@ixnews3.ix.netcom.com>, Ron886@ix.netcom.com (Ron Rundell) writes:
> In <3smm47$14b@altair.herts.ac.uk> cs3fc@herts.ac.uk (Wills) writes:
>
>>
>>In article <3smfe6$185l@info4.rus.uni-stuttgart.de> gavinm@vsprsun_14 (
> Mr Gavin Moran) writes:
>>>
>>> Reading an interview in the UK magazine 'Edge' Sam Tramiel (I think
> it was
>>>Sam, might have been one of the others) says in response to a question
> that
>>>150 000 jags have been sold in the US (that was until the date of the
> ECTS)
>>>
>>>
>>> You have to say thats an incredibly low figure for the machine that
> Atari
>>>have been everything on. Any comments?
>>
>>A couple.
>>
>>Firstly that's a US figure. And in last months EDGE (Released May
> 25th),
>>interview probably conducted late April/early May. Can't remember
>>exactly when the $149 price came into effect but I know it's recent. I
>>think the sales since then would be better than average.
>>
>>I think there's ~100,000 users in Japan and Europe, not to mention
>>Canada and Australia. I'd expect easily 250,000 worldwide, and maybe
>>300,000+, who knows.
>>
>>Secondly - Atari are still around! They're here, they're real. They and
>>other companies are still producing both hardware and software for the
>>machine. It's possible that the core unit will drop down to $99 and
> even
>>if it doesn't, during the run up to Xmas it looks like it will be at
>>least 1/2 the cost of any other next generation machine. ($150 vs the
>>$300 of the 3DO or PS)
>>
>>There are a lot of people trying to write the Jaguar off already but I
>>don't see Tramiel that worried. I think after the next 6 months their
>>user base will be well over 1/2 million, and whilst not huge it most
>>definitely is viable.

>>That's the good thing about the video-game market it can support more
>>than one console. Look how long Neo-Geo have lasted in their particular
>>niche market for example. I think with a sub $150 console (Especially
>>with Nintendo and Sega practically dumping their 16-bitters) Atari will
>>have their own little niche market also, even if they don't get to
>>compete with the big boys. I'm still not ruling that out either though.
>>(But I'd give you 50-1 odds!) :-)
>>
>> Scott.
>> S.A.K.Wills@open.ac.uk
>>
>>
> I don't visit this newsgroup too often,.....
> A question: Has there been any discussion here concerning the JAG II ???
> I live in San Jose, Ca. and in the SJ Mercury News, Atari has
> (for the last couple of months) been placing ads for hiring
> programmers/whoever for their Jag II machine. Does anyone have any
> further info on this system???

And the revolving door continues to be in use..

>
> Thanks, Ron

1921. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-28 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DAv9Jw.7us@ecf.toronto.edu>
Source record: 12122

In article <95178.182611STIRRE31@maine.maine.edu>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
>Dave,
>Yes, the old LC. Running at 8Mhz, I believe? The program has
>been stopped but it was continued through last year with
>underpowered, pathetic original LCs. I believe that the school
>got quite few cheaply.
>The store, of course, only sells more recent systems. And, the
>school no longer leases Macs thank goodness.
>Many people choose to run pirated copies of Word and Doom instead.

The original LC used a 68020 running at 16MHz, if I'm not mistaken. You could run ClarisWorks, Quicken, WordPerfect and a bunch of other decent software, even with only 4Mb of memory. I would not pay more than $500 for an LC system, including keyboard and monitor.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

1922. FS;ATARI WORKS/SPEEDO CHEAP!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-28 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3stdra$g4d@ccnet3.ccnet.com>
Source record: 12123

```
[ Article crossposted from comp.sys.atari.programmer ]
[ Author was selah ]
[ Posted on 28 Jun 1995 18:00:01 -0700 ]

[ Article crossposted from comp.sys.atari.st.tech ]
[ Author was selah ]
[ Posted on 28 Jun 1995 17:56:17 -0700 ]

i have atari works brand new
speedo gdos brand new
for sale

also multitos

WORKS+SPEEDO+MANUALS = 50.00 VER. 1.2

WORKS ALONE NO MANUAL =25.00 VER 1.2

WORK+SPEEDO NO MANUALS =35.00
MULTITOS NO MANUAL 25.00
MULTITOS WITH MANUAL 30.00
ALL VERSIONS OF ATARI WORK ARE 1.2
i aquired many brand new disks and some packages had no manuals so that
why...

--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
```

=========
=======
+++++
~~~
selah @ccnet.com
~~~

1923. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-28 00:00:00 UTC
From: quinlan@newsserver.sfu.ca
Message-ID: <quinlan.804368342@sfu.ca>
Source record: 12124

guenther@cabal.shnet.org (Thorsten Guenther) writes:

>a) the Mac multitasks (cooperatively only, but it does), compressed
>programs don't run, hence they don't multitask

This is what allows the program to work. Since all programs work
by explicitly releasing control to the operating system it's possible
to path the trap (GetNextEvent) and uncompress that program before
control is given to it. Of course, if two programs are constantly
switching control then you'll get a fairly large speed hit.

>b) most of the Macs memory is wasted, not used (20 megs for Photoshop, 20
>for Quark, e.g.), therefore an improved memory management would help much
>more than some obscure "compression" method, a method that has never been
>considered to be ported e.g. to the market of Intel PCs.

That's exactly what I said. RAM doubler doesn't help very much if you're
using one big program. Connectrix does say that they will make a
Copland version though. I can't see this working in anything but
the 'compatibility box' since the rest of the system will run using
protected memory. I bet that ram doubler doesn't exist for the PC
because Windows has a better memory management scheme and faster
virtual memory.

--

Brian Quinlan
quinlan@sfu.ca

1924. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun28.213018.45534@cobra.uni.edu>
Source record: 12125

In article <FF1GBEAQUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:
> In <quinlan.803893690@sfu.ca> Brian Quinlan wrote:
>>guenther@cabal.shnet.org (Thorsten Guenther) writes:
>>
>>>You put a PC/Atari floppy with a non-standard format in your Mac, your Mac
>>>crashes.
>>
>>The system that you are using MUST have a hardware/software problem.
>
> Yes, of course, I mentioned them both before. This time the software flaw,
> MacOS, is responsible.

Gee, My OS works fine, whats wrong with yours?

>
> Thorsten
>
>
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O
> -- /
> - In the sky a mighty eagle doesn't care about what's illegal - _
> - On it's wings the rainbow's light it's flying to eternity. -)

Peter

1925. Re: What is a Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun28.213530.45535@cobra.uni.edu>
Source record: 12126

In article <FF1GBEATUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
> In <1995Jun23.090845.45166@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>In article <FFVUAGCEUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>>> In <1995Jun18.001858.44901@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>>>Another myth that the falcon only has more efficiently coded software? Please
>>>>specify and list the efficiently coded software. Gee, ClarisWorks and WriteNow
>>>>are not efficiently coded?
>>>
>>> No, they aren't. Tempus Word pro is, Calamus is, CoNnect is, Everest is,
>>> UPoint is, hell, almost _any_ available program can be run on an 8 MHz ST
>>> without becoming a pain in the ass, try _this_ with a Mac Classic.
>>
>>Excuse me..ClariSworks and WriteNow would be considered high end on the ST
>>plaform.
>
> According to whom?

Compared to whats available on the ST platform in terms of features,
functionality and price.

>
>>ClarisWorks takes up miniscule of system resources for the high
>>capabilities that it offers. The software you listed of above as I aware are
>>junk..
>
> According to whom?

Me...I am sorry, but Tempus Word is crap..

>
>>You are ignorant about the Mac platform..pwon
>
> Ohhhh...do we detect some hypocrisy here?

Where can I get an o040, cdrom,keyboard,slots,8megram/250meghd,
clarisworks,quicken and many more titles for $999?.

>
>>I under stand that the latest version of Calamus is on par with
>>the earlier versions of PageMaker and Quark..Sad truth..
>
> I "under stand" that there isn't even a decent spell-checker in the Mac
> software you listed as "high end".
>

Thats funny, WordPerfect, Writenow and ClarisWorks have fine spell checkers.

> Thorsten
>
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O
> -- /
> - In the sky a mighty eagle doesn't care about what's illegal - _
> - On it's wings the rainbow's light it's flying to eternity. -)

Peter

1926. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun28.214247.45538@cobra.uni.edu>
Source record: 12127

In article <char4101.804185694@pcpa02.uni-trier.de>, char4101@uni-trier.de (Mario Charles) writes:
> grubby@erinet.com (grubby) writes:
>
>>[Article crossposted from comp.sys.atari.st]
>>[Author was grubby]
>>[Posted on 24 Jun 1995 11:46:25 -0400]
>
>>Can someone please e-mail me some FTP PIRATE WAREZ SITES
>>for the Atari ST? I know they are out there.
>
> Are You sick?!? This might be illegal ;)

And you?

>
>

Peter

1927. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun28.214619.45540@cobra.uni.edu>
Source record: 12128

In article <95177.182240STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> <Regarding the University of Maine>
> The campus store heavily pushes the Mac and the school ran a
> program where people could rent LCs with the option of buying
> them. This was last year. How good is an LC today at running
> modern Mac applications?

ClarisWorks, WriteNow and Wordperfect..

> Despite the campus store, clones are the choice of most students.
> Of course, I have met ST users there too.
> And, no, rooms don't come with Macs. I would attend a different
> university if this were so. I will put my Falcon up against
> the LC anyday.

Why not a current 040 mac that is available today?

> -scott tirrell

Peter

1928. Re: Atari Advocacy has di

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun28.214715.45541@cobra.uni.edu>
Source record: 12129

In article <3snc4g$faf@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
> EDWARD BAIZ (edward.baiz@tippy.com) wrote:
> : S > I have tried to locate a Falcon, but with no luck. I have
> : S > read the specs and reviews on it. The Falcon could have been
> : S > with Atari's nurishment. I am sure that a expanded Falcon
> : S > with Cubase will put my unexpanded low cost 636 to shame. But
> : S > I have a cdrom and can play DarK Forces!
>
> I have a Falco, and in terms of ease of use, staility and stable applications
> it blows Windows off the face of the earth.

What Falcon apps do you have?

>
> Rod
>
> --
> Rod McCall, Student, Applied Computer Studies Division, Dundee University
> Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
> Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)
> CD ROMS, Books & Travel Guides: cdsales@cix.compulink.co.uk
>

Peter

1929. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jun28.215027.45542@cobra.uni.edu>
Source record: 12130

In article <95178.182611STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> Dave,
> Yes, the old LC. Running at 8Mhz, I believe? The program has
> been stopped but it was continued through last year with
> underpowered, pathetic original LCs. I believe that the school
> got quite few cheaply.

The original LC had a 16 mhz 020. That LC was more useful than the ST..

> The store, of course, only sells more recent systems. And, the
> school no longer leases Macs thank goodness.
> Many people choose to run pirated copies of Word and Doom instead.

And you don't? y
> -scott tirrell

Peter

1930. FS:FALCON RAM UPGRADE BOARDS CHEAP!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-28 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3stds9$g5a@ccnet3.ccnet.com>
Source record: 12131

[Article crossposted from comp.sys.atari.programmer]
[Author was selah]
[Posted on 27 Jun 1995 22:23:23 -0700]

I HAVE TWO BRAND NEW RAM UPGRADE BOARDS FOR SALE.
45.00
MADE BY WIZTRONICS .
MODEL NUMBER
WT 931507

ACCEPTS 1 , 4, OR 14 MEG SIMM MODULE
EASY TEN MINUTE INSTALLATION.

THESE ARE BRAND NEW WITH REGISTRATION CARDS.
CALL; ME GREG REYES 510-427-1075
YOU PAY COD TO YOU.

--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com

1931. Re: HOME GAMING WAR: past and future

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-29 00:00:00 UTC
From: magus@big12.metrobbs.com
Message-ID: <magus-2906951612540001@fr-926.cc.iastate.edu>
Source record: 12132
Cross-posted to: rec.games.video.sony,rec.games.video.nintendo,rec.games.video.sega,rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.advocacy,rec.games.video.cd32,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.a

In article <3spqik$d71@iwaynet.iwaynet.net>, <kryptonic@iwaynet.net> wrote:

> >Until they start coming out with games like 7'th Guest and Myst I'm not
> >spending a penny on a gaming system. :)
>
> Let me guess, you have a CD-I?:)

No. I just buy them and play them on university computers. After I'm done
I've always found someone to buy them at 75% of purchase price. :)

1932. Re: Only 150000 Jags sold in US - Sam Tramiel says..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-29 00:00:00 UTC
From: Scott Wills <S.A.K.Wills@open.ac.uk>
Message-ID: <3stusj$ism@clyde.open.ac.uk>
Source record: 12133
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

legrand@localhostmbi.ucla.edu (Scott Le Grand) wrote:

> |> I think this is unlikely. (And I am an Atari suporter of sorts)
>
> Seen a Jag II yet? Seen an M2? Same answer? Yup...

Yes but not same background. Seen anything other than Tramiel saying
"Oh, and by the way we're gonna do a Jag II as well.."?
i certainly haven't, whereas 3DO have held conferences for the M2
and clearly have a plan for it's implementation and release. I don't
see any of that from Atari.

> I'm not a 3DO basher so much as a market skeptic. I take shots at >ANYONE<
> that I believe is pulling a fast one...

So would I - I just don't believe 3DO are. If I were forced to put
my trust in someone in the video game market, it would have to be
3DO - Atari, Sega, Nintendo just don't figure in that respect.

> Sadly, most of Atari's problems can mostly be attributed to low budgets
> and incompetence rather than any desire to take the consumer for his
> hard-earned bucks. These guys really think they're making a killer title
> and then the lousy sales bring home the truth (for about 5 seconds)...

I agree completely - as I said I like Atari - but I'm not silly enough
to actually believe anything they say - they've been wrong far more times
than they've been right.

> |> The M2 is due out around Xmas but will probably be set back until early
> |> '96. I think 3DO generally try and stick to their estimates as well.
>
> 3DO misses dates too, just not as badly as Atari... There are a lot
> of 3Downers out there pissed about late software right now... Some
> even dumped their 3DOs...

Fair comment - just I'm talking hardware here - I think Panasonic,
Goldstar, Matsushita et al would be pretty pissed if they thought 3DO
were taking them for a ride.

> |> The M2 is on par with Nintendo's U64 in my books. Both said to be
> |> similar(ish) capabilities, and both release about the same time. The Jag
> |> II really is vapourware it it's extreme at the moment I feel.
>
> That's right, both of them live inside SGI Onyxes...

No they don't - 3DO have shown the chips (Just not in a box working).
To award the 3 systems a 'reality-pecentage' I'd say
M2 is about 70% real.
U64 about 80% real (Although the price/spec ratio needs to be addressed)
Jag II about 10% real.

That's the impressions the various companies are giving to me.

> Well, one can debate that Acclaim was running real U-64 Hardware at E3
> actually so it is the least vaporish of the 3...

I think the U64 *is* the least Vapourish of the three.
Nintendo *will* produce something - they have to - they're not gonna
just give up on the whole gaming industry.
3DO look like they've planned the M2 for a while now - a lot of time
seems to have gone into it, and I've heard too many quotes from
respected industry leaders for it to be all bollocks.
The Jag II I have heard nothing from other than Tramiel saying that
he's going to do one. And there's NO WAY I'm putting my faith in
that! :-)

Scott.
S.A.K.Wills@open.ac.uk

1933. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-29 00:00:00 UTC
From: Scott Wills <S.A.K.Wills@open.ac.uk>
Message-ID: <3su0cc$ism@clyde.open.ac.uk>
Source record: 12134
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu wrote:
> 3do is approaching 300 titles now. No one is disputing this figure..
> 3do is widely available, the Jagflop is not. Its distribution, marketing and
> titles that well make/break a console. The Jagflop fails three of the
> criteria. There is nothing that Atari can do about it..

3DO now has 300 titles does it?? Where did this other 100 spring from
all of a sudden?! I'm doubtful.
You're right about distribution and so on, but you seem to forget a
lot of other examples - how widely available was the Neo-Geo console?
Not at all, but yet this company is still going strong.

> Again, the public doesn't give a crap about the Jagflop. Price is an issue,
> but it has not benefit the Jagflop, GET OVER IT! Again, it doesn't matter if
> Atari lowers the price to $%99 becaus e the public will not know tdB due to
> lack of distribution, marketing and titles, GET OVER IT! As for me being
> cluless, its the other way around. Can't you get it, the public does not care
> about the JAGFLOP, GET OVER IT...

Oh you are so tiresome!
The "public" doesn't give a stuff about any of the consoles - they care
about what they can buy their kiddywinks for Xmas for the least possible
outlay - this Xmas the Jag will be around dirt cheap, and it will
sell. Probably not a lot no - but it doesn't have to!!

> When are you going to take off the Atari hat, that Atari's window is no more,
> GET OVER IT....

yawn, yawn, yawn..
I don't wear an "Atari Hat" I personally think all 5 main companies
(Sega, Nintendo, Sony, 3DO, Atari) will be around for a good while
yet. You seem to be so convinced that Atari are already dead yet I don't
see this - I can still buy Atari gear, I can still buy Atari games,
games and hardware are still being produced - this is a FACT. And this
is not the signs of a 'dead' company.

> There is no room for the Jagflop.. Atari is not considered viable in the
> market, ACCEPT IT!! Atari will not have sold enough to maintaine their
> miniscule developer base, they have to eat!! Atari may be around in its former
> shell..

There is no room for Atari?? You can predict the future can you - oh
well done I'm impressed! Atari ARE STILL ALIVE!! They are still selling,
they ARE viable!!!

> You are pretty sad if you still believe that Atari has a chance.. Atari is not
> viable, GET OVER IT! What makes you think that Tempest sold that many copies?
> Evidence please? Atari did not even do $5 million in their last quarter....The
> only people buying the Jagflop is the converted who buy's anything Atari..eu

Evidence?? Just ask any Jaguar owner if they have it! Anyway, I've
yet to see you come up with any evidence, although I hear that spouting
unconfirmed bullshit os your speciality so I'm not expecting any.
I *know* how many units the Jag has sold (Over 200,000 worldwide) and
with more to come I dare say. How many do you need to be considered
viable? And then tell me how many Neo-Geo units were sold.

Also another fact - both 3DO and Jaguar have sold about the same
number of units over here in the UK - neither is ahead of the
other.

> What would Atari have left to sell? Atari is out of the PC market, the
> lynxflop bombed.. Atari is deluded, I mean the Tramiel retrads..

Atari have the Jaguar you fool! And by the way the Lynx sold over
a million units, well in excess of an awful lot of other games
producers who are also still in the market - the fact is you don't
have to first to be a contender in this business!
Atari is around, and will be around for some time to come.

Scott.
S.A.K.Wills@open.ac.uk

1934. Re: Only 150000 Jags sold in US - Sam Tramiel says..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-29 00:00:00 UTC
From: legrand@tesla.mbi.ucla.edu
Message-ID: <3sv48j$tml@saba.info.ucla.edu>
Source record: 12135
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <3stusj$ism@clyde.open.ac.uk>, Scott Wills <S.A.K.Wills@open.ac.uk> writes:
> legrand@localhostmbi.ucla.edu (Scott Le Grand) wrote:
>
> > |> I think this is unlikely. (And I am an Atari suporter of sorts)
> > >
> > > Seen a Jag II yet? Seen an M2? Same answer? Yup...
> >
> > Yes but not same background. Seen anything other than Tramiel saying
> > "Oh, and by the way we're gonna do a Jag II as well.."?

Uh yep actually... ;-)

> i certainly haven't, whereas 3DO have held conferences for the M2
> and clearly have a plan for it's implementation and release. I don't
> see any of that from Atari.

I could hold a press conference too but it wouldn't make the Jag II or
M2 any more a reality.

> > I'm not a 3DO basher so much as a market skeptic. I take shots at >ANYONE<
> > that I believe is pulling a fast one...
>
> So would I - I just don't believe 3DO are. If I were forced to put
> my trust in someone in the video game market, it would have to be
> 3DO - Atari, Sega, Nintendo just don't figure in that respect.

I wouldn't put my trust in anyone actually... Trip's a liar, Sam's a liar,
Tom's a Liar, wouldn't you like to be a liar too?

> > Sadly, most of Atari's problems can mostly be attributed to low budgets
> > and incompetence rather than any desire to take the consumer for his
> > hard-earned bucks. These guys really think they're making a killer title
> > and then the lousy sales bring home the truth (for about 5 seconds)...
>
> I agree completely - as I said I like Atari - but I'm not silly enough
> to actually believe anything they say - they've been wrong far more times
> than they've been right.

Uh yep... Just as wrong as those in-depth technical analyses of the jaguar
in unbiased magazines like Nintendo Power...

> > |> The M2 is due out around Xmas but will probably be set back until early
> > |> '96. I think 3DO generally try and stick to their estimates as well.
> > >
> > > 3DO misses dates too, just not as badly as Atari... There are a lot
> > > of 3Downers out there pissed about late software right now... Some

> > even dumped their 3DOs...
>
> Fair comment - just I'm talking hardware here - I think Panasonic,
> Goldstar, Matsushita et al would be pretty pissed if they thought 3DO
> were taking them for a ride.

Would 3DO be courting Sega if Goldstar, Matsushita et al. are happy as clams
with them?

> > |> The M2 is on par with Nintendo's U64 in my books. Both said to be
> > |> similar(ish) capabilities, and both release about the same time. The Jag
> > |> II really is vapourware it it's extreme at the moment I feel.
> >
> > That's right, both of them live inside SGI Onyxes...
>
> No they don't - 3DO have shown the chips (Just not in a box working).

I could show you a pile of chips and call them the Jag II. Would that
make you think it was for real?

> To award the 3 systems a 'reality-pecentage' I'd say
> M2 is about 70% real.
> U64 about 80% real (Although the price/spec ratio needs to be addressed)
> Jag II about 10% real.

If I can't play it, it doesn't exist... I can't play any of these things
yet...

> That's the impressions the various companies are giving to me.

Well, you're just reasoning from reputations rather than the facts.

> > Well, one can debate that Acclaim was running real U-64 Hardware at E3
> > actually so it is the least vaporish of the 3...
>
> I think the U64 *is* the least Vapourish of the three.

Uh, they already lied once about this sucker. What's to stop them from doing
it again and again?

> Nintendo *will* produce something - they have to - they're not gonna
> just give up on the whole gaming industry.

No, but remember the SNES CD? If they decided (and I think it's unlikely
they will) that it's to their advantage to wait another year, they will,
and piss everyone off once again... They don't care, they don't have to...

> 3DO look like they've planned the M2 for a while now - a lot of time
> seems to have gone into it, and I've heard too many quotes from
> respected industry leaders for it to be all bollocks.

None of it is bollocks. All the companies do R&D. It's just a question
of what sees the light of day and when... $*%*%*ing Nintendo just
canned StarFox II. That pisses me off far more than the delays in

several jag games and the CD...

> The Jag II I have heard nothing from other than Tramiel saying that
> he's going to do one. And there's NO WAY I'm putting my faith in
> that! :-)

I'm a developer, and I've heard more than that, although you wouldn't need to be a developer to have heard most of what I know. Suffice to say, I believe the design exists, which until 3DO finds a producer, is all that one can really say about M2... Unless of course, someone has actually seen the unit in action at which point the M2 is for real... Someone please prove me wrong here rather than disagree with the rest of my post which is all moot...

Scott

Ob3DO: I'll bet you didn't know that when they unveiled the 3DO to developers for the first time, the prototype burst into flames. Things 3DO doesn't want you to know... Ah the magic of the NDA...

1935. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-29 00:00:00 UTC
From: gavinm@vsprsun_14
Message-ID: <3sufvq$1jpn@info4.rus.uni-stuttgart.de>
Source record: 12136
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : 3do is approaching 300 titles now. No one is disputing this figure..

: I am. Didn't you read Marty Chin's list of honest to goodness 3DO
: video games available. There were just over 70.

As opposed to maybe 25 or so for the Jaguar. And the 3DO titles tend
to be of better quality - Road Rash, Need for Speed, FIFA Soccer, SSFII,
WCIII etc. The best Jag titles are Tempest 2000 and Doom with an awful lot
of dross.

: If that were the case, every Atari developer would have jumped
: ship by now. They haven't. UBI Soft is still bringing out Rayman. TWI is
: still bringing out Power Drive Ralley and Primal Rage. Many other
: companies are still bringing out there Jaguar wares. Permit me a small
: ... GET OVER IT!!!

3DO has many more developers, the Saturn and PSX will have more still.

: : What would Atari have left to sell? Atari is out of the PC market

: Are they? They're going back into the PC business via CD-ROM games.

Are they making or selling computers any more? Atari are just a games
console company now - and not a terribly succesful one at that.

: , the
: : lynxflop bombed.. Atari is deluded, I mean the Tramiel retrads..

: The "Lynxflop" sold more than 1 million consoles. That's more
: than the 3DO, CD-i, Turbografx-16, Turboexpress, TurboDUO, Neo Geo, Neo
: Geo CD, Sega 32X, and CD32. Not as bad as you suggest.

Hmmm, but where are the games and I don't see too many in shops. I own
a lynx myself - a great piece of technology but a prime turkey for actually
playing games due to the lack of software.

::Can't accept the truth that I am right.. I was right about the Christmas
::performance which was dismal as well as the status of the Jagflopcdrom..Well I
::guess I am batting a 1000..

: No ... you said Atari was supposed to be bankrupt last Christmas.
:You said that Atari's Jag would never have more than 20 games.

Sinflop is definitely onto a winner Jag-bashing. He simply can't lose,
the Jag has failed to capture the gaming publics imagination. Hardware
sales are low, software quantity and quality is poor and a new range of

consoles are about to hit the shops that totally blow the Jaguar out of the water hardware and software wise.

Atari has made EXACTLY the same mistakes it made before. Poor promotion, too few games, low quality games, delayed hardware (CD Drive). Now its only hope is to make the jaguar as cheap as possible and sell to the extreme low end - given their past record I doubt they'll manage to shift the volumes they need to make a cheap base system feasible.......

gavan
--
email: G.Moran@ee.qub.ac.uk | 'There can be only one!'
or gmoran@nyx.cs.du.edu | - The Highlander

1936. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-29 00:00:00 UTC
From: gavinm@vsprsun_14
Message-ID: <3sugce$1jpn@info4.rus.uni-stuttgart.de>
Source record: 12137
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Scott Wills (S.A.K.Wills@open.ac.uk) wrote:
: sinclap2954@cobra.uni.edu wrote:
: > 3do is approaching 300 titles now. No one is disputing this figure..
: > 3do is widely available, the Jagflop is not. Its distribution, marketing and
: > titles that well make/break a console. The Jagflop fails three of the
: > criteria. There is nothing that Atari can do about it..

: 3DO now has 300 titles does it?? Where did this other 100 spring from

So the 3DO has 200 titles then, only about 175 more than the Jaguar...

: all of a sudden?! I'm doubtful.
: You're right about distribution and so on, but you seem to forget a
: lot of other examples - how widely available was the Neo-Geo console?
: Not at all, but yet this company is still going strong.

I wouldn't say going strong - they are very low profile and make a lot
of money out of their arcade business. The games although good are mostly
arcade beat em ups.

: The "public" doesn't give a stuff about any of the consoles - they care
: about what they can buy their kiddywinks for Xmas for the least possible
: outlay - this Xmas the Jag will be around dirt cheap, and it will
: sell. Probably not a lot no - but it doesn't have to!!

Oh but it does - if you want to see a decent amount of quality software
that is. No point in being cheap if it plays cruddy games.

: Evidence?? Just ask any Jaguar owner if they have it! Anyway, I've
: yet to see you come up with any evidence, although I hear that spouting
: unconfirmed bullshit os your speciality so I'm not expecting any.
: I *know* how many units the Jag has sold (Over 200,000 worldwide) and
: with more to come I dare say. How many do you need to be considered
: viable? And then tell me how many Neo-Geo units were sold.

Only 200 000 in a year and a half? A machine that Atari dumped their
computer line for and bet their shirt on? A machine that was supposed to
be the most powerful console in the world (it was for a year too) and is
really cheap?? Atari have screwed up BIGTIME with the Jaguar. They just
never learn do they?

:
: Also another fact - both 3DO and Jaguar have sold about the same
: number of units over here in the UK - neither is ahead of the
: other.

I can go into the local Virgin megastore and see whole rack full of dozens
of 3DO games. There are maybe six or seven Jaguar titles.

gavan
--
email: G.Moran@ee.qub.ac.uk | 'There can be only one!'
or gmoran@nyx.cs.du.edu | - The Highlander

1937. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-29 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95180.182717STIRRE31@MAINE.MAINE.EDU>
Source record: 12138
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Gavan,
Please enlighten us with how you would've made the Jaguar into
a big success. Apparently you would've waved a magic wand and all
would be lovely. How many times will you tell us that Atari
is an incompetant company when just a little while ago you were
praising the wonderful Amiga? Seems silly to me. Commodore was
much more poorly run than Atari.
Your Jaguar bashing is almost as tiring as Sinclair's. Why not
try to play Cybermorph, Iron Soldier and AvP and then get back
to us? My friends were impressed by the Jag; much more than by the
3DO.
As far as Atari computers I can't wait to see what C-Lab offers
in the future. When is Escom shipping or producing Amigas? It
is heartening to know that the C= logo will be used on its line
of clones. Good tribute.
-scott tirrell

1938. Re: What is a Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-29 00:00:00 UTC
From: hing@csulb.edu
Message-ID: <3svdvk$6ia@garuda.csulb.edu>
Source record: 12139

sinclap2954@cobra.uni.edu wrote:

: Thats funny, WordPerfect, Writenow and ClarisWorks have fine spell checkers.

However, you still don't know how to use it.

1939. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-29 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3suagq$hvl@nyheter.chalmers.se>
Source record: 12140

```
In article <1995Jun28.215027.45542@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:
>In article <95178.182611STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>> Dave,
>> Yes, the old LC. Running at 8Mhz, I believe? The program has
>> been stopped but it was continued through last year with
>> underpowered, pathetic original LCs. I believe that the school
>> got quite few cheaply.
>
>The original LC had a 16 mhz 020. That LC was more useful than the ST..
>
Why? Could you please explain why it was more useful than an ST?

/Christer

--
| Chalmers | USENET: d2cg@dtek.chalmers.se | "Today I've started |
| University | SNAIL: Christer Gustavsson | earning my second |
| of | Hasselvagen 6 | million. The first |
| Technology | S-430 91 H?N? | one failed." |
```

1940. Search LINUX fast serial and graphic drivers for TT

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-29 00:00:00 UTC
From: Mathieu Petrovic <oxo@iprolink.ch>
Message-ID: <3sv0r4$13ue@badboy.iprolink.ch>
Source record: 12141

I search a LINUX drivers for ATARI TT serial port (38400Bds or better)
and a driver for VME graphic card (NOVA ATI 64 or other).

Thanks for Email Reply.

1941. Re: Atari Advocacy has di

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-29 00:00:00 UTC
From: hing@csulb.edu
Message-ID: <3sve2q$6ia@garuda.csulb.edu>
Source record: 12142

sinclap2954@cobra.uni.edu wrote:

: What Falcon apps do you have?

It won't matter any way. You don't know what they are.

1942. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-29 00:00:00 UTC
From: hing@csulb.edu
Message-ID: <3svdon$6ia@garuda.csulb.edu>
Source record: 12143

Brian Quinlan (quinlan@newsserver.sfu.ca) wrote:

: That's exactly what I said. RAM doubler doesn't help very much if you're
: using one big program. Connectrix does say that they will make a
: Copland version though. I can't see this working in anything but
: the 'compatibility box' since the rest of the system will run using
: protected memory. I bet that ram doubler doesn't exist for the PC
: because Windows has a better memory management scheme and faster
: virtual memory.

Wrong there is one call SoftRam, but it doesn't work. Better mem
management on Windows?... Are you seriuos, it craches every 10 mn.

: --

: Brian Quinlan
: quinlan@sfu.ca

--
o---o
| E-mail: hing@engr.csulb.edu |
|-=-|
| WWW: http://www.engr.csulb.edu/~hing/ |
|-=-|
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------ Charles de Gaulle -------------------------o

1943. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-29 00:00:00 UTC
From: John Marcotte <jmarcott@pa.mother.com>
Message-ID: <Pine.LNX.3.91.950629221433.16360B-100000@pa.mother.com>
Source record: 12144
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

On 25 Jun 1995 sinclap2954@cobra.uni.edu wrote:

> Again, the public doesn't give a crap about the Jagflop. Price is an issue,
> but it has not benefit the Jagflop, GET OVER IT! Again, it doesn't matter if
> Atari lowers the price to $%99 becaus e the public will not know tdB due to
> lack of distribution, marketing and titles, GET OVER IT! As for me being
> cluless, its the other way around. Can't you get it, the public does not care
> about the JAGFLOP, GET OVER IT...
> >> Atari does not earn respect until they find a clue! Their window has
> >> evaporated, GET OVER IT!
> When are you going to take off the Atari hat, that Atari's window is no more,
> GET OVER IT....

> >> pissed off user express his anger? Just accept the fact that Atari is not, I
> >> WILL REPEAT NOT a factor in the video game industry ANYMORE!! ACCEPT IT...

> market, ACCEPT IT!! Atari will not have sold enough to maintaine their

> >> after me, ATARI is not VIABLE in the VIDEO GAME MARKET, GET OVER IT! Nothing
> >> you, TRAVY or the TRAMIELS CAN DO ANY THING ABOUT IT.. GET OVER IT!! GO onto
> >> something else...

> You are pretty sad if you still believe that Atari has a chance.. Atari is not
> viable, GET OVER IT! What makes you think that Tempest sold that many copies?

For someone who keeps encouraging everyone else to get over the Jaguar,
Peter has shown a remarkable inability to do the same. Every time I
accidently read this drivel I just conjure up the mental image of Peter
sitting at home by himself with nothing better to do than to complain
about a video game system. Peter, get some friends. Shave. Wake up
before 2 in the afternoon. Take a walk in the park. You'll thank me.

John Marcotte
Editor
The Jaguar's Edge

/---\
The world's first and only	Send check or monry order to:
magazine devoted to the Atari	The Jaguar's Edge
Jaguar. Subscriptions are $15 U.S	P.O. Box 660291
for 6 issues.	Sacramento, CA 95866-0291
\---/

1944. Re: Atari Advocacy has di

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-29 00:00:00 UTC
From: rob@rgcasey.demon.co.uk
Message-ID: <804465310snz@rgcasey.demon.co.uk>
Source record: 12145

In article <3snc4g$faf@dux.dundee.ac.uk>
rmccall@mcs.dundee.ac.uk "Rod McCall" writes:

> EDWARD BAIZ (edward.baiz@tippy.com) wrote:
> : S > I have tried to locate a Falcon, but with no luck. I have
> : S > read the specs and reviews on it. The Falcon could have been
> : S > with Atari's nurishment. I am sure that a expanded Falcon
> : S > with Cubase will put my unexpanded low cost 636 to shame. But
> : S > I have a cdrom and can play DarK Forces!
>
> I have a Falco, and in terms of ease of use, staility and stable applications
> it blows Windows off the face of the earth.
>
I have a Falcon too! I took it into my PC dominated workplace recently
and *everyone* was impressed. My manager wanted MultiTOS and a couple
of other packages. I explained that the Falcon wasn't a PC machine, but
I still dont think he understood.

I love the uncluttered nature of the machine. Windows is too top heavy
and cumbersome. GEM is simple and easy and doesn't get in the way.
Now that some programmers are using the 32 MHz DSP chip as a co-processor,
there are some stunning programs out that can do things a 66 MHz PC
would struggle to. It is now possible to link a TV input to a Falcon
and watch TV in a GEM indow whilst you do some word processing for
instance. It can also map this image onto the faces of a spinning cube in
REALTIME (like Quantel).

Although Atari dont make computers anymore, the Falcon hardware is
now licensed to C-Lab in Germany. They now make the machine in a
'music ready' package for hard disk recording. There is also talk of
a cut down basic entry machine to fill the gap between consoles and
expensive PC/Macs.

1945. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-29 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3svpbv$lld@gti.gti.net>
Source record: 12146

Roy Bixler (royb@tezcat.com) wrote:
: Jim Boulton <jim@jimbee.demon.co.uk> writes:
: >In article: <3sq7ba$1u7@gti.gti.net> azog@gti.gti.net (azog) writes:

: >> : The PC is a joy to use with Windows
: >>
: >> Ack! Let me pick my liver up off the floor, after spitting out after
: >> reading that statement...

: >Are you trying to day that MiNT or other Atari related desktops are
: >better equiped for multitasking or have a better interface than
: >windows?
: >Have you ever used BOTH operating systems and in a position to even
: >comment?

: This kind of stuff really belongs in the advocacy/computer
: religion/flame groups, so I've adjusted the followups accordingly.
: But, yes, I've used both and I feel much more comfortable with the
: Atari. It crashes much less frequently than an equivalent PC running
: Windblows or an equivalent Mac.

Since the followup was directed at me, I shall answer...

First, I am a network engineer for our county government. I have
been Microsoft certified in Windows NT Server. We have 15
Windows NT Server networks running, 5 more in the next month,
and an untold number in the next year. Each network has between
10 to 100 PC's, generally 466DX2's, running Windows for Workgroups.

So to answer the question, yes, I think I have used Windows enough
to be able to judge.

Given my job duties, I qualify to have a government PC at my
house. Do I have one? No. I use my Atari. I had three PC systems
in the past 5 years, up to a P60 that I recently just got rid
of. Since I keep going back to my Falcon, what does this tell
you of my feeling towards Windows?

I could give you any number of specific stories of things that
happen in a Windows environment but shouldn't. How about crashing?
Sure, Windows may be the biggest installed user base when it comes
to computing, but who says that it is the best?

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

1946. Re: Only 150000 Jags sold in US - Sam Tramiel says..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-30 00:00:00 UTC
From: schmerl@ist.flinders.edu.au
Message-ID: <3t09hb$1d5r@otho.cc.flinders.edu.au>
Source record: 12147
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

> >>I think there's ~100,000 users in Japan and Europe, not to mention
> >>Canada and Australia. I'd expect easily 250,000 worldwide, and maybe
^^^^^^^^^

Don't you dare start this with me again ;).....there would be less than
500 Jags in this country (500 being the maximum, more like 200).

Please, Atari US, if you are listening, realease the Jag over here,
and you will kill all in your path. Not that the 3do, PSX and to a lesser
extent Saturn aren't great, but there is no way, and it has been proven,
that Australian's will en masse buy expensive video game products.

That's why those self obsessed bastards at Nintendo have got it right
with the NU64....sure it will lack all the sexy FMV and raytraced sequences,
but will sell due to the low price....that's why Atari (known as a video game
company over here) are stupid not to release and advertise over here
(much cheaper than in the US or Europe)

(And Yes, I would love to be involved in a new Atari Australia :)

Are there any other Jag loving Aussies out there who are willing to
help me, a humble uni student, import, advertise and sell Jags and become
.....how does Daffy Duck put it?...'comfortably well off!'

Sorry for ranting again, but this is a real waste....

Email me,
Skip....who _will_ one day become Pres. of the new Atari Australia :)

1947. Re: Only 150000 Jags sold in US - Sam Tramiel says..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-30 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3svf0a$ct2@ccshst05.cs.uoguelph.ca>
Source record: 12148
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

```
: Evidence?

Provide some of your own. Hint - heresay doesn't count.

: I understand that Atari sold 2500 Jagflops in Japan..

Wow ... Petey again gets info from a fellow Jag basher and spouts
it as evidence.

: The problem with that statement is that the public does not know Atari is still
: around.

Eh? With Jag commercials on TV, the system in stores and it being
talked about in mags, I think you're full of BS.

: Not gonna happen...The market has given up on Atari and the Jagflop..

Really? If that were the case, no 3rd party games would still be
in development. No Jaguar dealers would be left.

>> Mark <<

--
================================================================================
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
================================================================================
```

1948. Re: Only 150000 Jags sold in US - Sam Tramiel says..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-30 00:00:00 UTC
From: hank@ansoft.com
Message-ID: <DB04Ln.5zD@ansoft.com>
Source record: 12149
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <3smm47$14b@altair.herts.ac.uk> cs3fc@herts.ac.uk (Wills) writes:
>In article <3smfe6$185l@info4.rus.uni-stuttgart.de> gavinm@vsprsun_14 (Mr Gavin Moran) writes:
>>
>> Reading an interview in the UK magazine 'Edge' Sam Tramiel (I think it was
>>Sam, might have been one of the others) says in response to a question that
>>150 000 jags have been sold in the US (that was until the date of the ECTS)
>>
>>
>> You have to say thats an incredibly low figure for the machine that Atari
>>have been everything on. Any comments?
>
>A couple.
>
>Firstly that's a US figure. And in last months EDGE (Released May 25th),
>interview probably conducted late April/early May. Can't remember
>exactly when the $149 price came into effect but I know it's recent. I
>think the sales since then would be better than average.
>
>I think there's ~100,000 users in Japan and Europe, not to mention
>Canada and Australia. I'd expect easily 250,000 worldwide, and maybe
>300,000+, who knows.
>
>Secondly - Atari are still around! They're here, they're real. They and
>other companies are still producing both hardware and software for the
>machine. It's possible that the core unit will drop down to $99 and even
>if it doesn't, during the run up to Xmas it looks like it will be at
>least 1/2 the cost of any other next generation machine. ($150 vs the
>$300 of the 3DO or PS)
>
>There are a lot of people trying to write the Jaguar off already but I
>don't see Tramiel that worried. I think after the next 6 months their
>user base will be well over 1/2 million, and whilst not huge it most
>definitely is viable.
>That's the good thing about the video-game market it can support more
>than one console. Look how long Neo-Geo have lasted in their particular
>niche market for example. I think with a sub $150 console (Especially
>with Nintendo and Sega practically dumping their 16-bitters) Atari will
>have their own little niche market also, even if they don't get to
>compete with the big boys. I'm still not ruling that out either though.
>(But I'd give you 50-1 odds!) :-)
>
> Scott.

> S.A.K.Wills@open.ac.uk
>

Plus, with the court settlement and all they have the resources to wait and build up market share. I've had this thing for a year and a half and only found one decent game (AvP) but the software will catch up...

1949. Re: Only 150000 Jags sold in US - Sam Tramiel says..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-30 00:00:00 UTC
From: elric@unm.edu
Message-ID: <3t241i$1bl6@callisto.unm.edu>
Source record: 12150
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

```
In article <1995Jun28.214132.45537@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:
>
>I understand that Atari sold 2500 Jagflops in Japan..
>

I understand you're a butt-nugget. Does that make it so?

--
elric@unm.edu | "Right Om" says Buddha.
```

1950. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-30 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3t1rqs$717@ccshst05.cs.uoguelph.ca>
Source record: 12151
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

: As opposed to maybe 25 or so for the Jaguar. And the 3DO titles tend
: to be of better quality - Road Rash, Need for Speed, FIFA Soccer, SSFII,
: WCIII etc. The best Jag titles are Tempest 2000 and Doom with an awful lot
: of dross.

I never said the 3DO didn't have the title advantage. I was just
pointing out a massive flaw in Peter's argument. As for the 3DO games,
there are about a dozen winners and a *LOT* of duds. The titles you
mentioned (especially FIFA soccer) kick ass, but to say that "Soccer Kid"
is better than "Aliens Vs. Predator" is silly.

: 3DO has many more developers, the Saturn and PSX will have more still.

The 3DO doesn't have that many more developers *ACTIVELY*
developing than the Jag. As for the PSX and Saturn, the lists are big,
but I'll reserve judgement until I see the actual games on the shelves.
There are 200+ developers on the Jag list remember?

: Hmmm, but where are the games and I don't see too many in shops. I own
: a lynx myself - a great piece of technology but a prime turkey for actually
: playing games due to the lack of software.

The Lynx is also six years old. I found a lot of the games were
very good for that machine. Of course, I only have six.

: Atari has made EXACTLY the same mistakes it made before.

Some of the same mistakes. Corrections they made ... increased
advertising ($14.5 million spent on Jag adverts last year vs. $0.3
million on the 7800 over four years), getting 3rd party support, dealer
programs, going to local malls, sponsoring etc. There are many flaws, but
there have been many improvements too.

: too few games, low quality games,

The first I'll give you, the second I won't. Many Jaguar games
are pretty solid, though not system sellers. There are only a couple of
real turkeys.

>> Mark <<

--
==
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =

```
= Look for my web page, coming soon!
================================================================================
```

1951. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-06-30 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3t1rui$717@ccshst05.cs.uoguelph.ca>
Source record: 12152
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

: So the 3DO has 200 titles then, only about 175 more than the Jaguar...

No! The 3DO has maybe 200 titles, but only 71 or so are actually
games.

: I wouldn't say going strong - they are very low profile and make a lot
: of money out of their arcade business. The games although good are mostly
: arcade beat em ups.

You really know very little about Atari do you? Your info about
the arcades is only 10 years out of date.

>> Mark <<

--
==
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

1952. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-01 00:00:00 UTC
From: andrewwelc@aol.com
Message-ID: <3t3ncg$cvs@newsbf02.news.aol.com>
Source record: 12153
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

> The titles you mentioned (especially FIFA soccer) kick ass, but to say
> that "Soccer Kid" is better than "Aliens Vs. Predator" is silly.

I guess I'm odd -- I thought Soccer Kid was (is) a great 3DO game.
::sigh:: Oh well.

Cheers,

Andrew

1953. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-01 00:00:00 UTC
From: andrewwelc@aol.com
Message-ID: <3t3ncg$cvt@newsbf02.news.aol.com>
Source record: 12154
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

> : So the 3DO has 200 titles then, only about 175 more than the
> : Jaguar...
>
> No! The 3DO has maybe 200 titles, but only 71 or so are actually games.

Listen, there aren't even CLOSE to 129 edutainment/movie/instruction titles available for the 3DO. The games far outweigh these titles in number.

What skews the 3DO title count somewhat is that they are counting Japanese-only titles in there. To be fair though, they can be bought and played on your 3DO if you really want to.

Regards,

Andrew Welch
President
Ambrosia Software, Inc.

.....

For the latest versions of our software, technical support, and Ambrosia news, stop by and visit the Ambrosia Software, Inc. support forums:

America Online ---> Keyword: Ambrosia
CompuServe ---> GO word: Ambrosia
eWorld --> Shortcut: Ambrosia

1954. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jul1.114208.45651@cobra.uni.edu>
Source record: 12155
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <3su0cc$ism@clyde.open.ac.uk>, Scott Wills <S.A.K.Wills@open.ac.uk> writes:
> sinclap2954@cobra.uni.edu wrote:
>> 3do is approaching 300 titles now. No one is disputing this figure..
>> 3do is widely available, the Jagflop is not. Its distribution, marketing and
>> titles that well make/break a console. The Jagflop fails three of the
>> criteria. There is nothing that Atari can do about it..
>
> 3DO now has 300 titles does it?? Where did this other 100 spring from
> all of a sudden?! I'm doubtful.

3do..

> You're right about distribution and so on, but you seem to forget a
> lot of other examples - how widely available was the Neo-Geo console?
> Not at all, but yet this company is still going strong.
>

Neo-Geo is Neo-Geo Atari is Atari

Enough said..

>> Again, the public doesn't give a crap about the Jagflop. Price is an issue,
>> but it has not benefit the Jagflop, GET OVER IT! Again, it doesn't matter if
>> Atari lowers the price to $%99 becaus e the public will not know tdB due to
>> lack of distribution, marketing and titles, GET OVER IT! As for me being
>> cluless, its the other way around. Can't you get it, the public does not care
>> about the JAGFLOP, GET OVER IT...
>
> Oh you are so tiresome!
> The "public" doesn't give a stuff about any of the consoles - they care
> about what they can buy their kiddywinks for Xmas for the least possible
> outlay - this Xmas the Jag will be around dirt cheap, and it will
> sell. Probably not a lot no - but it doesn't have to!!
>

If this is the case, why did the Jagflop bombed last Christmas?

>> When are you going to take off the Atari hat, that Atari's window is no more,
>> GET OVER IT....
>
> yawn, yawn, yawn..
> I don't wear an "Atari Hat" I personally think all 5 main companies
> (Sega, Nintendo, Sony, 3DO, Atari) will be around for a good while
> yet. You seem to be so convinced that Atari are already dead yet I don't
> see this - I can still buy Atari gear, I can still buy Atari games,

> games and hardware are still being produced - this is a FACT. And this
> is not the signs of a 'dead' company.
>

Atari's Jagflop is dead. Just because there is stock left doesn't mean that it
will be around forever. Now that the 3do consoles are below $300 now, more
stores will clear out what ever excessive Jagflop inventory is sitting around..

>> There is no room for the Jagflop.. Atari is not considered viable in the
>> market, ACCEPT IT!! Atari will not have sold enough to maintaine their
>> miniscule developer base, they have to eat!! Atari may be around in its former
>> shell..
>
> There is no room for Atari?? You can predict the future can you - oh
> well done I'm impressed! Atari ARE STILL ALIVE!! They are still selling,
> they ARE viable!!!

Atari is barely alive. Sure Atari can will be around even at a miniscule size.
Atari has only 100 employese worldwide. Not enough to properly run a company..
>
>> You are pretty sad if you still believe that Atari has a chance.. Atari is not
>> viable, GET OVER IT! What makes you think that Tempest sold that many copies?
>> Evidence please? Atari did not even do $5 million in their last quarter....The
>> only people buying the Jagflop is the converted who buy's anything Atari..eu
>
> Evidence?? Just ask any Jaguar owner if they have it! Anyway, I've
> yet to see you come up with any evidence, although I hear that spouting
> unconfirmed bullshit os your speciality so I'm not expecting any.
> I *know* how many units the Jag has sold (Over 200,000 worldwide) and
> with more to come I dare say. How many do you need to be considered
> viable? And then tell me how many Neo-Geo units were sold.
>

200,000 worldwide is not enough to brag for supremacy. What does Neo-Geo have
to do with this. I don't care about NeoGeo, What about Atari.

It does matter how many units are sold because developers decide if its worth
it.

> Also another fact - both 3DO and Jaguar have sold about the same
> number of units over here in the UK - neither is ahead of the
> other.

WorldWide 3do is far ahead of the Jagflop..

>
>> What would Atari have left to sell? Atari is out of the PC market, the
>> lynxflop bombed.. Atari is deluded, I mean the Tramiel retrads..
>
> Atari have the Jaguar you fool! And by the way the Lynx sold over
> a million units, well in excess of an awful lot of other games
> producers who are also still in the market - the fact is you don't
> have to first to be a contender in this business!

> Atari is around, and will be around for some time to come.
>

Wow, Atari sold one million Lynxflops in a five year period while the lame boy exceeded over 10 million units..

Being first in the industry is an understatement. Is this now the reasoning among the Atari fanatics that being first, second and third is not important? There is no room in the industry for fifth or last place. I can see the developers beeting dowm Atari's doors now..

> Scott.
> S.A.K.Wills@open.ac.uk

Peter Sinclair-Day Performa 636/8-250/CD Marathon
Library and Information Studies DarkForces
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

1955. Re: Only 150000 Jags sold in US - Sam Tramiel says..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jul1.114957.45653@cobra.uni.edu>
Source record: 12156
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <3svf0a$ct2@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Evidence?
>
> Provide some of your own. Hint - heresay doesn't count.
>
> : I understand that Atari sold 2500 Jagflops in Japan..
>
> Wow ... Petey again gets info from a fellow Jag basher and spouts
> it as evidence.

Video game insiders. I believe as I recall came from BusinessWeek.

>
> : The problem with that statement is that the public does not know Atari is still
> : around.
>
> Eh? With Jag commercials on TV, the system in stores and it being
> talked about in mags, I think you're full of BS.
>

Were? I have not seen commercials except for the print ones dealing with the vapor JagflopCdrom..

> : Not gonna happen...The market has given up on Atari and the Jagflop..
>
> Really? If that were the case, no 3rd party games would still be
> in development. No Jaguar dealers would be left.
>

No, is an understatement..Very few are developing for the Jagflop and Ataris distribution sucks..Now that 3do consoles are below $300 with one and two pack ins, the pressure is on Atari to make something happen. I doubt it when Atari is not considered viable in the market.

Travy is being awfully quiet lately..I wonder why..
> >> Mark <<
>
> --
> ===
> Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
> The University Of Guelph = technology! We can make him better than he was
> = was before. Better ... stronger ... faster!"
> mrathwel@uoguelph.ca =
> = Look for my web page, coming soon!

> ==========

Peter Sinclair-Day Performa 636/8-250/CD Marathon
Library and Information Studies DarkForces
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

1956. Re: Only 150000 Jags sold in US - Sam Tramiel says..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-01 00:00:00 UTC
From: torgo@crl.com
Message-ID: <3t4f74$q9q@crl.crl.com>
Source record: 12157
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu wrote:
: In article <3svf0a$ct2@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
: > : Evidence?
: >
: > Provide some of your own. Hint - heresay doesn't count.
: >
: > : I understand that Atari sold 2500 Jagflops in Japan..
: >
: > Wow ... Petey again gets info from a fellow Jag basher and spouts
: > it as evidence.

The evidence says 2000, not 2500, and it came from dr. donut who gave
Famicom tsushin (as well as a specific issue number) as his source. (look
around for backlogged msgs if you wanna see the whole thing)

Now what the hell is your source?

Mark

1957. ATARI & The great debate!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-01 00:00:00 UTC
From: esmith@netaxs.com
Message-ID: <3t3siu$ts@netaxs.com>
Source record: 12158

--

When it comes to those who don't understand or have the reasoning to
understand why Atari has lasted so long. This is for you. I have been
using them from the begining 400 thru to the ST's. And as far as I am
concered they are still a good machine. I still use the old modified 800
with my family and enjoy using it. It has been a work horse and has not
broken down in all this time. I can't say that for some of the other
machines I hear horror stories about from time to time. But the same can
be said about the Compaq 486 I now use for both business and pleasure.
But when I am done with that, it is back to the old 800 to have fun.
And that is what its supposed to be all about is it not. All the flaming
in the posts to each other won't change that. Because it still falls back
to personel preferences when it comes to the different machines. Its like
a bunch of kids who keep saying to people that my dad will beat your dad
because they don't agree on something. And it is the same thing here with
these posts. Instead of pointing out the differences and contributing usefull
talk to help each other. You would rather flame each others machines
which in reality does not make any sense. And even before I post this, I
know some where there will be someone who is going to flame my respons to
this. This will only prove my point. Later.

+-------------------------------------+
| Edward M. Smith (esmith@netaxs.com) |
+-------------------------------------+------------------------+
| CyberGraF/X Design Studios - Senior Executive Vice President |
| http://www.netaxs.com/~msmith/welcome.html |
+--+

1958. Re: What is a Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jul1.115059.45654@cobra.uni.edu>
Source record: 12159

In article <3svdvk$6ia@garuda.csulb.edu>, hing@csulb.edu (Houn-Nam Ing) writes:
> sinclap2954@cobra.uni.edu wrote:
>
> : Thats funny, WordPerfect, Writenow and ClarisWorks have fine spell checkers.
>
> However, you still don't know how to use it.

Eh?

>

Peter Sinclair-Day Performa 636/8-250/CD Marathon
Library and Information Studies DarkForces
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

1959. Re: Atari Advocacy has di

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jul1.115858.45655@cobra.uni.edu>
Source record: 12160

In article <3sve2q$6ia@garuda.csulb.edu>, hing@csulb.edu (Houn-Nam Ing) writes:
> sinclap2954@cobra.uni.edu wrote:
>
> : What Falcon apps do you have?
>
> It won't matter any way. You don't know what they are.

Probably right since there is none except for Music ones. And you expect that
the public should consider a over priced Falcon with no software..Yea right..

Peter Sinclair-Day Performa 636/8-250/CD Marathon
Library and Information Studies DarkForces
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

1960. wanted: Atari LOGO cartridge

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-01 00:00:00 UTC
From: shawl@kuhub.cc.ukans.edu
Message-ID: <1995Jul1.115906.96847@kuhub.cc.ukans.edu>
Source record: 12161

I'm looking for an ATARI LOGO cartridge for an old ATARI 800.

Thanks!

S-shawl@ukans.edu

1961. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-01 00:00:00 UTC
From: Edward Piecewicz <edward1@delphi.com>
Message-ID: <ha29feg.edward1@delphi.com>
Source record: 12162

150,000 units for a new product isn't bad at all.

On the other hand, Nintendo has delayed the release of its 64-bit game system until sometime in 1996. They did not say -why- though...

Ed

--
Edward Piecewicz Internet: edward1@delphi.com
Assistant Manager - Commodore SIG
Delphi Internet Services Corporation

1962. FS:WARP,NEODESK,QUICKST,CODEKEYS

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-01 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3t4bnn$5sc@ccnet3.ccnet.com>
Source record: 12163

[Article crossposted from fr.comp.sys.atari]
[Author was selah]
[Posted on 30 Jun 1995 14:06:25 -0700]

[Article crossposted from comp.sys.atari.st]
[Author was selah]
[Posted on 30 Jun 1995 14:02:39 -0700]

SELLING MY SOFTWARE SINCE IM GOING TO FALCONLAND

WARP V3.7 = 18.00 W/MANUAL

NEODESK V3.02=20.00 W/MANUAL

QUICKST= 5.00

CODEKEYS= 15.00 W/MANUAL

KCS 4.0= 30.00 W/MANUAL

XOR V1.12 NO KEY DISK!= 50.00 W/MANUAL
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
~~~

1963. Poor Peter (was Re: Jaguar Competitiveness with new machines)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-02 00:00:00 UTC
From: rjung@netcom.com
Message-ID: <rjungDB2D14.nL@netcom.com>
Source record: 12164
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <Pine.LNX.3.91.950629221433.16360B-100000@pa.mother.com> John Marcotte
<jmarcott@pa.mother.com> writes:
>Every time I
>accidently read this drivel I just conjure up the mental image of Peter
>sitting at home by himself with nothing better to do than to complain
>about a video game system. Peter, get some friends. Shave. Wake up
>before 2 in the afternoon. Take a walk in the park.

Every time I read a Peter Sinflop message, I get a mental image of one of
those REALLY OVERWEIGHT people you hear about occassionally on the news. You
know, 600 pounds of blubber, hasn't left his bed in four years, sometimes
has a life-threatening medical condition and the doctors have to chainsaw his
door open to get him out...that kind of stuff.

I suspect THAT is why Mr. Sinflop hasn't done anything like getting a life,
and therefore graces us with his whiny presence instead. B-)

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

1964. Re: Only 150000 Jags sold in US - Sam Tramiel says..?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-02 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3t4plu$5r4@ccshst05.cs.uoguelph.ca>
Source record: 12165
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

: Video game insiders. I believe as I recall came from BusinessWeek.

Give me an issue number. I'd like to look it up. Being the
astounding librarian you are, it shouldn't be hard to relocate that
issue. I'll be waiting.

: Were? I have not seen commercials except for the print ones dealing with the
: vapor JagflopCdrom..

I have seen four different Jaguar commercials. I've seen at least
a dozen different print ads. For the 3DO, I've seen one print ad and no
commercials.

: No, is an understatement..Very few are developing for the Jagflop and Ataris
: distribution sucks..Now that 3do consoles are below $300 with one and two pack
: ins, the pressure is on Atari to make something happen. I doubt it when Atari
: is not considered viable in the market.

Yes, the distribution sucks. As for the list of people
developing, ask look on the Jaguar web page for accurate info. As for the
3DO, I would wager that the price of the Jaguar will drop to $99 for
Christmas in order to counteract.

: Travy is being awfully quiet lately..I wonder why..

Working on articles for the new Jaguar magazine. If the Jag were
dead, why would someone be publishing a magazine? For that matter, why
would the current video game magazines still be running Jaguar info?

>> Mark <<

--
==
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

1965. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-02 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3t4pqe$5r4@ccshst05.cs.uoguelph.ca>
Source record: 12166
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

```
: I guess I'm odd -- I thought Soccer Kid was (is) a great 3DO game.
: ::sigh:: Oh well.

I didn't mind it either, but 3DO advocates who say the Jag has too
many 16-bit games should look at this one. I know it's better than the
Genesis and SNES versions, but this is the same case with most Jaguar
games that people call 16-bit.

>> Mark <<
--
==============================================================================
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==============================================================================
```

1966. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-02 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3t4ptn$5r4@ccshst05.cs.uoguelph.ca>
Source record: 12167
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

: What skews the 3DO title count somewhat is that they are counting
: Japanese-only titles in there. To be fair though, they can be bought and
: played on your 3DO if you really want to.

I guess. Still, that's a hassel. But in North America (where
Petey lives), there aren't even 100 games, let alone 300. There were
about 100 games released for the SMS in North America, but probably 220
plus from all around the world. Trouble is, they're hard to get and
really, REALLY expensive.

>> Mark <<

--
==
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

1967. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-02 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3t4qdv$5r4@ccshst05.cs.uoguelph.ca>
Source record: 12168
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

: 3do..

You really know little about the 3DO, do you? Heresay again.
According to Marty Chin, this is a list of 3DO games currently available
... not counting *REALLY* new releases ...

AD&D Slayer
Alone in the Dark
Battle Chess
Burning Soldier
Corpse Killer
Cowboy Casino
Club 3DO Station Invasion
Crash N Burn
Crime Patrol
Demolition Man
Dragon's Lair
Escape From Monster Manor
Family Feud
FIFA International Soccer
Flashback
Gex
Gridders
Guardian War
Hell
Immercenary
Iron Angel of the Apocalypse
JAMMIT
John Madden Football
Jurassic Park Interactive
Lemmings
Mad Dog McCree
Mad Dog McCree II
MegaRace
Microcosm
Myst
Need For Speed
Night Trap
Novastorm
Off-World Interceptor
Out of This World
PaTaank
Quarentine
REAL Pinball

Return Fire
Rise of the Robots
Road Rash
Samurai Shodown
Seal of the Pharaoh
Sewer Shark
Shadow
Shanghai
ShockWave
ShockWave: Operation Jumpgate
Slam N Jam
Soccer Kid
Star Blade
Star Control II
Star Wars Rebel Assault
Stellar 7
Super STreet Fighter II Turbo
Supreme Warrior
Super Wing Commander
The Horde
The Lost Files of Sherlock Holmes
Theme Park
Total Eclipse
True Golf Classics: Pebble Beach Golf Links
True Golf Classics: Waialae Country Club
Twisted
VR Stalker
Way of the Warrior
Wicked 18
Who Shot Johnny Rock
World Cup Golf

Can you count Peter? I know that it will be hard when you get
past twenty (fingers and toes run out), but try hard. Then publically
revoke your 300+ games statement. Forget it ... you'll duck again, just
like a spineless coward.

: Atari's Jagflop is dead. Just because there is stock left doesn't mean that it
: will be around forever. Now that the 3do consoles are below $300 now, more
: stores will clear out what ever excessive Jagflop inventory is sitting around..

I doubt there is much excessive Jaguar inventory. As for the 3DO
price, do you *HONESTLY* think Atari won't counteract with a price cut?
Pardon me for asking such a silly question ... you don't think at all.

: Atari is barely alive.

Atari has 70 million in cash in the bank, but plenty of
investments. At last count, the 3DO cash reserves were down to about $30
million. If Atari is barely alive, what is 3DO?

Sure Atari can will be around even at a miniscule size.
: Atari has only 100 employese worldwide. Not enough to properly run a company..

Actually, Atari has about 130 people and a *LOT* of contracts
with outside firms.

: WorldWide 3do is far ahead of the Jagflop..

Because of all those Japanese porno games. In Europe, the Jaguar
is ahead. In the states, it's pretty close, with a slight edge to the 3DO.

: Wow, Atari sold one million Lynxflops in a five year period while the lame boy
: exceeded over 10 million units..

Lameboy sold well, partly because Nintendo bullied around stores
that carried products by the competition and developers that wanted to
develop for the competition. This was illegal and several people sued
Nintendo over it. By the time the dust settled, it was too late for the
Lynx. Sure, Atari could have advertised much more, but the Lynx fiasco
wasn't totally their fault either.

>> Mark <<

--
==
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

1968. FS: ICD the Link2, Cubase V3.10, Forget Me Clock2, Modem 16

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-02 00:00:00 UTC
From: s925799@mailserv.cuhk.hk
Message-ID: <3t507t$mqm@hpg30a.csc.cuhk.hk>
Source record: 12169
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy

For sale:

ICD the Link2: SCSI controller, plug in any STFM, STE, or Mega.

Forget Me Clock 2: Clock with thru port for other cartridge, works well with both link2 and cubase v3.10, has software for config. plug in any STFM, STE.

Cubase Atari V3.10 / V3.01: Top line Sequencer, with original red dongle and manuals.

Modem 16: Addiditional 16 midi channels out from the modem port. Works well with Cubase Atari STE/STFM/Mega, and any sequencer that has the driver.

Feel free to make offer. US dollars Cash, please quote with shipping.

--
==========~ Malcolm <=====
| Good Luck! |
| |
| " I am such a peculiar girl |
| have my dreams and thoughts in another world..... |
| So lost in time So lost in space |
| I belong to an unknown human race....." |
| |
| Dreaming Girl, Bel Canto |
==========s925799@mailserv.cuhk.hk==========

1969. Re: What is a Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-02 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3t4pna$5r4@ccshst05.cs.uoguelph.ca>
Source record: 12170

: > : Thats funny, WordPerfect, Writenow and ClarisWorks have fine spell checkers.
: >
: > However, you still don't know how to use it.

: Eh?

Boy is Peter stupid!

>> Mark <<

--
==
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

1970. Re: ATARI & The great debate!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-02 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3t4qm6$5r4@ccshst05.cs.uoguelph.ca>
Source record: 12171

```
: When it comes to those who don't understand or have the reasoning to
: understand why Atari has lasted so long. This is for you. I have been
: using them from the begining 400 thru to the ST's. And as far as I am
: concered they are still a good machine.

Atari machines have always been ahead of their time. Last summer,
my friends were blown away when I showed them digitized, color pictures
on a 130XE which had a graphics chip designed in 1981. My friends were
floored when they saw an ST doing everthing a Mac 512K could do at a
quarter of the price. The Lynx was a masterpiece and the Jaguar was a
humungous step up from the Sega and Nintendo machines. Although it has
now been surpassed by the PSX and Saturn, these machines are *SLIGHTLY*
better, not leaps up like the Jag was on the 16-bitters. Whatever Atari
bombs in the marketing department, one cannot accuse them of being an
uninovative company. I think that Jack Tramiel always has good ideas, but
the company has trouble executing them. It was his idea to make the ST a
powerful machine that the people could afford. It was his idea to have
the Jaguar built in the US, even though overseas development would have
been cheaper.

>> Mark <<

--
================================================================================
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
================================================================================
```

1971. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-02 00:00:00 UTC
From: andrewwelc@aol.com
Message-ID: <3t6bi8$6t@newsbf02.news.aol.com>
Source record: 12172
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

> Can you count Peter? I know that it will be hard when you get past
> twenty (fingers and toes run out), but try hard. Then publically revoke
> your 300+ games statement. Forget it ... you'll duck again, just like a
> spineless coward.

Not to defend Peter, but rather to correct your statements, there are indeed over 200 titles available for the 3DO. 3DO co. released an official press release stating so a few months back.

What skews the title count is that Japanese-only titles are included, and to be fair, you can buy and play them on your USA 3DO if you really want to.

Regards,

Andrew Welch
President
Ambrosia Software, Inc.

.....

For the latest versions of our software, technical support, and Ambrosia news, stop by and visit the Ambrosia Software, Inc. support forums:

America Online ---> Keyword: Ambrosia
CompuServe ---> GO word: Ambrosia
eWorld --> Shortcut: Ambrosia

1972. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-02 00:00:00 UTC
From: andrewwelc@aol.com
Message-ID: <3t6d7q$gm@newsbf02.news.aol.com>
Source record: 12173
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

> Atari has 70 million in cash in the bank, but plenty of investments. At
> last count, the 3DO cash reserves were down to about $30 million. If
> Atari is barely alive, what is 3DO?

You're missing a huge difference between 3DO and Atari: 3DO doesn't have the overhead or materials costs involved in manufacturing units. They are primarily a R&D company.

Regards,

Andrew Welch
President
Ambrosia Software, Inc.

.....

For the latest versions of our software, technical support, and Ambrosia news, stop by and visit the Ambrosia Software, Inc. support forums:

America Online ---> Keyword: Ambrosia
CompuServe ---> GO word: Ambrosia
eWorld --> Shortcut: Ambrosia

1973. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jul2.114720.45693@cobra.uni.edu>
Source record: 12174
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <3t4qdv$5r4@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : 3do..
>
> You really know little about the 3DO, do you? Heresay again.
> According to Marty Chin, this is a list of 3DO games currently available
> ... not counting *REALLY* new releases ...
>
> AD&D Slayer
> Alone in the Dark
> Battle Chess
> Burning Soldier
> Corpse Killer
> Cowboy Casino
> Club 3DO Station Invasion
> Crash N Burn
> Crime Patrol
> Demolition Man
> Dragon's Lair
> Escape From Monster Manor
> Family Feud
> FIFA International Soccer
> Flashback
> Gex
> Gridders
> Guardian War
> Hell
> Immercenary
> Iron Angel of the Apocalypse
> JAMMIT
> John Madden Football
> Jurassic Park Interactive
> Lemmings
> Mad Dog McCree
> Mad Dog McCree II
> MegaRace
> Microcosm
> Myst
> Need For Speed
> Night Trap
> Novastorm
> Off-World Interceptor
> Out of This World

> PaTaank
> Quarentine
> REAL Pinball
> Return Fire
> Rise of the Robots
> Road Rash
> Samurai Shodown
> Seal of the Pharaoh
> Sewer Shark
> Shadow
> Shanghai
> ShockWave
> ShockWave: Operation Jumpgate
> Slam N Jam
> Soccer Kid
> Star Blade
> Star Control II
> Star Wars Rebel Assault
> Stellar 7
> Super STreet Fighter II Turbo
> Supreme Warrior
> Super Wing Commander
> The Horde
> The Lost Files of Sherlock Holmes
> Theme Park
> Total Eclipse
> True Golf Classics: Pebble Beach Golf Links
> True Golf Classics: Waialae Country Club
> Twisted
> VR Stalker
> Way of the Warrior
> Wicked 18
> Who Shot Johnny Rock
> World Cup Golf
>
>
> Can you count Peter? I know that it will be hard when you get
> past twenty (fingers and toes run out), but try hard. Then publically
> revoke your 300+ games statement. Forget it ... you'll duck again, just
> like a spineless coward.

As I said before, that 3do titles have approached 300, GET OVER IT!

>
> : Atari's Jagflop is dead. Just because there is stock left doesn't mean that it
> : will be around forever. Now that the 3do consoles are below $300 now, more
> : stores will clear out what ever excessive Jagflop inventory is sitting around..
>
> I doubt there is much excessive Jaguar inventory. As for the 3DO
> price, do you *HONESTLY* think Atari won't counteract with a price cut?
> Pardon me for asking such a silly question ... you don't think at all.

I never said that that Atari would not counteract with a price cut. Just shows you that Atari does not have faith in the Jagflop. Why does Atari always counteract to their competitors and not the other way around. Atari should defend the Jagflop and the present price.

>
> : Atari is barely alive.
>
> Atari has 70 million in cash in the bank, but plenty of
> investments. At last count, the 3DO cash reserves were down to about $30
> million. If Atari is barely alive, what is 3DO?

And dwindling.. WOOOOPEEE, 70 million is pocket change. Not exactly that Atari has set the world on fire with that 70 million.

>
> Sure Atari can will be around even at a miniscule size.
> : Atari has only 100 employese worldwide. Not enough to properly run a company..
>
> Actually, Atari has about 130 people and a *LOT* of contracts
> with outside firms.
>

Again, that is a redicolous low head count to be viable. Just shows you that Atari is not serious about the video game market and the same old tricks are in place.

> : WorldWide 3do is far ahead of the Jagflop..
>
> Because of all those Japanese porno games. In Europe, the Jaguar
> is ahead. In the states, it's pretty close, with a slight edge to the 3DO.
>

Porno, eh? Goto check that out..->

> : Wow, Atari sold one million Lynxflops in a five year period while the lame boy
> : exceeded over 10 million units..
>
> Lameboy sold well, partly because Nintendo bullied around stores
> that carried products by the competition and developers that wanted to
> develop for the competition. This was illegal and several people sued
> Nintendo over it. By the time the dust settled, it was too late for the
> Lynx. Sure, Atari could have advertised much more, but the Lynx fiasco
> wasn't totally their fault either.
>

Quit making excuses for Atari. The Lynx flopped due to Atari's ineptness. Atari tried to market the same way that the ST was in the USA...

> >> Mark <<
>
> --
> ===
> Mark Rathwell = "Gentlemen ... we can rebuild him. We have the

> The University Of Guelph = technology! We can make him better than he was
> = was before. Better ... stronger ... faster!"
> mrathwel@uoguelph.ca =
> = Look for my web page, coming soon!
> ==========

Peter Sinclair-Day Performa 636/8-250/CD Marathon
Library and Information Studies DarkForces
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

1974. Re: Poor Peter (was Re: Jaguar Competitiveness with new machines)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jul2.120323.45695@cobra.uni.edu>
Source record: 12175
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <rjungDB2D14.nL@netcom.com>, rjung@netcom.com (Robert A. Jung) writes:
> In article <Pine.LNX.3.91.950629221433.16360B-100000@pa.mother.com> John Marcotte
<jmarcott@pa.mother.com> writes:
>>Every time I
>>accidently read this drivel I just conjure up the mental image of Peter
>>sitting at home by himself with nothing better to do than to complain
>>about a video game system. Peter, get some friends. Shave. Wake up
>>before 2 in the afternoon. Take a walk in the park.

You have a wrong mental image. Totaly opposite. I am up by 6 am Mon-Friday
for the start of the long haul. I usualy don't get home until after 5pm or
later. Two classes will keep you busy. I have more frinds than I can handle, I
wonder if it has to do with the clean shave or the aftershave. I weight 180
lbs.

>
> Every time I read a Peter Sinflop message, I get a mental image of one of
> those REALLY OVERWEIGHT people you hear about occassionally on the news. You
> know, 600 pounds of blubber, hasn't left his bed in four years, sometimes
> has a life-threatening medical condition and the doctors have to chainsaw his
> door open to get him out...that kind of stuff.
>

Should look in the mirror.

> I suspect THAT is why Mr. Sinflop hasn't done anything like getting a life,
> and therefore graces us with his whiny presence instead. B-)
>

Oh, I have a life, Well too much of a life. Nice try..

> --R.J.
> B-)
>
> ////////////////////////////////////|\\
> Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
> ------------------------------------+-----------------------------Lynx up!
> "You weren't chosen because you are the best pilot in the Air Force. You were
> chosen because you are the class clown and frankly, you're expendable."

Peter Sinclair-Day Performa 636/8-250/CD Marathon
Library and Information Studies DarkForces
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor

people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.....

Internet-democrats-request@webcom.com / Type subscribe in body of message

1975. Re: Poor Peter (was Re: Jaguar Competitiveness with new machines)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-02 00:00:00 UTC
From: zakharov@panix.com
Message-ID: <3t6m7t$d21@panix3.panix.com>
Source record: 12176
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu wrote:
: later. Two classes will keep you busy. I have more frinds than I can handle
~~~~~~
: wonder if it has to do with the clean shave or the aftershave. I weight 180
: lbs.

Frinds? Hm... And how many frinds you *can* handle? Is it as hard as handling
a spellchecker? OTOH, maybe I just don't now what those frinds are and how
they are supposed to be handled. Could you tell us more about those
misterious frinds. Or is it just another name for zits?

Regards,

--
Vladimir Zakharov | "If only the eyes could see o O
zakharov@panix.com | Then you'd know your destiny OoOO
| The mind is an enemy OU==\
| And you just need a friend" RJD \ |/
~~~~~~

1976. Re: Hey Sinflop! Guess who's getting a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-02 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3t4o3ugmh1@mhafc.production.compuserve.com>
Source record: 12177

> BobR, Here is a serious question with no name-calling or flames (imagine
> that!). When did Atari build an integrated keyboard/monitor machine? Did
> this ever escape to the public?

Scott, Atari never had a computer model with both keyboard and monitor in
the same case.

What they did have was a monitor and disk drive in one integrated case
(I can't remember the model number though... PTCsomething..?)

It was only made for a short time and was dropped very quickly. One problem
was that the disk drive was only a single sided unit, and no one wanted one
of those.

During the time it was available I helped Atari Corp set up their exhibit
space at quite a few AtariFests around the country (I ran the GEnie booth
in the Atari exhibit space), and we used these integrated monitors very
extensively. It was VERY nice to be able to just pull the unit out of a
box, connect one power cord to an AC outlet, and run the floppy and video
lines to the ST. It helped eliminate some of the "cord clutter" and
separate power supplies dangling all over the place, made for a nicer looking
setup, and was a lot easier to unpack and pack up again.

In fact, it would have been even nicer if there HAD been a fully integrated
ST system..!

BobR

1977. Comments On Cubase Audio/Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-02 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3t7544$7j@ccnet3.ccnet.com>
Source record: 12178

[Article crossposted from alt.music.midi]
[Author was selah]
[Posted on 2 Jul 1995 14:54:03 -0700]

can you please give me your comments, pros and cons ,
about cubase audio and the atari falcon?
you see i have the falcon and for 300.00 can gwet cubase audio.
i have four megs ram and 86 h/d.
i was told to buy AV quality hard drive (gig or more)
AV meaning that the platter (disks) will be of composite type material so
as
not to expand thermally like metal disks do.
the reason being that when reading or writing to the disk, calibration of
sectors needs to be flawless as much info is being transfered while doing
audio or digital recording.

DO ANY OF YOU HAVE A FALCON USING CUBE AUDIO? are you pleased?
i would appreciate hearing from europe as i know you guys are big on atari.
thank you.
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com

1978. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-03 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jul3.234735.45738@cobra.uni.edu>
Source record: 12037
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <3t7e5d$2ck@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : As I said before, that 3do titles have approached 300, GET OVER IT!
>
> Jesus Christ ... is this guy a brainless idiot or what? I list
> the goddamn games available for the 3DO in North America ... the ones he
> can buy without paying to import rarities, and he ducks it completely.
> Hey Peter ... there are about 70 titles on that list. You are 230 games
> short. Why don't you get over it?
>
> : I never said that that Atari would not counteract with a price cut. Just shows
> : you that Atari does not have faith in the Jagflop.
>
> What does Panasonic have in faith towards the 3DO? It debuted at
> $700 and is now selling for less than half the price! I can buy a Sega
> Genesis for $89.95 Canadian. When they came out, they were $300! I guess
> Sega has no faith either, eh?

As usual, you do not read carefully. My question is why does Atari feel they have to lower the price even further. Doesn't Atari have the confidence that the Jagflop is as equal as the 3do?

>
> Why does Atari always
> : counteract to their competitors and not the other way around.
>
> How clueless can we be Peter? Reread your Atari history.
>
> : And dwindling.. WOOOOPEEE, 70 million is pocket change. Not exactly that
> : Atari has set the world on fire with that 70 million.
>
> You ducked the question again, you spineless fool. With only
> about $30 million in the band, what does that leave 3DO? Answer please?
>

Isn't 3do just a R&D firm? I thought Panasonic and GoldStar handle manufacturing, distribution and marketing?

Lets do the math: Panasonic and GoldStar have billions in cash on hand..

> : Again, that is a redicolous low head count to be viable. Just shows you that
> : Atari is not serious about the video game market and the same old tricks are in
> : place.
>
> Atari is like any other company ... serious about survival.

Thats an understatement.

>
> : Porno, eh? Goto check that out..->
>
> Why does that not surprise me?
>
> : Quit making excuses for Atari. The Lynx flopped due to Atari's ineptness.
>
> Once again, good old Petey missed all the points I made. Can we
> say dillusional, boys and girls?
>
> BTW ... as much as I like the 3D0, rocky times are ahead for it
> too. Outside of gaming stores, it was being carried in a few nationwide
> chains such as "The Bay", "Compucentre" and "Radio Shack." All three
> chains are in the process of clearing it out.
>

That maybe the case in Canada, but where i live 3do consoles are plentiful and
the price is $299 with two packins. Plus Goldstar has a $50 additional rebate.
Lets do the math, with the rebate makes the console $249.

> >> Mark <<
>
> --
> ==
> Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
> The University Of Guelph = technology! We can make him better than he was
> = was before. Better ... stronger ... faster!"
> mrathwel@uoguelph.ca =
> = Look for my web page, coming soon!
> ==

Peter Sinclair-Day Performa 636/8-250/CD Marathon
Library and Information Studies DarkForces
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

1979. Re: Poor Peter (was Re: Jaguar Competitiveness with new machines)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-03 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jul3.235234.45739@cobra.uni.edu>
Source record: 12038
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <3t7eb4$2ck@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : You have a wrong mental image. Totaly opposite. I am up by 6 am Mon-Friday
> : for the start of the long haul.
>
> Yawn ... I'm up by 5:30 AM ... what's your point?
>
> I usualy don't get home until after 5pm or
> : later. Two classes will keep you busy.
>
> A whole two classes? Don't stress yourself out there Peter.

Yes, but feel like 4 or 5 when the classes meet daily for two months instead of the usual four month semester.

>
>> I have more frinds than I can handle
>
> When you target people who can't speak, are recovering from
> surgery and can't get away, that's the supposed effect.
>
> , I
> : wonder if it has to do with the clean shave or the aftershave. I weight 180
> : lbs.
>
> What Petey isn't telling us is that he's 5'1" tall.
>

More likely 5'11'

> : Oh, I have a life, Well too much of a life. Nice try..
>
> Ahh ... boasting are we? What have you ever done besides cause
> trouble?
>

Drinking beer.

> >> Mark <<
>
> --
> ===
> Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
> The University Of Guelph = technology! We can make him better than he was
> = was before. Better ... stronger ... faster!"

> mrathwel@uoguelph.ca =
> = Look for my web page, coming soon!
> ==========

Peter Sinclair-Day Performa 636/8-250/CD Marathon
Library and Information Studies DarkForces
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

1980. Re: What is a Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-03 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FGDSBFCTUP@cabal.shnet.org>
Source record: 12039

In <1995Jun28.213530.45535@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>In article <FF1GBEATUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>> In <1995Jun23.090845.45166@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>>In article <FFVUAGCEUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>>>> In <1995Jun18.001858.44901@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>>>>Another myth that the falcon only has more efficiently coded software? Please
>>>>>specify and list the efficiently coded software. Gee, ClarisWorks and WriteNow
>>>>>are not efficiently coded?
>>>>
>>>> No, they aren't. Tempus Word pro is, Calamus is, CoNnect is, Everest is,
>>>> UPoint is, hell, almost _any_ available program can be run on an 8 MHz ST
>>>> without becoming a pain in the ass, try _this_ with a Mac Classic.
>>>
>>>Excuse me..ClariSworks and WriteNow would be considered high end on the ST
>>>plaform.
>>
>> According to whom?
>
>Compared to whats available on the ST platform in terms of features,
>functionality and price.

Which are?

>>>ClarisWorks takes up miniscule of system resources for the high
>>>capabilities that it offers. The software you listed of above as I aware are
>>>junk..
>>
>> According to whom?
>
>Me...I am sorry, but Tempus Word is crap..

According to whom?

>>>You are ignorant about the Mac platform..pwon
>>
>> Ohhhh...do we detect some hypocrisy here?
>
>Where can I get an o040, cdrom,keyboard,slots,8megram/250meghd,
>clarisworks,quicken and many more titles for $999?.

??? Does this answer my question, Petey-boy?

>>>I under stand that the latest version of Calamus is on par with
>>>the earlier versions of PageMaker and Quark..Sad truth..

>>
>> I "under stand" that there isn't even a decent spell-checker in the Mac
>> software you listed as "high end".
>
>Thats funny, WordPerfect, Writenow and ClarisWorks have fine spell checkers.

So why don't you use them?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

1981. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-03 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3t7dlk$2ck@ccshst05.cs.uoguelph.ca>
Source record: 12179
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

```
: Not to defend Peter, but rather to correct your statements, there are
: indeed over 200 titles available for the 3DO. 3DO co. released an
: official press release stating so a few months back.

The list of games I put came from Marty Chin who got it from the
very press release you mentioned. This is the offical list of US games
for the 3DO.

>> Mark <<

--
================================================================================
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
================================================================================
```

1982. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-03 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3t7e5d$2ck@ccshst05.cs.uoguelph.ca>
Source record: 12180
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

: As I said before, that 3do titles have approached 300, GET OVER IT!

Jesus Christ ... is this guy a brainless idiot or what? I list
the goddamn games available for the 3DO in North America ... the ones he
can buy without paying to import rarities, and he ducks it completely.
Hey Peter ... there are about 70 titles on that list. You are 230 games
short. Why don't you get over it?

: I never said that that Atari would not counteract with a price cut. Just shows
: you that Atari does not have faith in the Jagflop.

What does Panasonic have in faith towards the 3DO? It debuted at
$700 and is now selling for less than half the price! I can buy a Sega
Genesis for $89.95 Canadian. When they came out, they were $300! I guess
Sega has no faith either, eh?

Why does Atari always
: counteract to their competitors and not the other way around.

How clueless can we be Peter? Reread your Atari history.

: And dwindling.. WOOOOPEEE, 70 million is pocket change. Not exactly that
: Atari has set the world on fire with that 70 million.

You ducked the question again, you spineless fool. With only
about $30 million in the band, what does that leave 3DO? Answer please?

: Again, that is a redicolous low head count to be viable. Just shows you that
: Atari is not serious about the video game market and the same old tricks are in
: place.

Atari is like any other company ... serious about survival.

: Porno, eh? Goto check that out..->

Why does that not surprise me?

: Quit making excuses for Atari. The Lynx flopped due to Atari's ineptness.

Once again, good old Petey missed all the points I made. Can we
say dillusional, boys and girls?

BTW ... as much as I like the 3D0, rocky times are ahead for it
too. Outside of gaming stores, it was being carried in a few nationwide
chains such as "The Bay", "Compucentre" and "Radio Shack." All three
chains are in the process of clearing it out.

>> Mark <<

--
==
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

1983. Re: Poor Peter (was Re: Jaguar Competitiveness with new machines)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-03 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3t7eb4$2ck@ccshst05.cs.uoguelph.ca>
Source record: 12181
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

: You have a wrong mental image. Totaly opposite. I am up by 6 am Mon-Friday
: for the start of the long haul.

Yawn ... I'm up by 5:30 AM ... what's your point?

I usualy don't get home until after 5pm or
: later. Two classes will keep you busy.

A whole two classes? Don't stress yourself out there Peter.

> I have more frinds than I can handle

When you target people who can't speak, are recovering from
surgery and can't get away, that's the supposed effect.

, I
: wonder if it has to do with the clean shave or the aftershave. I weight 180
: lbs.

What Petey isn't telling us is that he's 5'1" tall.

: Oh, I have a life, Well too much of a life. Nice try..

Ahh ... boasting are we? What have you ever done besides cause
trouble?

>> Mark <<

--
==
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

1984. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-03 00:00:00 UTC
From: you@usa1.com
Message-ID: <you-2302051933370001@dwkm70.usa1.com>
Source record: 12182
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <3t6bi8$6t@newsbf02.news.aol.com>, andrewwelc@aol.com (AndrewWelc) wrote:

"there are indeed over 200 titles available for the 3DO."

The keyword here is titles, not games. Many of these titles are things such as poker instructions and Japanese pornography. The count is much lower for games and even lower for games worth playing.

1985. Spectre ==> IBM

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-03 00:00:00 UTC
From: CARL_D@news.delphi.com
Message-ID: <3t7vil$dos@news2.delphi.com>
Source record: 12183

I recently acquired a Mac emulator for my PC. I happily pulled
out my 60+ Spectre Disks and discovered that they were unreadable. Is
there any way to transfer the programs from Spectre format disks to PC
disks without having an ST? I've got the disks but the ST is headed
across the country. Thanks in advance.

1986. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-03 00:00:00 UTC
From: andrewwelc@aol.com
Message-ID: <3t91ka$ins@newsbf02.news.aol.com>
Source record: 12184
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

> The list of games I put came from Marty Chin who got it from the very
> press release you mentioned. This is the offical list of US games for
> the 3DO.

::sigh:: Fine, if you don't believe me. Here's the official 3DO press release:

.....

Software Library Swells to 200 Titles
==========

Currently, 200 distinct 3DO titles have been released worldwide, and an additional 185 titles are in development. Recently released hit titles include GEX, Myst, and Return Fire. Many highly anticipated titles are scheduled to be available for the 3DO system this year, including EA Sports Presents: NHL Hockey 96, Foes of Ali, BladeForce, POed, Wing Commander III: Heart of the Tiger, Doom, and Primal Rage.

"With the best price, the best bundles, and the best software catalog, 3DO is in a very strong competitive position for 1995," said Hawkins.

The unprecedented power and performance of 3DO hardware and software provides consumers with the most realistic and engaging experience available on any of todays advanced CD systems. 3DO hardware and software products have won numerous awards and accolades from industry experts, retailers, and consumers, including Best System of 1994 from more than five publications. The company recently unveiled its highly anticipated, next-generation 64-bit M2 technology, designed to create a quantum leap in advanced CD entertainment technology.

Additional information on 3DO hardware and software products is available through 3DOs World Wide Web site, located at http://www.3do.com, and on the America Online 3DO Forum by entering the keyword "3DO."

Based in Redwood City, Calif., The 3DO Company (NASDAQ:THDO) develops and licenses advanced interactive technology to hardware and software companies worldwide. The companys award-winning product design, the 32-bit 3DO Interactive Multiplayer system, was created to deliver a breakthrough in interactive entertainment at an affordable price. The current 3DO system is available worldwide from Panasonic, Goldstar, Sanyo, and Creative Labs.

# # #

3DO, the 3DO logos, and Interactive Multiplayer are trademarks and/or registered trademarks of The 3DO Company. All other brand or product names are trademarks or registered trademarks of their respective owners.

Transmitted: 95-06-12 15:15:46 EDT (gldstar)

1987. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-03 00:00:00 UTC
From: andrewwelc@aol.com
Message-ID: <3t91kb$inu@newsbf02.news.aol.com>
Source record: 12185
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

> In article <3t6bi8$6t@newsbf02.news.aol.com>, andrewwelc@aol.com
> (AndrewWelc) wrote:
>
> "there are indeed over 200 titles available for the 3DO."
>
> The keyword here is titles, not games. Many of these titles are things
> such as poker instructions and Japanese pornography. The count is much
> lower for games and even lower for games worth playing.

Agreed. However the games far outweigh the other kinds of titles combined
-- I don't know why people make such a big deal out of them.

When you look at the reality of the situation, there are a lot of games
available for the 3DO. Some may suit your tastes, so may not.

Regards,

Andrew Welch
President
Ambrosia Software, Inc.

.....

For the latest versions of our software, technical support, and Ambrosia
news, stop by and visit the Ambrosia Software, Inc. support forums:

America Online ---> Keyword: Ambrosia
CompuServe ---> GO word: Ambrosia
eWorld --> Shortcut: Ambrosia

1988. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-03 00:00:00 UTC
From: slcsj@cc.usu.edu
Message-ID: <1995Jul3.151204.55274@cc.usu.edu>
Source record: 12186
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <3t91kb$inu@newsbf02.news.aol.com>, andrewwelc@aol.com (AndrewWelc) writes:
>> In article <3t6bi8$6t@newsbf02.news.aol.com>, andrewwelc@aol.com
>> (AndrewWelc) wrote:
>>
>> "there are indeed over 200 titles available for the 3DO."
>>
>> The keyword here is titles, not games. Many of these titles are things
>> such as poker instructions and Japanese pornography. The count is much
>> lower for games and even lower for games worth playing.
>
> Agreed. However the games far outweigh the other kinds of titles combined
> -- I don't know why people make such a big deal out of them.
>
> When you look at the reality of the situation, there are a lot of games
> available for the 3DO. Some may suit your tastes, so may not.

"Putt-Putt Travels Along Saturn's Rings" is seeming more and more attractive to
me all the time.

Jesse

>
> Regards,
>
> Andrew Welch
> President
> Ambrosia Software, Inc.
>
> ....
>
> For the latest versions of our software, technical support, and Ambrosia
> news, stop by and visit the Ambrosia Software, Inc. support forums:
>
> America Online ---> Keyword: Ambrosia
> CompuServe ---> GO word: Ambrosia
> eWorld --> Shortcut: Ambrosia

1989. Re: JAGUAR JUST SUCKS SO SHUT UP

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-04 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jul4.220529.45773@cobra.uni.edu>
Source record: 12040
Cross-posted to: rec.games.video.advocacy,comp.sys.atari.advocacy

In article <1995Jul3.182951.55299@cc.usu.edu>, slcsj@cc.usu.edu (Jesse Lambert) writes:
> In article <3t9dqr$lov@newsbf02.news.aol.com>, nkedlunch@aol.com (Nkedlunch) writes:
>> american and Japanese sales are what truly matter. Unless you want crappy
>> Amiga type games a system must have a japanese base and secure American
>> support to gain good 3rd party support. The jag has neither. Best
>> estimates are of under 5,000 unit sales in japan, and the last official
>> number given by Atari was 150,000 units domestic. A system like that won't
>> survive, and nobody is going to buy a jag and a cd rom now that the 3do is
>> 250 bucks, and the ps-x coming in at 299. And they both have one thing the
>> jag does not. A killer app. The jag tried using AVP in commercials, but
>> there was no public interest. the saturn has daytona and vf, both of which
>> are extremely popular games. The ps-x has tekken, MK3, and ridge racer.
>> The 3do has ea's great sports games, gex, and games like street fighter.
>> the jag has what, hover strike, pinball fantasies???
>> " have a nice day"
>>
>
> I have just one question for you. Do you live in the same world I do?
>
> From your perceptions, it seems you do not live in reality.

And you? Are you a Jagflopownersindenial as referred by WillBill?

>
> Jesse

Peter Sinclair-Day Performa 636/8-250/CD Marathon
Library and Information Studies DarkForces
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

1990. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-04 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3tcdou$kpl@ccshst05.cs.uoguelph.ca>
Source record: 12041
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Distribution:

: Interestingly enough, though it is starting to show at places like Walmart. The $299
Goldstar 3do with Fifa and Shockwave is a very competitive product. The future may well be
interesting for 3do. Xmas will probably tell.....

Psst Chris ... Canadians *HATE* Walmart. But that's another
story! :-)

>> Mark <<

--
==
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

1991. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-04 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3ta2mf$mdk@ccshst05.cs.uoguelph.ca>
Source record: 12042
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

```
: ::sigh:: Fine, if you don't believe me. Here's the official 3DO press
: release:

Looks like we were talking about different press releases. Yes,
there are 200 3DO titles available in the entire world, but how many are
games and how many are on North American shelves? Peter keeps hinting he
can go to his local Walmart and buy 300 3DO games, but there are only 25
for the Jag. The fact of the matter is that less than 80 3DO games are
in domestic release in North America. I was just getting tired of Peter's
exageration. Nothing more.

>> Mark <<
```

1992. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-04 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jul4.145945.45756@cobra.uni.edu>
Source record: 12043
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <3ta2mf$mdk@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : ::sigh:: Fine, if you don't believe me. Here's the official 3DO press
> : release:
>
> Looks like we were talking about different press releases. Yes,
> there are 200 3DO titles available in the entire world, but how many are
> games and how many are on North American shelves? Peter keeps hinting he
> can go to his local Walmart and buy 300 3DO games, but there are only 25
> for the Jag. The fact of the matter is that less than 80 3DO games are
> in domestic release in North America. I was just getting tired of Peter's
> exageration. Nothing more.

I never said and or hinted that yoy can buy from the 300 titles from the same store.

>
> >> Mark <<

Peter Sinclair-Day Performa 636/8-250/CD Marathon
Library and Information Studies DarkForces
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

1993. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-04 00:00:00 UTC
From: songer@lexmark.com
Message-ID: <songer-0307951914480001@157.184.2.38>
Source record: 12044
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <3t7e5d$2ck@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) wrote:
[...]
>
> BTW ... as much as I like the 3D0, rocky times are ahead for it
> too. Outside of gaming stores, it was being carried in a few nationwide
> chains such as "The Bay", "Compucentre" and "Radio Shack." All three
> chains are in the process of clearing it out.
[...]

Yo!

Interestingly enough, though it is starting to show at places like Walmart. The $299 Goldstar 3do with Fifa and Shockwave is a very competitive product. The future may well be interesting for 3do. Xmas will probably tell.....

Anyway,
-Chris

1994. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-04 00:00:00 UTC
From: songer@lexmark.com
Message-ID: <songer-0307951921340001@157.184.2.38>
Source record: 12045
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

[...]
> "Putt-Putt Travels Along Saturn's Rings" is seeming more and more attractive to
> me all the time.
>
[...]

Yo!

Clearly not an all time favorite -- however -- I just got done with my first six hour session of Wing Commander III for the 3do. Wow, what a game. I'm hooked -- even if it looks like Mark Hamil needs to go from Betty Ford to Weight Watchers. (Not so coincidentally, my guy's monniker is "Paunchi.")

Yes, there are some titles on the shelves for 3do that the "normal" video gaming audience has very little interest in. I suspect these will eventually be on the "ultra mega clearance" racks. However, it is safe to say that there are many fun games for the 3do.

Finally, owning both a 3do and Jaguar, it is true for me that I have enjoyed more games on the 3do than there are games available for the Jaguar. So even if every Jag game were perfect for me and really fun, my 3do would, to date, have been more enjoyable.

Anyway,
-Chris

1995. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-04 00:00:00 UTC
From: logix@primenet.com
Message-ID: <3tb0pf$kkk@panic.primenet.com>
Source record: 12046
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

jochoa@utdallas.edu wrote:

: Hi all!

: whatever books I can get my hands on. It's my summer project. (:

Insanely Great by Steven Levy
The Hacker Crackdown by Bruce Sterling
Fire in the Valley (forget the author)
2600 & Blacklisted! 411 make some interesting reading also (they're periodicals)...lot's security/phone/hacking history in some articles

unrelated: Bauhaus by Magdalena Droste (if you're into design theory in general)
DeStijl by Paul Overy (")

happy reading...

logix@primenet.com

1996. Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-04 00:00:00 UTC
From: jochoa@utdallas.edu
Message-ID: <3tar8f$coh@utdallas.edu>
Source record: 12047
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

Hi all!

Okay, I got, IMO, into PEECEE's painfully late in the game. About 2 to 3 years ago. At anyrate, I've decided that I need to READ READ READ whatever books I can get my hands on. It's my summer project. (:

At anyrate, along with going to the library to look up magazines and articles for like the last 10 to 15 years, I'd much prefer to read books.

I'm currently reading the book _Hard_Drive_ by James Wallace & Jim Erickson ((c) 1992 Harper Business.) I'm only on page 374 of the book, so don't anyone spoil the ending for me! (;

The more and more I read, the more and more I am SO GLAD I am not a supporter of Micro$loth. But that is only one book. And to be fair, I should probably read others about him.

My whole point is that I want more like "history" type books without the "textbook" feel, about the industry itself. I liked the way this book read (more of a compliment to the authors rather than the subject.) The whole PEECEE business is still a "baby" business, only 15 or so years old.

I am interested in Amigas, IBM, Apple, and how that whole creature was created,
the history of operating systems. It would be really cool if I could read the whole developement history of OS/2, and other major companies and software developers. I only know some people like Ed Roberts, Gates, Wozniak & Jobs. Now atleast I know about Kildall, and what is meant when people mention CP/M.

I'd love to know the history of all this, the major players in what we now know of in the industry, to catch up to speed of everything that's going on. I'm also really interested in the history of personal computers, and how they got started, what companies have done what as far as their contributions to the PC world.

If you have a favorite book, or one you feel would be incredibly informative, please post it, or email me. I would probably eat up the information I get. Thanx for helping to educate another PEECEE user. (:

--
/___/\ Peace. | Yes, an A1200, A1000, and an
(o o) | OS/2 machine DO live peacefully side
=== v === | by side. (: Coming soon: an A500.

)---(jochoa@utdallas.edu | Let's all make her welcome.

1997. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-04 00:00:00 UTC
From: nobody@nosystem.nodomain.noorganization
Message-ID: <nobody-0407950927370001@dialip-17.athenet.net>
Source record: 12048
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tar8f$coh@utdallas.edu>, jochoa@utdallas.edu wrote:

> I am interested in Amigas, IBM, Apple, and how that whole creature was
> created,
> the history of operating systems. It would be really cool if I could
> read the whole developement history of OS/2, and other major companies
> and software developers. I only know some people like Ed Roberts, Gates,
> Wozniak & Jobs. Now atleast I know about Kildall, and what is meant when
> people mention CP/M.
>
> I'd love to know the history of all this, the major players in what we
> now know of in the industry, to catch up to speed of everything that's
> going on. I'm also really interested in the history of personal computers,
> and how they got started, what companies have done what as far as their
> contributions to the PC world.
>
> If you have a favorite book, or one you feel would be incredibly informative,
> please post it, or email me. I would probably eat up the information I
> get. Thanx for helping to educate another PEECEE user. (:
>

I loved Gates , although I can't remeber the author right now...
Excellent, almost inspiring , reading material. Basically walks you thru
Bill Gate's life from the start until about 1993. For those of you who
don't know... computer history is the history of Bill Gates. I know this
pains some of you (it kinda pains me too) but it is a fact. Microsoft was
the FIRST software company...EVER!!!! Computing would be a very different
place without Bill around... might be better... who knows. Anyway, its a
great book... has a picture of Bill on the cover (that doesn't make it
great, but since I can't remember the author I gotta give you something to
identify it with... although just his face might not be too helpful). I
would advise anyone who is into Micro$loth bashing to read this book and
get a different perspective on things...

Michael J. Hoover

1998. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-04 00:00:00 UTC
From: edremy@leland.Stanford.EDU
Message-ID: <3tbjo1$1kj@nntp.Stanford.EDU>
Source record: 12049
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tar8f$coh@utdallas.edu>, <jochoa@utdallas.edu> wrote:
>
>Hi all!
>
>Okay, I got, IMO, into PEECEE's painfully late in the game. About 2 to 3
>years ago. At anyrate, I've decided that I need to READ READ READ
>whatever books I can get my hands on. It's my summer project. (:

Don't worry, you too can be cured of PC use.

<snip>
>If you have a favorite book, or one you feel would be incredibly informative,
>please post it, or email me. I would probably eat up the information I
>get. Thanx for helping to educate another PEECEE user. (:

Absolute must read- Accidental Empires by Robert Cringely. Utterly
hilarious, scathing book about everyone in the industry. It's a bit
dated now (1991), but I keep hoping he updates it.

--
Eric R. edremy.xrcc@xerox.com
"Any desired property can be calculated from the Schrodinger equation of the
system. The solution is left as an exercise for the reader." JIR, 3rd ed.

1999. Re:Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-04 00:00:00 UTC
From: pilcher@cris.com
Message-ID: <3tbnoo$33q@warp.cris.com>
Source record: 12050
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In message <nobody-0407950927370001@dialip-17.athenet.net> - nobody@nosystem.nodomain.noorganization (TheDabbled) writes:
:>
:>I loved Gates , although I can't remeber the author right now...
:>Excellent, almost inspiring , reading material. Basically walks you thru
:>Bill Gate's life from the start until about 1993. For those of you who
:>don't know... computer history is the history of Bill Gates. I know this
:>pains some of you (it kinda pains me too) but it is a fact. Microsoft was
:>the FIRST software company...EVER!!!! Computing would be a very different
:>place without Bill around... might be better... who knows. Anyway, its a
:>great book... has a picture of Bill on the cover (that doesn't make it
:>great, but since I can't remember the author I gotta give you something to
:>identify it with... although just his face might not be too helpful). I
:>would advise anyone who is into Micro$loth bashing to read this book and
:>get a different perspective on things...
:>

Maybe you mean the first PC software company? There were a lot of
applications available for System/360's, System/3x's, VAX's, etc. before
Microsoft was even founded.

Ian Pilcher
Team OS/2 - Lansing, MI

2000. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-04 00:00:00 UTC
From: atd@ix.netcom.com
Message-ID: <3tbnq4$9ci@ixnews2.ix.netcom.com>
Source record: 12051
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In <3tbjo1$1kj@nntp.Stanford.EDU> edremy@leland.Stanford.EDU (Eric Remy) writes:

[snip...]
>Absolute must read- Accidental Empires by Robert Cringely. Utterly
>hilarious, scathing book about everyone in the industry. It's a bit
>dated now (1991), but I keep hoping he updates it.

I'll second that. Hands down, the most entertaining book about the humble beginnings of the PC is "Accidental Empires". In the short amount of time that the book has been out, the PC industry *has* already changed quite a bit; most notably, Novell and Lotus are less prominent than they used to be. But, hey, the book is about history; it is the single best starting point I can think of. It explains all the major players (Gates, Jobs, Kapor, etc etc) in the PC's birth very well. I can't wait until Cringely writes another book.

--
==========
Alan Daniels atd@ix.netcom.com
"The difference between theory and practice is a lot bigger in practice than in theory." -- Peter Van Der Linden.

2001. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-04 00:00:00 UTC
From: jochoa@utdallas.edu
Message-ID: <3tbodu$j8d@utdallas.edu>
Source record: 12052
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

Ian Pilcher (pilcher@cris.com) wrote:

> Maybe you mean the first PC software company? There were a lot of
> applications available for System/360's, System/3x's, VAX's, etc. before
> Microsoft was even founded.

> --

> Ian Pilcher
> Team OS/2 - Lansing, MI

> --

Not necessarily the first PC software company, just the PC industry in
general. Like, the "Lisa" from Apple, I never knew about that until my
SO told me about it, now I want to know about it, what and how it ran,
what it was all about, along with other computer systems.
--
/___/\ Peace. | Yes, an A1200, A1000, and an
(o o) | OS/2 machine DO live peacefully side
=== v === | by side. (: Coming soon: an A500.
)---(jochoa@utdallas.edu | Let's all make her welcome.

2002. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-04 00:00:00 UTC
From: blackbob@sashimi.wwa.com
Message-ID: <3tbute$rub@sashimi.wwa.com>
Source record: 12053
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <nobody-0407950927370001@dialip-17.athenet.net>,
TheDabbled <nobody@nosystem.nodomain.noorganization> wrote:

>Microsoft was the FIRST software company...EVER!!!!

Correction: Microsoft was the first MICROcomputer SOFTware company.

>Computing would be a very different place without Bill around...

Yes. When the first microprocessor came out, none of the big
players believed it had any value, and thought it was a worthless
toy. Gates didn't believe this and ported BASIC to microprocessor,
a feat which everyone else thought would be impossible. Only then
did it start to get respect.

Cheers, Terry Murphy

2003. Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-04 00:00:00 UTC
From: bootstrap1@aol.com
Message-ID: <3tc3e3$c03@newsbf02.news.aol.com>
Source record: 12054
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

Well, things are starting to look awfully rocky for the P6 and Windows '95. PC Week reported the following in the July 3rd issue:

"Testing of the preproduction Intel microprocessor shows that Windows 95 runs only about 10 percent faster on P6 than on a high-speed Pentium processor because of the significant amount of 16-bit code in the operating system, according to leading PC makers, who spoke on the condition of anonymity."

ANALYSIS:

If we add this new information to what we've already heard about Win '95, we can make the following analysis.

BIG BUSINESS: Many big businesses have already declared their reluctance to upgrade wholesale to Windows '95, because it will require a significant investment to upgrade the RAM, processors, and hard disks on the computers they already have just to support OS that runs at the same speed as Win 3.1. Plus, it is now clear that Win '95 is an interim OS; there won't be a significant upgrade to Win '95 but rather it will be succeeded by some version of NT (Microsoft is already pushing NT over Win '95 for business users).

Of course, most big businesses *really* aren't ready to upgrade all their computers to 16 MB (probably close to $1000 once the big scramble for more RAM to run Win '95 commences) not to mention the required processor and hard-drive upgrades just so their employees can use a cool 32-bit, protected, preemptive OS like NT for their word-processing, e-mail, and spreadsheets.

In the near term, big businesses are going to stay firmly planted in Win 3.1, although some divisions may upgrade to Win NT. This is evident by Microsoft's reversal on their decision last year to discontinue support for the Win 3.1 version of their business products.

SMALL BUSINESS: Small companies will probably start migrating to Win '95 relatively quickly because the reduced support costs (if they appear) will likely offset the required hardware upgrades. Of course, some may realize that they will only have to upgrade their hardware *again* in a year or two to support whatever version of Win NT that Microsoft is pushing then.

Small businesses may also choose alternative operating systems, and OS/2 will continue to be popular, Likewise, if Apple does a better job at targeting small businesses, some segment of this population may decide i'ts better in the long run to migrate to the Mac.

HOME USERS: Some home users will start migrating to Win '95 relatively quickly because of the cool features and ease-of-use. Naturally, this may be only a relatively small percentage of home users, as many home users have a limited budget for computer stuff and the hardware and software upgrades necessary to use Win '95 well. In addition, so many home users won't switch that home/education software companies will continue to support and upgrade Win 3.1 versions of their software.

Again, home users may also choose other operating systems, with OS/2 leading the pack. Fewer home users that already have a 486 or higher Windows system are going to switch to another computer, such as the Mac, because of the cost involved, but Apple still may be able to convert users currently using MS-DOS alone on older computers.

EDUCATION: Educational institutions are going to remain firmly planted in Win 3.1, because of the cost involved in upgrading all of their hardware. Apple has seen this happen with Macs; a lot of educational institutions even had trouble finding $180 per machine to upgrade to 4 MB for System 7. They really aren't going to be able to afford $400 or more for 8 MB to run Win '95. In addition, and as a result, most educational software is going to continue to support Win 3.1, so the advantages of upgrading are less.

INTEL P6: Based on the analysis of which OS the above market segments will choose, wholesale acceptance of the P6 as has happened with the Pentium is unlikely. Most big business, small business, home, and educational users are going to be using either Win '95 or Win 3.1 in the forseeable future, operating systems for which the P6 will outperform the Pentium by a scant 10%. Hardly worth the cost of upgrading to this new processor.

Yet it was these markets that drove the demand for Pentiums. While OS/2 and NT users may buy be anxious to buy the P6, these users represent a small fraction of the market. For at least the next 18 months, demand for the P6 is going to remain low, Intel will continue focusing on the Pentium as its main processor, and price for P6-based systems is going to remain high.

OS/2 WARP: Anyone buying a P6 is going to want a 32-bit operating system. While NT will likely land a good number of these upgrades, it is also likely that many users will want off the Microsoft upgrade treadmill and defect to Warp, especially if IBM eventually is able to run most Win 32 apps.

Within 18 months, as Pentium-clone manufacturers begin producing their chips cheaper than the Pentium, Intel will begin to push the P6 as their mainstream alternative to the Pentium. Any company producing computers based on the P6 are going to have to bundle OS/2 or NT with their machines. Given the ongoing scrutiny the DOJ will give Microsoft over the next year (at least), expect OEMs to be able to free give customers a choice of OS without incurring any financial hardship due to anti-competitive practicies from MS.

POWER MACINTOSH: Over the next 18 months, PowerMacs will provide increasingly better price/performance than computers running Win '95. Not only will major speed improvements in the PPC 604 translate directly into performance improvements in running native software, but Apple's new 040 emulator will allow better performance for non-native apps. In addition, by the time Copland is released in late '95, much more of the Mac OS will be running as native PPC code.

The better price/performance, coupled with the Mac's legendary ease-of-use and widely recognized brand name, will increase the Mac's appeal with first-time computer buyers and may even win some converts who are tired of living under the MS/Intel umbrella. Of course, that's assuming Apple can get its marketing guys in gear.

POWERPC: The folks upgrading to the P6 over the next 18 months are going to be power users, for the most part. They are going to have to switch from the Win 3.1 or Win '95 OS they are likely currently using to OS/2 or Win NT. They are going to have to ugprade all their apps to get the most performance bang for the buck. It's not going to be hard to see the advantages offered by the CHRP platform over the 15-year-old PC-compatible platform. Plus, there is the bonus of being able to run any Macintosh app. The CHRP platform is going to become increasingly inviting.

That's it. Flame away. Even if you don't buy all of the analysis, it's pretty clear that the P6 is going to pretty much be on the back-burner until '97, since most analysts estimate that only about 10 million users are going to upgrade to Win '95 by then, and far fewer than that are going to consider upgrading to OS/2 or NT in that time frame. And yet Intel insists that the P7 will be out in '97; that may be, but at this rate we'll be lucky if it hits the mainstream before the millenium.

Nathan Tennies
Bootstrap Enterprises Inc

2004. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-04 00:00:00 UTC
From: bee@sfu.ca
Message-ID: <bee-0407951302470001@lb2101.lib.sfu.ca>
Source record: 12055
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tc3e3$c03@newsbf02.news.aol.com>, bootstrap1@aol.com
(Bootstrap1) wrote:

> Well, things are starting to look awfully rocky for the P6 and Windows
> '95. PC Week reported the following in the July 3rd issue:
>
(article deleted)

Your whole "analysis" is based on two and possibly a third basic "facts"
none of which are true.

1) That the P6 is just waiting in the wings, and will begin replacing
Pentiums in shipping units in large numbers over the next 18 moths.

I find no support for this idea at all. It is likely that it will take a
couple of years before you will see any significant penetration of the
desktop market with P6 units. Many people have just upgraded to Pentiums,
new Pentiums are just coming out, etc. The P6 is "announced," and it will
ship, but it won't be comonplace in anything like the time frame you
suggest.

2) That using Win95 necessitates a significant upgrade of equipment,
money, software, and especially memory.

Again, no support at all. The people using Win95 now, report that it runs
about the same speed as Windows 3.1 in the same memory, it also runs
almost every Win16 program you want to throw at it, and runs it better
than Win3.1. the total cost of the upgrade to Win95 is about 100.00 unit
and a little education, not hundreds of dollars of additional memory and
so on that you claim.

3) Your argument is not realy "based" on this one, but itdoes include the
idea that Mac's are an Up and Coming alternative for many home users, with
this I would disagree in the sense that you imply that a Windows 3.1 user
would switch to a Mac when faced with a choice between Win95 and Mac/OS.
This is a joke right? The Win95 upgrade is a no-brainer for people like
this, they will never chose Mac over win95.

Jeremy

> Nathan Tennies
> Bootstrap Enterprises Inc

--
==========

2005. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-04 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3tc9qt$oeq@osiris.wu-wien.ac.at>
Source record: 12056
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

Abd additionally, it dosn't take a big amount of analysts to doubt that Apple will release "copland" in late 95 (which, BTW, is just 5 to 6 months from now!); an improved System 7.5 (maybe called System 7.6?), an improved emulator - OK, but not Copland (just consider how long it took them to get System or Quickdraw GX out).

BTW, how wel is Apples "Pippin" doing? does it have any market acceptance or do all customers make Pippi on it :-)?

Regards,

Alfred

2006. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-04 00:00:00 UTC
From: damir@mindspring.com
Message-ID: <damir-0407951648000001@damir.mindspring.com>
Source record: 12057
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tc3e3$c03@newsbf02.news.aol.com>, bootstrap1@aol.com
(Bootstrap1) wrote:

> Well, things are starting to look awfully rocky for the P6 and Windows
> '95. PC Week reported the following in the July 3rd issue:

[...snip...announcement of the impending death of the Intel-MS hegemony...]

> INTEL P6: Based on the analysis of which OS the above market segments will
> choose, wholesale acceptance of the P6 as has happened with the Pentium is
> unlikely. Most big business, small business, home, and educational users
> are going to be using either Win '95 or Win 3.1 in the forseeable future,
> operating systems for which the P6 will outperform the Pentium by a scant
> 10%. Hardly worth the cost of upgrading to this new processor.

[...snip...more analysis...]

> That's it. Flame away.

No flames here, just a comment: you could replace all references to the P6
with a reference to Pentium, and it would be the same sort of stuff people
were saying a year ago. While I am not convinced that the road will be
smooth for MS and Intel in the near term, many of their competitors have
underestimated them before - and many of them are no longer the thriving
businesses they used to be.

There are windows of opportunity here for everyone; whether anyone has the
courage to take advantage of them is an open question.

--
damir smitlener |
damir@mindspring.com |
smitty@optica.mirc.gatech.edu |

2007. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-04 00:00:00 UTC
From: tbyars@overdrive.com
Message-ID: <tbyars-0407951414120001@tbyars.earthlink.net>
Source record: 12058
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tc3e3$c03@newsbf02.news.aol.com>, bootstrap1@aol.com
(Bootstrap1) wrote:

I couldn't agree with you more. Do us all favor and summarize your
replies, I would be very interested in hearing what others say.

Tim

~~~~~~~~~~~

:Well, things are starting to look awfully rocky for the P6 and Windows
:'95. PC Week reported the following in the July 3rd issue:
:
:"Testing of the preproduction Intel microprocessor shows that Windows 95
:runs only about 10 percent faster on P6 than on a high-speed Pentium
:processor because of the significant amount of 16-bit code in the
:operating system, according to leading PC makers, who spoke on the
:condition of anonymity."
:
:ANALYSIS:
:

[snip]

:The CHRP platform is going to become increasingly inviting.
:
:
:That's it. Flame away. Even if you don't buy all of the analysis, it's
:pretty clear that the P6 is going to pretty much be on the back-burner
:until '97, since most analysts estimate that only about 10 million users
:are going to upgrade to Win '95 by then, and far fewer than that are going
:to consider upgrading to OS/2 or NT in that time frame. And yet Intel
:insists that the P7 will be out in '97; that may be, but at this rate
:we'll be lucky if it hits the mainstream before the millenium.

--
\\\
~~~~~~~~~~~

2008. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-04 00:00:00 UTC
From: bootstrap1@aol.com
Message-ID: <3tcead$fd7@newsbf02.news.aol.com>
Source record: 12059
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

h9250467@idefix.wu-wien.ac.at (Alfred Radauer) wrote:

>Abd additionally, it dosn't take a big amount of analysts to doubt that
>Apple will release "copland" in late 95

Oops, sorry, that was a typo; thanks for catching it. The best
projections for Copland are that it will be out in mid-96, but late 96 is
probably more realistic. The improved emulator is already out; it shipped
with the 9400.

Nathan Tennies
Bootstrap Enterprises Inc

2009. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-04 00:00:00 UTC
From: dfa3147@vms1.tamu.edu
Message-ID: <4JUL199517275020@vms1.tamu.edu>
Source record: 12060
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tc9qt$oeq@osiris.wu-wien.ac.at>, h9250467@idefix.wu-wien.ac.at (Alfred Radauer) writes...
}Abd additionally, it dosn't take a big amount of analysts to doubt that
}Apple will release "copland" in late 95 (which, BTW, is just 5 to 6
}months from now!); an improved System 7.5 (maybe called System 7.6?), an
}improved emulator - OK, but not Copland (just consider how long it took
}them to get System or Quickdraw GX out).

Actually, Copland is supposed to ship in mid '96. I'm looking for the
last months of '96 or early '97 myself. I don't trust any software
release dates, and Copland is not a minor undertaking.

}
}BTW, how wel is Apples "Pippin" doing? does it have any market acceptance
}or do all customers make Pippi on it :-)?

They're having trouble writing the scaled down version of the MacOS
for it. It was supposed to be available for Bandai by Jan. 1 '96.
It now looks like it's a year off.

Dylan

2010. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-04 00:00:00 UTC
From: bootstrap1@aol.com
Message-ID: <3tcfnq$fq3@newsbf02.news.aol.com>
Source record: 12061
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

bee@sfu.ca (Jeremy Bee) wrote:

>Your whole "analysis" is based on two and possibly a third basic "facts"
>none of which are true.
>
>1) That the P6 is just waiting in the wings, and will begin replacing
>Pentiums in shipping units in large numbers over the next 18 moths.

Well, it is a fact that the P6 is waiting in the wings, in that it is supposed to start shipping in PCs late this year. In reality, I don't think it is a fact that the P6 will be shipping in large numbers over the next 18 months; that was kinda the point of my analysis. However, chips with similar or better performance than the P6 and targeted at the PC market (primarily the 604) are shipping now and will be shipping in large numbers over the next 18 months. That's why I say P6 sales will flop.

>2) That using Win95 necessitates a significant upgrade of equipment,
>money, software, and especially memory.
>
>Again, no support at all. The people using Win95 now, report that it
runs
>about the same speed as Windows 3.1 in the same memory, it also runs
>almost every Win16 program you want to throw at it, and runs it better
>than Win3.1.

This may shock you, but most of the people using Win 3.1 today are using it in 4 MB of RAM (kinda scary since the OS eats up most of that) and 4 MB machines were what most businesses and consumers were buying even a year ago. These people certainly aren't power users, but they are being productive and could benefit greatly from Win '95. However, Win '95 *isn't* going to run at all acceptably in 4 MB. 8 MB is the minimum from most people's standpoint, and I think there is a reason that some magazines are recommending 12 MB. A '486 or Pentium is also recommended, and yet there are lots of folks out there running Win 3.1 on 386 machines.

And while I agree Win '95 runs almost every 16-bit app you throw at it (except for the 250 mainstream apps quoted by Microsoft), what's the point? These apps will strangle the preemptive multitasking capabilities of Win '95 whenever they are run and have the ability to make Win '95 very unstable. You've just lost the two big advantages. That leaves the user-interface improvements, but you can have those now with Win 3.1 at third-party software add-ons.

Nathan Tennies
Bootstrap Enterprises Inc

2011. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-04 00:00:00 UTC
From: bee@sfu.ca
Message-ID: <bee-0407951630320001@lb2101.lib.sfu.ca>
Source record: 12062
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tcfnq$fq3@newsbf02.news.aol.com>, bootstrap1@aol.com
(Bootstrap1) wrote:

> bee@sfu.ca (Jeremy Bee) wrote:
>
> >Your whole "analysis" is based on two and possibly a third basic "facts"
> >none of which are true.
> >
> >1) That the P6 is just waiting in the wings, and will begin replacing
> >Pentiums in shipping units in large numbers over the next 18 moths.
>
> Well, it is a fact that the P6 is waiting in the wings, in that it is
> supposed to start shipping in PCs late this year. In reality, I don't
> think it is a fact that the P6 will be shipping in large numbers over the
> next 18 months; that was kinda the point of my analysis. However, chips
> with similar or better performance than the P6 and targeted at the PC
> market (primarily the 604) are shipping now and will be shipping in large
> numbers over the next 18 months. That's why I say P6 sales will flop.

My mistake, I thought you were saying that the P6 would be readily
availaable soon and thus impact on Win95's acceptance due to the 10%
thingie. I should say that I don't necessarily believe this ten percent
imporvement scenario either unless you can give me a reference to where
you got it from. Several of your facts below are innacurate enough to
make me wonder about that.

>
> >2) That using Win95 necessitates a significant upgrade of equipment,
> >money, software, and especially memory.
> >
> >Again, no support at all. The people using Win95 now, report that it
> runs
> >about the same speed as Windows 3.1 in the same memory, it also runs
> >almost every Win16 program you want to throw at it, and runs it better
> >than Win3.1.
>
> This may shock you, but most of the people using Win 3.1 today are using
> it in 4 MB of RAM (kinda scary since the OS eats up most of that) and 4 MB
> machines were what most businesses and consumers were buying even a year
> ago. These people certainly aren't power users, but they are being
> productive and could benefit greatly from Win '95. However, Win '95
> *isn't* going to run at all acceptably in 4 MB. 8 MB is the minimum from
> most people's standpoint, and I think there is a reason that some
> magazines are recommending 12 MB. A '486 or Pentium is also recommended,

> and yet there are lots of folks out there running Win 3.1 on 386 machines.

Again, i think you are confusing the recommendations of a computer magazine writer's idea of "acceptable" and what people actually use. Most people out there *do* still have only 4megs and Win95 will run at the same speed level that Win3.1, (which presumably they are running now), does. There have been many posts to this effect both here and on MSN from people who normaly ran Windows 3.1 in 4Megs, that Win95 runs the same or faster. The only thing it's bad on is a 386 SX.

> And while I agree Win '95 runs almost every 16-bit app you throw at it
> (except for the 250 mainstream apps quoted by Microsoft), what's the
> point? These apps will strangle the preemptive multitasking capabilities
> of Win '95 whenever they are run and have the ability to make Win '95 very
> unstable. You've just lost the two big advantages. That leaves the
> user-interface improvements, but you can have those now with Win 3.1 at
> third-party software add-ons.

This tells me that you have been reading alot of what IBM puts out about Win95 which is less than accurate. The idea that running a mix of Win16 and Win32 apps, (normal, well-behaved ones) "strangles" or stops multitasking under Win95 has been around for a long time, but it is not true at all. All apps multitask quite smoothly unless you run into a bad app that locks the Mutex which is the same as in Windows 3.1. The apps it won't run are only 200 BTW out of about 3500 "mainstream" apps and who knows how many others.

Jeremy

> Nathan Tennies
> Bootstrap Enterprises Inc

--
==========

2012. Machine for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-04 00:00:00 UTC
From: kua97@uno.cc.geneseo.edu
Message-ID: <3tc1ee$olh@news.cc.geneseo.edu>
Source record: 12063
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Does anybody know if there's a newsgroup that posts Atari machines for sale?
I'm planning to part with my old system. It's been collecting dust ever since
I left for college. Any suggestions will be welcomed.

Please respond to kua97@uno.cc.geneseo.edu

Regards,
K.K.

****
Mi pungichi, mi stuzzichi, mi tuzzichi, mi mastichi... Amor, que questo h'aime?
Pieta, pieta, pieta. Amor e un cherto que, que disperar mi fa ;-)
****

2013. FS: Loaded ST system

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-04 00:00:00 UTC
From: kua97@uno.cc.geneseo.edu
Message-ID: <3tc34p$ovg@news.cc.geneseo.edu>
Source record: 12064
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Here's the following for sale - US$700 o.b.o.:

* Atari 1040ST, dual drive system (one internal, one external), mouse and
all necessary cabling.

* Color monitor (SC 1224).

* Spectre GCR emulator cartridge. It gives a basic Mac Plus equivalent and
reads/writes to Mac formatted disks. (I'll include Mac software for word
processing if interested).

* IMG Scanner (cartridge based scanner to work in conjunction with the printer).

* Yamaha PSS 680 MIDI keyboard (with cables to attach for use with Music
Studio)

* Star NX-1000 dot matrix printer (with all my unused ribbon cartridges)

* I'll include my whole library of Atari ST disks (all my software collected
over the years).

FINE PRINT:
It is in great condition and I'd like to sell it as a complete whole if
possible. I'm in the New York City area and will consider selling outside
NYC if you're willing to pay for shipping. Price is negotiable...
Please e-mail directly.

Regards,
K.K.
kua97@uno.cc.geneseo.edu
kua97@cs.geneseo.edu

****
Mi pungichi, mi stuzzichi, mi tuzzichi, mi mastichi... Amor, que questo h'aime?
Pieta, pieta, pieta. Amor e un cherto que, que disperar mi fa ;-)
****

2014. Cheap Falcons

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-04 00:00:00 UTC
From: rob@rgcasey.demon.co.uk
Message-ID: <804889160snz@rgcasey.demon.co.uk>
Source record: 12065

Now that C-Lab are producing the Falcon MkII, I have heard that they are looking at a cut down mass market version. Does anyone know of this, or the rumour that Atari are refusing them to do this until they have sold all their own existing stock? If this is true then the three stooges want shooting. They've done bugger all for their loyal users and this would be the icing on the cake.

A cheap Falcon would be ideal - especially now that Escom are going to be able to bridge the price gap with the Amiga. Chain stores like Dixons, Currys et al will have nothing to compare. The amount of good Falcon specific stuff is slowly increasing and so I think its actually in a better position now, than when it was launched. What would be even better would be for Atari to go bankrupt (they have no effect on their computers anymore) and a for a big player to step in (eg Dell), buy everything for a pittance and aggressively sell it.

A bit like Commodore really.

2015. Re: JAGUAR JUST SUCKS SO SHUT UP

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-05 00:00:00 UTC
From: hing@csulb.edu
Message-ID: <3td2ik$hgh@garuda.csulb.edu>
Source record: 12066
Cross-posted to: rec.games.video.advocacy,comp.sys.atari.advocacy

: In article <1995Jul3.182951.55299@cc.usu.edu>, slcsj@cc.usu.edu (Jesse Lambert) writes:

: And you? Are you a Jagflopownersindenial as referred by WillBill?

He never saw the Jaguar nor any of the game it has. It tell you pretty
much what kind of person this Sincrap is.

--
o---o
| E-mail: hing@engr.csulb.edu |
|-=-|
| WWW: http://www.engr.csulb.edu/~hing/ |
|-=-|
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------- Charles de Gaulle --------------------------o

2016. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-05 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3tcpae$p9b@ccshst05.cs.uoguelph.ca>
Source record: 12067
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

```
: As usual, you do not read carefully. My question is why does Atari feel they
: have to lower the price even further. Doesn't Atari have the confidence that
: the Jagflop is as equal as the 3do?

Price wars are the name of the game. If you don't like it, move
to a communist state. *EVERYONE* lowers there prices in response to the
competition. Nintendo, Sega and 3DO have all lowered their prices
substancially from the original list prices. They must not have
confidence either. The 3DO originally went for $699 US. Then it was
dropped to $399. Now $299. Panasonic must really hate their poduct.

: Isn't 3do just a R&D firm? I thought Panasonic and GoldStar handle
: manufacturing, distribution and marketing?

3DO does marketing of it's own. They also program games, print
disks and design the upgrades.

: Lets do the math: Panasonic and GoldStar have billions in cash on hand..

Yes. And they got that way buy keeping up profitable lines. With
the 3DO (an expensive machine to build) going for such a low price, they
aren't making the same $$$ they used to on it.

: That maybe the case in Canada, but where i live 3do consoles are plentiful and
: the price is $299 with two packins. Plus Goldstar has a $50 additional rebate.
: Lets do the math, with the rebate makes the console $249.

Then you are lucky. Here, I'd love to get a 3DO, but paying 2 1/2
times as much for a machine that seems just as likely to fade away seems
stupid. At least I know where to look for Atari stuff when the Jaguar
falls off the shelf.

>> Mark <<

--
===============================================================================
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
===============================================================================
```

2017. Re: Poor Peter (was Re: Jaguar Competitiveness with new machines)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-05 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3tcpej$p9b@ccshst05.cs.uoguelph.ca>
Source record: 12068
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

: Yes, but feel like 4 or 5 when the classes meet daily for two months instead of
: the usual four month semester.

My friends do five classes in the same amount of time. Want to
talk about stress with them?

: More likely 5'11'

And mutated in ways beyond belief. :->

: Drinking beer.

Judging from the recent quality of your posts and the apparent
lack of perception, I'd say the two go hand in hand quite often.

>> Mark <<

--
==
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

2018. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-05 00:00:00 UTC
From: fuchsjm@ucsu.Colorado.EDU
Message-ID: <3tcrdt$sfb@CUBoulder.Colorado.EDU>
Source record: 12069
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu wrote:
: In article <3ta2mf$mdk@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
: > : ::sigh:: Fine, if you don't believe me. Here's the official 3DO press
: > : release:
: >
: > Looks like we were talking about different press releases. Yes,
: > there are 200 3DO titles available in the entire world, but how many are
: > games and how many are on North American shelves? Peter keeps hinting he
: > can go to his local Walmart and buy 300 3DO games, but there are only 25
: > for the Jag. The fact of the matter is that less than 80 3DO games are
: > in domestic release in North America. I was just getting tired of Peter's
: > exageration. Nothing more.

: I never said and or hinted that yoy can buy from the 300 titles from the same
: store.

:
Okay. How about the same hemisphere? :)

-jesse

ehisasaphbveddaaare?s sd
>
: > >> Mark <<

:
: Peter Sinclair-Day Performa 636/8-250/CD Marathon
: Library and Information Studies DarkForces
: University of Northern Iowa
:
:
: We're in the clutches of a bunch of folks trying to turn the U.S. into
: a third world country. Two hundred billionaires and 260 million poor
: people. And they haven't done enough damage yet to be beaten.

: Garrison Keillor on the Republican Congress.......

: Internet-democrats-request@webcom.com / Type subscribe in body of message
:

2019. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-05 00:00:00 UTC
From: laducat@fit.edu
Message-ID: <3te2k0$75u@ddi2.digital.net>
Source record: 12070
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

bootstrap1@aol.com (Bootstrap1) wrote:

>Plus, it is now clear that Win '95 is an interim OS; there won't be
>a significant upgrade to Win '95 but rather it will be succeeded by >some
>version of NT (Microsoft is already pushing NT over Win '95 for >>business
>users).

This is simply fud, bs, crap. Another person who has no fucking idea
what their talking about. Windows 95 will be followed by Windows
96(dubbed Nashville) and later updates, eventually it may become more
powerful and robust, but it will never be NT. Win95 will continue to
be a "light" version of Windows for the Home user and NT will kepp
getting more power features for the power user, while some of its
features will tricke down to Win95.

Tim LaDuca <laducat@fit.edu>
HTTP://www.fit.edu/~laducat/

Powered by...whatever feels good.

2020. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-05 00:00:00 UTC
From: tzs@u.washington.edu
Message-ID: <3te1fs$adp@nntp5.u.washington.edu>
Source record: 12071
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tbnoo$33q@warp.cris.com>, Ian Pilcher <pilcher@cris.com> wrote:
>Maybe you mean the first PC software company? There were a lot of
>applications available for System/360's, System/3x's, VAX's, etc. before
>Microsoft was even founded.

What VAX applications were available in 1975?

--Tim Smith

2021. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-05 00:00:00 UTC
From: rtfm@onramp.net
Message-ID: <rtfm-0507950824450001@lub01.onramp.net>
Source record: 12072
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tc9qt$oeq@osiris.wu-wien.ac.at>,
h9250467@idefix.wu-wien.ac.at (Alfred Radauer) wrote:

> Abd additionally, it dosn't take a big amount of analysts to doubt that
> Apple will release "copland" in late 95 (which, BTW, is just 5 to 6
> months from now!); an improved System 7.5 (maybe called System 7.6?), an
> improved emulator - OK, but not Copland (just consider how long it took
> them to get System or Quickdraw GX out).

Copland is due out in 96 and that due date has stuck for quite some time.
Win95 was originally due out by 93. Let's not talk deadline...MS/Intel
tend to lose those arguements. <G>

Mark

-
| Mark Brooks | The Etch-A-Sketch is a graphics toy; |
* Editor LOL E-Zine * the Power Mac 9500/132 is the fastest *
| LeMUG BOD | PC ever made. See the difference? |
-

2022. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-05 00:00:00 UTC
From: bootstrap1@aol.com
Message-ID: <3te4im$prl@newsbf02.news.aol.com>
Source record: 12073
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

laducat@fit.edu (Tim LaDuca) wrote:

>bootstrap1@aol.com (Bootstrap1) wrote:
>
>>Plus, it is now clear that Win '95 is an interim OS; there won't be
>>a significant upgrade to Win '95 but rather it will be succeeded by
>some
>>version of NT (Microsoft is already pushing NT over Win '95 for
>>business
>>users).
>
>This is simply fud, bs, crap. Another person who has no fucking idea
>what their talking about. Windows 95 will be followed by Windows
>96(dubbed Nashville) and later updates, eventually it may become more
>powerful and robust, but it will never be NT. Win95 will continue to
>be a "light" version of Windows for the Home user and NT will kepp
>getting more power features for the power user, while some of its
>features will tricke down to Win95.

Sorry, I mispoke. I wasn't trying to suggest that Microsoft wouldn't continue supporting Win '95, or provide upgrades of any kind. We all know there is a bug-fix-updated coming out this fall and I'd expect that Microsoft would continue coming out with updates to improve the human interface, add features, fix bugs, bundle more apps to squash the competition, etc.

However, it sounds like, architecturally, Win '95 is pretty much going to be the end of the line. As you point out, Microsoft has now changed its tune and is aiming Win '95 at the home market, while aiming Win NT at corporate desktops. It is hard for me to believe that Microsoft is going to provide much in the way of development resources to radical improvements to Win '95. From what I've read, I'm hardly alone in that viewpoint.

On top of that, we have the following quote from the same PC week article I quoted originally:

"Meanwhile, Microsoft officials say they have no immediate plans to optimize Windows 95 for the P6. We have no [fall] refresh planned for Windows 95 that would optimize it for the P6," said Yusuf Mehdi, Windows 95 product manager with Microsoft's personal systems division in Redmond, Wash."

Sounds to me (my opinion) like they don't have any P6 refresh planned, period. The only P6 optimization that counts is converting all the Win '95 code to 32-bit. The reason Microsoft has given for not already making all of Win '95 32-bit is compatiblity with existing apps and, until most apps are Win32, that reason isn't going to go away. Maybe this will happen a few years down the line, but certainly not in the next 18 months. And a few years down the line, I'm guessing that Microsoft will be pushing Win NT (or some derivative) for everyone.

Nathan Tennies
Bootstrap Enterprises Inc

2023. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-05 00:00:00 UTC
From: bee@sfu.ca
Message-ID: <bee-0507950902230001@lb2101.lib.sfu.ca>
Source record: 12074
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3td514$1nt7@news-s01.ny.us.ibm.net>, sbwwgtn@ibm.net (Steve Withers) wrote:

> In <bee-0407951302470001@lb2101.lib.sfu.ca>, bee@sfu.ca (Jeremy Bee) writes:
> >In article <3tc3e3$c03@newsbf02.news.aol.com>, bootstrap1@aol.com
> >(Bootstrap1) wrote:
>
> Jeremy says:
>
> >2) That using Win95 necessitates a significant upgrade of equipment,
> >money, software, and especially memory.
> >
> >Again, no support at all. The people using Win95 now, report that it runs
> >about the same speed as Windows 3.1 in the same memory, it also runs
> >almost every Win16 program you want to throw at it, and runs it better
> >than Win3.1. the total cost of the upgrade to Win95 is about 100.00 unit
> >and a little education, not hundreds of dollars of additional memory and
> >so on that you claim.
>
> I will have to disagree with you, Jeremy. Anyone without 8MB (most people)
> will have to buy more RAM. Anyone with less than a 350MB hard disk will
> have to buy more disk. If they want to run more than Word 2.0 and Excel 4.0.
>
> Word 6.0 and Excel 5.0 on a 4MB system with 210MB of hard disk will not
> be a pretty sight. Where will you put the Win95 swap file - for a start?
>
> Lots of people have already upgraded the RAM.....but not the disk. Either
> way, we are looking at Win95 from a software cost + h/w upgrade cost
> perspective. OS/2 has suffered from this for the past 3 years. Now
> Win95 can join the club. Home users can't and won't fork out big tin
> just to upgrade.....unless they have no choice. That day is a long
> way off yet. OS/2 is there for them when they are ready.
>
> Steve

Well, I agree with you in all your estimates of the fact that most people will be buying more RAM and that alot will take the opportunity to upgrade the Hard Disk as well. However...

If the issue is whether or not they *need* to do this as a result of Win95 having some increased requirements I still don't see where you get this from. If they were happy running all those apps in Win3.1 in the same memory, they should get comparable performance under Win95. The disk I/O

is now 32 bit, the swap file is more intelligent and also faster, samrtdrive is now replaced by a 32 bit cache, etc. etc. Overall Win95 is tha same or faster than even WFW3.1 let alone Windows 3.1 itself. People *will* upgrade their memory and disk space like they always do, and win95 will be the excuse, but I think that experience should be uncoupled from the issue of whether Win95 *needs* more memory or Harddisk space.

The fact that there will be all those free Betas of MS Office/95 floating around will certainly convince people to upgrade for sure.

Jeremy

--
==========

2024. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-05 00:00:00 UTC
From: bee@sfu.ca
Message-ID: <bee-0507950913000001@lb2101.lib.sfu.ca>
Source record: 12075
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <nicwolff-0507950143140001@p15.ts1.angel.net>,
nicwolff@angel.net (Nic Wolff) wrote:

> In article <bee-0407951630320001@lb2101.lib.sfu.ca>, bee@sfu.ca (Jeremy
> Bee) wrote:
>
> > My mistake, I thought you were saying that the P6 would be readily
> > availaable soon and thus impact on Win95's acceptance due to the 10%
> > thingie. I should say that I don't necessarily believe this ten percent
> > imporvement scenario either unless you can give me a reference to where
> > you got it from. Several of your facts below are innacurate enough to
> > make me wonder about that.
>
> Here's your reference: July 3d's PCWEEK, in the front-page article titled
> "As ship date nears, Win 95 hits new bumps: Slight performance gains on P6
> may not warrant OS upgrade": "Testing of the preproduction Intel
> microprocessor shows that Windows 95 runs only about 10 percent faster on
> a P6 than on a high-speed Pentium processor because of the significant
> amount of 16-bit code in the operating system..."
>
> > All apps multitask quite smoothly unless you run into a bad
> > app that locks the Mutex which is the same as in Windows 3.1. The apps it
> > won't run are only 200 BTW out of about 3500 "mainstream" apps and who
> > knows how many others.
>
> Heh -- I notice (page 3 of same PCWEEK) that Microsoft Mail 3.2 is among
> the mischevious apps not running under Win95 betas built last week.
>
Thanks, read it just as I got to this message. (I was smoothly
multitasking my multithreaded Win95 Netscape app at the same time as the
16 bit newsreader over a SLIP connection) Still, if you are going to buy a
P6 machine, you will want 16 or 32 megs of RAM and probably EDO memory,
Triton chip set etc. So why this kind of system would be running Win95
anyway is beyond me.

Jeremy

--
==========

2025. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-05 00:00:00 UTC
From: jimf@world.std.com
Message-ID: <DB9DJ0.91v@world.std.com>
Source record: 12076
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

jochoa@utdallas.edu writes:
>Hi all!

>Okay, I got, IMO, into PEECEE's painfully late in the game. About 2 to 3
>years ago. At anyrate, I've decided that I need to READ READ READ
>whatever books I can get my hands on. It's my summer project. (:

>At anyrate, along with going to the library to look up magazines and
>articles for like the last 10 to 15 years, I'd much prefer to read books.

>I'm currently reading the book _Hard_Drive_ by James Wallace & Jim
>Erickson ((c) 1992 Harper Business.)

Two others are _Big Blues_ (Carroll) and _Accidental Empires_
(Cringely). An earlier account is _Fire in the Valley_ (can't
remember the author).

Of the relatively recent accounts, _Accidental Empires_ appears the
least biased: Cringely isn't nice to anybody :-). _Big Blues_ sheds a
pretty favorable light on Microsoft most of the time; _Hard Drive_ is
the other extreme.

jim frost
jimf@world.std.com
--
http://www.std.com/homepages/jimf

2026. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-05 00:00:00 UTC
From: josco@eco.arc.nasa.gov
Message-ID: <3teqms$lnl@onramp.arc.nasa.gov>
Source record: 12077
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <bee-0407951302470001@lb2101.lib.sfu.ca> bee@sfu.ca (Jeremy Bee) writes:
>In article <3tc3e3$c03@newsbf02.news.aol.com>, bootstrap1@aol.com
>(Bootstrap1) wrote:

>Your whole "analysis" is based on two and possibly a third basic "facts"
>none of which are true.
>
>1) That the P6 is just waiting in the wings, and will begin replacing
>Pentiums in shipping units in large numbers over the next 18 moths.
>
>I find no support for this idea at all.

Intel's made their intentions very clear, the P5-75 is their low end
CPU today.

>2) That using Win95 necessitates a significant upgrade of equipment,
>money, software, and especially memory.
>
>Again, no support at all.

MS recommends 8MB and 12MB for running MS OFFICE as a minimum. Most
Trade rags recommend 16MB. The typical PC will need 4-8MB of
additional RAM and of course Win95's Plus Pack requires a 486 minimum--
no 386's. Lastly MS's newest multimedia standard is built around a p75
CPU as the recommended minimum CPU.
--

-- J. C. Coughlan, jcoughlan@gaia.arc.nasa.gov

2027. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-05 00:00:00 UTC
From: ericb@psu.edu
Message-ID: <ericb.55.2FFACADB@psu.edu>
Source record: 12078
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tc9qt$oeq@osiris.wu-wien.ac.at> h9250467@idefix.wu-wien.ac.at (Alfred Radauer) writes:

> an improved emulator

Already released :).

-Ericb@psu.edu

2028. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-05 00:00:00 UTC
From: gupta@mrspock.mt.att.com
Message-ID: <DB81zG.9IB@nntpa.cb.att.com>
Source record: 12079
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <bee-04079516303200001@lb2101.lib.sfu.ca>,
Jeremy Bee <bee@sfu.ca> wrote:
>
>This tells me that you have been reading alot of what IBM puts out about
>Win95 which is less than accurate. The idea that running a mix of Win16
>and Win32 apps, (normal, well-behaved ones) "strangles" or stops
>multitasking under Win95 has been around for a long time, but it is not
>true at all. All apps multitask quite smoothly unless you run into a bad

It may be FUD and IBM talk. On the other hand, PC World, July 95, in
the "Windows 95 Adviser" column by Richard Freedman, "a former group
manager on the Windows 95 team at Microsoft", writes that all he could
do was "twiddle his thumbs" during a long calculation in 16-bit Excel.
"In my experience", he writes, "32-bit applications are better multi-taskers".

-arun gupta

>app that locks the Mutex which is the same as in Windows 3.1. The apps it
>won't run are only 200 BTW out of about 3500 "mainstream" apps and who
>knows how many others.
>
>Jeremy
>
>>
>> Nathan Tennies
>> Bootstrap Enterprises Inc
>
>--
>==

2029. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-05 00:00:00 UTC
From: nicwolff@angel.net
Message-ID: <nicwolff-0507950143140001@p15.ts1.angel.net>
Source record: 12080
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <bee-0407951630320001@lb2101.lib.sfu.ca>, bee@sfu.ca (Jeremy Bee) wrote:

> My mistake, I thought you were saying that the P6 would be readily
> availaable soon and thus impact on Win95's acceptance due to the 10%
> thingie. I should say that I don't necessarily believe this ten percent
> imporvement scenario either unless you can give me a reference to where
> you got it from. Several of your facts below are innacurate enough to
> make me wonder about that.

Here's your reference: July 3d's PCWEEK, in the front-page article titled "As ship date nears, Win 95 hits new bumps: Slight performance gains on P6 may not warrant OS upgrade": "Testing of the preproduction Intel microprocessor shows that Windows 95 runs only about 10 percent faster on a P6 than on a high-speed Pentium processor because of the significant amount of 16-bit code in the operating system..."

> All apps multitask quite smoothly unless you run into a bad
> app that locks the Mutex which is the same as in Windows 3.1. The apps it
> won't run are only 200 BTW out of about 3500 "mainstream" apps and who
> knows how many others.

Heh -- I notice (page 3 of same PCWEEK) that Microsoft Mail 3.2 is among the mischevious apps not running under Win95 betas built last week.

--
| Nic Wolff nicwolff@angel.net
| Angel Networks, Inc.
| Internet Access for the Macintosh in New York City
| http://www.angel.net/

2030. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-05 00:00:00 UTC
From: sbwwgtn@ibm.net
Message-ID: <3td514$1nt7@news-s01.ny.us.ibm.net>
Source record: 12081
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In <bee-0407951302470001@lb2101.lib.sfu.ca>, bee@sfu.ca (Jeremy Bee) writes:
>In article <3tc3e3$c03@newsbf02.news.aol.com>, bootstrap1@aol.com
>(Bootstrap1) wrote:

Jeremy says:

>2) That using Win95 necessitates a significant upgrade of equipment,
>money, software, and especially memory.
>
>Again, no support at all. The people using Win95 now, report that it runs
>about the same speed as Windows 3.1 in the same memory, it also runs
>almost every Win16 program you want to throw at it, and runs it better
>than Win3.1. the total cost of the upgrade to Win95 is about 100.00 unit
>and a little education, not hundreds of dollars of additional memory and
>so on that you claim.

I will have to disagree with you, Jeremy. Anyone without 8MB (most people)
will have to buy more RAM. Anyone with less than a 350MB hard disk will
have to buy more disk. If they want to run more than Word 2.0 and Excel 4.0.

Word 6.0 and Excel 5.0 on a 4MB system with 210MB of hard disk will not
be a pretty sight. Where will you put the Win95 swap file - for a start?

Lots of people have already upgraded the RAM.....but not the disk. Either
way, we are looking at Win95 from a software cost + h/w upgrade cost
perspective. OS/2 has suffered from this for the past 3 years. Now
Win95 can join the club. Home users can't and won't fork out big tin
just to upgrade..........unless they have no choice. That day is a long
way off yet. OS/2 is there for them when they are ready.

Steve

2031. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-05 00:00:00 UTC
From: briel@branch.pfc.forestry.ca
Message-ID: <DB9LBn.Bs1@yew.pfc.forestry.ca>
Source record: 12082
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

jim frost (jimf@world.std.com) wrote:
: jochoa@utdallas.edu writes:
: >Hi all!

: >Okay, I got, IMO, into PEECEE's painfully late in the game. About 2 to 3
: >years ago. At anyrate, I've decided that I need to READ READ READ
: >whatever books I can get my hands on. It's my summer project. (:

: >At anyrate, along with going to the library to look up magazines and
: >articles for like the last 10 to 15 years, I'd much prefer to read books.

: >I'm currently reading the book _Hard_Drive_ by James Wallace & Jim
: >Erickson ((c) 1992 Harper Business.)

: Two others are _Big Blues_ (Carroll) and _Accidental Empires_
: (Cringely). An earlier account is _Fire in the Valley_ (can't
: remember the author).

: Of the relatively recent accounts, _Accidental Empires_ appears the
: least biased: Cringely isn't nice to anybody :-). _Big Blues_ sheds a
: pretty favorable light on Microsoft most of the time; _Hard Drive_ is
: the other extreme.

An older book that I think is worth reading (even though it's Apple
specific) is Accidental Millionaire. It's a rather scathing look at
the Steve Jobs years at Apple which should be pretty important to
anyone interested in micro-computer history.

While not specific to PC's, Steven Levy's "Hackers" is a superb read.
Easily the most enjoyable book I've read dealing with computer history.

Enjoy!

--Bill

Bill G. Riel Canadian Forest Service
briel@pfc.forestry.ca Victoria, BC

2032. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-05 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3ters8$lbd@ccshst05.cs.uoguelph.ca>
Source record: 12083
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

```
: I never said and or hinted that yoy can buy from the 300 titles from the same
: store.

Peter, it's extremeley difficult to get all those games in one
continent, let alone one store. To the average consumer, the 3DO vs. Jag
title advantage isn't even close to as big as you make it out to be.

>> Mark <<

--
===============================================================================
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
===============================================================================
```

2033. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-05 00:00:00 UTC
From: gfine@vnet.ibm.com
Message-ID: <DB94Iv.12so@bocanews.bocaraton.ibm.com>
Source record: 12084
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In <3tbute$rub@sashimi.wwa.com>, blackbob@sashimi.wwa.com (Johnny B. Goode) writes:
>In article <nobody-04079509273700001@dialip-17.athenet.net>,
>TheDabbled <nobody@nosystem.nodomain.noorganization> wrote:
>
>>Microsoft was the FIRST software company...EVER!!!!
>
>Correction: Microsoft was the first MICROcomputer SOFTware company.
>

Actually for the 8-bit market it was Digital Research, with CPM and
CBASIC back in the S-100 bus microcomputer days. MBASIC appeared
later. PC/MS-DOS didn't appear until the first IBM PCs rolled out.

But then if you really want to split hairs, it would go to Datapoint
with their 8-bit processor back in 1974, but they called their system
a 'mini'.

>
>Cheers, Terry Murphy

-- Glen Fine Internet : gfine@vnet.ibm.com --
-- TEAM OS/2 Compuserve : 70462,3473 --
-- The opinions expressed are my own, and not those of IBM --
---

2034. Re: HOME GAMING WAR: past and future

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-06 00:00:00 UTC
From: Dana Wilson <dwilson@sunset.backbone.olemiss.edu>
Message-ID: <3tff58$fhm@sunset.backbone.olemiss.edu>
Source record: 11987
Cross-posted to: rec.games.video.sony,rec.games.video.nintendo,rec.games.video.sega,rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.advocacy,rec.games.video.cd32,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.a

Id play the PC version over both of them any day!

2035. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-06 00:00:00 UTC
From: ltchean@iss.nus.sg
Message-ID: <3tg14u$349@nuscc.nus.sg>
Source record: 11988
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

Steve Withers (sbwwgtn@ibm.net) wrote:

: Word 6.0 and Excel 5.0 on a 4MB system with 210MB of hard disk will not
: be a pretty sight. Where will you put the Win95 swap file - for a start?

I am now running Word and Excel on a notebook with 200MB harddisk... using
Windows 95. It works fine. Well, I do have 8MB, and it is very usable.

--
Lim Thye Chean: Lim is my surname. My name is Thye Chean.
:::
Institute of Systems Science Windows 95/NT and Apple IIGS programmer
Software Engineer, Author of Galaxia Authoring Environment (OSF/Motif)

2036. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-06 00:00:00 UTC
From: laducat@fit.edu
Message-ID: <3tgc81$dj6@news.gate.net>
Source record: 11989
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

lparsons@midwest.net (Lloyd Parsons) wrote:

>Your advocacy is to be commended. Did you learn those words at college, or
>high school?

Grade school. Its not advocacy, I'm defending the truth.

"You may disturb me,
but I will burn your lies.
You can not fool me
I see through your guise."

2037. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-06 00:00:00 UTC
From: newton@sol.sun.csd.unb.ca
Message-ID: <3tfani$bst@sol.sun.csd.unb.ca>
Source record: 11990
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3te2k0$75u@ddi2.digital.net>, Tim LaDuca <laducat@fit.edu> wrote:
>bootstrap1@aol.com (Bootstrap1) wrote:
>
>>Plus, it is now clear that Win '95 is an interim OS; there won't be
>>a significant upgrade to Win '95 but rather it will be succeeded by >some
>>version of NT (Microsoft is already pushing NT over Win '95 for >>business
>>users).
>
>This is simply fud, bs, crap. Another person who has no fucking idea
>what their talking about. Windows 95 will be followed by Windows
>96(dubbed Nashville) and later updates, eventually it may become more
>powerful and robust, but it will never be NT. Win95 will continue to
>be a "light" version of Windows for the Home user and NT will kepp
>getting more power features for the power user, while some of its
>features will tricke down to Win95.

>Tim LaDuca <laducat@fit.edu>

Very correct Tim. People are correct in that there will be no
major upgrade to Windows 95. The next major upgrade in the Windows world
(besides NT) is Windows 96. There is supposed to be two upgrades in the
tunnel to follow Win95, one called Memphis, and the other Nashville. I
cant remember which is coming first. After that point, NT and the
Windows 95/96/97 line will merge (supposedly) into one product, or at
least one code base with two seperate products off of it (one low end,
and stripped of features, and one highend, the NT we know today).

--
Chris Newton
==========
UNB HIL Systems Technical Specialist | Heh! I didn't do it,
UNB Computing Services Department, User Services | you can't prove nuttin,

2038. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-06 00:00:00 UTC
From: bee@sfu.ca
Message-ID: <bee-0607950918570001@lb2101.lib.sfu.ca>
Source record: 11991
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tg3og$2aq@hq.jcic.org>, ewelch@jcic.org wrote:

> In <bee-0407951302470001@lb2101.lib.sfu.ca>, bee@sfu.ca (Jeremy Bee) writes:
> >1) That the P6 is just waiting in the wings, and will begin replacing
> >Pentiums in shipping units in large numbers over the next 18 moths.
> >
> >I find no support for this idea at all. It is likely that it will take a
> >couple of years before you will see any significant penetration of the
> You'd better start reading. Intel has already announced that it will
begin shipping
> the P6 before the end of this year. So where does that leave the rest of
> your analysis?
>
The same place. Read above where it says "significant penetration", then
think about how many people are even using Pentiums (P5) yet. It will be
a long while before there is a large scale switch to P6 computers, it is
more likely that there will be a significant number of 486 computers still
in regular, "mainstream" use even at the *end* of the P6 cycle.

This is why MS's strategy is so good, they will have two different, but
essentialy (to the consumer) identical OS's each optimized for different
hardware levels. It's called covering your bets and it works.

Jeremy.

--
==========

2039. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-06 00:00:00 UTC
From: josco@eco.arc.nasa.gov
Message-ID: <3thd06$s9t@onramp.arc.nasa.gov>
Source record: 11992
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tfknh$k60@seymour.sfu.ca> bee@sfu.ca (Jeremy Bee) writes:
>In article <3teqms$lnl@onramp.arc.nasa.gov>,
> josco@eco.arc.nasa.gov (Joseph Coughlan) wrote:

>>>2) That using Win95 necessitates a significant upgrade of equipment,
>>>money, software, and especially memory.
>>>
>>>Again, no support at all.
>>
>>MS recommends 8MB and 12MB for running MS OFFICE as a minimum. Most
>>Trade rags recommend 16MB. The typical PC will need 4-8MB of
>>additional RAM and of course Win95's Plus Pack requires a 486 minimum--
>>no 386's. Lastly MS's newest multimedia standard is built around a p75
>>CPU as the recommended minimum CPU.
>
>All very interesting, but off the point. Everyone knows if you want to run
>office you need mucho memory, if joe user is running it on Win3.1 right now,
>he would already have said memory, therefore no upgrade necessary to switch to
>Win95, if joe user is not running office now and wants to under win95, they
>will upgrade memory, but because of office, *not* win95.

You assumption that OFFICE users have the memory needed is incorrect.
Win95 has a larger footprint. 8MB users aboundand that's not enough
for win95.

>The plus pack is and
>always was intended as an add-on for 486 and P5 based computers. Again, this
>has no bearing on the requirements for Win95, it's an *add-on* right?.

It's an addon that demonstrates what Win95 will need to run well.
You've also admitted that the addons include some of what MS promsied
for Chicago but later put in the plus pack.

>Lastly, multimedia standards are typicaaly teleological goals when they are
>first introduced based on "ideal" entry level computers at the time of their
>adoption. No conflict there either.

Incorrect statement. The recommendations are what developers target for
their apps NOW. Win95 users will need NEW software and what will they
find? Stuff made for the p75 with 16MB of RAM.

If you have a substandard system then you have problem. A 486 is a
substandard system and so is 8MB. Not so under OS/2 WARP.
--

-- J. C. Coughlan, jcoughlan@gaia.arc.nasa.gov

2040. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-06 00:00:00 UTC
From: bee@sfu.ca
Message-ID: <3tfknh$k60@seymour.sfu.ca>
Source record: 11993
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3teqms$lnl@onramp.arc.nasa.gov>,
josco@eco.arc.nasa.gov (Joseph Coughlan) wrote:
>In article <bee-0407951302470001@lb2101.lib.sfu.ca> bee@sfu.ca (Jeremy Bee)
writes:
>>In article <3tc3e3$c03@newsbf02.news.aol.com>, bootstrap1@aol.com
>>(Bootstrap1) wrote:

(deletion)

>>2) That using Win95 necessitates a significant upgrade of equipment,
>>money, software, and especially memory.
>>
>>Again, no support at all.
>
>MS recommends 8MB and 12MB for running MS OFFICE as a minimum. Most
>Trade rags recommend 16MB. The typical PC will need 4-8MB of
>additional RAM and of course Win95's Plus Pack requires a 486 minimum--
>no 386's. Lastly MS's newest multimedia standard is built around a p75
>CPU as the recommended minimum CPU.

All very interesting, but off the point. Everyone knows if you want to run
office you need mucho memory, if joe user is running it on Win3.1 right now,
he would already have said memory, therefore no upgrade necessary to switch to
Win95, if joe user is not running office now and wants to under win95, they
will upgrade memory, but because of office, *not* win95. The plus pack is and
always was intended as an add-on for 486 and P5 based computers. Again, this
has no bearing on the requirements for Win95, it's an *add-on* right?.
Lastly, multimedia standards are typicaaly teleological goals when they are
first introduced based on "ideal" entry level computers at the time of their
adoption. No conflict there either.

Jeremy

2041. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-06 00:00:00 UTC
From: jfw@proteon.com
Message-ID: <DBB9tu.Mq1@proteon.com>
Source record: 11994
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

bee@sfu.ca (Jeremy Bee) writes:
>In article <3tcfnq$fq3@newsbf02.news.aol.com>, bootstrap1@aol.com
>(Bootstrap1) wrote:
>> Well, it is a fact that the P6 is waiting in the wings, in that it is
>> supposed to start shipping in PCs late this year. In reality, I don't
>> think it is a fact that the P6 will be shipping in large numbers over the
>> next 18 months; that was kinda the point of my analysis. However, chips
>> with similar or better performance than the P6 and targeted at the PC
>> market (primarily the 604) are shipping now and will be shipping in large
>> numbers over the next 18 months. That's why I say P6 sales will flop.

>My mistake, I thought you were saying that the P6 would be readily
>availaable soon and thus impact on Win95's acceptance due to the 10%
>thingie. I should say that I don't necessarily believe this ten percent
>imporvement scenario either unless you can give me a reference to where
>you got it from.

PC Week, July 3, 1995, page 1:

Slight performance gains on P6 may not warrant OS upgrade

by Lisa DiCarlo

When Intel Corp.'s next-generation P6 processor arrives in systems
late this year, it will offer only meager performance gains when
running Windows 95, leading many PC makers--and corporate buyers--
to bypass the new operating system in favor of Windows NT or OS/2
Warp.
Testing of the preproduction Intel microprocessor shows that
Windows 95 runs only about 10 percent faster on P6 than on a
high-speed Pentium processor because of the significant amount of
16-bit code in the operating system, according to leading PC
who spoke on the condition of anonymity.
...
Intel officials make no apologies for the P6's performance on
16-bit operating systems.
...
Meanwhile, Microsoft officials say they have no immediate plans
to optimize Windows 95 for the P6.

>The apps [Windows 95]
>won't run are only 200 BTW out of about 3500 "mainstream" apps and who
>knows how many others.

Yeah, and those troublesome apps are such insignificant, hardly used things, like Microsoft Mail 3.2, Corel Draw, Corel Photo Paint 5, and cc:Mail, vastly outnumbered by such mission-critical software as DOOM][and Pinball. (I'm giving Microsoft the benefit of the doubt by assuming those *do* run.)

(Geez, they must have REALLY screwed up big-time if they couldn't sneak enough exceptions in to make one of their _own_ applications squeak through.)

2042. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-06 00:00:00 UTC
From: antons@interport.net
Message-ID: <3tfp2j$f8b@park.interport.net>
Source record: 11995
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:

->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in

->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.

ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop

->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in

->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.

ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop

->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in

->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.

ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop

->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi

To: bootstrap1@aol.com (Bootstrap1)
Subject: Analysis: Next 18 Months, P6 Sales Flop

->From: bootstrap1@aol.com (Bootstrap1)
->Date: 4 Jul 1995 15:05:39 -0400
->Subject: Analysis: Next 18 Months, P6 Sales Flop
->s:
->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,com
.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.
ys.next.advocacy

->Well, things are starting to look awfully rocky for the P6 and Windows
->'95. PC Week reported the following in the July 3rd issue:

->"Testing of the preproduction Intel microprocessor shows that Windows
->95 runs only about 10 percent faster on P6 than on a high-speed
->Pentium processor because of the significant amount of 16-bit code in
->the operating system, according to leadi
>> Slipstream Jet - The QWK solution for Usenets #JHRMROOK

2043. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-06 00:00:00 UTC
From: randybrg@cris.com
Message-ID: <3tg0c2$1m4_001@crc3.cris.com>
Source record: 11996
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

```
In article <3tfp2j$f8b@park.interport.net>, antons@interport.net wrote:
:
:To: bootstrap1@aol.com (Bootstrap1)
:Subject: Analysis: Next 18 Months, P6 Sales Flop
:
:->From: bootstrap1@aol.com (Bootstrap1)
:->Date: 4 Jul 1995 15:05:39 -0400
:->Subject: Analysis: Next 18 Months, P6 Sales Flop
:->s:
:->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,co
m
:..os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,com
p.
:ys.next.advocacy
:
:->Well, things are starting to look awfully rocky for the P6 and
Windows
:->'95. PC Week reported the following in the July 3rd issue:
:
:->"Testing of the preproduction Intel microprocessor shows that Windows
:->95 runs only about 10 percent faster on P6 than on a high-speed
:->Pentium processor because of the significant amount of 16-bit code in
:->the operating system, according to leadi
:
:To: bootstrap1@aol.com (Bootstrap1)
:Subject: Analysis: Next 18 Months, P6 Sales Flop
:
:->From: bootstrap1@aol.com (Bootstrap1)
:->Date: 4 Jul 1995 15:05:39 -0400
:->Subject: Analysis: Next 18 Months, P6 Sales Flop
:->s:
:->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,co
m
:..os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,com
p.
:ys.next.advocacy
:
:->Well, things are starting to look awfully rocky for the P6 and
Windows
:->'95. PC Week reported the following in the July 3rd issue:
:
:->"Testing of the preproduction Intel microprocessor shows that Windows
```

:->95 runs only about 10 percent faster on P6 than on a high-speed
:->Pentium processor because of the significant amount of 16-bit code in
:->the operating system, according to leadi
:
:
:To: bootstrap1@aol.com (Bootstrap1)
:Subject: Analysis: Next 18 Months, P6 Sales Flop
:
:->From: bootstrap1@aol.com (Bootstrap1)
:->Date: 4 Jul 1995 15:05:39 -0400
:->Subject: Analysis: Next 18 Months, P6 Sales Flop
:->s:
:->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,co
m
:..os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,com
p.
:ys.next.advocacy
:
:->Well, things are starting to look awfully rocky for the P6 and
Windows
:->'95. PC Week reported the following in the July 3rd issue:
:
:->"Testing of the preproduction Intel microprocessor shows that Windows
:->95 runs only about 10 percent faster on P6 than on a high-speed
:->Pentium processor because of the significant amount of 16-bit code in
:->the operating system, according to leadi
:
:
:
:To: bootstrap1@aol.com (Bootstrap1)
:Subject: Analysis: Next 18 Months, P6 Sales Flop
:
:->From: bootstrap1@aol.com (Bootstrap1)
:->Date: 4 Jul 1995 15:05:39 -0400
:->Subject: Analysis: Next 18 Months, P6 Sales Flop
:->s:
:->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,co
m
:..os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,com
p.
:ys.next.advocacy
:
:->Well, things are starting to look awfully rocky for the P6 and
Windows
:->'95. PC Week reported the following in the July 3rd issue:
:
:->"Testing of the preproduction Intel microprocessor shows that Windows
:->95 runs only about 10 percent faster on P6 than on a high-speed
:->Pentium processor because of the significant amount of 16-bit code in
:->the operating system, according to leadi

:
:
:
:
:To: bootstrap1@aol.com (Bootstrap1)
:Subject: Analysis: Next 18 Months, P6 Sales Flop
:
:->From: bootstrap1@aol.com (Bootstrap1)
:->Date: 4 Jul 1995 15:05:39 -0400
:->Subject: Analysis: Next 18 Months, P6 Sales Flop
:->s:
:->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,co
m
:..os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,com
p.
:ys.next.advocacy
:
:->Well, things are starting to look awfully rocky for the P6 and
Windows
:->'95. PC Week reported the following in the July 3rd issue:
:
:->"Testing of the preproduction Intel microprocessor shows that Windows
:->95 runs only about 10 percent faster on P6 than on a high-speed
:->Pentium processor because of the significant amount of 16-bit code in
:->the operating system, according to leadi
:
:
:
:
:
:To: bootstrap1@aol.com (Bootstrap1)
:Subject: Analysis: Next 18 Months, P6 Sales Flop
:
:->From: bootstrap1@aol.com (Bootstrap1)
:->Date: 4 Jul 1995 15:05:39 -0400
:->Subject: Analysis: Next 18 Months, P6 Sales Flop
:->s:
:->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,co
m
:..os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,com
p.
:ys.next.advocacy
:
:->Well, things are starting to look awfully rocky for the P6 and
Windows
:->'95. PC Week reported the following in the July 3rd issue:
:
:->"Testing of the preproduction Intel microprocessor shows that Windows
:->95 runs only about 10 percent faster on P6 than on a high-speed
:->Pentium processor because of the significant amount of 16-bit code in

```
:->the operating system, according to leadi
:
:
:
:
:
:
:To: bootstrap1@aol.com (Bootstrap1)
:Subject: Analysis: Next 18 Months, P6 Sales Flop
:
:->From: bootstrap1@aol.com (Bootstrap1)
:->Date: 4 Jul 1995 15:05:39 -0400
:->Subject: Analysis: Next 18 Months, P6 Sales Flop
:->s:
:->comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,co
m
:..os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,com
p.
:ys.next.advocacy
:
:->Well, things are starting to look awfully rocky for the P6 and
Windows
:->'95. PC Week reported the following in the July 3rd issue:
:
:->"Testing of the preproduction Intel microprocessor shows that Windows
:->95 runs only about 10 percent faster on P6 than on a high-speed
:->Pentium processor because of the significant amount of 16-bit code in
:->the operating system, according to leadi
:
:

I don't know what happened to your post but could you try and keep 'em
shorter? My newsreader cut this one off at 10,000 lines!

Randy
```

2044. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-06 00:00:00 UTC
From: ewelch@hq.jcic.org
Message-ID: <3tg3og$2aq@hq.jcic.org>
Source record: 11997
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In <bee-0407951302470001@lb2101.lib.sfu.ca>, bee@sfu.ca (Jeremy Bee) writes:
>1) That the P6 is just waiting in the wings, and will begin replacing
>Pentiums in shipping units in large numbers over the next 18 moths.
>
>I find no support for this idea at all. It is likely that it will take a
>couple of years before you will see any significant penetration of the
You'd better start reading. Intel has already announced that it will begin shipping the P6 before the end of this year. So where does that leave the rest of your analysis?

Eric Welch
Grants Pass, OR

2045. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-06 00:00:00 UTC
From: thurrott@netzone.com
Message-ID: <3th6pc$3ck_002@phx-ip1-26.netzone.com>
Source record: 11998
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tbodu$j8d@utdallas.edu>, jochoa@utdallas.edu wrote:
>Ian Pilcher (pilcher@cris.com) wrote:
>
>> Maybe you mean the first PC software company? There were a lot of
>> applications available for System/360's, System/3x's, VAX's, etc. before
>> Microsoft was even founded.

Microsoft was the first company to offer software for microcomputers...
you know, the machines that ushered in the computer revolution? Mainframes
of the 70's were not then, and are not now, a compelling or dynamic market
for software.

Paul

2046. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-06 00:00:00 UTC
From: sg928ah5@dunx1.ocs.drexel.edu
Message-ID: <3thias$keg@noc2.drexel.edu>
Source record: 11999
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

Bootstrap1 (bootstrap1@aol.com) wrote:
: Well, things are starting to look awfully rocky for the P6 and Windows
: '95. PC Week reported the following in the July 3rd issue:

: "Testing of the preproduction Intel microprocessor shows that Windows 95
: runs only about 10 percent faster on P6 than on a high-speed Pentium
: processor because of the significant amount of 16-bit code in the
: operating system, according to leading PC makers, who spoke on the
: condition of anonymity."

Who gives a SH*T!!! This is Amiga advocacy. Get off or get thrown off!!!!

: ANALYSIS:

: If we add this new information to what we've already heard about Win '95,
: we can make the following analysis.

: BIG BUSINESS: Many big businesses have already declared their reluctance
: to upgrade wholesale to Windows '95, because it will require a significant
: investment to upgrade the RAM, processors, and hard disks on the computers
: they already have just to support OS that runs at the same speed as Win
: 3.1. Plus, it is now clear that Win '95 is an interim OS; there won't be
: a significant upgrade to Win '95 but rather it will be succeeded by some
: version of NT (Microsoft is already pushing NT over Win '95 for business
: users).

: Of course, most big businesses *really* aren't ready to upgrade all their
: computers to 16 MB (probably close to $1000 once the big scramble for more
: RAM to run Win '95 commences) not to mention the required processor and
: hard-drive upgrades just so their employees can use a cool 32-bit,
: protected, preemptive OS like NT for their word-processing, e-mail, and
: spreadsheets.

: In the near term, big businesses are going to stay firmly planted in Win
: 3.1, although some divisions may upgrade to Win NT. This is evident by
: Microsoft's reversal on their decision last year to discontinue support
: for the Win 3.1 version of their business products.

: SMALL BUSINESS: Small companies will probably start migrating to Win '95
: relatively quickly because the reduced support costs (if they appear) will
: likely offset the required hardware upgrades. Of course, some may realize
: that they will only have to upgrade their hardware *again* in a year or
: two to support whatever version of Win NT that Microsoft is pushing then.

: Small businesses may also choose alternative operating systems, and OS/2
: will continue to be popular, Likewise, if Apple does a better job at
: targeting small businesses, some segment of this population may decide
: i'ts better in the long run to migrate to the Mac.

: HOME USERS: Some home users will start migrating to Win '95 relatively
: quickly because of the cool features and ease-of-use. Naturally, this may
: be only a relatively small percentage of home users, as many home users
: have a limited budget for computer stuff and the hardware and software
: upgrades necessary to use Win '95 well. In addition, so many home users
: won't switch that home/education software companies will continue to
: support and upgrade Win 3.1 versions of their software.

: Again, home users may also choose other operating systems, with OS/2
: leading the pack. Fewer home users that already have a 486 or higher
: Windows system are going to switch to another computer, such as the Mac,
: because of the cost involved, but Apple still may be able to convert users
: currently using MS-DOS alone on older computers.

: EDUCATION: Educational institutions are going to remain firmly planted in
: Win 3.1, because of the cost involved in upgrading all of their hardware.
: Apple has seen this happen with Macs; a lot of educational institutions
: even had trouble finding $180 per machine to upgrade to 4 MB for System 7.
: They really aren't going to be able to afford $400 or more for 8 MB to
: run Win '95. In addition, and as a result, most educational software is
: going to continue to support Win 3.1, so the advantages of upgrading are
: less.

: INTEL P6: Based on the analysis of which OS the above market segments will
: choose, wholesale acceptance of the P6 as has happened with the Pentium is
: unlikely. Most big business, small business, home, and educational users
: are going to be using either Win '95 or Win 3.1 in the forseeable future,
: operating systems for which the P6 will outperform the Pentium by a scant
: 10%. Hardly worth the cost of upgrading to this new processor.

: Yet it was these markets that drove the demand for Pentiums. While OS/2
: and NT users may buy be anxious to buy the P6, these users represent a
: small fraction of the market. For at least the next 18 months, demand for
: the P6 is going to remain low, Intel will continue focusing on the Pentium
: as its main processor, and price for P6-based systems is going to remain
: high.

: OS/2 WARP: Anyone buying a P6 is going to want a 32-bit operating system.
: While NT will likely land a good number of these upgrades, it is also
: likely that many users will want off the Microsoft upgrade treadmill and
: defect to Warp, especially if IBM eventually is able to run most Win 32
: apps.

: Within 18 months, as Pentium-clone manufacturers begin producing their
: chips cheaper than the Pentium, Intel will begin to push the P6 as their
: mainstream alternative to the Pentium. Any company producing computers
: based on the P6 are going to have to bundle OS/2 or NT with their
: machines. Given the ongoing scrutiny the DOJ will give Microsoft over the

: next year (at least), expect OEMs to be able to free give customers a
: choice of OS without incurring any financial hardship due to
: anti-competitive practicies from MS.

: POWER MACINTOSH: Over the next 18 months, PowerMacs will provide
: increasingly better price/performance than computers running Win '95. Not
: only will major speed improvements in the PPC 604 translate directly into
: performance improvements in running native software, but Apple's new 040
: emulator will allow better performance for non-native apps. In addition,
: by the time Copland is released in late '95, much more of the Mac OS will
: be running as native PPC code.

: The better price/performance, coupled with the Mac's legendary ease-of-use
: and widely recognized brand name, will increase the Mac's appeal with
: first-time computer buyers and may even win some converts who are tired of
: living under the MS/Intel umbrella. Of course, that's assuming Apple can
: get its marketing guys in gear.

: POWERPC: The folks upgrading to the P6 over the next 18 months are going
: to be power users, for the most part. They are going to have to switch
: from the Win 3.1 or Win '95 OS they are likely currently using to OS/2 or
: Win NT. They are going to have to ugprade all their apps to get the most
: performance bang for the buck. It's not going to be hard to see the
: advantages offered by the CHRP platform over the 15-year-old PC-compatible
: platform. Plus, there is the bonus of being able to run any Macintosh
: app. The CHRP platform is going to become increasingly inviting.

: That's it. Flame away. Even if you don't buy all of the analysis, it's
: pretty clear that the P6 is going to pretty much be on the back-burner
: until '97, since most analysts estimate that only about 10 million users
: are going to upgrade to Win '95 by then, and far fewer than that are going
: to consider upgrading to OS/2 or NT in that time frame. And yet Intel
: insists that the P7 will be out in '97; that may be, but at this rate
: we'll be lucky if it hits the mainstream before the millenium.

: Nathan Tennies
: Bootstrap Enterprises Inc

2047. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-06 00:00:00 UTC
From: iguizar@epix.net
Message-ID: <3thjam$p0n@grape.epix.net>
Source record: 12000
Cross-posted to:
comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy

In <DB9LBn.Bs1@yew.pfc.forestry.ca>, briel@branch.pfc.forestry.ca ("Bill G. Riel") writes:
>jim frost (jimf@world.std.com) wrote:
>: jochoa@utdallas.edu writes:
>: >I'm currently reading the book _Hard_Drive_ by James Wallace & Jim
>: >Erickson ((c) 1992 Harper Business.)
>
>: Two others are _Big Blues_ (Carroll) and _Accidental Empires_
>: (Cringely). An earlier account is _Fire in the Valley_ (can't
>: remember the author).
>
>While not specific to PC's, Steven Levy's "Hackers" is a superb read.
>Easily the most enjoyable book I've read dealing with computer history.

Can someone post some ISBN numbers for these books?

Jerry
jguizar@genesis.nred.ma.us

2048. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-06 00:00:00 UTC
From: bylee@tucson.princeton.edu
Message-ID: <3thcgi$nts@cnn.Princeton.EDU>
Source record: 12001
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3te2k0$75u@ddi2.digital.net>, Tim LaDuca <laducat@fit.edu> wrote:
>bootstrap1@aol.com (Bootstrap1) wrote:
>
>>Plus, it is now clear that Win '95 is an interim OS; there won't be
>>a significant upgrade to Win '95 but rather it will be succeeded by >some
>>version of NT (Microsoft is already pushing NT over Win '95 for >>business
>>users).
>
>This is simply fud, bs, crap. Another person who has no fucking idea
>what their talking about. Windows 95 will be followed by Windows
>96(dubbed Nashville) and later updates, eventually it may become more
>powerful and robust, but it will never be NT. Win95 will continue to
>be a "light" version of Windows for the Home user and NT will kepp
>getting more power features for the power user, while some of its
>features will tricke down to Win95.

Hmmm, I do think you are mistaken. While there are plans to release
nashville and memphis, perhaps as win96 and win97, the definite
direction for MS is to eventually merge the two products which imho
will mean dumping the win95 architecture in favor of NT's.

And as far as the business users go, win95 was indeed envisioned as the
corporate client os as well as for the home. What we're seeing now
is a repositioning of win95 to the light duty and home user because
it simply isn't up to the job I and others thought it was originally
intended for. To me this is similar to the repositining of NT as the
server os to compete with unix when it became apparent that it was
to large to be a workstation os. And now we see NT being repositioned
as the corporate desktop to take up the slack for win95's shortcomings.
This isn't actually that bad a solution as NT is indeed more efficient
than it originally was, but I still find it funny that MS needs to keep
repositioning their os's all the while shooting to find the middle
ground.

NT shoots too high, win95 shoots too low. Darned if I know what's
right in the middle, why it's something more the size of os/2. Just
my opinion of course. 8-)

-Ben
--
,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,, Team OS/2 ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
| "Don't marry a person you can live with, // "Imagination is more important |
| marry someone you can't live without." // than knowledge..." - Einstein |
'''''''''''''''''''' Bye BYe BYle BYLe BYLee BYLEe BYLEE ''''''''''''''''''''

2049. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-06 00:00:00 UTC
From: lucien@doc.cc.utexas.edu
Message-ID: <3thvcb$s30@doc.cc.utexas.edu>
Source record: 12002
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3thcgi$nts@cnn.Princeton.EDU>,
Benjamin Y. Lee <bylee@tucson.princeton.edu> wrote:
>
>And as far as the business users go, win95 was indeed envisioned as the
>corporate client os as well as for the home. What we're seeing now

PMJI, but just FYI, win95 makes a 8mb 486 into a really nice client.
build 490 works really well with netware; very easy to setup and use.
It's also remarkeably stable (which is as much of a surprise to me as
anyone else) as a client. Of course, it works perfectly hanging off
an NTS as well.

IMO, it just might do really well as a corporate client, given how well
I've seen it function on a LAN this week.
We'll have to wait and see how it does. I was very surprised, since I was
expecting it to be just awful...

>to large to be a workstation os. And now we see NT being repositioned
>as the corporate desktop to take up the slack for win95's shortcomings.

given how nice of a client '95 makes out of a 8mb 486 I'm sad to say that
it's possible that NTW could be deflected by win95 as a corporate client.
Again, this is just speculation; I've no idea how it will actually
turn out.

NTW still rules as a workstation os, though, no doubt about that.

>This isn't actually that bad a solution as NT is indeed more efficient
>than it originally was, but I still find it funny that MS needs to keep
>repositioning their os's all the while shooting to find the middle
>ground.

Yep. They move quickly. that's why they are such a pain in the ass for
outfits like IBM; they can respond so quickly to the demands of their
clientele. They continue to outmaneuver their duller and slower competitors.

-Lucien S
-Very Very Very Very Very Very Very Very Very Very Very Very Very Very Very
Very Very Very Very Very Very Very Very Very Very Very Very Proud Member of
TTTTTTT EEEEEEE A MM MM NN N TTTTTTT
T EEEEE A A M M M M ==== N N N T
T EEEEEEE A A M M M N NN T

2050. MINT for Mac question

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-06 00:00:00 UTC
From: marty@ionchannel.med.harvard.edu
Message-ID: <marty-0607951030170001@134.174.159.173>
Source record: 12003
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Hello,

Sorry if this is a FAQ, but I was hoping someone could direct me to
the appropriate Newsgroup for people running MINT on a Macintosh. Please
E-mail to save bandwidth.

Thanks,

Marty

--
Martin J. Gallagher phone: (617) 432-1729
Dept. of Neurobiology fax: (617) 734-7557
Harvard Medical School E-mail:marty@ionchannel.med.harvard.edu
220 Longwood Ave http://ionchannel.med.harvard.edu/~marty
Boston, MA 02115

==========
Finger, or WWW for PGP Public Key
==========
-- When I feed the poor, they call me saint. When I ask why the poors do not have food,
they call me communist - Archbishop Camaran

2051. Re: MINT for Mac question

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-06 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-0607951927340001@47.85.0.99>
Source record: 12004
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <marty-0607951030170001@134.174.159.173>,
marty@ionchannel.med.harvard.edu (Martin J. Gallagher) wrote:

> Hello,
>
> Sorry if this is a FAQ, but I was hoping someone could direct me to
> the appropriate Newsgroup for people running MINT on a Macintosh. Please
> E-mail to save bandwidth.
>

I would be surprised if there was a newsgroup, maybe a mailing list (like
the real Mint one)?

If there is one, then please post it here so that those of us who have set
up Mint on Mac's can hear about it also.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

2052. Re: JAGUAR JUST SUCKS SO SHUT UP

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-06 00:00:00 UTC
From: <>
Message-ID: <3th0l4$j4u@newsgate.sps.mot.com>
Source record: 12005
Cross-posted to: rec.games.video.advocacy,comp.sys.atari.advocacy

In article <1995Jul4.220529.45773@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:
>In article <1995Jul3.182951.55299@cc.usu.edu>, slcsj@cc.usu.edu (Jesse Lambert) writes:
>> In article <3t9dqr$lov@newsbf02.news.aol.com>, nkedlunch@aol.com (Nkedlunch) writes:
>>> american and Japanese sales are what truly matter. Unless you want crappy
[spurious reasoning deleted]
>>> the jag has what, hover strike, pinball fantasies???
>>> " have a nice day"
>>>
>>
>> I have just one question for you. Do you live in the same world I do?
>>
>> From your perceptions, it seems you do not live in reality.
>
>And you? Are you a Jagflopownersindenial as referred by WillBill?
>

Sinclair, since you've been posting to these newsgroups you have consistantly
pissed me off. When you post "facts", you're wrong (300 3D0 games? Jag sales
figures?); when you're countered and proved to be wrong, you revert to name-
calling, and "so's your mother" arguments. I really feel sorry for the people
around you in real life who can't kill-file your worthless personality, and
I look forward to the day you decide to grow up and get a life.

Does it cost you money or cause you pain every time someone buys a Jaguar, or
what? If not, shut up. We've heard your point of view (too many times),
so unless you've got something constructive to add, don't post.

If you had even half a brain you'd be dangerous...

Slan go fhoill,
--
Kristian

2053. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-06 00:00:00 UTC
From: philip@utstat.toronto.edu
Message-ID: <3thl1g$8rh@sunburst.ccs.yorku.ca>
Source record: 12006
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

newton@sol.sun.csd.unb.ca (Chris Newton CSD) wrote:
[ ]

> >This is simply fud, bs, crap. Another person who has no fucking idea
> >what their talking about. Windows 95 will be followed by Windows
> >96(dubbed Nashville) and later updates, eventually it may become more
> >powerful and robust, but it will never be NT. Win95 will continue to
> >be a "light" version of Windows for the Home user and NT will kepp
> >getting more power features for the power user, while some of its
> >features will tricke down to Win95.

> >Tim LaDuca <laducat@fit.edu>

> Very correct Tim. People are correct in that there will be no
> major upgrade to Windows 95.

This is simply wishful thinking on the part of OS/2 users, and others who don't see that the major changes happening in the computer world are taking place at the consumer level. There soon won't be any place at all for any OS that does not link easily to what people want to use at home (as opposed to the other way around). The days where the systems' people dictate what people will do are fast coming to an end. NeXT might very well take note of this. It is important to get a consumer version of NEXTSTEP out as soon as possible.

[ ]

--
Philip McDunnough
LakeHaven, {Where sheep may safely graze ...}
philip@utstat.toronto.edu,{NeXT Mail preferred}

2054. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-06 00:00:00 UTC
From: medcalf@ppc5.svo.dfw.ibm.com
Message-ID: <DBBEnM.4J7r@austin.ibm.com>
Source record: 12007
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3thd06$s9t@onramp.arc.nasa.gov>, josco@eco.arc.nasa.gov (Joseph Coughlan) writes:
> If you have a substandard system then you have problem. A 486 is a
> substandard system and so is 8MB. Not so under OS/2 WARP.

Cough. Sputter. Warp wants 16MB of RAM in order to be nice to you. It does run well on a 486, though, which I don't expect Win95 to do based on using the beta.

--
+-------------+------------------------------+--------------------------+
|Jeff Medcalf | medcalf@interlock.dfw.ibm.com | |
|CTG-Dallas | JKMedcalf@aol.com | Power Series support |
+-------------+------------------------------+ SVMP/Tech Eval |
|I not only don't speak for IBM, | Comm Mgr/2 |
|I don't even *know* who speaks for IBM! | |
+---+--------------------------+

2055. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-06 00:00:00 UTC
From: gdwarner@intersource.com
Message-ID: <gdwarner-0607951813060001@xyplex1-1-11.intersource.com>
Source record: 12008
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tar8f$coh@utdallas.edu>, jochoa@utdallas.edu wrote:

> Hi all!
>
> Okay, I got, IMO, into PEECEE's painfully late in the game. About 2 to 3
> years ago. At anyrate, I've decided that I need to READ READ READ
> whatever books I can get my hands on. It's my summer project. (:
>

(*snip*)
>
> I am interested in Amigas, IBM, Apple, and how that whole creature was
> created,

(*snipT)

> --
> /___/\ Peace. | Yes, an A1200, A1000, and an
> (o o) | OS/2 machine DO live peacefully side
> === v === | by side. (: Coming soon: an A500.
>)---(jochoa@utdallas.edu | Let's all make her welcome.

On the Mac side of things, check out Guy Kawasaki's books "THE MACINTOSH WAY" and "THE COMPUTER CURMUDGEON". In some ways, CURMUDGEON seems to be an updated version of WAY, but both are still good reads.

--gdw

2056. Re: The Jagflop Bombed - 150,000 Sold!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-06 00:00:00 UTC
From: tuf@cyberspy.com
Message-ID: <3tg0a9$i6l@news.cyberspy.com>
Source record: 12009

Edward Piecewicz <edward1@delphi.com> wrote:

>150,000 units for a new product isn't bad at all.

In 2 years?

I know lemonaid stands doing better!

See ya, Joe

2057. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-06 00:00:00 UTC
From: lparsons@midwest.net
Message-ID: <26561C$02A@cdale1.midwest.net>
Source record: 12085
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In message <3te2k0$75u@ddi2.digital.net> - laducat@fit.edu (Tim LaDuca) writes:

:>
:>bootstrap1@aol.com (Bootstrap1) wrote:
:>
:>>Plus, it is now clear that Win '95 is an interim OS; there won't be
:>>a significant upgrade to Win '95 but rather it will be succeeded by >some
:>>version of NT (Microsoft is already pushing NT over Win '95 for >>business
:>>users).
:>
:>This is simply fud, bs, crap. Another person who has no fucking idea
:>what their talking about. Windows 95 will be followed by Windows
:>96(dubbed Nashville) and later updates, eventually it may become more
:>powerful and robust, but it will never be NT. Win95 will continue to
:>be a "light" version of Windows for the Home user and NT will kepp
:>getting more power features for the power user, while some of its
:>features will tricke down to Win95.
:>_____________________________________
:>Tim LaDuca <laducat@fit.edu>
:>HTTP://www.fit.edu/~laducat/
:>_____________________________________
:>Powered by...whatever feels good.
:>

Your advocacy is to be commended. Did you learn those words at college, or high school?

// Lloyd Parsons, Herrin, IL
// lparsons@midwest.net
//

2058. Re: HOME GAMING WAR: past and future

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-06 00:00:00 UTC
From: kryptonic@iwaynet.net
Message-ID: <3tfdpv$mim@iwaynet.iwaynet.net>
Source record: 12086
Cross-posted to: rec.games.video.sony,rec.games.video.nintendo,rec.games.video.sega,rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.advocacy,rec.games.video.cd32,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.a

Both the PS and Saturn have Myst. 7th Guest, well, if it is still worth doing you'll see it. I personally would like to see NEW games come out, but to each their own I guess.

****

Oh, and SegaCD and JagCD will both have Myst=)

2059. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: blackbob@sashimi.wwa.com
Message-ID: <3tkge3$p97@sashimi.wwa.com>
Source record: 11938
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <1995Jul7.140956.22352@usb.ve>,
Stefan Schneider Correa <91-23561@shaddam.usb.ve> wrote:

> If you start believing what Billy the Squid(tm) says then you're
>end up saying that he invented the computer and the OS
>concept... Please, read some older magazines (Like Byte, Dr Dobbs
>Journal..., PCMag, 80-Micro, InCider, etc, etc...) circa 1982 to
>87. You're not going to find much 'bout Billy the Squid(tm).

Let's see...MS was THE language OEM developer in the 1970's. Almost every computer which came with a language, had a language developed by MS, for example, AppleSoft BASIC (guess what the ``Soft'' stands for). They also developed most of the languages for the CP/M machines, including Cobol, Pascal, and a few others.

Also, guess who made my 16k RAM board for my Apple][+. Guess who made my CP/M card for my Apple][. MS!

I believe, however, that MS was not the biggest software company until Windows 3.0 came out. I believe that Lotus was the biggest.

Cheers, Terry Murphy

2060. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: amsler@nevada.edu
Message-ID: <3tjqjf$ovf@news.nevada.edu>
Source record: 11939

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : Can someone please e-mail me some FTP PIRATE WAREZ SITES
: : for the Atari ST? I know they are out there.

: : Yes, I realize someone will say this is what hurt the ST in the first place,
: : but now, at this point, I don't think it really matters.

: It would, considering there are still companies in Europe
: creating and selling new software. Check "ST Format."

: >> Mark <<

My goodness, yes!

To the orignal poster, I'd ask:

1) If a bank is having financial difficulties, is it OK to rob it????

2) Is it OK to steal money from computer programmers (who write programs
to pay the rent and utilities, buy food and clothing, educate their
kids, etc.) just because the "executives" of a company are inept????

3) Who elected you to decide at which "point" it (theft) "no longer
matters???"}

- John J. Amsler

2061. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: - <glyde@connectnet.com>
Message-ID: <3tipdj$1lc@news.connectnet.com>
Source record: 11940
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

The P6 will ship by December. So will NexGens 686. But the P6 wont ship in quantity for 18 months when it can be reasonably afforadable for the home market.

2062. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: ewelch@hq.jcic.org
Message-ID: <3thuvr$jm0@hq.jcic.org>
Source record: 12010
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In <bee-0607950918570001@lb2101.lib.sfu.ca>, bee@sfu.ca (Jeremy Bee) writes:
>
>This is why MS's strategy is so good, they will have two different, but
>essentialy (to the consumer) identical OS's each optimized for different
>hardware levels. It's called covering your bets and it works.

That's a good point. Give them less and more than they want, when OS/2 is
just about right for most people who want true multitasking. Too bad people
can't see through the haze.

If you call not as stable optimized, you'll probably
like Win95. I for one like the interface enough that I'll run NT some day with
the Win95 interface (they've got to come up with a name for this thing! When
NT runs it better seems crazy to call it the Win95 interface). Neither OS is out
and Win95 has already taken it for its own. Which it is, but it's already running
on NT (even though the interface itself is beta, NT is at least on shelves.)

Eric Welch
Grants Pass, OR

2063. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: toc@arcadia.cs.rmit.edu.au
Message-ID: <3ti5o8$ki2@goanna.cs.rmit.edu.au>
Source record: 12011
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

Bootstrap1 (bootstrap1@aol.com) wrote:

[Comentary deleted]

: ANALYSIS:

: If we add this new information to what we've already heard about Win '95,
: we can make the following analysis.

Why dont you forget about what you have 'heard' and start using a PC that has
Win '95 on it?

All your coments about needing to upgrade hardware to run Win 95 is Crap.
A big bunch of crap. If anything it needs LESS memory. Having used both
Win95 and Win 3.11 with 4 meg, Id much prefer to use Win95.

Unlike you I dont believe that NT will take over from Win95, and I dont
believe that Win 95 is a filler OS.

: Small businesses may also choose alternative operating systems, and OS/2
: will continue to be popular, Likewise, if Apple does a better job at
: targeting small businesses, some segment of this population may decide
: i'ts better in the long run to migrate to the Mac.

Its possible, but I strongly doubt it. I cant ever see Apple ever being
as big as PC's in the small business area.

: HOME USERS: Some home users will start migrating to Win '95 relatively
[stuff deleted]

Again this notion that you need hardware upgrades is wrong.

: Again, home users may also choose other operating systems, with OS/2
: leading the pack. Fewer home users that already have a 486 or higher
: Windows system are going to switch to another computer, such as the Mac,
: because of the cost involved, but Apple still may be able to convert users
: currently using MS-DOS alone on older computers.

Anything is possible, but again highly unlikely.

: EDUCATION: Educational institutions are going to remain firmly planted in
: Win 3.1, because of the cost involved in upgrading all of their hardware.
sigh once more the dreaded hardware upgrade statement.

: run Win '95. In addition, and as a result, most educational software is
: going to continue to support Win 3.1, so the advantages of upgrading are
: less.

I dont see this. If developers of educational and specialist software for Windows (Im one of them) see that Win 95 is going to be a dominant OS then they will produce programs for it! In the meanwhile, Win 3.1 programs will run fine under Win 95, so whats the problem?

: INTEL P6: Based on the analysis of which OS the above market segments will
: choose, wholesale acceptance of the P6 as has happened with the Pentium is
: unlikely. Most big business, small business, home, and educational users
: are going to be using either Win '95 or Win 3.1 in the forseeable future,
: operating systems for which the P6 will outperform the Pentium by a scant
: 10%. Hardly worth the cost of upgrading to this new processor.

Sounds very familiar. When Intel manage to pump out a high speed version of the P6 (thats much faster than the P5) then people will flock to it.

: OS/2 WARP: Anyone buying a P6 is going to want a 32-bit operating system.
: While NT will likely land a good number of these upgrades, it is also
: likely that many users will want off the Microsoft upgrade treadmill and
: defect to Warp, especially if IBM eventually is able to run most Win 32
: apps.

A very big if. I remain unconvinced that IBM has the savy to push OS/2 to where it probably deserves to be.

[Stuff deleted]

The comments about how people who buy the P6 will only by a 32 bit OS are a bit silly IMHO. You could have said the same thing about a 486 or a Pentium.

[Mac statements deleted]
Nope, I will never buy a Mac. It may be easy to use, but they suck :)
(Nice objective comment there :))

: POWERPC: The folks upgrading to the P6 over the next 18 months are going
: to be power users, for the most part. They are going to have to switch
: from the Win 3.1 or Win '95 OS they are likely currently using to OS/2 or
: Win NT. They are going to have to ugprade all their apps to get the most
Why? Again you could have said the same thing about folks buying 486/Pentiums. Didnt see to many people switching to OS/2 then...

: That's it. Flame away. Even if you don't buy all of the analysis, it's
Basicly I dont buy ANY of the so-called analysis.

: Nathan Tennies
: Bootstrap Enterprises Inc

--
~~~~~~
~ NAME: Timothy O'Connor. Email me at: toc@arcadia.cs.rmit.edu.au ~
~ QUOTE: The degree of one's emotion varies inversely with one's knowledge ~
~ of the facts- the less you know, the hotter you get. --B Russel. ~
~~~~~~

2064. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: blackbob@sashimi.wwa.com
Message-ID: <3tijam$7vj@sashimi.wwa.com>
Source record: 12012
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <DB94Iv.12so@bocanews.bocaraton.ibm.com>,
Glen Fine [IBM] <gfine@vnet.ibm.com> wrote:
>In <3tbute$rub@sashimi.wwa.com>, blackbob@sashimi.wwa.com (Johnny B. Goode) writes:
>>>Microsoft was the FIRST software company...EVER!!!!
>>
>>Correction: Microsoft was the first MICROcomputer SOFTware company.
>>
>
>Actually for the 8-bit market it was Digital Research, with CPM and
>CBASIC back in the S-100 bus microcomputer days. MBASIC appeared
>later. PC/MS-DOS didn't appear until the first IBM PCs rolled out.

Altair predated the S-100 bus, though. If you assume that Altair
was the first microcomputer, then MS would have certainly been the
first microcomputer software company, since they wrote MS-Basic
before the Altair was built...it was written on an emulator which
Gates and Allen wrote on a Harvard machine before they even saw
the Altair.

Cheers, Terry Murphy

2065. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: ewelch@hq.jcic.org
Message-ID: <3tiksc$23q@hq.jcic.org>
Source record: 12013
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In <3ti5o8$ki2@goanna.cs.rmit.edu.au>, toc@arcadia.cs.rmit.edu.au (Tim O'Connor) writes:
>Bootstrap1 (bootstrap1@aol.com) wrote:

>Unlike you I dont believe that NT will take over from Win95, and I dont
>believe that Win 95 is a filler OS.

Belief? That doesn't work in computers. Listen to Bill Gates and MS says.

They are all saying that Win95 is less stable than OS/2 or NT and that NT
by next year will cost the same. And they are also saying the Win95 is there
to keep people going until they get the hardware to run on NT.

Which means MS better get their hardware compatibility going for NT!

Eric Welch
Grants Pass, OR

2066. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: maynard@selway.umt.edu
Message-ID: <3tink7$t9c@selway.umt.edu>
Source record: 12014
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <nobody-0407950927370001@dialip-17.athenet.net>,
TheDabbled <nobody@nosystem.nodomain.noorganization> wrote:
>
...

>I loved Gates , although I can't remeber the author right now...
>Excellent, almost inspiring , reading material. Basically walks you thru
>Bill Gate's life from the start until about 1993. For those of you who
>don't know... computer history is the history of Bill Gates. I know this
>pains some of you (it kinda pains me too) but it is a fact. Microsoft was
>the FIRST software company...EVER!!!! Computing would be a very different

The people at IBM, led by John Backus, who developed FORTRAN might disagree
with that. So would Grace Murray Hoppers' COBOL team.
IBM was selling software while W.H. Gates III was in diapers.

The Turing Award has not been given to anyone associated with Microsoft.
The ACM must feel that computing history, and the major contributions to
the computer industry, have other people ahead of W.H. Gates III.

The computer industry was a commercial force 25 years before Microsoft
was formed.

In short, take a bottle of Ex-Lax a day, and call back in a month or so.

>place without Bill around... might be better... who knows. Anyway, its a
>great book... has a picture of Bill on the cover (that doesn't make it
>great, but since I can't remember the author I gotta give you something to
>identify it with... although just his face might not be too helpful). I
>would advise anyone who is into Micro$loth bashing to read this book and
>get a different perspective on things...
>
>Michael J. Hoover

The author is named Manes.

Bob

2067. Re: MINT for Mac question

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: nolram@panix.com
Message-ID: <nolram-0607952354430001@nolram.dialup.access.net>
Source record: 12015
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

MacMint really isn't even supported. There is a new version to make us
of the VM, but not usuable in 32-bit mode.

2068. Re: HOME GAMING WAR: past and future

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: btrogers@ualr.edu
Message-ID: <1995Jul7.152806@ualr.edu>
Source record: 12016
Cross-posted to: rec.games.video.sony,rec.games.video.nintendo,rec.games.video.sega,rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.advocacy,rec.games.video.cd32,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3ss8t3$5ig@news.cais.com>, dskelly@imagi.net (David S. Kelly) writes:
> In article <magus-2506952205300001@fr-926.cc.iastate.edu>,
> magus@big12.metrobbs.com says...
>
>>Until they start coming out with games like 7'th Guest and Myst I'm not
>>spending a penny on a gaming system. :)
>
> Both the PS and Saturn have Myst. 7th Guest, well, if it is still worth
> doing you'll see it. I personally would like to see NEW games come out,
> but to each their own I guess.
>
> Sean
>
1) PS isn't even here yet...
2) Saturn has only got 5 games, of which Myst is not one
3) 3DO already has Myst and 11th hour is due out roughly the same time the PC version is.

2069. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jul7.052654.45869@cobra.uni.edu>
Source record: 12017
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <3ters8$lbd@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : I never said and or hinted that yoy can buy from the 300 titles from the same
> : store.
>
> Peter, it's extremeley difficult to get all those games in one
> continent, let alone one store. To the average consumer, the 3DO vs. Jag
> title advantage isn't even close to as big as you make it out to be.

I counted 50 3do titles the other day at the local software etc. I have not seen the Atari Jagflop locally at all as well as across the state.

>
> >> Mark <<
>
> --
> ==
> Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
> The University Of Guelph = technology! We can make him better than he was
> = was before. Better ... stronger ... faster!"
> mrathwel@uoguelph.ca =
> = Look for my web page, coming soon!
> ==

Peter Sinclair-Day Performa 636/8-250/CD Marathon
Library and Information Studies DarkForces
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

The greatest achievement that a...

Democrat has accomplished......

Bankrupting Orange County California....

Internet-democrats-request@webcom.com / Type subscribe in body of message

2070. Re: Poor Peter (was Re: Jaguar Competitiveness with new machines)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jul7.052917.45870@cobra.uni.edu>
Source record: 12018
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <3tcpej$p9b@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Yes, but feel like 4 or 5 when the classes meet daily for two months instead of
> : the usual four month semester.
>
> My friends do five classes in the same amount of time. Want to
> talk about stress with them?
>
> : More likely 5'11'
>
> And mutated in ways beyond belief. :->
>
> : Drinking beer.
>
> Judging from the recent quality of your posts and the apparent
> lack of perception, I'd say the two go hand in hand quite often.

ROTFLMAO!!!

>
> >> Mark <<
>
>
> --
> ==
> Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
> The University Of Guelph = technology! We can make him better than he was
> = was before. Better ... stronger ... faster!"
> mrathwel@uoguelph.ca =
> = Look for my web page, coming soon!
> ==

Peter Sinclair-Day Performa 636/8-250/CD Marathon
Library and Information Studies DarkForces
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

The greatest achievement that a...

Democrat has accomplished......

Bankrupting Orange County California....

Internet-democrats-request@webcom.com / Type subscribe in body of message

2071. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: hank@ansoft.com
Message-ID: <DBCzCD.Mrr@ansoft.com>
Source record: 12019
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <3t7e5d$2ck@ccshst05.cs.uoguelph.ca> mrathwel@uoguelph.ca (Mark Rathwell) writes:
>: As I said before, that 3do titles have approached 300, GET OVER IT!
>
> Jesus Christ ... is this guy a brainless idiot or what? I list
>the goddamn games available for the 3DO in North America ... the ones he
>can buy without paying to import rarities, and he ducks it completely.
>Hey Peter ... there are about 70 titles on that list. You are 230 games
>short. Why don't you get over it?
>
>: I never said that that Atari would not counteract with a price cut. Just shows
>: you that Atari does not have faith in the Jagflop.
>
> What does Panasonic have in faith towards the 3DO? It debuted at
>$700 and is now selling for less than half the price! I can buy a Sega
>Genesis for $89.95 Canadian. When they came out, they were $300! I guess
>Sega has no faith either, eh?
>
> Why does Atari always
>: counteract to their competitors and not the other way around.
>
> How clueless can we be Peter? Reread your Atari history.
>
>: And dwindling.. WOOOOPEEE, 70 million is pocket change. Not exactly that
>: Atari has set the world on fire with that 70 million.
>
> You ducked the question again, you spineless fool. With only
>about $30 million in the band, what does that leave 3DO? Answer please?
>
>: Again, that is a redicolous low head count to be viable. Just shows you that
>: Atari is not serious about the video game market and the same old tricks are in
>: place.
>
> Atari is like any other company ... serious about survival.
>
>: Porno, eh? Goto check that out..->
>
> Why does that not surprise me?
>
>: Quit making excuses for Atari. The Lynx flopped due to Atari's ineptness.
>
> Once again, good old Petey missed all the points I made. Can we
>say dillusional, boys and girls?

>
> BTW ... as much as I like the 3D0, rocky times are ahead for it
>too. Outside of gaming stores, it was being carried in a few nationwide
>chains such as "The Bay", "Compucentre" and "Radio Shack." All three
>chains are in the process of clearing it out.
>
>aa

...and Trip Hawkins is running out of EA stock to sell to keep it
afloat...

>> Mark <<
>
>--
>==
>Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
>The University Of Guelph = technology! We can make him better than he was
> = was before. Better ... stronger ... faster!"
>mrathwel@uoguelph.ca =
> = Look for my web page, coming soon!
>==

2072. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: jozwa@stack.urc.tue.nl
Message-ID: <Vs8$liY6z-0Q073yn@stack.urc.tue.nl>
Source record: 12020
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <bee-0507950902230001@lb2101.lib.sfu.ca>,
bee@sfu.ca (Jeremy Bee) wrote:

>If the issue is whether or not they *need* to do this as a result of Win95
>having some increased requirements I still don't see where you get this
>from. If they were happy running all those apps in Win3.1 in the same
>memory, they should get comparable performance under Win95.
^^^^^^
The word 'should' is aptly chosen; in practice it doesn't work that way,
since Windows 95 is bigger than 3.1, which results in less free memory.
Some applications which would barely fit in some amount of memory in
Windows 3.1 won't fit now, causing the system to swap. No improvement
you give below can make a swapping system faster than a nonswapping
one.

>The disk I/O is now 32 bit, the swap file is more intelligent and also
>faster, samrtdrive is now replaced by a 32 bit cache, etc. etc.

First, the 'bitness' by itself doesn't matter that much; the advantage
of 32-bit is mostly that you don't need expensive segment register
reloads, and that it's easier to write clean code. Both of these
advantages are offset by the heavy thunking in Windows 95. Whether
a component in Windows 95 isn't that important; there are too many
components that aren't.

If there are genuine improvements in Windows 95's disk I/O, it could
be a real improvement. I doubt, however, whether that improvement is
big enough to offset the increased memory requirements. As many people
will try to install Windows 95 in memory-constrained environment, this
is very important.

>Overall Win95 is tha same or faster than even WFW3.1 let alone Windows 3.1
>itself.

You're one of the few people who comes to that conclusion. My personal
experiences are that Windows 95 is as fast as, or a little slower than
Windows 3.11. And my system has more memory (20 Mb) than most potential
Windows 95 systems.

>People *will* upgrade their memory and disk space like they always do,

They don't upgrade without a good reason. People don't think the way
like 'Hmm, I have a few bucks left, I might as well spend it on some SIMMS'
Even a hobbyist like me doesn't think so.

>The fact that there will be all those free Betas of MS Office/95 floating
>around will certainly convince people to upgrade for sure.

Hmm. Office for Windows 95 is an evolutionary upgrade, and it offers
few direct advantages to the current version, except for Windows 95's
improved reliability. You get much better reliability for less money
by running the 16-bit Office under OS/2.

Anyway, I don't see why people should get excited by the new Office.
Nothing to brag about.

>Jeremy

Joris

ATTENTION: If you're reading this article from the Microsoft Network, please
be aware that you are supporting an evil and monopolistic software company.
Please think about switching to a different provider. Thank you for your co-
operation.
--
----------All I want is an opportunity to prove
Joris S. Zwart that money doesn't buy happiness - Joris Zwart
jozwa@stack.urc.tue.nl http://www.stack.urc.tue.nl/~jozwa/
(PGP public key available by finger)----------#include <disclaimer.h>

2073. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: rtfm@onramp.net
Message-ID: <rtfm-0707950824220001@lub01.onramp.net>
Source record: 12021
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3ti5o8$ki2@goanna.cs.rmit.edu.au>, toc@arcadia.cs.rmit.edu.au (Tim O'Connor) wrote:

> Bootstrap1 (bootstrap1@aol.com) wrote:
>
> : If we add this new information to what we've already heard about Win '95,
> : we can make the following analysis.
>
> Why dont you forget about what you have 'heard' and start using a PC that has
> Win '95 on it?
>
> All your coments about needing to upgrade hardware to run Win 95 is Crap.
> A big bunch of crap. If anything it needs LESS memory. Having used both
> Win95 and Win 3.11 with 4 meg, Id much prefer to use Win95.
>
<stuff deleted here and there>
>
> I dont see this. If developers of educational and specialist software for
> Windows (Im one of them) see that Win 95 is going to be a dominant OS then
> they will produce programs for it! In the meanwhile, Win 3.1 programs will
> run fine under Win 95, so whats the problem?

Uhh...let me interject here for a second. The "evidence" you offer is only your own experience. This is called anecdotal evidence. It is fallacious to reason from your experience to the experience of users in general. *You* have had a good experience with Win95. Enjoy it. However, through MS press releases, numerous Windows magazine articles, commentary from BYTE and the Wall Street Journal, etc., etc., it can be easily concluded that your experiences with Win95 are the exception and not the rule. Are you saying that we should believe a handful of users over actual studies? I mean, most of these magazines are pro-Windows and pro-MS and they are saying these things. Have you read last month's BYTE?

As for Win3.11 apps running fine, you are wrong. Yes, they will run, but every 16-bit app has the potential of overwriting the system in the case of a crash and bringing the whole tent down with it. This is a serious mistake in the PM that MS made. Even most of the MS zealots agree with that.

> Sounds very familiar. When Intel manage to pump out a high speed version of
> the P6 (thats much faster than the P5) then people will flock to it.

Look at the figures. The P5 has not enjoyed a great penetration in the market until recently, if at all. That's been over 18 months. All that

the original poster claimed was that the P6 will have similar performance.

Mark

```
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
| Mark Brooks | The Etch-A-Sketch is a graphics toy; |
* Editor LOL E-Zine * the Power Mac 9500/132 is the fastest *
| LeMUG BOD | PC ever made. See the difference? |
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
```

2074. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: mfterman@access5.digex.net
Message-ID: <3tjd9r$gcv@access5.digex.net>
Source record: 12022
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

I figure that the P6 is aimed primarily at the NT server market right now. Since Windows NT is 32 bits, the P6 is nicely optimized to run on it and should show performance gains. (and NT can certainly use all the CPU it can get)

I think Intel and to a degree Microsoft are gambling on the concept that by the time the P6 becomes a serious desktop solution, everyone will be swapping over to Windows NT for their desktop solution.

Also, while there may be a Windows 96 and Windows 97 (more likely will be bundled into a single Windows 97 just due to time delays getting 95 out the door), I think its fairly obvious that Microsoft wants everyone to migrate over to Windows NT. They hate having to live with Windows 3.1 as much as anyone, and NT has a cleaner technology base for them to work on.

Microsoft is slowly evolving towards the direction Apple and IBM are going in now. The advantage to going slowly is that if they do it slow enough, they can take nearly all of their installed base with them in the process. Rapid innovation means people get left behind to an extent that choosing another vendor isn't much harder on them than sticking with their existing vendor.

I don't think the P6 will be a flop, though it'll take longer to be a hit than the Pentium was, and will probably be tied more to the success of Windows NT than anything else.

--
Martin Terman, Therapy and Behavioral Counseling for Troubled Computers.
Disclaimer: Sticks and stones may break my bones, but flames are just ignored
email: mfterman@access.digex.com home page: http://access.digex.net/~mfterman/
"Sig quotes are like bumper stickers, only without the same sense of relevance"

2075. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: bootstrap1@aol.com
Message-ID: <3tjkq0$oeu@newsbf02.news.aol.com>
Source record: 12023
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

Good discussion, everyone. I've been listening intently for new info, but I still hold by my original analysis, especially concerning the P6 and Win '95.

Despite some holdouts here in this thread, I think the majority opinion is that Win '95 is bigger than Win 3.1 and, on a 4 MB system, Win '95 is going to be slower than Win 3.1. Even if you are able to shoe-horn Win '95 into 4 MB and get reasonable performance, all the mags and even Microsoft are recommending 8 MB as the minimum, with some recommending 12 MB for good performance.

For these reasons, extremely few Win 3.1 users with 4 MB are going to buy Win '95 hoping it will run well on their existing systems. They are going to think they need 8 MB to run Win '95, and most of the Win 3.1 users out there don't have it. They may also think they need to have a bigger HD and faster processor (and they may be right).

So, will lots of people upgrade to Win '95? You betcha, at least in certain markets, but it all depends on what the perceived benefits are and their ability to upgrade the hardware that they think needs upgrading.

For education users, Win '95 is out; they don't have the money for the RAM upgrades and, as one fella pointed out, educational software makers aren't going to switch to Win 32 until Win '95 educational institutions switch to Win '95, so of course there isn't any impetus for educational institutions to switch (vicious circle).

For home users, Win '95 promises a better user interface and better ease-of-use, which all Win 3.1 users desperately want. Millions of home users will hop on the Win '95 bandwagon, even if it means upgrading the hardware.

However, chances are that the vast majority won't upgrade, for the same reason that a lot of families keep buying those $899 Packard Bell specials. They don't have a lot of free cash, computers aren't a priority, but they want their kids to have the same opportunities to play DOOM as everyone else. They didn't buy Macs or Compaqs or Dells because usability and quality are secondary, and for the same reason these folks aren't going to be investing in more RAM or Win '95 anytime soon just for a prettier UI. Just for perspective, our local Mac user group gets tons of calls from families that have just bought used Apple IIs for $50 and are looking for free software; quality and usability are secondary (maybe tertiary).

Some small businesses will upgrade to Win '95 (and the associated hardware upgrades) for the ease-of-use and the improved stability, if they have the cash. However, let's face it, a lot small businesses out there don't give a damn about ease-of-use or stability, at least that's my experience. Most of their computers are primarily used for tasks that aren't mission-critical, like word-processing, and are used by secretaries. These folks aren't going to spend a couple-hundred per computer for the necessary HW/SW upgrades for Win '95

Some people buy Windows computers because they like them, some people buy Windows computers because they need to do things only Windows/DOS can do, some people buy Windows computers because they are "standard", but a lot of people out there buy Windows computers because they are cheap. There's no way these people who bought a Windows computer because it was cheap are going to spend a couple hundred bucks just to run the same software at the same speed, nicer UI and better stability notwithstanding.

Big business is another story, but they are getting the message loud and clear these days (from Microsoft, if no one else) that Win '95 is not for them. It isn't worth upgrading all their hardware to 8 MB and their software to Win32 *yet* and when they do make that move, it will be to NT or OS/2. This doesn't mean that Win '95 wouldn't be a good system on corporate desktops; it just mean that it isn't fiscally prudent for them to do this.

So, the point is, Win '95 is going to be popular, but the analysits estimates of 10 million upgrading in the first year are probably on target, and the number is going to drop precipitously after the initial rush. People will use Win '95 because it comes on their new computers, but people who already have Windows 3.1 are not going to upgrade in droves.

This, of course, brings us to the P6. Pentium sales went through the roof not because of big business, but because of small business and especially home users who wanted to catch the multimedia wave. However, 98% of these guys are going to stay with Win 3.1 or upgrade to Win '95. Neither of these operating systems gives them any reason to buy a P6 upgrade.

Users may buy a new P6 system, but they aren't going to run Win '95 on it because P6 systems are *always* going to be more expensive than Pentium clones which will run Win '95 just as fast. Therefore, anyone buying a P6 system is going to run NT or OS/2, which means that the systems are going to come with 16 MB standard. Which, of course, means they are far out of reach of the home users and small business folks who are buying all those $2000-and-under Pentium systems.

Will home/small business users ever buy P6 systems in quantity. Probably not. These folks don't upgrade just for the hell of it; they are upgrading to the Pentiums in droves because they want multimedia to work well, which it does, so the need to speed has been temporarily sated. There will always be software that demands even more speed, but these aren't going to be mainstream apps that most people use. The Windows world is going to be stuck on the Pentium and Pentium clones for the

forseeable future, and Intel is going to lose money on the P6 (especially if the P7 debuts as scheduled in '97).

Nathan Tennies
Bootstrap Enterprises Inc

2076. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: petrich@netcom.com
Message-ID: <petrichDBCs0o.CB2@netcom.com>
Source record: 12024
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tink7$t9c@selway.umt.edu>,
Robert L Maynard <maynard@selway.umt.edu> wrote:
>The Turing Award has not been given to anyone associated with Microsoft.

Any examples of the sort of people who *have* received it, and
for what? Any examples in the desktop field? Like some of those
associated with Xerox PARC or Apple?

--
Loren Petrich, the Master Blaster Happiness is a fast Macintosh
petrich@netcom.com And a fast train
Visit ftp://ftp.netcom.com/pub/pe/petrich
Or ftp to ftp.netcom.com, then go to /pub/pe/petrich

2077. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: bee@sfu.ca
Message-ID: <bee-0707950930020001@lb2101.lib.sfu.ca>
Source record: 12025
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3thd06$s9t@onramp.arc.nasa.gov>, josco@eco.arc.nasa.gov
(Joseph Coughlan) wrote:

> In article <3tfknh$k60@seymour.sfu.ca> bee@sfu.ca (Jeremy Bee) writes:
> >In article <3teqms$lnl@onramp.arc.nasa.gov>,
> > josco@eco.arc.nasa.gov (Joseph Coughlan) wrote:
>
> >>>2) That using Win95 necessitates a significant upgrade of equipment,
> >>>money, software, and especially memory.
> >>>
> >>>Again, no support at all.
> >>
> >>MS recommends 8MB and 12MB for running MS OFFICE as a minimum. Most
> >>Trade rags recommend 16MB. The typical PC will need 4-8MB of
> >>additional RAM and of course Win95's Plus Pack requires a 486 minimum--
> >>no 386's. Lastly MS's newest multimedia standard is built around a p75
> >>CPU as the recommended minimum CPU.
> >
> >All very interesting, but off the point. Everyone knows if you want to run
> >office you need mucho memory, if joe user is running it on Win3.1 right now,
> >he would already have said memory, therefore no upgrade necessary to
switch to
> >Win95, if joe user is not running office now and wants to under win95, they
> >will upgrade memory, but because of office, *not* win95.
>
> You assumption that OFFICE users have the memory needed is incorrect.
> Win95 has a larger footprint. 8MB users aboundand that's not enough
> for win95.

This is incorrect. Users of Office do require larger amounts of memory to
run all the apps in the suite properly since they have to all be open
together sometimes without undue swapping to the disk. Also, if win95 has
a "larger footprint", and 8Megs is not enough thenit would not even load
on a 4Meg machine. The "footprint" of an OS typicaly refers to the
physical space it takes up in memory, as in windows NT 3.5 "reduced it's
footprint" from the 12 Megs of 3.1 to something less than 8. You are
implying here that Windows 95 has a greater than 8meg footprint all by
itself? This is assinine. I know from personal experience, from
published tests of the OS and from the vast majority of posts (by people
who are actualy *using* the system now) that Win95 loads, and runs just as
well in 4Megs as Windows 3.1 or WFW 3.1. Not great, but just as well.
There is no *need* for users to upgrade their memory, period. You are
just wrong.

>
> >The plus pack is and
> >always was intended as an add-on for 486 and P5 based computers. Again, this
> >has no bearing on the requirements for Win95, it's an *add-on* right?.
>
> It's an addon that demonstrates what Win95 will need to run well.
> You've also admitted that the addons include some of what MS promsied
> for Chicago but later put in the plus pack.
>
> >Lastly, multimedia standards are typicaaly teleological goals when they are
> >first introduced based on "ideal" entry level computers at the time of their
> >adoption. No conflict there either.
>
> Incorrect statement. The recommendations are what developers target for
> their apps NOW. Win95 users will need NEW software and what will they
> find? Stuff made for the p75 with 16MB of RAM.

That standard is not the current standard though, it's not what developers
will be targeting their apps for NOW, is it?
>
> If you have a substandard system then you have problem. A 486 is a
> substandard system and so is 8MB. Not so under OS/2 WARP.

The vast majority of computer users, business and home would certainly
disagree with your statement that a 486 with 8Megs is a "substandard"
system. You don't seem to know anything about Win95 at all sometimes.
Hve you ever even used it? This "substandard" system is exactly what Win95
is targeted at, it actualy performs better (proportionately), on "low-end"
systems. I would beleive the accounts of people who actualy installed it
on their home systems and say how fast it runs over anything you say. No
matter how authorative you may make your posts sound, the fact is you are
wrong. This crap is just like your post about Corel draw not running on
Win95 was, ie.- a (educated) guess.

Jeremy
> --
>
> -- J. C. Coughlan, jcoughlan@gaia.arc.nasa.gov

--
==========

2078. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: mike@child
Message-ID: <3tjpb9$em6@vodka.intele.net>
Source record: 12026
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

mfterman@access5.digex.net (Martin Terman) wrote:
>I figure that the P6 is aimed primarily at the NT server market right
>now. Since Windows NT is 32 bits, the P6 is nicely optimized to run
>on it and should show performance gains. (and NT can certainly use
all
>the CPU it can get)

>I think Intel and to a degree Microsoft are gambling on the concept
>that by the time the P6 becomes a serious desktop solution, everyone
>will be swapping over to Windows NT for their desktop solution.

>Also, while there may be a Windows 96 and Windows 97 (more likely
>will be bundled into a single Windows 97 just due to time delays
>getting 95 out the door), I think its fairly obvious that Microsoft
>wants everyone to migrate over to Windows NT. They hate having to
>live with Windows 3.1 as much as anyone, and NT has a cleaner
>technology base for them to work on.

>Microsoft is slowly evolving towards the direction Apple and IBM
>are going in now. The advantage to going slowly is that if they do
>it slow enough, they can take nearly all of their installed base
>with them in the process. Rapid innovation means people get left
>behind to an extent that choosing another vendor isn't much harder
>on them than sticking with their existing vendor.

>I don't think the P6 will be a flop, though it'll take longer to
>be a hit than the Pentium was, and will probably be tied more to
>the success of Windows NT than anything else.

>--
> Martin Terman, Therapy and Behavioral Counseling for Troubled
Computers.

H'mm sounds okay but Windows NT is not pltafrom specific it seems to
me that by the time the P6 is out into the mainstream there should be
more advanced versions of the power PC avialble and for the cost of a
P6 severver a dual PowerPc should be sustatually faster. This is true
even if your looking at a dual P6 configuration. Currently as far as I
know the ability of the P6 to work well in SMP is not documented while
the PowerPC seems to work quite well in and smp enviorment.

I really don't see the P6 offernig anything over a PowerPC NT severer
especially the dual SMP machines avialable today. I.e firepower.

I think the P6 is going to be more for people with legacy apps that need speed. I personally and I think a lot of people are expecting SMP to become important over the next year or so. And in this case the price per proccesor becomes important. Apple seems to even be going in the SMP direction and for Multimedia CPU intensive operations and servers this makes excellent sense. Look at SUns servers even with a dog of and OS and slow cpu they perform very well. No I think Intel better get a non legacy completly RISC chip out the dorr asap. Or they will definatly lose a large portion of the lowend workstation market and sever market to the power PC especially with a good unix and NT avialable on the PowerPC platform.

Personally I bought a Pentium because its numbers were not that different from the Power PC and my OS of choice Nextstep did not run on the Power PC now if I can get Nextstep on a dual PowerPC machine for say 700 more than a single cpu P6 machine guess which one I'm going to pick?

Mike

2079. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: 91-23561@shaddam.usb.ve
Message-ID: <1995Jul7.140956.22352@usb.ve>
Source record: 12027
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

TheDabbled (nobody@nosystem.nodomain.noorganization) wrote:
: In article <3tar8f$coh@utdallas.edu>, jochoa@utdallas.edu wrote:

: > I am interested in Amigas, IBM, Apple, and how that whole creature was
: > created,
: > the history of operating systems. It would be really cool if I could
: > read the whole developement history of OS/2, and other major companies
: > and software developers. I only know some people like Ed Roberts, Gates,
: > Wozniak & Jobs. Now atleast I know about Kildall, and what is meant when
: > people mention CP/M.
: >
: > I'd love to know the history of all this, the major players in what we
: > now know of in the industry, to catch up to speed of everything that's
: > going on. I'm also really interested in the history of personal computers,
: > and how they got started, what companies have done what as far as their
: > contributions to the PC world.
: >
: > If you have a favorite book, or one you feel would be incredibly informative,
: > please post it, or email me. I would probably eat up the information I
: > get. Thanx for helping to educate another PEECEE user. (:
: >

: I loved Gates , although I can't remeber the author right now...
: Excellent, almost inspiring , reading material. Basically walks you thru
: Bill Gate's life from the start until about 1993. For those of you who
: don't know... computer history is the history of Bill Gates. I know this
: pains some of you (it kinda pains me too) but it is a fact. Microsoft was
: the FIRST software company...EVER!!!! Computing would be a very different
: place without Bill around... might be better... who knows. Anyway, its a
: great book... has a picture of Bill on the cover (that doesn't make it
: great, but since I can't remember the author I gotta give you something to
: identify it with... although just his face might not be too helpful). I
: would advise anyone who is into Micro$loth bashing to read this book and
: get a different perspective on things...

You're the BIGGEST idiot i've ever encountered in the
Net. What's that about Microslurp being the first software company
ever, I think Digital Research, Viscorp, Broderbund, Spinacker,
MicroPro were there before MicroBlahh as Real Software Companies...
Or maybe you got a crush on Bill Gates(tm)-a.k.a Billy the Squid(tm) ;-)

If you start believing what Billy the Squid(tm) says then you're
end up saying that he invented the computer and the OS
concept... Please, read some older magazines (Like Byte, Dr Dobbs

Journal..., PCMag, 80-Micro, InCider, etc, etc...) circa 1982 to
87. You're not going to find much 'bout Billy the Squid(tm).

: Michael J. Hoover

Are you related to the Hoover vacuum cleaners???. Maybe in the
sucking part (no pun intended) or is it the vaccum part again ;-).

Cheers...
Stefan Schneider C.

- Don't drink BillCola(tm) you can end up with missing
- threads... or a crash!

2080. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: jimf@world.std.com
Message-ID: <DBCwrK.FIy@world.std.com>
Source record: 12028
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

maynard@selway.umt.edu (Robert L Maynard) writes:
>The computer industry was a commercial force 25 years before Microsoft
>was formed.

You make a good point, although 1950 is pushing it quite a bit and is
certainly long before software-only businesses started popping up.

10 years would be a bit closer to the mark, I think.

jim frost
jimf@world.std.com
--
http://www.std.com/homepages/jimf

2081. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: jimf@world.std.com
Message-ID: <DBCxMp.2tw@world.std.com>
Source record: 12029
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

thurrott@netzone.com (Paul Thurrott) writes:
>In article <3tbodu$j8d@utdallas.edu>, jochoa@utdallas.edu wrote:
>Microsoft was the first company to offer software for microcomputers...
>you know, the machines that ushered in the computer revolution? Mainframes
>of the 70's were not then, and are not now, a compelling or dynamic market
>for software.

The "computer revolution" was well underway long before microcomputers
ever hit the market. Hell, Hollywood was making movies about it in
the 60's!

The microcomputer was *evolutionary*, not *revolutionary*; it followed
an already-established downsizing trend (one which I'd argue is still
underway).

The machines predating the microcomputer were indeed a compelling
market for software. Three lines in particular were hot: the IBM
360/370 (mainframe), the IBM System/3x (mini), and the DEC PDP series
(mini).

I can agree that the microcomputer software market is more dynamic,
and in recent years more compelling, but it's not true to say that
there wasn't a software market prior to the microcomputer.

jim frost
jimf@world.std.com
--
http://www.std.com/homepages/jimf

2082. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: kirby6@psu.edu
Message-ID: <kirby6-0707951520010001@tsppp16.cac.psu.edu>
Source record: 12030
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <bee-0707950930020001@lb2101.lib.sfu.ca>, bee@sfu.ca (Jeremy Bee) wrote:

> I know from personal experience, from
> published tests of the OS and from the vast majority of posts (by people
> who are actualy *using* the system now) that Win95 loads, and runs just as
> well in 4Megs as Windows 3.1 or WFW 3.1. Not great, but just as well.
> There is no *need* for users to upgrade their memory, period. You are
> just wrong.

A good bit of your support for Win 95's success seems to stem from the fact that Win95 will function in 4M RAM. I'm not going to touch that issue, but my general impression is that much of the hype around Win 95 is based on its multitasking ability. How much mulitasking will all of these new Win owners will be doing in 4M?

If many people upgrade without adding more RAM, it is clear that they will have chosen Win 95 for aesthetic reaons. And that logic, I thought, was reserved for superficial, shallow, Mac owners.

-k6

2083. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: nobody@nosystem.nodomain.noorganization
Message-ID: <nobody-0707951550490001@dialip-31.athenet.net>
Source record: 12031
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In response to being called the BIGGEST idiot Stefan has ever encountered
on the Net, I must say this...

I do NOT agree with everything Gates has done... I admire him for
achieving what he has. Do you know how much Bill is worth? 12.4 BILLION
dollars. The fact that he has made as much as he has is admirable in my
book. My post was also responding to someone looking for good books to
read. Stefan, have you read the book? I didn't think so... Go out and read
it and then judge it... Before I read the book I didn't like Gates that
much either... I now have a certain level of respect for him. I am
definetly NOT advocating that MicroSoft is great. Far from it. I was just
commenting that I liked the book. Don't ever assume things... you make an
ass out of U and ME.

> You're the BIGGEST idiot i've ever encountered in the
> Net. What's that about Microslurp being the first software company
> ever, I think Digital Research, Viscorp, Broderbund, Spinacker,
> MicroPro were there before MicroBlahh as Real Software Companies...
> Or maybe you got a crush on Bill Gates(tm)-a.k.a Billy the Squid(tm) ;-)
>
> If you start believing what Billy the Squid(tm) says then you're
> end up saying that he invented the computer and the OS
> concept... Please, read some older magazines (Like Byte, Dr Dobbs
> Journal..., PCMag, 80-Micro, InCider, etc, etc...) circa 1982 to
> 87. You're not going to find much 'bout Billy the Squid(tm).
So... software companies weren't around until 1982? Hmmm... interesting...
Read Gates and discover that they(microcomputer software companies)
started around 1976. Why don't you do a little research and find something
substantial to base your arguement on... Write a paper and send it to me
by next Tuesday...

> : Michael J. Hoover
>
> Are you related to the Hoover vacuum cleaners???. Maybe in the
> sucking part (no pun intended) or is it the vaccum part again ;-).

I wish I was related to Hoover vacuum cleaners... I would be richer than I
already am... Although I admire the originality of the joke...

> Cheers...
> Stefan Schneider C.
I don't know... Stefan sounds alwful femine to me...

<*Cheers...*>

Michael J. Hoover

2084. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: Darwin Ouyang <darwin@io.org>
Message-ID: <3tkaf4$vur@noc.tor.hookup.net>
Source record: 12032
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

bee@sfu.ca (Jeremy Bee) wrote:
>In article <Vs8$liY6z-0Q073yn@stack.urc.tue.nl>, jozwa@stack.urc.tue.nl
>(Joris Zwart) wrote:
>
>> In article <bee-0507950902230001@lb2101.lib.sfu.ca>,
>> bee@sfu.ca (Jeremy Bee) wrote:
>>
>> >The disk I/O is now 32 bit, the swap file is more intelligent and also
>> >faster, samrtdrive is now replaced by a 32 bit cache, etc. etc.
>>
>> First, the 'bitness' by itself doesn't matter that much; the advantage
>> of 32-bit is mostly that you don't need expensive segment register
>> reloads, and that it's easier to write clean code. Both of these
>> advantages are offset by the heavy thunking in Windows 95. Whether
>> a component in Windows 95 isn't that important; there are too many
>> components that aren't.
>
>This is total bull and you know it, you have switched the ground of the
>discussion to whether or not any particular part of Wi95 being 32 bit or
>not is and "advantage" when my comment was strictly on the disk I/O and
>the 32 bit cacheing systems. Both of these give a *great* boost in speed
>to Win95. Try running Win95 with a "real-mode" disk access driver, (one
>of the most common errors so far in people setting it up with IDE drives),
>and you will get about a 50% reduction in speed. The "32 bitness" of
>these areas is also one of the main reasons that WFW3.11 was faster than
>Windows 3.1. Not having 32 bit I/O entails a great performance penalty,
>everybody knows this.

Here is where you are wrong.

Most of the performance loss in Windows with using a REAL mode disk driver
has NOTHING to do with the bitness of the code.

It has to do with switching overhead. A realmode driver needs the entire
system to be switched into real mode, executing the I/O, and then the
entire system has to be put back into protected mode.

Another point: a real mode driver cannot do overlapping I/O, nor can it
let the system do anything while it is waiting on the device to return since
most real mode drivers are NOT re-entrant.

Mode switching, single I/O ops, non-reentrant code.

SLOW.

>> My personal
>> experiences are that Windows 95 is as fast as, or a little slower than
>> Windows 3.11. And my system has more memory (20 Mb) than most potential
>> Windows 95 systems.
>
>You probably did not set it up right, why don't you post your autoexec.bat
>and config.sys so we can see what you did wrong?

I echo his sentiments. (Much rather run NT 3.51)

Darwin Ouyang

2085. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: jimf@world.std.com
Message-ID: <DBD8z1.HoH@world.std.com>
Source record: 12033
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

91-23561@shaddam.usb.ve (Stefan Schneider Correa) writes:
> You're the BIGGEST idiot i've ever encountered in the
>Net. What's that about Microslurp being the first software company
>ever, I think Digital Research, Viscorp, Broderbund, Spinacker,
>MicroPro were there before MicroBlahh as Real Software Companies...

Every one of these companies followed Microsoft into the fray.

> If you start believing what Billy the Squid(tm) says then you're
>end up saying that he invented the computer and the OS
>concept... Please, read some older magazines (Like Byte, Dr Dobbs
>Journal..., PCMag, 80-Micro, InCider, etc, etc...) circa 1982 to
>87. You're not going to find much 'bout Billy the Squid(tm).

Actually you'll find him in the very earliest microcomputer-related
magazines, since his BASIC interpreter was on the very first
microcomputer.

People have hated him since almost the very beginning since he
believed that software should be paid for rather than traded freely.
His biggest early notoriety was gained by taking out a full-page ad
complaining that people were stealing his software when they copied it
at club meetings....

...but don't let facts stand in the way of a good rant.

jim frost
jimf@world.std.com
--
http://www.std.com/homepages/jimf

2086. Re:Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: pilcher@cris.com
Message-ID: <3tkajf$aof@warp.cris.com>
Source record: 12034
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In message <3th6pc$3ck_002@phx-ip1-26.netzone.com> - thurrott@netzone.com (Paul Thurrott) writes:
:>Microsoft was the first company to offer software for microcomputers...

You're point is well taken. I should have used the word microcomputers rather than PCs. (I'm still not sure that Microsoft was actually first, but they're certainly the oldest microcomputer software company that's still around.)

:>you know, the machines that ushered in the computer revolution?

Hmm, I think I might have heard them mentioned. Can you give me some more details? :-)

:> Mainframes
:>of the 70's were not then, and are not now, a compelling or dynamic market
:>for software.

Well, 1970's-era mainframes are certainly not now a compelling or dynamic market for software. Modern mainframes, however, most definitely are. IBM (which is the world's largest software company, BTW) probably earns billions of dollars per year from mainframe software.

Ian Pilcher
Team OS/2 - Lansing, MI

2087. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: bee@sfu.ca
Message-ID: <bee-0707950946320001@lb2101.lib.sfu.ca>
Source record: 12035
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <Vs8$liY6z-0Q073yn@stack.urc.tue.nl>, jozwa@stack.urc.tue.nl
(Joris Zwart) wrote:

> In article <bee-0507950902230001@lb2101.lib.sfu.ca>,
> bee@sfu.ca (Jeremy Bee) wrote:
>
> >If the issue is whether or not they *need* to do this as a result of Win95
> >having some increased requirements I still don't see where you get this
> >from. If they were happy running all those apps in Win3.1 in the same
> >memory, they should get comparable performance under Win95.
> ^^^^^^
> The word 'should' is aptly chosen; in practice it doesn't work that way,
> since Windows 95 is bigger than 3.1, which results in less free memory.
> Some applications which would barely fit in some amount of memory in
> Windows 3.1 won't fit now, causing the system to swap. No improvement
> you give below can make a swapping system faster than a nonswapping
> one.
>
> >The disk I/O is now 32 bit, the swap file is more intelligent and also
> >faster, samrtdrive is now replaced by a 32 bit cache, etc. etc.
>
> First, the 'bitness' by itself doesn't matter that much; the advantage
> of 32-bit is mostly that you don't need expensive segment register
> reloads, and that it's easier to write clean code. Both of these
> advantages are offset by the heavy thunking in Windows 95. Whether
> a component in Windows 95 isn't that important; there are too many
> components that aren't.

This is total bull and you know it, you have switched the ground of the
discussion to whether or not any particular part of Wi95 being 32 bit or
not is and "advantage" when my comment was strictly on the disk I/O and
the 32 bit cacheing systems. Both of these give a *great* boost in speed
to Win95. Try running Win95 with a "real-mode" disk access driver, (one
of the most common errors so far in people setting it up with IDE drives),
and you will get about a 50% reduction in speed. The "32 bitness" of
these areas is also one of the main reasons that WFW3.11 was faster than
Windows 3.1. Not having 32 bit I/O entails a great performance penalty,
everybody knows this.

In terms of your more general argument, there are very FEW components of
Win95 that count in issues of performance or speed that are not fully 32
bit. Virtualy the only parts that are not that affect speed are the
Windows management code, which was kept 16 bit for obvious reasons.

>
> If there are genuine improvements in Windows 95's disk I/O, it could
> be a real improvement. I doubt, however, whether that improvement is
> big enough to offset the increased memory requirements. As many people
> will try to install Windows 95 in memory-constrained environment, this
> is very important.
>
> >Overall Win95 is tha same or faster than even WFW3.1 let alone Windows 3.1
> >itself.
>
> You're one of the few people who comes to that conclusion.

Wrong again, try every published test in any computer magazine since the
release of the 347 Beta. Try the hundreds of posts that I have read on
MSN and here as well from "average" computer users with 4Megs that have
found their systems more responsive and 'faster" under Win95.

> My personal
> experiences are that Windows 95 is as fast as, or a little slower than
> Windows 3.11. And my system has more memory (20 Mb) than most potential
> Windows 95 systems.

You probably did not set it up right, why don't you post your autoexec.bat
and config.sys so we can see what you did wrong?
>
> >People *will* upgrade their memory and disk space like they always do,
>
> They don't upgrade without a good reason. People don't think the way
> like 'Hmm, I have a few bucks left, I might as well spend it on some SIMMS'
> Even a hobbyist like me doesn't think so.

Cheap shot, that's not what I meant (which should be obvious if you put
the context of the statement back)
>
> >The fact that there will be all those free Betas of MS Office/95 floating
> >around will certainly convince people to upgrade for sure.
>
> Hmm. Office for Windows 95 is an evolutionary upgrade, and it offers
> few direct advantages to the current version, except for Windows 95's
> improved reliability. You get much better reliability for less money
> by running the 16-bit Office under OS/2.

WRONG. (again) You have never seen Office for 95 have you? It is quite a
bit different, much more stable, and more reliable than Office under OS/2
could ever be.
>
> Anyway, I don't see why people should get excited by the new Office.
> Nothing to brag about.

That's because you haven't seen it.
>
>

> Joris

Jeremy

--
==========

2088. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-07 00:00:00 UTC
From: josco@eco.arc.nasa.gov
Message-ID: <3tkcuu$7jn@onramp.arc.nasa.gov>
Source record: 12036
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <bee-0707950930020001@lb2101.lib.sfu.ca> bee@sfu.ca (Jeremy Bee) writes:
>In article <3thd06$s9t@onramp.arc.nasa.gov>, josco@eco.arc.nasa.gov
>(Joseph Coughlan) wrote:

>This is incorrect. Users of Office do require larger amounts of memory to
>run all the apps in the suite properly since they have to all be open
>together sometimes without undue swapping to the disk.

So are you say that they therefore must have the RAM?

>Also, if win95 has
>a "larger footprint", and 8Megs is not enough thenit would not even load
>on a 4Meg machine.

You don't understand what virtual memory is do you?

The "footprint" of an OS typicaly refers to the
>physical space it takes up in memory, as in windows NT 3.5 "reduced it's
>footprint" from the 12 Megs of 3.1 to something less than 8.

Yet are you therfore saying 8MB is sufficient for NT? Win95 has a larger
footprint that win3.1 -- try booting Win95 in 2MB.

>You are
>implying here that Windows 95 has a greater than 8meg footprint all by
>itself? This is assinine.

Did I say that? No. I said that Win95 has a lrger footprint that
Win3.1 and that MS is recommending 8MB as a minimum for Win95 and 12Mb
for MS Office under Win95.

>There is no *need* for users to upgrade their memory, period. You are
>just wrong.

you cannot explain why the trade rags predict a surge in RAM upgrades
for running win95. You have another unsupported statement.

>> Incorrect statement. The recommendations are what developers target for
>> their apps NOW. Win95 users will need NEW software and what will they
>> find? Stuff made for the p75 with 16MB of RAM.
>
>That standard is not the current standard though, it's not what developers
>will be targeting their apps for NOW, is it?

Yes it is the current standard NOW.

>The vast majority of computer users, business and home would certainly
>disagree with your statement that a 486 with 8Megs is a "substandard"
>system. You don't seem to know anything about Win95 at all sometimes.

Who cares what people think. MS has defined a NEW and current MPC
standard with a p75 as a base CPU.

I used Win95, read Andrew Schulman's book and can count version numbers.

>. This crap is just like your post about Corel draw not running on
>Win95 was, ie.- a (educated) guess.

No. It was a printed comment that MS is still trying to get Corel Draw
working under Win95. You must have misse dit this week.
--

-- J. C. Coughlan, jcoughlan@gaia.arc.nasa.gov

2089. Re: HOME GAMING WAR: past and future

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-08 00:00:00 UTC
From: vidsourc@netcom.com
Message-ID: <vidsourcDBE0rp.Myq@netcom.com>
Source record: 11941
Cross-posted to: rec.games.video.sony,rec.games.video.nintendo,rec.games.video.sega,rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.advocacy,rec.games.video.cd32,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

btrogers@ualr.edu wrote:

: 1) PS isn't even here yet...
: 2) Saturn has only got 5 games, of which Myst is not one
: 3) 3DO already has Myst and 11th hour is due out roughly the same time the PC
: version is.

Myst is currently out in Japan for the other systems. Also as far as 11th
Hour being out the same time as the PC version, just remember WC3.
--

Marty Chinn Super Nintendo, Super Famicom, Genesis, Sega CD,
Video Source Mega Drive, Mega CD, Sega 32X, Mega 32X, Saturn,
973 Foxglove Dr. Turbo Duo, PC Engine, Arcade Card, Playstation,
Sunnyvale, CA 94086 Neo Geo, Jaguar, 3DO, Game Boy, and Game Gear.
<408> 736-1133 Voice Mailing List, Ordering, and Preordering info at:
<408> 699-7584 Pager vidsourc@netcom.com

2090. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-08 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3tl9hr$190$1@mhafm.production.compuserve.com>
Source record: 11942
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

> "Putt-Putt Travels Along Saturn's Rings" is seeming more and more
> attractive to me all the time.

If you have kids, that might indeed be very true.

Contrast that with Allllllll the Jaguar "Edutainment" titles available
for families with kids...

Can you say "Lost Sales"...?

BobR

2091. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-08 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3tl9u3$190$2@mhafm.production.compuserve.com>
Source record: 11943
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

> there are only 25 for the Jag. The fact of the matter is that less than 80
> 3DO games are in domestic release in North America.

Hmmm... that's still more than **THREE TIMES** as many for the 3DO system..

And both systems have been on the market almost exactly the same amount
of time.

Is that supposed to make Jaguar owners feel better..?

BobR

2092. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-08 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3tla8l$190$3@mhafm.production.compuserve.com>
Source record: 11944
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

```
: I wouldn't say going strong - they are very low profile and make a lot
: of money out of their arcade business. The games although good are mostly
: arcade beat em ups.
> You really know very little about Atari do you? Your info about the
> arcades is only 10 years out of date.

Umm.... the first comment was about Neo-Geo... not Atari...

BobR
```

2093. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-08 00:00:00 UTC
From: gt6977b@prism.gatech.edu
Message-ID: <3tm70p$irl@acmey.gatech.edu>
Source record: 11945
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

bootstrap1@aol.com (Bootstrap1) writes:

>Good discussion, everyone. I've been listening intently for new info, but
>I still hold by my original analysis, especially concerning the P6 and Win
>'95.

>Despite some holdouts here in this thread, I think the majority opinion is
>that Win '95 is bigger than Win 3.1 and, on a 4 MB system, Win '95 is
>going to be slower than Win 3.1. Even if you are able to shoe-horn Win
>'95 into 4 MB and get reasonable performance, all the mags and even
>Microsoft are recommending 8 MB as the minimum, with some recommending 12
>MB for good performance.

When I had only run 347 in 4MB, I'd agree with you. Now that I've run
490 in 4MB, I have to disagree. Build 490 is subjectively
indistinguishable from Win3.1 or WfW in 4MB. I haven't benchmarked it,
so I have no hard numbers. The reason everyone is reccommending 8MB, is
that even Win3.1 was best in at least 8MB. You get a 50% increase in
speed out of Win3.1 by going from 4 to 8MB. I beleive MS has met their
goal of doing as well as Win3.1 in any given RAM level.

However, I don't recommend < 8MB for anything except a DOS box.
Skimping on RAM, be it NT, OS/2, or Win95 will cost you in productivity.
As processors have become faster, it is now RAM which is the limiting
factor for many uses. I personally find a 486/66 with 16MB to be a more
capable machine than a low-end Pentium in 8MB.

>For these reasons, extremely few Win 3.1 users with 4 MB are going to buy
>Win '95 hoping it will run well on their existing systems. They are going
>to think they need 8 MB to run Win '95, and most of the Win 3.1 users out
>there don't have it. They may also think they need to have a bigger HD
>and faster processor (and they may be right).

They may well need a bigger HD. Good thing you can get a 1GB drive for
$350 these days. I've seen 0.5GB for < $200. From what I can tell,
Win95 is about 10-15MB bigger than DOS/Win3.x combined, and can be more
depending on which frills you install. I have found that it is foolish
to try and install Win95 on machines with 80MB HD's - you can fit the
OS, but not much else.

Of course, I've never seen a time when I didn't want more of _something_
- I've just spent the last several days moving my data and OS's around
to accomodate the addition of another GB of storage...

>So, will lots of people upgrade to Win '95? You betcha, at least in
>certain markets, but it all depends on what the perceived benefits are and
>their ability to upgrade the hardware that they think needs upgrading.

You know that people cried that Word 2.0 and Win3.1 would suffer since
they didn't run well on 286's with 2MB...

386's with 4MB are in an equivalent position now.

[bunch of other stuff snipped...]

--
David Charles LeBlanc
Georgia Institute of Technology, Atlanta Georgia, 30332
Internet: gt6977b@acme.gatech.edu

2094. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-08 00:00:00 UTC
From: jlopez@panix.com
Message-ID: <3tmqd4$t7b@panix.com>
Source record: 11946
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In <3tl2fd$req@nntp.interaccess.com> bjp@flowbee.interaccess.com (J. Poag) writes:

>Actually, youre all TRIPLE TRIPLE clueless. IBM, believe it or not,
>tried to market the first personal computer back in 1975--years before
>the IBM PC and the Charlie Chaplin commercials.

>Needless to say, the personal computer computer IBM tried to sell didnt go
>over too well, as the pricetag was gigantic. However, it MUST have had
>software on it, obviously, which makes IBM the first company to sell
>software for a microcomputer.

>Bill Gates was picking his nose back in Junior High, in 1975.

Sorry, but in 1975 Bill Gates was already dropping out of Harvard and
forming Microsoft.

--
jlopez :: "How the hell can you write an essay on E. M. Forster with almost
total reference to Harold Robbins?" --Willy Russell

2095. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-08 00:00:00 UTC
From: bootstrap1@aol.com
Message-ID: <3tmt31$l86@newsbf02.news.aol.com>
Source record: 11947
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

bee@sfu.ca (Jeremy Bee) wrote:

>As usual you manage to interpret what I say in what can only be described as
>"unique" fashion. It would be very unusual to load the OS itself in virtual
>memory would it not? I mean if you can't even load the entire OS code into
>memory without swapping to disk there isn't much point is there? YOu directly
>implied by your previous post that Win95 had a larger than 8Meg "footprint"
>and would not therefore load in less than 8 Megs. This is not true.

Actually Jeremy, while these comments weren't directed at me, from reading this thread it appears that you are the one who is misreading other people's posts. No one here has said Win '95 has an 8 MB or greater footprint; if you think otherwise, please feel free to dredge up a quote to the contrary.

What everyone has been saying is that a) Win '95 is larger than Win 3.1 and b) Win '95 is large enough that it will cause swapping on a 4 MB machine. This means that for adequate performance you need an 8 MB machine, whereas with Win 3.1 adequate performance needs 4 MB. This was my original contention, which you have disagreed with, and have been proven wrong.

BTW, on the subject of OS footprints, I don't know how big Win '95s is, but I do know that on my system Win 3.1 has a 3.5 MB footprint. In other words, if I turn off virtual memory, reboot the machine, and then check the amount of free memory in the Program Manager as soon as it comes up, it tells me I have 4.5 MB free on an 8 MB machine. I do have Win32s loaded, so that will gobble up some additional RAM I'm sure, but in all other ways it is a clean Win 3.1 installation. It wouldn't be surprising at all if Win '95 took up more than 4 MB of RAM, which obviously would require swapping on a 4 MB machine even without running any apps. Maybe some Win '95 advocates can run the same test on your machines and let us know how much is free.

Nathan Tennies
Bootstrap Enterprises Inc

2096. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-08 00:00:00 UTC
From: hongd@ecf.toronto.edu
Message-ID: <DBF2AD.Anz@ecf.toronto.edu>
Source record: 11948
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <Vs8$liY6z-0Q073yn@stack.urc.tue.nl>,
Joris Zwart <jozwa@stack.urc.tue.nl> wrote:
>In article <bee-0507950902230001@lb2101.lib.sfu.ca>,
>bee@sfu.ca (Jeremy Bee) wrote:
>
>>If the issue is whether or not they *need* to do this as a result of Win95
>>having some increased requirements I still don't see where you get this
>>from. If they were happy running all those apps in Win3.1 in the same
>>memory, they should get comparable performance under Win95.
> ^^^^^^
>The word 'should' is aptly chosen; in practice it doesn't work that way,
>since Windows 95 is bigger than 3.1, which results in less free memory.
>Some applications which would barely fit in some amount of memory in
>Windows 3.1 won't fit now, causing the system to swap. No improvement
>you give below can make a swapping system faster than a nonswapping
>one.
>
>>The disk I/O is now 32 bit, the swap file is more intelligent and also
>>faster, samrtdrive is now replaced by a 32 bit cache, etc. etc.
>
>First, the 'bitness' by itself doesn't matter that much; the advantage
>of 32-bit is mostly that you don't need expensive segment register
>reloads, and that it's easier to write clean code. Both of these
>advantages are offset by the heavy thunking in Windows 95. Whether
>a component in Windows 95 isn't that important; there are too many
>components that aren't.
>
>If there are genuine improvements in Windows 95's disk I/O, it could
>be a real improvement. I doubt, however, whether that improvement is
>big enough to offset the increased memory requirements. As many people
>will try to install Windows 95 in memory-constrained environment, this
>is very important.
>
>>Overall Win95 is tha same or faster than even WFW3.1 let alone Windows 3.1
>>itself.

[snip]
>
>>The fact that there will be all those free Betas of MS Office/95 floating
^^^^^^

>few direct advantages to the current version, except for Windows 95's
>improved reliability. You get much better reliability for less money
>by running the 16-bit Office under OS/2.
>
>Anyway, I don't see why people should get excited by the new Office.
>Nothing to brag about.

Hm... I talked to an MS tech employee recently who had one thing to say
about Office95
'...believe me it will crash, it's a 1.0 release' it was almost word for
word.. and in the meantime he was rolling his eyes. This was just after
I sugested that Office95 should be more stable since it is 32bit and
right after he mentioned that Win95 'sort-of' multi-tasks.....
It was certainly a revelation.

2097. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-08 00:00:00 UTC
From: hongd@ecf.toronto.edu
Message-ID: <DBF2EE.AtC@ecf.toronto.edu>
Source record: 11949
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tg14u$349@nuscc.nus.sg>,
Lim Thye Chean <ltchean@iss.nus.sg> wrote:
>Steve Withers (sbwwgtn@ibm.net) wrote:
>
>: Word 6.0 and Excel 5.0 on a 4MB system with 210MB of hard disk will not
>: be a pretty sight. Where will you put the Win95 swap file - for a start?
>
>I am now running Word and Excel on a notebook with 200MB harddisk... using
>Windows 95. It works fine. Well, I do have 8MB, and it is very usable.
>

But you are into M & S, so go figure... ;)

2098. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-08 00:00:00 UTC
From: hongd@ecf.toronto.edu
Message-ID: <DBF2M3.B0p@ecf.toronto.edu>
Source record: 11950
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tfknh$k60@seymour.sfu.ca>, Jeremy Bee <bee@sfu.ca> wrote:
>In article <3teqms$lnl@onramp.arc.nasa.gov>,
> josco@eco.arc.nasa.gov (Joseph Coughlan) wrote:
>>In article <bee-04079513024700001@lb2101.lib.sfu.ca> bee@sfu.ca (Jeremy Bee)
>writes:
>>>In article <3tc3e3$c03@newsbf02.news.aol.com>, bootstrap1@aol.com
>>>(Bootstrap1) wrote:
>
>(deletion)
>
>>>2) That using Win95 necessitates a significant upgrade of equipment,
>>>money, software, and especially memory.
>>>
>>>Again, no support at all.
>>
>>MS recommends 8MB and 12MB for running MS OFFICE as a minimum. Most
>>Trade rags recommend 16MB. The typical PC will need 4-8MB of
>>additional RAM and of course Win95's Plus Pack requires a 486 minimum--
>>no 386's. Lastly MS's newest multimedia standard is built around a p75
>>CPU as the recommended minimum CPU.
>
>All very interesting, but off the point. Everyone knows if you want to run
>office you need mucho memory, if joe user is running it on Win3.1 right now,
>he would already have said memory, therefore no upgrade necessary to switch to
>Win95, if joe user is not running office now and wants to under win95, they
>will upgrade memory, but because of office, *not* win95. The plus pack is and
>always was intended as an add-on for 486 and P5 based computers. Again, this
>has no bearing on the requirements for Win95, it's an *add-on* right?.
>Lastly, multimedia standards are typicaaly teleological goals when they are
>first introduced based on "ideal" entry level computers at the time of their
>adoption. No conflict there either.
>
>Jeremy
>
Put it this way... businesses and users will *NOT* easily and quickly
upgrade RAM simply for one reason... the cost. In order for all our
486's to go from 8Mb to 12Mb it would cost a total of $10K. And this is
in a small office. IN any case, the cost of Win95 , Office 95 and RAM
would be too great w.r.t. the benefits. We would rather use Warp on our 8Mb
machines to run MS Office.

2099. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-08 00:00:00 UTC
From: iguizar@epix.net
Message-ID: <3tn237$2bj@grape.epix.net>
Source record: 11951
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy

In <3tl2fd$req@nntp.interaccess.com>, bjp@flowbee.interaccess.com (J. Poag) writes:
>Needless to say, the personal computer computer IBM tried to sell didnt go
>over too well, as the pricetag was gigantic. However, it MUST have had
>software on it, obviously, which makes IBM the first company to sell
>software for a microcomputer.
>
>Bill Gates was picking his nose back in Junior High, in 1975.

The Model 5100 (came out in 75) cost $9K and came with 16K of memory, 16x64 character display, DC300 cartridge tape drive, and a built-in BASIC interpreter. I don't know who's Basic it was tho. The MITS Altair was a cover story for the Jan. 75 Popular Electronics (I think the kit was ~$400).

Jerry
jguizar@genesis.nred.ma.us

2100. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-08 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3tmomp$7j2$2@mhafm.production.compuserve.com>
Source record: 11952
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

> I couldn't agree with you more. Do us all favor and summarize your replies,

Please... do us all a favor and edit comp.sys.atari.advocacy OUT of
your followups..!

Who started this spam anyway..?

BobR

2101. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-08 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3tmq2v$7j2$3@mhafm.production.compuserve.com>
Source record: 11953
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

> The microcomputer was *evolutionary*, not *revolutionary*;

Hmm.. I don't agree with that...

The microcomputer was based around the *revolutionary* development of the CPU chip, which handled all the functions of the entire computer within one IC.

The other computers mentioned, the PDP series, the IBM 360s, and the other systems of the time were built on the concept of distributed processing. There was no clearly defined central processor handling ALL functions from math computation to I/O to memory addressing.

Distributed processing was why these machines were so fast and powerful, but it was also the reason why they were so expensive and large.

Simply "downsizing" an IBM 360 would not have resulted in the same revolution in computing that the introduction of the microprocessor did.

BobR

2102. Next 18 Months, P6 Sales Flop -original poster

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-08 00:00:00 UTC
From: gt4148b@prism.gatech.edu
Message-ID: <3tndjj$j77@acmey.gatech.edu>
Source record: 11954
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

BobR <76702.1466@CompuServe.COM> writes:

>Jeezus... who the hell cross-posted this bullshit into the Atari group
>anyway..?

For all you Amiga, Atari, etc. owners, the original poster was Mac advocate bootstrap1@aol.com. (Nathan Bootstrap, Bootstrap Enterprises, Inc.) I'm not quite sure why he thought you cared. Until then, he had managed to avoid the @aol stereotypes.

--

Stephen C. Morgan
Georgia Institute of Technology, Atlanta Georgia, 30332
Internet: gt4148b@prism.gatech.edu

2103. Re: Re:Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-08 00:00:00 UTC
From: tms@tms7808s.dukepower.com
Message-ID: <3tkmgk$d7i@TI.dukepower.com>
Source record: 11955
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In <3tkajf$aof@warp.cris.com>, pilcher@cris.com (Ian Pilcher) writes:
>In message <3th6pc$3ck_002@phx-ip1-26.netzone.com> - thurrott@netzone.com (Paul
> Thurrott) writes:
>:>Microsoft was the first company to offer software for microcomputers...
^^

Was CP/M developed by microsoft?????
Was the Mac OS developed by microsoft?

Tom....
(just asking)

2104. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-08 00:00:00 UTC
From: josco@ibm.net
Message-ID: <3tkr5q$1fqk@news-s01.ny.us.ibm.net>
Source record: 11956
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In <3ti5o8$ki2@goanna.cs.rmit.edu.au>, toc@arcadia.cs.rmit.edu.au (Tim O'Connor) writes:
>Bootstrap1 (bootstrap1@aol.com) wrote:
>
>[Comentary deleted]
>
>: ANALYSIS:
>
>: If we add this new information to what we've already heard about Win '95,
>: we can make the following analysis.
>
>Why dont you forget about what you have 'heard' and start using a PC that has
>Win '95 on it?

I have.

>All your coments about needing to upgrade hardware to run Win 95 is Crap.
>A big bunch of crap. If anything it needs LESS memory. Having used both
>Win95 and Win 3.11 with 4 meg, Id much prefer to use Win95.

I think you're being very misleading. I refuse to even let Win95 close to my
4MB laptop. It swaps in 8MB and benchmarks on 4MB show a system struggeling to
run.

>Unlike you I dont believe that NT will take over from Win95, and I dont
>believe that Win 95 is a filler OS.

That's what MS says. It's a filler OS.

-- joseph c coughlan; josco@ibm.net

2105. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-08 00:00:00 UTC
From: bjp@flowbee.interaccess.com
Message-ID: <3tl2fd$req@nntp.interaccess.com>
Source record: 11957
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

Christopher Robato (crobato@kuentos.guam.net) wrote:
: Paul Thurrott (thurrott@netzone.com) wrote:
: : In article <3tbodu$j8d@utdallas.edu>, jochoa@utdallas.edu wrote:
: : >Ian Pilcher (pilcher@cris.com) wrote:
: : >
: : >> Maybe you mean the first PC software company? There were a lot of
: : >> applications available for System/360's, System/3x's, VAX's, etc. before
: : >> Microsoft was even founded.

: : Microsoft was the first company to offer software for microcomputers...

: Wrong. It was Garry Kildall and Digital Research. He wrote the first
: operating system for microcomputers, which became C/PM. Which MSDOS
: copied much from.

: : you know, the machines that ushered in the computer revolution? Mainframes
: : of the 70's were not then, and are not now, a compelling or dynamic market
: : for software.

: : Paul

: Double bull. You're typically factless.

: IBM sold enough mainframe software to match the sales gross of three
: Microsofts. Last year. Imagine how much software they sold during the
: heydays of the mainframe in the 70's and 80's.

: Rgds,

: Chris

: --
: Rei Hino/Sailor Mars Ami Mizuno/Sailor Mercury Aiko Minako/Sailor
: Venus Makoto Kino/Sailor Jupiter Haruka Tenoh/Sailor
: Uranus Michiru Kaioh/Sailor Neptune Setsuna Meioh/Sailor Pluto
: Usagi Tsukino/Sailor Moon *****crobato@kuentos.guam.net*****

Actually, youre all TRIPLE TRIPLE clueless. IBM, believe it or not,
tried to market the first personal computer back in 1975--years before
the IBM PC and the Charlie Chaplin commercials.

Needless to say, the personal computer computer IBM tried to sell didnt go
over too well, as the pricetag was gigantic. However, it MUST have had
software on it, obviously, which makes IBM the first company to sell
software for a microcomputer.

Bill Gates was picking his nose back in Junior High, in 1975.

(Source about the 1975 IBM personal computer: A documentary that has aired several times on PBS, called "THe Machine That Changed The World", I believe it's called)

2106. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-08 00:00:00 UTC
From: bee@sfu.ca
Message-ID: <3tlbc7$6to@seymour.sfu.ca>
Source record: 11958
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tkcuu$7jn@onramp.arc.nasa.gov>,
josco@eco.arc.nasa.gov (Joseph Coughlan) wrote:
>In article <bee-0707950930020001@lb2101.lib.sfu.ca> bee@sfu.ca (Jeremy Bee)
writes:
>>In article <3thd06$s9t@onramp.arc.nasa.gov>, josco@eco.arc.nasa.gov
>>(Joseph Coughlan) wrote:
>
>>This is incorrect. Users of Office do require larger amounts of memory to
>>run all the apps in the suite properly since they have to all be open
>>together sometimes without undue swapping to the disk.
>
>So are you say that they therefore must have the RAM?
>
>>Also, if win95 has
>>a "larger footprint", and 8Megs is not enough thenit would not even load
>>on a 4Meg machine.
>
>You don't understand what virtual memory is do you?

As usual you manage to interpret what I say in what can only be described as
"unique" fashion. It would be very unusual to load the OS itself in virtual
memory would it not? I mean if you can't even load the entire OS code into
memory without swapping to disk there isn't much point is there? YOu directly
implied by your previous post that Win95 had a larger than 8Meg "footprint"
and would not therefore load in less than 8 Megs. This is not true.
>
> The "footprint" of an OS typicaly refers to the
>>physical space it takes up in memory, as in windows NT 3.5 "reduced it's
>>footprint" from the 12 Megs of 3.1 to something less than 8.
>
>Yet are you therfore saying 8MB is sufficient for NT? Win95 has a larger
>footprint that win3.1 -- try booting Win95 in 2MB.

The connection between these three statements escapes me. Am I talking to a
random phrase generating program? 8 Megs is sufficient to load NT just like
2Megs is enough to load Win3.1, useability is another issue. I have loaded
both of these myself in these memory configurations so don't tell me it can't
be done. They are both the recommended minimum for each OS. NT can actualy
be loaded in 5 Megs. As for Win95 having a larger footprint, this could be
true, I don't htink I've ever said otherwise.
>
>>You are
>>implying here that Windows 95 has a greater than 8meg footprint all by

>>itself? This is assinine.
>
>Did I say that? No. I said that Win95 has a lrger footprint that
>Win3.1 and that MS is recommending 8MB as a minimum for Win95 and 12Mb
>for MS Office under Win95.

This is false. In the first place you directly implied in your post that
Win95 had an 8 Meg footprint, but maybe that was just poor phrasing on your
part. In the second place, MS says that Win95 will run in 4 Megs, which is
the recomended minimum, they also further recommend 8 Megs for better
performance.
>
>>There is no *need* for users to upgrade their memory, period. You are
>>just wrong.
>
>you cannot explain why the trade rags predict a surge in RAM upgrades
>for running win95. You have another unsupported statement.

You are mixing the issues again - changing the basis of what we are supposedly
debating. Whether or not people will buy memory, or think they have to, or
are told to, or are predicted to, has no bearing on the factual argument of
whether or not Win95 runs as good or better than Win3.1 in the same memory. My
experience, the experience of others that have run Win95, and every test I
have seen of Win95 vs Win3.1 in any magazine since the final beta came out
confirms what MS has been saying which is that you will get the saem
performance in the same memory as Win3.1 with Win95. I don't know why you
don't get this, since this is about the fourth return on the same thread and
it is restated at least twice in every post.
>
>>> Incorrect statement. The recommendations are what developers target for
>>> their apps NOW. Win95 users will need NEW software and what will they
>>> find? Stuff made for the p75 with 16MB of RAM.
>>
>>That standard is not the current standard though, it's not what developers
>>will be targeting their apps for NOW, is it?
>
>Yes it is the current standard NOW.
>
>>The vast majority of computer users, business and home would certainly
>>disagree with your statement that a 486 with 8Megs is a "substandard"
>>system. You don't seem to know anything about Win95 at all sometimes.
>
>Who cares what people think.

Obviously you only care about your own opinions.

>MS has defined a NEW and current MPC
>standard with a p75 as a base CPU.
>
Where was this published? It certainly hasn't come with any of my MSDN stuff
over the last year and a half.

>I used Win95, read Andrew Schulman's book and can count version numbers.
>
>>. This crap is just like your post about Corel draw not running on
>>Win95 was, ie.- a (educated) guess.
>
>No. It was a printed comment that MS is still trying to get Corel Draw
>working under Win95. You must have misse dit this week.

I did not miss the immediate response of about four or five people telling you how wrong you were. You just regurgitate what you read, interpreted through the unusual lens of Joseph Coughlan.

jeremy

2107. Re: Spectre ==> IBM

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-08 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3tmoh2$7j2$1@mhafm.production.compuserve.com>
Source record: 11959

> Is there any way to transfer the programs from Spectre format disks to PC
> disks without having an ST?

Hmm.. the early Spectre 256 didn't read or write Mac disks directly, so it used its own disk format to simulate the Mac filestructure on an Atari floppy drive.

If the PC can't read the disks directly (when not emulating the Mac), I don't know if there's any way a conversion can be done without an ST.

I don't have Dave Small's current e-mail address, but if anyone on the planet could tell you if this is possible, he'd be the one who can.

BobR

2108. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-08 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3tmcur$ki1@ccshst05.cs.uoguelph.ca>
Source record: 11960

: I counted 50 3do titles the other day at the local software etc. I have not
: seen the Atari Jagflop locally at all as well as across the state.

I really don't believe that you've checked every store that could
carry the Jaguar. I live in a tiny city and four stores carry it. The
neighbouring city has several stores that carry it and the Jaguar is all
over Toronto. So ... where are the other 250 3DO games you keep touting???

>> Mark <<

--

==
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

2109. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-09 00:00:00 UTC
From: jimf@world.std.com
Message-ID: <DBFCwM.ExM@world.std.com>
Source record: 11961
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy

iguizar@epix.net writes:
> The Model 5100 (came out in 75) cost $9K and came with 16K of memory, 16x64
>character display, DC300 cartridge tape drive, and a built-in BASIC interpreter. I
>don't know who's Basic it was tho.

I think it was IBM's own BASIC. Note that there were two variants on
the machine; the other had, if I remember right, APL rather than
BASIC.

I missed the 5100, but IBM's second PC attempt was the System/23
Datamaster (1979?), 128K (in 2 64K banks), spoke EBCDIC, and had a
built-in BASIC that very closely resembled FORTRAN in its I/O
capabilities. It had a built-in screen, an integrated keyboard that
was virtually identical to the IBM PC, 2 integrated 8" floppies (the
loudest I've ever dealt with!) and a printer. My "favorite" feature
was the way it gave all its errors as numbers that you got to look up
in an error manual.

jim frost
jimf@world.std.com
--
http://www.std.com/homepages/jimf

2110. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-09 00:00:00 UTC
From: jkheit@cnj.digex.net
Message-ID: <3to2c7$560@news3.digex.net>
Source record: 11962
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
> In response to being called the BIGGEST idiot Stefan has ever encountered
> on the Net, I must say this...

> I do NOT agree with everything Gates has done... I admire him for
> achieving what he has. Do you know how much Bill is worth? 12.4 BILLION
> dollars. The fact that he has made as much as he has is admirable in my
> book. My post was also responding to someone looking for good books to
> read. Stefan, have you read the book? I didn't think so... Go out and read

He could have made a zillion dollars and it wouldn't make a difference. Bill gates is an evil man. And I say that most seriously. I'm not talking about his personality or his lack of
personal technical skill et. al. (I myself would be convicted on those two counts :) He is evil precisly in the way he applies his business genius.

Ponder this. Steve Jobs and about 100 other people are responsible for designing a computer (which in many people's opinion is still THE BEST hardware ever made), the NeXT, and operating system which is arguably the BEST, technically speaking from scratch. He's managed to port this OS to 3 other systems and counting.

In this time Windows has moved from 2.0 to 3.1. Now Gates can afford and does have more in quantity and perhaps in quality of personell, yet he releases the kind of dribble that he does. Why? Because it is profitable to get a zillion upgrades from us, and never give us what we really deserve. He also drives competitors out of business the way the automakers drove out Tucker and his inovations.

Now I learned a big lesson from the big three smothering ingenuity. And that lesson is that the rest of the world will not slow down, and now I drive a Japaneese car because the US companies lost there ability to compete by there "gentlemen's slowdown."

Bill gates is stiffling the US software industry in the exact same way. India, Russia and other countries will not be slowed down. And one day we will be using software from IndiaSoft. Don't think it can happen. Think again, think Honda. Bill gates is evil because he will cost this country big time, all for his own evil personal gain.

Microsoft with its resources and size, given what a hundred or so people at NeXT can do, should have given us an OS that can read our minds. Gates purposely is slowing down the industry. He is quite simply, a bad person, because he's smart enough to know what his actions will and are doing to this country.
--
Later, John

monoChrome, Inc. | New York Law School | So, I don't have
John Kheit | jkheit@cnj.digex.net | a message...

173 Westgate Drive | Opinions expressed | NeXTmail & MIME
Edison, NJ 08820-1163 | represent me only... | Welcome)^> %^)

2111. Re: Spectre ==> IBM

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-09 00:00:00 UTC
From: Carlrd@cris.com
Message-ID: <3tnoum$egi@warp.cris.com>
Source record: 11963

BobR <76702.1466@CompuServe.COM> writes:

>> Is there any way to transfer the programs from Spectre format disks to PC
>> disks without having an ST?

>Hmm.. the early Spectre 256 didn't read or write Mac disks directly, so
>it used its own disk format to simulate the Mac filestructure on an Atari
>floppy drive.
>If the PC can't read the disks directly (when not emulating the Mac), I don't
>know if there's any way a conversion can be done without an ST.
>I don't have Dave Small's current e-mail address, but if anyone on the planet
>could tell you if this is possible, he'd be the one who can.

>BobR

Thanks Bob
I managed to solve my own problem. Found a program called Macsee that
did the transfers. Unfortunately I've discovered that most of the disks
are in SS MFS format from the old Magic Sac days. MacSee wont read these
at all, tho' it handles the 2S HFS Spectre disks just fine.

2112. Re: Analysis: Next 18 Months, P6 Sales F

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-09 00:00:00 UTC
From: ctmblake@delphi.com
Message-ID: <9507090210591.The_Win-D.ctmblake@delphi.com>
Source record: 11964

In article <bee-0407951630320001@lb2101.lib.sfu.ca>, bee@sfu.ca (Jeremy Bee) writes: > In article <3tcfnq$fq3@newsbf02.news.aol.com>, bootstrap1@aol.com

> (Bootstrap1) wrote:
>
>
> Again, i think you are confusing the recommendations of a computer
> magazine writer's idea of "acceptable" and what people actually use. Most
> people out there *do* still have only 4megs and Win95 will run at the same
> speed level that Win3.1, (which presumably they are running now), does.
> There have been many posts to this effect both here and on MSN from people
> who normaly ran Windows 3.1 in 4Megs, that Win95 runs the same or faster.
> The only thing it's bad on is a 386 SX.
> >
>

I am sorry to tell you this, but most of the people I know who use windows 3.11 in 4 megs would not pay the money to upgrade to WIN 95. Most people who do any type of serious work in windows use at least 8Megs. Windows is slow and slugish in 4Megs and does not run any productive software well in 4 MB (ex WordPerfect 6.1 or Word) . Must of the beta testers I know for 95 have between 8 and 32 MB of ram. Why did they spend the money on ram because they wanted to increase speed and performance of the OS. Who will spend money on a bleedind edge OS? People who are looking for speed and pefromance improvements.

2113. Re: Catching up to speed on PEECEE histo

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-09 00:00:00 UTC
From: ctmblake@delphi.com
Message-ID: <9507090210592.The_Win-D.ctmblake@delphi.com>
Source record: 11965

Also get "Hakers " I talks about People and computers starting back in the late sixites and ends in the early eighties.

2114. FS: ST PROGRAMS.WARP/NEODESK/ICD PRO UTIL

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-09 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3to0j9$rj1@ccnet3.ccnet.com>
Source record: 11966

```
[ Article crossposted from comp.sys.atari.programmer ]
[ Author was falcon ]
[ Posted on 7 Jul 1995 21:00:14 -0700 ]

[ Article crossposted from comp.sys.atari.st ]
[ Author was falcon ]
[ Posted on 7 Jul 1995 20:58:52 -0700 ]

From ccnet.com!ccnet.com!not-for-mail Fri Jun 30 15:04:04 1995
Path: ccnet.com!ccnet.com!not-for-mail
From: selah@ccnet.com (selah)
Newsgroups: comp.sys.atari.st
Subject: FS:WARP,NEODESK,QUICKST,CODEKEYS
Date: 30 Jun 1995 14:02:39 -0700
Organization: CCnet Communications (510-988-7140 guest)
Lines: 22
Message-ID: <3t1opf$ggu@ccnet3.ccnet.com>
NNTP-Posting-Host: ccnet3
X-Newsreader: TIN [version 1.2 PL2]

SELLING MY SOFTWARE SINCE IM GOING TO FALCONLAND

WARP V3.7 = 18.00 W/MANUAL

NEODESK V3.02=20.00 W/MANUAL

QUICKST= 5.00

CODEKEYS= 15.00 W/MANUAL

KCS 4.0= 30.00 W/MANUAL

XOR V1.12 NO KEY DISK!= 50.00 W/MANUAL
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com

--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
```

```
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
==========
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
==========
=======
+++++
~~~
selah @ccnet.com
```

2115. Re: HOME GAMING WAR: past and future

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-09 00:00:00 UTC
From: richard@cnct.com
Message-ID: <3tn8oe$sss@mars.cnct.com>
Source record: 11967
Cross-posted to: rec.games.video.sony,rec.games.video.nintendo,rec.games.video.sega,rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.advocacy,rec.games.video.cd32,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

btrogers@ualr.edu wrote:
: In article <3ss8t3$5ig@news.cais.com>, dskelly@imagi.net (David S. Kelly) writes:
: > In article <magus-2506952205300001@fr-926.cc.iastate.edu>,
: > magus@big12.metrobbs.com says...
: >
: >>Until they start coming out with games like 7'th Guest and Myst I'm not
: >>spending a penny on a gaming system. :)
: >
: > Both the PS and Saturn have Myst. 7th Guest, well, if it is still worth
: > doing you'll see it. I personally would like to see NEW games come out,
: > but to each their own I guess.
: >
: > Sean
: >
: 1) PS isn't even here yet...
: 2) Saturn has only got 5 games, of which Myst is not one
: 3) 3DO already has Myst and 11th hour is due out roughly the same time the PC
: version is.
How about the King's Quest series on a cart.preferably for the JAG! =)

RIchard Hudson

Atari Fanatic since 1982
The Jaguar is the last video game system I will ever buy. Ever!

2116. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-09 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3tpgit$mdh@ccshst05.cs.uoguelph.ca>
Source record: 11968
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

: Hmmm... that's still more than **THREE TIMES** as many for the 3DO system..

Very true. I was just extremely sick of people the Sinclap making
things seem much worse than they are. 55 games more than the Jaguar seems
more acceptable than 245 more games, don't you think?

: And both systems have been on the market almost exactly the same amount
: of time.

Yes, though the 3DO has been in *MASS* market for longer and the
developers systems were out there sooner.

: Is that supposed to make Jaguar owners feel better..?

No, but it is making a point that Sinclap is really overdoing things.

>> Mark <<

--
==
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

2117. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-09 00:00:00 UTC
From: jozwa@stack.urc.tue.nl
Message-ID: <dAn$liY6zckG073yn@stack.urc.tue.nl>
Source record: 11969
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <bee-0707950946320001@lb2101.lib.sfu.ca>,
bee@sfu.ca (Jeremy Bee) wrote:

>In article <Vs8$liY6z-0Q073yn@stack.urc.tue.nl>, jozwa@stack.urc.tue.nl
>(Joris Zwart) wrote:

>> First, the 'bitness' by itself doesn't matter that much; the advantage
>> of 32-bit is mostly that you don't need expensive segment register
>> reloads, and that it's easier to write clean code. Both of these
>> advantages are offset by the heavy thunking in Windows 95. Whether
>> a component in Windows 95 isn't that important; there are too many
>> components that aren't.

>This is total bull and you know it, you have switched the ground of the
>discussion to whether or not any particular part of Wi95 being 32 bit or
>not is and "advantage" when my comment was strictly on the disk I/O and
>the 32 bit cacheing systems.

You emphasized very much on the I/O and cache system being 32-bit. I
merely considered it a good idea to make clear that the 'bitness'
itself is not *that* important. Improvements are nice, but the cache
being 32-bit is not really that important, and faster disk I/O has to
measure up against other things that are slow (though not necessarily
slower than Windows 3.1)

>Both of these give a *great* boost in speed to Win95.

A boost? Yes. A *great* boost? Not at all. You're still stuck with FAT,
which is one of the major reasons why DOS disk I/O is so slow.

>Try running Win95 with a "real-mode" disk access driver, (one
>of the most common errors so far in people setting it up with IDE drives),
>and you will get about a 50% reduction in speed. The "32 bitness" of
>these areas is also one of the main reasons that WFW3.11 was faster than
>Windows 3.1. Not having 32 bit I/O entails a great performance penalty,
>everybody knows this.

The reason for the Windows 3.11 speed boost was not in the disk I/O being
32-bit, it was in because the necessity to thunk down was eliminated.
Thunks are slow, very slow, we have seen that with OS/2 2.0, and it's
also one of the reasons why I'm less than excited about Windows 95's
speed.

>In terms of your more general argument, there are very FEW components of
>Win95 that count in issues of performance or speed that are not fully 32

>bit. Virtualy the only parts that are not that affect speed are the
>Windows management code, which was kept 16 bit for obvious reasons.

Almost the whole GDI is 16-bit too, this could well be a problem with
graphics-intensive apps. But as I said, the biggest speed problems do
not lie in the 16-bit parts by themselves, even though you like to make
it appear that way, but in the *thunking*. A 100% 16-bit OS is slow
because of the costly segment switches. A 16/32 bit hybrid (like
Windows 95 and OS/2 2.0) is slow because the speed boost of the 32-bit
parts is offset by the slowness of the thunking.

>> >Overall Win95 is tha same or faster than even WFW3.1 let alone Windows 3.1
>> >itself.

>> You're one of the few people who comes to that conclusion.

>Wrong again, try every published test in any computer magazine since the
>release of the 347 Beta. Try the hundreds of posts that I have read on
>MSN and here as well from "average" computer users with 4Megs that have
>found their systems more responsive and 'faster" under Win95.

'More responsive' might be due to better multitasking. (Windows 95's
multitasking is awful, but anything is better than Windows 3.1) 'Faster'
could well be a self-fulfilling prophecy. If you use a stopwatch, hardly
anything in Windows 95 is faster - except disk I/O. My point was, and is,
that Windows 95 will have to run on systems with too little memory, and
that better disk I/O cannot offset the disadvantage of a larger footprint.
On systems with little memory, larger memory requirements immediately
mean a *big* loss of speed, and you know that.

>You probably did not set it up right, why don't you post your autoexec.bat
>and config.sys so we can see what you did wrong?

This comes from the same people who complain about OS/2's tons of options
and switches and say Windows 95 and NT are easier.. at least you admit
tweaking is necessary. I wonder if the computer illiterate people for
whom Windows 95 is intended will do that.

BTW, I deleted my Windows 95 configuration files along with the rest
of Windows 95 when I was done testing. I have real work to do, you see.

>> >People *will* upgrade their memory and disk space like they always do,

>> They don't upgrade without a good reason. People don't think the way
>> like 'Hmm, I have a few bucks left, I might as well spend it on some SIMMS'
>> Even a hobbyist like me doesn't think so.

>Cheap shot, that's not what I meant (which should be obvious if you put
>the context of the statement back)

You said 'people will upgrade their memory and disk space like they
always do.' *Do* they always upgrade their memory and disk space? No,
they only do that when they have a 'good' reason, and there aren't
that many good reasons. You went off from a wrong assumption, namely

that people often upgrade. People (generally) only upgrade their hardware when that's necessary for something they'd like to run - and that might be the case with Windows 95 (though I'm not sure of that, and this factor may limit Windows 95's proliferation). In that case, Windows 95 is not the 'excuse' but the reason itself.

>WRONG. (again) You have never seen Office for 95 have you? It is quite a
>bit different, much more stable, and more reliable than Office under OS/2
>could ever be.

I have seen a beta (briefly). I haven't been able to look at it long enough to say something about the stability and reliability, but they will (should) be more a testimony to the greater stability in Windows 95 (as compared to Windows 3.1!) than to code changes in Office itself.

Featurewise I haven't been able to find any big changes, except for Word's new help system. In short, any change in feel is probably due to the new platform and not to the app itself.

>That's because you haven't seen it.

>Jeremy

Joris

ATTENTION: If you're reading this article from the Microsoft Network, please be aware that you are supporting an evil and monopolistic software company. Please think about switching to a different provider. Thank you for your co-operation.
--
----------All I want is an opportunity to prove Joris S. Zwart that money doesn't buy happiness - Joris Zwart
jozwa@stack.urc.tue.nl http://www.stack.urc.tue.nl/~jozwa/
(PGP public key available by finger)----------#include <disclaimer.h>

2118. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-09 00:00:00 UTC
From: jlopez@panix.com
Message-ID: <3tp2ek$hqf@panix.com>
Source record: 11970
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In <3to2c7$560@news3.digex.net> jkheit@cnj.digex.net writes:

>Ponder this. Steve Jobs and about 100 other people are responsible for designing a
>computer (which in many people's opinion is still THE BEST hardware ever made), the
>NeXT, and operating system which is arguably the BEST, technically speaking from
>scratch. He's managed to port this OS to 3 other systems and counting.

>In this time Windows has moved from 2.0 to 3.1. Now Gates can afford and does have
>more in quantity and perhaps in quality of personell, yet he releases the kind of dribble
>that he does. Why? Because it is profitable to get a zillion upgrades from us, and never
>give us what we really deserve. He also drives competitors out of business the way the
>automakers drove out Tucker and his inovations.

>Now I learned a big lesson from the big three smothering ingenuity. And that lesson is
>that the rest of the world will not slow down, and now I drive a Japaneese car because the
>US companies lost there ability to compete by there "gentlemen's slowdown."

>Bill gates is stiffling the US software industry in the exact same way. India, Russia and
>other countries will not be slowed down. And one day we will be using software from
>IndiaSoft.

>Don't think it can happen. Think again, think Honda.

Computer software and operating systems do not have the same dynamics of
the auto industry. A good cheap car is immediately usable by anyone in any
country. An OS must have software to support it. Next could give NS
away for free and it still would have minuscule market penetration (e.g.
Linux). Give away cars for free??? Yeah, I'd bite, but it ain't happening.

>Bill gates is
>evil because
>he will cost this country big time, all for his own evil personal gain.

>Microsoft with its resources and size, given what a hundred or so people at NeXT can do,
>should have given us an OS that can read our minds. Gates purposely is slowing down
>the industry. He is quite simply, a bad person, because he's smart enough to know what
>his actions will and are doing to this country.
>--
>Later, John

Software innovation proceeds apace in this country, as it does in the
rest of the world. In fact, having an established standard of
programming makes it easier to write a better-mousetrap program and know
that 50 million folks will be able to use it if wanted. Why is there
Delphi for Windows, and not for OS/2, Unix or Linux???

I am no big fan of Bill Gates or MS, but this idea that other countries will outpace us due to his stifling influence is without merit. Probably the country with the greatest per capita software innovation is Israel. Yet you don't see Israeli software overrunning US markets.

>monoChrome, Inc. | New York Law School | So, I don't have
>John Kheit | jkheit@cnj.digex.net | a message...
>173 Westgate Drive | Opinions expressed | NeXTmail & MIME
>Edison, NJ 08820-1163 | represent me only... | Welcome)^> %^)
--
jlopez :: "How the hell can you write an essay on E. M. Forster with almost total reference to Harold Robbins?" --Willy Russell

2119. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-09 00:00:00 UTC
From: gblock@alpha1.csd.uwm.edu
Message-ID: <3tp8l7$ji3@uwm.edu>
Source record: 11971
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In comp.sys.next.advocacy (<nobody-07079515504900001@dialip-31.athenet.net>),TheDabbled (nobody@nosystem.nodomain.noorganization) wrote:
| achieving what he has. Do you know how much Bill is worth? 12.4 BILLION
| dollars. The fact that he has made as much as he has is admirable in my

Wouldn't you like to be the lucky owner of that skin, tanned and
branded. Not quite priceless, but 12.4 Billion is close enough for
me. Get the shotgun, Martha, we're gonna skin ourselves a billionaire.

| it and then judge it... Before I read the book I didn't like Gates that
| much either... I now have a certain level of respect for him. I am

From a book, no less. It's true, people believe what they read.
Judge by actions, not by words?

If you really, honestly can judge him based on someone else's words
about him, one way or the other, you're a boob. The only way you can
judge him are by those ways by which his actions can be seen.

And anyone who saw that PrimeTime interview know's he's a slick,
money-grubbing little pisser who really is responsible for the
creation of what is truly earning the name "Evil Empire".

Anyways, that's business. I don't fault him as being a poor
businessman, he's just not the glowing little genius that he'd like to
be seen as.

On the other hand, I -do- fault Jobs as being the poor businessman.
He's got a little glowing genius, but he's mostly just a poor
businessman. :)

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: Campgirl: "I'll be the victim!!!!" :)
(: Wednesday: "...all your life." -Addams Family Values :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

2120. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-09 00:00:00 UTC
From: petrich@netcom.com
Message-ID: <petrichDBGx5L.B04@netcom.com>
Source record: 11972
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tmq2v$7j2$3@mhafm.production.compuserve.com>,
BobR <76702.1466@CompuServe.COM> wrote:
>> The microcomputer was *evolutionary*, not *revolutionary*;

>Hmm.. I don't agree with that...

>The microcomputer was based around the *revolutionary* development of the
>CPU chip, which handled all the functions of the entire computer within
>one IC. ...

Actually, it *is* evolutionary, in a sense -- the computer
business has been shrinking its electronic switches ever since the 1950's
-- and has been going to greater and greater component densities.

The first computers to use electronics used vacuum tubes

Then in the 1950's, transistors appeared. Good riddance to
glassfets :-)

In the late 1960's, integrated circuits appeared. The first ones
could hold only 20 or so transistors or so, but later and later
generations could hold more and more transistors.

CPU's on chips started appearing in the early 1970's, even though
they were very dinky by present-day standards. But later and later
generations have been getting faster and faster and more and more capable.

So it *has* been evolutionary, in a since.

And compare some mid-1970's micro with a present-day one. Most
present-day desktop-sized computers can outperform most mid-1970's
mainframes in *everything* with the possible exception of I/O throughput.
--
Loren Petrich, the Master Blaster Happiness is a fast Macintosh
petrich@netcom.com And a fast train
Visit ftp://ftp.netcom.com/pub/pe/petrich
Or ftp to ftp.netcom.com, then go to /pub/pe/petrich

2121. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-09 00:00:00 UTC
From: gblock@alpha1.csd.uwm.edu
Message-ID: <3tp96d$ji3@uwm.edu>
Source record: 11973
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In comp.sys.next.advocacy (<3tmq2v$7j2$3@mhafm.production.compuserve.com>),BobR (76702.1466@CompuServe.COM) wrote:
| > The microcomputer was *evolutionary*, not *revolutionary*;

| Hmm.. I don't agree with that...

| The microcomputer was based around the *revolutionary* development of the
| CPU chip, which handled all the functions of the entire computer within
| one IC.

Faulty logic; revolutionary part does not equal revolutionary whole.
:)

Take, for instance, the bicycle. The change from wooden wheels to wooden, banded wheels to rubber wheels is -revolutionary- in the last stage. However, it's still a bicycle; a revolutionary change in the wheel, an evolutionary change in the whole.

The microcomputer and the earlier computer systems used the same premises; they were not revolutionary in thought, only in the implementation of the part. The change from tubes to solid state was revolutionary in the existence of the tube; however, the television made an evolutionary change; it did not suddenly become something completely different. Neither did the computer make that revolutionary leap.

Besides, this evolutionary/revolutionary is easily fought by drawing the lines differently. If one draws them carefully enough, nothing is ever revolutionary; only the continuation of a previous trend. In that situation, revolution in thought only takes place under situations of pure discovery, such as the apple on the head trick that only one person in history has managed to acutally get the mystical cause and effect that changed the minds of so many after it. Most people just get a bruise.

| Simply "downsizing" an IBM 360 would not have resulted in the same
| revolution in computing that the introduction of the microprocessor did.

Revolution in "computing" != revolution in "computers". The popularization of the computer did not create a revolution in the computer itself, only in society's thought. An evolutionary change in the computer could be just as responsible. You've got this nasty little habit of trying to take effects and make them the cause, and everyone knows that things like that only work if you put out a CD for people who watch too much Nova, and then use that CD to come up with

the underlying workings of the Universe, dubbing it "Special
Relativity", and using the money to buy yourself a better calculator.

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: Campgirl: "I'll be the victim!!!!" :)
(: Wednesday: "...all your life." -Addams Family Values :)
(: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

2122. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-09 00:00:00 UTC
From: jochoa@utdallas.edu
Message-ID: <3tplka$5fi@utdallas.edu>
Source record: 11974
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

Christopher Robato (crobato@kuentos.guam.net) wrote:
> Paul Thurrott (thurrott@netzone.com) wrote:
> : Microsoft was the first company to offer software for microcomputers...

> Wrong. It was Garry Kildall and Digital Research. He wrote the first
> operating system for microcomputers, which became C/PM. Which MSDOS
> copied much from.

Well, from what I had read of _Hard_Drive_, Microsloth had actually
gotten it from Tom Paterson who then worked for Seattle Computer. What
Paterson had done was look at the documentation of CP/M and wrote his
operating system for it. Kildall had even called him saying he ripped
it off because much of the code for QDOS looked much like CP/M's.
Microsloth, knowing they had the deal with IBM, did what they could to
buy the OS from Seattle Computer (and in return giving them updates to
the OS and liscensing of it.)

> : you know, the machines that ushered in the computer revolution? Mainframes
> : of the 70's were not then, and are not now, a compelling or dynamic market
> : for software.

> : Paul

> Double bull. You're typically factless.

> IBM sold enough mainframe software to match the sales gross of three
> Microsofts. Last year. Imagine how much software they sold during the
> heydays of the mainframe in the 70's and 80's.

> Rgds,

> Chris

> --
> Rei Hino/Sailor Mars Ami Mizuno/Sailor Mercury Aiko Minako/Sailor
> Venus Makoto Kino/Sailor Jupiter Haruka Tenoh/Sailor
> Uranus Michiru Kaioh/Sailor Neptune Setsuna Meioh/Sailor Pluto
> Usagi Tsukino/Sailor Moon *****crobato@kuentos.guam.net*****
--
/___/\ Peace. | Yes, an A1200, A1000, and an
(o o) | OS/2 machine DO live peacefully side
=== v === | by side. (: Coming soon: an A500.
)---(jochoa@utdallas.edu | Let's all make her welcome.

2123. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-09 00:00:00 UTC
From: jochoa@utdallas.edu
Message-ID: <3tplts$5in@utdallas.edu>
Source record: 11975
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

BobR (76702.1466@CompuServe.COM) wrote:
> The microcomputer was based around the *revolutionary* development of the
> CPU chip, which handled all the functions of the entire computer within
> one IC.

> The other computers mentioned, the PDP series, the IBM 360s, and the other
> systems of the time were built on the concept of distributed processing.
> There was no clearly defined central processor handling ALL functions
> from math computation to I/O to memory addressing.

> Distributed processing was why these machines were so fast and powerful,
> but it was also the reason why they were so expensive and large.

Alright, then what do you have to say about the Amiga? It came out in 1984 or '85 (don't remember which) and it had the "distrubted processing" concept with its specialized graphics chips and I think even sound chips too. (Please correct me if I'm wrong on that.) It wasn't "big" and "expensive" (I'm looking at an original A1000 now, got signatures underneath the "hood" too!) And from what I understand, it was the least expensive computer on the market at that time.

Too bad PC's stayed with the sucky x86 processor. Amiga had a great idea with their hardware.

> Simply "downsizing" an IBM 360 would not have resulted in the same
> revolution in computing that the introduction of the microprocessor did.

> BobR
--
/___/\ Peace. | Yes, an A1200, A1000, and an
(o o) | OS/2 machine DO live peacefully side
=== v === | by side. (: Coming soon: an A500.
)---(jochoa@utdallas.edu | Let's all make her welcome.

2124. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-09 00:00:00 UTC
From: jochoa@utdallas.edu
Message-ID: <3tpmd9$5m8@utdallas.edu>
Source record: 11976
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

jkheit@cnj.digex.net wrote:
> He could have made a zillion dollars and it wouldn't make a difference. Bill gates is an
> evil man. And I say that most seriously. I'm not talking about his personality or his lack of
> personal technical skill et. al. (I myself would be convicted on those two counts :) He is
> evil precisly in the way he applies his business genius.

> Ponder this. Steve Jobs and about 100 other people are responsible for designing a
> computer (which in many people's opinion is still THE BEST hardware ever made), the
> NeXT, and operating system which is arguably the BEST, technically speaking from
> scratch. He's managed to port this OS to 3 other systems and counting.

> In this time Windows has moved from 2.0 to 3.1. Now Gates can afford and does have
> more in quantity and perhaps in quality of personell, yet he releases the kind of dribble
> that he does. Why? Because it is profitable to get a zillion upgrades from us, and never
> give us what we really deserve. He also drives competitors out of business the way the
> automakers drove out Tucker and his inovations.

> Now I learned a big lesson from the big three smothering ingenuity. And that lesson is
> that the rest of the world will not slow down, and now I drive a Japaneese car because the
> US companies lost there ability to compete by there "gentlemen's slowdown."

> Bill gates is stiffling the US software industry in the exact same way. India, Russia and
> other countries will not be slowed down. And one day we will be using software from
> IndiaSoft. Don't think it can happen. Think again, think Honda. Bill gates is evil because
> he will cost this country big time, all for his own evil personal gain.

> Microsoft with its resources and size, given what a hundred or so people at NeXT can do,
> should have given us an OS that can read our minds. Gates purposely is slowing down
> the industry. He is quite simply, a bad person, because he's smart enough to know what
> his actions will and are doing to this country.
> --

Bill Gates is an evil man because of Bob. (:

But seriously, Bob was SO condescending. (I bet Microsloth tells the
total newcomer to PEECEEs that this is an OS too.) It was geared toward
the new user. As a new user, *I* would be insulted by the way it
down-talked to me. Also, how can you produce such an asinine piece of
software that requires SO MUCH in hardware resources?? That is EVIL
too. Evil in that it left out ALOT of people who want a computer, but

can't aford one because they don't have the hardware to run it. (I feel the same about Win9x too.)

Evil is also shutting out those who wish to participate, but, because of lack of funds, aren't able to. I have found that most people who couldn't afford a PEECEE went Amiga, and they turned out with a better machine to boot. (Macs - I don't know WHAT their problem is, or WHERE they are coming from with THEIR pricing...)

> Later, John

> monoChrome, Inc. | New York Law School | So, I don't have
> John Kheit | jkheit@cnj.digex.net | a message...
> 173 Westgate Drive | Opinions expressed | NeXTmail & MIME
> Edison, NJ 08820-1163 | represent me only... | Welcome)^> %^)
--
/___/\ Peace. | Yes, an A1200, A1000, and an
(o o) | OS/2 machine DO live peacefully side
=== v === | by side. (: Coming soon: an A500.
)---(jochoa@utdallas.edu | Let's all make her welcome.

2125. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-09 00:00:00 UTC
From: jlopez@panix.com
Message-ID: <3tq6gt$ak3@panix.com>
Source record: 11977
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In <3tpqsk$7om@news3.digex.net> John Kheit <jkheit@cnj.digex.net> writes:

>jlopez@panix.com (J Lopez) wrote:
>> In <3to2c7$560@news3.digex.net> jkheit@cnj.digex.net writes:

>> Computer software and operating systems do not have the same dynamics of the auto industry.
>>A good cheap car is immediately usable by
>>anyone in any country. An OS must have software to support it. Next
>>could give NS away for free and it still would have minuscule market
>>penetration (e.g. Linux). Give away cars for free??? Yeah, I'd bite,
>>but it ain't happening.

>This analysis is faulty on many levels, I'll tackle just the most obvious.

>I did in no way say that the pricing was the issue,
>as it was with the auto industry.

I didn't say pricing was *the* issue, either. I mentioned usability and software support.

>If anything I was talking about functionality and innovation and
>why I e.g.'d Tucker. Sooner or later an OS will come out that
>will in metaphorically 'read our minds' or in some other sense be so
>advanced as to push people away from their apathetic acceptance of
>Microsoft's products to perhaps a foreign software maker.

It could happen, but for now it is pure conjecture. Advanced features do not in themselves sell software. Remember Lotus Improv?? It was in many ways a revolutionary piece of software. What happened to it? One problem was that it came out for the NeXT, and companies were largely invest in what might amount to a $8000 (?) dongle for a cool piece of software with unknown applicability. Finally Lotus got smart and released it for Windows, but by then Borland and others were already incorporating pieces of Improv-like technology in their own spreadsheets. Now Improv doesn't exist anymore.

So even *if* Mindreader for IndiaSoft comes out, what is to stop a Windows version from being released? Unlike IBM, MS has shown no reluctance in creating whatever APIs it takes to latch on to the next available technology. Remember the Pen Extensions for Windows?? That kind of fell by the wayside, but it can always be revived if or when the pen paradigm becomes viable in a big way.

>> Software innovation proceeds apace in this country,
>as it does in the rest of the world. In fact, having an established
>standard of programming
>makes it easier to write a better-mousetrap program and
>know that 50 million folks will be able to use it
>if wanted. Why is there Delphi for Windows,
>and not for OS/2, Unix or Linux???

>This is false. The _rate_of_increase_ of technological abilities and in
>particular software development skill is higher in other countries. In
>part because they are catching up, but that is the problem, they are
>catching up--just like the japanese did. So if we are doubling our rate
>of technology and have a rate of increase of 100%, India in the same
>quantum has a rate of 400%.

Yes this is happening, but *nothing* that we do can stop other countries
from having a larger rate of increase, if they are starting from a low base.
That doesn't mean, however, that we can't maintain a lead indefinitely.
(I'm not saying that will happen.)

>Not to mention those countries, especially
>Japan, have special government agencies that pour tons of government
>resources into improving software development. Check out japan, they have
>ministry or department of software, and they feel like they cannot
>penetrate our market and are killing themselves to figure out how to crack
>our software market.

MITI's efforts in this area have been a failure. What
happened to the Fifth Generation Computer project? They were already
supposed to have a "thinking" computer. Their non-alphabetic needs were
supposed to translate into a huge success in releasing pen
computers...hasn't happened, although they have, admittedly had success
in certain specific areas, such as LCD screens and RAM chips.

Still, even their hardware successes have been limited. Just ask NEC,
which has tried in vain to be a player in the US PC market.

>(this of course doesn't pertain to the software
gaming market, which in all practicality, they own). How long do you
think it will take japan with the zillions of dollars and other huge
resources to concur us on this front?

Japan is a very rich nation. But throwing millions of dollars at a problem
does not automatically lead to dominance. Just ask Sony, with the
stillborn MD. What happened to the data MD, anyway? By the time it gets
general release, *American* companies like Iomega will have rendered it
obsolete.

>> I am no big fan of Bill Gates or MS, but this idea that other
>>countries will outpace us due to his stifling influence is without
>>merit. Probably the country with the greatest per capita software
>>innovation is Israel. Yet you don't see Israeli software overrunning US
>>markets.

>This is the same head in the sand mentality that defended the
>big 3 auto makers in their killing of innovators like Tucker and which
>in the end lead to the japanese eventually gaining a huge marketshare.

>Lets see, from tucker to say 1985 when the japanese had really
>become established, that is say roughly 50 years. So tomorrow Israel
>wont take over, but what about 2045.

2045 is a long way away. Notice, I never said that other countries won't overtake us in the long run. In the *very* long run, it is probably inevitable--no nation stays on top forever. What I am saying is that when this happens, it won't be due to the Evil Mr. Gates. It'll be due to a zillion other things...low American education levels, increasing capital investment in Eastern markets, the decreasing attractiveness of the US as an immigration ("brain drain") destination....

Bill Gates has *helped* the US dominate foreign markets. His operating system crushed MSX, crushed independent European OS developments, and if or when, the torch is eventually passed to India or China, it will be more likely due to cheap labor than to greedy software magnate.

>I tend to worry about the future and what kind of opportunities my kids
>will have. I prefer not to be short-sided or to
>REPEAT OUR MISTAKES OF THE PAST.
>I prefer to look to the future and learn from the past. I prefer that
>my country not make the same mistakes
>twice. We don't have many more industries to give away.

So long as you are making sure your children are properly educated, you shouldn't have to worry about their future. As the US has become less dominant, the wealthy and educated have not suffered, it is those of us without marketable skills that are left without opportunities. Not GMs fault, not MS's fault, not anybody's "fault", really. If anything, you can blame it on the successes of capitalism.

--
jlopez :: "How the hell can you write an essay on E. M. Forster with almost total reference to Harold Robbins?" --Willy Russell

2126. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-09 00:00:00 UTC
From: jlopez@panix.com
Message-ID: <3tq7lg$dpa@panix.com>
Source record: 11978
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In <3tq5ls$9rl@leilani.portia.com> marnellm@portia.com (Matthew Marnell) writes:

>In article <3tp2ek$hqf@panix.com>, J Lopez <jlopez@panix.com> wrote:

>>Computer software and operating systems do not have the same dynamics of
>>the auto industry. A good cheap car is immediately usable by anyone in any
>>country. An OS must have software to support it. Next could give NS
>>away for free and it still would have minuscule market penetration (e.g.
>>Linux). Give away cars for free??? Yeah, I'd bite, but it ain't happening.

>Bad analogy. I'd use NS if it was free.

You would?? I seem to remember a while back they were "practically"
giving it away to students for $99. Not sure about that, maybe $199?
Really, that is an insignificant cost compared to the price for a PC and
for the software you would need to run your business. Even NTW at $299
is "cheap" if you are planning on buying $1000 of NTW apps that you need
to make a living.

>From everything I've heard it's
>pretty nice. But for the prices they try to get for it? It's highway
>roberry. The only people that can really afford to have any kind of
>installations are educational institution. Now, why do you think people
>aren't developing apps for NS? It's all a matter of "market penetration"
>ie, catering to the lowest common denominator.

That was my point, sort of.

>>Software innovation proceeds apace in this country, as it does in the
>>rest of the world. In fact, having an established standard of
>>programming makes it easier to write a better-mousetrap program and know
>>that 50 million folks will be able to use it if wanted. Why is there
>>Delphi for Windows, and not for OS/2, Unix or Linux???

>Because Borland has to cater to windoze users just as much as any other
>large software company. Other platforms come later.

Exactly.

>>I am no big fan of Bill Gates or MS, but this idea that other countries
>>will outpace us due to his stifling influence is without merit. Probably
>>the country with the greatest per capita software innovation is Israel.
>>Yet you don't see Israeli software overrunning US markets.

>Where is OS/2 doing well? Overseas. People hate Bill Gate$ and M$
>overseas. As for seeing a lot of competion from Isreal, believe it. I

>have seen several very nice packages coming out of Isreal. Packages that
>put some of the stuff floating around places like CompUSA and Egghead to
>shame.

Yes they have some very "nice" software, just like NeXTStep is "nice."
But, oddly enough, what people think is nice and what they are willing to
pay for to run their businesses are often two different things. Do you
know anybody who is a programmer who doesn't think Windows 3.1 sucks?

>As for free software, a la linux, how do you think M$ got so prevelant?
>In the early days people were giving Windoze to each other left and
>right. Did M$ complain too loudly? Nah.

Yeah they complained very loudly! Bill Gates has complained his entire
life in the software industry about pirating.

And I find it hilarious when
>M$ quotes it's unrealistic installed base. I personally have 7 copies of
>windoze collecting dust. Did I want them? Hell no, but I got them
>anyway. Why? Because they came with the computers. Do I use any of
>them. No. Now, I know that I'm not the only person in this situation,
>but does anyone take this into account? Nah, it's not as impressive for
>the marketing hags.

The copies sitting collecting dust and the pirated copies cancel each
other out.;-)

Seriously though, nobody could give a rat's ass whether there are 70
million Windows users or 7 million. It's the amount of software they
purchase that determines what the marketing hags will eventually produce.
There are far more DOS licenses out there than Windows licenses. Guess
which platform has more packages produced for it, and why?

Remember WP for the Amiga?

--
jlopez :: "How the hell can you write an essay on E. M. Forster with almost
total reference to Harold Robbins?" --Willy Russell

2127. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-10 00:00:00 UTC
From: antons@interport.net
Message-ID: <3tq020$7p7@park.interport.net>
Source record: 11889
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m

->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is

->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever

->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.

ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT

->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post
>> Slipstream Jet - The QWK solution for Usenets #JHRMROOK

2128. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-10 00:00:00 UTC
From: marnellm@portia.com
Message-ID: <3tq5ls$9rl@leilani.portia.com>
Source record: 11890
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tp2ek$hqf@panix.com>, J Lopez <jlopez@panix.com> wrote:

>Computer software and operating systems do not have the same dynamics of
>the auto industry. A good cheap car is immediately usable by anyone in any
>country. An OS must have software to support it. Next could give NS
>away for free and it still would have minuscule market penetration (e.g.
>Linux). Give away cars for free??? Yeah, I'd bite, but it ain't happening.

Bad analogy. I'd use NS if it was free. From everything I've heard it's
pretty nice. But for the prices they try to get for it? It's highway
roberry. The only people that can really afford to have any kind of
installations are educational institution. Now, why do you think people
aren't developing apps for NS? It's all a matter of "market penetration"
ie, catering to the lowest common denominator.

>Software innovation proceeds apace in this country, as it does in the
>rest of the world. In fact, having an established standard of
>programming makes it easier to write a better-mousetrap program and know
>that 50 million folks will be able to use it if wanted. Why is there
>Delphi for Windows, and not for OS/2, Unix or Linux???

Because Borland has to cater to windoze users just as much as any other
large software company. Other platforms come later.

>I am no big fan of Bill Gates or MS, but this idea that other countries
>will outpace us due to his stifling influence is without merit. Probably
>the country with the greatest per capita software innovation is Israel.
>Yet you don't see Israeli software overrunning US markets.

Where is OS/2 doing well? Overseas. People hate Bill Gate$ and M$
overseas. As for seeing a lot of competion from Isreal, believe it. I
have seen several very nice packages coming out of Isreal. Packages that
put some of the stuff floating around places like CompUSA and Egghead to
shame.

As for free software, a la linux, how do you think M$ got so prevelant?
In the early days people were giving Windoze to each other left and
right. Did M$ complain too loudly? Nah. And I find it hilarious when
M$ quotes it's unrealistic installed base. I personally have 7 copies of
windoze collecting dust. Did I want them? Hell no, but I got them
anyway. Why? Because they came with the computers. Do I use any of
them. No. Now, I know that I'm not the only person in this situation,
but does anyone take this into account? Nah, it's not as impressive for
the marketing hags.

Matt

2129. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-10 00:00:00 UTC
From: gupta@mrspock.mt.att.com
Message-ID: <DBHGE7.H2C@nntpa.cb.att.com>
Source record: 11891
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tq6gt$ak3@panix.com>, J Lopez <jlopez@panix.com> wrote:

> [much deleted]

>So even *if* Mindreader for IndiaSoft comes out, what is to stop a
>Windows version from being released? Unlike IBM, MS has shown no
>reluctance in creating whatever APIs it takes to latch on to the next
>available technology. Remember the Pen Extensions for Windows?? That
>kind of fell by the wayside, but it can always be revived if or when
>the pen paradigm becomes viable in a big way.

I think that is the problem the original poster is pointing out.

"If or when the pen paradigm becomes viable in a big way", then
Microsoft will latch on to it, supposedly.

Who is the mysterious somebody or something that will make the pen
paradigm viable in the first place ? You've already conceded that
it won't be Microsoft.

-arun gupta

2130. Atari Mags

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-10 00:00:00 UTC
From: ctmblake@delphi.com
Message-ID: <9507100403591.The_Win-D.ctmblake@delphi.com>
Source record: 11892

I have just come back to the US after being in Japan for three years. While there I was able to get ST Informer and other Atari only mags. Now I am back stateside (Hawaii) I can not find any. Please can some one list mags and info about subscriptions that still support Atari.

2131. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-10 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3ts4d1$pj6@ccshst05.cs.uoguelph.ca>
Source record: 11893
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

: Still 300 titles..

Jesus Christ Peter, I'm beginning to think that the snail I saw
on my driveway is more intelligent than you! Haven't we gone over this
TIME and *TIME again!

: So..Does the market care. Still only less than 30 titles available.

Peter, if the Jaguar dies, the 3DO won't be far behind it. It's
not doing well either.

: > : Is that supposed to make Jaguar owners feel better..?
: >
: > No, but it is making a point that Sinclap is really overdoing things.
: >

: In what way. I have been right on the predictions. A no brainer in Atari's
: case.

You predicted Atari would be bankrupt. They aren't. You predicted
Atari would have no developers. They do. You have been overdoing things
on that 300 titles vs. 27 titles bit for a long time.

>> Mark <<

2132. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-10 00:00:00 UTC
From: jlopez@panix.com
Message-ID: <3tr3v9$cu0@panix.com>
Source record: 11894
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

John, something is bizarre about your terminal width.

In <3tqok1$a4r@news3.digex.net> John Kheit <jkheit@cnj.digex.net> writes:

>jlopez@panix.com (J Lopez) wrote:

>> I didn't say pricing was *the* issue, either.
>>I mentioned usability and software support.

>That is not the tone of what you said, but ok, so I suppose
>that Windows is so superior in
>usability and support that we need not even fear that
>anything better can come from
>overseas.

We can be concerned about overseas developments, sure.

>> >If anything I was talking about functionality and innovation and
>> >why I e.g.'d Tucker. Sooner or later an OS will come out that
>> >will in metaphorically 'read our minds' or in some other sense be so
>> >advanced as to push people away from their apathetic acceptance of
>> >Microsoft's products to perhaps a foreign software maker.

>> It could happen, but for now it is pure conjecture.
>>Advanced features do not in
>That is exactly what they said about japan eating the auto
>industry, don't you think it is
>wise to be weary?

I don't think concern about foreign (or any) competitors is a bad thing.

>t>note about improv munched

>> So even *if* Mindreader for IndiaSoft comes out, what is to stop a Windows version from
>being released? Unlike IBM, MS has shown no reluctance in creating whatever APIs it
>takes to latch on to the next available technology. Remember the Pen Extensions for
>Windows?? That kind of fell by the wayside, but it can always be revived if or when the
>pen paradigm becomes viable in a big way.

>Right, so we need not fear of anything ever really good enough coming out to displace
>Windows. Just because Improv or Pen systems didn't become a success, that ends the
>discussion and makes it impossible for anything else to be superior enough to dislodge
>Windows. Ok, I'm convinced, I'm glad I can stop worrying now.

Hey, you provided examples, "Tucker and auto industry", I'm providing
counter-examples. Be fair.

>> Yes this is happening, but *nothing* that we do can stop other countries from having a
>larger rate of increase, if they are starting from a low base. That doesn't mean, however,
>that we can't maintain a lead indefinitely. (I'm not saying that will happen.)

>Yes, there is, we can prevent companies like MS from purposely slowing our rate of
>technological progress by not allowing them to practice anti-competitive, monopolistic
>business. And is precisely why Bill Gates is an evil person.

No, this will not stop foreign competitors from having a larger rate of increase. If Sri Lanka goes from producing fifty software products a year to a hundred and fifty, they have tripled their output. No power on Earth is going to make the US triple its output in a year. (I should note, for those who are wincing at this example, that it is John who brought up _rate_ of increase as if it were a determining issue. And my apologies for making up wholly fictitious Sri Lankan figures.)

>Wow, did you know how many times japan failed in initially getting into the US car market.
>People used to appropriately laugh at the cars they produced. It may take time, but I
>would not recommend underestimating a japanese effort at doing anything.

Don't overestimate it either. Japan is not some Super Powerful All-Invincible Force. Such thoughts only unreasonably add to Japan/US tensions. You are right in noting that they are a very powerful and formidable competitor. But their time in the sun will pass too, eventually... (Maybe you are unaware that Japan continues to be in a painful recession. Painful from the Japanese standard, that is.)

>> Still, even their hardware successes have been limited. Just ask NEC, which has tried
>in vain to be a player in the US PC market.

>Ditto to above.

I am bringing up examples, you are bringing up Japan, Inc. A bogeyman.

>> Japan is a very rich nation. But throwing millions of dollars at a problem does not
>automatically lead to dominance. Just ask Sony, with the stillborn MD. What happened
>to the data MD, anyway? By the time it gets general release, *American* companies like
>Iomega will have rendered it obsolete.

>The japanese rarely, and simply throw money to solve a problem.
>They are smart and
>eventually will succeed at whatever they try.

Being smart and racking up an impressive list of past accomplishments does not mean that you will eventually succeed at everything. Look at the U.S.

And why do you think that anticompetitive practices are bad in the US but good strategy when the Japanese do it?

>Especially if we do nothing about it by
>letting Bill Gates depress our competitiveness. The fact
>that the may fail at a project or
>two shows at least they have the balls to try new innovating ideas.
>Something that we

>used to be known for.

We still are known for it, in the software industry. And in case you
didn't notice, our automakers have not rolled over and played dead yet,
either.

>> 2045 is a long way away. Notice, I never said that other countries won't overtake us in
>the long run. In the *very* long run, it is probably inevitable--no nation stays on top
>forever. What I am saying is that when this happens, it won't be due to the Evil Mr.
Gates.
>It'll be due to a zillion other things...low American education levels, increasing capital
>investment in Eastern markets, the decreasing attractiveness of the US as an immigration
>("brain drain") destination....

>Of course it won't be SOLELY due to Gates, but he is a LARGE factor. And I simply will
>not believe that because no other country has stayed on top, we might as well give up the
>fight.

I never said this.

>If I become #2 at anything, it will be against my will to say the
least. I think it's a
>pretty lame mentality to say, oh well, we can't be number one forever,
>lets go eat some
>pie.

Never said this either.

>However, you are absolutely correct in pointing out there are a
>multitude of factors contributing to decreasing competitiveness.

>Among them are attitudes, that since we cannot be #1 forever, lets not try.

When has this *ever* been a factor in decreasing national competitiveness?
Usually it's the other way around, "We are destined to be #1 forever, so
we really don't have to put much effort in it."

>And Gates may quash
>innovation in the states,

You have failed to establish, even that he is quashing innovation.

>but he can't quash every foreign government or industry.
>Foreigners will be free to innovate.

>Many well educated people, a significant sized group, and a group whose size is growing,
>not shrinking, are finding it more and more difficult to land jobs.

Unemployment rates for college grads has barely budged since 1975.

>Simply attending a
>college, unless it's harvard :), is no guarantee of being employed.

Simply attending a college is no guarantee of being well educated.:)

>I guess, at this point, before I get more, and I admit :), unreasonably testy, lets agree to
>disagree.

Okeydoke.

>You say, bill gates is not evil, his actions are not responsible
>for making the US less
>competitive by stiffening US innovation by preventing competitors
>from bringing new
>innovative products to market.

>And I say the opposite, and he is evil.

>--
>Later, John

>monoChrome, Inc. | New York Law School | So, I don't have a
>John Kheit | Opinions expressed | message...)^> %^)
>jkheit@cnj.digex.net | represent me only... | MIME & NeXTmail Welcome
--
jlopez :: "How the hell can you write an essay on E. M. Forster with almost total reference to Harold Robbins?" --Willy Russell

2133. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-10 00:00:00 UTC
From: mfterman@access5.digex.net
Message-ID: <3tra7c$imu@access5.digex.net>
Source record: 11895
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tqok1$a4r@news3.digex.net>, jkheit@cnj.digex.net writes:
>Yes, there is, we can prevent companies like MS from purposely slowing
>our rate of technological progress by not allowing them to practice
>anti-competitive, monopolistic business. And is precisely why Bill
>Gates is an evil person.

I doubt Bill Gates is slowing much of anything down in the hardware market, which is where the Japanese will probably be the most serious threat. In the software industry, different rules apply, and Japanese companies would have the same problems that US companies have in going up against Bill and company.

Actually, I could make a case for Bill pushing the industry forward. His software products consume so much RAM and CPU time that the chip producers keep having to advance their technology to make his stuff run at a decent speed.

>Wow, did you know how many times japan failed in initially getting
>into the US car market. People used to appropriately laugh at the cars
>they produced. It may take time, but I would not recommend
>underestimating a japanese effort at doing anything.

The Japanese are not the invincible gods that the press makes them out to be. And their strength is more in hardware than software. Even there, they tend to do better in some areas than other areas. RAM they are incredibly good at, but you'll notice that they haven't made that big an impact in CPU design.

>The japanese rarely, and simply throw money to solve a problem. They
>are smart and eventually will succeed at whatever they try.
>Especially if we do nothing about it by letting Bill Gates depress our
>competitiveness. The fact that the may fail at a project or two shows
>at least they have the balls to try new innovating ideas. Something
>that we used to be known for.

Bill Gates is strangling the software industry. The hardware industry is just as cutthroat as ever. And while the Japanese are very good at being competitive, in the PC clone industry its hard to make things any more competitive than they already are. Bear in mind we're already having cheap clone makers from Asia in the market. These countries are already a big threat to the Japanese.

I don't think the Japanese are going to be a serious threat in the software industry anytime soon. India, on the other hand, that is a

threat I take more seriously. They're turning into a serious software powerhouse over there, and given the resources with which they're doing it, I am impressed.

>Of course it won't be SOLELY due to Gates, but he is a LARGE factor.
>And I simply will not believe that because no other country has stayed
>on top, we might as well give up the fight. If I become #2 at
>anything, it will be against my will to say the least. I think it's a
>pretty lame mentality to say, oh well, we can't be number one forever,
>lets go eat some pie. However, you are absolutely correct in pointing
>out there are a multitude of factors contributing to decreasing
>competitiveness.

Bill Gates does threaten to strangle us software-wise. However I don't think it will happen. Software is a much more nebulous quantity than hardware, and its easier to slip from the top. I think this is some of the reason Microsoft struggles even harder these days to keep their top position. Once they slide down, its going to be very hard for them to get back to the top.

>No, it won't be cheap labor, it will be more innovative products.
>The price of selling software to a mass market is less based on labor
>(probably not at all), but rather on potential mass market share.
>This, of course doesn't hold to MCCA type software design.

The price of software is heavily determined by labor. Software is the industry where the manufacturing costs of the product are low on the list of things to worry about. Writing the software in the first place is a major hurdle, and promoting the software and supporting it are also money sinks. Manufacturing is more trivial. A CD costs a buck to stamp out, and manuals aren't that expensive to produce in bulk. (well, not cheap, but compared to the other costs involved its not the biggest worry)

>Anyway, on an innovation level, you really need a well educated
>designer/developer to get you innovative new products that make you
>more competitive. And Gates may quash innovation in the states, but
>he can't quash every foreign government or industry. Foreigners will
>be free to innovate.

On the bright side, Gates can only stifle the industry so long as he stays on top. Once he slips his grip on the industry, I'm fairly certain things will balloon back. That might be due to foreign countries producing hot software and then taking it over to the US. Bear in mind, we're one of the more computerized nations around, we're a hot market.

The next big question is whether after Bill loses control can any one software company dominate the industry the way Bill did. I don't think so. Once he goes, that frees up domestic software companies to go back into production. And in the software industry, there is still an advantage to being domestic. (support is easier, designing the

software to the peculiarrites of the local culture, marketing)

>There are lot of educated people in the US that lost their jobs to
>foreigners. A LOT of jobs, not just the assembly line jobs, went
>overseas with the auto industry that we lost. The auto industry was
>and is THE LARGEST industry, and probably will remain so until
>telecommunications surpasses it, about in the year 2000.

The thing is, in the software industry, the job size to marketshare size is a lot more nebulous. You can dominate the industry in a particular niche without being particularly huge.

The real trick is in defining the standards, and the inudstry is heading towards and open standard style of working. Bill is fighting this, but I think its a matter of time before he loses. You define a standard, convince everyone to use it by forming a consortium to define the standard.

Bill and his company come from a closed, proprietary style of standard development, and I think he's one of the last big ones to finally fall. After that, I don't think any one company will be able to hold a grip on the industry and while many software companies are being somewhat stifled now, I think they'll have a fast recovery time. If the old companies don't bounce back, new ones will form.

--
Martin Terman, Therapy and Behavioral Counseling for Troubled Computers.
Disclaimer: Sticks and stones may break my bones, but flames are just ignored
email: mfterman@access.digex.com home page: http://access.digex.net/~mfterman/
"Sig quotes are like bumper stickers, only without the same sense of relevance"

2134. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-10 00:00:00 UTC
From: "Aron S. Spencer" <aspencer@nando.net>
Message-ID: <3tra7u$ama@parsifal.nando.net>
Source record: 11896
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

Did somebody say Bill Gates/Microsoft needs to be Judged? I knew you were
gonna say that.

```
_____ ______ ______ _____ _____
| \ | \ | | \ | \
| | | | | | | |
| | |____/ |____ | | | |
| | | \ | | | | |
|____/ | \ |_____ |____/ |____/
```

2135. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-10 00:00:00 UTC
From: joelga@rossinc.com
Message-ID: <1995Jul10.132133.8135@rossinc.com>
Source record: 11897
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3te1fs$adp@nntp5.u.washington.edu> tzs@u.washington.edu (Tim Smith) writes:
>In article <3tbnoo$33q@warp.cris.com>, Ian Pilcher <pilcher@cris.com> wrote:
>>Maybe you mean the first PC software company? There were a lot of
>>applications available for System/360's, System/3x's, VAX's, etc. before
>>Microsoft was even founded.
>
>What VAX applications were available in 1975?
>
>--Tim Smith

I think a predecessor of WORD-11 was available then, although on an etc.,
not ported to VAX until there were VAX. The descendants of some
contemporaneous business apps are still running. I was making them
VAX/pdp compatible in the early '80s.
--
Joel Garry joelga@amber.rossinc.com Compuserve 70661,1534
These are my opinions, not necessarily those of Ross Systems, Inc.
%DCL-W-SOFTONEDGEDONTPUSH, Software On Edge - Don't Push.
panic: ifree: freeing free inodes...

2136. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-10 00:00:00 UTC
From: josco@eco.arc.nasa.gov
Message-ID: <3ts0vq$5rv@onramp.arc.nasa.gov>
Source record: 11898
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tlbc7$6to@seymour.sfu.ca> bee@sfu.ca (Jeremy Bee) writes:
>In article <3tkcuu$7jn@onramp.arc.nasa.gov>,
> josco@eco.arc.nasa.gov (Joseph Coughlan) wrote:
>>In article <bee-0707950930020001@lb2101.lib.sfu.ca> bee@sfu.ca (Jeremy Bee)
>writes:

...
>>You don't understand what virtual memory is do you?
>
>As usual you manage to interpret what I say in what can only be described as
>"unique" fashion. It would be very unusual to load the OS itself in virtual
>memory would it not? I mean if you can't even load the entire OS code into
>memory without swapping to disk there isn't much point is there? YOu directly
>implied by your previous post that Win95 had a larger than 8Meg "footprint"
>and would not therefore load in less than 8 Megs. This is not true.

I only said WIN95 had a larger foot print than Win3.1. Your smartypants reply
was that:
BEGIN QUOTE
>>>Also, if win95 has
>>>a "larger footprint", and 8Megs is not enough thenit would not even load
>>>on a 4Meg machine.
END QUOTE

Win95 has virtual memory so your logical argument about a 12MB
recommendation for OFFICE implies that it would not load in 4MB is
flawed to the core. 4MB systems will swap and use > 4MB of logical
memory in a 4MB physical meory space.

>> The "footprint" of an OS typicaly refers to the
>>>physical space it takes up in memory, as in windows NT 3.5 "reduced it's
>>>footprint" from the 12 Megs of 3.1 to something less than 8.
>>
>>Yet are you therfore saying 8MB is sufficient for NT? Win95 has a larger
>>footprint that win3.1 -- try booting Win95 in 2MB.

>The connection between these three statements escapes me.

No doubt.

The minimum amount of RAM to boot and run win3.1 is 2MB. Win95 will
not boot in 2MB so Win95 has a larger footprint. I'm right.

>Am I talking to a
>random phrase generating program?

Your talking to PhD with MS in CS.

>8 Megs is sufficient to load NT just like
>2Megs is enough to load Win3.1, useability is another issue.

It's the same issue. We are taking about footprints of the OS's.

>I have loaded
>both of these myself in these memory configurations so don't tell me it can't
>be done.

Not did I NOT say it cannot be done. I explicitly said it can be done.

>They are both the recommended minimum for each OS. NT can actualy
>be loaded in 5 Megs. As for Win95 having a larger footprint, this could be
>true, I don't htink I've ever said otherwise.

>>Did I say that? No. I said that Win95 has a lrger footprint that
>>Win3.1 and that MS is recommending 8MB as a minimum for Win95 and 12Mb
>>for MS Office under Win95.
>
>This is false. In the first place you directly implied in your post that
>Win95 had an 8 Meg footprint, but maybe that was just poor phrasing on your
>part.

No the problem is your poor ability to comprehend simple sentence
structure. I never implied that WIN95 has a 8MB footprint. I said MS
recommends 8Mb and that Win95 has a larger footprint than Win3.1.

>In the second place, MS says that Win95 will run in 4 Megs, which is
>the recomended minimum, they also further recommend 8 Megs for better
>performance.

MS recommends 8Mb for win95 and 12Mb for OFFICE95 -- keep up with them.

>>>There is no *need* for users to upgrade their memory, period. You are
>>>just wrong.
>>
>>you cannot explain why the trade rags predict a surge in RAM upgrades
>>for running win95. You have another unsupported statement.
>
>You are mixing the issues again - changing the basis of what we are supposedly
>debating.

No I just told you that your assertion that there is NO NEED to UPGRADE memory
is false.

>Whether or not people will buy memory, or think they have to, or
>are told to, or are predicted to, has no bearing on the factual argument of
>whether or not Win95 runs as good or better than Win3.1 in the same memory.

Benchmarks show WIN95 needs much more than 4MB - 8MB is a recommended
minimum. ISM's are aware of the additonal RAM amounts needed and
stories are written about the problem.

>My
>experience, the experience of others that have run Win95, and every test I
>have seen of Win95 vs Win3.1 in any magazine since the final beta came out
>confirms what MS has been saying which is that you will get the saem
>performance in the same memory as Win3.1 with Win95.

Word does not run as fast under Win95. You make a false claim that MS
had backed off on making now that the facts are out.

>I don't know why you
>don't get this, since this is about the fourth return on the same thread and
>it is restated at least twice in every post.

I don't care how often you claim to post inaccurate information. Its
still inaccurate each time you assert it to be fact.
....
>>>That standard is not the current standard though, it's not what developers
>>>will be targeting their apps for NOW, is it?
>>
>>Yes it is the current standard NOW.
>>
>>>The vast majority of computer users, business and home would certainly
>>>disagree with your statement that a 486 with 8Megs is a "substandard"
>>>system. You don't seem to know anything about Win95 at all sometimes.
>>
>>Who cares what people think.
>
>Obviously you only care about your own opinions.

FACT: MS pick a P5-75. That's not my opinion. You the one passing
unfounded opinions as fact.

MS picked a P5-75 as the base CPU for the PCM 3.0. What you say and
what you claim others say is irrelevant. The specifications MS has set
are not debatable. I am not pompous for sticking to the facts.
You are for thining your verbose denials carry any meaning.

>>MS has defined a NEW and current MPC
>>standard with a p75 as a base CPU.
>>
>Where was this published? It certainly hasn't come with any of my MSDN stuff
>over the last year and a half.

Then what you you claim the standard is?

>>No. It was a printed comment that MS is still trying to get Corel Draw
>>working under Win95. You must have misse dit this week.
>
>I did not miss the immediate response of about four or five people telling you
>how wrong you were. You just regurgitate what you read, interpreted through
>the unusual lens of Joseph Coughlan.

I do not say COREL DRAW did not load. I said MS claimed COREL DRAW did
not work properly -- I'm not MicroSoft nor am I interpreting anything.

What makes you think that anyone of those folks did any testing at
all? You are aware that loading an app is not a compatibility test.
Probably not.
--

-- J. C. Coughlan, jcoughlan@gaia.arc.nasa.gov

2137. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-10 00:00:00 UTC
From: dobson@ils.nwu.edu
Message-ID: <dobson-1007951516360001@dobson.ils.nwu.edu>
Source record: 11899
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tbjo1$1kj@nntp.Stanford.EDU>, edremy@leland.Stanford.EDU
(Eric Remy) wrote:
> In article <3tar8f$coh@utdallas.edu>, <jochoa@utdallas.edu> wrote:
> >
> >Hi all!
> >
> >Okay, I got, IMO, into PEECEE's painfully late in the game. About 2 to 3
> >years ago. At anyrate, I've decided that I need to READ READ READ
> >whatever books I can get my hands on. It's my summer project. (:
>
> Don't worry, you too can be cured of PC use.
>
> <snip>
> >If you have a favorite book, or one you feel would be incredibly informative,
> >please post it, or email me. I would probably eat up the information I
> >get. Thanx for helping to educate another PEECEE user. (:
>
> Absolute must read- Accidental Empires by Robert Cringely. Utterly
> hilarious, scathing book about everyone in the industry. It's a bit
> dated now (1991), but I keep hoping he updates it.

Also a must-read (surprised it didn't make it into this thread, which
mostly seems to have degenerated into quibbling about Gates and
Micro$oft):

Steve Jobs and the NeXT Big Thing by Randall Stross. Good, slightly
Jobs-bashing account of what NeXT was up to, what Gates was up to, and
what Apple was up to from 1985-1993. Required reading for people (like
me) who still use their Black Hardware. As much as we all feel a little
let down, we can revel in the fact that we own nifty pieces of magnesium
sculpture that you can get work done on, too.

Wolff

2138. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-10 00:00:00 UTC
From: loki@quads.uchicago.edu
Message-ID: <DBIADr.M9B@midway.uchicago.edu>
Source record: 11900
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tqs0h$7kp@selway.umt.edu>,
Robert L Maynard <maynard@selway.umt.edu> wrote:
>In article <petrichDBCs0o.CB2@netcom.com>,
>Loren Petrich <petrich@netcom.com> wrote:
>>In article <3tink7$t9c@selway.umt.edu>,
>>Robert L Maynard <maynard@selway.umt.edu> wrote:
>>>The Turing Award has not been given to anyone associated with Microsoft.
>>
>> Any examples of the sort of people who *have* received it, and
>>for what? Any examples in the desktop field? Like some of those
>>associated with Xerox PARC or Apple?
>>
>>--
>
>Off the top of my head...
>
>Ken Thompson & Dennis Ritchie -- UNIX
>Corbato -- Multics
>Sutherland -- Evans & Sutherland -- Graphics-related stuff
>Hoare -- basis of Software engineering, I think. He has contributed
> a LOT of stuff.
>
>Can anybody else add more ?
>
>N.B. ; the two guys who developed VisiCalc both worked on the Multics
> project as grad studunts at MIT.
>
>Bob
>

J. Backus for Backus-Naur syntax and FORTRAN;
N. Wirth for Algol, Pascal & structured languages
E. Dijkstra for formal proofs of correctness

(These are half-remembered from 10 years ago when I was a CS grad
student; if I've made several mistakes, kindly correct me.)

David Derbes [loki@midway.uchicago.edu]

2139. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-10 00:00:00 UTC
From: bee@sfu.ca
Message-ID: <bee-1007951632490001@lb2101.lib.sfu.ca>
Source record: 11901
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3ts0vq$5rv@onramp.arc.nasa.gov>, josco@eco.arc.nasa.gov
(Joseph Coughlan) wrote:

> In article <3tlbc7$6to@seymour.sfu.ca> bee@sfu.ca (Jeremy Bee) writes:
> >In article <3tkcuu$7jn@onramp.arc.nasa.gov>,
> > josco@eco.arc.nasa.gov (Joseph Coughlan) wrote:
> >>In article <bee-0707950930020001@lb2101.lib.sfu.ca> bee@sfu.ca (Jeremy Bee)
> >writes:
>
> ...
> >>You don't understand what virtual memory is do you?
> >
> >As usual you manage to interpret what I say in what can only be
described as
> >"unique" fashion. It would be very unusual to load the OS itself in virtual
> >memory would it not? I mean if you can't even load the entire OS code into
> >memory without swapping to disk there isn't much point is there? YOu
directly
> >implied by your previous post that Win95 had a larger than 8Meg "footprint"
> >and would not therefore load in less than 8 Megs. This is not true.
>
> I only said WIN95 had a larger foot print than Win3.1. Your smartypants reply
> was that:
> BEGIN QUOTE
> >>>Also, if win95 has
> >>>a "larger footprint", and 8Megs is not enough thenit would not even load
> >>>on a 4Meg machine.
> END QUOTE

Bull! You are trying to put this argument on me, when as I have said
several times already I wa only replying to the implication in your
argument that this was so. The above quote was in direct response, (and
quotes directly from) your previous post, wherein you said that it has a
"larger footprint" and that "8 Megs is not enough". These were two
separate statements, but put together in such a way as to imply a
linkage. That is what I replied to you about in the first place and that
is what we havve been "discussing" ever since. Now you are trying to make
out like this is some "theory" of mine, when (as I have said all along), I
was trying to get som efactual repsone out of you due to the fact that you
seemed to be impying this in the first place. All you have done is make
snide comments back so far.

>
> Win95 has virtual memory so your logical argument about a 12MB
> recommendation for OFFICE implies that it would not load in 4MB is
> flawed to the core.

Again, I don't know where you get "my theory" that office needs 12 megs
and would not load in 4. You are realy fond of putting words and
"theories" into other peoples mouths are'nt you?

Oops, have to answer the rest later, my Hydrogen powered Van-Pool awaits!!!

Jeremy

--
==========

2140. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-10 00:00:00 UTC
From: jam@bert.cs.byu.edu
Message-ID: <3tscsd$2am@jan.et.byu.edu>
Source record: 11902
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In <3ts0vq$5rv@onramp.arc.nasa.gov>, josco@eco.arc.nasa.gov (Joseph Coughlan) writes:
>
>The minimum amount of RAM to boot and run win3.1 is 2MB. Win95 will
>not boot in 2MB so Win95 has a larger footprint. I'm right.
>

Actually, my dad was running Win3.1 on a 386 with only 1MB of ram for a
while, so you don't really need 2MB, but I wouldn't want to run it on that.
(I don't even want to run it on less than the 8MB I've got now...)

Jon Meilstrup
jam@bert.cs.byu.edu

2141. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jul10.001057.45971@cobra.uni.edu>
Source record: 11979
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <3tpgit$mdh@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Hmmm... that's still more than **THREE TIMES** as many for the 3DO system..
>
> Very true. I was just extremely sick of people the Sinclap making
> things seem much worse than they are. 55 games more than the Jaguar seems
> more acceptable than 245 more games, don't you think?

Still 300 titles..

>
> : And both systems have been on the market almost exactly the same amount
> : of time.
>
> Yes, though the 3DO has been in *MASS* market for longer and the
> developers systems were out there sooner.
>

So..Does the market care. Still only less than 30 titles available.

> : Is that supposed to make Jaguar owners feel better..?
>
> No, but it is making a point that Sinclap is really overdoing things.
>

In what way. I have been right on the predictions. A no brainer in Atari's case.
> >> Mark <<
>
> --
> ===
> Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
> The University Of Guelph = technology! We can make him better than he was
> = was before. Better ... stronger ... faster!"
> mrathwel@uoguelph.ca =
> = Look for my web page, coming soon!
> ===

-Peter

The Jagflop Jihad....Not as powerful as Iran, but equaly fanatical.

2142. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-10 00:00:00 UTC
From: John Kheit <jkheit@cnj.digex.net>
Message-ID: <3tqok1$a4r@news3.digex.net>
Source record: 11980
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

jlopez@panix.com (J Lopez) wrote:

> I didn't say pricing was *the* issue, either. I mentioned usability and software support.

That is not the tone of what you said, but ok, so I suppose that Windows is so superior in usability and support that we need not even fear that anything better can come from overseas.

> >If anything I was talking about functionality and innovation and
> >why I e.g.'d Tucker. Sooner or later an OS will come out that
> >will in metaphorically 'read our minds' or in some other sense be so
> >advanced as to push people away from their apathetic acceptance of
> >Microsoft's products to perhaps a foreign software maker.

> It could happen, but for now it is pure conjecture. Advanced features do not in
That is exactly what they said about japan eating the auto industry, don't you think it is wise to be weary?

t>note about improv munched

> So even *if* Mindreader for IndiaSoft comes out, what is to stop a Windows version from being released? Unlike IBM, MS has shown no reluctance in creating whatever APIs it takes to latch on to the next available technology. Remember the Pen Extensions for Windows?? That kind of fell by the wayside, but it can always be revived if or when the pen paradigm becomes viable in a big way.

Right, so we need not fear of anything ever really good enough coming out to displace Windows. Just because Improv or Pen systems didn't become a success, that ends the discussion and makes it impossible for anything else to be superior enough to dislodge Windows. Ok, I'm convinced, I'm glad I can stop worrying now.

> Yes this is happening, but *nothing* that we do can stop other countries from having a larger rate of increase, if they are starting from a low base. That doesn't mean, however, that we can't maintain a lead indefinitely. (I'm not saying that will happen.)

Yes, there is, we can prevent companies like MS from purposely slowing our rate of technological progress by not allowing them to practice anti-competitive, monopolistic business. And is precisely why Bill Gates is an evil person.

> MITI's efforts in this area have been a failure. What happened to the Fifth Generation Computer project? They were already supposed to have a "thinking" computer. Their non-alphabetic needs were supposed to translate into a huge success in releasing pen computers...hasn't happened, although they have, admittedly had success in certain specific areas, such as LCD screens and RAM chips.

Wow, did you know how many times japan failed in initially getting into the US car market. People used to appropriately laugh at the cars they produced. It may take time, but I would not recommend underestimating a japanese effort at doing anything.

> Still, even their hardware successes have been limited. Just ask NEC, which has tried in vain to be a player in the US PC market.

Ditto to above.

> Japan is a very rich nation. But throwing millions of dollars at a problem does not automatically lead to dominance. Just ask Sony, with the stillborn MD. What happened to the data MD, anyway? By the time it gets general release, *American* companies like Iomega will have rendered it obsolete.

The japanese rarely, and simply throw money to solve a problem. They are smart and eventually will succeed at whatever they try. Especially if we do nothing about it by letting Bill Gates depress our competitiveness. The fact that the may fail at a project or two shows at least they have the balls to try new innovating ideas. Something that we used to be known for.

> 2045 is a long way away. Notice, I never said that other countries won't overtake us in the long run. In the *very* long run, it is probably inevitable--no nation stays on top forever. What I am saying is that when this happens, it won't be due to the Evil Mr. Gates. It'll be due to a zillion other things...low American education levels, increasing capital investment in Eastern markets, the decreasing attractiveness of the US as an immigration ("brain drain") destination....

Of course it won't be SOLELY due to Gates, but he is a LARGE factor. And I simply will not believe that because no other country has stayed on top, we might as well give up the fight. If I become #2 at anything, it will be against my will to say the least. I think it's a
pretty lame mentality to say, oh well, we can't be number one forever, lets go eat some pie. However, you are absolutely correct in pointing out there are a multitude of factors contributing to decreasing competitiveness.

Among them are attitudes, that since we cannot be #1 forever, lets not try. And a factor worse than the aforementioned malaise, are supposed American's like Bill Gates who purposefully keep the US from being all it can be in the arena of software.

> Bill Gates has *helped* the US dominate foreign markets. His operating system crushed MSX, crushed independent European OS developments, and if or when, the torch is eventually passed to India or China, it will be more likely due to cheap labor than to greedy software magnate.

No, it won't be cheap labor, it will be more innovative products. The price of selling software to a mass market is less based on labor (probably not at all), but rather on potential mass market share. This, of course doesn't hold to MCCA type software design. Anyway, on an innovation level, you really need a well educated designer/developer to get you innovative new products that make you more competitive. And Gates may quash innovation in the states, but he can't quash every foreign government or industry. Foreigners will be free to innovate.

> So long as you are making sure your children are properly educated, you shouldn't have to worry about their future. As the US has become less dominant, the wealthy and

educated have not suffered, it is those of us without marketable skills that are left without
opportunities. Not GMs fault, not MS's fault, not anybody's "fault", really. If anything, you
can blame it on the successes of capitalism.

There are lot of educated people in the US that lost their jobs to foreigners. A LOT of jobs,
not just the assembly line jobs, went overseas with the auto industry that we lost. The
auto industry was and is THE LARGEST industry, and probably will remain so until
telecommunications surpasses it, about in the year 2000.

Many well educated people, a significant sized group, and a group whose size is growing,
not shrinking, are finding it more and more difficult to land jobs. Simply attending a
college, unless it's harvard :), is no guarantee of being employed.

I guess, at this point, before I get more, and I admit :), unreasonably testy, lets agree to
disagree.

You say, bill gates is not evil, his actions are not responsible for making the US less
competitive by stiffening US innovation by preventing competitors from bringing new
innovative products to market.

And I say the opposite, and he is evil.
--
Later, John

monoChrome, Inc. | New York Law School | So, I don't have a
John Kheit | Opinions expressed | message...)^> %^)
jkheit@cnj.digex.net | represent me only... | MIME & NeXTmail Welcome

2143. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-10 00:00:00 UTC
From: John Kheit <jkheit@cnj.digex.net>
Message-ID: <3tqp5g$a4r@news3.digex.net>
Source record: 11981
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

jlopez@panix.com (J Lopez) wrote:
> >Bad analogy. I'd use NS if it was free.

> You would?? I seem to remember a while back they were "practically" giving it away to students for $99. Not sure about that, maybe $199? Really, that is an insignificant cost compared to the price for a PC and for the software you would need to run your business. Even NTW at $299 is "cheap" if you are planning on buying $1000 of NTW apps that you need to make a living.

NS was never sold for either $99 or $199. Your memory like a pointer, pointing to something that doesn't exist :) As for 299 not being significant to a student, you are very wrong. I dare you to take a poll of students and ask them if they were willing to pay 299 for ANY software.

> Yes they have some very "nice" software, just like NeXTStep is "nice." But, oddly enough, what people think is nice and what they are willing to pay for to run their businesses are often two different things. Do you know anybody who is a programmer who doesn't think Windows 3.1 sucks?

And that is exactly why Gates is evil, because he purposely keeps Windows and his other products stinky. It's good for business. But the rest of the world will not necessarily be as
stiffled by his actions as are US software makers. And in the US suffers by being less competitive.

> The copies sitting collecting dust and the pirated copies cancel each other out.;-)

Hardly, Gates had it set up so that almost every intel box sold gave him a royalty on dos. He convinced people in the government, that because everyone is pirating his software he should get money no matter if the person wants windows or not!!! He did so not because of piracy as much as it was really a neeto way to become a monopoly. I guess when you can pay enough people off, you can even buy the government to not apply anti-competitive regulations.

> Seriously though, nobody could give a rat's ass whether there are 70 million Windows users or 7 million. It's the amount of software they purchase that determines what the marketing hags will eventually produce. There are far more DOS licenses out there than Windows licenses. Guess which platform has more packages produced for it, and why?

Yes, but I agree, not from a marketing view per se. But for the above reason that he forced people to pay for DOS even if they didn't want it, there by stiffling the industry from
putting anyother OS's on those boxes.

--
Later, John

monoChrome, Inc. | New York Law School | So, I don't have a
John Kheit | Opinions expressed | message...)^> %^)
jkheit@cnj.digex.net | represent me only... | MIME & NeXTmail Welcome

2144. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-10 00:00:00 UTC
From: John Kheit <jkheit@cnj.digex.net>
Message-ID: <3tqpdf$a4r@news3.digex.net>
Source record: 11982
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

gupta@mrspock.mt.att.com (Arun Gupta) wrote:
> I think that is the problem the original poster is pointing out.

> "If or when the pen paradigm becomes viable in a big way", then Microsoft will latch on to it, supposedly.

> Who is the mysterious somebody or something that will make the pen paradigm viable in the first place ? You've already conceded that it won't be Microsoft.

Exactly, why should GO continue on pushing the envelope of that technology, when it knows MS will just copy its innovations. If GO tries to sue MS, it knows it will go out of business trying to win the suit. So why bother innovating at all? So the whole US software industry says, hell with it. In the mean time, India, or Russia is moving forward with its industry.

To reiterate: bill gates is: a good business man, and evil because he knows he is hurting the US's software industry by practicing anti-competitive business strong arm tactics.
--
Later, John

monoChrome, Inc. | New York Law School | So, I don't have a
John Kheit | Opinions expressed | message...)^> %^)
jkheit@cnj.digex.net | represent me only... | MIME & NeXTmail Welcome

2145. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-10 00:00:00 UTC
From: maynard@selway.umt.edu
Message-ID: <3tqs0h$7kp@selway.umt.edu>
Source record: 11983
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <petrichDBCs0o.CB2@netcom.com>,
Loren Petrich <petrich@netcom.com> wrote:
>In article <3tink7$t9c@selway.umt.edu>,
>Robert L Maynard <maynard@selway.umt.edu> wrote:
>>The Turing Award has not been given to anyone associated with Microsoft.
>
> Any examples of the sort of people who *have* received it, and
>for what? Any examples in the desktop field? Like some of those
>associated with Xerox PARC or Apple?
>
>--

Off the top of my head...

Ken Thompson & Dennis Ritchie -- UNIX
Corbato -- Multics
Sutherland -- Evans & Sutherland -- Graphics-related stuff
Hoare -- basis of Software engineering, I think. He has contributed
a LOT of stuff.

Can anybody else add more ?

N.B. ; the two guys who developed VisiCalc both worked on the Multics
project as grad studunts at MIT.

Bob

2146. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-10 00:00:00 UTC
From: John Kheit <jkheit@cnj.digex.net>
Message-ID: <3tqn1g$a4r@news3.digex.net>
Source record: 11984
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

marnellm@portia.com (Matthew Marnell) wrote:
> In article <3tp2ek$hqf@panix.com>, J Lopez <jlopez@panix.com> wrote:
> >Computer software and operating systems do not have the same dynamics of
> >the auto industry. A good cheap car is immediately usable by anyone in any
> >country. An OS must have software to support it. Next could give NS
> >away for free and it still would have minuscule market penetration (e.g.
> >Linux). Give away cars for free??? Yeah, I'd bite, but it ain't happening.

> Bad analogy. I'd use NS if it was free. From everything I've heard it's pretty nice. But for the prices they try to get for it? It's highway roberry. The only people that can really
afford to have any kind of installations are educational institution. Now, why do you think people aren't developing apps for NS? It's all a matter of "market penetration" ie, catering
to the lowest common denominator.

I think you're right. One of the big reasons for MS's success is that people think Windows is free because it came with their machine. They don't realize the PC makers had no choice but to put Windows on the machine, even if they didn't want to put it on the machine the were still charged for it!!!!

--
Later, John

monoChrome, Inc. | New York Law School | So, I don't have a
John Kheit | Opinions expressed | message...)^> %^)
jkheit@cnj.digex.net | represent me only... | MIME & NeXTmail Welcome

2147. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-10 00:00:00 UTC
From: maynard@selway.umt.edu
Message-ID: <3tquol$f5d@selway.umt.edu>
Source record: 11985
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tqs0h$7kp@selway.umt.edu>,
Robert L Maynard <maynard@selway.umt.edu> wrote:
>In article <petrichDBCs0o.CB2@netcom.com>,
>Loren Petrich <petrich@netcom.com> wrote:
>>In article <3tink7$t9c@selway.umt.edu>,
>>Robert L Maynard <maynard@selway.umt.edu> wrote:
>>>The Turing Award has not been given to anyone associated with Microsoft.
>>
>> Any examples of the sort of people who *have* received it, and
>>for what? Any examples in the desktop field? Like some of those
>>associated with Xerox PARC or Apple?
>>
>>--
>
>Off the top of my head...
>
>Ken Thompson & Dennis Ritchie -- UNIX
>Corbato -- Multics
>Sutherland -- Evans & Sutherland -- Graphics-related stuff
>Hoare -- basis of Software engineering, I think. He has contributed
> a LOT of stuff.
>
>Can anybody else add more ?
>
>N.B. ; the two guys who developed VisiCalc both worked on the Multics
> project as grad studunts at MIT.
>
>Bob
>
First time I've ever followed up my own post :

The complete list of Turing Award winners can be found at :

http://www.acm.org

Bob

2148. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-10 00:00:00 UTC
From: John Kheit <jkheit@cnj.digex.net>
Message-ID: <3tpqsk$7om@news3.digex.net>
Source record: 11986
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

jlopez@panix.com (J Lopez) wrote:
> In <3to2c7$560@news3.digex.net> jkheit@cnj.digex.net writes:

> Computer software and operating systems do not have the same dynamics of the auto industry. A good cheap car is immediately usable by
anyone in any country. An OS must have software to support it. Next could give NS away for free and it still would have minuscule market
penetration (e.g. Linux). Give away cars for free??? Yeah, I'd bite, but it ain't happening.

This analysis is faulty on many levels, I'll tackle just the most obvious.

I did in no way say that the pricing was the issue, as it was with the auto industry. If anything I was talking about functionality and innovation and
why I e.g.'d Tucker. Sooner or later an OS will come out that will in metaphorically 'read our minds' or in some other sense be so advanced as to
push people away from their apathetic acceptance of Microsoft's products to perhaps a foreign software maker.

However, I completely agree with you, that even if NS was given away tomorrow, it wouldn't take away a significant marketshare from Microsoft.

> Software innovation proceeds apace in this country, as it does in the rest of the world. In fact, having an established standard of programming
makes it easier to write a better-mousetrap program and know that 50 million folks will be able to use it if wanted. Why is there Delphi for Windows,
and not for OS/2, Unix or Linux???

This is false. The _rate_of_increase_ of technological abilities and in particular software development skill is higher in other countries. In part
because they are catching up, but that is the problem, they are catching up--just like the japanese did. So if we are doubling our rate of technology
and have a rate of increase of 100%, India in the same quantum has a rate of 400%. Not to mention those countries, especially Japan, have special
government agencies that pour tons of government resources into improving software development. Check out japan, they have ministry or
department of software, and they feel like they cannot penetrate our market and are killing themselves to figure out how to crack our software market
(this of course doesn't pertain to the software gaming market, which in all practicality, they own). How long do you think it will take japan with the
zillions of dollars and other huge resources to concur us on this front?

> I am no big fan of Bill Gates or MS, but this idea that other countries will outpace us due to his stifling influence is without merit. Probably the

country with the greatest per capita software innovation is Israel. Yet you don't see Israeli software overrunning US markets.

This is the same head in the sand mentality that defended the big 3 auto makers in their killing of innovators like Tucker and which in the end lead to
the japanese eventually gaining a huge marketshare. Gee Mr. President, please let us drive Tucker out of business, it'll be too tough and expensive
for us to upgrade our facilities, besides, it couldn't possibly cost us the US dominance in the auto industry. The big 3 paid off a lot of people in the
government to be able to get away with the monopolistic anti-competitive actions they took. And you better believe that MS has greased many a
politician's hand in getting away with what they have done. The last justice department investigation is a primo example.

Lets see, from tucker to say 1985 when the japanese had really become established, that is say roughly 50 years. So tomorrow Israel wont take
over, but what about 2045. I tend to worry about the future and what kind of opportunities my kids will have. I prefer not to be short-sided or to
REPEAT OUR MISTAKES OF THE PAST. I prefer to look to the future and learn from the past. I prefer that my country not make the same mistakes
twice. We don't have many more industries to give away.
--
Later, John

monoChrome, Inc. | New York Law School | So, I don't have a
John Kheit | Opinions expressed | message...)^> %^)
jkheit@cnj.digex.net | represent me only... | MIME & NeXTmail Welcome

2149. Re: HOME GAMING WAR: past and future

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-11 00:00:00 UTC
From: aroehrig@dragon.achilles.net
Message-ID: <3ttc8l$nps@centaur.achilles.net>
Source record: 11903
Cross-posted to: rec.games.video.sony,rec.games.video.nintendo,rec.games.video.sega,rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.advocacy,rec.games.video.cd32,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Marty Chinn (vidsourc@netcom.com) wrote:
: --
: --
: Marty Chinn Super Nintendo, Super Famicom, Genesis, Sega CD,
: Video Source Mega Drive, Mega CD, Sega 32X, Mega 32X, Saturn,
: 973 Foxglove Dr. Turbo Duo, PC Engine, Arcade Card, Playstation,
: Sunnyvale, CA 94086 Neo Geo, Jaguar, 3DO, Game Boy, and Game Gear.
: <408> 736-1133 Voice Mailing List, Ordering, and Preordering info at:
: <408> 699-7584 Pager vidsourc@netcom.com
: --

watsa matter?! I didn't see AmigaCD32 listed in there... :->

ar

2150. Re: JAGUAR JUST SUCKS SO SHUT UP

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-11 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.805483125@gmi.edu>
Source record: 11904
Cross-posted to: rec.games.video.advocacy,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu writes:

>> From your perceptions, it seems you do not live in reality.

>And you? Are you a Jagflopownersindenial as referred by WillBill?

You've resorted to some pretty desperate remarks in the past, Sinflop, but using the arguments of WillBill should prove to any of those who may be left wondering (are there any left?) that you are a delusional paranoid lamer. I don't think anyone takes you seriously. Save yourself the trouble and continued humiliation and stop posting this crap.

/Kevin

P.S. Considering the number of accounts you've had in the past, are Sinflop, WillBill, and Kemp all the same person?

> Peter Sinclair-Day Performa 636/8-250/CD Marathon
...

For cryin' out loud, Sinflop! Your .sig is longer than some of the books I've read! Can't you tone it down a bit?!

2151. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jul11.110716.46024@cobra.uni.edu>
Source record: 11905
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <3ts4d1$pj6@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Still 300 titles..
>
> Jesus Christ Peter, I'm beginning to think that the snail I saw
> on my driveway is more intelligent than you! Haven't we gone over this
> *TIME* and *TIME again!

What an intelligent concept..

>
>
> : So..Does the market care. Still only less than 30 titles available.
>
> Peter, if the Jaguar dies, the 3DO won't be far behind it. It's
> not doing well either.
>

3do is moving along fine for now. What a rabbid Atari defender.

> : > : Is that supposed to make Jaguar owners feel better..?
> : >
> : > No, but it is making a point that Sinclap is really overdoing things.
> : >
>
> : In what way. I have been right on the predictions. A no brainer in Atari's
> : case.
>
>
> You predicted Atari would be bankrupt. They aren't. You predicted
> Atari would have no developers. They do. You have been overdoing things
> on that 300 titles vs. 27 titles bit for a long time.

Atari has very very few developers as I recall. Atari would of been bankrupt without the Sega infusion. That was stated before the cash infusion. Atari has not been able to take advantage of the money.

>
> >> Mark <<

Peter

-The Atari Jihad....not as powerful as Iran, but equally fanatical...

2152. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-11 00:00:00 UTC
From: jfw@proteon.com
Message-ID: <DBK61F.AJD@proteon.com>
Source record: 11906
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

Someone said:
>...
>>>You don't understand what virtual memory is do you?
>>
>>As usual you manage to interpret what I say in what can only be described as
>>"unique" fashion. It would be very unusual to load the OS itself in virtual
>>memory would it not? I mean if you can't even load the entire OS code into
>>memory without swapping to disk there isn't much point is there?

I have no idea whether it is relevant to Windows 95, NT, or any other particular operating system, but while it would, indeed, be "unusual" for an OS to load itself into "virtual memory"(*), there *are* operating systems that do just that. The only portions of the operating system which *must* be resident in memory are those pieces of code and data which are used during page-fault recovery. Some operating system designers have gone to the effort of identifying exactly those routines (plus performance-critical routines, i.e. you'd rather not page out your clock interrupt code) and ensuring that those pages, and *only* those pages, are wired down, allowing the rest of the kernel to be paged. (As I recall, it has been claimed that Apple has done just this for Copland.) This allows an OS to have a large "virtual" footprint while limiting its actual memory footprint to commonly used routines, adjusting that footprint to the actual job mix at any given time.

(*) I.e. "phony" memory as extended by paging; lots and lots of operating systems use virtual addresses of wired physical pages for their code and data.

2153. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-11 00:00:00 UTC
From: John Kheit <jkheit@cnj.digex.net>
Message-ID: <3tuc1g$4lm@news3.digex.net>
Source record: 11907
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

jlopez@panix.com (J Lopez) wrote:
> >Right, so we need not fear of anything ever really good enough coming out to displace
> >Windows. Just because Improv or Pen systems didn't become a success, that ends
the
> >discussion and makes it impossible for anything else to be superior enough to dislodge
> >Windows. Ok, I'm convinced, I'm glad I can stop worrying now.

> Hey, you provided examples, "Tucker and auto industry", I'm providing
counter-examples. Be fair.

Your right, it is a counter-example, I wasn't being fair :) But I think you see my point,
and
there is a distinction between these examples. Namely that if Improv or Pen fails the
companies go on, but when 3 companies conspire to drive you out of business and
succeed, you're gone permanently.

> No, this will not stop foreign competitors from having a larger rate of increase. If Sri Lanka goes from producing fifty software products a year to a hundred and fifty, they have tripled their output. No power on Earth is going to make the US triple its output in a year.

This is not right... Ok, say Gates is dampening our rate of progress by 50% (it probably isn't this high, but this is for sake of mathematical ease). Normally we would grow by 100% a year and now we grow only by 50% because of him. Now say SriLanka grows by 200% a year and is unaffected by Gates. Won't it be more difficult for SriLanka to catch up to us if we are traveling at 100mph, than if we are at 50? My point is, he is making it easier for foreign countries to catchup and surpass the US by dampening domestic innovation and competition.

> Don't overestimate it either. Japan is not some Super Powerful All-Invincible Force. Such thoughts only unreasonably add to Japan/US tensions. You are right in noting that they are a very powerful and formidable competitor. But their time in the sun will pass too,
eventually... (Maybe you are unaware that Japan continues to be in a painful recession. Painful from the Japanese standard, that is.)

I guess this is in my cautious lawyerly manner to NEVER EVER UNDERESTIMATE AN OPPONENT. I know they are in a recession, and recessions are part of any developed economy. They come and go. Maybe there time will pass, maybe it won't. Right now, they are an economic opponent of the US. I don't really care if this causes tension, because it is fact. They are not our partners. They, quite wisely, seek to exploit our market to the fullest, and are not looking out for our best interests, and it is not there job to
do so. It is our job to do so.

> I am bringing up examples, you are bringing up Japan, Inc. A bogeyman.

A lot of companies have been bogeyed by this bogeyman. He's for real and he means business.

> Being smart and racking up an impressive list of past accomplishments does not mean that you will eventually succeed at everything. Look at the U.S.

I don't think the US was particularly smart for: underestimating the Japanese, getting fat and lazy and producing poor products, becoming so conservative as to pass on innovative products like the VCR. Quotes abound from executives in the domestic auto industry in the 70's to the effect that "the people will drive any damn crap we make." This kind of attitude is hardly smart and largely the cause of the US's arrogance which resulted in the creation of Japan Inc (one of our biggest competitors). We made our own bogeyman.

> And why do you think that anti-competitive practices are bad in the US but good strategy when the Japanese do it?

Because, unlike the Japanese, we don't have a miti. There is a Japan Inc, there is no US inc. When our companies die, they die period. Our industries die. Look at the TV home electronics industry. We used to own it. That industry is for all practical purposes, dead in the US. Japan Inc doesn't allow this to happen. The keep lame companies afloat if it is in an industry they want to participate in, for example, their software industry.

> We still are known for it, in the software industry. And in case you didn't notice, our automakers have not rolled over and played dead yet, either.

Thank goodness :) That is one think I'm really proud of as an American. We didn't fall all the way into obscurity. We _seemingly_ are smart enough to wake up and respond and not make the mistakes that other great powers of the past have done. All great powers seem to succumb to the " I'm so great, I guess I can rest on my laurels " mentality, which leads to their eventual downfall. I never want to the US to rest. I'd rather it be ever vigilant. I hope that the auto debacle, and lost TV industry are lesson enough; that from hence forth we fight everything out tooth and nail.

> >Among them are attitudes, that since we cannot be #1 forever, lets not try.
> When has this *ever* been a factor in decreasing national competitiveness? Usually it's the other way around, "We are destined to be #1 forever, so we really don't have to put much effort in it."

You must be joking? Are you trying to say the "lets not try" attitude is good for national competitiveness? Should we make it our national labor motto "We cannot be #1 forever, so lets not try." You are right, being cocky is a recipe for failure, but not trying is a guarantee for failure.

> You have failed to establish, even that he is quashing innovation.

Ok, lets see. I make a compression routine. MS copies it. I loose all my money suing them. I eventually win the suit, but no one uses my product anymore. They simply change a routine and I'm dead out of the market. First, I don't want to do anymore development because I figure if it's too good an idea I'll just get ripped off by MS. Second, an outsider observing this, will to decide to stay out because his efforts are likely
to be un-rewarded through such anti-competitive practices.

Funny, even if you win the suit you loose. Many developers, just don't bother because MS owns the industry. No one is exactly entering the WP or Spreadsheet market. Is it because it's not lucrative, or just not worth the fight against MS?

> Unemployment rates for college grads has barely budged since 1975.

Ahh, rates, but the gross numbers are up. Plus today a college grad can expect to hit the "toughest job market in over 20 (or is it 40) years" as been echoed through the news. College students are taking worse jobs and lower paying jobs than equally educated people were in the 70's or 50's. I don't remember why we got into the labor discussion though :-)

--
Thanks, Later, John

monoChrome, Inc. | New York Law School | So, I don't have a
John Kheit | Opinions expressed | message...)^> %^)
jkheit@cnj.digex.net | represent me only... | MIME & NeXTmail Welcome

2154. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-11 00:00:00 UTC
From: bee@sfu.ca
Message-ID: <bee-1107951037270001@lb2101.lib.sfu.ca>
Source record: 11908
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3ts0vq$5rv@onramp.arc.nasa.gov>, josco@eco.arc.nasa.gov
(Joseph Coughlan) wrote:

> In article <3tlbc7$6to@seymour.sfu.ca> bee@sfu.ca (Jeremy Bee) writes:
> >In article <3tkcuu$7jn@onramp.arc.nasa.gov>,
> > josco@eco.arc.nasa.gov (Joseph Coughlan) wrote:
> >>In article <bee-0707950930020001@lb2101.lib.sfu.ca> bee@sfu.ca (Jeremy Bee)
> >writes:
>
> ...
> >>You don't understand what virtual memory is do you?
> >
> >As usual you manage to interpret what I say in what can only be
described as
> >"unique" fashion. It would be very unusual to load the OS itself in virtual
> >memory would it not? I mean if you can't even load the entire OS code into
> >memory without swapping to disk there isn't much point is there? YOu
directly
> >implied by your previous post that Win95 had a larger than 8Meg "footprint"
> >and would not therefore load in less than 8 Megs. This is not true.
>
> I only said WIN95 had a larger foot print than Win3.1. Your smartypants reply
> was that:
> BEGIN QUOTE
> >>>Also, if win95 has
> >>>a "larger footprint", and 8Megs is not enough thenit would not even load
> >>>on a 4Meg machine.
> END QUOTE

Fond of attrributing your misstatements to me arent you?
>
> Win95 has virtual memory so your logical argument about a 12MB
> recommendation for OFFICE implies that it would not load in 4MB is
> flawed to the core. 4MB systems will swap and use > 4MB of logical
> memory in a 4MB physical meory space.

This was taken from *your* quote: "...Office needs 12MB to run.."
>
>
> >> The "footprint" of an OS typicaly refers to the
> >>>physical space it takes up in memory, as in windows NT 3.5 "reduced it's
> >>>footprint" from the 12 Megs of 3.1 to something less than 8.
> >>

> >>Yet are you therfore saying 8MB is sufficient for NT? Win95 has a larger
> >>footprint that win3.1 -- try booting Win95 in 2MB.
>
> >The connection between these three statements escapes me.
>
> No doubt.

You are a LOW, LOW man Joseph. Are you lonely as well? The way you
constantly slice up my quotes to make me look foolish is just pathetic.
>
(deletion)

Notice (above) this is the accepted manner in which posts are edited so as
not to give the impression that the previous poster said something they
did not.

> No the problem is your poor ability to comprehend simple sentence
> structure. I never implied that WIN95 has a 8MB footprint. I said MS
> recommends 8Mb and that Win95 has a larger footprint than Win3.1.
>
> >In the second place, MS says that Win95 will run in 4 Megs, which is
> >the recomended minimum, they also further recommend 8 Megs for better
> >performance.
>
> MS recommends 8Mb for win95 and 12Mb for OFFICE95 -- keep up with them.
>
The minimum requirement for Win95 is 4MB, but MS recommends 8 MB, what is
so unclear or wrong with that?

> >>>There is no *need* for users to upgrade their memory, period. You are
> >>>just wrong.
> >>
> >>you cannot explain why the trade rags predict a surge in RAM upgrades
> >>for running win95. You have another unsupported statement.
> >
> >You are mixing the issues again - changing the basis of what we are
> >supposedly debating.
>
> No I just told you that your assertion that there is NO NEED to UPGRADE memory
> is false.
>
> >Whether or not people will buy memory, or think they have to, or
> >are told to, or are predicted to, has no bearing on the factual argument of
> >whether or not Win95 runs as good or better than Win3.1 in the same memory.
>
> Benchmarks show WIN95 needs much more than 4MB - 8MB is a recommended
> minimum. ISM's are aware of the additonal RAM amounts needed and
> stories are written about the problem.
>
> >My
> >experience, the experience of others that have run Win95, and every test I

> >have seen of Win95 vs Win3.1 in any magazine since the final beta came out
> >confirms what MS has been saying which is that you will get the saem
> >performance in the same memory as Win3.1 with Win95.
>
> Word does not run as fast under Win95. You make a false claim that MS
> had backed off on making now that the facts are out.

You are wrong if you are talking about Word 6.0, it runs *faster* under
Win95,I use it almost every day.
>
> >I don't know why you
> >don't get this, since this is about the fourth return on the same thread and
> >it is restated at least twice in every post.
>
> I don't care how often you claim to post inaccurate information. Its
> still inaccurate each time you assert it to be fact.
> ....
(deletion of "standards" thread - for focus)
>
> >>No. It was a printed comment that MS is still trying to get Corel Draw
> >>working under Win95. You must have misse dit this week.
> >
> >I did not miss the immediate response of about four or five people
telling you
> >how wrong you were. You just regurgitate what you read, interpreted through
> >the unusual lens of Joseph Coughlan.
>
> I do not say COREL DRAW did not load. I said MS claimed COREL DRAW did
> not work properly -- I'm not MicroSoft nor am I interpreting anything.
> What makes you think that anyone of those folks did any testing at
> all? You are aware that loading an app is not a compatibility test.
> Probably not.
> J. C. Coughlan, jcoughlan@gaia.arc.nasa.gov

This is typical though. I have read the same responses to your posts and
two of them were from people who claimed to have loaded Corel Draw, ran
it, played around with it, tested it etc. ONe in particular was quite
specific on the fact. Yet based on *nothing* except a statement you *read*
from MS, you claim to be right about it not running and further that the
"folks" that posted the replies to you are just wrong. And you claim not
to have a major "smuggness" problem or any over-arching need to be right?
You are pathetic.

This whole post started off as your attempt to put forward the idea that
people would need to do a major upgrade of hardware and especialy memory
to run Win95, and I pointed out that the requirements in that regard were
the same as Win3.1 and that the experience of most people who have
installed it was that it did indeed run as fast or faster than Win3.1 in
the same memory configuration.

Then it goes all over the map and back arguing about everything under the sun except the original post, and all it boils down to is your (finaly clarified) statement that because it has a larger memory footprint it needs more memory than the 4MB. You have yet to provide any information on the actual size of the memory footprint, (ie- it would have to be larger than 4MB to give your arguments any real weight), other than tortuously worded statements that seem to imply (variously) that it is larger than four or maybe even larger than 8 MB. Again, this is a theoretical argument you have constructed out of things you have read or heard, versus the fact that people actually running the program and testers like myself have an entirely opposite experience.

Of course none of the actual experience of the users or the testers could possibly be of interest to you since that would necessitate you changinf the Joseph Coughlan view of the world, which would not do at all.

Jeremy

--
==========

2155. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-11 00:00:00 UTC
From: sangria@inlink.com
Message-ID: <3tugfo$8pa@news.inlink.com>
Source record: 11909
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tmt31$l86@newsbf02.news.aol.com>, bootstrap1@aol.com says...

>What everyone has been saying is that a) Win '95 is larger than Win 3.1
>and b) Win '95 is large enough that it will cause swapping on a 4 MB
>machine. This means that for adequate performance you need an 8 MB
>machine, whereas with Win 3.1 adequate performance needs 4 MB.

Nope.

Or at least this is true to a degree only.
Win 3.1 with 4MB running Word 1.0 may not have swapped alot (although
I have a feeling it did, just can't remember...). But believe me
when I say Win 3.1 with 4MB running Word 6.0 swapped like a mother.

Win 3.1 in 4MB running the _same_ applications as Win95 in 4MB will
swap just as much as Win95--the difference is that Win95's disk I/O
is a sorry sight better than Win 3.1 (note, I'm talking about
the generic vanilla Win 3.1, not WFWG 3.11 which has 32-bit disk
access).

>BTW, on the subject of OS footprints, I don't know how big Win '95s is,
>but I do know that on my system Win 3.1 has a 3.5 MB footprint.

Hmmm, wasn't the minimum RAM requirement for Win 3.1 2MB?
Or is my memory getting that faulty?

>It wouldn't be surprising
>at all if Win '95 took up more than 4 MB of RAM, which obviously would
>require swapping on a 4 MB machine even without running any apps.

Umm, how would the OS swap (ie., use virutal memory management in
someway) if it can't even load itself into RAM? There is a core
minimum RAM space required for any OS to even boot properly. NT
is around 5MB. Win95 _has_ to be lower than 4MB in order for it
to even boot.

The above requirement has nothing to do with how much RAM an
OS takes up after it boots up. For example, after NT boots up
in a 48MB machine (I remember checking this back when the
machine I used was a P5-90/48) I checked the free RAM and it
reported only 12MB! Of course that didn't mean squat in terms of
what I could run under NT or what NT required to work.

-- Sang.
****

```
* Sang K. Choe - sangria@inlink.com *
* - http://www.inlink.com/~sangria/index.html *
************************************************************
```

2156. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-11 00:00:00 UTC
From: jimf@world.std.com
Message-ID: <DBKnAJ.CEG@world.std.com>
Source record: 11910
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

neilz@basenet.net writes:
>In <3tkmgk$d7i@TI.dukepower.com>, tms@tms7808s.dukepower.com writes:
>>In <3tkajf$aof@warp.cris.com>, pilcher@cris.com (Ian Pilcher) writes:
>>>In message <3th6pc$3ck_002@phx-ip1-26.netzone.com> - thurrott@netzone.com (Paul
>>> Thurrott) writes:
>>>:>Microsoft was the first company to offer software for microcomputers...
>>^^
>>Was CP/M developed by microsoft?????
>>Was the Mac OS developed by microsoft?
>>
>>Tom....
>>(just asking)

>Tom you could also add ..

> Was Wordstar developed by MS
> Was Lotus 1-2-3 developed by MS
> Was VisiCalc developed by MS

>Just adding to the list ..

...so let's shoot them down.

I'll entertain the notion that CP/M preceeded Microsoft -- it did, but
it was a hobby of Kildall in 1974, not a commercial product. He sold
it commercially in 1975 to two customers. This was the same year that
Microsoft sold their BASIC, so who was first is a toss-up unless
somebody can get real dates of incorporation. For the sake of
argument let's give it to IDR, because he definitely had his stuff
done first even if it wasn't commercial.

The Imsai was the first publicly available microcomputer product with
CP/M, in 1976, so software written for CP/M originally post-dates
Microsoft.

VisiCalc and WordStar were both written on CP/M, so they're followers.

Lotus 1-2-3 was written on MS-DOS -- it wasn't even close.

I think Apple started in 1977 -- certainly it was after the Altair
shipped, so they were followers. Apple didn't get into GUI
development until the 80's, so the MacOS wasn't even in the ballpark.

Historically yours,

jim frost
jimf@world.std.com
--
http://www.std.com/homepages/jimf

2157. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-11 00:00:00 UTC
From: josco@eco.arc.nasa.gov
Message-ID: <3tsi7d$74o@onramp.arc.nasa.gov>
Source record: 11911
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tipdj$1lc@news.connectnet.com> - <glyde@connectnet.com> writes:
>The P6 will ship by December. So will NexGens 686. But the P6 wont ship
>in quantity for 18 months when it can be reasonably afforadable for the
>home market.

That all depends. Who thought P5's would be in the home market?

Intel accelerated the P5 to keep the lead over the pack. If IBM's 620
or AMD's CPU or NextGen start eating into P5 sales then all bets are
off. AMD claims to be ready with a mass prduced K5 in 1Q 1996.
--

-- J. C. Coughlan, jcoughlan@gaia.arc.nasa.gov

2158. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-11 00:00:00 UTC
From: bootstrap1@aol.com
Message-ID: <3tu320$gqs@newsbf02.news.aol.com>
Source record: 11912
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

<glyde@connectnet.com> wrote:

>The P6 will ship by December. So will NexGens 686. But the P6 wont ship

>in quantity for 18 months when it can be reasonably afforadable for the
>home market.

What you probably meant to say was that the P6 won't ship in quantity
until Intel decides that they have made as much money off the Pentium as
possible, which is about the same time that the Pentium clones catch up.
The P6 could be reasonably affordable now; the only reason it isn't is
that Intel doesn't want it to be yet. But this is a recent decision; this
spring, they were still encouraging OEMs to prepare entry-level P6
systems, but now they've changed their tune and suggested that OEMs should
wait another year.

Nathan Tennies
Bootstrap Enterprises Inc

2159. Re: Re:Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-11 00:00:00 UTC
From: neilz@basenet.net
Message-ID: <3tuodo$dfa@mail.one.net>
Source record: 11913
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In <3tkmgk$d7i@TI.dukepower.com>, tms@tms7808s.dukepower.com writes:
>In <3tkajf$aof@warp.cris.com>, pilcher@cris.com (Ian Pilcher) writes:
>>In message <3th6pc$3ck_002@phx-ip1-26.netzone.com> - thurrott@netzone.com (Paul
>> Thurrott) writes:
>>:>Microsoft was the first company to offer software for microcomputers...
>^^
>Was CP/M developed by microsoft?????
>Was the Mac OS developed by microsoft?
>
>Tom....
>(just asking)

Tom you could also add ..

Was Wordstar developed by MS
Was Lotus 1-2-3 developed by MS
Was VisiCalc developed by MS

Just adding to the list ..

2160. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-11 00:00:00 UTC
From: jlopez@panix.com
Message-ID: <3tv54o$hd4@panix.com>
Source record: 11914
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

Please, John, please use 80-column terminal width! You have some
interesting points, you shouldn't discourage others from reading them.

In <3tuc1g$4lm@news3.digex.net> John Kheit <jkheit@cnj.digex.net> writes:

>> No, this will not stop foreign competitors from having a larger rate of increase. If Sri
>Lanka goes from producing fifty software products a year to a hundred and fifty, they
>have tripled their output. No power on Earth is going to make the US triple its output in
a
>year.

>This is not right... Ok, say Gates is dampening our rate of progress by 50% (it probably
>isn't this high, but this is for sake of mathematical ease). Normally we would grow by
>100% a year and now we grow only by 50% because of him. Now say SriLanka grows by
>200% a year and is unaffected by Gates. Won't it be more difficult for SriLanka to catch
>up to us if we are traveling at 100mph, than if we are at 50? My point is, he is making it
>easier for foreign countries to catchup and surpass the US by dampening domestic
>innovation and competition.

Okay, if you state it that way, I concede your point.

>I don't think the US was particularly smart for: underestimating the Japanese, getting fat
>and lazy and producing poor products, becoming so conservative as to pass on
>innovative products like the VCR. Quotes abound from executives in the domestic auto
>industry in the 70's to the effect that "the people will drive any damn crap we make."
This
>kind of attitude is hardly smart and largely the cause of the US's arrogance which
resulted
>in the creation of Japan Inc (one of our biggest competitors). We made our own
>bogeyman.

I largely agree with this. A lot of our problems stem from stupidity,
lack of will, etc.

>> And why do you think that anti-competitive practices are bad in the US but good
>strategy when the Japanese do it?

>Because, unlike the Japanese, we don't have a miti. There is a Japan Inc, there is no US
>inc. When our companies die, they die period.

Chrysler...Citibank...Our government does a lot to assist our industries.
Just as the United Fruit Company, which got American boys to die for it
in past wars. I agree though that perhaps there could be ways we could
encourage R & D more in promising industries. But then again, what
happened to Sematech,...anyone remember?

>Our industries die. Look at the TV home
>electronics industry. We used to own it. That industry is for all
>practical purposes, dead
>in the US.
>Japan Inc doesn't allow this to happen.
>The keep lame companies afloat if it is
>in an industry they want to participate in, for example, their software
>industry.

>> We still are known for it, in the software industry. And in case you didn't notice, our
>automakers have not rolled over and played dead yet, either.

>Thank goodness :) That is one think I'm really proud of as an American.

Me too.

>> >Among them are attitudes, that since we cannot be #1 forever, lets not try.
>> When has this *ever* been a factor in decreasing national competitiveness? Usually it's
>the other way around, "We are destined to be #1 forever, so we really don't have to put
>much effort in it."

>You must be joking? Are you trying to say the "lets not try" attitude
>is good for national competitiveness? Should we make it our national
>labor motto "We cannot be #1 forever, so lets not try."

No, what I am saying is that "let's not try" was *never* the attitude in
this country, except perhaps for one brief era of detente, which went
along with demoralization directly and specifically related to the Vietnam
War. I believe our problem has always been an underestimation of our
opponent, not an underestimation. In other words, we tend to believe that
we are unbeatable, not that we have already been beaten.

>Ok, lets see. I make a compression routine. MS copies it. I loose all my money suing
>them. I eventually win the suit, but no one uses my product anymore. They simply
>change a routine and I'm dead out of the market. First, I don't want to do anymore
>development because I figure if it's too good an idea I'll just get ripped off by MS.
>Second, an outsider observing this, will to decide to stay out because his efforts are
likely
>to be un-rewarded through such anti-competitive practices.

Oooh. This is something different entirely. You are not arguing against
MS specifically, you are arguing for a reevaluation of our patent laws in
the software industry. There is something to that, perhaps.

BTW, in an *amazing coincidence*, the lead story in this week's (July 8)
The Economist is entitled, "How dangerous is Microsoft?"

Just a few, choice, pro jlopez quotes: "The result is a vibrant software
industry: many of Mr Gates's 70,000 rivals are thriving. The industry
grew at 11% last year, making it the fastest-growing service business in
America...tellingly, MS's applications programs have a greater share of
the Apple-Macintosh market than of the PC one--even though, in that case,
the firm lacks the supposed advantage of owning the operating system."

The article goes on to advocate "keeping an eye" on Bill Gates, but not
impeding him, for now. I think that's reasonable enough.

>MS owns the industry. No one is exactly entering the WP or Spreadsheet market. Is it
>because it's not lucrative, or just not worth the fight against MS?

Hah, IBM just bought a small applications suite called StarOffice, which
it hopes to parlay into a big player in the OS/2 and eventually Windows
market. (Oops, I think StarOffice was produced by a German startup...bad
example, maybe...) Anyway, the WP and Spreadsheet market is mature,
which is why there is not much room for growth. Let someone come out
with an incredible new Spreadsheet paradigm as revolutionary and
immediately useful as Visicalc, and we might see some improvements.

Re: PEECEE History...
Anybody out there *own* Visicalc? Just curious how much space it took on
floppy...(Did they even have a "hard drive installation"?) Was it
written in pure assembly language, or some sort of P-code?
--
jlopez :: "How the hell can you write an essay on E. M. Forster with almost
total reference to Harold Robbins?" --Willy Russell

2161. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-11 00:00:00 UTC
From: bootstrap1@aol.com
Message-ID: <3turco$ntl@newsbf02.news.aol.com>
Source record: 11915
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

sangria@inlink.com (Sangria) wrote:

>Or at least this is true to a degree only.
>Win 3.1 with 4MB running Word 1.0 may not have swapped alot (although
>I have a feeling it did, just can't remember...). But believe me
>when I say Win 3.1 with 4MB running Word 6.0 swapped like a mother.

One issue is whether an OS has to swap at all when running an app, and certainly if you have enough RAM to to prevent any swapping, you are going to see a performance improvement.

HOWEVER, a second issue is the degree to which an OS has to swap, how often page faults occur. This is a factor not only of the amount of RAM you have, but also the nature of the swapping algorithm and the design of the OS and apps you want to run. Word 6.0 may have swapped like a mother under Win 3.1 in 4MB, but it is very possible that it may swap *more* under Win '95, and that means poorer performance.

The reason it might swap more is that every app, every OS, has core code & data that gets used all the time, along with a lot of peripheral code & data that gets used occasionally. A good swapping algorithm will try to keep the core code & data in RAM as much as possible.

For the sake of argument, let's say the core code & data of Win '95 and Word 6.0 push us 500K over the 4 MB we have on our machine. A good bit of swapping will occur, since you are constantly swapping core code & data for other core code & data; yet, it may not be too much of a hit, because only 11% of your core code & data will cause a swap.

Now let's pretend that Win '95 has 1 MB more core code & data than Win 3.1. That means that, running Win '95 and Word 6.0 on a 4 MB system, we are now 1.5 MB over our 4 MB limit. Suddenly, 27% of our core code & data will cause a swap if called; we're now 2.5 times more likely to swap.

>Win 3.1 in 4MB running the _same_ applications as Win95 in 4MB will
>swap just as much as Win95--the difference is that Win95's disk I/O
>is a sorry sight better than Win 3.1 (note, I'm talking about
>the generic vanilla Win 3.1, not WFWG 3.11 which has 32-bit disk
>access).

No, there are degrees of swapping. The larger an OS, the larger the core code & data, the more likely you are going to swap in a low-memory situation like a 4 MB machine. And while Win '95 disk I/O is improved, there is no way that improved disk I/O makes up for increased swapping.

>>BTW, on the subject of OS footprints, I don't know how big Win '95s is,
>>but I do know that on my system Win 3.1 has a 3.5 MB footprint.
>
>Hmmm, wasn't the minimum RAM requirement for Win 3.1 2MB?
>Or is my memory getting that faulty?

An OS can run in 2 MB and still use more RAM, since a large part of an OS can reside in the swap file just like any app. Probably at least 1 MB or more of the 3.5 MB Windows uses on my system is "discardable" code and data that can be deleted and reloaded if necessary. Of course, that requires the same kind of performance hit (worse even) than virtual memory swapping.

>Umm, how would the OS swap (ie., use virutal memory management in
>someway) if it can't even load itself into RAM? There is a core
>minimum RAM space required for any OS to even boot properly. NT
>is around 5MB. Win95 _has_ to be lower than 4MB in order for it
>to even boot.

There's no reason you couldn't design an OS that only needed a couple-hundred K or less to load itself, and use virtual memory for the rest. There's a performance hit, naturally. I'd suggest that, for Win 3.1 to run in 2MB, a good bit of the OS is in the swap file any time an halfway decent sized app is run. The performance would be really lousy, and that's why none of us do it. :)

Nathan Tennies
Bootstrap Enterprises Inc

2162. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-11 00:00:00 UTC
From: antons@interport.net
Message-ID: <3tv1cg$522@park.interport.net>
Source record: 11916
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m

->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is

->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever

->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.

ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT

->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post

To: jkheit@cnj.digex.net
Subject: Re: Catching up to speed on PEECEE history

->From: jkheit@cnj.digex.net
->Date: 9 Jul 1995 08:01:11 GMT
->Subject: Re: Catching up to speed on PEECEE history
->.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.m
->-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.
ext.advocacy

->nobody@nosystem.nodomain.noorganization (TheDabbled) wrote:
->> In response to being called the BIGGEST idiot Stefan has ever
->encountered > on the Net, I must say this...

->> I do NOT agree with everything Gates has done... I admire him for
->> achieving what he has. Do you know how much Bill is worth? 12.4
->BILLION > dollars. The fact that he has made as much as he has is
->admirable in my > book. My post
>> Slipstream Jet - The QWK solution for Usenets #JHRMROOK

2163. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-11 00:00:00 UTC
From: John Kheit <jkheit@cnj.digex.net>
Message-ID: <3tst3l$2jd@news4.digex.net>
Source record: 11917
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

mfterman@access5.digex.net (Martin Terman) wrote:
> I doubt Bill Gates is slowing much of anything down in the hardware market, which is where the Japanese will probably be the most serious threat. In the software industry, different rules apply, and Japanese companies would have the same problems that US companies have in going up against Bill and company.

This is not so, foreign competitors are more insulated from MS, because they have an edge in there foreign markets, and they are buoyed by their governments. This is particularly so with japanese companies; it is the norm and not the exception to be subsidized by the government in japan. So foreign companies can weather MS's anti-competitive practices much better than domestic software makers.

> The Japanese are not the invincible gods that the press makes them out to be. And their strength is more in hardware than software. Even there, they tend to do better in some areas than other areas. RAM they are incredibly good at, but you'll notice that they haven't made that big an impact in CPU design.

Maybe today they are better in hardware than software, but if we let our software industry degenerate to the level MS would like it to, then you will see the japanese or some other foreign agency take a leadership position. Furthermore, they do and did make an impact on CPU design, I believe the fastest CPU is a fujitsu (I could be wrong on which japanese company it is, but its one of them). So just because they haven't blown the US market open doesn't mean the won't, given some time and a perpetually declining ability to compete which is agitated by MS's anti-competitive practices.

> I don't think the Japanese are going to be a serious threat in the software industry anytime soon. India, on the other hand, that is a threat I take more seriously. They're turning into a serious software powerhouse over there, and given the resources with which they're doing it, I am impressed.

Personally I don't care who the threat is. My point is that MS is making the US less competitive by discouraging domestic software makers from innovating and thus making it easier at some future point in time for a foreign country to take the US's current leadership
position in the software industry.

> Bill Gates does threaten to strangle us software-wise. However I don't think it will happen. Software is a much more nebulous quantity than hardware, and its easier to slip from the top. I think this is some of the reason Microsoft struggles even harder these days to keep their top position. Once they slide down, its going to be very hard for them to get back to the top.

I'd argue that it already has happened. The US, is quite simply run on windows.

> The price of software is heavily determined by labor. Software is the industry where the manufacturing costs of the product are low on the list of things to worry about. Writing the
software in the first place is a major hurdle, and promoting the software and supporting it are also money sinks. Manufacturing is more trivial. A CD costs a buck to stamp out, and manuals aren't that expensive to produce in bulk. (well, not cheap, but compared to the other costs involved its not the biggest worry)

I'd argue that the difference between hiring 1000 indian programmers, v.s. 100 US programmers who can do the same is zilch. Right now india, by and large is used as an outsource to do grunt programming. You will always need a primo educated designer, and no matter if that designer is indian or US or japanese borne, the price of his education
will be reflected in the high cost of his labor. But quite frankly, the cost of labor to code
windows is relatively small as compared to the revenue generated by windows. That is why windows goes for around $50 bux. So I think your statement is wrong, namely that the price of software is determined by labor. The price of software is determined by the size of the market. e.g. Windows sells to a zillion users, so they sell for $50 bux. NEXTSTEP sells to 10 users, so they sell for $5K. The size of market affects the price of software more than labor.

> On the bright side, Gates can only stifle the industry so long as he stays on top. Once he slips his grip on the industry, I'm fairly certain things will balloon back. That might be
due to foreign countries producing hot software and then taking it over to the US. Bear in mind, we're one of the more computerized nations around, we're a hot market.

Exactly what I want to avoid. Why do we have to loose our lead to a foreign country, just to get out of Gate's sniffling grip? It is the Justice Dept's job to prevent this from happening, but it appears that all of them were paid off by MS and their consciences can live with possibly handing over the US's leadership position in the software industry to a foreign agent.
--
Later, John

monoChrome, Inc. | New York Law School | So, I don't have a
John Kheit | Opinions expressed | message...)^> %^)
jkheit@cnj.digex.net | represent me only... | MIME & NeXTmail Welcome

2164. Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-11 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3tuo78$87s@paul.rutgers.edu>
Source record: 11918

Hey Sinflop, it looks like Apple management has pulled
a "Tramiel"! I read today in c.s.mac.adv that Apple told
MacWeek that they have given up trying to increase the Mac's
market share and will instead concentrate on its (small)
installed base.

What a great thing to announce right after the excitement
generated by the release of the first 604-based Macs! What
a great message to send to potential Mac cloners and IS
managers everywhere: Apple intends on keeping the Mac a
niche product and has given up on its efforts to make it
more mainstream!

If this announcement represents Apple's true corporate
strategy, they have essentially raised the white flag and bowed
down to Emperor Bill and his Evil Empire. The war is over and
Microsoft has won!

So, Petey, remember next time you put down Atari as a "dead"
company, don't forget that your beloved Apple will soon be equally
dead.

LONG LIVE THE JAGUAR!!

* Tom

2165. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jul11.192800.46070@cobra.uni.edu>
Source record: 11919

In article <3tuo78$87s@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> Hey Sinflop, it looks like Apple management has pulled
> a "Tramiel"! I read today in c.s.mac.adv that Apple told
> MacWeek that they have given up trying to increase the Mac's
> market share and will instead concentrate on its (small)
> installed base.

Don't compare Tramiel to Apple mgt. Not even close. Any day now, Applw will
post record revenues and earnings. Nice try!

Well, you have been told wrong. I suggest you read the MacWeek article
carefully. Apple is concentrating in the four markets that they rule -
Publishing, Home/small business, K-12 and Higher education. Mac OS clones will
increase the market share in markets that Apple is weakest in. Radius has
signed IBM to I built a Mac clone and PowerComputing plus many others on the
way.

Plus Apple will roll out a 100 million plus marketing camapaign through
December attacking Wintel 95 head on.

>
> What a great thing to announce right after the excitement
> generated by the release of the first 604-based Macs! What
> a great message to send to potential Mac cloners and IS
> managers everywhere: Apple intends on keeping the Mac a
> niche product and has given up on its efforts to make it
> more mainstream!
>

Mac Cloners welcome it, since their is enough pie to go around. The Mac is
mainstream. Hundreds of Macs locally. More Powermacs are being installed on
Campus as well as individuals and the k-12 schools.

> If this announcement represents Apple's true corporate
> strategy, they have essentially raised the white flag and bowed
> down to Emperor Bill and his Evil Empire. The war is over and
> Microsoft has won!

Nope.. Wintel 3.1 garnered the most, Apple is here.. No different..

>
> So, Petey, remember next time you put down Atari as a "dead"
> company, don't forget that your beloved Apple will soon be equally
> dead.
>

No comparison between Atari and Apple. Apple sells millions of units annual
and profitable. As for Atari, nuff said..

> LONG LIVE THE JAGUAR!!
>

Peter

The Atari Jihad....not as powerful as Iran, but equally fanatical.

Who needs 64 bit titles, thats why I love my Jag

The Jag....console or religious cult...on the next edition of Geraldo!
>
> * Tom

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2166. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-12 00:00:00 UTC
From: jaylord@rcinet.com
Message-ID: <3tvj14$79h@sally.dma.org>
Source record: 11920
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In <DBB9tu.Mq1@proteon.com>, jfw@proteon.com (John Woods) writes:
>bee@sfu.ca (Jeremy Bee) writes:
>>In article <3tcfnq$fq3@newsbf02.news.aol.com>, bootstrap1@aol.com
>>(Bootstrap1) wrote:
>>> Well, it is a fact that the P6 is waiting in the wings, in that it is
>>> supposed to start shipping in PCs late this year. In reality, I don't
>>> think it is a fact that the P6 will be shipping in large numbers over the
>>> next 18 months; that was kinda the point of my analysis. However, chips
>>> with similar or better performance than the P6 and targeted at the PC
>>> market (primarily the 604) are shipping now and will be shipping in large
>>> numbers over the next 18 months. That's why I say P6 sales will flop.
>
>>My mistake, I thought you were saying that the P6 would be readily
>>availaable soon and thus impact on Win95's acceptance due to the 10%
>>thingie. I should say that I don't necessarily believe this ten percent
>>imporvement scenario either unless you can give me a reference to where
>>you got it from.
>
>PC Week, July 3, 1995, page 1:
>
> Slight performance gains on P6 may not warrant OS upgrade
>
> by Lisa DiCarlo
>
> When Intel Corp.'s next-generation P6 processor arrives in systems
> late this year, it will offer only meager performance gains when
> running Windows 95, leading many PC makers--and corporate buyers--
> to bypass the new operating system in favor of Windows NT or OS/2
> Warp.
> Testing of the preproduction Intel microprocessor shows that
> Windows 95 runs only about 10 percent faster on P6 than on a
> high-speed Pentium processor because of the significant amount of
> 16-bit code in the operating system, according to leading PC
> who spoke on the condition of anonymity.
> ...
> Intel officials make no apologies for the P6's performance on
> 16-bit operating systems.
> ...
> Meanwhile, Microsoft officials say they have no immediate plans
> to optimize Windows 95 for the P6.
>
>>The apps [Windows 95]

>>won't run are only 200 BTW out of about 3500 "mainstream" apps and who
>>knows how many others.
>
>Yeah, and those troublesome apps are such insignificant, hardly used things,
>like Microsoft Mail 3.2, Corel Draw, Corel Photo Paint 5, and cc:Mail, vastly
>outnumbered by such mission-critical software as DOOM][and Pinball. (I'm
>giving Microsoft the benefit of the doubt by assuming those *do* run.)
>
>(Geez, they must have REALLY screwed up big-time if they couldn't sneak enough
>exceptions in to make one of their _own_ applications squeak through.)

How about MS Fortran Powerstation, and nearly all comm apps. MS probably made sure
Wincim and AOL's present front-end won't run so people will be more willing to try
MSN. And most programming apps won't run including, according to our systems administrator,
Visual C++ 2.0. If you want it run Visual C++ in Win95 you have to get ver. 2.1.
I don't know what MS is charging for this, but if it's true then I find it's kinda funny
that
the programing app that MS has been pushing for Win95 development won't run
under Win95. It wouldn't surprise me if MS put code into Win95 to make sure
Borland C++ 4.5 doesn't run. Remember, "Dos isn't done 'till Lotus won't run"??
It's time the DOJ broke up MS before this whole joke stops becoming funny.

|
| Jay - "I just gotta get one of those fancy signature thing-a-ma-jigs!!"
|

2167. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-12 00:00:00 UTC
From: John Kheit <jkheit@cnj.digex.net>
Message-ID: <3tvrcd$a68@news4.digex.net>
Source record: 11921
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

jlopez@panix.com (J Lopez) wrote:
> Please, John, please use 80-column terminal width! You have some
> interesting points, you shouldn't discourage others from reading
> them.

Sorry, I just figured everyone could see things in a nice big window
ala Alexandra, like I could :) I'll flush things through from now
on--anyway to get Alexandra to do this automatically so I don't
have to remember to do it all the time?

> In <3tuc1g$4lm@news3.digex.net> John Kheit <jkheit@cnj.digex.net>
> writes:
> >Because, unlike the Japanese, we don't have a miti. There is
> >a Japan Inc, there is no US inc. When our companies die, they
> >die period.

> Chrysler...Citibank...Our government does a lot to assist our
> industries. Just as the United Fruit Company, which got American
> boys to die for it in past wars. I agree though that perhaps
> there could be ways we could encourage R & D more in promising
> industries. But then again, what happened to Sematech,...anyone
> remember?

You are right with those examples, but I hope you would agree that
Japan compared to the US, outright subsidizes its industries. The
US has stepped in to clean up some of our nasty messes. But
certainly not on par with Japan Inc :) Personally I like our free
market and I think it is an EMBARRASSMENT when the government has
to help out. It shows a weakness and a professional inability.
It certainly is mud in the eye of Citibank and Chrysler, but I
would also add, even though it is largely not viewed this way, it
is mud in the eye of Japanese companies. They don't have the balls
or the professionalism to compete on their own merits, but have to
look to mommy for protection. I think competition is the ultimate
in creating innovation. That is why Japan is largely good at
refinement, but not in creative innovative ideas? Why should they
be, they don't have to beat anyone in Japan, they are all friends
over there.

> No, what I am saying is that "let's not try" was *never* the
> attitude in this country, except perhaps for one brief era of
> detente, which went along with demoralization directly and
> specifically related to the Vietnam War. I believe our problem
> has always been an underestimation of our opponent, not an

> underestimation. In other words, we tend to believe that we are
> unbeatable, not that we have already been beaten.

If you'll notice, that period coincides with the auto debacle :)
You are right, that in general the downfall of any great power is
self-contentment and belief in invincibility. However, I was
promoting being extra vigilant in that someone might kick us good in
the pants, and I believe you were saying I shouldn't worry too much
about Japan. That's why I went to the extreme of the "lets not
try" notion, to say that is not a good attitude either. It's good
to be worried a bit and look over your shoulder to see what the
competition is doing.

> Oooh. This is something different entirely. You are not arguing
> against MS specifically, you are arguing for a reevaluation of
> our patent laws in the software industry. There is something to
> that, perhaps.

Well, yes and no. MS violated a copy right law by doing this, so
the law is good for a start. But the penalty wasn't damning
enough, and the winner of the suit wasn't compensated enough. So
I say the law is good, what we should have is more competent judges,
and better and harsher enforcement. You'd be amazed at how
incompetent (technically) players in the legal system are, especially
Judges.

(Let me digress a bit, why not this thread has gone on way beyond
its usefulness :-> In a hearing to see if a Computer Accident
Reconstruction could be used to aid in an accident case in NJ, the
Judge had to be informed what a floppy disk was!!! I'm not making
it up. The short of the matter was, that the reconstruction was not
admissible. Even though bunch of other states have made such
evidence admissible. I guess it was too darned complicated to
watch the pretty pictures :-)

> BTW, in an *amazing coincidence*, the lead story in this week's
> (July 8) _The Economist_ is entitled, "How dangerous is Microsoft?"

Really, I let my subscription run, darn, I'll have to pick up a
copy, unless someone has it and can send it to me electronically...

> Just a few, choice, pro jlopez quotes: "The result is a vibrant
> software industry: many of Mr Gates's 70,000 rivals are thriving.
> The industry grew at 11% last year, making it the fastest-growing
> service business in America...tellingly, MS's applications programs
> have a greater share of the Apple-Macintosh market than of the
> PC one--even though, in that case, the firm lacks the supposed
> advantage of owning the operating system."

Yea, I bet I could find a few choice quotes myself ;) You know the
old quip about economists? Ask 10 economists their opinion, get
11 different answers :)

> Hah, IBM just bought a small applications suite called StarOffice,
> which it hopes to parlay into a big player in the OS/2 and
> eventually Windows market. (Oops, I think StarOffice was produced
> by a German startup...bad example, maybe...)

I'll let the above line stand on its own merit ;-)

>Anyway, the WP and Spreadsheet market is mature, which is why
>there is not much room for growth. Let someone come out with an
>incredible new Spreadsheet paradigm as revolutionary and immediately
>useful as Visicalc, and we might see some improvements.

They did, Improv, it went nowhere. 123 and WP are dying off slowly.
Just look at a place where MS doesn't have product. The graphics
market. Certainly mature. There are literally hundreds of Pixel
and Bezier apps out there. Now look where MS does have apps,
wordprocessing and spreadsheets. In wordprocessing there is only
one minor competitor of worth WP, and a few fringe players Nisus,
AMI, MacWrite and that is about it. A company looks at the
wordprocessing market and knows it has to go against Word and says
why bother, and doesn't bother to compete. We loose a lot of
innovative ideas that way. The same is true for spreadsheets.
Excel has only 123 as a real competitor and one or two fringe
players. No one makes new spreadsheets or wordprocessors, but you
constantly see new graphics programs. Is it just a coincidence
that there are no MS graphics programs? Maybe, I, however, tend
to think MS drives out competition and prevents innovation.

--
Thanks, Later, John

monoChrome, Inc. | New York Law School | NEXTSTEP Developer
John Kheit)^> %^) | Opinions expressed | MIME & NeXTmail OK--3P
jkheit@cnj.digex.net | represent me only... | Telepathy...It's coming...

2168. Re: Jaguar Competitiveness with new machines, ie:

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-12 00:00:00 UTC
From: slcsj@cc.usu.edu
Message-ID: <1995Jul12.113046.55942@cc.usu.edu>
Source record: 11922
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

On 12 Jul 1995 00:32:28 GMT, mrathwel@uoguelph.ca (Mark Rathwell)
wrote:

> Really? What do you call those "Mortal Kombat III" and "Batman
>Forever Liscences?"

That Batman Forever license is Atari-exclusive, too. It used to be,
anyway.

Jesse, always YOUR friend! | 486DX2-66
slcsj@cc.usu.edu and declab too | Atari Jaguar
jessecon@writectr.usu.edu | Atari 1200XL 256K ;)
---
http://cc.usu.edu/~slcsj/index.html - pardon the dust!

2169. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-12 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3tv56s$444@ccshst05.cs.uoguelph.ca>
Source record: 11923
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

: 3do is moving along fine for now. What a rabbid Atari defender.

That's "RABID." And you want to be a librarian! I do not defend
Atari's mistakes or problems. I do defend against people like you who
constantly ignore facts and exagerate in an attempt to bash a product and
insult people.

: Atari has very very few developers as I recall.

Recall them.

Atari would of been bankrupt
: without the Sega infusion.

Says who?

That was stated before the cash infusion.

No, it was stated that if the patent issue wasn't settled, Atari
was going to proceed to the equity markets for more capital. Read
carefully. In addition to that Sega infusion, Atari also got money from
Nintendo and TWI.

Atari
: has not been able to take advantage of the money.

Really? What do you call those "Mortal Kombat III" and "Batman
Forever Liscences?"

>> Mark <<

--
==
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

2170. Re: Jaguar Competitiveness with new machines, ie:

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-12 00:00:00 UTC
From: torgo@crl.com
Message-ID: <3u1htp$spc@crl.crl.com>
Source record: 11924
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Jesse Lambert (slcsj@cc.usu.edu) wrote:
: On 12 Jul 1995 00:32:28 GMT, mrathwel@uoguelph.ca (Mark Rathwell)
: wrote:

: > Really? What do you call those "Mortal Kombat III" and "Batman
: >Forever Liscences?"

: That Batman Forever license is Atari-exclusive, too. It used to be,
: anyway.

Its not, and never was.

Mark

2171. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-12 00:00:00 UTC
From: christw@meaddata.com
Message-ID: <3u10ae$cpo@meaddata.meaddata.com>
Source record: 11925
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <DBKnAJ.CEG@world.std.com>, jimf@world.std.com (jim frost) writes:

|> The Imsai was the first publicly available microcomputer product with
|> CP/M, in 1976, so software written for CP/M originally post-dates
|> Microsoft.

The Altair predates the IMSAI. I don't think it shipped with CP/M. I
have a few issues of Creative Computing from 1975, with ads for the
Altair.

|> VisiCalc and WordStar were both written on CP/M, so they're followers.

VisiCalc was written for the Apple][.

|> I think Apple started in 1977 -- certainly it was after the Altair
|> shipped, so they were followers.

Steve Wozniak was building the Apple prototype in 1975. The Apple][
went on sale in late 1976. The Disk][was introduced in early '78.

Chris
--
Speaking only for myself, of course.
Chris Wood christw@lexis-nexis.com ChrisCWood@aol.com

2172. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-12 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FGMTBJCWUP@cabal.shnet.org>
Source record: 11926
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In <3tplts$5in@utdallas.edu> jochoa@utdallas.edu wrote:
>BobR (76702.1466@CompuServe.COM) wrote:
>Alright, then what do you have to say about the Amiga? It came out in
>1984 or '85 (don't remember which) and it had the "distrubted processing"
>concept with its specialized graphics chips and I think even sound chips
>too.

Like it's predecessor, the Atari 8 bit series. It isn't multi-processing,
the Antic/GTIA/Pokey Agnus/Denise/Paula chips are coprocessors (like a
Mach64, a DSP or an FPU).

>(Please correct me if I'm wrong on that.) It wasn't "big" and
>"expensive" (I'm looking at an original A1000 now, got signatures
>underneath the "hood" too!) And from what I understand, it was the least
>expensive computer on the market at that time.

More expensive than an Atari ST, that machine was earlier, BTW, but
technically inferior.

>Too bad PC's stayed with the sucky x86 processor. Amiga had a great idea
>with their hardware.

You can still buy them in Europe, AFAIK, and new models (at first, just
repackaged '93 models) will come soon.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

2173. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-12 00:00:00 UTC
From: iguizar@epix.net
Message-ID: <3u1krr$727@grape.epix.net>
Source record: 11927
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In <DBKnAJ.CEG@world.std.com>, jimf@world.std.com (jim frost) writes:
>I think Apple started in 1977 -- certainly it was after the Altair
>shipped, so they were followers. Apple didn't get into GUI
>development until the 80's, so the MacOS wasn't even in the ballpark.

If memory serves - the Apple II was introduced in 77. The Apple I was introduced in 1976 (for ~$700). It came with a main circuit board screwed to a piece of plywood (case and power supply not included). There was supposedly very few made (I think I read that collectors have paid as much as $20,000 for one a few years back).

Jerry
jguizar@genesis.nred.ma.us

2174. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-12 00:00:00 UTC
From: bee@sfu.ca
Message-ID: <bee-1207951145300001@lb2101.lib.sfu.ca>
Source record: 11928
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tmt31$l86@newsbf02.news.aol.com>, bootstrap1@aol.com
(Bootstrap1) wrote:

> bee@sfu.ca (Jeremy Bee) wrote:
>
> >As usual you manage to interpret what I say in what can only be described
> as
> >"unique" fashion. It would be very unusual to load the OS itself in
> virtual
> >memory would it not? I mean if you can't even load the entire OS code
> into
> >memory without swapping to disk there isn't much point is there? YOu
> directly
> >implied by your previous post that Win95 had a larger than 8Meg
> "footprint"
> >and would not therefore load in less than 8 Megs. This is not true.
>
> Actually Jeremy, while these comments weren't directed at me, from reading
> this thread it appears that you are the one who is misreading other
> people's posts. No one here has said Win '95 has an 8 MB or greater
> footprint; if you think otherwise, please feel free to dredge up a quote
> to the contrary.

Joseph Coughlan *implied* that this was so, and alot of the confusion has
been me trying to pin him down on: a) how big he thinks the "footprint"
is, and b) Why he said in the same sentence that 8MB was "not enough" to
load Win95.
>
> What everyone has been saying is that a) Win '95 is larger than Win 3.1
> and b) Win '95 is large enough that it will cause swapping on a 4 MB
> machine. This means that for adequate performance you need an 8 MB
> machine, whereas with Win 3.1 adequate performance needs 4 MB. This was
> my original contention, which you have disagreed with, and have been
> proven wrong.

You should check what I wrote. I have never disagreed with the above. I
know Win95 has a bigger footprint, it is still less than 4MB. Win95
causes swapping on a 4MB machine, but so does Win3.1, the swapping for
Win95 *may* be more, but no-one has yet posted any information on this
although from reading one of your later posts I know you have quite an
elaborate theory built up on this. I never disagreed that Win95 will give
you much better performance in 8MB than 4MB, and that this is the
recommended amount. The whole argument I was having here was over Joseph

Coughlans implications that there was a significant rprefomance drop with Win95 in the same meory configurations, and that Win95 just "doesn't work" in less than 8MB. I know you also agree with these statements to some degree but they are wrong. I won't get into the detail of your other longer, later post because I can't quote it here anyway, but you put up a detailed theortical situation as to how the swapping in Win95 *could* be (i think you say *is*) more prevalent than in win3.1 and that even the better I/O of Win95 won't make a difference. This is a good theory, but in practice it just isn't right. Since no-one has posted the actual footprint size and the degree of swapping for both systems or the exact parts of each system that has to be swapped, I would put forward that it is all too hypothetical to be taken seriously. In lieu of this information, what we should go by in this case, is the *experience* of the user and *testing* of the end product. All the testing I have seen since the preview Beta came out shows that Win95 does indeed run as fast or faster in 4MB as Win3.1 did, this is also the experience of *most* users of the product. the later builds are even faster.

I am not trying to disown your theory, only that there are many unknowns in it that you have made assmptions about and given the fact that testing and use of the end product simply does not give the results that you predict....

> BTW, on the subject of OS footprints, I don't know how big Win '95s is,
> but I do know that on my system Win 3.1 has a 3.5 MB footprint. In other
> words, if I turn off virtual memory, reboot the machine, and then check
> the amount of free memory in the Program Manager as soon as it comes up,
> it tells me I have 4.5 MB free on an 8 MB machine.

This is wrong,I think the other guy pointed this out to you. the "footprint" at least with Windows systems refers to the minimum necessary space in real memory that the OS needs to load itself. Some OS's like copland it is rumoured, can swap out parts of the actual OS, but in general, the "core" OS has to load into real memory and remain there. with Windows 3.1 it can do this in 2MB, but it isn't pretty. The fact that MS is saying the mimimum requirement for Win95 is 4MB, indicates to me that it's footprint *is* definatley bigger, probably somehting around a 2MB or jsut above, minimum i would think.

> I do have Win32s
> loaded, so that will gobble up some additional RAM I'm sure, but in all
> other ways it is a clean Win 3.1 installation. It wouldn't be surprising
> at all if Win '95 took up more than 4 MB of RAM,

No, it weould not load if this was the case, it ertainly would not give even near Win3.1 performance even if it did manage to swap out parts of the core OS.

> which obviously would
> require swapping on a 4 MB machine even without running any apps. Maybe
> some Win '95 advocates can run the same test on your machines and let us
> know how much is free.

>
> Nathan Tennies
> Bootstrap Enterprises Inc

Jeremy

--
==========

2175. Re: Cheap Falcons

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-12 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3u13s5$jgg@dux.dundee.ac.uk>
Source record: 11929

Robert Casey (rob@rgcasey.demon.co.uk) wrote:
: Now that C-Lab are producing the Falcon MkII, I have heard that they are
: looking at a cut down mass market version. Does anyone know of this, or
: the rumour that Atari are refusing them to do this until they have sold all
: their own existing stock? If this is true then the three stooges want
: shooting. They've done bugger all for their loyal users and this would be
: the icing on the cake.

: A cheap Falcon would be ideal - especially now that Escom are going
: to be able to bridge the price gap with the Amiga. Chain stores like
: Dixons, Currys et al will have nothing to compare. The amount of good
: Falcon specific stuff is slowly increasing and so I think its actually
: in a better position now, than when it was launched. What would be
: even better would be for Atari to go bankrupt (they have no effect on their
: computers anymore) and a for a big player to step in (eg Dell),
: buy everything for a pittance and aggressively sell it.

: A bit like Commodore really.

C-lab are due to release 2 cheap falcons plus I think one high-end one!
I'll do some work as I have the UK distributors address then I'll get back to you.

rod

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)
CD ROMS, Books & Travel Guides: cdsales@cix.compulink.co.uk

2176. Re: What is a Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-12 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <FGMUCAANUP@data.rhein-main.de>
Source record: 11930

In <FFVUAGCEUP@cabal.shnet.org> Thorsten Guenther wrote:

>UPoint is, hell, almost _any_ available program can be run on an 8 MHz ST
>without becoming a pain in the ass, try _this_ with a Mac Classic.

Mac ? Forget it! :-)

* * * robscha@data.rhein-main.de Tel/Fax/Modem: +49 (0)6103-67197
* * * Robert Schaffner@OF2.maus.de
* * * Machines: F030, 2 * 520ST, 64Bit-Jaguar, LYNX I+II, PC486
* * * Betatest: CrazySoundsII, Papyrus, Twilight, PixArt3, GSZRZ, CoNnect

2177. FS:WARP,NEODESK,QUICKST,CODEKEYS

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-13 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3u31n8$mg2@ccnet3.ccnet.com>
Source record: 11789

```
[ Article crossposted from comp.sys.atari.st ]
[ Author was falcon ]
[ Posted on 12 Jul 1995 22:12:57 -0700 ]

[ Article crossposted from comp.sys.atari.st.tech ]
[ Author was selah ]
[ Posted on 30 Jun 1995 14:05:13 -0700 ]

[ Article crossposted from comp.sys.atari.st ]
[ Author was selah ]
[ Posted on 30 Jun 1995 14:02:39 -0700 ]

SELLING MY SOFTWARE SINCE IM GOING TO FALCONLAND

WARP V3.7 = 18.00 W/MANUAL

NEODESK V3.02=20.00 W/MANUAL

QUICKST= 5.00

CODEKEYS= 15.00 W/MANUAL

KCS 4.0= 30.00 W/MANUAL

XOR V1.12 NO KEY DISK!= 50.00 W/MANUAL
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
```

```
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
==========
=======
+++++
~~~
selah @ccnet.com
```

2178. FS:DR.T's KCS 4.0 SEQUENCER+XOR EDITOR/LIBRARIAN

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-13 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3u32qf$min@ccnet3.ccnet.com>
Source record: 11790

[Article crossposted from alt.music.midi]
[Author was falcon]
[Posted on 13 Jul 1995 05:10:12 -0700]

--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com

2179. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-13 00:00:00 UTC
From: rappleye@felix.kodak.com
Message-ID: <rappleye-130795075534@150.102.161.162>
Source record: 11791

In article <3u26tb$a4n@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) wrote:

> sinclap2954@cobra.uni.edu writes:
>
> <Much sintrash deleted>
>
> You make things sound so cheery for Apple Petey, but the reality
> is that Apple has ended its offensive and switched to defensive
> mode; for the next year they will concentrate on preventing
> further defections from their installed base rather than trying
> to convert more people to the Macintosh format
>
If you had read the release, you'd realize that apple had indeed changed its growth focus from market share to providing a wider range of products and services to its installed base. Apple will look to clones to build market share (which then can buy apple products and services). Their long term goal is to become an OS and service provider, not a HW manufacturer.

> Why this sudden shift? Because of Windows95. Knowing Microsoft,
> Win95 won't be out until late this year, but that's still a LONG
> time before Apple will be able to get Copland out the door. This
> is a big blow for Apple because Win95 is in many ways technically
> superior to System 7.

Maybe...System 7 is here...Win 95 is "coming" (possibly with a HW copy protection dongle to hang off the back of your machine). If consumer OSes sold on the basis of technical superiority, the whole world would be using NT or OS/2.

> If Apple could get Copland out soon after Win95's release things
> would be different because Copland (if it terms out to be like
> Apple says it will) will be so much better than Win95 that everyone,
> including Joe Schmoe, will be able to see the difference. Also,
> since Copland will also have preemptive multitasking (for the most
> part) and all Win95's other technical advances, MS wouldn't be able
> to brag about how much better Win95 is than Copland (at least from
> a technical standpoint). In short, if Apple could get Copland out
> right after MS released Win95, it would be a different ball game
> because Apple would be in a much stronger position; they would be
> able to continue their offensive. But since they are in a relatively
> weak position, they can't.

Copland is really aimed at CHRP, any pre-CHRP Copland releases should really be considered like evaluating Win95 beta on a 486SX. Apple is betting the farm on a CHRP/Copland configuration which will (hopefully) be

as radical a step forward as the original MAC. Personally I see CHRP as being more of a help to MS than Apple...many Macophiles would consider switching if windows was as easy to configure and support as a mac (something that CHRP could well provide).

paul

2180. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-13 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.805640179@gmi.edu>
Source record: 11792

sinclap2954@cobra.uni.edu writes:

>> Hey Sinflop, it looks like Apple management has pulled
>> a "Tramiel"! I read today in c.s.mac.adv that Apple told
>> MacWeek that they have given up trying to increase the Mac's
>> market share and will instead concentrate on its (small)
>> installed base.

>Don't compare Tramiel to Apple mgt. Not even close. Any day now, Applw will
>post record revenues and earnings. Nice try!

AHAHAHA!!! Who's "in denial" now, Petey?!

>Well, you have been told wrong. I suggest you read the MacWeek article
>carefully. Apple is concentrating in the four markets that they rule -
>Publishing, Home/small business, K-12 and Higher education. Mac OS clones will
>increase the market share in markets that Apple is weakest in. Radius has
>signed IBM to I built a Mac clone and PowerComputing plus many others on the
>way.

Blah blah, blah, blah.... SO WHAT!? Can YOU decipher what is being said
here?! Apple is adopting a defensive policy, they are going to try
to hold onto what they do have! This can be a VERY STUPID policy for
a large company like Apple!

Even ATARI (yes, little Atari) is focusing on expanding the user base
of the Jaguar. But Apple seems to be content with what it has and is now
focusing on keeping that niche, which is an interesting future indicator.

>Plus Apple will roll out a 100 million plus marketing camapaign through
>December attacking Wintel 95 head on.

Do you think that will have any effect?! Hell, no! King Gates has
leveraged most PC manufacturers in carrying his products, thus
establishing a powerful user base in the context of "free" software
that comes with those PCs. Apple will have little/no effect on
Win95. Microsoft expects to ship 30 million copies of Win95 this year
alone.

>Mac Cloners welcome it, since their is enough pie to go around. The Mac is
>mainstream.

Denail, denial. There is very little pie there for the Mac. Most of
it is the competition.

> Hundreds of Macs locally.

Yeah, locally in your bed. Macs are a "sexy" thing to you, aren't they,
Petey?

>> If this announcement represents Apple's true corporate
>> strategy, they have essentially raised the white flag and bowed
>> down to Emperor Bill and his Evil Empire. The war is over and
>> Microsoft has won!

>Nope.. Wintel 3.1 garnered the most, Apple is here.. No different..

More denial. Apple's announcement is not a good sign. It indicates
that their market influence has waned and they are focusing on keeping
what they have. Much as I hate to see this happen, it looks as
though Intel and King Gates have won. The ST failed, the Amiga failed,
the Apple will be the next victim in our new computer age.

Face it, Sinflop, Apple will never be a standard. Much like the ST and
Amiga failed in becoming a standard. The only hope you have clinging
onto a Mac in this world is the hope of not being isolated and ridiculed
as the rest of the computer industry moves in other directions.

>No comparison between Atari and Apple. Apple sells millions of units annual
>and profitable. As for Atari, nuff said..

But Apple lacks balls. At least Atari is still trying to expand the
Jaguar, using an offensive mentality. Apple has become mush.

>The Atari Jihad....not as powerful as Iran, but equally fanatical.

Peter Sinclair... not in the same age as the Neanderthal, but equally
dumb.

/Kevin

> Peter Sinclair-Day Performa 636/8-250/CD

2181. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-13 00:00:00 UTC
From: trauth@aramis.rutgers.edu
Message-ID: <3u3hd0$eo2@aramis.rutgers.edu>
Source record: 11793

rappleye@felix.kodak.com (TPFKARDF) writes:

:> Why this sudden shift? Because of Windows95. Knowing Microsoft,
:> Win95 won't be out until late this year, but that's still a LONG
:> time before Apple will be able to get Copland out the door. This
:> is a big blow for Apple because Win95 is in many ways technically
:> superior to System 7.

:Maybe...System 7 is here...Win 95 is "coming" (possibly with a HW copy
:protection dongle to hang off the back of your machine). If consumer OSes
:sold on the basis of technical superiority, the whole world would be using
:NT or OS/2.

I haven't heard of any such dongle, though knowing MS I wouldn't be
surprised if it had one. Also, knowing MS, I wouldn't be surprised
if Win"95" wasn't released until February. But that is still *way*
before Copland will see the light of day.

True, technical superiority doesn't sell OSs. But technical superiority
combined with software superiority DOES (it is debatable whether or not
Windows software is superior to Mac software in terms of quality, but
there is no question that Windows software is superior to Mac software
in terms of quantity).

:> If Apple could get Copland out soon after Win95's release things
:> would be different because Copland (if it terms out to be like
:> Apple says it will) will be so much better than Win95 that everyone,
:> including Joe Schmoe, will be able to see the difference. Also,
:> since Copland will also have preemptive multitasking (for the most
:> part) and all Win95's other technical advances, MS wouldn't be able
:> to brag about how much better Win95 is than Copland (at least from
:> a technical standpoint). In short, if Apple could get Copland out
:> right after MS released Win95, it would be a different ball game
:> because Apple would be in a much stronger position; they would be
:> able to continue their offensive. But since they are in a relatively
:> weak position, they can't.

:Copland is really aimed at CHRP, any pre-CHRP Copland releases should
:really be considered like evaluating Win95 beta on a 486SX. Apple is
:betting the farm on a CHRP/Copland configuration which will (hopefully) be
:as radical a step forward as the original MAC. Personally I see CHRP as
:being more of a help to MS than Apple...many Macophiles would consider
:switching if windows was as easy to configure and support as a mac
:(something that CHRP could well provide).

Then why the heck is Apple supporting CHRP?

And as for Mac clones, from what I've heard there won't be any normal ones (meaning ones meant to be desktop computers rather than servers) until next year. I doubt Mac clones will have a significant impact on the computer market until late next year.

* Tom

2182. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-13 00:00:00 UTC
From: rappleye@felix.kodak.com
Message-ID: <rappleye-130795133016@150.102.161.162>
Source record: 11794

In article <3u3hd0$eo2@aramis.rutgers.edu>, trauth@aramis.rutgers.edu (Thomas Trauth) wrote:

> rappleye@felix.kodak.com (TPFKARDF) writes:

> :Maybe...System 7 is here...Win 95 is "coming" (possibly with a HW copy
> :protection dongle to hang off the back of your machine). If consumer OSes
> :sold on the basis of technical superiority, the whole world would be using
> :NT or OS/2.
>
> I haven't heard of any such dongle, though knowing MS I wouldn't be
> surprised if it had one. Also, knowing MS, I wouldn't be surprised
> if Win"95" wasn't released until February. But that is still *way*
> before Copland will see the light of day.
>
> True, technical superiority doesn't sell OSs. But technical superiority
> combined with software superiority DOES (it is debatable whether or not
> Windows software is superior to Mac software in terms of quality, but
> there is no question that Windows software is superior to Mac software
> in terms of quantity).
>
There's also little question that Mac software is superior in ease of installation and support...but that won't convert anyone either...selecting a computer and OS is usually not a rational decision.

> :Copland is really aimed at CHRP, any pre-CHRP Copland releases should
> :really be considered like evaluating Win95 beta on a 486SX. Apple is
> :betting the farm on a CHRP/Copland configuration which will (hopefully) be
> :as radical a step forward as the original MAC. Personally I see CHRP as
> :being more of a help to MS than Apple...many Macophiles would consider
> :switching if windows was as easy to configure and support as a mac
> :(something that CHRP could well provide).
>
> Then why the heck is Apple supporting CHRP?
>
Easy...it's the right thing to do. HW/OS independence is a concept almost as radical as the original mac. Combine CHRP with the open doc/OLE initiatives and you have a rewritten scenario for end user computing...a scenario where the user and his/her needs are are predominant rather than HW, OS, or apps. Apple is betting that it can compete with Gates and company even when the shorcomings of current and future wintel offerings are mitigated by CHRP. While I'm not sure they can pull it off, they're certainly showing some balls for trying.

It's also a "good thing" to have more than one major player in the consumer computer (HW/OS) market
>
> And as for Mac clones, from what I've heard there won't be any normal ones
> (meaning ones meant to be desktop computers rather than servers) until
> next year. I doubt Mac clones will have a significant impact on the
> computer market until late next year.

Agree 100% on that one...I really expected the clones to attack the high-volume low-end (680X0) first...cheap, expandable entry level systems. Oh well, like you say, next year (maybe)...kinda sounds like Atari doesn't it?

peace,
paul

2183. Re: What is a Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-13 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3u4aij$glo@dockmaster.phantom.com>
Source record: 11795

Thorsten Guenther (guenther@cabal.shnet.org) wrote:
: No, they aren't. Tempus Word pro is, Calamus is, CoNnect is, Everest is,
: UPoint is, hell, almost _any_ available program can be run on an 8 MHz ST
: without becoming a pain in the ass, try _this_ with a Mac Classic.

I concede. A Mac Classic won't run Tempus Word, Calamus, CoNnect,
Everest, or UPoint. You're right. :-)

2184. ATARI WORLD.. and NZ Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-13 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3u4b4p$h39@status.gen.nz>
Source record: 11796

We have a chap in New Zealand here who for a number of years has often,at the first opportunity, taken it upon himself to open his heart to Atari computer owners about how bitter and twisted he is about life. In particular, Atari life. He gets really wrapped up in himself, but also really imposes himself on people under the proviso "I speek the truth" (his spelling.)

I feel this is has no real worth in these areas, he is not a person who is that interested in genuine help and communication, which is the great thing about the Internet.

His negative frame of mind cripples him very often, even when he attempts to give advice, his psychology overwhelms him. He uses the net alot, it seems, especially these areas.

In New Zealand, Atari is not commercially supported anymore, but there are still a good number of owners here and there is a new wave of new owners who have bought up 2nd hand machines as others move on.
For those that want to stay with the Atari machines, there is help and support in New Zealand, we simply are not interested in people like Rodger Shepherd who very obviously are not interested in the Atari.

The club to know in New Zealand is called the Tariland Computer Club, based in Auckland City, and we have members and contacts throughout New Zealand. The club, like any club is dedicated to help and support for those who want it. It also gives a central public organisation (we are incorporated) that Atari people can contact at any time. We count on members support to exist, and to that end I would encourage and invite anyone on Atari to join our club, it helps not only yourself, but also the group as a whole. We are not as Mr Shepherd infers " fanatical" but rather follow a common sense approach of support and interest in this platform... and we have found that this thinking is appreciated by members.

I am certainly not going to tolerate one sad man in Wellington portray to the world via the net that New Zealand is Atari dead. Nothing could be further from the truth. Mr Shepherd fails to see that we are not interested in if he is right or wrong in his rantings... we are here for the positive purpose of endorsement. And he should take the direct message that he is not welcome at all in these areas. But I understand his mind-twist, he enjoys it, and gets his thrills this way. I am not interested for him to "check out our club to see how good it is, we all completely understand that he has a silly hidden agenda .

So, the various people round the world reading this, I would like you to know that we are able to get information and hardware here in New Zealand regarding things Atari, we go to wherever it is to get it. Period.

And there are still people here who are quite keen that their machines will keep going for the forseeable future and are willing to take steps in order for that to happen.

I invite you to comment here regarding the messages in this thread and particularly welcome positive feedback.
I don't think we have to put up with this man, Mr Shepherd, and I think it is about time every one gave him a hearty farewell...

cheers

-Brian Becroft (mbecroft@iconz.co.nz) Keeping ATARI ALIVE in New Zealand!--President Tariland Computer Club Auckland New Zealand--------------------

2185. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-13 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3u4b4t$glo@dockmaster.phantom.com>
Source record: 11797

Thomas Trauth (trauth@paul.rutgers.edu) wrote:
: Hey Sinflop, it looks like Apple management has pulled
: a "Tramiel"! I read today in c.s.mac.adv that Apple told
: MacWeek that they have given up trying to increase the Mac's
: market share and will instead concentrate on its (small)
: installed base.

Without reading the entire article and all of the facts that aren't in
that one, sole article, your theory is correct. In reality, though, the
gist of Apple's movement is to improve their current machines'
capabilities in order to make them more competitive with the Mac clones
which are now shipping from some vendors.

In a limited scope, you're right: Apple is NOT trying to increase _their_
market share. The Mac clones should take care of that aspect. Instead,
Apple will be concentrating on the MacOS and competing directly with
Microsoft Windoze -- which is where the real money is.

: What a great thing to announce right after the excitement
: generated by the release of the first 604-based Macs! What
: a great message to send to potential Mac cloners and IS
: managers everywhere: Apple intends on keeping the Mac a
: niche product and has given up on its efforts to make it
: more mainstream!

I could point out the arrogance and obvious error in this statement, but
I think you've said enough.

: If this announcement represents Apple's true corporate
: strategy, they have essentially raised the white flag and bowed
: down to Emperor Bill and his Evil Empire. The war is over and
: Microsoft has won!

So you think. The *FACT* (something you missed) of the matter is that
Apple is moving to compete DIRECTLY with Microsoft. No bowing, no surrender.

: So, Petey, remember next time you put down Atari as a "dead"
: company, don't forget that your beloved Apple will soon be equally
: dead.

Right, sure, uh-huh. Whatever. Blah, blah, blah.

: LONG LIVE THE JAGUAR!!

Isn't Jaguar dead yet?

2186. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-13 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3u4dk1$sor@paul.rutgers.edu>
Source record: 11798

rappleye@felix.kodak.com (TPFKARDF) writes:

:> :Copland is really aimed at CHRP, any pre-CHRP Copland releases should
:> :really be considered like evaluating Win95 beta on a 486SX. Apple is
:> :betting the farm on a CHRP/Copland configuration which will (hopefully) be
:> :as radical a step forward as the original MAC. Personally I see CHRP as
:> :being more of a help to MS than Apple...many Macophiles would consider
:> :switching if windows was as easy to configure and support as a mac
:> :(something that CHRP could well provide).
:>
:> Then why the heck is Apple supporting CHRP?
:>
:Easy...it's the right thing to do. HW/OS independence is a concept almost
:as radical as the original mac. Combine CHRP with the open doc/OLE
:initiatives and you have a rewritten scenario for end user computing...a
:scenario where the user and his/her needs are are predominant rather than
:HW, OS, or apps. Apple is betting that it can compete with Gates and
:company even when the shorcomings of current and future wintel offerings
:are mitigated by CHRP. While I'm not sure they can pull it off, they're
:certainly showing some balls for trying.

I'm still not sure what Apple will get out of CHRP. They certainly
have to do something because if they just stand pat they will go the
way of C= by the end of the century; but is CHRP the answer? Not only
will CHRP let Mac users run Windows (well Win NT at least; I haven't
heard of any planned PPC versions of Win9-whatever yet) it will really
open up the Mac clone market. Cheap clones (assuming they materialize)
will almost certainly expand the Mac-compatible user base, but it will
also very likely cut into Apple's Mac sales. This will only be good
for Apple if they can make more money from selling System 8 than they
can from selling Macs. (Of course their is a good chance that they can;
after, MS doesn't seem to do that badly).

One more question. One of the main reasons why the Mac is easier to
use and configure than the PC is because of the high level of integration
resulting from the fact that one company, Apple, made both the hardware
and the system software. If Apple becomes a system-software-only company,
how will they be able to maintain this high level of integrations?

:It's also a "good thing" to have more than one major player in the consumer
:computer (HW/OS) market

True.

:> And as for Mac clones, from what I've heard there won't be any normal ones
:> (meaning ones meant to be desktop computers rather than servers) until

:> next year. I doubt Mac clones will have a significant impact on the
:> computer market until late next year.

:Agree 100% on that one...I really expected the clones to attack the
:high-volume low-end (680X0) first...cheap, expandable entry level systems.
: Oh well, like you say, next year (maybe)...kinda sounds like Atari doesn't
:it?

Yes. And like Microsoft (wasn't Windows "95" supposed to be out in
the Fall of '94?).

:peace,
:paul

* Tom

2187. Where did San Jose Computer go ?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-13 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3u4fv8$noa@ccnet3.ccnet.com>
Source record: 11799

[Article crossposted from comp.sys.atari.st]
[Author was falcon]
[Posted on 13 Jul 1995 18:04:55 -0700]

does anyone know where san jose computer relocate to?

or how about their stock of computer stuf?

--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com

2188. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jul13.202201.46186@cobra.uni.edu>
Source record: 11800

In article <3u26tb$a4n@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> sinclap2954@cobra.uni.edu writes:
>
> <Much sintrash deleted>
>
> You make things sound so cheery for Apple Petey, but the reality
> is that Apple has ended its offensive and switched to defensive
> mode; for the next year they will concentrate on preventing
> further defections from their installed base rather than trying
> to convert more people to the Macintosh format

In what way has Apple changed to defensive mode?

>
> Why this sudden shift? Because of Windows95. Knowing Microsoft,
> Win95 won't be out until late this year, but that's still a LONG
> time before Apple will be able to get Copland out the door. This
> is a big blow for Apple because Win95 is in many ways technically
> superior to System 7. Win95 has preemptive multitasking; System 7
> doesn't. Win95 has built-in Web support; System 7 doesn't. Etc.
> Even worse, MS has succeeded in making Win95 a least superficially
> Mac-like. Of course the Mac will still be much easier to use, but
> try to tell that to Joe Schmoe who only gives each computer a one-
> minute tryout at CompUSA (especially after he sees that 90% of the
> software in that store is for PCs). Win95 is tempting bait,
> especially considering the PCs huge software advantage. Apple has
> to do something (like its planned multi-million-dollar anti-Win95
> marketing campaign) to keep its installed base from biting.
>

I remember the same argument when Wintel 3.0 arrived on the scene in 1990.
System 7 did arrive later and Apple held onto their market. As for Wintel 95,
Microsoft will hold onto the converted with lots of hardware upgrading. Tons
of Pentiums will sell, thats for sure. The UNI library as part of the new 4th
floor addition and complete remodelling will add 40 Pentiums and PowerMacs.
Ten will replace public terminals and be used as WWW use.

> If Apple could get Copland out soon after Win95's release things
> would be different because Copland (if it terms out to be like
> Apple says it will) will be so much better than Win95 that everyone,
> including Joe Schmoe, will be able to see the difference. Also,
> since Copland will also have preemptive multitasking (for the most
> part) and all Win95's other technical advances, MS wouldn't be able
> to brag about how much better Win95 is than Copland (at least from
> a technical standpoint). In short, if Apple could get Copland out

> right after MS released Win95, it would be a different ball game
> because Apple would be in a much stronger position; they would be
> able to continue their offensive. But since they are in a relatively
> weak position, they can't.
>

Apple will get Copland out. New urgency, thats for sure. However you have to
go back to 1990 time frame. Deja vu all over again.

> Apple, due to Copland's lateness, has suffered a setback.
> Admit it Sinflop!

In unit sales? 28% revenue gain in the last recent quarter.? The setback is
Coplands lateness not Apple's fundlementals..

>
>
> * Tom
>

Atari Jihad.....not as powerful as Iran, but equally fanatical!

Peter Sinclair-Day Performa 636/8-250/CD
Library and Information Studies DarkForces & Marathon Rocks!
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.
< Garrison Keillor on the Republican Congress.......>

The greatest achievement that a DEMOCRAT has accomplished:
BANKRUPTING ORANGE COUNTY CALIFORNIA ....
Internet-democrats-request@webcom.com / Type subscribe in body of message

2189. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-13 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3u26tb$a4n@paul.rutgers.edu>
Source record: 11801

sinclap2954@cobra.uni.edu writes:

<Much sintrash deleted>

You make things sound so cheery for Apple Petey, but the reality is that Apple has ended its offensive and switched to defensive mode; for the next year they will concentrate on preventing further defections from their installed base rather than trying to convert more people to the Macintosh format

Why this sudden shift? Because of Windows95. Knowing Microsoft, Win95 won't be out until late this year, but that's still a LONG time before Apple will be able to get Copland out the door. This is a big blow for Apple because Win95 is in many ways technically superior to System 7. Win95 has preemptive multitasking; System 7 doesn't. Win95 has built-in Web support; System 7 doesn't. Etc. Even worse, MS has succeeded in making Win95 a least superficially Mac-like. Of course the Mac will still be much easier to use, but try to tell that to Joe Schmoe who only gives each computer a one-minute tryout at CompUSA (especially after he sees that 90% of the software in that store is for PCs). Win95 is tempting bait, especially considering the PCs huge software advantage. Apple has to do something (like its planned multi-million-dollar anti-Win95 marketing campaign) to keep its installed base from biting.

If Apple could get Copland out soon after Win95's release things would be different because Copland (if it terms out to be like Apple says it will) will be so much better than Win95 that everyone, including Joe Schmoe, will be able to see the difference. Also, since Copland will also have preemptive multitasking (for the most part) and all Win95's other technical advances, MS wouldn't be able to brag about how much better Win95 is than Copland (at least from a technical standpoint). In short, if Apple could get Copland out right after MS released Win95, it would be a different ball game because Apple would be in a much stronger position; they would be able to continue their offensive. But since they are in a relatively weak position, they can't.

Apple, due to Copland's lateness, has suffered a setback.
Admit it Sinflop!

* Tom

2190. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jul13.203858.46188@cobra.uni.edu>
Source record: 11802

In article <khaley.805640179@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu writes:
>
>>> Hey Sinflop, it looks like Apple management has pulled
>>> a "Tramiel"! I read today in c.s.mac.adv that Apple told
>>> MacWeek that they have given up trying to increase the Mac's
>>> market share and will instead concentrate on its (small)
>>> installed base.
>
>>Don't compare Tramiel to Apple mgt. Not even close. Any day now, Applw will
>>post record revenues and earnings. Nice try!
>
> AHAHAHA!!! Who's "in denial" now, Petey?!

What? 28% revenue growth with over a billion in back logs. I don't think so.

>
>>Well, you have been told wrong. I suggest you read the MacWeek article
>>carefully. Apple is concentrating in the four markets that they rule -
>>Publishing, Home/small business, K-12 and Higher education. Mac OS clones will
>>increase the market share in markets that Apple is weakest in. Radius has
>>signed IBM to I built a Mac clone and PowerComputing plus many others on the
>>way.
>
> Blah blah, blah, blah.... SO WHAT!? Can YOU decipher what is being said
> here?! Apple is adopting a defensive policy, they are going to try
> to hold onto what they do have! This can be a VERY STUPID policy for
> a large company like Apple!
>

A defensive policy in what way? Record revenues and earnings to be announced
next week. Plus PowerComputing, Radius and IBM will also grow the base.

> Even ATARI (yes, little Atari) is focusing on expanding the user base
> of the Jaguar. But Apple seems to be content with what it has and is now
> focusing on keeping that niche, which is an interesting future indicator.

Thats funny. Atari growing a userbase? ROTFLMAO!! The problem with Atari is
that the Tramiels think that their part of the market industry. I bet the big
III when developing mareting/competitive strategies do not list Atari in their
plans.

As for Apple, its a ver big niche like 1995 fiscal sales of $11 billion.

>
>>Plus Apple will roll out a 100 million plus marketing camapaign through

>>December attacking Wintel 95 head on.
>
> Do you think that will have any effect?! Hell, no! King Gates has
> leveraged most PC manufacturers in carrying his products, thus
> establishing a powerful user base in the context of "free" software
> that comes with those PCs. Apple will have little/no effect on
> Win95. Microsoft expects to ship 30 million copies of Win95 this year
> alone.

Gates has done that before, but can't touch Apple's $11 billion plus niche, GET OVER IT! Win95 will have little affect on Apple's niche, GET OVER IT! Plus Macs are preloaded with software as well, GET OVER IT!

>
>>Mac Cloners welcome it, since their is enough pie to go around. The Mac is
>>mainstream.
>
> Denail, denial. There is very little pie there for the Mac. Most of
> it is the competition.

ROTHLMAO!!!

>
>> Hundreds of Macs locally.
>
> Yeah, locally in your bed. Macs are a "sexy" thing to you, aren't they,
> Petey?

Jealous because Atari is down the tubes.

>
>>> If this announcement represents Apple's true corporate
>>> strategy, they have essentially raised the white flag and bowed
>>> down to Emperor Bill and his Evil Empire. The war is over and
>>> Microsoft has won!
>

What a $11 billion plus niche! Have you told school districts that WINTEL 95 has won.

>>Nope.. Wintel 3.1 garnered the most, Apple is here.. No different..
>
> More denial. Apple's announcement is not a good sign. It indicates
> that their market influence has waned and they are focusing on keeping
> what they have. Much as I hate to see this happen, it looks as
> though Intel and King Gates have won. The ST failed, the Amiga failed,
> the Apple will be the next victim in our new computer age.
>

What Apple announcement? Did you read the MacWeek article? Record revenues is failure?

> Face it, Sinflop, Apple will never be a standard. Much like the ST and
> Amiga failed in becoming a standard. The only hope you have clinging

> onto a Mac in this world is the hope of not being isolated and ridiculed
> as the rest of the computer industry moves in other directions.
>

Standard. The Mac is the K-12, higher ed, publishing and home/small business
standard...

>>No comparison between Atari and Apple. Apple sells millions of units annual
>>and profitable. As for Atari, nuff said..
>
> But Apple lacks balls. At least Atari is still trying to expand the
> Jaguar, using an offensive mentality. Apple has become mush.
>

Atari is trying to do what? ROTFLMAO! Apple is being compared to Atari
unfavorably, ROTFLMAO!!

>>The Atari Jihad....not as powerful as Iran, but equally fanatical.
>
> Peter Sinclair... not in the same age as the Neanderthal, but equally
> dumb.
>
> /Kevin
>
>> Peter Sinclair-Day Performa 636/8-250/CD
>

Who needs 64 bit titles? Thats why I love my Jag....

Peter Sinclair-Day Performa 636/8-250/CD
Library and Information Studies DarkForces & Marathon Rocks!
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.
< Garrison Keillor on the Republican Congress.......>

The greatest achievement that a DEMOCRAT has accomplished:
BANKRUPTING ORANGE COUNTY CALIFORNIA ....
Internet-democrats-request@webcom.com / Type subscribe in body of message

2191. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-13 00:00:00 UTC
From: bee@sfu.ca
Message-ID: <bee-1307951017460001@lb2101.lib.sfu.ca>
Source record: 11931
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3u29u7$pdl@newsbf02.news.aol.com>, bootstrap1@aol.com
(Bootstrap1) wrote:

> bee@sfu.ca (Jeremy Bee) wrote:
>
> >> BTW, on the subject of OS footprints, I don't know how big Win '95s is,
> >> but I do know that on my system Win 3.1 has a 3.5 MB footprint. In
> other
> >> words, if I turn off virtual memory, reboot the machine, and then check
> >> the amount of free memory in the Program Manager as soon as it comes
> up,
> >> it tells me I have 4.5 MB free on an 8 MB machine.
> >
> >This is wrong,I think the other guy pointed this out to you. the
> >"footprint" at least with Windows systems refers to the minimum necessary
> >space in real memory that the OS needs to load itself.
>
> Semantics aside, the truth is that on my 8 MB system with VM turned off,
> when I boot up the Program Manager says I have 4.5 MB left. That means
> that Windows, including things like the Program Manager and DOS and
> drivers and video buffers, *are* eating up 3.5 MB. Right?

Well, this sounds ogical for sure, but someone posted something to the
effect that this was wrong and gave a reason for it, I don't have that
post anymore, but that's what I was referring to when I said "the other
guy" said you were wrong. It sounded to me like he knew more about the
details than you or I.
>
> Now, it's true that some of that 3.5 MB *is* discardable; if you use a
> utility like HeapWalker, you'll see that some of all modules in Windows
> are marked discardable. That means that, in low memory situations,
> Windows can delete those items, and they can be loaded from disk again
> when needed. This is essentially a more primitive form of VM used for
> read-only resources like code. These discardable resources are, in part,
> what allow Win 3.1 to run in 2 MB, but reloading these resources when
> needed requires the same performance hit as VM.

I'm with you here.
>
> >Some OS's like
> >copland it is rumoured, can swap out parts of the actual OS, but in
> >general, the "core" OS has to load into real memory and remain there.
> >with Windows 3.1 it can do this in 2MB, but it isn't pretty.

>
> Can you cite a reference that indicates that none of the Win 3.1 or Win
> '95 OS is swapped out when needed? There's no reason that high-level
> parts of the OS, such as the GDI and USER modules, can't be swapped out
> just as easily as any application's code. I'm not sure I understand why
> you think there's no way that Win 3.1 and Win '95 could be swapping parts
> of the OS to disk.

I didn't say "no way" I said that on windows systems this is typicaly not
done, or at least not as much as on other OS's. I was in part basing this
on other comments onthis thread again, by other people seemingly more up
on the details than you or I, (notice I include *you* in there each time),
that this was in fact true. I have no quarell with the possibility that
some parts of the OS are swapped out although I am sure that there are
large parts that "never" are. I too have seen the GDI modules loading in
Win95 and noticed that they are in about 30 segments. (You can just look
at the boot logs in the root to see this).

> I mean, after all, this is not a bad thing; in a low
> memory situation, overall performance can actually be improved if less
> used parts of the OS are swapped out.

True, this could be one of the ways in which Win95 improves performance
and low memory operations, I am not sure of the exact manner in which the
GDI was loaded in Win3.1, it doesn't have a boot log per se and I never
used heapwalker on it to find out.
>
> Take a look at the Windows heap with HeapWalker and you'll see that the
> GDI code is broken into about 30 different segments, each of 10K or less.
> These are all marked "discardable". This means that these parts of
> Windows can get discarded in low memory situations, and reloaded when
> needed. In fact, the *only* reason to break the GDI into thirty, discrete
> pieces is to make it so that parts can be swapped out as needed. If it
> was all going to stay in RAM permanently and never be swapped, the GDI
> could just as easily be one, big, monolithic module.

Quite possible.
>
> Certainly, there *has* to be a core that stays permanently in RAM and
> never gets swapped, but that core could just be 64K or so.
>
> >The whole argument I was having here was over Joseph
> >Coughlans implications that there was a significant rprefomance drop with
> >Win95 in the same meory configurations, and that Win95 just "doesn't
> work"
> >in less than 8MB. I know you also agree with these statements to some
> >degree but they are wrong.
>
> Nothing in Coughlan's posts indicate the he said Win '95 wouldn't work in
> 8 MB; he's just saying what everyone else is, that Win '95 is bigger than
> Win 3.1, and that it won't run as well in 4 MB as Win 3.1. That's all

> I've said. I've never said that Win '95 doesn't work in less than 8 MB.

Well I don't like to be so picky about this, but he gave me a real hard time and was really tenacious about his points, so I will be too. intentionaly or not, he did directly imply that this was the case. He said, in the same sentece, or words to this effect, (obviously I don't have the quote in front of me right now), that "the footprint was bigger" and that "8MB was not enough...(to load Win95)" these kind of statements, given in the context they were led me to believe that was what he was claiming, and after replying back and forth several times, he never confirmed or denied what he meant by it. All he had to do was say, "I didn't mean that", but he didn't. In fact his details got sketchier as time went by. I took this to mean that he actualy meant it when he said it and then subsequently was backing off. In any case, I don't care anymore.

> >I won't get into the detail of your other
> >longer, later post because I can't quote it here anyway, but you put up a
> >detailed theortical situation as to how the swapping in Win95 *could* be
> >(i think you say *is*) more prevalent than in win3.1 and that even the
> >better I/O of Win95 won't make a difference. This is a good theory, but
> >in practice it just isn't right. Since no-one has posted the actual
> >footprint size and the degree of swapping for both systems or the exact
> >parts of each system that has to be swapped, I would put forward that it
> >is all too hypothetical to be taken seriously.
>
> Jeremy, this is not an elaborate theory, it is basic virtual memory. The
> greater the ratio of virtual memory being used to the amount of physical
> RAM, the more swapping you are going to get. Period. There is no way
> around it. You admit yourself that Win '95 has a bigger "footprint" than
> Win 3.1, regardless of how footprint is defined.

Well, what I agreed that this was *likely* that Win95 had a bigger footprint, what I have been trying to get across also is that I don't know for sure and *neither* do you. By calling what you posted a "theory" I was trying to be accurrate, not insulting. It's a good theory, but it makes assumptions that cannot be backed up right now, that's why I said in absence of those facts that I would go with the tests and the experience of the users, which is that Win95 runs as fast or faster in 4MB as Win3.1.

> That means Win '95 uses
> more RAM. That means that, running the same apps on the same system, Win
> '95 is always going have a larger of ratio of VM being used to the amount
> of physical RAM than Win 3.1. That translates into reduced performance.
> No way around it.

But there is a "way around it", there *is* increased performanc ein all areas of Win95 especially in I/O and cacheing, as well as video performance. The printing subsystem is also very, very much faster. All of these things can affect not only the subjective impressions of speed to the end user, but also make the system physicaly faster. Perhaps,

(although I am far from conceding this point), *everything* you say about the size of the footprint and the swapping is true, but *still* the system is as fast or faster due to these improvements.

The reason I have trouble with your theory (not about swap-files per se but about why Win95 may not be faster than Win3.1), is that if the footprint is really over 4MB in size or even close to that, then you start swapping even just to run the OS, and running Word on top of that would be horrendous. it would perform like a sick dog. I know this is in part your point, but I have to go back to tests and experience, which states quite the opposite from this scenario. People, many people, running Win95 with applications like Word running, have stated that it seems as fast or faster to them than Win3.1, which if your scenario was true, simply could not be the case. The same goes for any test I have seen in magazines as to loading times and performance of basic application operations. The times come out virtualy the same as those for Win3.1.

jeremy

>
> BTW, I'm still waiting for some Win '95 users to perform the same test I
> detailed in my earlier post. Take a fairly clean Win '95 installation,
> turn off virtual memory, and reboot (you're going to need at least 8 MB of
> physical RAM to do this properly). Do whatever you do in Win '95 to check
> the amount of free RAM available. Unless Microsoft is somehow fudging
> this number, the result is going to be that at least 3.5 MB are being
> used. Report the results to us.
>
> This will give us an idea of how much RAM Win '95 wants to use when *not*
> in a low memory sitation. In a low memory situation, at least part of
> this will be discardable or swapped out, so this test doesn't indicate
> that Win '95 can't run in less than that. However, it will give us a
> rough estimate of how much more swapping will occur in Win '95 than Win
> 3.1.
>
> Nathan Tennies
> Bootstrap Enterprises Inc

--
==========

2192. advice on new system.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-13 00:00:00 UTC
From: terryh@ix.netcom.com
Message-ID: <3u3lda$anh@ixnews3.ix.netcom.com>
Source record: 11932
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

Hello,

I am upgrading to a new system and would
appreciate some advice. Below is a list
of the components and if possible could
someone look them over and tell me if they
think it is a good overall system and if
each piece has good drivers.

Having saved for years, I want to get the
best possible system that will be easily
upgradable to a P6 or other chips in the
future.

Here are the components:

Component Brand Price

MOTHERBOARD Mylex MGPT 256cache $279

SPEED Pentium 75 $289

CASE MidTower 250 watt $109

MEMORY 32 mgs (2x32/70) $895

HARD DRIVE SCSI 2 (1.4 mg) $245

SOUND CARD SoundBlaster 16 Value $94.95

MODEM Prometheius 14.4 (Voice) $99.00

VIDEO CARD Miro 22sd(2mg PCI) $149.00

CONTROLLER Adaptec AHA 2940w $347.95

MONITOR NEC 15 inch monitor $436.00

If anyone can advise me as to components better, please let me know.

Terry

In <3tkmgk$d7i@TI.dukepower.com> tms@tms7808s.dukepower.com writes:
>
>In <3tkajf$aof@warp.cris.com>, pilcher@cris.com (Ian Pilcher) writes:
>>In message <3th6pc$3ck_002@phx-ip1-26.netzone.com> -
thurrott@netzone.com (Paul
>> Thurrott) writes:

>>:>Microsoft was the first company to offer software for
microcomputers...
>^^^

2193. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-13 00:00:00 UTC
From: josco@eco.arc.nasa.gov
Message-ID: <3u42bi$st1@onramp.arc.nasa.gov>
Source record: 11933
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <bee-1007951632490001@lb2101.lib.sfu.ca> bee@sfu.ca (Jeremy Bee) writes:
>In article <3ts0vq$5rv@onramp.arc.nasa.gov>, josco@eco.arc.nasa.gov

>> BEGIN QUOTE
>> >>>Also, if win95 has
>> >>>a "larger footprint", and 8Megs is not enough thenit would not even load
>> >>>on a 4Meg machine.
>> END QUOTE
>
>Bull! You are trying to put this argument on me, when as I have said
>several times already I wa only replying to the implication in your
>argument that this was so.

What ?

> The above quote was in direct response, (and
>quotes directly from) your previous post, wherein you said that it has a
>"larger footprint" and that "8 Megs is not enough".

>These were two
>separate statements, but put together in such a way as to imply a
>linkage.

The two comments were separate as you acknowledge. If you wish to link
them -- your act not mine -- then you have a new statement that I did
not make. If you want to agrue with yourself -- go ahead.

>That is what I replied to you about in the first place and that
>is what we havve been "discussing" ever since.

So you have been discussing something I did not say. You are
discussing something you decided to do-- knowing it was inaccurate both
technically and not what I said.

>Now you are trying to make
>out like this is some "theory" of mine, when (as I have said all along), I
>was trying to get som efactual repsone out of you due to the fact that you
>seemed to be impying this in the first place. All you have done is make
>snide comments back so far.

I am discussing a comment with someone who BOTH made it and then decided
to agrue against it.

>Again, I don't know where you get "my theory" that office needs 12 megs
>and would not load in 4. You are realy fond of putting words and

>"theories" into other peoples mouths are'nt you?

You made the link between two separate comments and so You are the one
who is making up stuff. You disagree with yourself and are made at me.

>Oops, have to answer the rest later, my Hydrogen powered Van-Pool awaits!!!

I'm glad you use alternative fuels.
--

-- J. C. Coughlan, jcoughlan@gaia.arc.nasa.gov

2194. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-13 00:00:00 UTC
From: bee@sfu.ca
Message-ID: <3u20ff$itc@seymour.sfu.ca>
Source record: 11934
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tvj14$79h@sally.dma.org>, jaylord@rcinet.com wrote:
>In <DBB9tu.Mq1@proteon.com>, jfw@proteon.com (John Woods) writes:
>>bee@sfu.ca (Jeremy Bee) writes:
>>>In article <3tcfnq$fq3@newsbf02.news.aol.com>, bootstrap1@aol.com
>>>(Bootstrap1) wrote:

(deletion)
>
>How about MS Fortran Powerstation, and nearly all comm apps. MS probably
>made sure Wincim and AOL's present front-end won't run so people will be more
>willing to try MSN.

Total paranoid crap.

>And most programming apps won't run including, according to our systems
>administrator, Visual C++ 2.0. If you want it run Visual C++ in Win95 you
>have to get ver. 2.1. I don't know what MS is charging for this, but if it's
>true then I find it's kinda funny that the programing app that MS has been
>pushing for Win95 development won't run under Win95.

It would be funny, but it's not, because you are wrong. Visual C++ 2.0 was
written for NT and runs just fine under Win95, I use it all the time.

>It wouldn't surprise me if MS put code into Win95 to make sure
>Borland C++ 4.5 doesn't run.

It's unlikely that anything could surprise someone who is as certain of
everything as you are, even though you are pretty well dead wrong on all
counts. It's called "having blinders on", or being "close-minded". By not
letting reality in the door, one never has to worry about surprises or any
kind.

It is sad though that many people will read crap like you post and actualy
believe it, so your particular delusions are not totaly harmless.

Jeremy

2195. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-13 00:00:00 UTC
From: bootstrap1@aol.com
Message-ID: <3u29u7$pdl@newsbf02.news.aol.com>
Source record: 11935
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

bee@sfu.ca (Jeremy Bee) wrote:

>> BTW, on the subject of OS footprints, I don't know how big Win '95s is,
>> but I do know that on my system Win 3.1 has a 3.5 MB footprint. In
other
>> words, if I turn off virtual memory, reboot the machine, and then check
>> the amount of free memory in the Program Manager as soon as it comes
up,
>> it tells me I have 4.5 MB free on an 8 MB machine.
>
>This is wrong,I think the other guy pointed this out to you. the
>"footprint" at least with Windows systems refers to the minimum necessary
>space in real memory that the OS needs to load itself.

Semantics aside, the truth is that on my 8 MB system with VM turned off, when I boot up the Program Manager says I have 4.5 MB left. That means that Windows, including things like the Program Manager and DOS and drivers and video buffers, *are* eating up 3.5 MB. Right?

Now, it's true that some of that 3.5 MB *is* discardable; if you use a utility like HeapWalker, you'll see that some of all modules in Windows are marked discardable. That means that, in low memory situations, Windows can delete those items, and they can be loaded from disk again when needed. This is essentially a more primitive form of VM used for read-only resources like code. These discardable resources are, in part, what allow Win 3.1 to run in 2 MB, but reloading these resources when needed requires the same performance hit as VM.

>Some OS's like
>copland it is rumoured, can swap out parts of the actual OS, but in
>general, the "core" OS has to load into real memory and remain there.
>with Windows 3.1 it can do this in 2MB, but it isn't pretty.

Can you cite a reference that indicates that none of the Win 3.1 or Win '95 OS is swapped out when needed? There's no reason that high-level parts of the OS, such as the GDI and USER modules, can't be swapped out just as easily as any application's code. I'm not sure I understand why you think there's no way that Win 3.1 and Win '95 could be swapping parts of the OS to disk. I mean, after all, this is not a bad thing; in a low memory situation, overall performance can actually be improved if less used parts of the OS are swapped out.

Take a look at the Windows heap with HeapWalker and you'll see that the GDI code is broken into about 30 different segments, each of 10K or less.

These are all marked "discardable". This means that these parts of Windows can get discarded in low memory situations, and reloaded when needed. In fact, the *only* reason to break the GDI into thirty, discrete pieces is to make it so that parts can be swapped out as needed. If it was all going to stay in RAM permanently and never be swapped, the GDI could just as easily be one, big, monolithic module.

Certainly, there *has* to be a core that stays permanently in RAM and never gets swapped, but that core could just be 64K or so.

>The whole argument I was having here was over Joseph
>Coughlans implications that there was a significant rprefomance drop with
>Win95 in the same meory configurations, and that Win95 just "doesn't work"
>in less than 8MB. I know you also agree with these statements to some
>degree but they are wrong.

Nothing in Coughlan's posts indicate the he said Win '95 wouldn't work in 8 MB; he's just saying what everyone else is, that Win '95 is bigger than Win 3.1, and that it won't run as well in 4 MB as Win 3.1. That's all I've said. I've never said that Win '95 doesn't work in less than 8 MB.

>I won't get into the detail of your other
>longer, later post because I can't quote it here anyway, but you put up a
>detailed theortical situation as to how the swapping in Win95 *could* be
>(i think you say *is*) more prevalent than in win3.1 and that even the
>better I/O of Win95 won't make a difference. This is a good theory, but
>in practice it just isn't right. Since no-one has posted the actual
>footprint size and the degree of swapping for both systems or the exact
>parts of each system that has to be swapped, I would put forward that it
>is all too hypothetical to be taken seriously.

Jeremy, this is not an elaborate theory, it is basic virtual memory. The greater the ratio of virtual memory being used to the amount of physical RAM, the more swapping you are going to get. Period. There is no way around it. You admit yourself that Win '95 has a bigger "footprint" than Win 3.1, regardless of how footprint is defined. That means Win '95 uses more RAM. That means that, running the same apps on the same system, Win '95 is always going have a larger of ratio of VM being used to the amount of physical RAM than Win 3.1. That translates into reduced performance. No way around it.

BTW, I'm still waiting for some Win '95 users to perform the same test I detailed in my earlier post. Take a fairly clean Win '95 installation, turn off virtual memory, and reboot (you're going to need at least 8 MB of physical RAM to do this properly). Do whatever you do in Win '95 to check the amount of free RAM available. Unless Microsoft is somehow fudging this number, the result is going to be that at least 3.5 MB are being used. Report the results to us.

This will give us an idea of how much RAM Win '95 wants to use when *not* in a low memory sitation. In a low memory situation, at least part of

this will be discardable or swapped out, so this test doesn't indicate that Win '95 can't run in less than that. However, it will give us a rough estimate of how much more swapping will occur in Win '95 than Win 3.1.

Nathan Tennies
Bootstrap Enterprises Inc

2196. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-13 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3u472l$pf4$2@mhafc.production.compuserve.com>
Source record: 11936
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

> Actually, youre all TRIPLE TRIPLE clueless.

Dear SpamFans.. please edit your reply lines to remove

comp.sys.atari.advocacy...

Nobody here cares.

Thank you...

BobR

2197. Re: advice on new system.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-13 00:00:00 UTC
From: keegans@ucsub.colorado.edu
Message-ID: <keegans-1307951905020001@tele-anx0106.colorado.edu>
Source record: 11937
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3u3lda$anh@ixnews3.ix.netcom.com>, terryh@ix.netcom.com (Terry Haggin) wrote:

> Hello,
>
> I am upgrading to a new system and would
> appreciate some advice. Below is a list
> of the components and if possible could
> someone look them over and tell me if they
> think it is a good overall system and if
> each piece has good drivers.
>
> Having saved for years, I want to get the
> best possible system that will be easily
> upgradable to a P6 or other chips in the
> future.
>
> Here are the components:
>
> Component Brand Price
>
> MOTHERBOARD Mylex MGPT 256cache $279
>
> SPEED Pentium 75 $289
>
> CASE MidTower 250 watt $109
>
> MEMORY 32 mgs (2x32/70) $895
>
> HARD DRIVE SCSI 2 (1.4 mg) $245
>
> SOUND CARD SoundBlaster 16 Value $94.95
>
> MODEM Prometheius 14.4 (Voice) $99.00
>
> VIDEO CARD Miro 22sd(2mg PCI) $149.00
>
> CONTROLLER Adaptec AHA 2940w $347.95
>
> MONITOR NEC 15 inch monitor $436.00
>
> If anyone can advise me as to components better, please let me know.
>

> Terry
>
>
>

Sure! Buy a Mac! Forget the Intel machine!

>
>
>

>
>
>
>
>
>
>
>
>
>
>
>
>
>
>
>
>
> In <3tkmgk$d7i@TI.dukepower.com> tms@tms7808s.dukepower.com writes:
> >
> >In <3tkajf$aof@warp.cris.com>, pilcher@cris.com (Ian Pilcher) writes:
> >>In message <3th6pc$3ck_002@phx-ip1-26.netzone.com> -
> thurrott@netzone.com (Paul
> >> Thurrott) writes:
> >>:>Microsoft was the first company to offer software for
> microcomputers...
> >^^
> ^^^^
> >Was CP/M developed by microsoft?????
> >Was the Mac OS developed by microsoft?
> >
> >Tom....
> >(just asking)
> >

2198. Re: advice on new system.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-14 00:00:00 UTC
From: medcalf@ppc5.svo.dfw.ibm.com
Message-ID: <DBpw7v.1u4C@austin.ibm.com>
Source record: 11803
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3u3lda$anh@ixnews3.ix.netcom.com>, terryh@ix.netcom.com (Terry Haggin) writes:
> Having saved for years, I want to get the
> best possible system that will be easily
> upgradable to a P6 or other chips in the
> future.

"Best possible system" and "upgradable to a P6" do not go in the same
system. The best possible personal computer system available today
is a either a PS850 from IBM or a PowerMac from Apple.

(IMHO, of course)

--
+-------------+------------------------------+--------------------------+
|Jeff Medcalf | medcalf@interlock.dfw.ibm.com | |
|CTG-Dallas | JKMedcalf@aol.com | Power Series support |
+-------------+------------------------------+ SVMP/Tech Eval |
|I not only don't speak for IBM, | Comm Mgr/2 |
|I don't even *know* who speaks for IBM! | |
+---+--------------------------+

2199. Re: advice on new system.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-14 00:00:00 UTC
From: pcguido@helppc.com
Message-ID: <3u5u49$g6h@news1.best.com>
Source record: 11804
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In <keegans-1307951905020001@tele-anx0106.colorado.edu>, keegans@ucsub.colorado.edu (Sean Keegan) writes:
|In article <3u3lda$anh@ixnews3.ix.netcom.com>, terryh@ix.netcom.com (Terry
|Haggin) wrote:
|
|| Hello,
||
|| I am upgrading to a new system and would
|| appreciate some advice. Below is a list
|| of the components and if possible could
|| someone look them over and tell me if they
|| think it is a good overall system and if
|| each piece has good drivers.
||
|| Having saved for years, I want to get the
|| best possible system that will be easily
|| upgradable to a P6 or other chips in the
|| future.
||
|| Here are the components:
||
|| Component Brand Price
||
|| MOTHERBOARD Mylex MGPT 256cache $279
||
|| SPEED Pentium 75 $289

Go with the P90 (or better, P100), the P75 is only slighty faster than a 486/100. By the end of the year, look for Intel to stop selling anything slower than 90mhz.
|
|| CASE MidTower 250 watt $109
||
|| MEMORY 32 mgs (2x32/70) $895
||
|| HARD DRIVE SCSI 2 (1.4 mg) $245

Where did you find something this big, this cheap? Are you sure it's FAST SCSI-II? On a system of this caliber, you really want something with <10ms access and the highest possible transfer rate.

|| SOUND CARD SoundBlaster 16 Value $94.95
||
|| MODEM Prometheius 14.4 (Voice) $99.00

Go 28.8 and make it external. I've seen USR Sportster 28.8
with FAX for under $200. It's worth it.

|| VIDEO CARD Miro 22sd(2mg PCI) $149.00
||
|| CONTROLLER Adaptec AHA 2940w $347.95

Do you REALLY need a wide adapter? Unless this will be some
sort of server, it's doubtfull you will be able to generate
enough I/O to see the difference between wide and narrow.
I've seen OEM 2940's for under $200, spend the $150 diff on
my other suggestions...

|| MONITOR NEC 15 inch monitor $436.00
||
|| If anyone can advise me as to components better, please let me know.
||
|| Terry
||
|
|Sure! Buy a Mac! Forget the Intel machine!

Nah, the man said he wanted a COMPUTER...

Phil "Guido" Cava TeamOS/2
Help, PC!
Let us help you achieve Warp Speed today!
email at: pcguido@helppc.com
**** Say it LOUD: I'm WARPED and I'm PROUD!

2200. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-14 00:00:00 UTC
From: maynard@selway.umt.edu
Message-ID: <3u73bq$31j@selway.umt.edu>
Source record: 11805
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

```
In article <DBIADr.M9B@midway.uchicago.edu>,
david raoul derbes <loki@midway.uchicago.edu> wrote:
>In article <3tqs0h$7kp@selway.umt.edu>,
>Robert L Maynard <maynard@selway.umt.edu> wrote:
>>In article <petrichDBCs0o.CB2@netcom.com>,
>>Loren Petrich <petrich@netcom.com> wrote:
>>>In article <3tink7$t9c@selway.umt.edu>,
>>>Robert L Maynard <maynard@selway.umt.edu> wrote:
>>>>The Turing Award has not been given to anyone associated with Microsoft.
>>>
>>> Any examples of the sort of people who *have* received it, and
>>>for what? Any examples in the desktop field? Like some of those
>>>associated with Xerox PARC or Apple?
>>>
>>>--
>>
>>Off the top of my head...
>>
>>Ken Thompson & Dennis Ritchie -- UNIX
>>Corbato -- Multics
>>Sutherland -- Evans & Sutherland -- Graphics-related stuff
>>Hoare -- basis of Software engineering, I think. He has contributed
>> a LOT of stuff.
>>
>>Can anybody else add more ?
>>
>>N.B. ; the two guys who developed VisiCalc both worked on the Multics
>> project as grad studunts at MIT.
>>
>>Bob
>>
>
>J. Backus for Backus-Naur syntax and FORTRAN;
>N. Wirth for Algol, Pascal & structured languages
>E. Dijkstra for formal proofs of correctness
>
>(These are half-remembered from 10 years ago when I was a CS grad
>student; if I've made several mistakes, kindly correct me.)
>
>David Derbes [loki@midway.uchicago.edu]
>

Saint Donald of Knuth
```

Bob

2201. Future peecee history (was Re: Catching up to speed on PEECEE history)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-14 00:00:00 UTC
From: joelga@rossinc.com
Message-ID: <1995Jul14.134026.23107@rossinc.com>
Source record: 11806
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

>In <3tqok1$a4r@news3.digex.net> John Kheit <jkheit@cnj.digex.net> writes:
>
>>jlopez@panix.com (J Lopez) wrote:
>
>>> I didn't say pricing was *the* issue, either.
>>>I mentioned usability and software support.
>
>>That is not the tone of what you said, but ok, so I suppose
>>that Windows is so superior in
>>usability and support that we need not even fear that
>>anything better can come from
>>overseas.
>
>We can be concerned about overseas developments, sure.
>

Linux came from overseas.

One issue this thread has danced around without addressing is that of ownership of intellectual property. That is the only reason gates has gotten the vast majority of his wealth. Such ownership is a relatively recent invention, and hasn't even been acknowledged in a large part of the world. It could go away with the strokes of a few pens. Most everyone following these threads should remember that. With the ubiquitization of computing the high priesthood of programming will shrink into the background, leaving only those who are internally motivated to do what they are doing, rather than doing it for money. And maybe a bunch of exploited drudges.
--
Joel Garry joelga@amber.rossinc.com Compuserve 70661,1534
These are my opinions, not necessarily those of Ross Systems, Inc.
%DCL-W-SOFTONEDGEDONTPUSH, Software On Edge - Don't Push.
panic: ifree: freeing free inodes...

2202. Re: ATARI WORLD...!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-14 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3u6u4t$pc7@golem.wcc.govt.nz>
Source record: 11807
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <3u5msf$juu@inca01.inca.co.nz>, gmiller@inca.co.nz (Gaven Miller) writes:
>Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
>> In article <3ttfvg$qlp@inca01.inca.co.nz>, I wrote:
>> >Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
>> >
>> >> Also what is the point in a Club that is some 400 miles from me...??
>> >
>> >By the same token, what point is there in you having an account on GENIE?
>> >It is MUCH further away from you than 400 miles.
>
>> From the coments that you have just Posted here you don't know
>> a thing about GEnie...
>
>> Is it a Atari requirement to be so dumb, as this seems to be the problem
>> with most of the Atari addicts here...
>
>(By the way, NZ is a metric country. We changed over during 1973-1979 by
>gradually phasing out imperial, and phasing in metric. The distance from
>Auckland City to Wellington is 650 kilometres).

Do they use Kilos in the USA...??

The rest of the self pitty drivel removed...

>So, I challenge you to say nothing bad about the Atari or it's users for
>one month.

Another Atari Bigot that thinks he is above every one else, gee I do hope you
can sleep at nights, or is the Bed no Big enough for you Head....

I also challenge you to stop being a Big head and a Bigot...!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2203. Re: ATARI WORLD...!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-14 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3u5msf$juu@inca01.inca.co.nz>
Source record: 11808
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
> In article <3ttfvg$qlp@inca01.inca.co.nz>, I wrote:
> >Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
> >
> >> Also what is the point in a Club that is some 400 miles from me...??
> >
> >By the same token, what point is there in you having an account on GENIE?
> >It is MUCH further away from you than 400 miles.

> From the coments that you have just Posted here you don't know
> a thing about GEnie...

> Is it a Atari requirement to be so dumb, as this seems to be the problem
> with most of the Atari addicts here...

In response to RS :

I was responding to your "what is the point in a Club that is some 400 miles from me" remark. You seemed to naysay it just because it was "400 miles" away.

(By the way, NZ is a metric country. We changed over during 1973-1979 by gradually phasing out imperial, and phasing in metric. The distance from Auckland City to Wellington is 650 kilometres).

This is just a small-minded attitude that you were showing. "It's not in my neighbourhood, so it isn't worthwhile". At the time I wrote my followup, that was how I interpreted your comment. You were saying "it isn't local, so what use is it?". One can be a member (out-of-town, overseas, intergalactic...) of things, you know. Being a five minute walk from home may be handy, but rejecting it just because it is "400 miles" away is just dumb. Insular thinking such as this is not very productive.

Yes, I do know about Genie. I just didn't know it was accessible from NZ, (as someone else has posted here). Last time i looked, the nearest access point was Sydney in NZ's West Island.

In hindsight, I will admit that I had worded my followup badly - I gave you an opportunity to downgrade me and Atari Users in general.

In my defence, I must add the following : At the time I wrote my followup, however, I had just spent 20 or so hours non-stop staring at computer virus code (the author of which is due a fate worse than death, after I've found them and given them a good "shake by the throat"), which I had successfully disassembled, and gradually neutralising. Fully neutering the virus took a few hours longer. Dealing with the output of a deranged mind

for extended periods causes a somewhat skewed interpretation of things.

With regards to the "dumb" remark : From your poor spelling (USE A SPELL CHECKER WHEN YOU POST!), to lack of grammar (your incorrect use of homonyms is very telling), it would appear that you have a higher dumbness quotient than I have.

Have you ever written any code for the ST? Distributed software patches for the ST range (including TT and Falcon) which you have written yourself, and are used every day by many people? Implemented variable priority (selectable by the user at-any-time) into software? Written "uncrashable" multitasking software? Got around anti-debugging code in a piece of music software to find out _why_ it misbehaved when run on a TT?

I have done each of these things in the last three months. Each of these tasks require intelligence, mental dexterity and the ability to see a problem through to it's conclusion.

Do these traits define me as being "dumb"? I think not.

In fact, have you EVER said one good thing about the Atari?

Is your continual bad-mouthing of the Atari simply a way to ease your publicly-stated decision to buy a PoliticallyCorrect? Do you have to follow the trend of others by bad-mouthing something.

Or does it stem from the fact that, in a post of yours about a week ago, you mentioned you had a "520ST" (which, as you hadn't elaborated, must be assumed that it is an unexpanded half-megabyte model?) and would rather spend NZ$2000 buying a PoliticallyCorrect instead of NZ$350 to expand it to eight times that amount of RAM (8 times one-half megabyte equals four megabytes).

Or have you suddenly reached a point in your life where you feel totally inadequate, and must bolster up your pitiful ego by dismissing everyone else as inferior to you (...because they own Ataris and are therefore inferior to big, strong you)?

Perhaps you just like posting trolls, and seeing the responses come in?

Remember the old saying, "If you have nothing good to say, then say nothing". When responding to things Atari in a non-advocacy area, try to remember this.

So, I challenge you to say nothing bad about the Atari or it's users for one month.

2204. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-14 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3u51jp$8to@paul.rutgers.edu>
Source record: 11809

sinclap2954@cobra.uni.edu writes:

:> You make things sound so cheery for Apple Petey, but the reality
:> is that Apple has ended its offensive and switched to defensive
:> mode; for the next year they will concentrate on preventing
:> further defections from their installed base rather than trying
:> to convert more people to the Macintosh format

:In what way has Apple changed to defensive mode?

Read the above paragraph.

:> Why this sudden shift? Because of Windows95. Knowing Microsoft,
:> Win95 won't be out until late this year, but that's still a LONG
:> time before Apple will be able to get Copland out the door. This
:> is a big blow for Apple because Win95 is in many ways technically
:> superior to System 7. Win95 has preemptive multitasking; System 7
:> doesn't. Win95 has built-in Web support; System 7 doesn't. Etc.
:> Even worse, MS has succeeded in making Win95 a least superficially
:> Mac-like. Of course the Mac will still be much easier to use, but
:> try to tell that to Joe Schmoe who only gives each computer a one-
:> minute tryout at CompUSA (especially after he sees that 90% of the
:> software in that store is for PCs). Win95 is tempting bait,
:> especially considering the PCs huge software advantage. Apple has
:> to do something (like its planned multi-million-dollar anti-Win95
:> marketing campaign) to keep its installed base from biting.

:I remember the same argument when Wintel 3.0 arrived on the scene in 1990.
:System 7 did arrive later and Apple held onto their market. As for Wintel 95,
:Microsoft will hold onto the converted with lots of hardware upgrading. Tons
:of Pentiums will sell, thats for sure. The UNI library as part of the new 4th
:floor addition and complete remodelling will add 40 Pentiums and PowerMacs.
:Ten will replace public terminals and be used as WWW use.

Win95 is much more serious threat to Apple than Win3.0 was because 95,
unlike 3.0, is Mac-like enough to trick people into thinking that a
Windows PC is as easy to use as a Mac. That, combined with Windows
huge software advantage over the Mac, will convince several people
(including current Mac users) to switch to the PC. I'm sure that Win3.0
was able to fool many people as well, but Win95 will MUCH more effective
at that because, on the surface, it is so similar to the Mac.

:> If Apple could get Copland out soon after Win95's release things
:> would be different because Copland (if it terms out to be like
:> Apple says it will) will be so much better than Win95 that everyone,
:> including Joe Schmoe, will be able to see the difference. Also,

:> since Copland will also have preemptive multitasking (for the most
:> part) and all Win95's other technical advances, MS wouldn't be able
:> to brag about how much better Win95 is than Copland (at least from
:> a technical standpoint). In short, if Apple could get Copland out
:> right after MS released Win95, it would be a different ball game
:> because Apple would be in a much stronger position; they would be
:> able to continue their offensive. But since they are in a relatively
:> weak position, they can't.

:Apple will get Copland out. New urgency, thats for sure. However you have to
:go back to 1990 time frame. Deja vu all over again.

When? 1997? And the urgency is much greater here because 1) While Win3.0
merely caught up with System 7 (to an extent), Win95 actually passes it in
some ways; and 2) Most of System 7 is emulated, including THE ENTIRE FILE
SYSTEM! Apple has done a good job in mitigating the effects of this, but
you can't deny that all this emulation (especially of the file system) hurts
performance.

:> Apple, due to Copland's lateness, has suffered a setback.
:> Admit it Sinflop!

:In unit sales? 28% revenue gain in the last recent quarter.? The setback is
:Coplands lateness not Apple's fundlementals..

That's now. I'd like to see Apple's revenue figures after Win95 comes out.

* Tom
*
* Peter Sinflop = The Mac Jihad

2205. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-14 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3u6ug1$hus@ccshst05.cs.uoguelph.ca>
Source record: 11810

: Thats funny. Atari growing a userbase? ROTFLMAO!! The problem with Atari is
: that the Tramiels think that their part of the market industry. I bet the big
: III when developing mareting/competitive strategies do not list Atari in their
: plans.

Check some stock reports. Why did mighty Nintendo flame the
little Jaguar and 3DO in their ads last Christmas? Because they're
afraid. How is it that Sony reps, Sega reps, Nintendo reps and 3DO reps
know all about the insides of the Jaguar? Get real Sinclap. They may not
be terribly afraid of Atari (with the exception of the 3DO), but they
sure don't turn a blind eye.

: >>Plus Apple will roll out a 100 million plus marketing camapaign through
: >>December attacking Wintel 95 head on.

Oooh ... ahh. Apple is a small player compared to the Intel machines.

: Gates has done that before, but can't touch Apple's $11 billion plus niche, GET
: OVER IT! Win95 will have little affect on Apple's niche, GET OVER IT! Plus
: Macs are preloaded with software as well, GET OVER IT!

He can't touch Apple's niche? More like Apple can't touch his
dominance.

: ROTHLMAO!!!

Stupidity. For every one store selling a Mac around here, there
are at least 20 selling PC's.

: What a $11 billion plus niche! Have you told school districts that WINTEL 95
: has won.

Take a tally of all the PC sales last year. You'll be laughed out
of the room if you think Apple has anything close to the market the clone
makers have.

: Standard. The Mac is the K-12, higher ed, publishing and home/small business
: standard...

It's getting killed in the business world Pete. Most people own
clones at home, *NOT* Macs because that's what they use at work. At my
school and most other Universities in Canada, the PC is blowing away the
Mac in terms of units in use.

: > Peter Sinclair... not in the same age as the Neanderthal, but equally
: > dumb.

Hahahahahahaha!

: Who needs 64 bit titles? Thats why I love my Jag....

1) You don't own a Jaguar. 2) You've never seen one. 3) You've
never seen or played any of the games. GIVE IT UP!

>> Mark <<

--
==
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

2206. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-14 00:00:00 UTC
From: rappleye@felix.kodak.com
Message-ID: <rappleye-140795091014@150.102.161.162>
Source record: 11811

In article <3u4dk1$sor@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) wrote:

> One more question. One of the main reasons why the Mac is easier to
> use and configure than the PC is because of the high level of integration
> resulting from the fact that one company, Apple, made both the hardware
> and the system software. If Apple becomes a system-software-only company,
> how will they be able to maintain this high level of integrations?

You're too easy Tom...CHRP will provide the HW consistency that will maintain the ease of integration. This same consistency will make the port of Win 95 to CHRP inevitable...it will be an easy platform to write for. Actually Win 95 for CHRP is not very important...NT with the 95 GUI is probably a better choice than Win 95 anyway.

In case you haven't noticed, Apple has not done a very good job of meeting market demand for it's products...it seems like popular systems are backordered until the replacements are announced. Having a bunch of cloners introducing new systems all the time will help maintain the excitement (and help Apple sell lots of OSes).

It's funny how "Atari" computing has grown to include things like MagicMac and Gemulator...I wonder if anybody will be crazy enough to do TOS for CHRP?

paul

2207. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-14 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3u52ti$9c5@paul.rutgers.edu>
Source record: 11812

steveg@phantom.com (Steve G.) writes:

:Thomas Trauth (trauth@paul.rutgers.edu) wrote:
:: Hey Sinflop, it looks like Apple management has pulled
:: a "Tramiel"! I read today in c.s.mac.adv that Apple told
:: MacWeek that they have given up trying to increase the Mac's
:: market share and will instead concentrate on its (small)
:: installed base.

:Without reading the entire article and all of the facts that aren't in
:that one, sole article, your theory is correct. In reality, though, the
:gist of Apple's movement is to improve their current machines'
:capabilities in order to make them more competitive with the Mac clones
:which are now shipping from some vendors.

:In a limited scope, you're right: Apple is NOT trying to increase _their_
:market share. The Mac clones should take care of that aspect. Instead,
:Apple will be concentrating on the MacOS and competing directly with
:Microsoft Windoze -- which is where the real money is.

There is one small problem with your theory: all the Mac clones
shipped to date are aimed at the server market! Normal Mac clones
(ones Joe Schmoe could pick up at CompUSA) won't be out for another
year and it is therefore doubtful that Mac clones will have much of
an impact on the computer market until late '96. In other words,
the Mac clones won't increase the market share of the Mac-compatible
computers until late next year! Until then it is up to Apple to
increase the Mac's market share, and they have decided to not try to
do that.

:: What a great thing to announce right after the excitement
:: generated by the release of the first 604-based Macs! What
:: a great message to send to potential Mac cloners and IS
:: managers everywhere: Apple intends on keeping the Mac a
:: niche product and has given up on its efforts to make it
:: more mainstream!

:I could point out the arrogance and obvious error in this statement, but
:I think you've said enough.

What is this obvious error? I don't see it.

:: If this announcement represents Apple's true corporate
:: strategy, they have essentially raised the white flag and bowed
:: down to Emperor Bill and his Evil Empire. The war is over and
:: Microsoft has won!

:So you think. The *FACT* (something you missed) of the matter is that
:Apple is moving to compete DIRECTLY with Microsoft. No bowing, no surrender.

Why? What chance would Apple have against MS in a straight OS war?
Don't you think that Windows' huge market share relative to that of
the MacOS would give MS a rather overwhelming advantage? I know that
the MacOS (at least after Copland comes out) will be technically superior
and more user-friendly than Win95. But Win95's interface is superficially
Mac-like enough to convince most people that Win95 is as easy to use
as the MacOS. And it is applications, not technical superiority, that
sell OSs (otherwise we would all be using NT right now); and the Windows
software library is MUCH bigger than the Mac one. Face it: In an OS
fight MS would knock out Apple in the first round.

:: So, Petey, remember next time you put down Atari as a "dead"
:: company, don't forget that your beloved Apple will soon be equally
:: dead.

:Right, sure, uh-huh. Whatever. Blah, blah, blah.

You may not be laughing five years from now...

* Tom

2208. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-15 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3u7qho$79h$4@mhadf.production.compuserve.com>
Source record: 11813
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

> 55 games more than the Jaguar seems more acceptable than 245 more games,
> don't you think?

Actually, I don't think the absolute numbers of games is very meaningful..

I think the *perception* of the relative numbers is VERY important.

Going only by my own personal experience, the 3DO *wall section* at the Electronics Boutique store near me is FAR more "impressive" than the pile of Jaguar game boxes on a nearby SHELF.

It gives the impression that there are FAR more games (doesn't matter HOW many more it is, it's just MORE) for the 3DO system than for the Jaguar.

I think most game buyers know that the number of games actually available for a system is much lower than the "total" number of games out... there must be many HUNDREDS of games for the SNES or Genesis, but most stores probably don't stock more than 50 or so different titles at one time.

But just the ratio of space filled by the available games between the 3DO and the Jaguar tells a lot.. without even needing to know the totals.

But in an different sense, the absolute totals DO tell a rather chilling story... in just about the same amount of time, software developers have actually written 300 titles for the 3DO... while everyone on the planet working on Jaguar titles have only come up with 25.

It doesn't matter whether you can actually walk into a store and BUY all 300 at once.. (you can't do that for the Jaguar either). It gives a rather stark comparison of the "faith" that developers have in the two systems.

> Yes, though the 3DO has been in *MASS* market for longer

If you talk with Don Thomas at Atari, you'll discover that the Atari Jaguar is STILL not on the "Mass Market"... Atari is marketing the Jaguar "regionally"...

A year and a half after its introduction.

That may be a big factor in the reason why there are 300 titles for the 3DO and only 25 for the Jaguar, don't you think..?

BobR

2209. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-15 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3u7s78$79h$6@mhadf.production.compuserve.com>
Source record: 11814
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

(Damn... this doesn't belong in most of these newsgroups. I'm still considering mailbombing bootstrap1@aol.com with Atari press releases until this stuff dies out from the Atari newsgroup.. nobody here cares)

> No, but did any of those pre-date the Altair?

No. The Altair was a computer without any applications.

It was a pocket calculator without any numbers to crunch, a game machine without any games.

It was a creature with a life of its own, completely divested of utilitarian reasons for being. It calculated no spreadsheets, sorted no databases, and printed no corporate bottom lines.

It was a concept, an idea, perhaps a dream, embodied in silicon, plastic and steel.

The Altair, the IMSAI, Southwest Technical Products, the Digital Group..

These were djinni... creatures of an underworld, dreamworld.. summoned here by dreamers. Their potential stunned the ones who dreamed, and who could see where they could go.

You had to be there...

BobR

2210. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-15 00:00:00 UTC
From: jimf@world.std.com
Message-ID: <DBr99o.FvD@world.std.com>
Source record: 11815
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

BobR <76702.1466@CompuServe.COM> writes:
>(Damn... this doesn't belong in most of these newsgroups. I'm still
>considering mailbombing bootstrap1@aol.com with Atari press releases
>until this stuff dies out from the Atari newsgroup.. nobody here cares)

>> No, but did any of those pre-date the Altair?

>No. The Altair was a computer without any applications.

It had BASIC. :-)

jim frost
jimf@world.std.com
--
http://www.std.com/homepages/jimf

2211. Re: Future peecee history (was Re: Catching up to speed on PEECEE history)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-15 00:00:00 UTC
From: jlopez@panix.com
Message-ID: <3u8qoq$qkp@panix.com>
Source record: 11816
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In <3u7ofc$1mg_003@crc3.cris.com> randybrg@cris.com (Randy Burgess) writes:

>Intellectual property rights have been around for quite a long time.
>Look at books, films and music for instance. Rights to software is a
>relatively new thing. Don't you think that a little bit of power accrues
>to someone with 12 BILLION DOLLARS! I'm speaking of Bill Gates of course
>and I don't think he or any other high powered type is going to roll
>over and let someone steal him/her blind by trying to socialise their
>product/s. This has been the standard way to take control of industries,
>fortunes, etc. throughout recent history.

Why are you bringing socialism into the picture? A change in
intellectual property rights is not tantamount to socialism. Let's say
the law simply changed to say that software patents & copyrights expire in 7
years with no renewals. Such a revision would have nothing to do with
public ownership of the means of production. (Which is what socialism is...)
It would permit individuals to capitalize off of their ideas, but it
would prevent companies from locking up ideas indefinitely.

In my opinion, our strict enforcement of the laws as they now stand
(isn't the Xor cursor patented, fer cryin out loud?) will stifle American
innovation far far more than Bill Gates, who is more the symptom than the
disease. What will happen to American software startups who find that
they need a legal team to put out a product, as compared to Indian and
Chinese programmers who can, with impunity ignore our country's intel.
prop. laws?

>_____
>Randy Burgess FINGER for my public key.
>randybrg@cris.com
>Visit My Home Page at "http://www.cris.com/~randybrg/" or my NEW
>Windows 95 Resource Page! "http://www.cris.com/~randybrg/win95.html"

--
jlopez :: "How the hell can you write an essay on E. M. Forster with almost
total reference to Harold Robbins?" --Willy Russell

2212. Re: advice on new system.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-15 00:00:00 UTC
From: sg928ah5@dunx1.ocs.drexel.edu
Message-ID: <3u71b7$34e@noc2.drexel.edu>
Source record: 11817
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

Terry Haggin (terryh@ix.netcom.com) wrote:
: Hello,

: I am upgrading to a new system and would
: appreciate some advice. Below is a list
: of the components and if possible could
: someone look them over and tell me if they
: think it is a good overall system and if
: each piece has good drivers.

: Having saved for years, I want to get the
: best possible system that will be easily
: upgradable to a P6 or other chips in the
: future.

: Here are the components:

: Component Brand Price

: MOTHERBOARD Mylex MGPT 256cache $279

: SPEED Pentium 75 $289

: CASE MidTower 250 watt $109

: MEMORY 32 mgs (2x32/70) $895

: HARD DRIVE SCSI 2 (1.4 mg) $245

: SOUND CARD SoundBlaster 16 Value $94.95

: MODEM Prometheius 14.4 (Voice) $99.00

: VIDEO CARD Miro 22sd(2mg PCI) $149.00

: CONTROLLER Adaptec AHA 2940w $347.95

: MONITOR NEC 15 inch monitor $436.00

: If anyone can advise me as to components better, please let me know.

: Terry

Yeah, how 'bout an Amiga computer.....

Uhhh..huh... Why is this on amiga.advocacy...

: In <3tkmgk$d7i@TI.dukepower.com> tms@tms7808s.dukepower.com writes:
: >
: >In <3tkajf$aof@warp.cris.com>, pilcher@cris.com (Ian Pilcher) writes:
: >>In message <3th6pc$3ck_002@phx-ip1-26.netzone.com> -
: thurrott@netzone.com (Paul
: >> Thurrott) writes:
: >>:>Microsoft was the first company to offer software for
: microcomputers...
: >^^^

2213. Re: advice on new system.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-15 00:00:00 UTC
From: plongsi@falcon.inetnebr.com
Message-ID: <3u72l3$m4i@duck.inetnebr.com>
Source record: 11818
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy

Terry Haggin (terryh@ix.netcom.com) wrote:
: Hello,

: I am upgrading to a new system and would
: appreciate some advice. Below is a list
: of the components and if possible could
: someone look them over and tell me if they
: think it is a good overall system and if
: each piece has good drivers.

You don't deserve a computer, Mr. Excessive-Crosspost. At any rate,
your Monitor is too small.

Followups trimmed.

____/| | Pohl Longsine, OpenStep Software Developer
\ o.O| GPF! | "I don't do Windows."
=(_)= CTLALTDLT! | plongsi@inetnebr.com (Internet Nebraska)
U (Bill Gates, The Cat) | NeXT & MIME mail formats accepted.

2214. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-15 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3u7mij$79h$1@mhadf.production.compuserve.com>
Source record: 11819
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

(I really shouldn't reply to this, since this entire thread of articles
is being spammed all over to inappropriate newsgroups...)

> Actually, it *is* evolutionary, in a sense -- the computer business
> has been shrinking its electronic switches ever since the 1950's
> -- and has been going to greater and greater component densities.

The development of the microprocessor is FAR more "revolutionary" than
just a continuation of the shrinking of physical size of components.

Moving from vacuum tubes to transistors to ICs is an evolutionary process,
very true...

But the development of the microprocessor ushered in a *different way*
of making computers.

The fact that the resulting computers are smaller is only an incidental
side-effect.

You could just as easily implement the functions of a microprocessor
with vacuum tubes, and it STILL would be *different* from the computers
which preceeded it.

The "micro" in microprocessor doesn't refer only to its size, it referrs to
the way the processing is implemented.

Distributed processing computers like mainframes have been getting smaller
and smaller all the time in an evolutionary process... the company I work
for used to run DEC-10 which took up two large computer rooms. We replaced
dozens of multi-CPU mainframes with six MUCH smaller machines which do the
same amount of work (actually they're far faster). They take up maybe
10 feet of space.. about the same as ONE of the DEC-10 CPUs they replaced.

The thing is, the new computers, while implemented in LSI silicon and new
high density PC boards, are STILL distributed processing systems, just like
the predecessors of the microprocessor. This gives them their speed and
power, but also their complexity and cost.

The microprocessor was revolutionary because it was a new, different way
of approaching the concept of a computer. It was slower and less powerful
than the existing computers, but it was simpler and far less expensive.

"A computer on a chip" made it possible to build computers for EVERYONE to
use... if we'd been stuck with the "evolution" of the old style of computers,
the world would be a far different place today.

(We wouldn't even have pocket calculators.. that was what the 4004, the first "true" microprocessor was developed for.)

In that respect, the development of the microprocessor ushered in a "revolution" in the computer industry.

BobR

2215. Re: Future peecee history (was Re: Catching up to speed on PEECEE history)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-15 00:00:00 UTC
From: randybrg@cris.com
Message-ID: <3u7ofc$1mg_003@crc3.cris.com>
Source record: 11820
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <1995Jul14.134026.23107@rossinc.com>,
joelga@rossinc.com (Joel Garry) wrote:
:One issue this thread has danced around without addressing is that of
:ownership of intellectual property. That is the only reason gates has
:gotten the vast majority of his wealth. Such ownership is a relatively
:recent invention, and hasn't even been acknowledged in a large part of
:the world. It could go away with the strokes of a few pens. Most
:everyone following these threads should remember that. With the
:ubiquitization of computing the high priesthood of programming will
:shrink into the background, leaving only those who are internally
:motivated to do what they are doing, rather than doing it for money.
:And maybe a bunch of exploited drudges.

Intellectual property rights have been around for quite a long time.
Look at books, films and music for instance. Rights to software is a
relatively new thing. Don't you think that a little bit of power accrues
to someone with 12 BILLION DOLLARS! I'm speaking of Bill Gates of course
and I don't think he or any other high powered type is going to roll
over and let someone steal him/her blind by trying to socialise their
product/s. This has been the standard way to take control of industries,
fortunes, etc. throughout recent history.

Randy Burgess FINGER for my public key.
randybrg@cris.com
Visit My Home Page at "http://www.cris.com/~randybrg/" or my NEW
Windows 95 Resource Page! "http://www.cris.com/~randybrg/win95.html"

2216. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-15 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3u7o69$79h$2@mhadf.production.compuserve.com>
Source record: 11821
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

> Revolution in "computing" != revolution in "computers". The popularization
> of the computer did not create a revolution in the computer itself, only in
> society's thought.

You've got it backwards.

The popularization of the computer was CAUSED by the development of the
microprocessor CPU.

The development of the microprocessor made possible a revolution in computing
that made it possible for computers to REACH society as a whole.

I still maintain that an "evolutionary" downsizing of an IBM 360 would NEVER
have made computers available to society in the way that microprocessors did.

The revolutionary concept of the microprocessor CPU created a revolution in
both the computer AND in society.

> You've got this nasty little habit of trying to take effects and make them
> the cause,

Umm.. no, you seem to have a nasty habit of getting it backwards.

The microprocessor CPU was not developed because computers became popular..

It was the other way around.

The effect was a revolution in the computer industry, and the cause was the
development of a revolutionary concept called the microprocessor CPU.

The comparison with the evolution of the bicycle wheel doesn't wash...

Going from wooden wheels to metal wheels with rubber on them would be like
going from a vacuum tube UniVac to an LSI Systems Concepts SC-40...

Both are distributed processing systems, and there's nothing "revolutionary"
about the change in form.. the SC-40 is smaller and faster, but essentially
the same as the UniVac, or more specifically, the DEC-10 which it
replaces.

The change from distributed processing computers to the microprocessor is
more akin to a change from bicycles with ANY kind of wheel to personal
jetpack transportation units. A totally different, "revolutionary" way
of acheiving the same ends.

The bicycle wheel could be incrementally improved forever, and it would
still be a bicycle wheel. The microprocessor CPU was a different,

revolutionary departure, from the old way of pedalling.

BobR

2217. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-15 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3u7p24$79h$3@mhadf.production.compuserve.com>
Source record: 11822
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

> Alright, then what do you have to say about the Amiga? It came out in 1984
> or '85 (don't remember which) and it had the "distrubted processing"
> concept with its specialized graphics chips and I think even sound chips
> too.

Indeed.. the Amiga represents a return to the concept of distributed
processing to achieve something of the speed and power that was lost
in going to the microprocessor CPU.

BUT...

The Amiga computer is designed around the Motorola M68000 microprocessor.

All the graphics and sound processing COULD have been done by the CPU
chip. The designers of the Amiga included "copper" chips (Co-processors)
to help offload some of the computing load from the CPU... just like the
early computer designs used.

The point is.. there probably would NOT have BEEN an Amiga computer if not
for the revolution brought about by the microprocessor CPU chip.

By the time the Amiga was designed, the concept of individuals owning a
"computer" had become accepted by society as a whole... due entirely to
the development of the microprocessor CPU chip.

Before the microprocessor, computers were something the size of a boxcar,
with lots of whirring tape drives and needing an air-conditioned
environment to run. Only businesses and governments had "computers".

AFTER the development of the microprocessor CPU chip, ANYONE could afford
a "computer"... and eventually the Amiga became one of them.

NOW that the "computer industry" has grown to its current size and level
of development, it's possible to begin adding back in some of the concepts
from the early computers by using technology developed AFTER the invention
of the CPU chip.

Even the Atari Jaguar game system uses some pretty advanced "distributed
processing".. but without the revolution in the computer industry caused
by the development of the microprocessor CPU, it would not exist today.

BobR

2218. Re: Next 18 Months, P6 Sales Flop -original poster

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-15 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3u7r4l$79h$5@mhadf.production.compuserve.com>
Source record: 11823
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

> For all you Amiga, Atari, etc. owners, the original poster was Mac advocate
> bootstrap1@aol.com. (Nathan Bootstrap, Bootstrap Enterprises, Inc.) I'm
> not quite sure why he thought you cared. Until then, he had managed to
> avoid the @aol stereotypes.

Thanks for that info... I think I just might e-mail him a few thousand kilobytes of information about Atari Computers and Entertainment Systems since he seems to think discussions of Intel P6 belong in every .advocacy group on the planet.

Maybe I'll keep on mailing him until these threads die out... I wonder how much disk space AOL has, anyway..?

BobR

2219. Re: ATARI WORLD...!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-15 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3u7s4j$vp@golem.wcc.govt.nz>
Source record: 11824
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <3u7luc$s76@inca01.inca.co.nz>, gmiller@inca.co.nz (Gaven Miller) writes:
>Roger Sheppard wrote...
>>In reply to my refutation of...
>>>his incorrect statement
>>>> Is it a Atari requirement to be so dumb, as this seems to be the problem
>>>> with most of the Atari addicts here...
>>>
>> The rest of the self pitty drivel removed...
>
>So, you equate a list of the positive things Atari-wise that I have done
>as "self pity drivel"?
>
>What positive things Atari-wise have you done in the last three months?
>(Other than criticise the Atari hardware, it's users, people who differ in
>opinion to yours...)
>
>Also, you have failed to give a reason for your continued harping on the
>"Atari is crud" ideology.

So if you Love Atari so much why are you not on GEnie, it only costs
me $14nz per month and that gives me 4 hours connect time....

But you do need a credit card to use it....

Plus in only runs at 2400 but could soon be up to 9600....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2220. Re: ATARI WORLD...!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-15 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3u8j7k$9hd@gti.gti.net>
Source record: 11825
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:

: Do they use Kilos in the USA...??

No! And damnit for all that, too. I go to Europe on vacation once a year
and be damned if I can convert things from English to Metric. All I know
is that it's about a 2 hour buss ride from Munich to Innsbruck :-)

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

2221. Re: ATARI WORLD...!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-15 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3u7luc$s76@inca01.inca.co.nz>
Source record: 11826
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Roger Sheppard wrote...
>In reply to my refutation of...
>>his incorrect statement
>>> Is it a Atari requirement to be so dumb, as this seems to be the problem
>>> with most of the Atari addicts here...
>>
> The rest of the self pitty drivel removed...

So, you equate a list of the positive things Atari-wise that I have done as "self pity drivel"?

What positive things Atari-wise have you done in the last three months? (Other than criticise the Atari hardware, it's users, people who differ in opinion to yours...)

Also, you have failed to give a reason for your continued harping on the "Atari is crud" ideology.

The hardware meets my needs, those of my acquaintances, numerous Atarians worldwide, and will continue doing so for quite a while.

If it meets the needs of so many people, then the notion that it is "crud" is false.

>>So, I challenge you to say nothing bad about the Atari or it's users for
>>one month.

> Another Atari Bigot that thinks he is above every one else, gee I do hope
> you can sleep at nights, or is the Bed no Big enough for you Head....

(Bigot: n. a person convinced of the rightness of one particular creed, opinion, practice)

I am not an "Atari Bigot". If a particular application is best suited to another platform, I will say so. That is not the mark of a bigot. For extreme scientific applications I will point people to the workstation market, pre-press to the Macintosh, games playing to the PC.

I wasn't trying to say that I was "above every one else". That was YOUR interpretation. I was trying to prove firstly that your crack about "dumbness being a requirement of Atari Users" was a complete and utter lie. You have yet to prove that your blanket statement about _all_ Atarians being "dumb". I am living proof to the contrary. Likewise NASA researchers, numerous musicians, and some Taligent staff, who, let it be known, all use Ataris on a regular basis. I seriously doubt they would be classed as "dumb".

Actually, I do not sleep nights. I use that time to initiate supplicants into the wonderful world of the undead. :)

> I also challenge you to stop being a Big head and a Bigot...!!!

Yes, the size of my cranial structure is a little larger than normal, but I do not brag about it. (Contrary to popular misconception, it's really the size of the cranium that drives the ladies wild - yippeee!)

For someone who likes pointing the finger and saying "Bigot", _YOU_ are showing all the classic signs of being one.

2222. Re: ATARI WORLD...!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-15 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <3u8jdt$a7m@studioweb.com>
Source record: 11827
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

ROGER!!!!!!!........just shut the f**k up!

--


```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

johnmoon@connexus.apana.org.au

WWW Home Page http://connexus.apana.org.au/~johnmoon

2223. Re: ATARI WORLD...!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-15 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3u7uvp$mtt@status.gen.nz>
Source record: 11828

u4t$pc7@golem.wcc.govt.nz>
Distribution:
Organization: Tariland Atari Computer Club, Auckland, New Zealand.

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
:
: Another Atari Bigot that thinks he is above every one else, gee I do hope you
: can sleep at nights, or is the Bed no Big enough for you Head....
:
: I also challenge you to stop being a Big head and a Bigot...!!!
:

Oh, Oh MY GOODNESS!
It's really starting to look like *SUPER STuenius Shepherd* is faltering
in mid-stoop, prior to *Crash and RESET*. I thought we were somehow
talking to some inventors cybergorg.
I guess, *Further Beta Test and Development* (sigh.)

-Brian Becroft (mbecroft@iconz.co.nz) Keeping ATARI ALIVE in New Zealand!-
-President Tariland Computer Club Auckland New Zealand--------------------
-Makeatape at Createatape in the Freezer at Kumeu in the Country----------

2224. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-15 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3u7ul7$s45@paul.rutgers.edu>
Source record: 11829

rappleye@felix.kodak.com (TPFKARDF) writes:

:In article <3u4dk1$sor@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas
:Trauth) wrote:

:> One more question. One of the main reasons why the Mac is easier to
:> use and configure than the PC is because of the high level of integration
:> resulting from the fact that one company, Apple, made both the hardware
:> and the system software. If Apple becomes a system-software-only company,
:> how will they be able to maintain this high level of integrations?

:You're too easy Tom...CHRP will provide the HW consistency that will
:maintain the ease of integration. This same consistency will make the port
:of Win 95 to CHRP inevitable...it will be an easy platform to write for.
:Actually Win 95 for CHRP is not very important...NT with the 95 GUI is
:probably a better choice than Win 95 anyway.

Yes, I know a bit about CHRP, but I'm not convinced that it will
maintain ease of integration. I'm sure it will never be as chaotic
as the current PC hardware "standards" are.

:In case you haven't noticed, Apple has not done a very good job of meeting
:market demand for it's products...it seems like popular systems are
:backordered until the replacements are announced. Having a bunch of
:cloners introducing new systems all the time will help maintain the
:excitement (and help Apple sell lots of OSes).

Yes, I have noticed that. It's discussed on c.s.m.adv all the time.
Why Apple doesn't A) build a new factory, or B) license some other
company to built Macs for them is beyond me.

The cloners will help, but probably not for another year and a half.

* Tom

2225. The Real problem with atari.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-15 00:00:00 UTC
From: fluke@MCS.COM
Message-ID: <3u7s3r$9d3@Mercury.mcs.com>
Source record: 11830

I will save you the boredom of reading a very long and tedious message by getting right to the point:
The problem with Atari is only partly the companys fault. The main reason for the demise of many of Atari's great ideas has been the users. Think about this. This is sad when a user comes down to asking for places to get pirated software for his st, and you know what, it's people like him who cause this in the first place. If Atari users would start thinking more about the future of their computer and their company, and less about bashing other systems, maybe they could get something done.
Part of the problem lies in the programmers. There are to few people who can really code on this boxes. Those of them who can code nicely, never get repaid for what they do.

Well, these are my two bits. Any responces are welcome, as I figure that I am ready to deal with them.

If you read this message I congradulate you on the fact that you realize something is not right with Atari. And the a percentage of Atari users.

Greg Linder
Fluke@mcs.com

2226. Re: ATARI WORLD...!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-15 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3u96gv$5p@status.gen.nz>
Source record: 11831
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

luc$s76@inca01.inca.co.nz> <3u7s4j$vp@golem.wcc.govt.nz>
Distribution:
Organization: Tariland Atari Computer Club, Auckland, New Zealand.

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
:
: So if you Love Atari so much why are you not on GEnie, it only costs
: me $14nz per month and that gives me 4 hours connect time....
:
:
: But you do need a credit card to use it....
:
: Plus in only runs at 2400 but could soon be up to 9600....
:

Clap clap Rodger.
I knew you had something decent in you afterall. I wonder for how long...

BTW this thread belongs in *ADVOCACY* and messages are continuing in there!

-Brian Becroft (mbecroft@iconz.co.nz) Keeping ATARI ALIVE in New Zealand!-
-President Tariland Computer Club Auckland New Zealand--------------------

2227. Re: Analysis: Next 18 Mon

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-15 00:00:00 UTC
From: Steve.Goldfein@1657.gigo.com
Message-ID: <041_9507152055@gigo.com>
Source record: 11832

In message #48, 76702.1466@CompuServe.COM writes:

> Jeezus... who the hell cross-posted this bullshit into the Atari group
> anyway..?
>
I dunno, but I wish they had't. Someone should flame the bullshit out of
them. ;)
--
: Fidonet: Steve Goldfein 1:203/1657 .. speaking for only myself.
: Internet: Steve.Goldfein@1657.gigo.com

2228. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-15 00:00:00 UTC
From: stevem@ee.uts.edu.au
Message-ID: <3u8j3g$95@woodstock.socs.uts.EDU.AU>
Source record: 11833
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

```
In article <3te2k0$75u@ddi2.digital.net>, laducat@fit.edu says...
!
!bootstrap1@aol.com (Bootstrap1) wrote:
!
!>Plus, it is now clear that Win '95 is an interim OS; there won't be
!>a significant upgrade to Win '95 but rather it will be succeeded by >some
!>>version of NT (Microsoft is already pushing NT over Win '95 for
>>business
!>users).
!
!This is simply fud, bs, crap. Another person who has no fucking idea
!what their talking about. Windows 95 will be followed by Windows
!96(dubbed Nashville) and later updates, eventually it may become more
!powerful and robust, but it will never be NT. Win95 will continue to
!be a "light" version of Windows for the Home user and NT will kepp
!getting more power features for the power user, while some of its
!features will tricke down to Win95.
!_______________________________________
!Tim LaDuca <laducat@fit.edu>
!HTTP://www.fit.edu/~laducat/
!_______________________________________
!Powered by...whatever feels good.
!

hey - thanks for the benefit of your insight "dude"!

cheers,

stevem
```

2229. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-15 00:00:00 UTC
From: piper@freenet3.scri.fsu.edu
Message-ID: <3u9u21$onv@freenet3.scri.fsu.edu>
Source record: 11834
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu wrote:
: In article <3tpgit$mdh@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
: > : Hmmm... that's still more than **THREE TIMES** as many for the 3DO system..
: >
: > Very true. I was just extremely sick of people the Sinclap making
: > things seem much worse than they are. 55 games more than the Jaguar seems
: > more acceptable than 245 more games, don't you think?

: Still 300 titles..

How many of the 3DO titles are made with Macromedia's Director? If they would make a player for the Jaguar (and if Atari finally does get the CD ROM drive out there, then the Jag would instantly have extra titles. Does anybody know if Macromedia is working on a Jaguar player, or maybe if they have licensed Atari to make one?

Scott

2230. Re: Future peecee history (was Re: Catching up to speed on PEECEE history)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-16 00:00:00 UTC
From: randybrg@cris.com
Message-ID: <3uahe8$2ho_001@crc3.cris.com>
Source record: 11835
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3u8qoq$qkp@panix.com>, jlopez@panix.com (J Lopez)
wrote:

:Why are you bringing socialism into the picture? A change in
:intellectual property rights is not tantamount to socialism. Let's say
:the law simply changed to say that software patents & copyrights expire
in 7
:years with no renewals. Such a revision would have nothing to do with
:public ownership of the means of production. (Which is what socialism
is...)
:It would permit individuals to capitalize off of their ideas, but it
:would prevent companies from locking up ideas indefinitely.
:
:In my opinion, our strict enforcement of the laws as they now stand
:(isn't the Xor cursor patented, fer cryin out loud?) will stifle
American
:innovation far far more than Bill Gates, who is more the symptom than
the
:disease. What will happen to American software startups who find that
:they need a legal team to put out a product, as compared to Indian and
:Chinese programmers who can, with impunity ignore our country's intel.
:prop. laws?
:

This is an excerpt to what I was replying to:

:everyone following these threads should remember that. With the
:ubiquitization of computing the high priesthood of programming will
:shrink into the background, leaving only those who are internally
:motivated to do what they are doing, rather than doing it for money.
:And maybe a bunch of exploited drudges.

Programmers are becoming exploited drudges? I agree that the copywrite
laws need minor revisions but as far as taking away the profit motive to
write software? What would you call this?

Randy Burgess FINGER for my public key.
randybrg@cris.com
Visit My Home Page at "http://www.cris.com/~randybrg/" or my NEW
Windows 95 Resource Page! "http://www.cris.com/~randybrg/win95.html"

2231. Re: ATARI WORLD...!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-16 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3uaahg$edv@status.gen.nz>
Source record: 11836
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

John Moon (johnmoon@connexus.apana.org.au) wrote:
:
: ROGER!!!!!!!........just shut the f**k up!

Good on you John, please speak louder, don't you know Roger is a droid with no ears, (yes but he can read??).
He is not even interested in the Atari but seems incapable of following his tail to where his new computer's proper area is. (I think he is blind too) and more than likely just can't find the PC area.

Mr Shepherd, again, kindly leave these areas, you are simply not welcome.

2232. Re: advice on new system.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-16 00:00:00 UTC
From: root@wombat.hanse.de
Message-ID: <DBtE28.13E@wombat.hanse.de>
Source record: 11837
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3u3lda$anh@ixnews3.ix.netcom.com>, terryh@ix.netcom.com (Terry Haggin) wrote:

> Hello,
>
> I am upgrading to a new system and would
> appreciate some advice. Below is a list
> of the components and if possible could
> someone look them over and tell me if they
> think it is a good overall system and if
> each piece has good drivers.

>> SPEED Pentium 75 $289

That's nonsense. The P75 was designed for notebooks, and somehow escaped to the desktop. It will run the PCI bus at 25 MHz, which is only 75% of what you should get.

>> CASE MidTower 250 watt $109

No need to go overboard with the PS. 200 is fine (harddisks are small these days :-)

>> HARD DRIVE SCSI 2 (1.4 mg) $245

I think you'll have to dump a bit more money for this --- you want Wide SCSI, so don't try to save on the drive itself.

>> VIDEO CARD Miro 22sd(2mg PCI) $149.00

Maybe go with the SV --- though with a 15" monitor, the SD should be fine, too.

Bernie

@@@
--
==========
Anybody out there who knows how to connect a Wyse terminal keyboard to a PC _without_ the terminal in between? Current keyboard lses chracters evr so oftn..... Getng wrs al te im. Hp!

2233. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-16 00:00:00 UTC
From: jimf@world.std.com
Message-ID: <DBtuKu.5Il@world.std.com>
Source record: 11838
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

root@wombat.hanse.de (Bernd "Bernie" Meyer) writes:
>jochoa@utdallas.edu writes:

>>(I'm looking at an original A1000 now, got signatures
>>underneath the "hood" too!) And from what I understand, it was the least
>>expensive computer on the market at that time.

>If it had been, I'd have one or two standing in the attic right now. It was
>one of the most expensive ones.....

It was neither the cheapest nor the most expensive. The cheapest of
the really functional PCs (ie not based on the 6502 line) was the
Atari ST; the Amiga was more expensive, but not dramatically so. Both
boxes were considerably less expensive than IBM PC compatibles or the
Mac line.

jim frost
jimf@world.std.com
--
http://www.std.com/homepages/jimf

2234. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-16 00:00:00 UTC
From: lparsons@midwest.net
Message-ID: <eBQ2m84gKpYJ068yn@midwest.net>
Source record: 11839
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <DBtuKu.5II@world.std.com>, jimf@world.std.com (jim frost) wrote:
> root@wombat.hanse.de (Bernd "Bernie" Meyer) writes:
> >jochoa@utdallas.edu writes:
>
> >>(I'm looking at an original A1000 now, got signatures
> >>underneath the "hood" too!) And from what I understand, it was the least
> >>expensive computer on the market at that time.
>
> >If it had been, I'd have one or two standing in the attic right now. It was
> >one of the most expensive ones.....
>
> It was neither the cheapest nor the most expensive. The cheapest of
> the really functional PCs (ie not based on the 6502 line) was the
> Atari ST; the Amiga was more expensive, but not dramatically so. Both
> boxes were considerably less expensive than IBM PC compatibles or the
> Mac line.
>
> jim frost
> jimf@world.std.com
> --
> http://www.std.com/homepages/jimf

Boy, that brings back memories. I got one of the very first Atari
ST's when it arrived in St. Louis. What a box! I even got the
developer box of goodies, which included a schematic, and
proceeded to add another 512K RAM. Whoooo doggies, it was heaven
for awhile.

Lloyd

2235. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-16 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jul16.105528.46266@cobra.uni.edu>
Source record: 11840

In article <3u4dk1$sor@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> rappleye@felix.kodak.com (TPFKARDF) writes:
>
> :> :Copland is really aimed at CHRP, any pre-CHRP Copland releases should
> :> :really be considered like evaluating Win95 beta on a 486SX. Apple is
> :> :betting the farm on a CHRP/Copland configuration which will (hopefully) be
> :> :as radical a step forward as the original MAC. Personally I see CHRP as
> :> :being more of a help to MS than Apple...many Macophiles would consider
> :> :switching if windows was as easy to configure and support as a mac
> :> :(something that CHRP could well provide).
> :>
> :> Then why the heck is Apple supporting CHRP?
> :>
> :Easy...it's the right thing to do. HW/OS independence is a concept almost
> :as radical as the original mac. Combine CHRP with the open doc/OLE
> :initiatives and you have a rewritten scenario for end user computing...a
> :scenario where the user and his/her needs are are predominant rather than
> :HW, OS, or apps. Apple is betting that it can compete with Gates and
> :company even when the shorcomings of current and future wintel offerings
> :are mitigated by CHRP. While I'm not sure they can pull it off, they're
> :certainly showing some balls for trying.
>
> I'm still not sure what Apple will get out of CHRP. They certainly
> have to do something because if they just stand pat they will go the
> way of C= by the end of the century; but is CHRP the answer? Not only
> will CHRP let Mac users run Windows (well Win NT at least; I haven't
> heard of any planned PPC versions of Win9-whatever yet) it will really
> open up the Mac clone market. Cheap clones (assuming they materialize)
> will almost certainly expand the Mac-compatible user base, but it will
> also very likely cut into Apple's Mac sales. This will only be good
> for Apple if they can make more money from selling System 8 than they
> can from selling Macs. (Of course their is a good chance that they can;
> after, MS doesn't seem to do that badly).

Apple will go by the way of C= at the end of the century? Why end of the
century? Why not now when Wintel 95 is around the corner? Make up your mind..

CHRP will be sort of public domain. Any manufacturer can clone the design.
So Apple does not have to support time and money to clone firms like they have
to do now. Thats Why Apple has been picky in choosing when licensing to clone
firms because of a small staff in the licensing division. Apple does not want
allow a Packard Bell type firm to be in the Mac clone business.

>
> One more question. One of the main reasons why the Mac is easier to

> use and configure than the PC is because of the high level of integration
> resulting from the fact that one company, Apple, made both the hardware
> and the system software. If Apple becomes a system-software-only company,
> how will they be able to maintain this high level of integrations?
>

Through CHRP platform..

> :It's also a "good thing" to have more than one major player in the consumer
> :computer (HW/OS) market
>
> True.
>
> :> And as for Mac clones, from what I've heard there won't be any normal ones
> :> (meaning ones meant to be desktop computers rather than servers) until
> :> next year. I doubt Mac clones will have a significant impact on the
> :> computer market until late next year.
>
> :Agree 100% on that one...I really expected the clones to attack the
> :high-volume low-end (680X0) first...cheap, expandable entry level systems.
> : Oh well, like you say, next year (maybe)...kinda sounds like Atari doesn't
> :it?
>
> Yes. And like Microsoft (wasn't Windows "95" supposed to be out in
> the Fall of '94?).
>
> :peace,
> :paul
>
>
> * Tom

Who needs 64 bit titles? Thats why I love my Jag

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2236. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-16 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jul16.110843.46268@cobra.uni.edu>
Source record: 11841

In article <3u51jp$8to@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> sinclap2954@cobra.uni.edu writes:
>
> :> You make things sound so cheery for Apple Petey, but the reality
> :> is that Apple has ended its offensive and switched to defensive
> :> mode; for the next year they will concentrate on preventing
> :> further defections from their installed base rather than trying
> :> to convert more people to the Macintosh format
>
> :In what way has Apple changed to defensive mode?
>
> Read the above paragraph.

I have..Still does not answer my question.

>
> :> Why this sudden shift? Because of Windows95. Knowing Microsoft,
> :> Win95 won't be out until late this year, but that's still a LONG
> :> time before Apple will be able to get Copland out the door. This
> :> is a big blow for Apple because Win95 is in many ways technically
> :> superior to System 7. Win95 has preemptive multitasking; System 7
> :> doesn't. Win95 has built-in Web support; System 7 doesn't. Etc.
> :> Even worse, MS has succeeded in making Win95 a least superficially
> :> Mac-like. Of course the Mac will still be much easier to use, but
> :> try to tell that to Joe Schmoe who only gives each computer a one-
> :> minute tryout at CompUSA (especially after he sees that 90% of the
> :> software in that store is for PCs). Win95 is tempting bait,
> :> especially considering the PCs huge software advantage. Apple has
> :> to do something (like its planned multi-million-dollar anti-Win95
> :> marketing campaign) to keep its installed base from biting.
>
> :I remember the same argument when Wintel 3.0 arrived on the scene in 1990.
> :System 7 did arrive later and Apple held onto their market. As for Wintel 95,
> :Microsoft will hold onto the converted with lots of hardware upgrading. Tons
> :of Pentiums will sell, thats for sure. The UNI library as part of the new 4th
> :floor addition and complete remodelling will add 40 Pentiums and PowerMacs.
> :Ten will replace public terminals and be used as WWW use.
>
> Win95 is much more serious threat to Apple than Win3.0 was because 95,
> unlike 3.0, is Mac-like enough to trick people into thinking that a
> Windows PC is as easy to use as a Mac. That, combined with Windows
> huge software advantage over the Mac, will convince several people
> (including current Mac users) to switch to the PC. I'm sure that Win3.0
> was able to fool many people as well, but Win95 will MUCH more effective
> at that because, on the surface, it is so similar to the Mac.

And may switch PC users to the Mac as well. I was informed on Friday, that additional Powermacs will be added to the UNI Library. The huge Windows software is 16/32 bit and not 32 bit. Wintel users will have to wait for 32 bit ones to take advantage of Wintel 95.

I remember that Wintel 3 advocates said that it blows away System 6 and that Apple is a gonner. Apple will prosper with new technology like the new 3d engine that is native on the PowerMacs.

>
> :> If Apple could get Copland out soon after Win95's release things
> :> would be different because Copland (if it terms out to be like
> :> Apple says it will) will be so much better than Win95 that everyone,
> :> including Joe Schmoe, will be able to see the difference. Also,
> :> since Copland will also have preemptive multitasking (for the most
> :> part) and all Win95's other technical advances, MS wouldn't be able
> :> to brag about how much better Win95 is than Copland (at least from
> :> a technical standpoint). In short, if Apple could get Copland out
> :> right after MS released Win95, it would be a different ball game
> :> because Apple would be in a much stronger position; they would be
> :> able to continue their offensive. But since they are in a relatively
> :> weak position, they can't.
>
> :Apple will get Copland out. New urgency, thats for sure. However you have to
> :go back to 1990 time frame. Deja vu all over again.
>
> When? 1997? And the urgency is much greater here because 1) While Win3.0
> merely caught up with System 7 (to an extent), Win95 actually passes it in
> some ways; and 2) Most of System 7 is emulated, including THE ENTIRE FILE
> SYSTEM! Apple has done a good job in mitigating the effects of this, but
> you can't deny that all this emulation (especially of the file system) hurts
> performance.
>

Wintel 95 will be like Wintel 3. Will be difficult to install and configure despite what Microsoft saids. We have no plans to switch to Wintel 95 on our office servers and desktops.

> :> Apple, due to Copland's lateness, has suffered a setback.
> :> Admit it Sinflop!
>
> :In unit sales? 28% revenue gain in the last recent quarter.? The setback is
> :Coplands lateness not Apple's fundlementals..
>
> That's now. I'd like to see Apple's revenue figures after Win95 comes out.

According to financial types and Apple, Apple will have blow out sales and revenues through out the year..

>
>
> * Tom
> *

> * Peter Sinflop = The Mac Jihad
>

The Jag....console or religious cult...on the next edition of Geraldo..

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2237. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-16 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jul16.111508.46269@cobra.uni.edu>
Source record: 11842

In article <3u52ti$9c5@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> steveg@phantom.com (Steve G.) writes:
>
> :Thomas Trauth (trauth@paul.rutgers.edu) wrote:
> :: Hey Sinflop, it looks like Apple management has pulled
> :: a "Tramiel"! I read today in c.s.mac.adv that Apple told
> :: MacWeek that they have given up trying to increase the Mac's
> :: market share and will instead concentrate on its (small)
> :: installed base.
>
> :Without reading the entire article and all of the facts that aren't in
> :that one, sole article, your theory is correct. In reality, though, the
> :gist of Apple's movement is to improve their current machines'
> :capabilities in order to make them more competitive with the Mac clones
> :which are now shipping from some vendors.
>
> :In a limited scope, you're right: Apple is NOT trying to increase _their_
> :market share. The Mac clones should take care of that aspect. Instead,
> :Apple will be concentrating on the MacOS and competing directly with
> :Microsoft Windoze -- which is where the real money is.
>
> There is one small problem with your theory: all the Mac clones
> shipped to date are aimed at the server market! Normal Mac clones
> (ones Joe Schmoe could pick up at CompUSA) won't be out for another
> year and it is therefore doubtful that Mac clones will have much of
> an impact on the computer market until late '96. In other words,
> the Mac clones won't increase the market share of the Mac-compatible
> computers until late next year! Until then it is up to Apple to
> increase the Mac's market share, and they have decided to not try to
> do that.

Not true. PowerComputing is selling to the public and so far so good.
PowerComputing will also be an OEM supplier to other firms interested in
cloning. IBM will manufacture Radius clones. Apple will increase their share
in the markets that they serve.

>
> :: What a great thing to announce right after the excitement
> :: generated by the release of the first 604-based Macs! What
> :: a great message to send to potential Mac cloners and IS
> :: managers everywhere: Apple intends on keeping the Mac a
> :: niche product and has given up on its efforts to make it
> :: more mainstream!
>
> :I could point out the arrogance and obvious error in this statement, but

> :I think you've said enough.
>
> What is this obvious error? I don't see it.
>
> :: If this announcement represents Apple's true corporate
> :: strategy, they have essentially raised the white flag and bowed
> :: down to Emperor Bill and his Evil Empire. The war is over and
> :: Microsoft has won!
>
> :So you think. The *FACT* (something you missed) of the matter is that
> :Apple is moving to compete DIRECTLY with Microsoft. No bowing, no surrender.
>
> Why? What chance would Apple have against MS in a straight OS war?
> Don't you think that Windows' huge market share relative to that of
> the MacOS would give MS a rather overwhelming advantage? I know that
> the MacOS (at least after Copland comes out) will be technically superior
> and more user-friendly than Win95. But Win95's interface is superficially
> Mac-like enough to convince most people that Win95 is as easy to use
> as the MacOS. And it is applications, not technical superiority, that
> sell OSs (otherwise we would all be using NT right now); and the Windows
> software library is MUCH bigger than the Mac one. Face it: In an OS
> fight MS would knock out Apple in the first round.
>
> :: So, Petey, remember next time you put down Atari as a "dead"
> :: company, don't forget that your beloved Apple will soon be equally
> :: dead.
>
> :Right, sure, uh-huh. Whatever. Blah, blah, blah.
>
> You may not be laughing five years from now...
>

Now it's five yesrs. Make up your mind...
>
> * Tom

The Jag...envy of 2600 users all over China..

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2238. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-16 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jul16.112311.46274@cobra.uni.edu>
Source record: 11843

In article <3u7ul7$s45@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> rappleye@felix.kodak.com (TPFKARDF) writes:
>
> :In article <3u4dk1$sor@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas
> :Trauth) wrote:
>
> :> One more question. One of the main reasons why the Mac is easier to
> :> use and configure than the PC is because of the high level of integration
> :> resulting from the fact that one company, Apple, made both the hardware
> :> and the system software. If Apple becomes a system-software-only company,
> :> how will they be able to maintain this high level of integrations?
>
> :You're too easy Tom...CHRP will provide the HW consistency that will
> :maintain the ease of integration. This same consistency will make the port
> :of Win 95 to CHRP inevitable...it will be an easy platform to write for.
> :Actually Win 95 for CHRP is not very important...NT with the 95 GUI is
> :probably a better choice than Win 95 anyway.
>
> Yes, I know a bit about CHRP, but I'm not convinced that it will
> maintain ease of integration. I'm sure it will never be as chaotic
> as the current PC hardware "standards" are.

Not according to Apple and IBM..

>
> :In case you haven't noticed, Apple has not done a very good job of meeting
> :market demand for it's products...it seems like popular systems are
> :backordered until the replacements are announced. Having a bunch of
> :cloners introducing new systems all the time will help maintain the
> :excitement (and help Apple sell lots of OSes).
>
> Yes, I have noticed that. It's discussed on c.s.m.adv all the time.
> Why Apple doesn't A) build a new factory, or B) license some other
> company to built Macs for them is beyond me.

Apple has a new plant under construction in Sacramento Calif. The Cork Ireland
Plant will be or has been expanded already. Apple Europe also has signed up a
Korean firm to produce 800,000 Macs.

>
> The cloners will help, but probably not for another year and a half.
>

PowerComputing will be releasing a bread and butter PowerMac in September.
Similar to the 6100 line and may have nubus/pci slots. Price will be around
$1300 with software bundle. This model is pictured in the August issue of

MacUser.

>
> * Tom

The Atari Jihad...not as powerful as Iran, but equaly fanatical...

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2239. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-16 00:00:00 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.805915347@sfu.ca>
Source record: 11844

trauth@paul.rutgers.edu (Thomas Trauth) writes:

>:In case you haven't noticed, Apple has not done a very good job of meeting
>:market demand for it's products...it seems like popular systems are
>:backordered until the replacements are announced. Having a bunch of
>:cloners introducing new systems all the time will help maintain the
>:excitement (and help Apple sell lots of OSes).

>Yes, I have noticed that. It's discussed on c.s.m.adv all the time.
>Why Apple doesn't A) build a new factory, or B) license some other
>company to built Macs for them is beyond me.

We discussed the method that Apple Computer uses to purchase parts, manufacture computers and distribute them in buisness last week. It seems that Apple tries to keep inventory as low as possible and uses a 'just in time' delivery system. This really limits their ability to respond strategically to a changing market place and forces their marketting people to accurately predict demand. A failure to predict demand will force Apple to order new parts, then build the computer and then distribute it since they will not have very many in stock. Other companies start a production run and accumulate stock in warehouses since they know that eventually x units will be sold. That allows them to start a new production run if the units sell better than expected. Or something like that :)

--

Brian Quinlan
quinlan@sfu.ca

2240. FS:ATARI WIRELESS MOUSE~~~~~

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-16 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3uc6l3$7c8@ccnet3.ccnet.com>
Source record: 11845

[Article crossposted from comp.sys.atari.st]
[Author was falcon]
[Posted on 16 Jul 1995 16:14:27 -0700]

SORRY THE LAST POSTING FAIED...
SELLING MY PRACTICAL SOLUTIONS WIRELESS MOUSE
280 DPI
EXCELLENT SHAPE
25.00 AND YOU PAY SHIPPING

GREG REYES
21 COMMODORE CT.
PITTSBURG,CALIFORNIA
94565
510-427-1075
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com

2241. Re: ATARI WORLD...!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-17 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3ucmqs$1r2@inca01.inca.co.nz>
Source record: 11846
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
> So if you Love Atari so much why are you not on GEnie, it only costs
> me $14nz per month and that gives me 4 hours connect time....

Perhaps. Convince me. What is the cost of 180-200 hours per month? (For the months of April, May and June that is about how long I have been online if my comms software logbook is accurate). Are they like C$, where, a few years back, the charging clock would stop whilst you were uploading? And how is the access to the net? (oops, that wont be available for another 18-24 months...)

> But you do need a credit card to use it....

.. and pay usurious finance rates for the privilege. Nah. I'd rather stick to my net provider, which allows me to pay in cash as I go. I currently have a nice healthy credit balance there, and support is A1+.

> Plus in only runs at 2400 but could soon be up to 9600....

(Great for 'in', but what about Genie? :-))

Wow! 2400 baud! I _am_ impressed! Guess I'll have to sell my 28800 baud modem and upgrade. (Hey, anyone! Want to swap your 2400 baud muscle-modem for my 28800 slow-coach?)

Seriously, though, the only thing I would be interested in was the "Dateline Atari" - which is often available via other sources not long afterwards. (Unless Atari has discontinued it's participation in that as well).

2242. Re: Analysis: Next 18 Months, P6 Sales Flop

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-17 00:00:00 UTC
From: <>
Message-ID: <3udlrc$l83@light.lightlink.com>
Source record: 11847
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In <3u8j3g$95@woodstock.socs.uts.EDU.AU>, stevem@ee.uts.edu.au (steve murray) writes:
>In article <3te2k0$75u@ddi2.digital.net>, laducat@fit.edu says...
>!
>!bootstrap1@aol.com (Bootstrap1) wrote:
>!
>!>Plus, it is now clear that Win '95 is an interim OS; there won't be
>!>a significant upgrade to Win '95 but rather it will be succeeded by >some
>!>>version of NT (Microsoft is already pushing NT over Win '95 for
>>>business
>!>users).
>!
>!This is simply fud, bs, crap. Another person who has no fucking idea
>!what their talking about. Windows 95 will be followed by Windows
>!96(dubbed Nashville) and later updates, eventually it may become more
>!powerful and robust, but it will never be NT. Win95 will continue to
>!be a "light" version of Windows for the Home user and NT will kepp
>!getting more power features for the power user, while some of its
>!features will tricke down to Win95.

>hey - thanks for the benefit of your insight "dude"!

His info. is *not* exactly correct. Gates recently stated that Win95 is slated to be inexistance *no more* than 4 years, then it's "gone." The idea is by then, everyone will run NT.......*NOT*!

Fred

2243. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-17 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3udqh9$d3a@btmpjg.god.bel.alcatel.be>
Source record: 11848
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy

In article <3u7mij$79h$1@mhadf.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
> (I really shouldn't reply to this, since this entire thread of articles
> is being spammed all over to inappropriate newsgroups...)
I've deleted one at random. :)

> The development of the microprocessor is FAR more "revolutionary" than
> just a continuation of the shrinking of physical size of components.

> Moving from vacuum tubes to transistors to ICs is an evolutionary process,
> very true...

> But the development of the microprocessor ushered in a *different way*
> of making computers.

> The fact that the resulting computers are smaller is only an incidental
> side-effect.

> You could just as easily implement the functions of a microprocessor
> with vacuum tubes, and it STILL would be *different* from the computers
> which preceeded it.

> The "micro" in microprocessor doesn't refer only to its size, it referrs to
> the way the processing is implemented.

> Distributed processing computers like mainframes have been getting smaller
> and smaller all the time in an evolutionary process... the company I work
> for used to run DEC-10 which took up two large computer rooms. We replaced
> dozens of multi-CPU mainframes with six MUCH smaller machines which do the
> same amount of work (actually they're far faster). They take up maybe
> 10 feet of space.. about the same as ONE of the DEC-10 CPUs they replaced.

> The thing is, the new computers, while implemented in LSI silicon and new
> high density PC boards, are STILL distributed processing systems, just like
> the predecessors of the microprocessor. This gives them their speed and
> power, but also their complexity and cost.

> The microprocessor was revolutionary because it was a new, different way
> of approaching the concept of a computer. It was slower and less powerful
> than the existing computers, but it was simpler and far less expensive.

I think Bob that you are trying to say that the revolutionary aspect of
the microprocessor was the move from distributed systems with all their
channel architectures and i/o controllers and what have you, to th idea
of "one chip does all".

I have to disagree. ;> The earliest computers were essentially single-
user, single-task machines with one or two input devices, one or two
output devices, and various levels of "storage". The cabinet contained
circuit boards which went to make up Arithmetic/Logic unit, sequencer,
memory controller, i/o controllers, ... all those blocks which you see
in the diagram of the latest microprocessor, only you didn't need an
electron microscope to see them.

Then computers began to move from being arcane devices in research
laboratories to being multi-access devices. The number of users --
people -- connected to each computer grew explosively, faster than
the increases in CPU speed. So more and more ways were found to
shift processing away from the CPU. At the same time, CPUs began
to shrink, because they had to use less components and less imter-
connections and less power if they were to become faster, not to
mention cheaper. There were also other markets for miniaturised
electronics -- aviation, military, industrial, even domestic. Clive
Sinclair designed a radio the size of a matchbox. At a certain
point it became possible to manufacture a 4-bit one-chip CPU which
could compete with specialised chips in pocket calculators and in
process controllers.

Inevitably a point was reached at which it was possible -- *just*
possible -- to build a computer for yourself, as a hobby. Inevitably
it was a very crude machine, just like those early computers. The
CPU did everything, even scanning the keyboard to see if a key had
been depressed, even pushing bits out of the serial port one by one.
(BTW I'm generalising here, I don't know the specifics of the Altair).

This situation didn't last for long: as soon as i/o chips and keyboard
scanners and the like became cheap enough to incorporate, then they
started to show up in designs: leaving the CPU to do Real Processing ...
todays micro's are stuffed with controllers for floppies, for hard
discs, for the keyboard, for the screen ... blitters and DSP chips
come and go, now they are making MPEG controllers ...

> "A computer on a chip" made it possible to build computers for EVERYONE to
> use... if we'd been stuck with the "evolution" of the old style of computers,
> the world would be a far different place today.

The price for making "computer"s available to everybody was that they were
very primitive computers, and we had to go through all that evolution
all over again. Todays network server has multiple CPUs, intelligent
controllers, in short all the paraphernalia of the old mainframes.
Even (hopefully) a real grown-up operating system ...

(VMS is dead. Long live Windows NT!)

> (We wouldn't even have pocket calculators.. that was what the 4004, the
> first "true" microprocessor was developed for.)

> In that respect, the development of the microprocessor ushered in a
> "revolution" in the computer industry.

Indeed, but pushing work back onto the CPU was maybe not the most
revolutionary of ideas.

> BobR

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

2244. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-17 00:00:00 UTC
From: joelga@rossinc.com
Message-ID: <1995Jul17.171924.18586@rossinc.com>
Source record: 11849
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3tra7c$imu@access5.digex.net> mfterman@digex.net (Martin Terman) writes:
>
>The real trick is in defining the standards, and the inudstry is
>heading towards and open standard style of working. Bill is fighting
>this, but I think its a matter of time before he loses. You define a
>standard, convince everyone to use it by forming a consortium to
>define the standard.
>
>Bill and his company come from a closed, proprietary style of standard
>development, and I think he's one of the last big ones to finally
>fall. After that, I don't think any one company will be able to hold a
>grip on the industry and while many software companies are being
>somewhat stifled now, I think they'll have a fast recovery time. If
>the old companies don't bounce back, new ones will form.
>
>
Group memory in this industry is really short. Remember, Bill covered
his bets by placing a side-bet on unix. That lost, his main bet won.
Big. So now that unix is finally taking off (in the commercial arena),
he's betting that he can still make a killing in the proprietary arena
where it interfaces with the commercial arena (translation: Win 95
sells big as a client). The side bet now is that the low end market is
inappropriately covered by unix, so NT will cover that. If the side bet
loses, so what? And if it wins, mayber the next big bet is to merge NT
& 95. Mo' money mo' money mo' money.

Nobody remembers all the "open" standards that have gone away. Even DEC
gave up on the OSF name, it was the only one selling that.

I think it will take quite a long time for Bill to fall - he make not
even be at his peak yet. Barring any changes in the law he brings down
on all our heads. Some pretty bad standards may give a black eye to all
"open" standards.

--
Joel Garry joelga@amber.rossinc.com Compuserve 70661,1534
These are my opinions, not necessarily those of Ross Systems, Inc.
%DCL-W-SOFTONEDGEDONTPUSH, Software On Edge - Don't Push.
panic: ifree: freeing free inodes...

2245. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-17 00:00:00 UTC
From: jimf@world.std.com
Message-ID: <DBvJEv.B6q@world.std.com>
Source record: 11850
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

joelga@rossinc.com (Joel Garry) writes:
>In article <3tra7c$imu@access5.digex.net> mfterman@digex.net (Martin Terman) writes:
>Group memory in this industry is really short. Remember, Bill covered
>his bets by placing a side-bet on unix. That lost, his main bet won.
>Big. So now that unix is finally taking off (in the commercial arena),
>he's betting that he can still make a killing in the proprietary arena
>where it interfaces with the commercial arena (translation: Win 95
>sells big as a client). The side bet now is that the low end market is
>inappropriately covered by unix, so NT will cover that. If the side bet
>loses, so what? And if it wins, mayber the next big bet is to merge NT
>& 95. Mo' money mo' money mo' money.

It's more complicated than that. I'd agree that NT on the workstation
can be viewed as a hedge -- but not against UNIX. UNIX can't survive
on the desktop as-is, and even improved versions (like NeXTStep)
have fallen flat in the marketplace.

What they're hedging on is the Intel architecture. As far back as
1988 Gates was thinking that Intel might lose the market to RISC in
the near future. It hasn't, but MIPS looked promising for awhile and
the PPC battle is only just getting started. It could still happen,
and if it does Microsoft wants to be sure they'll be there.

Of course NT is more than just a hedge against the failure of Intel,
but that sure was one of the things Gates was worried about.

jim frost
jimf@world.std.com
--
http://www.std.com/homepages/jimf

2246. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-17 00:00:00 UTC
From: peter@nmti.com
Message-ID: <id.FAPL1.WFA@nmti.com>
Source record: 11851
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <DBrtG4.84I@wombat.hanse.de>,
Bernd "Bernie" Meyer <root@wombat.hanse.de> wrote:
> jochoa@utdallas.edu writes:
> >(I'm looking at an original A1000 now, got signatures
> >underneath the "hood" too!) And from what I understand, it was the least
> >expensive computer on the market at that time.

> If it had been, I'd have one or two standing in the attic right now. It was
> one of the most expensive ones.....

It was the least expensive computer with its capabilities by an order of
magnitude or more.
--
Peter da Silva (NIC: PJD2) `-_-'
Network Management Technology Incorporated 'U`
1601 Industrial Blvd. Sugar Land, TX 77478 USA
+1 713 274 5180 "Har du kramat din varg idag?"

2247. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-17 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3uem18$c5@paul.rutgers.edu>
Source record: 11852

sinclap2954@cobra.uni.edu writes:

:Apple will go by the way of C= at the end of the century? Why end of the
:century? Why not now when Wintel 95 is around the corner? Make up your mind..

I never said Win95 would put Apple out of business immediately. Cause
Apple severe damage, yes, but kill them right away, no.

:CHRP will be sort of public domain. Any manufacturer can clone the design.
:So Apple does not have to support time and money to clone firms like they have
:to do now. Thats Why Apple has been picky in choosing when licensing to clone
:firms because of a small staff in the licensing division. Apple does not want
:allow a Packard Bell type firm to be in the Mac clone business.

They will have to allow el cheapo cloners like PB in eventually if they
really want the Mac user base to expand. There are just too many people
out there who look at the price tag and nothing else.

:>
:> One more question. One of the main reasons why the Mac is easier to
:> use and configure than the PC is because of the high level of integration
:> resulting from the fact that one company, Apple, made both the hardware
:> and the system software. If Apple becomes a system-software-only company,
:> how will they be able to maintain this high level of integrations?
:>

:Through CHRP platform..

I should probably really ask this on c.s.m.h, where there are people who
actually know what they're talking about. But what the heck, I'll ask
you anyway: How will CHRP maintain this high level of integration. I
have yet to see a detailed document on CHRP.

* Tom

2248. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-17 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3uemjn$kr@paul.rutgers.edu>
Source record: 11853

sinclap2954@cobra.uni.edu writes:

:[Windows 95] Will be difficult to install and configure
:despite what Microsoft saids.

This is the first intelligent thing you've said in months!
Of course Win95 will be difficult to install and configure!
EVERYTHING made by MS is! But this will hardly hurt Win95
sales at all because VERY FEW users will actually have to
install Win95 themselves. MS has convinced the clone makers
that they should do that for them by pre-installing it on
all their new machines.

:According to financial types and Apple, Apple will have blow out sales and
:revenues through out the year..

This is probably true also. By the time Win95 actually comes out, the
year will probably be almost over (if it's actually released on Aug. 24
I'm the Atari ST's grandfather!).

* Tom

2249. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-17 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3uenf5$1ac@paul.rutgers.edu>
Source record: 11854

sinclap2954@cobra.uni.edu writes:

:Not true. PowerComputing is selling to the public and so far so good.
:PowerComputing will also be an OEM supplier to other firms interested in
:cloning. IBM will manufacture Radius clones. Apple will increase their share
:in the markets that they serve.

A) How much do these clones cost? Are they *really* aimed at Joe
Schmoe?

B) Where are they available? Most computer stores barely carry
Macs, much less Mac clones! If these clones are impossible
to find, then they are, as far as I'm concerned, irrelevant.
If lack of availability makes the Jag irrelevant, then it
makes the Mac clones irrelevant, too.

:Now it's five yesrs. Make up your mind...

"Five years from now" and "the turn of the century" are pretty
much the same thing...or at least they are for those of us who
know basic arithmetic.

* Tom

2250. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-17 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3uenoc$1fs@paul.rutgers.edu>
Source record: 11855

:> Yes, I have noticed that. It's discussed on c.s.m.adv all the time.
:> Why Apple doesn't A) build a new factory, or B) license some other
:> company to built Macs for them is beyond me.

:Apple has a new plant under construction in Sacramento Calif. The Cork Ireland
:Plant will be or has been expanded already. Apple Europe also has signed up a
:Korean firm to produce 800,000 Macs.

Good. I'm glad Apple's finally doing something about there chronic
backlog problem. They better fix it soon or Microsoft will fix it
for them.

:>
:> The cloners will help, but probably not for another year and a half.
:>

:PowerComputing will be releasing a bread and butter PowerMac in September.
:Similar to the 6100 line and may have nubus/pci slots. Price will be around
:$1300 with software bundle. This model is pictured in the August issue of
:MacUser.

And where will this computer be sold? If PowerComputing can't convince
any of the CompUSA's of the world to carry it they may be very disappointed
with their sales.

* Tom

2251. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-17 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3ueo1h$1kp@paul.rutgers.edu>
Source record: 11856

:We discussed the method that Apple Computer uses to purchase parts, manufacture
:computers and distribute them in buisness last week. It seems that Apple
:tries to keep inventory as low as possible and uses a 'just in time'
:delivery system. This really limits their ability to respond strategically
:to a changing market place and forces their marketting people to accurately
:predict demand. A failure to predict demand will force Apple to order new
:parts, then build the computer and then distribute it since they will
:not have very many in stock. Other companies start a production run and
:accumulate stock in warehouses since they know that eventually x units
:will be sold. That allows them to start a new production run if the
:units sell better than expected. Or something like that :)

Thanks. This post (unlike Sinflop's) actually had some good information
in it.

Looks like Apple just admitted what they were doing all along when they
said "We won't try to increase our market share". If they *really* put
a sincere effort into increasing their market share, they *would*
accumulate a decent-sized stock of Macs so that when users ordered them
they would be able to fill their orders.

* Tom

2252. Re: The Real problem with atari.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-17 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95198.181732STIRRE31@MAINE.MAINE.EDU>
Source record: 11857

I don't know why I am bothering to respond to this utter garbage....
Greg, I really don't think you can blame piracy for the demise of
the ST. Piracy is very prevalent on the IBM. _Every_ IBM user I
know pirates. I am not saying that clone users are more dishonest
than users of other platforms, though. People copy music onto
blank tapes; people will copy disks. They don't see the damage
that it causes. All software companies are huge like M$, right?
I also don't think Atari users flame other platforms more than
the others. Have you looked at the other messeges in this group?
Check rec.games.video.atari and brace yourself for many flames from
3DO fans. I can't understand why people are so anti-Atari like
Sinclair. Everything is all-or-nothing with some people. I
recently commented that I was impressed with the quaility of
networking software on the Mac and got a snide remark from Sinclair
about how he thought I despised Macs. When have I said that?
Okay, I am rambling. Back to the point- don't blame the users.
The Atari community has some of the nicest people in it that you
could ever hope to meet. So don't the other platforms. In the end
it is the companies that make products successes or failures. My
support for Atari didn't turn the ST into the dominant platform and
never could. -scott tirrell

2253. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-18 00:00:00 UTC
From: gblock@alpha1.csd.uwm.edu
Message-ID: <3ugtbo$qmm@uwm.edu>
Source record: 11858
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In comp.sys.next.advocacy (<3u7o69$79h$2@mhadf.production.compuserve.com>),BobR (76702.1466@CompuServe.COM) wrote:
| > Revolution in "computing" != revolution in "computers". The popularization
| > of the computer did not create a revolution in the computer itself, only in
| > society's thought.

| You've got it backwards.

| The popularization of the computer was CAUSED by the development of the
| microprocessor CPU.

That's what I said. :) I had to read it twice to make sure... :)
The popularization of the computer didn't create the revolution in
computer hardware. Your original statement implied that comparison.

| The development of the microprocessor made possible a revolution in computing
| that made it possible for computers to REACH society as a whole.

Yes. But that does not make it a revolution in hardware, and that's
the point. The evolutionary development of the microprocessor, a
trend that followed a logical path of downsizing and integration aided
by the technological revolution of the IC created a revolution in
society.

Evolutionary design, revolutionary IC technology, revolutionary change
in society. None of which equal the others. :)

| The revolutionary concept of the microprocessor CPU created a revolution in
| both the computer AND in society.

And that's where we disagree. :) Revolutionary elements that changed
in computer design didn't create a revolutionary microprocessor; the
micro was really, truly just a downsized and more integrated "big guy".

| Umm.. no, you seem to have a nasty habit of getting it backwards.

...back, and to the left...

| The microprocessor CPU was not developed because computers became popular..
| It was the other way around.

That was my point... see above.

| The effect was a revolution in the computer industry, and the cause was the
| development of a revolutionary concept called the microprocessor CPU.

And I disagree completely. The computer industry's revolution came
from two sources: Revolutionary change in hardware, the IC, enabled
them to build systems that created a revolutionary change in the way
people thought about computers; those two things caused a revolution
in the computer industry; when people changed their minds about
computers, the computer industry reinvented itself to follow.

| The comparison with the evolution of the bicycle wheel doesn't wash...

I disagree.

| Both are distributed processing systems, and there's nothing "revolutionary"
| about the change in form.. the SC-40 is smaller and faster, but essentially
| the same as the UniVac, or more specifically, the DEC-10 which it
| replaces.

What you're pointing at is the difference in integration levels. What
I'm saying is that the difference in integration levels is an
evolutionary change brought about by the new abilities granted from
the revolutionary change in technology, specifically, IC.

You know, this is -really- silly. As I said originally, this is
really a POV thing. Had Livy and Tacitus been writing this history,
you can bet your ass they'd be doing the same thing.

| The change from distributed processing computers to the microprocessor is
| more akin to a change from bicycles with ANY kind of wheel to personal
| jetpack transportation units. A totally different, "revolutionary" way
| of acheiving the same ends.

Oh, good grief, total disagreement. Right now, I want one of those
people who believes that there -is- no such thing as a revolutionary
change to come forward and smack us both over the head just to shut it
up. :)

| The bicycle wheel could be incrementally improved forever, and it would
| still be a bicycle wheel. The microprocessor CPU was a different,
| revolutionary departure, from the old way of pedalling.

Taking the pedals off of the wheel and using a pulley/chain system to
connect a crankshaft to the pedal was an evolutionary change in the
bicycle. THAT is the correct analogy, in my humblest of opinions, to
the *evolution* of the CPU into the microprocessor era.

So there. Pffft. :)

Greg

--
(: (: (: (: Have you overdosed on smileys today? Why NOT!?! :) :) :) :)
(: Campgirl: "I'll be the victim!!!!" :)
(: Wednesday: "...all your life." -Addams Family Values :)
(: (: (: (: (: (: (: (: (: (: (: (: :) :) :) :) :) :) :) :) :) Wubba :)

2254. Re: advice on new system.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-18 00:00:00 UTC
From: plongsi@falcon.inetnebr.com
Message-ID: <3ufctq$lo1@duck.inetnebr.com>
Source record: 11859
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

```
Jeff Medcalf (214) 280-5970 IBM SDO (medcalf@ppc5.svo.dfw.ibm.com) wrote:
: "Best possible system" and "upgradable to a P6" do not go in the same
: system. The best possible personal computer system available today
: is a either a PS850 from IBM or a PowerMac from Apple.

They wont be by the time useable software is available on them.

--
____/| | Pohl Longsine, OpenStep Software Developer
\ o.O| GPF! | "I don't do Windows."
=(_)= CTLALTDLT! | plongsi@inetnebr.com (Internet Nebraska)
U (Bill Gates, The Cat) | NeXT & MIME mail formats accepted.
```

2255. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-18 00:00:00 UTC
From: ericb@psu.edu
Message-ID: <ericb.262.300BFEBA@psu.edu>
Source record: 11860
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3ugtbo$qmm@uwm.edu> gblock@alpha1.csd.uwm.edu (Gregory R Block) writes:

>Oh, good grief, total disagreement. Right now, I want one of those
>people who believes that there -is- no such thing as a revolutionary
>change to come forward and smack us both over the head just to shut it
>up. :)

There -is- no such thing as a revolutionary change. ***SMACK!*** ***SMACK!***

You're welcome,

-Ericb@psu.edu

2256. Re: ATARI WORLD...!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-18 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3uf2b7$7u1$2@mhadf.production.compuserve.com>
Source record: 11861
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

> ROGER!!!!!!!........just shut the f**k up!

Ah.. what stunning wit..! What amazingly logical arguments..!

You certainly convinced ME..!

BobR

2257. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-18 00:00:00 UTC
From: <>
Message-ID: <3uftbp$10fv@newsgate.sps.mot.com>
Source record: 11862

In article <1995Jul16.105528.46266@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:
>>
>> I'm still not sure what Apple will get out of CHRP. They certainly
>> [...]
[...]
>
>CHRP will be sort of public domain. Any manufacturer can clone the design.
>So Apple does not have to support time and money to clone firms like they have
>to do now. Thats Why Apple has been picky in choosing when licensing to clone
>firms because of a small staff in the licensing division. Apple does not want
>allow a Packard Bell type firm to be in the Mac clone business.
>

Three things:

1. It's just "HRP" (the "common" went a long time ago)
2. The design belongs to Motorola IBM and Apple, and is NOT public domain
If you want it, you LICENCE it (and pay for it)...
3. trim your quotes.

--
Kristian

2258. Re: advice on new system.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-18 00:00:00 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3ugclf$dn0@infa.central.susx.ac.uk>
Source record: 11863
Cross-posted to: comp.os.ms-windows.advocacy,comp.sys.atari.advocacy

Bernd "Bernie" Meyer (root@wombat.hanse.de) wrote:
: In article <3u3lda$anh@ixnews3.ix.netcom.com>, terryh@ix.netcom.com (Terry
: Haggin) wrote:

: >> SPEED Pentium 75 $289

: That's nonsense. The P75 was designed for notebooks, and somehow escaped to
: the desktop. It will run the PCI bus at 25 MHz, which is only 75% of what
: you should get.

Either way, a P90 should be your minimum spec. these days.

: >> CASE MidTower 250 watt $109

: No need to go overboard with the PS. 200 is fine (harddisks are small these
: days :-)

: >> HARD DRIVE SCSI 2 (1.4 mg) $245

Definitely SCSI.. see later explan.

: >> VIDEO CARD Miro 22sd(2mg PCI) $149.00

I'd go for a 2Mb Mach64, but each to their own.

Final note - what ever you do make sure you run Windows NT v3.51. It
kicks ass! Pre-emptive, 32bit, built-in file compression, and STABILITY!
Yep! You heard right!
--
Regards,

Steven Constantine:

email: steven@nmr400a.mols.susx.ac.uk / kaps3@central.susx.ac.uk
For a (soon to be) Comprehensive Chemistry Software List:
WWW: http://nmr400a.mols.susx.ac.uk/~steven

i-DX2-66 : 12Mb Ram : 946Mb HD: Soundblaster 16 : Creative CD-ROM
.....sporting a rather tasteful linux-thingie.....

2259. Apple has *not* given up

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-18 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DBwzqw.F2p@ecf.toronto.edu>
Source record: 11864

Taken directly from Apple's web site (http://www.apple.com):

<begin quote>

A LETTER FROM DAN EILERS

Thursday, July 13, 1995

copyright 1995, Apple Computer, Inc.

APPLE IS COMMITTED TO GAINING MARKET SHARE MORE THAN EVER BEFORE

I had to be peeled off the ceiling when I read the front page article in the July 10 issues of MacWEEK by Jon Swartz and Robert Hess entitled "Apple: Market share no longer top priority" (MacWEEK, July 10, pages 1 and 92). The headline is entirely misleading and just plain wrong and I want to take this opportunity to go on the record about our our market share strategy to clear up any confusion this article may have caused.

Of course it is true that we want to sell "more products, etc. to our installed base. But it is just as true that we want to capture more customers for Apple in our chosen segments (education, both higher ed and K-12, home, small business, entertainment, large business and government). That's why I've got market share graphs hanging on my wall--to keep close track of our market share movements by segment. I talk about our plans to gain share aggressively within these segments in everything I do, from employee meetings to speeches to presentations to interviews.

Our share position in each clearly delineated market segment will determine our future. We are aiming for leading share in each area in which we compete. That is the whole point of our strategy. Let me be very clear here. If we grow share in these fast growing core market segments, we will grow share overall and that remains our goal.

Additionally, we are looking to licensees to be a source of new customers for our platform. But clearly we are looking to entice new customers to Apple products and services.

Finally, while we do intend to be much more aggressive in the way we tell our story, and how we offer a better solution to customers, it is not our intention to "slam" the competition... but merely to assure that our points of value difference are more clear to our customers.

Dan Eilers
Senior Vice President, Worldwide Marketing and Customer Solutions

Apple Computer, Inc.

<end quote>

2260. Re: advice on new system.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-18 00:00:00 UTC
From: ltchean@iss.nus.sg
Message-ID: <3ugla0$5ep@nuscc.nus.sg>
Source record: 11865
Cross-posted to: comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy

Steven Constantine (kaps3@central.susx.ac.uk) wrote:

: Either way, a P90 should be your minimum spec. these days.

Why? I am considering P75 because it is cheaper. P90 really that much faster?

: I'd go for a 2Mb Mach64, but each to their own.

If my need is 800x600x65K colours, do I need 2MB? 1MB should be enough right?
(The reason why I don't need 1024x768 is because I use a 15" monitor.
1024x768 is too small for me).

: Final note - what ever you do make sure you run Windows NT v3.51. It
: kicks ass! Pre-emptive, 32bit, built-in file compression, and STABILITY!
: Yep! You heard right!

I run NT 3.5 on a 16MB machine. Slow. Very slow. Will 3.51 change my
opinion?

--
Lim Thye Chean: Lim is my surname. My name is Thye Chean.
::
Institute of Systems Science Windows 95/NT and Apple IIGS programmer
Software Engineer, Author of Galaxia Authoring Environment (OSF/Motif)

2261. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-18 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3uf293$7u1$1@mhadf.production.compuserve.com>
Source record: 11866

> If they *really* put a sincere effort into increasing their market share,
> they *would* accumulate a decent-sized stock of Macs so that when users
> ordered them they would be able to fill their orders.

This "just in time" approach is exactly the way Atari Corp. operates too.

They've had chronic problems with spot shortages of equipment for years, from not having enough TOS ROMs to keep up with demand to having a world-wide shortage of monochrome monitors just as they started pushing the "Atari Direct to Press" DTP systems.

Guess that means they weren't "sincere" about being a computer company, eh..?

It's funny that when it's Atari Corp being discussed, all the above ideas are Good Things. When it's Apple being discussed, they're not sincere..

BobR

2262. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-18 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3uf5pp$g3m@dockmaster.phantom.com>
Source record: 11867

: > There is one small problem with your theory: all the Mac clones
: > shipped to date are aimed at the server market! Normal Mac clones
: > (ones Joe Schmoe could pick up at CompUSA) won't be out for another
: > year and it is therefore doubtful that Mac clones will have much of
: > an impact on the computer market until late '96. In other words,
: > the Mac clones won't increase the market share of the Mac-compatible
: > computers until late next year! Until then it is up to Apple to
: > increase the Mac's market share, and they have decided to not try to
: > do that.

Thanks for proving to me how little you actually know about this. As of this writing, there are at least five (4) Mac clones shipping. Power Computing, DayStar, Radius, and PowerUser (a MacWarehouse "house brand"). All of them are less expensive - sometimes considerably so - than comparably equipped Apple Macs. They are shipping now; people are buying them, thus increasing the MacOS market share.

And once again, sinceyou missed it the first time around (I'm amazed at how many times things need to be repeated in this newsgroup before they're acknowledged) I'll say it again: Apple is _NOT_ trying to increase _THEIR_ market share _IN MAC HARDWARE_. They are content to let the clone manufacturers take care of getting the boxes into homes and businesses. Apple's new goal is to promote the MacOS; this is a strategy which has served Microsoft very well. Remember, Apple is one of the top three computer manufacturers in the world, topped only by (I think) Compaq and IBM itself. Since they're already producing more hardware than the vast majority of individual computer manufacturers, they're moving to where the greater money is - the OS.

: > What is this obvious error? I don't see it.

The error is the false assumption that Apple is "abandoning ship". It's just not true. They're just moving their efforts from producing the hardware AND the operating system, to leveling off their hardware efforts and focusing more on the OS which is, as stated, where the greater money is. Regardless of Apple's involvement, hardware power roughly doubles every 1.5-2 years. All Apple needs to do is ride that wave of power at each turn with new and better OS's -- just like Microsoft, but better. :-)

: > Why? What chance would Apple have against MS in a straight OS war?

The MacOS is demonstratably the better OS in nearly every respect. The main reason why Wintel machines are more predominant is pretty simple: the hardware, up until recently, was considerably cheaper. When fully configured 386 systems were running ~$1500-$2500, comparable Macintosh machines were about double that (at least). Today, the

price/performance ratio is about even with one glaring exception: Macintosh systems are _ALWAYS_ easier to install, configure, learn, and use than comparable Wintel machines. And don't even bother with the "Windows 95" argument; yes, the new OS will undoubtedly be better than Windows 3, but since Wintel machines don't (and most likely won't ever) offer the same level of hardware/software integration, a Windows 95 machine will NEVER match the benefits of the MacOS machine.

: > Don't you think that Windows' huge market share relative to that of
: > the MacOS would give MS a rather overwhelming advantage? I know that

A definite advantage, yes, but certainly not an overwhelming one. Keep in mind that despite the nearly 15-to-1 ration of PCs to Macs, the Macintosh, and Apple, continues to remain a powerful, viable alternative to PC computing. And that's in TODAY'S community. The Macintosh, with the new 604 processor, has a definitive leap over Wintel machines in terms of power, and it already has the lead in ease of use. Copland will be PowerPC native long before Windows will be, and the computer manufacturing industry is moving inevitably to the CHRP standard. When that standard becomes widespread, the MacOS will have a considerable advantage over Windows; it will already have a long-established PowerPC native OS with hundreds of PPC native titles. It will take some time before similar claims can be made about Wintel machines; heck, the Pentium has been out for over a year, and how many programs have been optimized for Pentium speeds? Not a lot in the larger scope of things, while nearly every modern Mac program is PPC native. By the time Windows and its applications are made PPC native, the MacOS and its native apps will have already established a formidable beachhead.

I'm NOT saying that the MacOS, and Apple, will topple Windows and Microsoft. However, I don't think it unreasnable to say that Microsoft will be facing much tougher challenges in the next few years. We're effectively starting the next generation of computing; RISC-based machines utilizing a common hardware standard. Apple has at least a year's-plus lead on this facet, people are getting tired of MS's bloatware (and Gates in general), hardware prices are just about equal, and the Mac platform is stronger than ever.

2263. Re: The Real problem with atari.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-18 00:00:00 UTC
From: fluke@MCS.COM
Message-ID: <3ufks7$jut@Mars.mcs.com>
Source record: 11868

"Utter Garbage"? Hmm. I feel as though that what I wrote is at least a little higher than "Utter Garbage." You stated that every computer has lots of piracy, and yes, this is right, but other computer platforms also have a much larger bases for their software support. And, you can not honestly disagree withme on that fact that the decent programs that are out there do not recieve the credit which they deserve.
It is very difficult to explain my feelings on this topic. I live in a house with every computer platform... From DEC's PDP8 to Apple to IBM to Amiga. And I feel that support for other systems is far superior to Atari, especialy Amiga. And, I also stand by my statement that a percentage of Atari users _are_ to blame for some of the problems with the company. Yes, Indeed, some of the nicest people I have ever met are involved with Atari, so why should we feel obligated to insult and put down other system platforms as they do us? Especialy if we know it to be wrong. What I am against is not neccesarily the bashing of other systems, but of bashing other systems in a completely mindless manner. Such drivel as simple a message of, "your system sucks(insert obscenity here)" really gets me mad. I feel that if someone is going to insult a system, they should have some knowledge of what they are talking about. Obviously, whoever you quoted as saying that 3D0 is better than the Jaguar obviously doesn't have his information correct. Yes, indeed 3D0 is better than the Jag on some fronts (I must point out lack of software support on the Jaguar), but the Jaguar is better than 3D0 in other areas.
There I end this message. I still stand by all my beliefs and thoughts that I posted in my initial message.

Greg Linder
Fluke@mcs.com

2264. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-19 00:00:00 UTC
From: naina@technet.sg
Message-ID: <3uhukc$d13@raffles.technet.sg>
Source record: 11869
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

scott lee piper (piper@freenet3.scri.fsu.edu) wrote:
: sinclap2954@cobra.uni.edu wrote:
: : In article <3tpgit$mdh@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
: : > : Hmmm... that's still more than **THREE TIMES** as many for the 3DO system..
: : >
: : > Very true. I was just extremely sick of people the Sinclap making
: : > things seem much worse than they are. 55 games more than the Jaguar seems
: : > more acceptable than 245 more games, don't you think?

: : Still 300 titles..

: How many of the 3DO titles are made with Macromedia's Director? If
: they would make a player for the Jaguar (and if Atari finally does get
: the CD ROM drive out there, then the Jag would instantly have extra
: titles. Does anybody know if Macromedia is working on a Jaguar
: player, or maybe if they have licensed Atari to make one?

: Scott

You are right. Quite a few 3DO 'Edutainment' titles are basically
authored on MacroMedia's Director using a Mac or PC and ported to run on the
Director 3dO player. This is one reason why the 3DO suffers from terminal
shovelware affliction. Still, I think Atari should get MacroMedia to
release a Jag Player version. Shovelware is better than no ware.

2265. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-19 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3uij8p$c2j@btmpjg.god.bel.alcatel.be>
Source record: 11870
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <ericb.262.300BFEBA@psu.edu>, ericb@psu.edu (Eric Bennett) writes:
> In article <3ugtbo$qmm@uwm.edu> gblock@alpha1.csd.uwm.edu (Gregory R Block) writes:

> >Oh, good grief, total disagreement. Right now, I want one of those
> >people who believes that there -is- no such thing as a revolutionary
> >change to come forward and smack us both over the head just to shut it
> >up. :)

> There -is- no such thing as a revolutionary change. ***SMACK!*** ***SMACK!***

> You're welcome,

> -Ericb@psu.edu

Well at least he didn't say "quantum leap" ... ouch! Who threw that?

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

2266. Re: advice on new system.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-19 00:00:00 UTC
From: erik.cumps@ping.be
Message-ID: <3ui24v$ccm@ping1.ping.be>
Source record: 11871
Cross-posted to: comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy

In <rappleye-180795150340@150.102.161.162>, rappleye@felix.kodak.com (TPFKARDF) writes:

>> I run NT 3.5 on a 16MB machine. Slow. Very slow. Will 3.51 change my
>> opinion?
>
>No. But if you want "Pre-emptive, 32bit, built-in file compression, and
>STABILITY", there's a price to be paid. Or you can wait until WIN95 gets
>here and have it all without the stability...

Or you can buy OS/2 which is cheaper and needs half the resources for the
same ass-kicking... :)

*** Erik/2 aka Slay - Proud member of Team OS/2! ***
Erik.Cumps@ping.be aka 2:292/629@fidonet aka 81:432/102.2@os2net
Take a peek at my homepage at http://www.ping.be/~ping0069
*** DOOM - Something in the next shadow is waiting to eat your face! ***

2267. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-19 00:00:00 UTC
From: lolsen@hsr.no
Message-ID: <3uiq08$fal@ratatosk.uninett.no>
Source record: 11872
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

BobR (76702.1466@CompuServe.COM) wrote:
: (I really shouldn't reply to this, since this entire thread of articles
: is being spammed all over to inappropriate newsgroups...)

: > Actually, it *is* evolutionary, in a sense -- the computer business
: > has been shrinking its electronic switches ever since the 1950's
: > -- and has been going to greater and greater component densities.

: The thing is, the new computers, while implemented in LSI silicon and new
: high density PC boards, are STILL distributed processing systems, just like
: the predecessors of the microprocessor. This gives them their speed and
: power, but also their complexity and cost.

: The microprocessor was revolutionary because it was a new, different way
: of approaching the concept of a computer. It was slower and less powerful
: than the existing computers, but it was simpler and far less expensive.

: "A computer on a chip" made it possible to build computers for EVERYONE to
: use... if we'd been stuck with the "evolution" of the old style of computers,
: the world would be a far different place today.

Still, analog computers riddled of the von Neuman bottle-neck
and digital latency, proved unvaluable for the US Army and NASA
right up to the mid-late 80's, and I belive the analog computer is
presently going through a revitalisation-period with the comeback
of research on neural-networks and advent of optic cirquitary.

: In that respect, the development of the microprocessor ushered in a
: "revolution" in the computer industry.

Many belive the real revolution is just in front of us.. :)
Cheers...

2268. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-19 00:00:00 UTC
From: joelga@rossinc.com
Message-ID: <1995Jul19.160019.10270@rossinc.com>
Source record: 11873
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3u7mij$79h$1@mhadf.production.compuserve.com> BobR <76702.1466@CompuServe.COM> writes:
>
>(We wouldn't even have pocket calculators.. that was what the 4004, the
>first "true" microprocessor was developed for.)
>
In the theater where I saw Apollo 13, several people cracked up during
the scene where there was this huge emergency, and they asked the people
on the ground to check their math, and all these guys frantically
started scribbling on paper and fiddling with slide rules...

--
Joel Garry joelga@amber.rossinc.com Compuserve 70661,1534
These are my opinions, not necessarily those of Ross Systems, Inc.
%DCL-W-SOFTONEDGEDONTPUSH, Software On Edge - Don't Push.
panic: ifree: freeing free inodes...

2269. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-19 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.806158579@gmi.edu>
Source record: 11874

trauth@aramis.rutgers.edu (Thomas Trauth) writes:

>:Maybe...System 7 is here...Win 95 is "coming" (possibly with a HW copy
>:protection dongle to hang off the back of your machine). If consumer OSes
>:sold on the basis of technical superiority, the whole world would be using
>:NT or OS/2.

I agree. Unfortunately, in the computer industry, a superior
product doesn't always succeed. Personally, I wish OS/2 would
trounce Windoze in the market, but King Gates has too much of a
stranglehold.

>I haven't heard of any such dongle, though knowing MS I wouldn't be
>surprised if it had one. Also, knowing MS, I wouldn't be surprised
>if Win"95" wasn't released until February. But that is still *way*
>before Copland will see the light of day.

Win95 WILL ship in August. I have a copy of it here on the PC on my desk.
It has quite a few minor glitches, but nothing serious that would
force Microsoft to delay it any longer. And it is a big step over
Windoze; the interface is really nice, too. They'll probably get many of
the glitches ironed out in a month's time, but I still prefer OS/2
in some respects.

>And as for Mac clones, from what I've heard there won't be any normal ones
>(meaning ones meant to be desktop computers rather than servers) until
>next year. I doubt Mac clones will have a significant impact on the
>computer market until late next year.

I agree.

/Kevin

>* Tom

2270. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-19 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.806163934@gmi.edu>
Source record: 11875

sinclap2954@cobra.uni.edu writes:

Once again, Sinclair's ignorance and arrogance is spotted.

>And may switch PC users to the Mac as well. I was informed on Friday, that
>additional Powermacs will be added to the UNI Library. The huge Windows
>software is 16/32 bit and not 32 bit. Wintel users will have to wait for 32
>bit ones to take advantage of Wintel 95.

Win95 runs many 16 bit applications at noticeably faster speeds than its
DOS-based counterpart. Trust me on this one, Sinflop; I am using
it right now.

>I remember that Wintel 3 advocates said that it blows away System 6 and that
>Apple is a gonner. Apple will prosper with new technology like the new 3d
>engine that is native on the PowerMacs.

Why don't you look at the whole picture. While Apple has "held onto"
their niche, what has happened to the PC market over the past 3 years?
It has mushroomed exponentially.

>Wintel 95 will be like Wintel 3. Will be difficult to install and configure
>despite what Microsoft saids. We have no plans to switch to Wintel 95 on our
>office servers and desktops.

YOU IGNORANT FOOL! Have you even used Win95?! Or are you speaking
out of your butt again? Win95 is quite easy to install, though it
takes very long. High density disk-based Win95 comes on 17 install
disks. If you have a CDROM, you've lucked out, you can install it
from one CD. I imagine the final product may take a few more/less
disks depending on what is streamlined and added.

And Win95 is NOT difficult to configure. In fact, it can detect most
of the hardware on your system correctly. There are currently a
few bugs with this, though, some of the less common hardware products
may not be properly configured.

>The Jag....console or religious cult...on the next edition of Geraldo..

Peter Sinclair! Alien or Amoeba? On the next edition of Geraldo...

/Kevin

2271. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-19 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3ujtbq$22l@paul.rutgers.edu>
Source record: 11876

:>I haven't heard of any such dongle, though knowing MS I wouldn't be
:>surprised if it had one. Also, knowing MS, I wouldn't be surprised
:>if Win"95" wasn't released until February. But that is still *way*
:>before Copland will see the light of day.

:Win95 WILL ship in August. I have a copy of it here on the PC on my desk.
:It has quite a few minor glitches, but nothing serious that would
:force Microsoft to delay it any longer. And it is a big step over

I have heard that also. I guess my prediction that it wouldn't be
released until 11:59 on New Years Eve (the last possible time they can
ship it without looking really stupid for calling it Win95) won't
come to pass. Nor will my roommate's more conservative Oct./Nov.
prediction. Unfortunately, it looks like MS will ship Win95 in August.
Unless, that is, the DOJ decides to sue MS for including MS Network in
it. If the DOJ decides to go after MS over that, then MS, even though
they have made a MSN-less version of Win95 in preparation for that
possibility, would probably have to delay the release of Win95 so they
could recall the offending MSN version of Win95 and replace it with
the MSN-less one. But that delay will only be three weeks at the most.
I hate to say it, but it looks like Win95 is indeed here.

And (to all the Peteys of the world) Win95, if it's anything like what
I've heard it is (slick new interface, fewer resource problems, etc.),
will do much more damage to Apple than Win3.x did. Just watch.

:>And as for Mac clones, from what I've heard there won't be any normal ones
:>(meaning ones meant to be desktop computers rather than servers) until
:>next year. I doubt Mac clones will have a significant impact on the
:>computer market until late next year.

:I agree.

Especially since it appears that you will only be able to get these machines
through mail-order. Most computer stores barely even carry Apple's Macs.
Can you imagine how reluctant they'd be to carry some Brand X Mac, especially
since it's still up in the air right now whether or not the Mac clone market
will mushroom (especially considering the fact that the Apple user base is
relatively small and seems to be very loyal to Apple and very wary of other
computer companies).

BTW does the Win95 beta really have a "registration wizard" that checks
to see whether or not you have pirated MS software and reports you to
Emperor Bill if you do?

* Tom

2272. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-20 00:00:00 UTC
From: joelga@rossinc.com
Message-ID: <1995Jul20.160818.20960@rossinc.com>
Source record: 11877
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <eBQ2m84gKpYJ068yn@midwest.net> lparsons@midwest.net writes:
>In article <DBtuKu.5II@world.std.com>, jimf@world.std.com (jim frost) wrote:
>> root@wombat.hanse.de (Bernd "Bernie" Meyer) writes:
>> >jochoa@utdallas.edu writes:
>>
>> >>(I'm looking at an original A1000 now, got signatures
>> >>underneath the "hood" too!) And from what I understand, it was the least
>> >>expensive computer on the market at that time.
>>
>> >If it had been, I'd have one or two standing in the attic right now. It was
>> >one of the most expensive ones.....
>>
>> It was neither the cheapest nor the most expensive. The cheapest of
>> the really functional PCs (ie not based on the 6502 line) was the
>> Atari ST; the Amiga was more expensive, but not dramatically so. Both
>> boxes were considerably less expensive than IBM PC compatibles or the
>> Mac line.
>>
>> jim frost
>> jimf@world.std.com
>> --
>> http://www.std.com/homepages/jimf
>
>Boy, that brings back memories. I got one of the very first Atari
>ST's when it arrived in St. Louis. What a box! I even got the
>developer box of goodies, which included a schematic, and
>proceeded to add another 512K RAM. Whoooo doggies, it was heaven
>for awhile.
>
>Lloyd
>

In 1985 (I think), I got a "deal" by going in with some friends and we all
paid about $1600 (with tax) for our 1000's with some extra ram. Marble
Madness is still one of my faves. It still costs about $1600 to get an
average PC (if any PC could be called average). Hmmmm. Maybe this
capitalist pricing thing is based on what consumers can afford rather
than intrinsic value.
--
Joel Garry joelga@amber.rossinc.com Compuserve 70661,1534
These are my opinions, not necessarily those of Ross Systems, Inc.
%DCL-W-SOFTONEDGEDONTPUSH, Software On Edge - Don't Push.
panic: ifree: freeing free inodes...

2273. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-20 00:00:00 UTC
From: root@wombat.hanse.de
Message-ID: <DC17KL.5E0@wombat.hanse.de>
Source record: 11878
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

peter@nmti.com (Peter da Silva) writes:

>In article <DBrtG4.84I@wombat.hanse.de>,
>Bernd "Bernie" Meyer <root@wombat.hanse.de> wrote:
>> jochoa@utdallas.edu writes:

>> >(I'm looking at an original A1000 now, got signatures
>> >underneath the "hood" too!) And from what I understand, it was the least
>> >expensive computer on the market at that time.

>> If it had been, I'd have one or two standing in the attic right now. It was
>> one of the most expensive ones.....

>It was the least expensive computer with its capabilities by an order of
>magnitude or more.

And it was at least an order of magnitude away from what I could afford at
that time. Which got me the wonderful MTX-500.

Bernie
--
==========
Anybody out there who knows how to connect a Wyse terminal keyboard to a PC
without the terminal in between? Current keyboard lses chracters evr so
oftn..... Getng wrs al te im. Hp!

2274. Re: advice on new system.....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-20 00:00:00 UTC
From: Jason Garman <garman@beowulf.gsfc.nasa.gov>
Message-ID: <3ukio3$36k@post.gsfc.nasa.gov>
Source record: 11879
Cross-posted to: comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy

```
erik.cumps@ping.be (Slay) wrote:
>In <rappleye-180795150340@150.102.161.162>, rappleye@felix.kodak.com (TPFKARDF) writes:
>
>>> I run NT 3.5 on a 16MB machine. Slow. Very slow. Will 3.51 change my
>>> opinion?
>>
>>No. But if you want "Pre-emptive, 32bit, built-in file compression, and
>>STABILITY", there's a price to be paid. Or you can wait until WIN95 gets
>>here and have it all without the stability...
>
>Or you can buy OS/2 which is cheaper and needs half the resources for the
>same ass-kicking... :)
>
> *** Erik/2 aka Slay - Proud member of Team OS/2! ***
> Erik.Cumps@ping.be aka 2:292/629@fidonet aka 81:432/102.2@os2net
> Take a peek at my homepage at http://www.ping.be/~ping0069
>*** DOOM - Something in the next shadow is waiting to eat your face! ***
>
How about linux for even more ass-kicking :-)

Enjoy,

--

_________________
-= Jason Garman =--------------\ /------------------------------
// \ /
Want to turn your PC into // // ///// // // // // Try Linux! A free Unix
a powerful workstation? // // // // // // /// clone for 386/486/P5's
///// // // // ///// // //
-----------------------------------\ /---= garman@beowulf.gsfc.nasa.gov =-
\ /
\/
```

2275. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-21 00:00:00 UTC
From: G.Moran@ee.qub.ac.uk
Message-ID: <1995Jul21.150846.2129@queens-belfast.ac.uk>
Source record: 11880
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <3tpgit$mdh@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca says...
>
> Yes, though the 3DO has been in *MASS* market for longer and the
>developers systems were out there sooner.

Has it? I seem to remember they both came out about the same time.
Although initially Atari targetted only one area (was it california) you
could soon buy Jaguars anywhere (or not buy them as the case has been).

>
>: Is that supposed to make Jaguar owners feel better..?
>
> No, but it is making a point that Sinclap is really overdoing things.

At the end of the day, not only has the quantity of jag games been poor,
but also the quality. Only Doom and Tempest 2000 stand out as being playable
and indicitive of what the Jaguar can do. 3DO has many more games, but also
a higher number of _good_ games. The fact that 3DO can sell as many consoles
as Atari at *more than twice the price* doesn't bode well for the Jaguars
future against the likes of the mouth-watering PSX.

gavan
--
email: G.Moran@ee.qub.ac.uk | "There can be only one!"
or gmoran@nyx.cs.du.edu | - The Highlander

2276. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-21 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.806357131@gmi.edu>
Source record: 11881

trauth@paul.rutgers.edu (Thomas Trauth) writes:

>BTW does the Win95 beta really have a "registration wizard" that checks
>to see whether or not you have pirated MS software and reports you to
>Emperor Bill if you do?

Ugh, in a way, it does. If I remember correctly, Win95 asks you
for your registration # at the beginning of the installation.
If you enter an "invalid" registration id, Win95 aborts the installation
and your system locks up. I didn't install it first hand, though, but
I remember talking to a co-worker about this.

/Kevin

>* Tom

2277. Apple reports: Earnings down 25%!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-21 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3up0gv$1mj@paul.rutgers.edu>
Source record: 11882

Just read that on CompuServe.
So what do you have to say about THAT Sinclap!?

* Tom
* Aug. 24 = The Beginning of the End for Apple

2278. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-22 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3ur244$c0t@ccshst05.cs.uoguelph.ca>
Source record: 11883
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

: Has it? I seem to remember they both came out about the same time.

In Canada, I was seeing 3DO's in November of 1993. I didn't see
Jaguars on store shelves until the following May.

: Although initially Atari targetted only one area (was it california) you
: could soon buy Jaguars anywhere (or not buy them as the case has been).

The Jag was initially available in two markets (San Fransisco
and New York I believe). In 1993, Atari shipped all of 17,000 units. When
the following summer came, the Jag had started to ship nationally.

: At the end of the day, not only has the quantity of jag games been poor,
: but also the quality. Only Doom and Tempest 2000 stand out as being playable
: and indicitive of what the Jaguar can do.

And Aliens Vs. Predator. And Iron Soldier. And Super Burnout. And
Hoverstrike. And Wolfenstein 3-D. Most other Jag games are pretty good,
although they have been overplayed (ie. Syndicate, Theme Park). There are
only a few real duds ... Trevur McFurr, Club Drive, Checkered Flag,
Double Dragon V.

>> Mark <<

--
==
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

2279. *** Falcon BBS List ***

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-22 00:00:00 UTC
From: fg024@cleveland.Freenet.Edu
Message-ID: <3uq324$4s3@usenet.INS.CWRU.Edu>
Source record: 11884
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy

```
BBS that have a Falcon 030 section
==========================
Version : 0.06
Here is a List of BBSs that have a Falcon Section, If you Have more please E-mail me info
of:
+Name
+Country
+Phone numbers
+Speed (Min /Max)
+Ratios
+Parity ( n of bits ; Even/Odd/None ; bit of stop )
+Used Spaced for Falcon
```

Now my gathering (by the way I would like to thank﷽s the people who have contributed to this list).

```
Canada (+ 1)
-----------
Grand Central Galaxy
403 986 9843 14.4 kbps 5/1 8-N -1

Tot
al Eclipse II
604 451 0524 14.4 Kbps ??? ???

1ST STeps
604 522 7205 28.8 kbps ??? ???

Denmark (+ 45)
-------------
DK-Soft
43 71 70 75 19.2 kbps ??? ???

Finland (+358)
-----------
Limited Infinity
9 73 311465 14.4 Kbps no ratios 8-N-1

France (+33)
----------
ACE
1 45 88 75 48 2.4-2.28 Kbps ??? 8-N-1
Brasil
1 44 67 08 44 2.4-28.8 Kbps ??? 8-N-1

TheBbs
1 42 51 11 35 2.4-28.8 Kbps ??? 8-N-1
```

World is Crazy
21 57 14 70 9.6-19.2 Kbps 4/1 ???

Germany (+49)

GoreZ
one
4841 6069 2.4-19.2 Kbps no ratios 8-N-1

SOS
402994043 0.3-28.8 Kbps no ratios 8-N-1

Wild Box
2381 161398 9.6-19.2 Kpbs no ratios 8-N-1

Norway (+47)

The STand
56 30 58 57 14.4 kbps no ratios 8-N-1

XBASE
73 52 30 18 28.8 kbps ??? ???

Sweden (+46)

Crime City
8 760 40 67 28.8 kbps no ratios ???

Dead Hackers Society North HQ
22551759 0.3-14.4 Kbps no ???
22550532 0.3-14.4 Kbps no

Jabberwocky
31 7956724 14.4 Kbps no ratios 8-N-1

Kockens
46 250256
1.2-14.4 kbps 1/10 8-N-1

MaSTer
303 92083 28.8 kbps no ratios 8-N-1

MidiNet
40 160655 28.8 Kbps Membership 8-N-1
(Free for Foreigners)
STraight
31 363973 28.8 Kbps no ratios 8-N-1

DataLine
87 782886 300-14.4 kbps 10:1 or free 8-N-1

Switzerland

Central Data
+41 (0) 12514827 ??? ??? 8-N-1

U K (+44)

???
0272 881095 14.4Kbps Yes (?) 8-N-1

Chameleon
1454 881095 28.8 no ratios 8-N-1

STandard Pro
(0)1394-27155 0.3-14.4 Kbps ??? 8-N
-1

The Falcon's Realm
1254 386151 14.4 Kbps no ratios 8-N-1

U S A (+ 1)

Neostag
216 792 2580 14.4 kbps no ratios 8-O-1

Cumberland county
609 451 7475 14.4 kbps ??? 8-?-?

Molin's Den of inquity
313 451 0524 300-14.4 Kbps no ratios 8-N-1

Puddle City
503 289 9429 28.8 Kbps ??? ???

The Machine
516 764 5748 0.3-14.4 Kbps 1/14 8-N-1

The Rebel
702 435 0786 2400-14.4Kbps no ratios 8-N-0

The Round Table
609 256 7524 1.2-28.8 Kbps 1/5 & 1/10 8-N-0

PLEASE NOTE:

This list is copyright 1995 by Hirlimann Ludovic. It should be widely distributed as long has NO MONEY IS MADE OUT OF IT. So please distribute it. Upload it to your favorite bbs. If youhave any information dealing with Falcon bbss please mail them to me, those info will be added to the List.

--
E-mail : fg024@Cleveland.freenet.edu
Falcon 4/270 Fpu Vga Joypad (68030, Blitter @ 16 Mhz 56001 @ 32 MHz)

2280. Re: The Real problem with atari.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-22 00:00:00 UTC
From: fluke@MCS.COM
Message-ID: <3uq87n$p6e@Mars.mcs.com>
Source record: 11885

Okay. I see that I have gotten my point across, and that I am not right all the way. I just wish that people like Sinclair could keep that sort of thing out of groups where people are trying to have decent discussion.

Greg Linder
Fluke@mcs.com

2281. Re: Apple reports: Earnings down 25%!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-22 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3uqktg$de1@nyheter.chalmers.se>
Source record: 11886

In article <3up0gv$1mj@paul.rutgers.edu>,
Thomas Trauth <trauth@paul.rutgers.edu> wrote:
>Just read that on CompuServe.
>So what do you have to say about THAT Sinclap!?
>
Isn't there a group named "comp.sys.mac.advocacy" or something? Or maybe this
should be in "tom.trauth.vs.idiot.sinclap.personal.hategroup". You could use
email also...

/Christer

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

2282. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-22 00:00:00 UTC
From: Simon K Boocock <sb83+@andrew.cmu.edu>
Message-ID: <Mk4JEz_00iVE42xEsK@andrew.cmu.edu>
Source record: 11887

Excerpts from netnews.comp.sys.atari.advocacy: 19-Jul-95 Re: Apple has given up!! by Kevin Haley@nova.gmi.edu
> trauth@aramis.rutgers.edu (Thomas Trauth) writes:
>
[snip]
> >And as for Mac clones, from what I've heard there won't be any normal ones
> >(meaning ones meant to be desktop computers rather than servers) until
> >next year. I doubt Mac clones will have a significant impact on the
> >computer market until late next year.
>
> I agree.
Excuse me, how can you possibly agree with such an erroneous statement?
The conclusion
perhaps, but not the assertion about the type of computers Mac-clone
makers are producing.
Power Computing's offerings right now are desktop computers - not servers.
The other cloners like Daystar, Radius, and PowerUser all provide or
intend to produce
desktop computers _not_ servers.
Some are targetted to niche high value markets (graphics and the like),
none are servers.
No doubt it will take time for the Mac Clone industry to pick up steam.

Perhaps Mr Trauth is confusing Mac Clones with the PPC offerings from
Motorola, IBM
and FirePower which can run systems other than MacOS. Or perhaps Mr
Trauth is,
simply, confused.
Perhaps Mr Trauth should read more, and listen to fewer rumors: which are then
accepted as gospel by others.

2283. QUESTION Re:19"monitor for falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-22 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3uspuq$71t@ccnet3.ccnet.com>
Source record: 11888

```
From ccnet.com!ccnet.com!not-for-mail Sat Jul 22 23:03:00 1995
Path: ccnet.com!ccnet.com!not-for-mail
From: selah@ccnet.com (falcon)
Newsgroups: comp.sys.atari.st
Subject: QUESTION Re:19"monitor for falcon
Date: 22 Jul 1995 23:01:00 -0700
Organization: CCnet Communications (510-988-7140 guest)
Lines: 21
Message-ID: <3usois$60q@ccnet3.ccnet.com>
NNTP-Posting-Host: ccnet3
X-Newsreader: TIN [version 1.2 PL2]

has anyone ever used a 19" monitor on a falcon?
is there any 19" that support both color and mono?
please let me know..

does a Moniterm work on a falcon?
can the falcon be modified to make it work?

how about the atari tt194 (i think this is the model number of this)
anyone know how much they go for and if they will work?

thank you

--

^^^^^^^^^^ ^^^^^^^^^
\\\\\\\\\\ ^^^^ ^^^^ /////////
\\\\\\\\\\ \=====/ ////////
\..... === ...../
\ +++++ /
\ ~~~ /
selah @ccnet.com

--

^^^^^^^^^^ ^^^^^^^^^
\\\\\\\\\\ ^^^^ ^^^^ /////////
\\\\\\\\\\ \=====/ ////////
\..... === ...../
\ +++++ /
\ ~~~ /
selah @ccnet.com
```

2284. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-23 00:00:00 UTC
From: gcasa@wam.umd.edu
Message-ID: <3usng6$p5m@cville-srv.wam.umd.edu>
Source record: 11739
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

J Lopez (jlopez@panix.com) wrote:
[stuff deleted...]
: Software innovation proceeds apace in this country, as it does in the
: rest of the world. In fact, having an established standard of
: programming makes it easier to write a better-mousetrap program and know
: that 50 million folks will be able to use it if wanted. Why is there
: Delphi for Windows, and not for OS/2, Unix or Linux???

Standard of programming?? Under any version of UNIX if I write an
application program, I can port it to any other machine (no matter
what architechture) running UNIX with little (or most likely *NO*)
changes. I find it difficult to understand what you are refering to
when you say a "standard of programming". The plain and simple
reason that there is Delphi available for Windows and not OS/2, Unix
or Linux is that it was probably more profitable for the company to
write it for Windoze since Windoze has a larger installed base of
users.

: I am no big fan of Bill Gates or MS, but this idea that other countries
: will outpace us due to his stifling influence is without merit. Probably
: the country with the greatest per capita software innovation is Israel.
: Yet you don't see Israeli software overrunning US markets.

No other countries will ever outpace us. This however is IN SPITE OF
his influence. Look how long MS-DOG has been around!!! Since the
freakin' dark ages!!! Bill is only just now trying to get rid of it
(e.g. Windoze '95).

I'm sorry, but I whole heartedly agree with the previous
respondant...BillGates *IS* an evil man and must be stopped. His
business tactics are unfair, and his skills do not merit his position. In
my opinion this makes him a very dangerous man.

Later,
--
Gregory John Casamento -- gcasa@wam.umd.edu
Stop Senate Bill 314!! It threatens the very fabric of the INTERNETs
existence. Please see http://www.phantom.com/~slowdog for details.
#include <std_disclaimer.h>

2285. Re: DOOM on Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-23 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3usbir$rqh@status.gen.nz>
Source record: 11740
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.advocacy

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:

Well that is the trouble really. Nothing worth quoting...

Mr Shepherd says so much in these areas which is ill advised and wrong, and he knows that there are areas especially designed for his mindset.

I think it should be said that Mr Shepherd is no Authority on the subjects he espouses and in fact he has an agenda all his own and quite anti Atari. He hates it when I say, with Authority that there are parts, clubs, books etc where Atari information is readily obtainable.

Our club in New Zealand is living proof that Mr Shepherd is a liar. He is more akin to a racehorse with blinkers on. Our Club Membership has increased especially over the past 18 months. The machines are reliable and are likely to be around for a few more years yet.

Mr Shepherd, these areas are for people who own and use Atari machines and are seeking advice etc. You are not interested in the "truth are you". You seem to have such a fanatical love/hate relationship with this brand, we wonder if it is a personal kind of "streaking" which you have no control over.

-Brian Becroft (mbecroft@iconz.co.nz) -Keeping Atari Alive in New Zealand-
-President Tariland Computer Club Auckland New Zealand-------------------

2286. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-23 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3uskb1$stn@paul.rutgers.edu>
Source record: 11741

Simon K Boocock <sb83+@andrew.cmu.edu> writes:

:> >And as for Mac clones, from what I've heard there won't be any normal ones
:> >(meaning ones meant to be desktop computers rather than servers) until
:> >next year. I doubt Mac clones will have a significant impact on the
:> >computer market until late next year.
:>
:> I agree.
:Excuse me, how can you possibly agree with such an erroneous statement?
:The conclusion
:perhaps, but not the assertion about the type of computers Mac-clone
:makers are producing.
:Power Computing's offerings right now are desktop computers - not servers.
:The other cloners like Daystar, Radius, and PowerUser all provide or
:intend to produce
:desktop computers _not_ servers.
:Some are targetted to niche high value markets (graphics and the like),
:none are servers.
:No doubt it will take time for the Mac Clone industry to pick up steam.

Sorry, I did err a little bit. I should have said "high-end computers"
rather than "servers". But that doesn't change the fact that there is
an extreme dearth of Mac clones aimed at Joe Schmoe out right now.

:Perhaps Mr Trauth is confusing Mac Clones with the PPC offerings from
:Motorola, IBM
:and FirePower which can run systems other than MacOS. Or perhaps Mr

No, I didn't mean PReP machines.
Since IBM's PPC machines can't run MacOS, I'd hardly call them Mac clones
(IBM CHRP PPC computers WILL be able to run MacOS, and thus would technically
be Mac clones, but they won't be out until next year).

* Tom
* August 24th = The Beginning of the End for Apple

2287. Re: DOOM on Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-23 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ut587$8g3@golem.wcc.govt.nz>
Source record: 11742
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.advocacy

In article <3usbir$rqh@status.gen.nz>, mbecroft@iconz.co.nz (Mario Becroft) writes:
>Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
>
>Well that is the trouble really. Nothing worth quoting...
>
>Mr Shepherd says so much in these areas which is ill advised and wrong,
>and he knows that there are areas especially designed for his mindset.

Piss off you stupid little boy...

>-Brian Becroft (mbecroft@iconz.co.nz) -Keeping Atari Alive in New Zealand-
>-President Tariland Computer Club Auckland New Zealand------------------

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2288. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-23 00:00:00 UTC
From: vhealey@crl.com
Message-ID: <3utksm$jug@nntp.crl.com>
Source record: 11743
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

gcasa@wam.umd.edu (Gregory John Casamento) wrote:

>J Lopez (jlopez@panix.com) wrote:
>[stuff deleted...]

>: I am no big fan of Bill Gates or MS, but this idea that other countries
>: will outpace us due to his stifling influence is without merit. Probably
>: the country with the greatest per capita software innovation is Israel.
>: Yet you don't see Israeli software overrunning US markets.

>No other countries will ever outpace us. This however is IN SPITE OF
>his influence. Look how long MS-DOG has been around!!! Since the
>freakin' dark ages!!! Bill is only just now trying to get rid of it
>(e.g. Windoze '95).

Gregory I wish you advocates would stand still and give us a stable
target. In one post TEAMERS spread FUD that W95 will be around for
only four years while OS/2 will last forever. Then I read in your POST
that you are mad that Win3.x has been around "since the freakin' dark
ages!!! "(what five years?).

Make up your mind! Which is worst an OS that lasts forever or one that
advances with the hardware which evolves every four years or so?

Vic mailto:vhealey@crl.com
HEALEY and ASSOCIATES

WIN OS/2-> only half an PC OS the Windows 95 compatible part is missing
WARP-> deserves a big * BLUE * award for name
WARP:
1. to distort or cause to distort so as to lose truth or objectivity.
2. a mental twist, bias or quirk.
3. to distort a person's judgement or principals. - Oxford American Dictionary

2289. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-23 00:00:00 UTC
From: Jeremy Kerr <jtkerr@yorku.ca>
Message-ID: <3uu510$jei@sunburst.ccs.yorku.ca>
Source record: 11744
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

(mindless Vic-crud deleted)

I think your inability to put together a proper sentence has given you away - you are actually a frustrated eight year old hamster, who is upset that it has never accomplished anything, nor will.

--
Jeremy Kerr
Department of Biology
York University
Toronto, Canada
jtkerr@yorku.ca

"The answer to the question 'How much is a species worth?' is
'What kind of world do you want to live in?'"

2290. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-23 00:00:00 UTC
From: gt6977b@prism.gatech.edu
Message-ID: <3uuh7t$i60@acmex.gatech.edu>
Source record: 11745
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

Jeremy Kerr <jtkerr@yorku.ca> writes:

>(mindless Vic-crud deleted)

>I think your inability to put together a proper sentence has given you away - you
>are actually a frustrated eight year old hamster, who is upset that it has never
>accomplished anything, nor will.

I was unaware hamsters lived to be 8, nor do I understand why you'd
denegrate hamsters like that.

--
David Charles LeBlanc
Georgia Institute of Technology, Atlanta Georgia, 30332
Internet: gt6977b@acme.gatech.edu

2291. Re: DOOM on Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-23 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3uu5v3$ejt@status.gen.nz>
Source record: 11746
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.advocacy

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:

Again, for all the world to see, Mr Shepherd shows all that he has
nothing of value to quote in a reply.

However, I have some advice for you Mr Shepherd, you are not going to get
away with your little game of bad mouthing a machine that people have
simply chosen to use.

The facts are that the Atari fraternity is GROWING in our country and you
are very out of touch. (But then you use a PC machine don't you)

I think that you are appreciated when you just give advice on technical
matters, even then I have seen you to be quite wrong on a number of
occasions, but I am sure your good will is appreciated in these matters.

So you see Mr Shepherd I am quite able to see you for what you are.
But I am positive that people around the world are sick of your diatribe
coming out of New Zealand.

Why don't you try bucking yourself up a bit mate. We would all love you
for it.

-Brian Becroft (mbecroft@iconz.co.nz) Keeping ATARI ALIVE in New Zealand!-
-President Tariland Computer Club Auckland New Zealand--------------------

2292. FS:st software NEODESK,WARP,ETC

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-23 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3uufln$6a3@ccnet3.ccnet.com>
Source record: 11747

SELLING MY SOFTWARE SINCE IM GOING TO FALCON LAND

WARP V3.7 = 18.00 W/MANUAL

NEODESK V3.02=20.00 W/MANUAL

QUICKST= 5.00

CODEKEYS= 15.00 W/MANUAL

XOR V1.12 NO KEY DISK!= 50.00 W/MANUAL

--

```
^^^^^^^^^^ ^^^^^^^^^
\\\\\\\\\\ ^^^^ ^^^^ /////////
\\\\\\\\\\ \=====/ ////////
\..... === ...../
\ +++++ /
\ ~~~ /
```
selah @ccnet.com

2293. Re: Apple reports: Earnings down 25%!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-23 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jul23.185831.46657@cobra.uni.edu>
Source record: 11748

In article <3up0gv$1mj@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> Just read that on CompuServe.
> So what do you have to say about THAT Sinclap!?

Simple...I suggest you read their earnings report..

>
>
> * Tom
> * Aug. 24 = The Beginning of the End for Apple

Atari Jihad...not as powerful as Iran, but equally fanatical..

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2294. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-24 00:00:00 UTC
From: ted@hmc.edu
Message-ID: <TED.95Jul23175932@oairis.hmc.edu>
Source record: 11749
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

>>>>> "Jeremy" == Jeremy Kerr <jtkerr@yorku.ca> writes:
In article <3uu510$jei@sunburst.ccs.yorku.ca> Jeremy Kerr <jtkerr@yorku.ca> writes:

Jeremy> (mindless Vic-crud deleted) I think your inability to put
Jeremy> together a proper sentence has given you away - you are actually
Jeremy> a frustrated eight year old hamster, who is upset that it has
Jeremy> never accomplished anything, nor will.

"On the Internet, nobody knows you're a frustrated eight year old hamster."

Except, of course, Jeremy.

Ted

--
The original text of this document is || The opinions expressed in this
the copyrighted work of the author. || document are solely mine except
The Microsoft Network(TM) is prohibited || where attributed to others.
from distributing said work in any way. || Ted Lilley <ted@hmc.edu>

2295. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-24 00:00:00 UTC
From: stevekh@knuth.mtsu.edu
Message-ID: <3uvdc4$1op@isdnlin.mtsu.edu>
Source record: 11750
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In <3utksm$jug@nntp.crl.com> vhealey@crl.com (Vic Healey) writes:

>gcasa@wam.umd.edu (Gregory John Casamento) wrote:

>>No other countries will ever outpace us. This however is IN SPITE OF
>>his influence. Look how long MS-DOG has been around!!! Since the
>>freakin' dark ages!!! Bill is only just now trying to get rid of it
>>(e.g. Windoze '95).

>Gregory I wish you advocates would stand still and give us a stable
>target. In one post TEAMERS spread FUD that W95 will be around for
>only four years while OS/2 will last forever. Then I read in your POST
>that you are mad that Win3.x has been around "since the freakin' dark
>ages!!! "(what five years?).

>Make up your mind! Which is worst an OS that lasts forever or one that
>advances with the hardware which evolves every four years or so?

Please re-read the post. Gregory was talking about MS-DOS, which he so
humorously referred to as MS-DOG. Note that MS-DOG has very little
visual or imaginable oral similarity to "Win," "Windows," or "Win3.x."
You must be a spectacularly forgetful person not to notice what you
said conflicts with what he actually posted.

As far as the evolutionary point goes, Microsoft seems to try to make
a completely different animal out of Windows every time it updates it.
On the other hand, most of the upgrades to OS/2 have been incremental
in scope. And take a look at UNIX. It has been around since the dark
ages, and retains much of its baggage from those years, but it is still
here, and has more going for it than any OS written by a company that
takes 11 years to even begin steps to eliminate old technology under-
pinnings of its latest wonder toy. Microsoft seems to realize this, I
think, and that is why it rewrites Windows from scratch every so often.
But there it misses the point. Incremental upgrades are the solution;
don't just redo the whole thing and hope that the bugs don't crop up
because it's new code. Don't throw out the baby with the bathwater;
keep the code that works and fix the code that doesn't.

--
** * * * * * * * (stevekh@knuth.mtsu.edu)
** ** * * * * * * * * ** --
** * ** * * ** ** * * Only /| |\/| | (i |\ makes it possible...
** * ** * ** * * * * ...and now it's German made!

2296. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-24 00:00:00 UTC
From: gavinm@vsprsun_14
Message-ID: <3v0dd5$45hc@info4.rus.uni-stuttgart.de>
Source record: 11751
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Mark Rathwell (mrathwel@uoguelph.ca) wrote:

: : At the end of the day, not only has the quantity of jag games been poor,
: : but also the quality. Only Doom and Tempest 2000 stand out as being playable
: : and indicitive of what the Jaguar can do.

: And Aliens Vs. Predator. And Iron Soldier. And Super Burnout. And
: Hoverstrike. And Wolfenstein 3-D. Most other Jag games are pretty good,
: although they have been overplayed (ie. Syndicate, Theme Park). There are
: only a few real duds ... Trevur McFurr, Club Drive, Checkered Flag,
: Double Dragon V.

Wasn't AvsP disliked by many for its slowness? And Super Burnout has
been slagged off by most mags because its simply not a very good game ..
even if it is fast.

gavan
--
email: G.Moran@ee.qub.ac.uk | 'There can be only one!'
or gmoran@nyx.cs.du.edu | - The Highlander

2297. Re: New Cheap Mk.I Falcons...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-24 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3uvnsb$ji@status.gen.nz>
Source record: 11752
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Gaven Miller (gmiller@inca.co.nz) wrote:

: Roger Sheppard wrote in improper English:

And the rest which is not worth the ASCII it is written in.

Thankyou all the people who are responding to express their wish that Mr Shepherd shape up or ship out. He knows the score, and it is a crying pity that a man of his age has not got over a few frustrations.

Thank goodness that Atari people around the world are speaking out and balancing this man's unwarranted incursion into these areas. But I warn you. He has a reputation here in New Zealand for this sort of behaviour. I trust that the international community will not continue to let him sloganize these otherwise helpful areas.

And despite what Mr Shepherd says, Atari people in New Zealand are grateful that a club is here and actively growing. Of course, Mr Shepherd, you are welcome to join if you think you will be making a positive contribution. Otherwise I can help you with the contact for the Microcomputer club where your talents would be better utilised.

You have completely outdone your welcome here, so please use your common sense and try and break your figurative habit of streaking in these areas. You would be much more appealing with more verbose clothes on.

-Brian Becroft (mbecroft@iconz.co.nz) Keeping ATARI ALIVE in New Zealand!--President Tariland Computer Club Auckland New Zealand--------------------

2298. Re: Was: DOOM on Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-24 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <3uvvgg$e42@pinot.ext.jussieu.fr>
Source record: 11753

>my oh my, Bertrand is a bit sensitive ! although you started this thread, it
>is not *your* thread.
Just change the title. Of course it's nobody's thread in particular. But I
think the title of a message should always reflect its contents.

+---+
Bertrand Le Roy	A Darwinian theory of Gravitation:
bleroy@ccr.jussieu.fr	In the beginning, mature apples fell
tel. 44.27.72.95	in all directions. But only the trees
fax. 44.27.72.87	whose apples fell down have survived.
+---+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+---+

2299. Re: Apple reports: Earnings down 25%!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-24 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.806591625@gmi.edu>
Source record: 11754

sinclap2954@cobra.uni.edu writes:

>> So what do you have to say about THAT Sinclap!?

>Simple...I suggest you read their earnings report..

To use your own words, Sinclap;

"More denial from an Apple worshipper. GET OVER IT!!!"

/Kevin

> Peter Sinclair-Day Performa 636/8-250/CD
> University of Northern Iowa

2300. Re: Was: DOOM on Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-24 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <3uvvgf$e42@pinot.ext.jussieu.fr>
Source record: 11755

```
>my oh my, Bertrand is a bit sensitive ! although you started this thread, it
>is not *your* thread.
Just change the title. Of course it's not my thread. But I think the title of
a message should always reflect its contents. That's all.

+-----------------------------------------------------------+
|Bertrand Le Roy |A Darwinian theory of Gravitation: |
|bleroy@ccr.jussieu.fr|In the beginning, mature apples fell|
|tel. 44.27.72.95 |in all directions. But only the trees|
|fax. 44.27.72.87 |whose apples fell down have survived.|
+-----------------------------------------------------------+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+-----------------------------------------------------------+
```

2301. Re: Apple reports: Earnings down 25%!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-24 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jul24.122159.46686@cobra.uni.edu>
Source record: 11756

In article <khaley.806591625@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu writes:
>
>>> So what do you have to say about THAT Sinclap!?
>
>>Simple...I suggest you read their earnings report..
>
> To use your own words, Sinclap;
>
> "More denial from an Apple worshipper. GET OVER IT!!!"

Nope..In Q3, 1994 Apple reported a one time gain which inflated their earnings.
Actualy their earnings are up over 70% in Q3, 1995.

>
> /Kevin
>
>> Peter Sinclair-Day Performa 636/8-250/CD
>> University of Northern Iowa
>

The Jag...console or cult?...On the next edition of Geraldo!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2302. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-25 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95206.180614STIRRE31@MAINE.MAINE.EDU>
Source record: 11757
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Gavan,
How about trying the games out for yourself? People on rec.games.
video.atari seem to like Super Burnout and AvP. I, personally, loved
AvP. And, if you are to blindly believe every mag then you'd have
to agree that Cybermorph is a 97% game, right? Or do you only listen
to advise that satisfies your peculiar anti-Atari attitude.
BTW, I find it strange that you dislike the Jag when it is getting
good Amiga ports like Pinball Fantasies and Cannon Fodder. Isn't
the Amiga the best game machine around?
-scott tirrell

2303. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-25 00:00:00 UTC
From: henry@trilithon.com
Message-ID: <henry-2507951015330001@trilithon.com>
Source record: 11758
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3uvdc4$1op@isdnlin.mtsu.edu>, stevekh@knuth.mtsu.edu (Steven K. Halliburton) wrote:

> * Microsoft seems to realize this, I
> * think, and that is why it rewrites Windows from scratch every so often.
> * But there it misses the point. Incremental upgrades are the solution;
> * don't just redo the whole thing and hope that the bugs don't crop up
> * because it's new code. Don't throw out the baby with the bathwater;
> * keep the code that works and fix the code that doesn't.
> * ^^^^^^^^^^^^^^^^^^^^^^^^ ^^^^^^^^^^^^^^^^^^^^^^^^^^^.
> Well, there's why they throw it all away regularly.

..... Henry

2304. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-25 00:00:00 UTC
From: bediger@csn.net
Message-ID: <3v4j5o$qku@teal.csn.net>
Source record: 11759
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

vhealey@crl.com wrote:
:Make up your mind! Which is worst an OS that lasts forever or one that
:advances with the hardware which evolves every four years or so?

Which one of these would MS-DOS/Windows be, Vic?

Let's see: it lasts forever, but it changes in inconsequential, cosmetic
ways that never address the root problem.

WATCH FOLLOW-UPS!

2305. Re: *** Falcon BBS List ***

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-25 00:00:00 UTC
From: Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net>
Message-ID: <Pine.SUN.3.91.950725094354.15831B-100000@nic.cerf.net>
Source record: 11760
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy

Hi,

There's also the SOARing STAR BBS here in the USA:

916 661 1538 14.4K, and 500-something megs on-line (not all
Falcon). This BBS belongs to Steve Kipker of STeve's Software.

Ben Allfree
shadow@iris.yolo.com

2306. What would be nice

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-25 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3v31co$apm@ccshst05.cs.uoguelph.ca>
Source record: 11761

As much as I hate to say it, Sinclap is very right about the
Falcon being overpriced in the US. The machine is simply too expensive
and has limited amounts of software and power to justify the cost when
clones that are more powerful sell for less.

It would be really great if C-Lab would release a Falcon at a low
cost ... an 030 machine with Atari-Works and a small hard drive for say
... $350! I think the Falcon would be a fun hackers machine, but at it's
current high price, it just ain't worth it.

>> Mark <<

--
==
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

2307. Re: Apple reports: Earnings down 25%!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jul25.104442.46739@cobra.uni.edu>
Source record: 11762

In article <3v1tp4$2ac@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> sinclap2954@cobra.uni.edu writes:
>
> :In article <khaley.806591625@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> :> sinclap2954@cobra.uni.edu writes:
> :>
> :>>> So what do you have to say about THAT Sinclap!?
> :>
> :>>Simple...I suggest you read their earnings report..
> :>
> :> To use your own words, Sinclap;
> :>
> :> "More denial from an Apple worshipper. GET OVER IT!!!"
>
> :Nope..In Q3, 1994 Apple reported a one time gain which inflated their earnings.
> :Actualy their earnings are up over 70% in Q3, 1995.
>
> If this is the case than why did Wall St. react negatively?
> Were they given different info than you got. Or are you simply
> twisting the facts to suit your purposes, as usual.

Wall ST was expecting Apple to report 90 cents a share in their earnings.
Apple came in at 84 cents per share and thats why they got hammered. Their
gross margins are way up though. Also, there is component shortages and could
barely keep up with demand. Apple said that shortages will ease in the present
Q4. Apple's sales were up to $2.5 billion from 2.1 billion. Apple is presently
building up their inventory for the new PCI macs that will debut on Aug. 7 at
MacWorld-Boston.

>
>
> * Tom

Jag...console or religious cult?...on the next edition of Geraldo..

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2308. Re: Mr Shepherd/Drivel etc

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-25 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3v3qp4$7e8@status.gen.nz>
Source record: 11763

Kim Andersen (kim@dksoft.ping.dk) wrote:
: In <3ungu5$cvj@golem.wcc.govt.nz> Roger Sheppard.. wrote:
:
: >Yes its because I tell the truth, if they can't bit the bullet
: >and go and buy a Real PC..
:
: You don't know the truth Roger, so why don't you just shut up, or perhaps
: discover the truth before saying anything more.
:
: >
: >John Townsend came on here and told them to stop wasting time on the craped
: >out Atari and the out of date OS...
:
: Aha, so John knows the truth then.. Sorry but no!
:
: >
: >Gee then came out the knifes, nasty little people these Atari addicts...
:
: Well, what are you and John even doing in here, if it's just to tell those
: so called Atari addicts when they don't even share your opinion.
:
: >
: >
: >Seems like that have to defend the Crappy Ataries and till they die...
:
: Let them do it. If you can't stand it, perhaps you should find another
: play ground, as it's you who is on the wrong side.
:
: >If they don't like the PC they can go for the Amiga or the Acorn...
:
: Well, Roger once again you manage to show all of us how stupid you are.
:
: If you can't find anything serious to write then don't write anything.
: I have tried those machines you just dream about, and still i prefere my
: atari's. Why you may ask. Well, one of the reasons is persons like you.
: I simply can't stand those stupid PC jerks who are continuing trying to
: tell all others, that they're using the wrong/outdated/slow whatever
: else lame excuse machine they might think of, and find themself raced
: above anyone else. As a matter of facts, i feel proud telling i dare to
: have an Atari. I just didn't give up when having a small problem, (like
: many of those former atari now PC jerks who now are trying to laugh at the
: Atari people, including yourself).
:
: If you can't stand we're using another platform, then get the hell out of

: here, as you do not belong here and are no longer welcome. I'm sure you
: got better things to do, such as fooling around with some jumpers on one
: of your cards, or perhaps trying to get the exact sound out of a cheap
: sound card in your PC. Maybe even some new drivers, for god knows how
: many times, on your Novell net, as it seems like thats what you live for!
: Just leave us alone!
:
: Kim
:
:
: --
: /---\
: | DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
: \---/

Well I congratulate you Kim on a good effort. Mr Shepherd has this little fantasy that he is up with the play on the issues he drivels on about, but sadly, he cannot get out of his fantasy. I have seen this happen to people, and it is even sadder that we around the world are witnessing his mind go stranger and more paranoid. There are no characteristics of upright and intelligent discussion in his comments these days. But a little contestable talk would not go amiss in these areas would it!

-Brian Becroft (mbecroft@iconz.co.nz) -Keeping Atari Alive in New Zealand-
-President Tariland Computer Club Auckland New Zealand--------------------

2309. Mr Shepherd Read This

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-25 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3v3q1d$7e8@status.gen.nz>
Source record: 11764

Tom Thomason (tom.thomason@fpc.ct.se) wrote:
: On 21 Jul 95, Roger Sheppard.. shot this through the ether to All ...
:
: RS> Seems like that have to defend the Crappy Ataries and till they die...
:
: Not really so, Mr.Sheppard. We're merely defending OUR right to exercise
: OUR personal preference. I have yet to see Atarians flock to PC and Mac areas
: in order to tell the people there that their machines are crap, whereas you,
: who apparently don't use Atari machines, allow yourself the self indulgent
: luxury of joining an Atari group with the purpose of telling us what naive,
: deluded nerds we all are. We're simply not interested in listening to the
: ravings of someone whose intentions are so obviously malicious.
:
: RS> If they don't like the PC they can go for the Amiga or the Acorn...
:
: We don't have Atari machines because we HAVE to have them but, rather,
: because we happen to like them and they suit our individual purposes very well,
: thank you! I use my Falcon professionally every day and have no desire to
: switch to a PC. This is not the same thing as saying that PC's are crap,
: because, despite their various failings, they are not. I just don't happen to
: like the system, that's all. If you're so in love with your PC, more power to
: you. But please stop trying to force your bad vibes on the rest of us. If you
: feel a need to rant and rave for the PC against the Atari, there is a specific
: "Advocacy" area designed to allow you to do just that. This is not the proper
: place for your comments.
:
: ATW,
: Tom

Thankyou for posting that Tom, Mr Shepherd would be better advised
sticking to his love which is obviously not the Atari. And he is
obviously no match at all for the intellectual argument to what can only
be called his Drivel. I mean, just look at the content and quality of his
arguments. Objectively speaking, it would be stimulating to have a decent
discussion about the pros and cons of computing wouldn't it.

-Brian Becroft (mbecroft@iconz.co.nz) -Keeping Atari Alive in New Zealand-
-President Tariland Computer Club Auckland New Zealand--------------------

2310. Re: Apple reports: Earnings down 25%!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-25 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3v1tp4$2ac@paul.rutgers.edu>
Source record: 11765

sinclap2954@cobra.uni.edu writes:

:In article <khaley.806591625@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
:> sinclap2954@cobra.uni.edu writes:
:>
:>>> So what do you have to say about THAT Sinclap!?
:>
:>>Simple...I suggest you read their earnings report..
:>
:> To use your own words, Sinclap;
:>
:> "More denial from an Apple worshipper. GET OVER IT!!!"

:Nope..In Q3, 1994 Apple reported a one time gain which inflated their earnings.
:Actualy their earnings are up over 70% in Q3, 1995.

If this is the case than why did Wall St. react negatively?
Were they given different info than you got. Or are you simply
twisting the facts to suit your purposes, as usual.

* Tom

2311. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-25 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3v3s57nth1@mhadf.production.compuserve.com>
Source record: 11766

> >BTW does the Win95 beta really have a "registration wizard" that checks

I think the question was in reference to the somewhat "unique" method of registration that Windows 95 comes with.

What happens is that if you have a modem on your system, Win95 asks if you want to "online register" your system. If you say yes, it will dial the MicroSoft Network (MSN) and process your Windows 95 registration via modem... but... it will also transmit a bunch of data about your system, including what applications you have installed under Windows, as well as your CONFIG.SYS and AUTOEXEC.BAT files.

MicroSoft says this information will be placed in a database, and used to help you if you need to call for assistance with Windows 95.

Users are just a bit nervous about it...

BobR

2312. Re: Sheppard Out Now!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-25 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3v270f$2mh@status.gen.nz>
Source record: 11767
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
:
: Is this what Atari user have come down to, gee I pity them all...
:

In various ways, the TRUTH (especially for you Mr Shepherd) is that we
pity you and wish you would simply keep it to yourself. This is not a
Forum for your pitiless gripes. Pull your pants up please.

-Brian Becroft (mbecroft@iconz.co.nz) -Keeping Atari Alive in New Zealand-
-President Tariland Computer Club Auckland New Zealand--------------------

2313. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-25 00:00:00 UTC
From: terjeb@vestnett.no
Message-ID: <1UN5mqrPwVbT078yn@vestnett.no>
Source record: 11768
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

I have stated several times that Vic is completely unable to
read. Below is proof.

In article <3utksm$jug@nntp.crl.com>, vhealey@crl.com (Vic Healey) wrote:
> gcasa@wam.umd.edu (Gregory John Casamento) wrote:

[Compress]
> >No other countries will ever outpace us. This however is IN SPITE OF
> >his influence. Look how long MS-DOG has been around!!! Since the
^^^^^^^^ Slight misspelling, but not too
difficult to understand.
> >freakin' dark ages!!! Bill is only just now trying to get rid of it
> >(e.g. Windoze '95).
>
> Gregory I wish you advocates would stand still and give us a stable
> target. In one post TEAMERS spread FUD that W95 will be around for
> only four years while OS/2 will last forever. Then I read in your POST
> that you are mad that Win3.x has been around "since the freakin' dark
^^^^^^^
> ages!!! "(what five years?).

Well, how can you possibly say that "MS-DOG" == Win3.x????

I say again Vic - go back to school. Or maybe you haven't reached
school age yet. You have something to look foreward to. School is
lots of fun.

Terje Bergesen - Bergesen Data

2314. What happened to the Jaguar board for the PC?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-26 00:00:00 UTC
From: "Xavier Gallagher (using Debbie's news reader)." <x-gallag@nimr.mrc.ac.uk>
Message-ID: <3v53ao$see@mercury.hgmp.mrc.ac.uk>
Source record: 11769
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Many moons ago (when I had time to follow newsgroups on a regular basis) I read that a Jaguar board was being designed for the PC. It was said that it would give full Jaguar games compatability with really *fab* graphics to PCs.

What happened to it?

Xavier

2315. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-26 00:00:00 UTC
From: domingo@octel.com
Message-ID: <3v4302$bcd@info.eng.octel.com>
Source record: 11770
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

Loren Petrich (petrich@netcom.com) wrote:
: In article <3tink7$t9c@selway.umt.edu>,
: Robert L Maynard <maynard@selway.umt.edu> wrote:
: >The Turing Award has not been given to anyone associated with Microsoft.

: Any examples of the sort of people who *have* received it, and
: for what? Any examples in the desktop field? Like some of those
: associated with Xerox PARC or Apple?

: --
: Loren Petrich, the Master Blaster Happiness is a fast Macintosh
: petrich@netcom.com And a fast train
: Visit ftp://ftp.netcom.com/pub/pe/petrich
: Or ftp to ftp.netcom.com, then go to /pub/pe/petrich
i think Backus won it .... don't remember what year... but it had something to do with functional languages ...

dennis

2316. Re: The Real problem with atari.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-26 00:00:00 UTC
From: Steve <100733.2604@CompuServe.COM>
Message-ID: <3v42jsghn2@mhafm.production.compuserve.com>
Source record: 11771

I agree with Scott Tirrell when he says that the demise of the ST
is due mainly to the lack of support from Atari.
Atari did it first with the 8-bit then they went from dominating
the 16-bit market to absolute zero market share.
As for flaming .... Atari users have had to put up with a lack of
support for years so probably are more prone to "violent"
outbursts...don't use that as a valid excuse to get off an
assault charge!...no flaming to my mail box please.
I was lucky and passed the ST by...from an 8-bit to an AMIGA and
now a PC system...the machines were (and still are) good, the
users are (generally) great people...just the company sucks!

--
Fred

2317. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-26 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3v5ok6$e8f@ccshst05.cs.uoguelph.ca>
Source record: 11772
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

: Wasn't AvsP disliked by many for its slowness?

Eh? Almost everyone I've talked to who tried AvP absolutely loved
it. Most magazines gave it excellent ratings. The Edge and EGM trashed
it, but they are also legendarily biased against Atari.

And Super Burnout has
: been slagged off by most mags because its simply not a very good game ..
: even if it is fast.

I've seen mixed reviews on it. A lot of people seem to really
like it, though.

>> Mark <<

--
==
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

2318. Re: WOW!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-26 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3v5ooc$e8f@ccshst05.cs.uoguelph.ca>
Source record: 11773

: WOW! an actually atari group on the net. I thought they went out of
: fashion long ago.

: It's a pity the Jaguar (I bought one) is so underpowered.

Says who? It isn't as powerful as the PSX or Saturn, but it is
equal to the 3DO, above the 32X, SNES, Genesis, SMS, NES, 7800, and just
about every other game system.

It
: might have done well otherwise.

It isn't a question of the Jag's power ... it's a question of
Atari (a small company) being able to compete against massive companies.

>> Mark <<

--
==
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

2319. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-26 00:00:00 UTC
From: Anonymous <"None of your business">
Message-ID: <3v67ra$a9l@blackice.winternet.com>
Source record: 11774
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Super Burnout is an excellent game and if your even considering it, get it. I don't generally like racing games and like Super Burnout. I haven't had a good Jag game since Iron Soldier. Super Burnout is great but try it before you buy it, if possible.

2320. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-26 00:00:00 UTC
From: tbyars@overdrive.com
Message-ID: <tbyars-2607951251290001@tbyars.earthlink.net>
Source record: 11775
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3usng6$p5m@cville-srv.wam.umd.edu>, gcasa@wam.umd.edu (Gregory John Casamento) wrote:

:I'm sorry, but I whole heartedly agree with the previous
:respondant...BillGates *IS* an evil man and must be stopped. His
:business tactics are unfair, and his skills do not merit his position. In
:my opinion this makes him a very dangerous man.

the sig says it all....

Tim

--
--

\\\

2321. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-26 00:00:00 UTC
From: rminto@julian.uwo.ca
Message-ID: <3v6irl$dvs@falcon.ccs.uwo.ca>
Source record: 11776
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

Tim Byars (tbyars@overdrive.com) wrote:

: :I'm sorry, but I whole heartedly agree with the previous
: :respondant...BillGates *IS* an evil man and must be stopped.

Oh brother. Being a shrewd businessperson is not evil. Being a multi-billionaire is not evil. Taking advantage of your market position to increase your wealth is not evil. Being an arrogant SOB is not evil. Being a good marketer is not evil. Being enthusiastic about one's vision of the future and communicating that enthusiasm to others (regardless of how unrealistic it may ultimately be) is not evil.

Initiating physical force against another person is evil. The seizure of property earned through free trade is evil.

Let's get our categories straight before we start marking moral judgements, okay?

William R. Minto, M.A. rminto@julian.uwo.ca
Dept. of Philosophy, Univ. of Western Ontario London, Ont., CANADA

2322. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-26 00:00:00 UTC
From: gdkuch@mercator.math.uwaterloo.ca
Message-ID: <DCBy1F.22r@undergrad.math.uwaterloo.ca>
Source record: 11777
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3v4302$bcd@info.eng.octel.com>,
Dennis Domingo <domingo@octel.com> wrote:
>Loren Petrich (petrich@netcom.com) wrote:
>: In article <3tink7$t9c@selway.umt.edu>,
>: Robert L Maynard <maynard@selway.umt.edu> wrote:
>: >The Turing Award has not been given to anyone associated with Microsoft.

It's also not been given to anyone associated with a lot of very good
universities. What's your point?

>i think Backus won it .... don't remember what year... but it had something to> do with
>functional languages ...

I don't remember what Backus's citation was for, but I doubt that it was
about anything functional since his most celebrated creation was Fortran,
something not at all functional. I believe that it was for Fortran and
related work being one of the earliest compilable high level languages.

The ACM's own description of the Turing Award reads:

"ACM's most prestigious technical award is accompanied
by a prize of $25,000. It is given to an individual
selected for contributions of a technical nature made
to the computing community. The contributions should be
of lasting and major technical importance to the computer
field. Financial support for the ACM A.M. Turing Award
is provided by AT&T."

Its recipients are listed below. Most of them are pretty recognizable names...
Wilkes for early work in computer architecture, Hamming for work in coding
theory and communications, Minsky for AI, Wilkinson for numerical analysis,
McCarthy for AI, Dijkstra for a lot of algorithm analysis, Knuth for
algorithm analysis, Simon for AI, Rabin for algorithms, Dana Scott for
logic, Backus for programming languages, Floyd for algorithms,
Cook for complexity theory (coining the notion of NP-completeness),
Thompsons and Ritchie for UNIX, Karp for complexity theory (more
early work in NP-completeness), Lampson for distributed systems,
Milner for logic and programming languages, ...

1966 A.J. Perlis
1967 Maurice V. Wilkes
1968 Richard Hamming
1969 Marvin Minsky
1970 J.H. Wilkinson

1971 John McCarthy
1972 E.W. Dijkstra
1973 Charles W. Bachman
1974 Donald E. Knuth
1975 Allen Newell
1975 Herbert A. Simon
1976 Michael O. Rabin
1976 Dana S. Scott
1977 John Backus
1978 Robert W. Floyd
1979 Kenneth E. Iverson
1980 C. Anthony R. Hoare
1981 Edgar F. Codd
1982 Stephen A. Cook
1983 Ken Thompson
1983 Dennis M. Ritchie
1984 Nicklaus Wirth
1985 Richard M. Karp
1986 John Hopcroft
1986 Robert Tarjan
1987 John Cocke
1988 Ivan Sutherland
1989 William (Velvel) Kahan
1990 Fernando J. Corbato'
1991 Robin Milner
1992 Butler W. Lampson
1993 Juris Hartmanis
1993 Richard E. Stearns
1994 Edward Feigenbaum
1994 Raj Reddy

--
Jerry Kuch EMail: gdkuch@mercator.math.uwaterloo.ca, NeXTMail welcome.
WWW: http://daisy.uwaterloo.ca/~gdkuch/home.html
PGP Key: Available on the above web page

2323. Re: What would be nice

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-26 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95207.183835STIRRE31@MAINE.MAINE.EDU>
Source record: 11778

I agree that a Falcon for $350 would be nice but I don't see it
happening.... especially in the US. Although Toad plans on
importing C-Lab's clones I imagine that the price would be higher
due to shipping overseas. However, I don't agree with Mark that
the Falcon is just a fun hacker's machine. It is a great machine
that can do the job of most home users (a vast majority, I'd
say). The software support is lacking but Calamus, Pagestream,
Papyrus, NVDI, etc. do stand out as excellent products and applications
are available for almost every need.
Don't limit the Falcon to a toy to just eat away spare time- it is
a very serious machine.
-scott tirrell

2324. WOW!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-26 00:00:00 UTC
From: ee93mmt@brunel.ac.uk
Message-ID: <3v5ao0$n6p@molnir.brunel.ac.uk>
Source record: 11779

WOW! an actually atari group on the net. I thought they went out of
fashion long ago.

It's a pity the Jaguar (I bought one) is so underpowered. It
might have done well otherwise.

Nuts.

--

Melvin Tang-Richardson: ee93mmt@brunel.ac.uk - RiscBSD UNIX for the RiscPC

"Mercy please, I'm on my knees, You're my temptation."

2325. Re: The Real problem with atari.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-26 00:00:00 UTC
From: Steve <100733.2604@CompuServe.COM>
Message-ID: <3v617mhgb1@mhafn.production.compuserve.com>
Source record: 11780

Here Here. Lets stop kicking ourselves and lets enjoy Atari
Computing.

2326. Re: Apple has given up!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-26 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3v65p9$jcu@paul.rutgers.edu>
Source record: 11781

BobR <76702.1466@CompuServe.COM> writes:

:> >BTW does the Win95 beta really have a "registration wizard" that checks

:I think the question was in reference to the somewhat "unique" method of
:registration that Windows 95 comes with.

:What happens is that if you have a modem on your system, Win95 asks if you
:want to "online register" your system. If you say yes, it will dial the
:MicroSoft Network (MSN) and process your Windows 95 registration via
:modem... but... it will also transmit a bunch of data about your system,
:including what applications you have installed under Windows, as well as
:your CONFIG.SYS and AUTOEXEC.BAT files.

:MicroSoft says this information will be placed in a database, and used to help
:you if you need to call for assistance with Windows 95.

:Users are just a bit nervous about it...

If they happen to have an illegal copy of an MS app, they have good reason
to be a bit nervous I'd say.

Since I don't think MS has any right to know waht I have on MY computer,
I think I'll just register by mail.

* Tom

2327. Re: Mr Shepherd Read This

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-26 00:00:00 UTC
From: esmith@netaxs.com
Message-ID: <3v5vk3$bfk@netaxs.com>
Source record: 11782

Mario Becroft (mbecroft@iconz.co.nz) wrote:
: Tom Thomason (tom.thomason@fpc.ct.se) wrote:
: : On 21 Jul 95, Roger Sheppard.. shot this through the ether to All ...
: :
: : RS> Seems like that have to defend the Crappy Ataries and till they die...
: :
: : Not really so, Mr.Sheppard. We're merely defending OUR right to exercise
: : OUR personal preference. I have yet to see Atarians flock to PC and Mac areas
: : in order to tell the people there that their machines are crap, whereas you,
: : who apparently don't use Atari machines, allow yourself the self indulgent
: : luxury of joining an Atari group with the purpose of telling us what naive,
: : deluded nerds we all are. We're simply not interested in listening to the
: : ravings of someone whose intentions are so obviously malicious.
: :
: : RS> If they don't like the PC they can go for the Amiga or the Acorn...
: :
: : We don't have Atari machines because we HAVE to have them but, rather,
: : because we happen to like them and they suit our individual purposes very well,
: : thank you! I use my Falcon professionally every day and have no desire to
: : switch to a PC. This is not the same thing as saying that PC's are crap,
: : because, despite their various failings, they are not. I just don't happen to
: : like the system, that's all. If you're so in love with your PC, more power to
: : you. But please stop trying to force your bad vibes on the rest of us. If you
: : feel a need to rant and rave for the PC against the Atari, there is a specific
: : "Advocacy" area designed to allow you to do just that. This is not the proper
: : place for your comments.
: :
: : ATW,
: : Tom

: Thankyou for posting that Tom, Mr Shepherd would be better advised
: sticking to his love which is obviously not the Atari. And he is
: obviously no match at all for the intellectual argument to what can only
: be called his Drivel. I mean, just look at the content and quality of his
: arguments. Objectively speaking, it would be stimulating to have a decent
: discussion about the pros and cons of computing wouldn't it.

: -Brian Becroft (mbecroft@iconz.co.nz) -Keeping Atari Alive in New Zealand-
: -President Tariland Computer Club Auckland New Zealand--------------------

--

Excuse me for butting in here. But after seeing some of the posts, I had
to make a comment. I started out with the old Atari 400 which I still
have. I then went to a 800 which I still have. I have modified them and

upgraded them and still use them. In that time I have also used
everything from the XL's, XE's, and ST's. And have went from the old
XT's, 286, 386 to my current 486 that I use. But I still have and use my
older 800 Atari. What does this say? It says that I still use and get
enjoyment out of it and have had no problems with it in all those years.
I even have spares on hand if I were to ever need them to fix something
if it were to break down. But so far I haven't. Can some of the others
who bad mouth Atari say the samething about the systems they use. I think
not. But like the man says, the users who do use it and get enjoyment
from it do not like the non-users who really don't know how or what Atari
is all about running off at the mouth. Its as simple as that. If you want
to argue the pro's and con's of it, take it to the proper base for that
type of discussion. And leave the rest of us alone. Long live Atari!

+-------------------------------------+
| Edward M. Smith (esmith@netaxs.com) |
+-------------------------------------+------------------------+

2328. Re: WOW!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-27 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3v710a$oe6$1@mhafc.production.compuserve.com>
Source record: 11689

> It's a pity the Jaguar (I bought one) is so underpowered. It might have
> done well otherwise.

The Jaguar is *not* underpowered... in fact, it's a very advanced design.

The problem is that it's made by Atari.

BobR

2329. Re: What happened to the Jaguar board for the PC?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-27 00:00:00 UTC
From: osserman@OCF.Berkeley.EDU
Message-ID: <3v8hpg$ruo@agate.berkeley.edu>
Source record: 11783
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Xavier Gallagher (using Debbie's news reader). <x-gallag@nimr.mrc.ac.uk> wrote:
>Many moons ago (when I had time to follow newsgroups on a regular
>basis) I read that a Jaguar board was being designed for the PC.
>It was said that it would give full Jaguar games compatability with
>really *fab* graphics to PCs.

It was to run JagCD games.
Need I say more? :-)

-Brian

2330. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-27 00:00:00 UTC
From: John Kheit <jkheit@cnj.digex.net>
Message-ID: <3v706d$omm@news4.digex.net>
Source record: 11784
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

rminto@julian.uwo.ca (r. minto) wrote:
>> Tim Byars (tbyars@overdrive.com) wrote: : :I'm sorry, but I
>> whole heartedly agree with the previous : :respondant...BillGates
>> *IS* an evil man and must be stopped.

> Oh brother. Being a shrewd businessperson is not evil. Being
> a multi-billionaire is not evil. Taking advantage of your market
> position to increase your wealth is not evil. Being an arrogant
> SOB is not evil. Being a good marketer is not evil. Being
> enthusiastic about one's vision of the future and communicating
> that enthusiasm to others (regardless of how unrealistic it may
> ultimately be) is not evil.
...
> Let's get our categories straight before we start marking moral
> judgements, okay?

William, I see you are from the dept of philosophy. A vocation I truly respect...I wish I could have studied more during my college years...

Anyway, on to my point. I don't know if you missed the beginning of this thread or not, but there were some very reasonable arguments as to why b gates is evil (IMO) or at least can reasonably be seen as being evil. The reasons given were not those listed by yourself.

The gist of the argument for him being evil is this: bill gates employs anti-competitive business practices that are discouraged by the US capitalistic system. He gets away with employing such anti-competitive practices which in turn depresses the US software industry by, among various other ways, decreasing the level of innovation (by bullying companies out of business, in Tucker-esque fashion). This depression of the US software market will not depress foreign software companies/nations, and eventually could lead to the US turning over its dominance in the software industry to a foreign competitor (much like the US auto industry did in the 70/80's). b gates does all of this knowingly. He puts his personal profits before the good of the US and its citizens. Thus, he is evil.

Certainly you may disagree with points in this argument, but it should be clear that this argument may (among many others more eloquently stated by others) can and is viewed as reasonable by sum. So, to discount wholesale people's wary glance upon the actions of b gates, and their opinions/categorizations of him as

blind aspersions without aforethought is rather condescending.

Some people came to this conclusion with some thought and after
revelation.

> Initiating physical force against another person is evil. The
> seizure of property earned through free trade is evil.

Hmm, besides, in a philosophical sense, I was never able to come
up with satisfying definitions of good and evil. They are so base.
Inevitably one is drawn to defining them in terms of themselves.
Good is that which is not evil and vice-versa. In a more pragmatic
sense, they might be defined as so: Evil is what does harm to my
personal good (or to the good of a group). In that sense I see b
gates' weakening of the US software industry as evil b/c US citizens
will surely suffer from the loss of yet another industry.
--
Thanks, Later, John

monoChrome, Inc. | New York Law School | NEXTSTEP Developer
John Kheit)^> %^) | Opinions expressed | MIME & NeXTmail OK--3P
jkheit@cnj.digex.net | represent me only... | Telepathy...It's coming...

2331. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-27 00:00:00 UTC
From: gcasa@wam.umd.edu
Message-ID: <3v8tos$ac@cville-srv.wam.umd.edu>
Source record: 11785
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

Vic Healey (vhealey@crl.com) wrote:
: gcasa@wam.umd.edu (Gregory John Casamento) wrote:

: >J Lopez (jlopez@panix.com) wrote:
: >[stuff deleted...]

: Gregory I wish you advocates would stand still and give us a stable
: target. In one post TEAMERS spread FUD that W95 will be around for
: only four years while OS/2 will last forever. Then I read in your POST
: that you are mad that Win3.x has been around "since the freakin' dark
: ages!!! "(what five years?).

Well... if you had read my post carefully, then you would have
realized that I was talking about MS-DOS being around for so long, not
Windoze.

: Make up your mind! Which is worst an OS that lasts forever or one that
: advances with the hardware which evolves every four years or so?

Actuall, I don't mind PC hardware, I just hate when I see people
following M$ around like puppy dogs.

: Vic mailto:vhealey@crl.com
: HEALEY and ASSOCIATES

P.S. I am *NOT* advocating the Amiga vs. anything here... in fact I
don't even onw and Amiga (I used to, but no more)

: WIN OS/2-> only half an PC OS the Windows 95 compatible part is missing
: WARP-> deserves a big * BLUE * award for name
: WARP:
: 1. to distort or cause to distort so as to lose truth or objectivity.
: 2. a mental twist, bias or quirk.
: 3. to distort a person's judgement or principals. - Oxford American Dictionary

--
Gregory John Casamento -- gcasa@wam.umd.edu
Stop Senate Bill 314!! It threatens the very fabric of the INTERNETs
existence. Please see http://www.phantom.com/~slowdog for details.
#include <std_disclaimer.h>

2332. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-27 00:00:00 UTC
From: tomk@access.digex.net
Message-ID: <3v6op5$o09@news4.digex.net>
Source record: 11786
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <tbyars-2607951251290001@tbyars.earthlink.net>, tbyars@overdrive.com says...

>the sig says it all....

>Microsoft's big break came in 1980 when it was chosen by IBM, over
>Gary Kildall's Digital Research, to write the operating system for IBM's
>new PC. Faced with a complex task and a tight deadline, Microsoft bought
>the rights to QDOS (short for "quick and dirty operating system") for
>$25,000 from Seattle programmer Tim Paterson and renamed it the
>Microsoft Disk Operating System. (MS-DOS)

IBM still offered CP/M-86, but it failed for many reasons:
a) Gary Kildall threatened to sue IBM because MS's DOS looked a lot
like CP/M. So IBM settled with Kildall by promising to offer
CP/M.
b) The price of CP/M-86 was $240. Kildall irritated IBM.
c) CP/M-86 was very late.

Also, note that had Tim Paterson held onto QDOS, it wouldn't have been
a big hit; in fact, it probably would have done nothing. My guess
is that Tim Paterson got more for QDOS from Bill Gates than he would
have peddling it on his own.

--
Tom Krotchko
<tomk@access.digex.net>

2333. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-27 00:00:00 UTC
From: barry@starfire.ucsd.edu
Message-ID: <3v7fpp$7f1@soenews.ucsd.edu>
Source record: 11787
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3v6irl$dvs@falcon.ccs.uwo.ca> rminto@julian.uwo.ca (r. minto)
writes:
>
> Let's get our categories straight before we start marking moral
> judgements, okay?
>
> --
> William R. Minto, M.A. rminto@julian.uwo.ca
> Dept. of Philosophy, Univ. of Western Ontario London, Ont., CANADA
^^^^^^^^^^

No surprise :-)

--
Barry Merriman
UCSD Fusion Energy Research Center
UCLA Dept. of Math
bmerriman@fusion.ucsd.edu (Internet; NeXTMail is welcome)

2334. Re: WOW!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-27 00:00:00 UTC
From: ad329@freenet.hamilton.on.ca
Message-ID: <3v8ir7$mg@main.freenet.hamilton.on.ca>
Source record: 11788

: It isn't a question of the Jag's power ... it's a question of
: Atari (a small company) being able to compete against massive companies.
~^~^~^

2335. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-28 00:00:00 UTC
From: John Kheit <jkheit@cnj.digex.net>
Message-ID: <3vat9d$5b7@news4.digex.net>
Source record: 11690
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

hotelca@cris.com (Hotel California) wrote:
> Just a simple point. Everyone talks about Bill Gates of hell as
> being evil and using all his powers to make money. WHY DOES HE
> DO THIS? THE MAN HAS OVER 12 BILLION DOLLARS!!!! WHY IN THE
> HELL WOULD SOMEONE NEED MORE MONEY THAN 12 BILLION DOLLARS?!?!?!?!?
> JUST TAKE YOUR MONEY AND LEAVE US ALONE!!!!!!

This is an interesting point... But when I think about it, b
gates is very wealthy only on paper (yea, I'd like to suffer that
way too :). But his recent 12billion dollar man status is directly
related to the stock price. The price goes down, his net worth
follows. I'm sure on any given day he makes/looses hundreds of
millions of dollars. There are days where he looses billions. I
know he has cashed out some of his stock from time to time, not
sure how much though.

So he probably keeps at it for two reasons: 1) he wants to keep
balloning his wealth by affecting the stock, which he does by
running the company, and 2) he takes a salary for mundane living
purposes so he doesn't have to cash out stock....
--
Thanks, Later, John

monoChrome, Inc. | New York Law School | NEXTSTEP Developer
John Kheit)^> %^) | Opinions expressed | MIME & NeXTmail OK--3P
jkheit@cnj.digex.net | represent me only... | Telepathy...It's coming...

2336. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-28 00:00:00 UTC
From: ericb@psu.edu
Message-ID: <ericb.413.3018FD62@psu.edu>
Source record: 11691
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <hotelca-2807950049060001@192.0.2.1> hotelca@cris.com (Hotel California) writes:

>Just a simple point. Everyone talks about Bill Gates of hell as being
>evil and using all his powers to make money. WHY DOES HE DO THIS? THE
>MAN HAS OVER 12 BILLION DOLLARS!!!! WHY IN THE HELL WOULD SOMEONE NEED
>MORE MONEY THAN 12 BILLION DOLLARS?!?!?!?!? JUST TAKE YOUR MONEY AND
>LEAVE US ALONE!!!!!!

How much money is enough? Just one more dollar...

-Ericb@psu.edu

2337. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-28 00:00:00 UTC
From: gcasa@wam.umd.edu
Message-ID: <3v9m0q$3ef@cville-srv.wam.umd.edu>
Source record: 11692
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

r. minto (rminto@julian.uwo.ca) wrote:
: Tim Byars (tbyars@overdrive.com) wrote:

: : :I'm sorry, but I whole heartedly agree with the previous
: : :respondant...BillGates *IS* an evil man and must be stopped.
[stuff about what is NOT evil deleted..]
: Initiating physical force against another person is evil. The seizure of
: property earned through free trade is evil.

Forcing your vision on the entire world through the practice of unfair
business tactics is, in my book, evil!!

: Let's get our categories straight before we start marking moral
: judgements, okay?

Sure, I've got my categories straight.... do you?? :)

: --
: William R. Minto, M.A. rminto@julian.uwo.ca
: Dept. of Philosophy, Univ. of Western Ontario London, Ont., CANADA
: --

Have a nice day!! :)
--
Gregory John Casamento -- gcasa@wam.umd.edu
Stop Senate Bill 314!! It threatens the very fabric of the INTERNETs
existence. Please see http://www.phantom.com/~slowdog for details.
#include <std_disclaimer.h>

2338. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-28 00:00:00 UTC
From: hotelca@cris.com
Message-ID: <hotelca-2807950049060001@192.0.2.1>
Source record: 11693
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

Just a simple point. Everyone talks about Bill Gates of hell as being evil and using all his powers to make money. WHY DOES HE DO THIS? THE MAN HAS OVER 12 BILLION DOLLARS!!!! WHY IN THE HELL WOULD SOMEONE NEED MORE MONEY THAN 12 BILLION DOLLARS?!?!?!?!? JUST TAKE YOUR MONEY AND LEAVE US ALONE!!!!!!

Just venting steam. Note: No anti-MSN .sig yet. I have resisted Hotel California the temptation thus far.
hotelca@cris.com

P.S. You have all that money. Donate it or something.

2339. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-28 00:00:00 UTC
From: dwang@ichips.intel.com
Message-ID: <3v9te5$9ci@news.jf.intel.com>
Source record: 11694
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

Hotel California (hotelca@cris.com) wrote:
: Just a simple point. Everyone talks about Bill Gates of hell as being
: evil and using all his powers to make money. WHY DOES HE DO THIS? THE
: MAN HAS OVER 12 BILLION DOLLARS!!!! WHY IN THE HELL WOULD SOMEONE NEED
: MORE MONEY THAN 12 BILLION DOLLARS?!?!?!?!? JUST TAKE YOUR MONEY AND
: LEAVE US ALONE!!!!!!

: Just venting steam. Note: No anti-MSN .sig yet. I have resisted
: Hotel California the temptation thus far.
: hotelca@cris.com

: P.S. You have all that money. Donate it or something.

I think that with the last stock market drop of MS stock prices, Bill's net worth has gone below 12 Billion. He's just trying to make some more to go back up past 12 that's all. He'll stop I'm sure, as soon as MS becomes the only software company and he's able to pay off the US national debt by himself.

2340. Is Sinclap in love?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-28 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3vbnau$qon@ccshst05.cs.uoguelph.ca>
Source record: 11695

It's the only way I can think of to explain his unusual silence
and lack of perstering? Perhaps even Petey has found love! Perhaps he's
so twiterpated that he doesn't even think about popping up in advocacy to
pester people anymore! Any other suggestions on what might have happened
to Petey?

>> Mark <<

--
==
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

2341. Re: Jaguar Competitiveness with new machines, ie: Playstaion etc..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-29 00:00:00 UTC
From: mmccabe@bronze.coil.com
Message-ID: <mmccabe-2907951339040001@ttym01.coil.com>
Source record: 11696
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <3v0dd5$45hc@info4.rus.uni-stuttgart.de>, gavinm@vsprsun_14 (
Mr Gavin Moran) wrote:

> Mark Rathwell (mrathwel@uoguelph.ca) wrote:
>
> : : At the end of the day, not only has the quantity of jag games
been poor,
> : : but also the quality. Only Doom and Tempest 2000 stand out as being
playable
> : : and indicitive of what the Jaguar can do.
>
> : And Aliens Vs. Predator. And Iron Soldier. And Super Burnout. And
> : Hoverstrike. And Wolfenstein 3-D. Most other Jag games are pretty good,
> : although they have been overplayed (ie. Syndicate, Theme Park). There are
> : only a few real duds ... Trevur McFurr, Club Drive, Checkered Flag,
> : Double Dragon V.
>
> Wasn't AvsP disliked by many for its slowness? And Super Burnout has
> been slagged off by most mags because its simply not a very good game ..
> even if it is fast.

Gavan,
Have you actually played any of the above games?
Do you think the magazine reveiwers have actually played these games?
Do you really take game-mag reviews to heart?
Do you think Mark has probably played these games toa _much_ greater
extent than any of the game-mag reveiwers?

Hmm..

--
Character Is Destiny
-Greek Proverb

Matt McCabe Columbus, Ohio, USA mbmccabe@bronze.coil.com

2342. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-29 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3vddp9$jl6@inca01.inca.co.nz>
Source record: 11697
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

<ericb.413.3018FD62@psu.edu>
Distribution:

Eric Bennett (ericb@psu.edu) wrote in response to a previous post:
> >Just a simple point. Everyone talks about Bill Gates of hell as being
> >evil and using all his powers to make money. WHY DOES HE DO THIS? THE
> >MAN HAS OVER 12 BILLION DOLLARS!!!! WHY IN THE HELL WOULD SOMEONE NEED
> >MORE MONEY THAN 12 BILLION DOLLARS?!?!?!?!? JUST TAKE YOUR MONEY AND
> >LEAVE US ALONE!!!!!!

> How much money is enough? Just one more dollar...

To quote a sig that I have seen recently :

"There is nothing more un-American than saying : You have too much money"

It appears BG is trying to personify this, by being a "Good American"

2343. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-29 00:00:00 UTC
From: plongsi@falcon.inetnebr.com
Message-ID: <3ve7t2$nuo@duck.inetnebr.com>
Source record: 11698
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy

```
: Microsoft's big break came in 1980 when it was chosen by IBM, over
: Gary Kildall's Digital Research, to write the operating system for IBM's
: new PC. Faced with a complex task and a tight deadline, Microsoft bought
: the rights to QDOS (short for "quick and dirty operating system") for
: $25,000 from Seattle programmer Tim Paterson and renamed it the
: Microsoft Disk Operating System. (MS-DOS)

From the Jargon file...

MS-DOS: A clone of CP/M for the 8088 crufted together in 6 weeks by hacker
Tim Patterson, who is said to have regretted it ever since. Numberous
features, including vaguely UNIX-like but rather broken support for
subdirectories, I/O redirection, and pipelines, were hacked into 2.0 and
subsequent versions; as a result there are two or more incompatible versions
of many system calls, and MS-DOS programmers can never agree on basic things
like what character to use as an option switch or whether to be case-sensitive.
The resulting mess is now the highest-unit-volume OS in history.

Often known simply as DOS, which annoys people familiar with other similarly
abbreviated operating systems (the system for the 360). The name further
annoys those who know what the term 'operating system' does (or ought to)
connote; DOS is more properly a set of relatively simple interrupt services.
some people like to pronounce DOS like "dose", as in "I don't work on
dose, man!", or to compare it to a dose of brain-damaging drugs
(a slogan button in wide circulation among hackers exhorts: "MS-DOS: Just
say No!") See mess-dos, ill-behaved.
--
____/| | Pohl Longsine, OpenStep Software Developer
\ o.O| GPF! | "I don't do Windows."
=(_)= CTLALTDLT! | plongsi@inetnebr.com (Internet Nebraska)
U (Bill Gates, The Cat) | NeXT & MIME mail formats accepted.
```

2344. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-29 00:00:00 UTC
From: dfa3147@vms1.tamu.edu
Message-ID: <29JUL199521390512@vms1.tamu.edu>
Source record: 11699
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3veimm$g5@netaxs.com>, esmith@netaxs.com (Edward M. Smith) writes...
}
}Tim Byars (tbyars@overdrive.com) wrote:
}: --
}
}: \\\\

2345. Re: ATARI - WHO NEEDS EM?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-29 00:00:00 UTC
From: Steve <100733.2604@CompuServe.COM>
Message-ID: <3vd5l7$g60$2@mhafc.production.compuserve.com>
Source record: 11700

Brilliant Machines - shame about the Company.
Atari Users have had to put up with a lack of support for years
but this makes us stronger...we can face the real world with
greater confidence....am I turning spiritual??....

2346. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-30 00:00:00 UTC
From: esmith@netaxs.com
Message-ID: <3veimm$g5@netaxs.com>
Source record: 11701
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

byars-2607951251290001@tbyars.earthlink.net>
Organization: Philadelphia's Complete Internet Provider
Distribution:

Tim Byars (tbyars@overdrive.com) wrote:
: In article <3usng6$p5m@cville-srv.wam.umd.edu>, gcasa@wam.umd.edu (Gregory
: John Casamento) wrote:

: :I'm sorry, but I whole heartedly agree with the previous
: :respondant...BillGates *IS* an evil man and must be stopped. His
: :business tactics are unfair, and his skills do not merit his position. In
: :my opinion this makes him a very dangerous man.

: the sig says it all....

: Tim

: --
: --

: \\\\

2347. Re: What would be nice

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-30 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jul30.095136.46973@cobra.uni.edu>
Source record: 11702

In article <95207.183835STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> I agree that a Falcon for $350 would be nice but I don't see it
> happening.... especially in the US. Although Toad plans on
> importing C-Lab's clones I imagine that the price would be higher
> due to shipping overseas. However, I don't agree with Mark that
> the Falcon is just a fun hacker's machine. It is a great machine
> that can do the job of most home users (a vast majority, I'd
> say). The software support is lacking but Calamus, Pagestream,
> Papyrus, NVDI, etc. do stand out as excellent products and applications
> are available for almost every need.
> Don't limit the Falcon to a toy to just eat away spare time- it is
> a very serious machine.

I beg your pardon...The Falcon is not competitive with the home market. Were
is the apps? Why would one consider one when there are more software and
hardware choices on the mac/pc platforms? What happens when the Falcon is
kaput? Who will fix it? Not Atari.

> -scott tirrell

Jag....console or religious cult...on the next edition of Geraldo!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2348. Re: Is Sinclap in love?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-30 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jul30.095939.46974@cobra.uni.edu>
Source record: 11703

In article <3vbnau$qon@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> It's the only way I can think of to explain his unusual silence
> and lack of perstering? Perhaps even Petey has found love! Perhaps he's
> so twiterpated that he doesn't even think about popping up in advocacy to
> pester people anymore! Any other suggestions on what might have happened
> to Petey?

Have I been missed? I have noticed that the number of posts have declined due to my absence..

>
> >> Mark <<
>
> --
> ==
> Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
> The University Of Guelph = technology! We can make him better than he was
> = was before. Better ... stronger ... faster!"
> mrathwel@uoguelph.ca =
> = Look for my web page, coming soon!
> ==

The Atari Jihad....not as powerful as Iran, but equally fanatical!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2349. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-30 00:00:00 UTC
From: titammi@mini.mits.mdata.fi
Message-ID: <3vgh8o$gch@news.mdata.fi>
Source record: 11704
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

John Kheit <jkheit@cnj.digex.net> wrote:

JK: 70/80's). b gates does all of this knowingly. He puts his personal
JK: profits before the good of the US and its citizens. Thus, he is
JK: evil.

So do you, and most others as well. So we're all evil.

TLT ---> WWW: http://www.compart.fi/~ttammi <---

2350. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-30 00:00:00 UTC
From: titammi@mini.mits.mdata.fi
Message-ID: <3vgh8q$gcj@news.mdata.fi>
Source record: 11705
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

hotelca@cris.com (Hotel California) wrote:

HC: evil and using all his powers to make money. WHY DOES HE DO THIS? THE
HC: MAN HAS OVER 12 BILLION DOLLARS!!!! WHY IN THE HELL WOULD SOMEONE NEED
HC: MORE MONEY THAN 12 BILLION DOLLARS?!?!?!?!? JUST TAKE YOUR MONEY AND
HC: LEAVE US ALONE!!!!!!

Why is every rich man/woman in the world trying to make more money?
It isn't just B. Gates.

HC: P.S. You have all that money. Donate it or something.

Funny, that's exactly what I've heard Gates is going to do.

TLT ---> WWW: http://www.compart.fi/~ttammi <---

2351. Re: Is Sinclap in love?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-30 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3vgj6u$i6c@ccshst05.cs.uoguelph.ca>
Source record: 11706

```
: Have I been missed? I have noticed that the number of posts have declined
: due to my absence..

I must confess that it's been harder to blow off steam without
you around :-). So ... who's the girl?

>> Mark <<

--
================================================================================
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
================================================================================
```

2352. Virtual reality helmet

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-31 00:00:00 UTC
From: telebob@ix.netcom.com
Message-ID: <3vhu4p$q08@ixnews5.ix.netcom.com>
Source record: 11707

What do you all think about the "vitual reality" helmet that
Atari will come out with in DEC or Jan 96?. Anybody got any real info?.
They will miss the Christmas market, thats all I know (screwup?).

2353. Re: Is Sinclap in love?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-31 00:00:00 UTC
From: trauth@george.rutgers.edu
Message-ID: <3vhsmf$odv@george.rutgers.edu>
Source record: 11708

mrathwel@uoguelph.ca (Mark Rathwell) writes:

: It's the only way I can think of to explain his unusual silence
:and lack of perstering? Perhaps even Petey has found love! Perhaps he's
:so twiterpated that he doesn't even think about popping up in advocacy to
:pester people anymore! Any other suggestions on what might have happened
:to Petey?

He's probably embarrassed by Apple's negative 3Q report and Wall St.'s
negative reaction to it.

Petey's chances of getting girlfriend are about as likely as Apple's
chances of putting Microsoft out of business.

* Tom

2354. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-31 00:00:00 UTC
From: John Kheit <jkheit@cnj.digex.net>
Message-ID: <3vj1i3$o9r@news4.digex.net>
Source record: 11709
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

titammi@mini.mits.mdata.fi (Tiitus Tamminen) wrote:
> hotelca@cris.com (Hotel California) wrote: Why is every rich
> man/woman in the world trying to make more money? It isn't just
> B. Gates.

Every rich man/woman in the world isn't making their money at the
expense of others.

--
Thanks, Later, John

monoChrome, Inc. | New York Law School | NEXTSTEP Developer
John Kheit)^> %^) | Opinions expressed | MIME & NeXTmail OK--3P
jkheit@cnj.digex.net | represent me only... | Telepathy...It's coming...

2355. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-31 00:00:00 UTC
From: schmeul@umich.edu
Message-ID: <schmeul-3107951609340001@pscmc3.chemistry.aa.wl.com>
Source record: 11710
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <DCLE8r.MKn@world.std.com>, jimf@world.std.com (jim frost) wrote:

> John Kheit <jkheit@cnj.digex.net> writes:
> >titammi@mini.mits.mdata.fi (Tiitus Tamminen) wrote:
> >> hotelca@cris.com (Hotel California) wrote: Why is every rich
> >> man/woman in the world trying to make more money? It isn't just
> >> B. Gates.
> >
> >Every rich man/woman in the world isn't making their money at the
> >expense of others.
> >
> An example of someone who is not would be enlightening.
>
> If anything observes the TANSTAAFL principle, it's money-making.
>
> jim frost
> jimf@world.std.com
> --
> http://world.std.com/~jimf

Uhhh, what's all this crap about?

Bill Gates has products that are in demand. Other people profit from his products. Other companies profit from his products. He employs people to make the products. Bill Gates has done one hell of a lot more for this country than most of the whining idiots who bitch about him.

If you don't like his products DON'T USE THEM. It's very simple.

Sam Huffman
schmeul@umich.edu

2356. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-31 00:00:00 UTC
From: John Kheit <jkheit@cnj.digex.net>
Message-ID: <3vjdd5$qll@news4.digex.net>
Source record: 11711
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

jimf@world.std.com (jim frost) wrote:
> John Kheit <jkheit@cnj.digex.net> writes:
> >titammi@mini.mits.mdata.fi (Tiitus Tamminen) wrote:
> >> hotelca@cris.com (Hotel California) wrote: Why is every rich
> >> man/woman in the world trying to make more money? It isn't
> >> just B. Gates.

> >Every rich man/woman in the world isn't making their money at
> >the expense of others.

> An example of someone who is not would be enlightening. If
> anything observes the TANSTAAFL principle, it's money-making.

I don't know what that principle is... But an old time example
would be Thomas Edison. A new time example would be Paul Newman.
Ray Charles. Ben and Jerry. etc. etc.
--
Thanks, Later, John

monoChrome, Inc. | New York Law School | NEXTSTEP Developer
John Kheit)^> %^) | Opinions expressed | MIME & NeXTmail OK--3P
jkheit@cnj.digex.net | represent me only... | Telepathy...It's coming...

2357. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-31 00:00:00 UTC
From: John Kheit <jkheit@cnj.digex.net>
Message-ID: <3vjeen$qll@news4.digex.net>
Source record: 11712
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

schmeul@umich.edu (Sam Huffman) wrote:
> In article <DCLE8r.MKn@world.std.com>, jimf@world.std.com (jim
> frost) wrote:

[valid opinions and discourse munched]

> Uhhh, what's all this crap about?

Man am I sick of jerks like you coming out of the void with stating
that other opinions posted are not valid. Uhhh, uhhh, uhhh, uhhh,
uhhh. You obviously didn't read all of the other dialogue presented
before, which espoused very valid reasons why a some people (who
believe or not are not idiots and who have rational arguments
explaining their position) view b gates' actions as being evil.
I certainly will not re-present them to someone as rude as yourself.

> Bill Gates has products that are in demand. Other people profit
> from his products. Other companies profit from his products. He
> employs people to make the products. Bill Gates has done one hell
> of a lot more for this country than most of the whining idiots
> who bitch about him.

> If you don't like his products DON'T USE THEM. It's very simple.

The people in this thread who don't like b gates may not have a
choice but to use his products...I personally do have a choice and
stay clear. But that is neither here nor there. The logic upon
which you base your obviously condescending and insulting position
would have been wonderful in the day of hitler. Well he says things
that a lot of german's at the time wanted to hear, and he's made
a lot of german's lives better, so if you don't like what he has
to say, just don't listen. No, sometimes in life you have to do
more than apathetically bend over and take it.
--
Thanks, Later, John

monoChrome, Inc. | New York Law School | NEXTSTEP Developer
John Kheit)^> %^) | Opinions expressed | MIME & NeXTmail OK--3P
jkheit@cnj.digex.net | represent me only... | Telepathy...It's coming...

2358. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-31 00:00:00 UTC
From: gns2@po.CWRU.Edu
Message-ID: <3vji1q$gtl@usenet.INS.CWRU.Edu>
Source record: 11713
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In a previous article, jkheit@cnj.digex.net (John Kheit) says:

>hotelca@cris.com (Hotel California) wrote:
>> Just a simple point. Everyone talks about Bill Gates of hell as
>> being evil and using all his powers to make money. WHY DOES HE
>> DO THIS? THE MAN HAS OVER 12 BILLION DOLLARS!!!! WHY IN THE
>> HELL WOULD SOMEONE NEED MORE MONEY THAN 12 BILLION DOLLARS?!?!?!?!?
>> JUST TAKE YOUR MONEY AND LEAVE US ALONE!!!!!!
>
>This is an interesting point... But when I think about it, b
>gates is very wealthy only on paper (yea, I'd like to suffer that
>way too :). But his recent 12billion dollar man status is directly
>related to the stock price. The price goes down, his net worth
>follows. I'm sure on any given day he makes/looses hundreds of
>millions of dollars. There are days where he looses billions. I
>know he has cashed out some of his stock from time to time, not
>sure how much though.

If he had kept all his stock from the beginning, he would have well over
$18B.

>So he probably keeps at it for two reasons: 1) he wants to keep
>balloning his wealth by affecting the stock, which he does by
>running the company, and 2) he takes a salary for mundane living
>purposes so he doesn't have to cash out stock....

Apparently he doesn't get paid all that much because he flies business
class. You would expect the richest man in the world to have his own fleet
of jets (or at least one).

2359. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-31 00:00:00 UTC
From: John Kheit <jkheit@cnj.digex.net>
Message-ID: <3vj19o$o9r@news4.digex.net>
Source record: 11714
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

titammi@mini.mits.mdata.fi (Tiitus Tamminen) wrote:
> John Kheit <jkheit@cnj.digex.net> wrote: JK: 70/80's). b gates
> does all of this knowingly. He puts his personal JK: profits
> before the good of the US and its citizens. Thus, he is JK:
> evil.

> So do you, and most others as well. So we're all evil.

That is false. I don't, and I know of others that don't. In my life, I've had opportunities where I could profit, but the price was too much, namely my personal profit was contingent upon my screwing a my friends over. I chose (perhaps some might think foolishly) to be virtuous...Maybe not virtuous, maybe in the end it was out of selfishness...I look myself in the mirror, and as ugly as I am to start with, I couldn't take knowing an SOB was looking me back in the eyes.

And as much as I love my friends, I love this country (US) and couldn't live with myself knowing that I am screwing it over.

I think you are working under a fallacy, namely, that if you are rich, or if you want to profit you must be evil. There are many great, and wealthy men that made positive contributions to this country, and a boat load of money to boot. Thomas Edison to name one. My life would be much worse had he not made millions of dollars with his inventions. I cannot say the same about b gates' "contributions" (I use that term very loosely).

Furthermore, I think it is a fallacy that to 'redeem' yourself after making a lot of money (as if that were an evil in and of itself) you have to donate funds to charity. There is nothing wrong with wanting the good life, in and of itself. There is nothing wrong with achieving the good life, in and of itself. Why the hell should I care what a bunch of politically correct and jealous jerks think I should do with my money? And I don't think someone who made his money honestly, and not at the expense of others has any obligation to do anything with their money that they don't want to...and they certainly don't have any obligation to do what those PC jerks want.
--
Thanks, Later, John

monoChrome, Inc. | New York Law School | NEXTSTEP Developer
John Kheit)^> %^) | Opinions expressed | MIME & NeXTmail OK--3P

jkheit@cnj.digex.net | represent me only... | Telepathy...It's coming...

2360. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-31 00:00:00 UTC
From: jimf@world.std.com
Message-ID: <DCLE8r.MKn@world.std.com>
Source record: 11715
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

John Kheit <jkheit@cnj.digex.net> writes:
>titammi@mini.mits.mdata.fi (Tiitus Tamminen) wrote:
>> hotelca@cris.com (Hotel California) wrote: Why is every rich
>> man/woman in the world trying to make more money? It isn't just
>> B. Gates.

>Every rich man/woman in the world isn't making their money at the
>expense of others.

An example of someone who is not would be enlightening.

If anything observes the TANSTAAFL principle, it's money-making.

jim frost
jimf@world.std.com
--
http://world.std.com/~jimf

2361. Re: Sheppard Out Now!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-31 00:00:00 UTC
From: "David D. Hagood" <73437.3162@CompuServe.COM>
Message-ID: <3vj42esti1@mhafm.production.compuserve.com>
Source record: 11716
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Perhaps we should take up a collection and have some nice big men named
Guido and Nunzio visit Mr. Shepperd...

2362. Re: Is Sinclap in love?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-31 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jul31.080421.47012@cobra.uni.edu>
Source record: 11717

In article <3vgj6u$i6c@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Have I been missed? I have noticed that the number of posts have declined
> : due to my absence..
>
> I must confess that it's been harder to blow off steam without
> you around :-). So ... who's the girl?

Which one? Heather, Susan, Jane, Jill and sweet Jen...

>
> >> Mark <<
>
>
> --
> ==
> Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
> The University Of Guelph = technology! We can make him better than he was
> = was before. Better ... stronger ... faster!"
> mrathwel@uoguelph.ca =
> = Look for my web page, coming soon!
> ==

The Atari Jihad...not as powerful as Iran, but equally fanatical!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2363. Re: Is Sinclap in love?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-31 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Jul31.080932.47013@cobra.uni.edu>
Source record: 11718

In article <3vhsmf$odv@george.rutgers.edu>, trauth@george.rutgers.edu (Thomas Trauth) writes:
> mrathwel@uoguelph.ca (Mark Rathwell) writes:
>
> : It's the only way I can think of to explain his unusual silence
> :and lack of perstering? Perhaps even Petey has found love! Perhaps he's
> :so twiterpated that he doesn't even think about popping up in advocacy to
> :pester people anymore! Any other suggestions on what might have happened
> :to Petey?
>
> He's probably embarrassed by Apple's negative 3Q report and Wall St.'s
> negative reaction to it.

Eh..Beavis you should check how Wall ST reacted...Apple's stock is the same with Wall ST recommendations. Come Aug. 7 will boost further.

>
> Petey's chances of getting girlfriend are about as likely as Apple's
> chances of putting Microsoft out of business.

Thats funny...Your sister and I have been exchanging e-mail->....

>
>
> * Tom

Jag...console or religious cult....on the next edition of Geraldo!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2364. Re: What would be nice

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-31 00:00:00 UTC
From: bjr@EbiCom.net
Message-ID: <3vhr64$9hc@Einstein.EbiCom.net>
Source record: 11719

: I beg your pardon...The Falcon is not competitive with the home market. Were
: is the apps? Why would one consider one when there are more software and
: hardware choices on the mac/pc platforms? What happens when the Falcon is
: kaput? Who will fix it? Not Atari.

Hummm....
I've had much less problems getting someone to work on my Atari ST
than I've ever had with that dang PC now in my closet. It's a 386SX no namer
that I bought in 1992. Lets see...first problem I had with it was that it
would only look at floppy disks formated by itself...or a computer of the
exact same type. Next thing I had to do was throw in two more megs of ram.
Then, I ran out of hard drive space after only installing about three
applications. Around one year later, I found that I could no longer find
any software that would support the monitor I had...so I had to upgrade to
VGA. The thing ran at a snails pace...even though it boasted screaming
cpu speeds well over twice what the stock ST runs. Next I tried to
install a simple sound card for 8 bit audio...I went thru 3 cards before
finding one that would work. The ST did this in stereo right out of the
box. It crashed at least once every single time I ever tried to use it.
And once I installed a Double Density floppy drive in it...and I called
over 10 shops looking for the correct rails to mount it in the drive bay.
No one had them...no one knew where to get them...so I wound up having to
get a local sheet metal guy to build a set from scratch!
As the story unfolds...the only reason I ever bought the 386
system was because some of our professors at school DEMANDED that everything
be turned in on floppy in Word Perfect format. Not long after that...I
found a used Super Charger for my ST for $75.00. Tried to sell my 386,
and no one would have it because it was already out of date (this was in
1993). I've been using the ST ever since and have moved into quite intense
areas of MIDI where the Atari serves my purposes very well. The old ST also
creates just as nice looking documents with Page Stream as a screaming
486, and doesn't take me more than 5 minutes longer to do it (only lose
this time cuz the ST takes a little time to compute a 300dpi page).
As I slowly grow into being interested in digital recording...the
falcon looks more and more every day like a dream come true. I could care
less what the number are that are in small print in the bottom of the box.
I just know I've seen these machines in action and they look pretty
competitive to me.
If a new PC is really so much faster...explain to me why it takes
windows about 4 times as long to draw a window than my 8mhz ST? My
computer at work (486DX 50 running OS2, it only connects to one
network) takes 6 minutes to boot! Hummm...also...the data base I use at
work, "Works" doesn't compute any faster than my AtariWorks at home, and it
also takes twice as long to load into memory...and only offer a hand full

of extra functions. Really...about the only advantage I can see in getting a PC/Mac over an ST is the fact you can have a much more colorful display at higher resolutions. We have to wait a few months to get some things for the ST, like web browsers and such..but they come..and are very solid programs once they do. As for the Falcon...I believe it has the colors...has the resolution...and tosses in some extra sound hardware as part of the package. Sounds like every thing a HOME user and most "non networking" professional users would ever need...and I reluctantly say "non networking" since the Falcon does come stock with a Lan port of some kind (doesn't it?)...not sure how good it is.

Oh well...Atari isn't a bad platform at all...
It is still very competitive as far the the machines themselves are concerned...
Some people are just afraid they won't get support for it...
Well...there aren't any Volvo, Mercedes Benz, or BMW dealers within miles of where I live...but I sure do see a lot of them driving around. Some have told me they drive 3 hours to the nearest dealer for service, but seem to feel it is well worth it. Also...one could pretty much compare the ratio of "Hard to get serviced" imported cars with that of Atari to PC/Mac ratios... Both sides seem to be happy in both cases...
So what's the big deal?

Brian

2365. ST to sell

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-31 00:00:00 UTC
From: pearlmangj@aol.com
Message-ID: <3viut0$qbv@newsbf02.news.aol.com>
Source record: 11720

I didn't see any posts similar to this, so if this is the wrong place for my post, I apologize. (Where would be a better place to post this?)

I have a 1040ST with a color monitor and internal and external drives. I'd like to sell it.

Don't know whether any of you remember Antic and START magazines, but I bought the ST while a member of those editorial staffs. When I left Antic Publishing, I wasn't really able to use the ST much anymore. Everything's in fine condition.

Any ideas where to look for a buyer?

Thank you very much for any help.

Gregg Pearlman

2366. Re: Virtual reality helmet

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-31 00:00:00 UTC
From: ad329@freenet.hamilton.on.ca
Message-ID: <3viqod$1v0@main.freenet.hamilton.on.ca>
Source record: 11721

bob bandera (telebob@ix.netcom.com) wrote:
: What do you all think about the "vitual reality" helmet that
: Atari will come out with in DEC or Jan 96?. Anybody got any real info?.
: They will miss the Christmas market, thats all I know (screwup?).
~^~^~^

2367. Re: Is Sinclap in love?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-31 00:00:00 UTC
From: trauth@george.rutgers.edu
Message-ID: <3vjh9b$312@george.rutgers.edu>
Source record: 11722

sinclap2954@cobra.uni.edu writes:

:Thats funny...Your sister and I have been exchanging e-mail->....

How could that be? She doesn't have an e-mail address at the
moment.

* Tom

2368. Re: What would be nice

Newsgroup: comp.sys.atari.advocacy
Date: 1995-07-31 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95212.180426STIRRE31@MAINE.MAINE.EDU>
Source record: 11723

Pete,
Yes, there is more software available for your precious Mac. How many
times must people admit to this before you'll let it drop. Of course,
there is also many more titles out for Intel machines than for Macs.
Respond to that. Why would people consider a Macintosh when a PC
has sooooo much more software support? Double standard?
I never said the Falcon competed (as far as market share anyway).
I said that it is powerful enough to accomplish the tasks for
most every home user. Some people have specialized needs that
the Falcon may not be up to task for but for a majority of users
the Falcon could get the job done. Does anyone disagree? I listed
some apps and if you want to know where to buy them pick up
a copy of ST Informer. Or call Toad. Or Steve's. Or B and C. Or
Computer STudio. Or ATY. Is it only okay to mail order if it
is from Mac Warehouse?
Finally, Atari does fix Falcons. Just send a broken one to them.
It will be awhile yet until parts for Atari computers disappear.
You are pathetically misinformed, Pete. BTW, how come no flyers
from computer stores in my area (Circuit City and Lechmere's, for
example) ever advertise the Macintosh? Only clones....
Oh, and the local Home Vision Video store (huge chain here in Maine)
just started advertising the Jaguar for rent.
-scott tirrell

2369. Rodger Sheppard: THE TRUTH:known reoffender

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-01 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3vmdm2$5ad@status.gen.nz>
Source record: 11639
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

I am president of the largest Atari Club in New Zealand and am in a
position to tell those disgusted or intrigued or defendable, the following:

Rodger Sheppard is well known in Atari circles in this country for his
bad mouthing tactics, both on the net, on BBS here and general demenour
amongst those computer interested. It is also on record that he has tried
his verbal attitude on other computer platforms.

He is definitely not respected in New Zealand for his activities.

To those that think he has a right to state his opinions on the net,
think again. His mistake is that he has for a long time now abused his
priviledge and annoyed many people. He has destroyed his own credibility,
which is a great pity, since he has a wealth of experience.
The fact is, that he can have his say, everyone agrees with that, the
Atari groups have even been designed with this purpose in mind. It could
even be said that people are not using the facility enough, although I
understand that not all people get (or want?) to subscribe to *advocacy*.

The problem of course is that Rodger Sheppard is reknown for his impetuosity.
A welcome change perhaps, but a transgression in the long run.

We in New Zealand are completely, and absolutely sick and tired of Mr
Rodger Sheppard and the more people that take up the suggestion of Dan
and email his provider to complain, the better.

Thankyou.

The addresses again:

postmaster@ix.wcc.govt.nz

hunt@ix.wcc.govt.nz

-Brian Becroft (mbecroft@iconz.co.nz) Keeping ATARI ALIVE in New Zealand!-
-President Tariland Computer Club Auckland New Zealand--------------------

2370. Re: Rodger Sheppard: THE TRUTH:known reoffender

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug1.221155.47102@cobra.uni.edu>
Source record: 11640
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <3vmdm2$5ad@status.gen.nz>, mbecroft@iconz.co.nz (Mario Becroft) writes:
> I am president of the largest Atari Club in New Zealand and am in a
> position to tell those disgusted or intrigued or defendable, the following:
>
> Rodger Sheppard is well known in Atari circles in this country for his
> bad mouthing tactics, both on the net, on BBS here and general demenour
> amongst those computer interested. It is also on record that he has tried
> his verbal attitude on other computer platforms.
>
> He is definitely not respected in New Zealand for his activities.

Who saids? Who appointed you to decide?

>
> To those that think he has a right to state his opinions on the net,
> think again. His mistake is that he has for a long time now abused his
> priviledge and annoyed many people. He has destroyed his own credibility,
> which is a great pity, since he has a wealth of experience.
> The fact is, that he can have his say, everyone agrees with that, the
> Atari groups have even been designed with this purpose in mind. It could
> even be said that people are not using the facility enough, although I
> understand that not all people get (or want?) to subscribe to *advocacy*.
>

What a hypocrate..If you do not like what he saids, do not respond. Ignore
hime. What gives you the right to play Miss Censor...

> The problem of course is that Rodger Sheppard is reknown for his impetuosity.
> A welcome change perhaps, but a transgression in the long run.
>

And you...

> We in New Zealand are completely, and absolutely sick and tired of Mr
> Rodger Sheppard and the more people that take up the suggestion of Dan
> and email his provider to complain, the better.

Speak for yourself and don't include 'we'...

>
> Thankyou.
>
> The addresses again:
>
> postmaster@ix.wcc.govt.nz
>

> hunt@ix.wcc.govt.nz
>
>

> -Brian Becroft (mbecroft@iconz.co.nz) Keeping ATARI ALIVE in New Zealand!-
> -President Tariland Computer Club Auckland New Zealand--------------------

What a jerk...

The Atari Jihad...not as powerful as Iran, but equally fanatical!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2371. Re: Is Sinclap in love?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-01 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3vlci1$ilf@ccshst05.cs.uoguelph.ca>
Source record: 11641

```
: Which one? Heather, Susan, Jane, Jill and sweet Jen...

Psst Petey .... it's against the law to harass innocent five year
olds. Don't do it!

>> Mark <<

--
================================================================================
Mark Rathwell = "Gentlemen ... we can rebuild him. We have the
The University Of Guelph = technology! We can make him better than he was
= was before. Better ... stronger ... faster!"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
================================================================================
```

2372. Re: What would be nice

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-01 00:00:00 UTC
From: ad329@freenet.hamilton.on.ca
Message-ID: <3vkfrv$n8f@main.freenet.hamilton.on.ca>
Source record: 11642

```
: Finally, Atari does fix Falcons. Just send a broken one to them.
: It will be awhile yet until parts for Atari computers disappear.
~^~^~^
```

2373. Power with out the price....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug1.201934.47095@cobra.uni.edu>
Source record: 11643

Looks like old Tramiel slogan belongs to Apple now..

PRICE CUTS on current machines:

6100 66MHz 601 8/500/2xCD $1391
7100 80MHz 601 8/700/2xCD $2174
8100 100MHz 601 8/700 $2261
8100 100MHz 601 16/1GB/CD/AV $3041 Standard AV I/O

NEW PCI MACHINES being released:

7200 75MHz 601 8/500/4xCD $1700
7200 90MHz 601 8/500/4xCD $1900
7500 100MHz 601 16/500/4xCD $2700 Midrange AV I/O
8500 120MHz 604 16/1GB/4xCD $3900 High-end AV I/O

Source: 8/1 MacWeek

The Atari Jihad...not as powerful as Iran, but equally fanatical!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2374. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-01 00:00:00 UTC
From: cokford@acs5.acs.ucalgary.ca
Message-ID: <3vkgu3$1b8g@ds2.acs.ucalgary.ca>
Source record: 11724
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

Sam Huffman (schmeul@umich.edu) wrote:
: Uhhh, what's all this crap about?

: Bill Gates has products that are in demand. Other people profit
: from his products. Other companies profit from his products. He
: employs people to make the products. Bill Gates has done one hell
: of a lot more for this country than most of the whining idiots
: who bitch about him.

: If you don't like his products DON'T USE THEM. It's very simple.

Fine for you. But who has a choice when it is bundled with every IBM
type computer that you buy, and most "modern" programs rely on it
(it being Windows).

--
Conan Ford cokford@acs.ucalgary.ca
The opinions expressed herein are my own and not
those of the University of Calgary.

2375. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-01 00:00:00 UTC
From: schmeul@umich.edu
Message-ID: <schmeul-0108950750220001@pscmc3.chemistry.aa.wl.com>
Source record: 11725
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3vjeen$qll@news4.digex.net>, jkheit@cnj.digex.net wrote:

> schmeul@umich.edu (Sam Huffman) wrote:
> > In article <DCLE8r.MKn@world.std.com>, jimf@world.std.com (jim
> > frost) wrote:
>
> [valid opinions and discourse munched]
>
> > Uhhh, what's all this crap about?
>
> Man am I sick of jerks like you coming out of the void with stating
> that other opinions posted are not valid. Uhhh, uhhh, uhhh, uhhh,
> uhhh. You obviously didn't read all of the other dialogue presented
> before, which espoused very valid reasons why a some people (who
> believe or not are not idiots and who have rational arguments
> explaining their position) view b gates' actions as being evil.
> I certainly will not re-present them to someone as rude as yourself.
>
> > Bill Gates has products that are in demand. Other people profit
> > from his products. Other companies profit from his products. He
> > employs people to make the products. Bill Gates has done one hell
> > of a lot more for this country than most of the whining idiots
> > who bitch about him.
>
> > If you don't like his products DON'T USE THEM. It's very simple.
>
> The people in this thread who don't like b gates may not have a
> choice but to use his products...I personally do have a choice and
> stay clear. But that is neither here nor there. The logic upon
> which you base your obviously condescending and insulting position
> would have been wonderful in the day of hitler. Well he says things
> that a lot of german's at the time wanted to hear, and he's made
> a lot of german's lives better, so if you don't like what he has
> to say, just don't listen. No, sometimes in life you have to do
> more than apathetically bend over and take it.
> --
> Thanks, Later, John

Who are you to criticize my method of argument? You call capitalism
flawed? You compare me to Hitler? But you do absolutely nothing to
invalidate my opinions..

You say my position is "condescending and insulting." But you offer no reason as to why. Could it be that you're so insecure about your own opinion that the only way you can validate it is by calling those who oppose it hitler?

Interesting... =)

Don't get me wrong. I don't like Microsoft's products. I don't use them.

Well, nice chatting with you.

Sam Huffman
schmeul@umich.edu

2376. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-01 00:00:00 UTC
From: schmeul@umich.edu
Message-ID: <schmeul-0108950751330001@pscmc3.chemistry.aa.wl.com>
Source record: 11726
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3vkgu3$1b8g@ds2.acs.ucalgary.ca>, cokford@acs5.acs.ucalgary.ca (Conan Orion K Ford) wrote:

> Sam Huffman (schmeul@umich.edu) wrote:
> : Uhhh, what's all this crap about?
>
> : Bill Gates has products that are in demand. Other people profit
> : from his products. Other companies profit from his products. He
> : employs people to make the products. Bill Gates has done one hell
> : of a lot more for this country than most of the whining idiots
> : who bitch about him.
>
> : If you don't like his products DON'T USE THEM. It's very simple.
>
> Fine for you. But who has a choice when it is bundled with every IBM
> type computer that you buy, and most "modern" programs rely on it
> (it being Windows).

Well, like I said, you have a choice =)

Buy a Mac =)

flames welcomed...

Sam Huffman
schmeul@umich.edu

2377. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-01 00:00:00 UTC
From: jimf@world.std.com
Message-ID: <DCMyMv.DF7@world.std.com>
Source record: 11727
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

John Kheit <jkheit@cnj.digex.net> writes:
>jimf@world.std.com (jim frost) wrote:
>> John Kheit <jkheit@cnj.digex.net> writes:
>> >titammi@mini.mits.mdata.fi (Tiitus Tamminen) wrote:
>> >> hotelca@cris.com (Hotel California) wrote: Why is every rich
>> >> man/woman in the world trying to make more money? It isn't
>> >> just B. Gates.

>> >Every rich man/woman in the world isn't making their money at
>> >the expense of others.

>> An example of someone who is not would be enlightening. If
>> anything observes the TANSTAAFL principle, it's money-making.

>I don't know what that principle is... But an old time example
>would be Thomas Edison. A new time example would be Paul Newman.
>Ray Charles. Ben and Jerry. etc. etc.

There Ain't No Such Thing As A Free Lunch. In this case I'm referring
to the fact that nobody gets rich without taking something away from
someone else.

I wouldn't use Edison as an example of someone who got rich without
taking advantage of other people. If you do, you should reread your
history.

All of your other examples are people who sell you pleasure. They
take their money in small chunks, but they're taking it nonetheless.
Each of them gives back to the community, but they keep a hefty
portion too -- otherwise they wouldn't be rich.

Gates, much as I don't like the man, isn't the antichrist. He's no
worse than any other entrepreneur, and better than quite a few.

jim frost
jimf@world.std.com
--
http://world.std.com/~jimf

2378. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-01 00:00:00 UTC
From: schmeul@umich.edu
Message-ID: <schmeul-0108951242500001@pscmc3.chemistry.aa.wl.com>
Source record: 11728
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

> >> >Every rich man/woman in the world isn't making their money at
> >> >the expense of others.
>
> >> An example of someone who is not would be enlightening. If
> >> anything observes the TANSTAAFL principle, it's money-making.
>
> >I don't know what that principle is... But an old time example
> >would be Thomas Edison. A new time example would be Paul Newman.
> >Ray Charles. Ben and Jerry. etc. etc.
>
> There Ain't No Such Thing As A Free Lunch. In this case I'm referring
> to the fact that nobody gets rich without taking something away from
> someone else.
>
> I wouldn't use Edison as an example of someone who got rich without
> taking advantage of other people. If you do, you should reread your
> history.
>
> All of your other examples are people who sell you pleasure. They
> take their money in small chunks, but they're taking it nonetheless.
> Each of them gives back to the community, but they keep a hefty
> portion too -- otherwise they wouldn't be rich.
>
> Gates, much as I don't like the man, isn't the antichrist. He's no
> worse than any other entrepreneur, and better than quite a few.

I don't mean to turn this into a thread that would be better off in
alt.economics...

Paul Newman gives people pleasure. For that they pay him. No one is being
taken advantage of. Bill Gates gives people software, people pay him.
Again, no one is being taken advantage of. Edison gave us Direct Current.
We paid him. Everyone's happy.

Nobody gets anything "taken away" from them unless they're robbed. If two
people voluntarily engage in a transaction, both come out ahead.
Everyone's happy.

Nuff said.

- Sam

2379. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-01 00:00:00 UTC
From: medcalf@ppc5.svo.dfw.ibm.com
Message-ID: <DCn5w5.2H1q@austin.ibm.com>
Source record: 11729
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

```
In article <3vjdd5$qll@news4.digex.net>, John Kheit <jkheit@cnj.digex.net> writes:
> jimf@world.std.com (jim frost) wrote:
> > John Kheit <jkheit@cnj.digex.net> writes:
> > >titammi@mini.mits.mdata.fi (Tiitus Tamminen) wrote:
> > >> hotelca@cris.com (Hotel California) wrote: Why is every rich
> > >> man/woman in the world trying to make more money? It isn't
> > >> just B. Gates.
>
> > >Every rich man/woman in the world isn't making their money at
> > >the expense of others.
>
> > An example of someone who is not would be enlightening. If
> > anything observes the TANSTAAFL principle, it's money-making.
>
> I don't know what that principle is... But an old time example
> would be Thomas Edison. A new time example would be Paul Newman.
> Ray Charles. Ben and Jerry. etc. etc.

TANSTAAFL == There Ain't No Such Thing As A Free Lunch

--
+-------------+------------------------------+--------------------------+
|Jeff Medcalf | medcalf@interlock.dfw.ibm.com | |
|CTG-Dallas | JKMedcalf@aol.com | Power Series support |
+-------------+------------------------------+ SVMP/Tech Eval |
|I not only don't speak for IBM, | Comm Mgr/2 |
|I don't even *know* who speaks for IBM! | |
+-----------------------------------------------+--------------------------+
```

2380. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-01 00:00:00 UTC
From: ted@hmc.edu
Message-ID: <TED.95Aug1103015@oairis.hmc.edu>
Source record: 11730
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

>>>>> "Edward" == Edward M Smith <esmith@netaxs.com> writes:

Edward> There is somebody who mouths off with out knowing the whole
Edward> story. And this just proves my point.

Well, believe me, I know the whole story (or at least as much as anyone
would need).

Edward> If it were not for Bill Gates and his abilities, you would not
Edward> now be sitting there typing this kind of nonsense.

If it were not for Bill Gates, there would've been someone else to step in
his truly mediocre computer shoes, who perhaps wouldn't have kept us in the
computing stone ages all these years because there might've been _actual_
competition and progress in the marketplace. And believe me, IBM is no
small part blameworthy for spawning Bill.

Bill Gates's strengths are his business sense, capital, and the VP that just
walked out MS's door.

Edward> Get a life and get real.

Your previous claim illustrates who needs to get real.

Ted
--
The original text of this document is || The opinions expressed in this
the copyrighted work of the author. || document are solely mine except
The Microsoft Network(TM) is prohibited || where attributed to others.
from distributing said work in any way. || Ted Lilley <ted@hmc.edu>

2381. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-01 00:00:00 UTC
From: medcalf@ppc5.svo.dfw.ibm.com
Message-ID: <DCn62G.2597@austin.ibm.com>
Source record: 11731
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3vji1q$gtl@usenet.INS.CWRU.Edu>, gns2@po.CWRU.Edu (Gabriel N. Schaffer) writes:
> Apparently he doesn't get paid all that much because he flies business
> class. You would expect the richest man in the world to have his own fleet
> of jets (or at least one).

Bill Gates is, like many self-made billionaires, extremely frugal in some ways. Ross Perot drives a beat up red car (don't remember the type, but it was a Chevy or some such, nothing fancy). People who make that much money for themselves generally don't go around wasting it on unneeded expenses. Of course, you spend your money where you think it will do the most good. Bill Gates puts a lot into his company and into his house.

--
+-------------+-------------------------------+--------------------------+
|Jeff Medcalf | medcalf@interlock.dfw.ibm.com | |
|CTG-Dallas | JKMedcalf@aol.com | Power Series support |
+-------------+-------------------------------+ SVMP/Tech Eval |
|I not only don't speak for IBM, | Comm Mgr/2 |
|I don't even *know* who speaks for IBM! | |
+---+--------------------------+

2382. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-01 00:00:00 UTC
From: John Kheit <jkheit@cnj.digex.net>
Message-ID: <3vlu9l$1p0@news4.digex.net>
Source record: 11732
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

> schmeul@umich.edu (Sam Huffman) wrote: In article
> <3vjeen$qll@news4.digex.net>, jkheit@cnj.digex.net wrote: Who
> are you to criticize my method of argument? You call capitalism
> flawed? You compare me to Hitler? But you do absolutely nothing
> to invalidate my opinions..

Oh, one other thing I forgot. I in no way am criticizing
capatalism...At least not the socio-economic democratic flavor of
capatalism practiced in the US. I think it is the best system
dreamed up to date. I'm not sure why you seem to think my post
implies this? If anything I would think that your TNSTAAFL theory
would be damning of a capatalism.
--
Thanks, Later, John

monoChrome, Inc. | New York Law School | NEXTSTEP Developer
John Kheit)^> %^) | Opinions expressed | MIME & NeXTmail OK--3P
jkheit@cnj.digex.net | represent me only... | Telepathy...It's coming...

2383. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-01 00:00:00 UTC
From: John Kheit <jkheit@cnj.digex.net>
Message-ID: <3vm0g9$1p0@news4.digex.net>
Source record: 11733
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

schmeul@umich.edu (Sam Huffman) wrote:
> > >I don't know what that principle is... But an old time example
> > >would be Thomas Edison. A new time example would be Paul
> > >Newman. Ray Charles. Ben and Jerry. etc. etc.
> >
> > There Ain't No Such Thing As A Free Lunch. In this case I'm
> > referring to the fact that nobody gets rich without taking
> > something away from someone else.

Ahh, ok, thanks. I'm familiar with the theory, just not the notation
:) Ok, theoretically/philosophically what you say is true. If we
were to judge that simply having money were evil b/c it takes away
from someone else, than almost everyone would be evil. That, however,
was not the basis upon which I was calling b gates evil. He is
evil b/c he is purposefully taking away from others by destroying
the competitiveness and eventually the entire US software industry.

The distinction is this...It's not evil to take money away from a
man's hands by happenstance, but it is evil if you chop off his
hand and take the money that way. In other words, I don't think
it's evil if you make the best product possible and it sells so
well that it runs someone out of business b/c their product stinks.
I think it is evil if you have a crappy product and use brute force
to drive a competitor with a better product out of business. This
is a very simplistic example, and a much greater dialogue than most
people would care to read (much of which has been explained in
earlier posts) would be required to show why on a philosophical/moral
level b gates is evil.

The bottom line, however, is this...b gates' actions go a long way
to making the US less innovative and less competitive, thus
threatening the future of the US software industry, b/c he does
this knowingly, he, IMO, is evil.

> > I wouldn't use Edison as an example of someone who got rich
> > without taking advantage of other people. If you do, you should
> > reread your history.

I wasn't trying to imply that any of these people were saints...Simply
that their products/actions greatly benefited people everywhere.
I know that he was, to put it mildly, a tough cookie to deal with.

> > All of your other examples are people who sell you pleasure.
> > They take their money in small chunks, but they're taking it

> > nonetheless. Each of them gives back to the community, but
> > they keep a hefty portion too -- otherwise they wouldn't be
> > rich.

Paul Newman keeps nothing from his food products. It all goes to
charity.

> > Gates, much as I don't like the man, isn't the antichrist.
> > He's no worse than any other entrepreneur, and better than
> > quite a few.

Yes he is worse. Unlike the aforementioned examples, he knowingly
is trying to make the US software industry less innovative, less
competitive, for his personal gain, and doesn't mind that his
actions may cost future US citizens our current lead in the software
industry. All of the previous examples, which does include
entrepreneurs, and more examples could easily be named, were
contributing to the level of US innovation. These people were
trying to succeed by giving the world a better life, not by retarding
progress.

> Paul Newman gives people pleasure. For that they pay him. No one
> is being taken advantage of. Bill Gates gives people software,
> people pay him. Again, no one is being taken advantage of. Edison
> gave us Direct Current. We paid him. Everyone's happy.

We won't be happy when we loose the software industry to India or
Russia. I wasn't happy when the US lost its domination of the auto
industry--although many Japanese citizens were. b gates certainly
does not make me happy (of course that is not his job). However,
if he were a little less greedy he could make me and everyone happy.
He certainly has it in his power to make products a million times
better than what is now coming out of MS.

Think of it...S Jobs and about 200 people built one of the best
hardware/software platforms of all time in several years. MS has
a billion times the resources and talent at their disposal, yet
the best they can come up with was windows? Doesn't that seem a
little fishy to you? Having frequent $90.00 upgrades is a great
cash cow to milk, but it is milking at the expense of the future
of the US software industry.

> Nobody gets anything "taken away" from them unless they're robbed.
> If two people voluntarily engage in a transaction, both come out
> ahead. Everyone's happy.

I agree. But with b gates we are not dealing with voluntary actions.
It is the clearest case of adhesion I have ever seen. I got an
intel box and I specifically asked that MS DOS/windows not come
with the system, yet it did. b gates made money off me even though
I really didn't want his products. People cannot choose to simply
not use MS product. MS, clearly, has the superior bargaining
position. Both parties do not come out ahead in the deal, only

MS. It is akin to a robber coming up to you and saying "your money
or your life." You agree to give up your money, now he is richer
with money, and you are richer b/c you still have your life? Any
deal made where the bargaining power is so clearly one sided is
akin to being robbed.
--
Thanks, Later, John

monoChrome, Inc. | New York Law School | NEXTSTEP Developer
John Kheit)^> %^) | Opinions expressed | MIME & NeXTmail OK--3P
jkheit@cnj.digex.net | represent me only... | Telepathy...It's coming...

2384. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-01 00:00:00 UTC
From: gns2@po.CWRU.Edu
Message-ID: <3vm314$jh5@usenet.INS.CWRU.Edu>
Source record: 11734
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In a previous article, gdkuch@mercator.math.uwaterloo.ca (Jerry Kuch) says:

>>: Robert L Maynard <maynard@selway.umt.edu> wrote:
>>: >The Turing Award has not been given to anyone associated with Microsoft.

>1992 Butler W. Lampson

Hey, Butler Lampson works for MS. He is an "architect" in Advanced
Technologies (That's MS' research division -- the people who get to play
with nifty things like Interctive TV). In fact, he's pretty high up, with
apparently only one person between he and Bill.

2385. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-01 00:00:00 UTC
From: tsaotsao@empirenet.com
Message-ID: <3vkmks$avk@e1.empirenet.com>
Source record: 11735
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

Gabriel N. Schaffer (gns2@po.CWRU.Edu) wrote:

:>Apparently he doesn't get paid all that much because he flies business
:>class. You would expect the richest man in the world to have his own fleet
:>of jets (or at least one).

That would be the Sultan of Brunei, and to my knowledge he has possesion
of many planes. Maried a flight attendant, after all.

- Joe -- tsaotsao@empirenet.com

2386. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-01 00:00:00 UTC
From: John Kheit <jkheit@cnj.digex.net>
Message-ID: <3vltm3$1p0@news4.digex.net>
Source record: 11736
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

schmeul@umich.edu (Sam Huffman) wrote:
> In article <3vjeen$qll@news4.digex.net>, jkheit@cnj.digex.net
> wrote: Who are you to criticize my method of argument? You call
> capitalism flawed? You compare me to Hitler? But you do absolutely
> nothing to invalidate my opinions..

Read my signature, I'm John Kheit. And I'm just as good as anyone else to criticize or judge. This is a bit tangential, but I'll go with it anyway... I don't know where this politically correct notion came about, namely the "who are you to judge/criticize" idea? God gave me a brain, whether it's good or not, this brain is always making criticisms and judgements. We all do it, we just don't voice them b/c for whatever reasons it has become politically incorrect to do so; a rather hypocritical practice. Most of us on some levels are judgmental with people. I prefer to be open about my judgments and give the other party concerned a chance to see what I think. That way, he/she at least has the chance to correct my judgment if I am wrong (which is often the case) or benefit from my analysis.

I am not condemning you to a tomb with my criticism, for that I would have to be a real judge. I am simply saying, that for myself, I find your 'method of argument' to be rude, condescending and insulting. Imagine if in the middle of a conversation you were having with someone, I came up and said "everything you guys are saying is stupid...If you guys weren't so stupid you'd see that X-reasoning is the only intelligent way to see this issue." Would you welcome that kind of intrusion? Even if X-reasoning were valid, would you enjoy the manner in which it was presented? I hope you can see just how condescending and insulting your comments were. I'm not sure how else I could have interpreted them? I, personally, do not welcome that type of derogatory dialogue.

Moreover, I fail to see any method of argument whatsoever. What I do see is an insulting and overbearing opinion, and I quote "Uhhh, what's all this crap about?"

So in short, in your evaluation, my opinions, and those of others in the thread are deemed to be crap by you. You go on to back up that opinion by stating that b gates fills a demand, he makes products that people buy, and if I don't like it, I simply should not buy his products. Then I countered by showing how your reasoning is flawed by applying your rationale to hitler. Note, if you read it, in no way do I call or even imply that you are like hitler. I

don't know you well enough to be that insulting. What I think I
did demonstrate was that b gates is a software hitler, and
I for one do not wish to bend over apathetically and take it from
him, nor anyone else for that matter.

> You say my position is "condescending and insulting." But you
> offer no reason as to why. Could it be that you're so insecure
> about your own opinion that the only way you can validate it is
> by calling those who oppose it hitler?

First, I am rarely insecure about my opinions, when I am, I say
so. Furthermore, I don't need validation of my opinions. I actually
prefer to be proven wrong. People that show me to be wrong, do me
a great kindness by teaching me something I didn't know.

Second, I didn't call you hitler, re-read the post. As to why I
don't care to re-hash the arguments presented in earlier posts:
1) It is easier for you to re-read the previous posts in this thread
than for me to re-type them.
2) There are many people who, just like you, come onto a thread with
their omniscience and say "this is all crap", which implies that
they have the only _real_ way of thinking; if I were to bother to
explain it to everyone, I'd never get any work done.
3) I hate rudeness. Coming down and calling peoples' opinions
crap, especially when you haven't bothered to look up the arguments
presented, is rude. It's one thing to say "I disagree, here's my
take on it" and quite another to say "this is all crap." I don't
feel any obligation to go about servicing the whims of rude people.
The arguments are there, go back and read the thread if you truly
are interested in explanations.
--
Thanks, Later, John

monoChrome, Inc. | New York Law School | NEXTSTEP Developer
John Kheit)^> %^) | Opinions expressed | MIME & NeXTmail OK--3P
jkheit@cnj.digex.net | represent me only... | Telepathy...It's coming...

2387. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-01 00:00:00 UTC
From: maynard@selway.umt.edu
Message-ID: <3vmhu5$3bv@selway.umt.edu>
Source record: 11737
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3vm314$jh5@usenet.INS.CWRU.Edu>,
Gabriel N. Schaffer <gns2@po.CWRU.Edu> wrote:
>
>In a previous article, gdkuch@mercator.math.uwaterloo.ca (Jerry Kuch) says:
>
>>>: Robert L Maynard <maynard@selway.umt.edu> wrote:
>>>: >The Turing Award has not been given to anyone associated with Microsoft.
>
>>1992 Butler W. Lampson
>
>Hey, Butler Lampson works for MS. He is an "architect" in Advanced
>Technologies (That's MS' research division -- the people who get to play
>with nifty things like Interctive TV). In fact, he's pretty high up, with
>apparently only one person between he and Bill.

And Mr. Lampson got the ***92*** award, which means that his Turing
Award work was done prior to '92. Probably a LONG time prior to '92.

When MS founded that division they went out and hired people like
Lampson and Rick Rashid to give it "instant credibility". Those
people did the work that got them well known ELSEWHERE and THEN
were hired by MS.

Bob

2388. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-01 00:00:00 UTC
From: plongsi@falcon.inetnebr.com
Message-ID: <3vlv9f$61j@duck.inetnebr.com>
Source record: 11738
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

Edward M. Smith (esmith@netaxs.com) wrote:
: There is somebody who mouths off with out knowing the whole story. And
: this just proves my point. If it were not for Bill Gates and his
: abilities, you would not now be sitting there typing this kind of nonsense.
: Get a life and get real.

Uhm, what do we have here? Somebody who thinks that Bill Gates invented
the... (?)

1) Internet
2) Computer
3) Text Editor
4) SMTP
5) Integrated Circuit

Well, I've got news for *you* pal...
--
____/| | Pohl Longsine, OpenStep Software Developer
\ o.O| GPF! | "I don't do Windows."
=(_)= CTLALTDLT! | plongsi@inetnebr.com (Internet Nebraska)
U (Bill Gates, The Cat) | NeXT & MIME mail formats accepted.

2389. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-02 00:00:00 UTC
From: gdkuch@mercator.math.uwaterloo.ca
Message-ID: <DCo0J5.2wr@undergrad.math.uwaterloo.ca>
Source record: 11644
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3vkgu3$1b8g@ds2.acs.ucalgary.ca>,
Conan Orion K Ford <cokford@acs5.acs.ucalgary.ca> wrote:
>Sam Huffman (schmeul@umich.edu) wrote:
>: Uhhh, what's all this crap about?
>
>: If you don't like his products DON'T USE THEM. It's very simple.
>
>Fine for you. But who has a choice when it is bundled with every IBM
>type computer that you buy, and most "modern" programs rely on it
>(it being Windows).

Wait a second... so you're arguing that because third party ISVs have
decided to write for Windows that this is somehow yet another piece of
evidence for the unfair hegemony by which Microsoft strangles life
from all that is good in the world? Bundling is one thing... that
doesn't mean you have to run it. So you paid ten dollars for a bundled
copy of DOS. Burn it off your drive. Run OS/2 or Linux or whatever
salivating fanboy OS you'd prefer to exalt as the official systems
software of the free world.

--
Jerry Kuch EMail: gdkuch@mercator.math.uwaterloo.ca, NeXTMail welcome.
WWW: http://daisy.uwaterloo.ca/~gdkuch/home.html
PGP Key: Available on the above web page

2390. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-02 00:00:00 UTC
From: Robert Worne <rworne@primenet.com>
Message-ID: <3vn7j3$gq8@nnrp3.primenet.com>
Source record: 11645
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

plongsi@falcon.inetnebr.com (Pohl Longsine) wrote:
> Edward M. Smith (esmith@netaxs.com) wrote:
> : There is somebody who mouths off with out knowing the whole story. And
> : this just proves my point. If it were not for Bill Gates and his
> : abilities, you would not now be sitting there typing this kind of
nonsense.
> : Get a life and get real.

> Uhm, what do we have here? Somebody who thinks that Bill Gates invented
the... (?)

> 1) Internet
> 2) Computer
> 3) Text Editor
> 4) SMTP
> 5) Integrated Circuit

> Well, I've got news for *you* pal...

Actually, I think he's running under the assumption that all of "us" run
DOS/Windows based Intel systems. Macs & other personal computers are
probably abberations...
--

//--
// Robert Worne rworne@primenet.com OS/2-NeXT -=Starving CS Undergrad=-
//--
// Microsoft Network is prohibited from redistributing this work in
// any form, in whole or in part. Copyright, Robert Worne, 1995.
// License to distribute this post is available to Microsoft for $1000.
// Posting without permission constitutes an agreement to these terms.
// Please send notices of violation to rworne@primenet.com and
// postmaster@microsoft.com

2391. Re: Rodger Sheppard: THE TRUTH:known reoffender

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-02 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3vn7g2$28t@golem.wcc.govt.nz>
Source record: 11646
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <3vmdm2$5ad@status.gen.nz>, mbecroft@iconz.co.nz (Mario Becroft) writes:
>I am president of the largest Atari Club in New Zealand and am in a
>position to tell those disgusted or intrigued or defendable, the following:
>
>Rodger Sheppard is well known in Atari circles in this country for his
>bad mouthing tactics, both on the net, on BBS here and general demenour
>amongst those computer interested. It is also on record that he has tried
>his verbal attitude on other computer platforms.

Why do you have to Lie all the Time I don't use BBS here at all,
so why the Lies is it because I refuse to reply to your e-mails and insults
and that I will never ever sell you a thing...

Please give this all up as all you are doing is showing how bad you are and no
credit to Atari at all..

PLEASE TRY AND GROW UP IF YOU CAN, as you are looking like a supid little Boy..

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2392. Re: Rodger Sheppard: THE TRUTH:known reoffender

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-02 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3vn84k$28t@golem.wcc.govt.nz>
Source record: 11647
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <1995Aug1.221155.47102@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
>In article <3vmdm2$5ad@status.gen.nz>, mbecroft@iconz.co.nz (Mario Becroft) writes:
>> I am president of the largest Atari Club in New Zealand and am in a
>> position to tell those disgusted or intrigued or defendable, the following:
>
>
>> -Brian Becroft (mbecroft@iconz.co.nz) Keeping ATARI ALIVE in New Zealand!-
>> -President Tariland Computer Club Auckland New Zealand--------------------
>
>What a jerk...

Well think he is one of those snotty nosed teenagers tha refered
to here as this chap also full of himself and is acting this way...

Or is it that I don't reply to his supid e-mails, and he had the cheek to ask me
to sell one of my Atari machines to him...

Gee I am glad that I have moved on from this Supid machine and people like this
one..

Z

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2393. Re: Rodger Sheppard: THE TRUTH:known reoffender

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-02 00:00:00 UTC
From: dave <dave@mbha.demon.co.uk>
Message-ID: <807351943snz@mbha.demon.co.uk>
Source record: 11648
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <3vmdm2$5ad@status.gen.nz>
mbecroft@iconz.co.nz "Mario Becroft" writes:

> I am president of the largest Atari Club in New Zealand and am in a
> position to tell those disgusted or intrigued or defendable, the following:
>
> Rodger Sheppard is well known in Atari circles in this country for his
> bad mouthing tactics, both on the net, on BBS here and general demenour
> amongst those computer interested. It is also on record that he has tried
> his verbal attitude on other computer platforms.
>
> He is definitely not respected in New Zealand for his activities.
>
> To those that think he has a right to state his opinions on the net,
> think again. His mistake is that he has for a long time now abused his
> priviledge and annoyed many people. He has destroyed his own credibility,
> which is a great pity, since he has a wealth of experience.
> The fact is, that he can have his say, everyone agrees with that, the
> Atari groups have even been designed with this purpose in mind. It could
> even be said that people are not using the facility enough, although I
> understand that not all people get (or want?) to subscribe to *advocacy*.
>
> The problem of course is that Rodger Sheppard is reknown for his impetuosity.
> A welcome change perhaps, but a transgression in the long run.
>
> We in New Zealand are completely, and absolutely sick and tired of Mr
> Rodger Sheppard and the more people that take up the suggestion of Dan
> and email his provider to complain, the better.
>

Oh dear, we're off again... can we stop this please guys, it's becoming
tedious. Perhaps if you can't avoid slagging each other off and dripping
poison into the net it would be better to retain a dignified silence.

And it's been so nice the past few days without the abuse <sigh>

--
dave

- Wizzo -

2394. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-02 00:00:00 UTC
From: henry@trilithon.com
Message-ID: <henry-0208950933060001@trilithon.com>
Source record: 11649
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3vkgu3$1b8g@ds2.acs.ucalgary.ca>, cokford@acs5.acs.ucalgary.ca
(Conan Orion K Ford) wrote:

* Sam Huffman (schmeul@umich.edu) wrote:
* : Uhhh, what's all this crap about?
*
* : Bill Gates has products that are in demand. Other people profit
* : from his products. Other companies profit from his products. He
* : employs people to make the products. Bill Gates has done one hell
* : of a lot more for this country than most of the whining idiots
* : who bitch about him.
*
* : If you don't like his products DON'T USE THEM. It's very simple.
*
* Fine for you. But who has a choice when it is bundled with every IBM
* type computer that you buy, and most "modern" programs rely on it
* (it being Windows).
For IBM type computers, you can buy:
o Linux
o Solaris
o SCO UNIX
o DRI DOS
o OS/2
Hmmm, now I see the problem. Given the above choices, I think I'll stick
with Macintosh.

..... Henry

2395. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-02 00:00:00 UTC
From: gt4148b@prism.gatech.edu
Message-ID: <3vnk7u$phu@acmex.gatech.edu>
Source record: 11650
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

John Kheit <jkheit@cnj.digex.net> writes:

:choice but to use his products...I personally do have a choice and
:stay clear. But that is neither here nor there. The logic upon
:which you base your obviously condescending and insulting position
:would have been wonderful in the day of hitler. Well he says things
^^^^^^
:that a lot of german's at the time wanted to hear, and he's made
:a lot of german's lives better, so if you don't like what he has

Can we invoke Godwin's Rule and kill this thread now?

--

Stephen C. Morgan
Georgia Institute of Technology, Atlanta Georgia, 30332
Internet: gt4148b@prism.gatech.edu

2396. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-02 00:00:00 UTC
From: mmalcolm Crawford <m.crawford@dcs.shef.ac.uk>
Message-ID: <950802222651.1606AACUs.malc@daneel>
Source record: 11651
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

>For IBM type computers, you can buy:
> o Linux
> o Solaris
> o SCO UNIX
> o DRI DOS
> o OS/2
>Hmmm, now I see the problem. Given the above choices, I think I'll stick
>with Macintosh.
>
Ah, but if you add NEXTSTEP to the set of options for those pesky PC things,
I'd go along with that.

Where do we sign up for this double act thing? :-)

Have fun,

mmalc.

2397. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-02 00:00:00 UTC
From: root@wombat.hanse.de
Message-ID: <DCnuxE.JrL@wombat.hanse.de>
Source record: 11652
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

titammi@mini.mits.mdata.fi (Tiitus Tamminen) writes:

>John Kheit <jkheit@cnj.digex.net> wrote:

>JK: 70/80's). b gates does all of this knowingly. He puts his personal
>JK: profits before the good of the US and its citizens. Thus, he is
>JK: evil.

>So do you, and most others as well. So we're all evil.
>TLT ---> WWW: http://www.compart.fi/~ttammi <---

Actually, I would be pretty surprised if you, Tiitus, didn't put your
personal profits before the good of the US and its citizens :-)

Bernie

@@@
--
==========
Anybody out there who knows how to connect a Wyse terminal keyboard to a PC
without the terminal in between? Current keyboard lses chracters evr so
oftn..... Getng wrs al te im. Hp!

2398. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-02 00:00:00 UTC
From: gns2@po.CWRU.Edu
Message-ID: <3vogcd$19p@usenet.INS.CWRU.Edu>
Source record: 11653
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In a previous article, medcalf@ppc5.svo.dfw.ibm.com (Jeff Medcalf 214) 280-5970 IBM SDO) says:

>In article <3vji1q$gtl@usenet.INS.CWRU.Edu>, gns2@po.CWRU.Edu (Gabriel N. Schaffer) writes:
>> Apparently he doesn't get paid all that much because he flies business
>> class. You would expect the richest man in the world to have his own fleet
>> of jets (or at least one).
>
>Bill Gates is, like many self-made billionaires, extremely frugal in some
>ways. Ross Perot drives a beat up red car (don't remember the type, but
>it was a Chevy or some such, nothing fancy). People who make that much

Bill has only five cars (I asked him!), but the one he usually drives is a nice Lexus.
--
/~~~~ / /~~~ / /~~/~~ gns2@po.cwru.edu
/ ___ __ /_ __ (__ __ /_ __ _/__/__ _http://www.gabe.com/
/ / ___/ /) /__)) / /) ___/ / / /__) /__)
/____/ /__/ (__/ (___ ___/ (__ / / /__/ / / (___ / __

2399. Re: WOW!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-02 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3vo5pf$cv7@epsilon.qmw.ac.uk>
Source record: 11654

On ee93mmt@brunel.ac.uk, Melvin Tang-Richardson (ee93mmt@brunel.ac.uk) typed away:
: WOW! an actually atari group on the net. I thought they went out of
: fashion long ago.

Yes, you oght to see the others too:

comp.sys.atari.st
comp.sys.atari.st.tech
comp.sys.atari.8bit
comp.sys.atari.announce
comp.sys.atari.programmer

And a few more which I can't remember right now... jag and lynx ones...

: It's a pity the Jaguar (I bought one) is so underpowered. It
: might have done well otherwise.
How is it underpowered?

You may also be surprised to hear that Atari ftp sites are
booming... they are busy with people downloading stuff... why not take
a look at two in the UK... Iperial College
(src.doc.ic.ac.uk:computing/systems/atari/) and HENSA/micros, where I
am the administrator (micros.hensa.ac.uk:micros/atari/) You can also
access us via the web on http://micros.hensa.ac.uk/

Regards
Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
e-mail: danny@micros.hensa.ac.uk; D.Bhabuta@Lancaster.ac.uk, vctec@wmin.ac.uk,
D.Bhabuta@qmw.ac.uk, dbhabuta@cix.compulink.co.uk, rldb@dir.mcc.ac.uk

2400. Re: Is Sinclap in love?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-02 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.807384713@gmi.edu>
Source record: 11655

sinclap2954@cobra.uni.edu writes:

>Which one? Heather, Susan, Jane, Jill and sweet Jen...

Apple II, Apple Lisa, Newton, Mac Performa, and sweet PowerMacintosh with
CDROM...

Wow Pete! I didn't know you had that many systems!!!

/Kevin

2401. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-03 00:00:00 UTC
From: gt4148b@prism.gatech.edu
Message-ID: <3vq6ov$ots@acmex.gatech.edu>
Source record: 11656
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

hotelca@cris.com (Hotel California) writes:

>The point isn't that you can't buy anything else. The point is you can't
>*not* buy Windows and DOS with your PC (excepting IBM brand computers).

WRONG. Several local dealers have gone to the "OS and software is extra"
pricing scheme for selling computer systems. This helps keep their prices
down, since a lot of people already have DOS, Windows, OS/2, Linux, etc.
to run on the system and just want better hardware. These places usually
charge $99 to get DOS+Windows with the system. There are even a couple of
places that will sell you a system with LINUX pre-installed. Now, as far
as mass-market systems at Best Buy and Computer City, you won't find
anything else but DOS and Windows (including on IBM machines), since they
cater to a different clientele.

--

Stephen C. Morgan
Georgia Institute of Technology, Atlanta Georgia, 30332
Internet: gt4148b@prism.gatech.edu

2402. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-03 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3vqdda$9i3@btmpjg.god.bel.alcatel.be>
Source record: 11657
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <henry-0208950933060001@trilithon.com>, henry@trilithon.com (Henry McGilton) writes:
> [...]
> For IBM type computers, you can buy:
> o Linux
> o Solaris
> o SCO UNIX
> o DRI DOS
> o OS/2
> Hmmm, now I see the problem. Given the above choices, I think I'll stick
> with Macintosh.

Which gives you a choice of at least
o MacOS
o AIX
o MacMiNT
o MagicMac
-- others anybody? OS9? OMEN?

Of course there is only one which you are *forced* to buy with *every*
Mac, whether you want to run it or not. Stop thief!!!

(Plus if you run MacOS you'll probably end up running MS apps -- MS
dominate the Mac apps market more than any other platform :>).

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

2403. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-03 00:00:00 UTC
From: mbk@caffeine.engr.utk.edu
Message-ID: <3vp9t9$nur@martha.utk.edu>
Source record: 11658
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

Robert L Maynard (maynard@selway.umt.edu) wrote:
: >Hey, Butler Lampson works for MS. He is an "architect" in Advanced
: >Technologies (That's MS' research division -- the people who get to play
: >with nifty things like Interctive TV). In fact, he's pretty high up, with
: >apparently only one person between he and Bill.

: And Mr. Lampson got the ***92*** award, which means that his Turing
: Award work was done prior to '92. Probably a LONG time prior to '92.

: When MS founded that division they went out and hired people like
: Lampson and Rick Rashid to give it "instant credibility". Those
: people did the work that got them well known ELSEWHERE and THEN
: were hired by MS.

Sounds like IBM all over again. Overwhelming monopoly on the business side. Use these exorbitant profits to fund excellent research.

Look at TJ Watson Laboratories and other IBM research branches. Remember it was IBM scientists who discovered high-temperature superconductivity.

Very little of this excellent research makes it into the business products, which are really tuned to maximally squeeze the customers time and time again in upgrades and threats of incompatible competition.

Microsoft today is in a similar position to IBM of 1965 or so.

Message: computers will stagnate, competition will be cowed.
Buy MSFT shares.

: Bob

2404. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-03 00:00:00 UTC
From: hotelca@cris.com
Message-ID: <hotelca-0308950120160001@192.0.2.1>
Source record: 11659
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <DCo0J5.2wr@undergrad.math.uwaterloo.ca>,
gdkuch@mercator.math.uwaterloo.ca (Jerry Kuch) wrote:

> Wait a second... so you're arguing that because third party ISVs have
> decided to write for Windows that this is somehow yet another piece of
> evidence for the unfair hegemony by which Microsoft strangles life
> from all that is good in the world? Bundling is one thing... that
> doesn't mean you have to run it. So you paid ten dollars for a bundled
> copy of DOS. Burn it off your drive. Run OS/2 or Linux or whatever
> salivating fanboy OS you'd prefer to exalt as the official systems
> software of the free world.

The point was that Bill Gates got his money even though he didn't want to
give any money to Bill. He had no choice. He couldn't by the computer
without giving money to MS. That's the whole point of this thread. Bill
Gates isn't rich because he makes a good product that everyone chooses to
buy, but that, in order to get a PC you also have to pay for DOS and
Windows. Which is why Bill Gates is rich.

--
Hotel California
hotelca@cris.com

2405. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-03 00:00:00 UTC
From: hotelca@cris.com
Message-ID: <hotelca-0308950122390001@192.0.2.1>
Source record: 11660
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <henry-0208950933060001@trilithon.com>, henry@trilithon.com
(Henry McGilton) wrote:

> For IBM type computers, you can buy:
> o Linux
> o Solaris
> o SCO UNIX
> o DRI DOS
> o OS/2
> Hmmm, now I see the problem. Given the above choices, I think I'll stick
> with Macintosh.

The point isn't that you can't buy anything else. The point is you can't
not buy Windows and DOS with your PC (excepting IBM brand computers).

--
Hotel California
hotelca@cris.com

2406. Re: Rodger Sheppard: THE TRUTH:known reoffender

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-03 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3vq1kd$7d3@status.gen.nz>
Source record: 11661
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

dave (dave@mbha.demon.co.uk) wrote:
: Oh dear, we're off again... can we stop this please guys, it's becoming
: tedious. Perhaps if you can't avoid slagging each other off and dripping
: poison into the net it would be better to retain a dignified silence.
:
: And it's been so nice the past few days without the abuse <sigh>

Thanks for the support and I that find is quite easy to agree with.

It is nice though having it in advocacy, instead of fouling up the other groups where it doesn't belong!
Mr Shepherd is keen to slang off abou the Atari - then this is where he can have a ball, all encouragement to him! Also he and anyone else that wants to participate needs to see that this can be a contentious area...

He said he couldn't give the machines away, well that is not a problem Mr Shepherd. I know people in Wellington who would get a lot of enjoyment from taking them off your hands.

Then you said make me an offer. Again, no problem, Mr Shepherd, I have offered you the resource of our magazine advertising and country wide circulation to help find someone to buy your *amazing collection*.

You know, I am very keen to help you. the Atari fraternity here are a friendly bunch, if you are lonely, we'll even send you a bunch of flowers. we can even understand why you want to slang off about the Atari computer. We've seen people exhibiting your *Burnout* behaviour before. They generally move on, often very abusively, but find merrier climes. And it sounds like you have just found yours.

I just had to correct your idea that the Atari scene is dead here in New Zealand.

It is alive and kicking. We even have people with Power Macs and PCs in our club. They wouldn't be in the club, paying fees if they had no Atari machine. So it takes all sorts doesn't it Mr Shepherd!

And sure I emailed you to give you the opportunity to rest your gear. Like some people I know, they have long since moved on, but they still keep their Atari stuff. I guess there is some nostalgia in you too!

cheers Rodger - and - *(keep it in advocacy)*

-Brian Becroft (mbecroft@iconz.co.nz) -Keeping Atari Alive in New Zealand-
-President Tariland Computer Club Auckland New Zealand--------------------

2407. Re: Rodger Sheppard: THE TRUTH:known reoffender

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-03 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3vqeo0$h1m@gti.gti.net>
Source record: 11662
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:

: Why do you have to Lie all the Time I don't use BBS here at all,
: so why the Lies is it because I refuse to reply to your e-mails and insults
: and that I will never ever sell you a thing...

: Please give this all up as all you are doing is showing how bad you are and no
: credit to Atari at all..

: PLEASE TRY AND GROW UP IF YOU CAN, as you are looking like a supid little Boy..

Nice grammer.

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

2408. Re: Rodger Sheppard: THE TRUTH:known reoffender

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-03 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.807454656@gen-off-2>
Source record: 11663
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

azog@gti.gti.net (azog) writes:

>Nice grammer.
His spelling is on a par with yours, too.

--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

2409. Re: Is Sinclap in love?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-03 00:00:00 UTC
From: "Xavier Gallagher (using Debbie's news reader)." <x-gallag@nimr.mrc.ac.uk>
Message-ID: <3vqg7l$jeq@mercury.hgmp.mrc.ac.uk>
Source record: 11664

sinclap2954@cobra.uni.edu wrote:

> In article <3vgj6u$i6c@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:

> > I must confess that it's been harder to blow off steam without
> > you around :-). So ... who's the girl?
>
> Which one? Heather, Susan, Jane, Jill and sweet Jen...

Are these 'girls' aware that you are boasting about them? And
more to the point do any have a higher mental age than you (maybe
8 or 9 years old). And most importantly does this mean you've
stopped sticking bits of yourself in to the Mac floppy disk slot?

>
> Peter Sinclair-Day Performa 636/8-250/CD

Xavier

2410. Re: Power with out the price....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-03 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95215.182227STIRRE31@MAINE.MAINE.EDU>
Source record: 11665

Until Macs are actually given some exposure (like in flyers for computer outlets) I can't see the Mac taking off. Also, they seem to be very overpriced in my area. People are going to look at the Mhz of the machines and see that a 486DX 66Mhz is less expensive than a Power Mac running at 66Mhz. They'll also see the tons of software for the IBM compared to the miniscule Mac section. Finally, people know others with IBMs (hence "free" software). Does anyone disagree?
-scott tirrell

2411. QUESTION RE:19" monitor for FALCON?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-03 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3vs2j7$ats@ccnet3.ccnet.com>
Source record: 11666

```
From ccnet.com!ccnet.com!not-for-mail Thu Aug 3 19:50:57 1995
Path: ccnet.com!ccnet.com!not-for-mail
From: selah@ccnet.com (falcon)
Newsgroups: comp.sys.atari.st
Subject: QUESTION Re:19"monitor for falcon
Date: 3 Aug 1995 19:44:44 -0700
Organization: CCnet Communications (510-988-7140 guest)
Lines: 56
Message-ID: <3vs1is$9pp@ccnet3.ccnet.com>
NNTP-Posting-Host: ccnet3
X-Newsreader: TIN [version 1.2 PL2]

[ Article crossposted from comp.sys.atari.st.tech ]
[ Author was falcon ]
[ Posted on 22 Jul 1995 23:22:31 -0700 ]

From ccnet.com!ccnet.com!not-for-mail Sat Jul 22 23:03:00 1995
Path: ccnet.com!ccnet.com!not-for-mail
From: selah@ccnet.com (falcon)
Newsgroups: comp.sys.atari.st

has anyone ever used a 19" monitor on a falcon?
is there any 19" that support both color and mono?
please let me know..

does a Moniterm work on a falcon?
can the falcon be modified to make it work?

how about the atari tt194 (i think this is the model number of this)
anyone know how much they go for and if they will work?

thank you

--

^^^^^^^^^^ ^^^^^^^^^
\\\\\\\\\\ ^^^^ ^^^^ /////////
\\\\\\\\\\ \=====/ ////////
\..... === ...../
\ +++++ /
\ ~~~ /
selah @ccnet.com
```

2412. Is anyone supporting Atari right now?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-03 00:00:00 UTC
From: 91-23561@shaddam.usb.ve
Message-ID: <1995Aug3.182900.29612@usb.ve>
Source record: 11667

Hi everybody!

Since I've been quite isolated during the past few months I was
wondering if there's any support from Atari (to the M68k line) or if
there's any other company supporting those machines. Also is anybody
considering porting the Atari line to the Power PC? I think that should
be a good move (one that can bring the Ataris back from the limbo).

Any comment or notice please e-mail me back.

Thanks in advance!
Stefan Schneider C.
91-23561@shaddam.usb.ve.

2413. Re: Sheppard Out Now!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-04 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3vs277$p5k@status.gen.nz>
Source record: 11668
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

dave (dave@mbha.demon.co.uk) wrote:
: Thanks for fucking up my enjoyment of the net.

All hero to you Dave! and others. I think there is no problem if it is
posted to advocacy or at least cross posted there.
The point of the originator of the many comments, is simply that he has
cultivated a reputation, which I might add, quietness does not improve.
I share your feeling, I just didn't want to state it so bluntly.

-Brian Becroft (mbecroft@iconz.co.nz) Keeping ATARI ALIVE in New Zealand!-
-President Tariland Computer Club Auckland New Zealand--------------------

2414. Re: What happened to the Jaguar board for the PC?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-04 00:00:00 UTC
From: aoyake@inst-sun1.jpl.nasa.gov
Message-ID: <aoyake-0408950836090001@strontium.jpl.nasa.gov>
Source record: 11669
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <3v53ao$see@mercury.hgmp.mrc.ac.uk>, "Xavier Gallagher (using Debbie's news reader)." <x-gallag@nimr.mrc.ac.uk> wrote:

> Many moons ago (when I had time to follow newsgroups on a regular
> basis) I read that a Jaguar board was being designed for the PC.
> It was said that it would give full Jaguar games compatability with
> really *fab* graphics to PCs.
>
> What happened to it?
>
> Xavier

This release of this product is tied to the release of the Jag CD. Since the JagCard will only run games from CD Rom. Has JagCD has not been released do not even think of this product.

Regards - Amal.

--

** Amalaye Oyake RPI co-op ****
** Measurement Technology Center @ Jet Propulsion Labs ****
** mail: aoyake@inst-sun1.jpl.nasa.gov phone: 818 354 2230 ****
** Technology: LabView,HP-VEE,Prograph CPX,C++,PV-WAVE ****

2415. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-04 00:00:00 UTC
From: joelga@rossinc.com
Message-ID: <1995Aug4.162700.8491@rossinc.com>
Source record: 11670
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <schmeul-3107951609340001@pscmc3.chemistry.aa.wl.com> schmeul@umich.edu (Sam Huffman) writes:
>In article <DCLE8r.MKn@world.std.com>, jimf@world.std.com (jim frost) wrote:
>
>> John Kheit <jkheit@cnj.digex.net> writes:
>> >titammi@mini.mits.mdata.fi (Tiitus Tamminen) wrote:
>> >> hotelca@cris.com (Hotel California) wrote: Why is every rich
>> >> man/woman in the world trying to make more money? It isn't just
>> >> B. Gates.
>>
>> >Every rich man/woman in the world isn't making their money at the
>> >expense of others.
>>
>> An example of someone who is not would be enlightening.
>>
>> If anything observes the TANSTAAFL principle, it's money-making.
>>
>> jim frost
>> jimf@world.std.com
>> --
>> http://world.std.com/~jimf
>
>Uhhh, what's all this crap about?
>
>Bill Gates has products that are in demand. Other people profit from his
>products. Other companies profit from his products. He employs people to
>make the products. Bill Gates has done one hell of a lot more for this
>country than most of the whining idiots who bitch about him.
>

I can't see that transferring capital to an inefficient, transitory computing paradigm does a lot for this country. Seems wasteful to me. Even counterproductive and inflationary, in the long run.

>If you don't like his products DON'T USE THEM. It's very simple.

No, it is not that simple. When you are in the real world, you have to deal with the reality. You have to deal with the choices other people make. I would very much like to not use them. In fact, for a number of years I explicitly rejected them, and made money off the fact that many people would get caught up in the hype, then need someone to throw the crap out and get something that works. However, a few years ago the hype and products reached a critical mass - large organizations

started making top-down edicts of the form that "every desk will have a peecee on it." This made for some ridiculous situations where the piles were (and still are) used just as vt emulators, but also drove the development of the important stuff to make the actual piles workable (sorta). This "sorta" is very important. Translated to English, it means that the products are going through a development phase that other products went through years ago, making the same or worse mistakes.
Bill Gates knew better - he started on RSTS, later he owned a piece of the unix world (to cover his bets IMO). So his genius lies not in computers, but in recognizing the business effects of marketing, the importance of intellectual property rights, the importance of limiting knowledge transfer, and plain old monopolistic practices.
Remember, Dad was a lawyer and Mom was on the board of banks and stuff.
What do you get when you cross a lawyer and a banker? :)
In this case, it looks like a shark who will continually eat all your money. Sharks - they eat you, you eat them, I guess it all balances out eventually. I wonder how long until Justice starts sharpening harpoons...

jg
>
>Sam Huffman
>schmeul@umich.edu

--
Joel Garry joelga@amber.rossinc.com Compuserve 70661,1534
These are my opinions, not necessarily those of Ross Systems, Inc.
%DCL-W-SOFTONEDGEDONTPUSH, Software On Edge - Don't Push.
panic: ifree: freeing free inodes...

2416. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-04 00:00:00 UTC
From: sangria@inlink.com
Message-ID: <3vu74r$439@news1.inlink.com>
Source record: 11671
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <3vogcd$19p@usenet.INS.CWRU.Edu>, Gabriel N. Schaffer, gns2@po.CWRU.Edu says...

>Bill has only five cars (I asked him!), but the one he usually drives is a
>nice Lexus.

Would those five include the Porsche 959?
I remember reading somewhere that he owns one and has it garaged
somewhere since it's not legal to drive it in the US...

(This was quite sometime ago, so my memory may be failing me...)

-- Sang.
****
* Sang K. Choe sangria@inlink.com *
* http://www.inlink.com/~sangria/index.html *
****

2417. Re: NEW Atari Announced

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-04 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3vu08b$c9o@status.gen.nz>
Source record: 11672

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
: maberg@xs4all.nl (maberg) writes:
: >I Just received the new "Atari ST Nieuws", a dutch magazine, and it has
: >an article about the forthcoming Atari "MicroBox". This, according to
: >the article, is Atari's newest *computer* that was designed in the last
: >few years. It was kept very, very secret.
:
: >Take a look at this:
:
: [specs deleted]
:
: >I just wonder what you all have to say about this.
:
: I would be *amazed* if this was true.
: I think it's more likely someone thought of an ideal machine they would
: *like* Atari to produce and the "rumour" has gone on from there.
:
: I'm not saying this is not true, just extremely unlikely! :)
: It sounds like a really good machine (a bit too good if you ask me...)
:
: Phil
: --
: [E-mail pd@mole.bio.cam.ac.uk]
: ---
: Love your enemies: they'll go crazy trying to figure out what you're up to.

While it is probably wistful thinking about the computer, can you quote the
necessary followup contacts for the magazine so that the source may be traced.
Then a better analysis would be possible obviously.

2418. Re: What would be nice

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-04 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug4.173337.47216@cobra.uni.edu>
Source record: 11673

In article <95212.180426STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> Pete,
> Yes, there is more software available for your precious Mac. How many
> times must people admit to this before you'll let it drop. Of course,
> there is also many more titles out for Intel machines than for Macs.
> Respond to that. Why would people consider a Macintosh when a PC
> has sooooo much more software support? Double standard?

True..The PC you have lots of more choices. However, the mac has plentiful
choices. The decision on what platform is upto the individual taste.

> I never said the Falcon competed (as far as market share anyway).
> I said that it is powerful enough to accomplish the tasks for
> most every home user. Some people have specialized needs that
> the Falcon may not be up to task for but for a majority of users
> the Falcon could get the job done. Does anyone disagree? I listed
> some apps and if you want to know where to buy them pick up
> a copy of ST Informer. Or call Toad. Or Steve's. Or B and C. Or
> Computer STudio. Or ATY. Is it only okay to mail order if it
> is from Mac Warehouse?

Where do i pick up ST Informer? Not available at the local newstand. I did
once subscribe to it though...

> Finally, Atari does fix Falcons. Just send a broken one to them.
> It will be awhile yet until parts for Atari computers disappear.
> You are pathetically misinformed, Pete. BTW, how come no flyers
> from computer stores in my area (Circuit City and Lechmere's, for
> example) ever advertise the Macintosh? Only clones....
> Oh, and the local Home Vision Video store (huge chain here in Maine)
> just started advertising the Jaguar for rent.

Sending the Falcon to Atari can be risky. You may not get it back. I have
seen lots of flyers for the Mac. Best Buy had plentiful stock. I have not
seen the Jagflop yet. I was in babbages yesterday in West Des Moines, not
jagflops but plenty of 3do's and Saturns.

> -scott tirrell

Jag....console or religious cult....on the next edition of Geraldo..

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2419. Re: What would be nice

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-04 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug4.173608.47218@cobra.uni.edu>
Source record: 11674

In article <3vkfrv$n8f@main.freenet.hamilton.on.ca>, ad329@freenet.hamilton.on.ca (Chris Cracknell) writes:
> : Finally, Atari does fix Falcons. Just send a broken one to them.
> : It will be awhile yet until parts for Atari computers disappear.
> ~^~^~^

2420. Re: Power with out the price....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-04 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug4.174351.47219@cobra.uni.edu>
Source record: 11675

In article <95215.182227STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> Until Macs are actually given some exposure (like in flyers for
> computer outlets) I can't see the Mac taking off. Also, they
> seem to be very overpriced in my area. People are going to
> look at the Mhz of the machines and see that a 486DX 66Mhz is
> less expensive than a Power Mac running at 66Mhz. They'll
> also see the tons of software for the IBM compared to the
> miniscule Mac section. Finally, people know others with IBMs
> (hence "free" software). Does anyone disagree?

Thats funny. The $1500 Performa 631 system is very competitive with a 486 setup. The P631 is also being advertised running at 66 mhz as well. More of a marketing gimick.. Plus there PowerPC Performa Macs which are price competitive with similar Pentium set ups. Plus on monday when the new PCI Macs will even further the price/performace ratio.

Plus Apple is selling all the Macs it can make..Like 5-6 million this year.

> -scott tirrell

Who needs 64 bit titles..thats why I love my Jag..

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2421. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-05 00:00:00 UTC
From: titammi@mits.mdata.fi
Message-ID: <xk+IwgvW7eFd084yn@mits.mdata.fi>
Source record: 11676
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

John Kheit <jkheit@cnj.digex.net> wrote:

-> That is false. I don't, and I know of others that don't. In my
-> life, I've had opportunities where I could profit, but the price
-> was too much, namely my personal profit was contingent upon my
-> screwing a my friends over. I chose (perhaps some might think

Who ever said B. Gates is screwing his friends over?

TLT ---> http://www.compart.fi/~ttammi <---

2422. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-05 00:00:00 UTC
From: titammi@mits.mdata.fi
Message-ID: <cr+lwgvW7meK084yn@mits.mdata.fi>
Source record: 11677
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

John Kheit <jkheit@cnj.digex.net> wrote:

-> Every rich man/woman in the world isn't making their money at the
-> expense of others.

Of course they are. They could always send all their income to me,

---
TLT ---> WWW: http://www.compart.fi/~ttammi <---

2423. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-05 00:00:00 UTC
From: titammi@mits.mdata.fi
Message-ID: <Mu+IwgvW7CoS084yn@mits.mdata.fi>
Source record: 11678
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

root@wombat.hanse.de (Bernd "Bernie" Meyer) wrote:

-> Actually, I would be pretty surprised if you, Tiitus, didn't put your
-> personal profits before the good of the US and its citizens :-)

Oh, that's true as well ;-).

TLT ---> WWW: http://www.compart.fi/~ttammi <---

2424. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-05 00:00:00 UTC
From: John Kheit <jkheit@cnj.digex.net>
Message-ID: <400scr$nam@news4.digex.net>
Source record: 11679
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

titammi@mits.mdata.fi (Tiitus Tamminen) wrote:
> Who ever said B. Gates is screwing his friends over?

Not me. My claim was that he was screwing the US and it's citizens over,
which I mentioned further down in the same post.
--
Thanks, Later, John

monoChrome, Inc. | New York Law School | NEXTSTEP Developer
John Kheit)^> %^) | Opinions expressed | MIME & NeXTmail OK--3P
jkheit@cnj.digex.net | represent me only... | Telepathy...It's coming...

2425. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-05 00:00:00 UTC
From: John Kheit <jkheit@cnj.digex.net>
Message-ID: <400sh3$nam@news4.digex.net>
Source record: 11680
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

titammi@mits.mdata.fi (Tiitus Tamminen) wrote:
> John Kheit <jkheit@cnj.digex.net> wrote:

> -> Every rich man/woman in the world isn't making their money at the
> -> expense of others.

> Of course they are. They could always send all their income to me,

Depends on how you define 'at the expense of others.' We clearly disagree
on what that definition is. You seem to be of the opinion if I make one
penny it's at the expense of someone else. I see that definition as being
less than useful.
--
Thanks, Later, John

monoChrome, Inc. | New York Law School | NEXTSTEP Developer
John Kheit)^> %^) | Opinions expressed | MIME & NeXTmail OK--3P
jkheit@cnj.digex.net | represent me only... | Telepathy...It's coming...

2426. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-05 00:00:00 UTC
From: John Kheit <jkheit@cnj.digex.net>
Message-ID: <3vv0tv$k03@news4.digex.net>
Source record: 11681
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

gt4148b@prism.gatech.edu (Stephen Carter Morgan) wrote:
> hotelca@cris.com (Hotel California) writes:

> >The point isn't that you can't buy anything else. The point is
> >you can't *not* buy Windows and DOS with your PC (excepting IBM
> >brand computers).

> WRONG. Several local dealers have gone to the "OS and software
> is extra" pricing scheme for selling computer systems. This
> helps keep their prices down, since a lot of people already have
> DOS, Windows, OS/2, Linux, etc. to run on the system and just
> want better hardware. These places usually charge $99 to get
> DOS+Windows with the system. There are even a couple of places
> that will sell you a system with LINUX pre-installed. Now, as
> far as mass-market systems at Best Buy and Computer City, you
> won't find anything else but DOS and Windows (including on IBM
> machines), since they cater to a different clientele.

Well, technically you are right. The emphasis should be placed on
Several dealers. This is still not the norm. And, most important
vis a vis this thread, it is after the fact. b gates has already
made his fortune by employing this illegal technique of forcing
everyone who bought a pc to give him money for his OS. Now, is
too little too late for many companies that may have had a chance
to do well had it not been for b gates' and MS's illegal practices.
--
Thanks, Later, John

monoChrome, Inc. | New York Law School | NEXTSTEP Developer
John Kheit)^> %^) | Opinions expressed | MIME & NeXTmail OK--3P
jkheit@cnj.digex.net | represent me only... | Telepathy...It's coming...

2427. Re: What would be nice

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-05 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3vusln$bu1$1@mhafn.production.compuserve.com>
Source record: 11682

> If a new PC is really so much faster...explain to me why it takes windows
> about 4 times as long to draw a window than my 8mhz ST?

For one thing, the ST has an anemic and extremely substandard video system by todays standards.

In ANY resolution, the maximum amount of screen memory the system has to move around is 32K.

The monochrome display is the only one even approaching the resolution of most PC displays, and that's only with 2 colors.

A 640 x 480 display on a PC with 256 colors (a very "standard" style of display) by contrast uses over 300K.. almost ten times the memory to move around.

Secondly, the ST windows are VERY low detail. The display on a PC running MicroSoft Windows is much more highly detailed, from the windows themselves to the icons displayed.

Thirdly, if your PC takes four times as long as an ST to draw a window, either the setup is all wrong or it's broken.

(Incidentally, six minutes for OS/2 to boot up is excessive, if true. It sounds like it's not set up properly.)

BobR

2428. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-06 00:00:00 UTC
From: pfkeb@hpkaon.SLAC.Stanford.EDU
Message-ID: <PFKEB.95Aug5211225@hpkaon.SLAC.Stanford.EDU>
Source record: 11683
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

>>>>> On 2 Aug 1995 18:32:45 GMT, gns2@po.CWRU.Edu (Gabriel N. Schaffer) said:
> Bill has only five cars (I asked him!), but the one he usually
> drives is a nice Lexus. -- /~~~~ / /~~~ / /~~/~~ gns2@po.cwru.edu /

Calling a Lexus "nice" is like calling Windows nice. Give me a
BMW and NeXTSTEP any day. A Lexus does have, what many Yuppies
bought BMWs for: a certain amount of horsepower and luxury. However,
when the road get twisty any sport car enthusiast can tell the
difference. The analogy applies to a comparsion to the OSes as well.
Both have windows, buttons, forms, etc, but when the task gets
challenging, NeXTSTEP will win hands down.

BMW calls their cars the ultimate driving machines. NeXT should
call their system the ultimate environment.

Saw a poster at a BMW dealer which said: "someone scratched a Lexus
and found a Toyota underneath. I suppose one could say: "scratch
Windows and one finds DOS underneath.
--
Paul F. Kunz Paul_Kunz@slac.stanford.edu (NeXT mail ok)
Stanford Linear Accelerator Center, Stanford University
Voice: (415) 926-2884 (NeXT) Fax: (415) 926-3587

2429. Re: Rodger Sheppard: THE TRUTH:known reoffender

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-06 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <403hvd$r3c$1@mhadg.production.compuserve.com>
Source record: 11684
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

> We in New Zealand are completely, and absolutely sick and tired of Mr
> Rodger Sheppard

Cool.. you were elected by EVERYONE in New Zealand to represent them here
on the InterNet..?

Wow.. what power..

BobR

2430. Re: What would be nice

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-06 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FHGUABALUP@cabal.shnet.org>
Source record: 11685

In <3vusln$bu1$1@mhafn.production.compuserve.com> BobR wrote:

>> If a new PC is really so much faster...explain to me why it takes windows
>> about 4 times as long to draw a window than my 8mhz ST?

>In ANY resolution, the maximum amount of screen memory the system has to
>move around is 32K.

True.

>Secondly, the ST windows are VERY low detail. The display on a PC running
>MicroSoft Windows is much more highly detailed, from the windows themselves
>to the icons displayed.

Utter bullshit. Drawing primitives like close buttons etc. is independant
of their design, the same is true for icons. Just their size is relevant,
as it means more memory operations to change more pixels.

Secondly: Windows is a piece of crap.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

2431. Re: Rodger Sheppard: THE TRUTH:known reoffender

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-07 00:00:00 UTC
From: qhsjoot@ebbe6
Message-ID: <4053kq$ak3@erinews.ericsson.se>
Source record: 11589
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

May I just say that people who engage themselves in this kind of mudslinging are merely demonstrating their childishness and lack of sense. If you are sensible, you realize that replying to an affront merely a) shows you are no better than the other guy and b) it will only lead to destruction. I mean, this place looks like ex-Yugoslavia or Northern Ireland. Just realize that the guy who is behaving badly is only making a public display of his own foolishness.

Use your killfiles and improve the signal/noise ratio, please!

--
Jonas Otter, consultant affiliated with Konsultpoolen of Sweden.

The opinions above are my own and nobody elses.

2432. Re: What would be nice

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-07 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <DCx0qz.H6q@crash.cts.com>
Source record: 11686

Hi, Bob!

BobR (76702.1466@CompuServe.COM) wrote, in answer to this question:
: Q> If a new PC is really so much faster...explain to me why it
: Q> takes windows about 4 times as long to draw a window than my
: Q> 8mhz ST?

BobR: For one thing, the ST has an anemic and extremely substandard
BobR: video system by todays standards.

If the original posting wanted to know why a a PClone was four
times *slower* than an ST, criticizing the ST's video system
doesn't exactly answer the question!

BobR: In ANY resolution, the maximum amount of screen memory the
BobR: system has to move around is 32K.

BobR: The monochrome display is the only one even approaching
BobR: the resolution of most PC displays, and that's only with
BobR: 2 colors.

... and that monochrome display was designed in 1985. Is it any
surprise that comparing it to a _1995_ display makes it seem just
a trifle ... um ... dated and less capable?

... and how long did it take the PClone world to catch up to the
capabilities of the Atari monitors of 1985? Two years? Three?
Or maybe it took the same time frame it took Microsoft Windows to
approach the usefulness of GEM: 6 years. (N.B.: That's counting from
the time the ST was introduced with GEM. I know GEM existed on
PClones before that, as did Microsoft Windows).

BobR: A 640 x 480 display on a PC with 256 colors (a very "standard"
BobR: style of display) by contrast uses over 300K.. almost ten times
BobR: the memory to move around.

No wonder the PClone is measurably slower in screen updates!
It's moving around ten times more memory! Assuming the CPUs
were equally efficient, it would therefore take an 80 MHz
PClone to match an 8 MHz ST!

So, based on this one-to-ten speed ratio, what PClone would
match the video capability of a 16 MHz MegaSTE?

Or a 32 MHz Falcon?

And how much do they cost (if available)?

BobR: Secondly, the ST windows are VERY low detail. The display
BobR: on a PC running MicroSoft Windows is much more highly
BobR: detailed, from the windows themselves to the icons displayed.

Detailed? Hmmm ... I'd agree to "overwhelming". I've been showing a new PClone user at work the finer points of Microsoft Windows: he's found it so involved and UNintuitive that it's a frustrating experience for him. And to make a bad situation worse, some systems (I'm thinking Packard Bell here) don't even come with sufficient MS-Windows documentation for the new user!

Besides, Microsoft Windows doesn't have proportionately-sized scroll bars to indicate the overall size of the document you're working on. It would seem that by not offering this feature, Microsoft Windows is actually *less* detailed.

That's really quite a trick -- supplying *less* *detailed* software that is somehow still *overwhelming* to your customer!

I'll keep my ST, thank you.

BobR: Thirdly, if your PC takes four times as long as an ST to
BobR: draw a window, either the setup is all wrong or it's broken.

Since the PClone starts with an inefficent microprocesser (necessary for compatibility with predecessor chips going back to the 8080), then adds an inefficient operating environment in the form of Microsoft Windows (c'mon now, 8 megabytes of RAM just to start a non-trivial program? What goes on in all that space, anyway?), it's no surprise that anything less than a '486 running at 90 MHz will be measurably slow to an ST user.

: BobR

-- George

2433. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-07 00:00:00 UTC
From: christw@meaddata.com
Message-ID: <405kk7$dss@meaddata.meaddata.com>
Source record: 11687
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <DCMyMv.DF7@world.std.com>, jimf@world.std.com (jim frost) writes:

|> There Ain't No Such Thing As A Free Lunch. In this case I'm
|> referring to the fact that nobody gets rich without taking
|> something away from someone else.

There's a difference between 'taking something away from someone else'
and 'offering products that consumers freely choose'. If one does the
latter, and gets rich, more power to him/her. Exactly what did an
entertainer (examples: Paul McCartney, Bill Cosby, Pro Sports Stars)
'take' from anybody?

|> Gates, much as I don't like the man, isn't the antichrist. He's no
|> worse than any other entrepreneur, and better than quite a few.

There are many unethical entepreneurs, and far more ethical ones.
Bill Gates has demonstrated that he will shade every decision he makes
to push the letter of the law as far as it can stretch to achieve
monopoly profits, and has demonstrated little, if any, care for
ethics.

Chris
--
Speaking only for myself, of course.
Chris Wood christw@lexis-nexis.com ChrisCWood@aol.com

2434. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-07 00:00:00 UTC
From: peter@nmti.com
Message-ID: <id.06AM1.NR3@nmti.com>
Source record: 11688
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <Mu+IwgvW7CoS084yn@mits.mdata.fi>,
Tiitus Tamminen <titammi@mits.mdata.fi> wrote:
> root@wombat.hanse.de (Bernd "Bernie" Meyer) wrote:
> -> Actually, I would be pretty surprised if you, Tiitus, didn't put your
> -> personal profits before the good of the US and its citizens :-)

> Oh, that's true as well ;-).

I guess I'd surprise mister Meyer.

I consider frivolous lawsuits "screwing the US and its citizens" over. I had
the opportunity to collect a juicy malpractice award over what I considered
an honest mistake by a doctor, and declined to sue. I don't believe that this
is at all uncommon... it's just the few slimeballs that screw things up.
--
Peter da Silva (NIC: PJD2) `-_-'
Bailey Network Management 'U`
1601 Industrial Blvd. Sugar Land, TX 77478 USA
+1 713 274 5180 "Har du kramat din varg idag?"

2435. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-08 00:00:00 UTC
From: greg@avonhead.equinox.gen.nz
Message-ID: <30269564.41564f4e48454144@avonhead.equinox.gen.nz>
Source record: 11590
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

Paul F. Kunz (pfkeb@hpkaon.SLAC.Stanford.EDU) wrote:
: >>>>> On 2 Aug 1995 18:32:45 GMT, gns2@po.CWRU.Edu (Gabriel N. Schaffer) said:
: > Bill has only five cars (I asked him!), but the one he usually
: > drives is a nice Lexus. -- /~~~~ / /~~~ / /~~/~~ gns2@po.cwru.edu /

: Calling a Lexus "nice" is like calling Windows nice. Give me a
: BMW and NeXTSTEP any day. A Lexus does have, what many Yuppies
: bought BMWs for: a certain amount of horsepower and luxury. However,
: when the road get twisty any sport car enthusiast can tell the
: difference. The analogy applies to a comparsion to the OSes as well.
: Both have windows, buttons, forms, etc, but when the task gets
: challenging, NeXTSTEP will win hands down.

[Digressing a little bit]

Yep. BMW's are both a luxury and sports car too. Case in point: the BMW M3
or 540i.

I suppose you could call the Lexus car the equivalent of Windows. Conservative,
relatively commonplace, a bit stodgy and tired looking, and not much of a
memorable driving experience.

: BMW calls their cars the ultimate driving machines. NeXT should
: call their system the ultimate environment.

:-)

: Saw a poster at a BMW dealer which said: "someone scratched a Lexus
: and found a Toyota underneath. I suppose one could say: "scratch
: Windows and one finds DOS underneath.

This is the problem - that the Lexus is still... a Toyota. You'd be close to
the truth if you thought that the switchgear was pulled from a level entry
Corolla. It's also the same company that eariler tried to pass the Crown off
as a Luxury car...
--

//---
// Greg Smith, Christchurch, NZ | No Intel Inside.
// greg@avonhead.equinox.gen.nz | No Windows.
// greg@southern.co.nz |
// smithgb@kaka.lincoln.ac.nz | 100% HPFS.

2436. atari 400 joystick needed

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-08 00:00:00 UTC
From: veeg@eskimo.com
Message-ID: <DCyww3.CG2@eskimo.com>
Source record: 11591

hello atari comp. fans.
I am looking for an atari joystick for my daughters atari 400.
yeah i know it's ancient, but she loves it. anyway the joystick is now
dead. what can i do? and substitutions that i can use?
you can e-mail to Veeg@Eskimo.Com
thank you

2437. Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-08 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <408ti0$242@paul.rutgers.edu>
Source record: 11592

According to the August 7th issue of Mac Week the Copland kernal, which was supposed to be in Beta by September, IS STILL IN PRE-ALPHA!! Now the OS isn't supposed to be released until early 1997, a FULL 1-1/2 AFTER WIN95 SHIPS!!

Looks like Apple is in BIG trouble!

I will be looking forward to the response from the Mac Jihad.

* Tom

2438. Re: Power with out the price....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-08 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FHIDCFDOUP@cabal.shnet.org>
Source record: 11593

In <1995Aug4.174351.47219@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:

>In article <95215.182227STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>> Until Macs are actually given some exposure (like in flyers for
>> computer outlets) I can't see the Mac taking off. Also, they
>> seem to be very overpriced in my area. People are going to
>> look at the Mhz of the machines and see that a 486DX 66Mhz is
>> less expensive than a Power Mac running at 66Mhz. They'll
>> also see the tons of software for the IBM compared to the
>> miniscule Mac section. Finally, people know others with IBMs
>> (hence "free" software). Does anyone disagree?
>
>Thats funny. The $1500 Performa 631 system is very competitive with a 486
>setup.

The how much?

Performa 5200:

~2100 US$s (8 MB, 500 MB, CD-ROM, keyboard, mouse)

PowerMac 6100:

~2100 US$s (apparently without keyboard)

Both prices given by Apple.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

2439. Re: What would be nice

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-08 00:00:00 UTC
From: x-gallag@nimr.mrc.ac.uk
Message-ID: <407el0$iq4@mercury.hgmp.mrc.ac.uk>
Source record: 11594

In article <1995Aug4.173337.47216@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> In article <95212.180426STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
|> > Pete,
|> > Yes, there is more software available for your precious Mac. [....]
|>
|> True..The PC you have lots of more choices. However, the mac has plentiful
|> choices. The decision on what platform is upto the individual taste.

Ahhhh. I understand now. To choose a Mac over a PC is a valid decision based on individual taste, while a choice of an Atari over a Mac/PC/whatever is not a valid choice. Obvious really, I should have seen from the very beginning that Pete is part of the nanny/big brother state that support the view that people can choose any colour they like as long as it is black.

It is a laugh to see he has tagged the word `democrat' at the end of of his .sig as he really has more in common with your every day bigot than your enlightened and liberal democrat. All hail Pete of the Thought-Police, long live his royal zealotry.
|>
|>
|> Jag....console or religious cult....on the next edition of Geraldo..

Damn fine Console

|> Peter Sinclair-Day Performa 636/8-250/CD

Damn Prat

2440. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-09 00:00:00 UTC
From: joelga@rossinc.com
Message-ID: <1995Aug9.142401.24821@rossinc.com>
Source record: 11595
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <PFKEB.95Aug5211225@hpkaon.SLAC.Stanford.EDU> Paul_Kunz@slac.stanford.edu writes:
>
> BMW calls their cars the ultimate driving machines. NeXT should
>call their system the ultimate environment.
>
> Saw a poster at a BMW dealer which said: "someone scratched a Lexus
>and found a Toyota underneath. I suppose one could say: "scratch
>Windows and one finds DOS underneath.

Scratch a BMW and find an Isetta underneath.

(For the auto-impaired, BMW used to make those stupid little cars that make old Subarus and Pintos look like luxury).

IMO, cars and computers should be adapted or at least adaptable to the task at hand. "Ultimate driving machine" my rumpus. My ZR will blow off any beemer, including an M1. I'd hate to drive it on the southern california freeways every day. So I don't. I noticed when I bought my LSC all Lincoln dealers had at least a few beemer tradeins - especially 630's. It cost less than 3 years depreciation on a 630, the trunk is bigger, it doesn't burn itself out after a couple of years, it doesn't break your back on the freeways. And it handles pretty well on the twisties, and the police tend to ignore it unless you go blasting past them (a mistake I've made on a couple of occasions, 'cause it really goes a lot faster than you expect, being basically a t-bird with a hopped up mustang engine). And with 200,000 miles on it, it just passed smog without even being close to the limits.

So don't insult good systems by comparing them to marketing dweebishness!
>--
>Paul F. Kunz Paul_Kunz@slac.stanford.edu (NeXT mail ok)
>Stanford Linear Accelerator Center, Stanford University
>Voice: (415) 926-2884 (NeXT) Fax: (415) 926-3587

--
Joel Garry joelga@amber.rossinc.com Compuserve 70661,1534
These are my opinions, not necessarily those of Ross Systems, Inc.
%DCL-W-SOFTONEDGEDONTPUSH, Software On Edge - Don't Push.
panic: ifree: freeing free inodes...

2441. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-09 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.807972181@gmi.edu>
Source record: 11596

trauth@paul.rutgers.edu (Thomas Trauth) writes:

>According to the August 7th issue of Mac Week the Copland
>kernal, which was supposed to be in Beta by September, IS
>STILL IN PRE-ALPHA!! Now the OS isn't supposed to be
>released until early 1997, a FULL 1-1/2 AFTER WIN95 SHIPS!!

1997!? AHAHAHAHA! Apple will be so far behind they won't know where
to even start when they gotta play catch up!

I see fewer and fewer people talk about the Mac as a viable option for
computing in the future. Apple's recent activities have also given
the impression that their market is being squeezed and now they have
to go into defensive mode to hold onto what they have.

I'm not saying that the Mac is a bad machine, I'm just saying that
it's role in the future of computing is uncertain; possibly very shaky.

>I will be looking forward to the response from the Mac Jihad.

Oh, you can be sure a response is coming, it's just a matter of
time. ;-)

/Kevin

>* Tom

2442. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-09 00:00:00 UTC
From: rappleye@felix.kodak.com
Message-ID: <rappleye-090695092433@150.102.161.162>
Source record: 11597

In article <408ti0$242@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) wrote:

> According to the August 7th issue of Mac Week the Copland
> kernal, which was supposed to be in Beta by September, IS
> STILL IN PRE-ALPHA!! Now the OS isn't supposed to be
> released until early 1997, a FULL 1-1/2 AFTER WIN95 SHIPS!!
>
> Looks like Apple is in BIG trouble!
>
>
> I will be looking forward to the response from the Mac Jihad.
>

Not a member of any Jihad, but a Mac, PC, and ST user, I'll take the bait, admit the truth of your statement, and then direct your attention to the other front page article on the same issue of macweek...the article which explains how WIN95 compares with the current MacOS. The article concludes that WIN95 has some very Mac-like feature (the article title is "WIN95 GUI Catches Up") and even outshines the current MacOS in some areas. The big "but" comes with the uncertainty of how 95 will work in any specific user's configuration. Conversion to 95 seems risky...IMHO the best way to get a fully functional copy of 95 is to order it pre-installed from a clone vendor.

Copland is in reality the OS for CHRP, and as such the proposed release date is still about where it should be.

As for 95, even Bill Gates admits that it is an interim product to fill the gap until the INTEL world goes to NT. The INTEL machines I'm responsible for will NOT go to 95 if an upgrade is required, but NT.

peace,
paul

2443. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-09 00:00:00 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.807994369@sfu.ca>
Source record: 11598

khaley@nova.gmi.edu (Kevin Haley) writes:

>Oh, you can be sure a response is coming, it's just a matter of
>time. ;-)

I heard a rumor that some of the engineers responsible for the microkernal
decided to take their talent elsewhere. This is a RUMOR but if it's true
it truely proves that Apple is the stupidest company in the world. They
can't advertise, they can't communicate with buisnesses and they can't
meet production demands. And now they are letting some of their best
OS talent walk away?

--

Brian Quinlan
quinlan@sfu.ca

2444. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-09 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <40birs$s2g@paul.rutgers.edu>
Source record: 11599

khaley@nova.gmi.edu (Kevin Haley) writes:

:trauth@paul.rutgers.edu (Thomas Trauth) writes:

:>According to the August 7th issue of Mac Week the Copland
:>kernal, which was supposed to be in Beta by September, IS
:>STILL IN PRE-ALPHA!! Now the OS isn't supposed to be
:>released until early 1997, a FULL 1-1/2 AFTER WIN95 SHIPS!!

:1997!? AHAHAHAHA! Apple will be so far behind they won't know where
:to even start when they gotta play catch up!

:I see fewer and fewer people talk about the Mac as a viable option for
:computing in the future. Apple's recent activities have also given
:the impression that their market is being squeezed and now they have
:to go into defensive mode to hold onto what they have.

Apple's on the defensive alright. That's the real reason for
Sinclap's mysterious disappearance. The theory that Sinclap has
disappeared because he's finally found a (human) girlfriend is
about as likely as the Ptolemaic theory that the Sun revolves
around the Earth.

:I'm not saying that the Mac is a bad machine, I'm just saying that
:it's role in the future of computing is uncertain; possibly very shaky.

I don't think the Mac is a bad machine either. In fact, in many
respects, it's a pretty damn good one. There's no denying that it's
architecturally superior to the PC. But there is just no way Apple
can they can compete with the Microsoft juggernaut. Even the education
and desktop publishing markets, Apple's strongholds, can't hold out
forever.

I hate to say it, but I think that "Windows everywhere" will soon
become a reality.

:>I will be looking forward to the response from the Mac Jihad.

:Oh, you can be sure a response is coming, it's just a matter of
:time. ;-)

I don't share your confidence that there will be a response. I
don't think he has the guts.

* Tom

2445. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-09 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <40bj1g$s5a@paul.rutgers.edu>
Source record: 11600

quinlan@kits.sfu.ca (Brian Quinlan) writes:

:khaley@nova.gmi.edu (Kevin Haley) writes:

:>Oh, you can be sure a response is coming, it's just a matter of
:>time. ;-)

:I heard a rumor that some of the engineers responsible for the microkernal
:decided to take their talent elsewhere. This is a RUMOR but if it's true
:it truely proves that Apple is the stupidest company in the world. They
:can't advertise, they can't communicate with buisnesses and they can't
:meet production demands. And now they are letting some of their best
:OS talent walk away?

I wouldn't be surprised if this was true. For one thing, it does a lot
to explain why Copland is so far behind. For another, who wants to work
on a sinking ship.

* Tom

2446. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-09 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug9.231429.47424@cobra.uni.edu>
Source record: 11601

In article <408ti0$242@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> According to the August 7th issue of Mac Week the Copland
> kernal, which was supposed to be in Beta by September, IS
> STILL IN PRE-ALPHA!! Now the OS isn't supposed to be
> released until early 1997, a FULL 1-1/2 AFTER WIN95 SHIPS!!
>
> Looks like Apple is in BIG trouble!

In what way?

>
>
> I will be looking forward to the response from the Mac Jihad.
>

'Yawn'

>
>
> * Tom
>
>

The Jag...envy of 2600 owners across China....

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2447. Re: Power with out the price....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-09 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug9.231934.47425@cobra.uni.edu>
Source record: 11602

In article <FHIDCFDOUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:
> In <1995Aug4.174351.47219@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>
>>In article <95215.182227STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>>> Until Macs are actually given some exposure (like in flyers for
>>> computer outlets) I can't see the Mac taking off. Also, they
>>> seem to be very overpriced in my area. People are going to
>>> look at the Mhz of the machines and see that a 486DX 66Mhz is
>>> less expensive than a Power Mac running at 66Mhz. They'll
>>> also see the tons of software for the IBM compared to the
>>> miniscule Mac section. Finally, people know others with IBMs
>>> (hence "free" software). Does anyone disagree?
>>
>>Thats funny. The $1500 Performa 631 system is very competitive with a 486
>>setup.
>
> The how much?
>
> Performa 5200:
>
> ~2100 US$s (8 MB, 500 MB, CD-ROM, keyboard, mouse)

$1999 here in the USA. Not a bad price which includes monitor, 14k data/fax modem and software bundle..

>
> PowerMac 6100:
>
> ~2100 US$s (apparently without keyboard)
>

$1349 here....

> Both prices given by Apple.

German price? Not anymore with the release of the new PCI PowerMacs...

>
> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G�nther) - _O
> -- /
> - In the sky a mighty eagle doesn't care about what's illegal - _
> - On it's wings the rainbow's light it's flying to eternity. -)

Jag...console or religious cult?...on the next edition of Geraldo?

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.....

Internet-democrats-request@webcom.com / Type subscribe in body of message

2448. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-09 00:00:00 UTC
From: root@wombat.hanse.de
Message-ID: <DD1u1z.12r@wombat.hanse.de>
Source record: 11603
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

peter@nmti.com (Peter da Silva) writes:

>In article <Mu+IwgvW7CoS084yn@mits.mdata.fi>,
>Tiitus Tamminen <titammi@mits.mdata.fi> wrote:
>> root@wombat.hanse.de (Bernd "Bernie" Meyer) wrote:
>> -> Actually, I would be pretty surprised if you, Tiitus, didn't put your
>> -> personal profits before the good of the US and its citizens :-)
>> Oh, that's true as well ;-).

>I guess I'd surprise mister Meyer.

I guess you wouldn't. Look at what I wrote, and where Tiitus lives....

Bernie
--
==========
Anybody out there who knows how to connect a Wyse terminal keyboard to a PC
without the terminal in between? Current keyboard lses chracters evr so
oftn..... Getng wrs al te im. Hp!

2449. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-10 00:00:00 UTC
From: gavinm@vsprsun_14
Message-ID: <40ci8c$1ei6@info4.rus.uni-stuttgart.de>
Source record: 11604

Thomas Trauth (trauth@paul.rutgers.edu) wrote:

: Apple's on the defensive alright. That's the real reason for
: Sinclap's mysterious disappearance. The theory that Sinclap has
: disappeared because he's finally found a (human) girlfriend is
: about as likely as the Ptolemaic theory that the Sun revolves
: around the Earth.

No, the reason is that hes gone to plague other newsgroups as well
like c.s.amiga.misc spouting his 'GET OVER IT' bilge, democratic propoganda
and quoting entire posts in followups.

gavan
--
email: G.Moran@ee.qub.ac.uk | 'There can be only one!'
or gmoran@nyx.cs.du.edu | - The Highlander

2450. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-10 00:00:00 UTC
From: jimf@world.std.com
Message-ID: <DD4BGA.CtK@world.std.com>
Source record: 11605
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

christw@meaddata.com (Christopher C. Wood) writes:
>In article <DCMyMv.DF7@world.std.com>, jimf@world.std.com (jim frost) writes:
>|> Gates, much as I don't like the man, isn't the antichrist. He's no
>|> worse than any other entrepreneur, and better than quite a few.

>There are many unethical entepreneurs, and far more ethical ones.
>Bill Gates has demonstrated that he will shade every decision he makes
>to push the letter of the law as far as it can stretch to achieve
>monopoly profits, and has demonstrated little, if any, care for
>ethics.

It has long been said that business and ethics do not mix. Do be a
good businessman you must attempt to use every method at your disposal
to create an advantage. That's the nature of the game.

I'll take Gates any day over the likes of the people that not only
behave unethically, but who also manipulate our legal and judicial
systems in order to give themselves further advantages. You're
probably familiar with some of those companies since virtually every
large business in America is in that group, including (but certainly
not limited to) GM, GE, AT&T, Prudential, and IBM.

jim frost
jimf@world.std.com
--
http://world.std.com/~jimf

2451. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-10 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <40d1it$5sm@paul.rutgers.edu>
Source record: 11606

sinclap2954@cobra.uni.edu writes:

:In article <408ti0$242@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
:> According to the August 7th issue of Mac Week the Copland
:> kernal, which was supposed to be in Beta by September, IS
:> STILL IN PRE-ALPHA!! Now the OS isn't supposed to be
:> released until early 1997, a FULL 1-1/2 AFTER WIN95 SHIPS!!
:>
:> Looks like Apple is in BIG trouble!

:In what way?

In that they won't be able to counter Win95 for 1-1/2 years.
THAT way!

* Tom

2452. Atari ST soft/harware sale

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-10 00:00:00 UTC
From: asmodeus@telerama.lm.com
Message-ID: <40dve5$h8f@epicycle.lm.com>
Source record: 11607

Here is a list of Atari ST software and hardware that I am selling.
All reasonable offers will be considered.

BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com

ATARI HARDWARE FOR SALE
hard 1040 ST/F 4megs mem., tos2.06 TEC board, ADspeed 16mhz upgrade.
hard 1040 ST/F(M?) 1meg memory MIGHT BE 520
hard 1040 STE 4megs mem.
hard 3 Color Monitors (1 not working - power box) All atari brands
hard SM124 Mono Monitor
hard Indus GT External 720k Floppy
hard The BEst TrackBall
hard The Cordless Mouse (Practical Solutions)
hard Toadfile 130meg + 80meg HD w/ICD+ host
hard ShoeBox 80meg HD w/ICD+ host
hard Mouse Master
hard Monitor Master(toad brand?)
hard Video Key
hard ST Video Digitizer
hard The Complete Colour Solution (Vidi-ST, Vidi-RGB and VidiChrome ST)
hard Stereo Replay audio digitizer
hard ST Sound Digitizer (Hippopotamaus)
hard 2 assorted internal floppy drives for parts
hard 1040 case and rf shield (used)

ATARI SOFTWARE FOR SALE
soft Arctic Fox
soft Atari 1st Word ST (2 of them)
soft Atari ST Academy
soft Atari ST User Magazine: Disks: Oct 1990 - Sept 1991, w/2 unknown demo disks
soft Autoduel
soft Backup! (Michtron)
soft Balance of Power 1990 edition
soft Battle Chess
soft Battletech - cresent hawk's inception
soft BBS Express ST
soft Blacklamp
soft Bloodwych
soft Bureaucracy
soft Club Backgammon
soft Codehead G+ Plus
soft Codehead Hotwire
soft Codehead Lookit & Popit

soft Codehead Maxifile
soft Codehead Multidesk Deluxe
soft Codehead Utilities
soft Codehead Warp 9
soft Curse of the Azure Bonds
soft DC Data Diet
soft DC Desktop
soft DC Utilities
soft Death Bringer
soft Death Sword
soft Defender of the Crown
soft Deluxe Paint ST
soft Diamond Back II
soft Diamond Edge
soft Dragons of Flame
soft Dungeon Master (2 of them)
soft E-Z Data (database)
soft Ed Hak
soft Elite
soft FAST (util)
soft FAST - Key SHell and "AND"
soft Gauntlet
soft GFA Basic 3.5e
soft H&D Base (database)
soft Hacker II: Doomsday Papers
soft Hard Disk Toolkit (Beckmeyer Develop.)
soft Hillsfar
soft ICD - Advantage ST - Harddrive util disk
soft ICD Clean-up ST
soft Ikari Warriors
soft Image Art - icons, 2 disks
soft Interlink ST (term)
soft Jewels of Darkness
soft Kis Terminal
soft Laser "C"
soft Lock-on (2 of them)
soft Lurking Horror
soft Ma Hubbards Cupboard and assorted utils
soft Mega Traveller 1: Zhodani Conspiracy
soft Metro Cross
soft Michtron BBS 3.0
soft Mindshadow
soft MVG - Multi Viewer Graphica
soft Neodesk
soft PACE (Pittsburgh Atari Computer Enthusiasts) Library Disks Aprox 350 disks
soft PACE UK Disks 200 disk
soft PC Ditto
soft Populous
soft Primetime
soft Print Master Plus, w/ art gallery 1 & 2

soft Pro Copy 1.22
soft Roadwar 2000
soft Roadwar Europa
soft Rogue (2 of them)
soft Rolling Thunder
soft Scurples
soft Shadowgate
soft Shanghai
soft Space Conquest: A Galactic Odyssey
soft Speedball 2
soft ST Action Magazine: Disks: 10, 12, 14-25
soft ST Format Magazine: Disks: 15-27 + Jan 91 Interphase game demo
soft ST Karate
soft ST X-press Magazine: Disks: vol.2 #8 jan 89
soft ST-Talk Professional 2.0
soft STalker 3 term
soft START Magazine: Disks: Vol.5#7, vol.5#3, vol.4#7
soft STeno
soft Temple of Aphsai Trilogy
soft Time Link
soft Timeworks Data Manager ST
soft Timeworks Word Writer ST
soft Tool Box volume 1
soft Top Gun, 2 copies, one still in box
soft Ultima V: Wariors of Destiny
soft Ultimate Virus Killer
soft Universal Item Selector 3.32
soft Universe II
soft Universe III
soft Wanderer
soft Wizworks Image Cat - pic cataloger
soft Wizworks Mugshot w/data disks 1-3

ASSORTED ATARI MAGAZINES
mag ST Informer, ST Format, STart, Current Notes, etc
email for complete list of mags.

BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com

2453. Re: Power with out the price....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-10 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95222.182153STIRRE31@MAINE.MAINE.EDU>
Source record: 11608

$2,000 for any computer takes it out of the price range for most
consumers, I'd say. Also, 486DX machines are commonly spotted
at under $1,000. I have never seen a Mac in a store for under
$1,000 and I'd say that many people still perceive the Mac as being
overpriced. Couple this with the lack of software (compared to
the Intel machines) and the hype of how Windows 95 wil make
computing, oh, just so fun and easy and I think Apple is in
a heap of trouble. Am I happy about this? No. Unlike Sinclair
I don't revel in watching choices for consumers stamped out.
I read an article in today's Wall Street Journal which recommends
a Pentium with a gig of hard drive space and 8 (preferably 16)
megs of RAM to run 95. This is quite pathetic. Besides, there is
enough software on my Falcon to keep me happy for awhile. I can't
seem to catch up with the shareware and commercial releases.
I have a great DTP program (PS 2.1), a nice word processor (AW)
and simple graphics and music apps (pd). I can't even keep up
with the games (Substation, Obsession, Llamazap, Elite II, Cannon
Fodder, Towers II, stuff from David Munsie and all of the classic
games out there).
Well, there's another one of my rambling posts :-). I guess to sum
it up, I'd say, use what you want because unless you pirate, there
is plenty of good software to empty out your wallet on any platform.
There should be choices and _no_ standard.
-scott tirrell

2454. ATARI 8-BIT PARTS, SOFTWARE & BOOKS

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-10 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <40d4tc$g2q@ixnews3.ix.netcom.com>
Source record: 11609

American Techna-Vision has a huge inventory of new replacement parts,
commercial software and reference books for your Atari 8-bit system.
If you would like a free catalog EMAIL me with your Name and STREET
ADDRESS. Or phone 510-352-3787 - Ralph

2455. Apple's R&D VP:Copland by mid 1996!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug10.211611.47460@cobra.uni.edu>
Source record: 11610

Apple VP of R&D Dave Nagle stated at MacWorld on Wednesday in his keynote address that Copland will be 'in the hands' of Mac users by mid 1996.
Source: www.ziff.com(news heading)

Soo much for sour grapes..

Who needs 64 bit titles...thats why I love my Jag...

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.....

Internet-democrats-request@webcom.com / Type subscribe in body of message

2456. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug10.183347.47453@cobra.uni.edu>
Source record: 11611

In article <40d1it$5sm@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> sinclap2954@cobra.uni.edu writes:
>
> :In article <408ti0$242@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth)
writes:
> :> According to the August 7th issue of Mac Week the Copland
> :> kernal, which was supposed to be in Beta by September, IS
> :> STILL IN PRE-ALPHA!! Now the OS isn't supposed to be
> :> released until early 1997, a FULL 1-1/2 AFTER WIN95 SHIPS!!
> :>
> :> Looks like Apple is in BIG trouble!
>
> :In what way?
>
> In that they won't be able to counter Win95 for 1-1/2 years.
> THAT way!

What makes you think that they can't now? I read a press release stating that
Mac unit sales will be 25 percent higher in the September quarter and 50
percent higher in the December quarter from last year. Soo much for the doom
and gloom.

Plus with the new cheap PCI powermacs, Apple will hold its own.

>
>
> * Tom
>
>
>

The Atari Jihad...not as powerful as Iran, but equally fanatical!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2457. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug10.184834.47454@cobra.uni.edu>
Source record: 11612

In article <khaley.807972181@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> trauth@paul.rutgers.edu (Thomas Trauth) writes:
>
>>According to the August 7th issue of Mac Week the Copland
>>kernal, which was supposed to be in Beta by September, IS
>>STILL IN PRE-ALPHA!! Now the OS isn't supposed to be
>>released until early 1997, a FULL 1-1/2 AFTER WIN95 SHIPS!!
>
> 1997!? AHAHAHAHA! Apple will be so far behind they won't know where
> to even start when they gotta play catch up!

In what way are they behind?

>
> I see fewer and fewer people talk about the Mac as a viable option for
> computing in the future. Apple's recent activities have also given
> the impression that their market is being squeezed and now they have
> to go into defensive mode to hold onto what they have.
>

Thats funny.. Increased unit sales by 25% in the September period and 50% in
the December period.

> I'm not saying that the Mac is a bad machine, I'm just saying that
> it's role in the future of computing is uncertain; possibly very shaky.
>

Really...Increased revenues by 1.5-2 billion this year from last with increased
unit sales is ver shaky indeed!

You should worry about Atari's shakiness in the video game industry. The $299
Playstation will be out next month.

>>I will be looking forward to the response from the Mac Jihad.
>
> Oh, you can be sure a response is coming, it's just a matter of
> time. ;-)

Yep..

>
> /Kevin
>
>>* Tom
>
>

The Jag...envy of 2600 owners across China...

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2458. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug10.185856.47456@cobra.uni.edu>
Source record: 11613

In article <40birs$s2g@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> khaley@nova.gmi.edu (Kevin Haley) writes:
>
> :trauth@paul.rutgers.edu (Thomas Trauth) writes:
>
> :>According to the August 7th issue of Mac Week the Copland
> :>kernal, which was supposed to be in Beta by September, IS
> :>STILL IN PRE-ALPHA!! Now the OS isn't supposed to be
> :>released until early 1997, a FULL 1-1/2 AFTER WIN95 SHIPS!!
>
> :1997!? AHAHAHAHA! Apple will be so far behind they won't know where
> :to even start when they gotta play catch up!
>
> :I see fewer and fewer people talk about the Mac as a viable option for
> :computing in the future. Apple's recent activities have also given
> :the impression that their market is being squeezed and now they have
> :to go into defensive mode to hold onto what they have.
>
> Apple's on the defensive alright. That's the real reason for
> Sinclap's mysterious disappearance. The theory that Sinclap has
> disappeared because he's finally found a (human) girlfriend is
> about as likely as the Ptolemaic theory that the Sun revolves
> around the Earth.

Ever heard of vacations? I am flattered that I am missed..

I have many female companions. I would like to have your sister be my
companion as well. She can tell me all about her Pentium. And I can shower
her with ideas..../>>>>>>>>>>!

>
> :I'm not saying that the Mac is a bad machine, I'm just saying that
> :it's role in the future of computing is uncertain; possibly very shaky.
>
> I don't think the Mac is a bad machine either. In fact, in many
> respects, it's a pretty damn good one. There's no denying that it's
> architecturally superior to the PC. But there is just no way Apple
> can they can compete with the Microsoft juggernaut. Even the education
> and desktop publishing markets, Apple's strongholds, can't hold out
> forever.

Apple's strongholds in education, publishing and multimedia will flourish with
the advent of the new low cost PCI Powermacs..

>
> I hate to say it, but I think that "Windows everywhere" will soon

> become a reality.

Wintel is everywhere...And so is the Mac...
>
> :>I will be looking forward to the response from the Mac Jihad.
>
> :Oh, you can be sure a response is coming, it's just a matter of
> :time. ;-)
>
> I don't share your confidence that there will be a response. I
> don't think he has the guts.

Oui.....

>
>
> * Tom
>
>

Jag...console or religious cult?..on the next edition of Geraldo!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2459. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-11 00:00:00 UTC
From: John Kheit <jkheit@cnj.digex.net>
Message-ID: <40e7b4$16q@news4.digex.net>
Source record: 11614
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

jimf@world.std.com (jim frost) wrote:
> I'll take Gates any day over the likes of the people that not
> only behave unethically, but who also manipulate our legal and
> judicial systems in order to give themselves further advantages.
> You're probably familiar with some of those companies since
> virtually every large business in America is in that group,
> including (but certainly not limited to) GM, GE, AT&T, Prudential,
> and IBM.

Lets not forget to throw MS and b gates onto that barbee :)

Personally, I won't take any of the bad over any of the other bad.
Kind of like asking me to take the lesser of these evils:

Either I'll poke one of your eyes out, or chop any 3 of your fingers
off, go ahead and choose...

Although, I imagine there is a lesser of evil to choose from, at
that extreme level of badness, I cannot comprehend nor appreciate
any difference.

However, we obviosly disagree as to what level of badness b gates
represents. I think he is worse than all the aformentioned companies.
--
Thanks, Later, John

monoChrome, Inc. | New York Law School | NEXTSTEP Developer
John Kheit)^> %^) | Opinions expressed | MIME & NeXTmail OK--3P
jkheit@cnj.digex.net | represent me only... | Telepathy...It's coming...

2460. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-11 00:00:00 UTC
From: gcasa@wam.umd.edu
Message-ID: <40epus$4bo@cville-srv.wam.umd.edu>
Source record: 11615
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

Edward M. Smith (esmith@netaxs.com) wrote:
[stuff deleted..]
: There is somebody who mouths off with out knowing the whole story. And
: this just proves my point. If it were not for Bill Gates and his
: abilities, you would not now be sitting there typing this kind of nonsense.
: Get a life and get real.

Gee this makes it sound like you are giving BillGates credit for every
OS around. There are plenty of things around in the industry which
never needed BillGates to be conceived. Believe me... this industry
would be fine without old BG around, in fact it would probably be better.

: +-------------------------------------+
: | Edward M. Smith (esmith@netaxs.com) |
: +-------------------------------------+-----------------------+

Later,

--
Gregory John Casamento -- gcasa@wam.umd.edu
NeXTSTEP the operating system of the future today.
#include <std_disclaimer.h>

2461. Re: Apple's R&D VP:Copland by mid 1996!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-11 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <40f278$663@paul.rutgers.edu>
Source record: 11616

sinclap2954@cobra.uni.edu writes:

:Apple VP of R&D Dave Nagle stated at MacWorld on Wednesday in his keynote
:address that Copland will be 'in the hands' of Mac users by mid 1996.
:Source: www.ziff.com(news heading)

And, as I recall, Bill Gates, chairman and president of Microsoft,
stated that Chicago would be out in late 1994!

These statements don't mean anything.

:Soo much for sour grapes..

Don't count your chickens before they hatch.

* Tom

2462. before dawn

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-11 00:00:00 UTC
From: sumyy@hg.uleth.ca
Message-ID: <40e8m2$lfc@holly.cc.uleth.ca>
Source record: 11617

Anybody know where I can find the program "Crazy Sound" it goes with
before dawn. You can email me at

sumyy@hg.uleth.ca

thanks for any help

2463. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-11 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <40f1bn$5tk@paul.rutgers.edu>
Source record: 11618

sinclap2954@cobra.uni.edu writes:

:> :> Looks like Apple is in BIG trouble!
:>
:> :In what way?
:>
:> In that they won't be able to counter Win95 for 1-1/2 years.
:> THAT way!

:What makes you think that they can't now? I read a press release stating that
:Mac unit sales will be 25 percent higher in the September quarter and 50
:percent higher in the December quarter from last year. Soo much for the doom
:and gloom.

Don't underestimate the power of the MS hype machine.

* Tom

2464. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-11 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <40f1jc$603@paul.rutgers.edu>
Source record: 11619

sinclap2954@cobra.uni.edu writes:

:>>According to the August 7th issue of Mac Week the Copland
:>>kernal, which was supposed to be in Beta by September, IS
:>>STILL IN PRE-ALPHA!! Now the OS isn't supposed to be
:>>released until early 1997, a FULL 1-1/2 AFTER WIN95 SHIPS!!
:>
:> 1997!? AHAHAHAHA! Apple will be so far behind they won't know where
:> to even start when they gotta play catch up!

:In what way are they behind?

Well, wasn't Copland original supposed to out this year?? I'd call
releasing something 1-1/2 years late being behind schedule.

BTW when will Apple give Copland A REAL NAME!? I'm sick of the cheesy
code names that Apple and Microsoft use.

* Tom

2465. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-11 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <40f218$63u@paul.rutgers.edu>
Source record: 11620

:Ever heard of vacations? I am flattered that I am missed..

So where did you go? To Apple headquarters in California?

:I have many female companions. I would like to have your sister be my

Yeah right! Like who?

:companion as well. She can tell me all about her Pentium. And I can shower
:her with ideas..../>>>>>>>>>>!

My sister wouldn't touch you with a ten-foot pole.
She's freaked out by people who make love to their machines.

:Apple's strongholds in education, publishing and multimedia will flourish with
:the advent of the new low cost PCI Powermacs..

But do these Powermacs cost as little as those low-cost Packard Bell Pentiums?
(I know PB sucks, but many people only look at price).

:> I hate to say it, but I think that "Windows everywhere" will soon
:> become a reality.

:Wintel is everywhere...And so is the Mac...

By everywhere I meant on every personal computer. When this happens,
the Mac will be nowhere.

:> :Oh, you can be sure a response is coming, it's just a matter of
:> :time. ;-)
:>
:> I don't share your confidence that there will be a response. I
:> don't think he has the guts.

:Oui.....

Okay, I admit it Sinclap. You are less of a mouse than I thought
you were.

* Tom

2466. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-11 00:00:00 UTC
From: maynard@selway.umt.edu
Message-ID: <40gvtl$5cm@selway.umt.edu>
Source record: 11621
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <DD4BGA.CtK@world.std.com>, jim frost <jimf@world.std.com> wrote:
>christw@meaddata.com (Christopher C. Wood) writes:
>>In article <DCMyMv.DF7@world.std.com>, jimf@world.std.com (jim frost) writes:
>>|> Gates, much as I don't like the man, isn't the antichrist. He's no
>>|> worse than any other entrepreneur, and better than quite a few.
>
>>There are many unethical entepreneurs, and far more ethical ones.
>>Bill Gates has demonstrated that he will shade every decision he makes
>>to push the letter of the law as far as it can stretch to achieve
>>monopoly profits, and has demonstrated little, if any, care for
>>ethics.
>
>It has long been said that business and ethics do not mix. Do be a
>good businessman you must attempt to use every method at your disposal
>to create an advantage. That's the nature of the game.
>
>I'll take Gates any day over the likes of the people that not only
>behave unethically, but who also manipulate our legal and judicial
>systems in order to give themselves further advantages. You're

The use of the legal system by MS is very well known. Look at the
surprise in the industry when Stac had the guts to stand up to MS.
In a recent action MS attemped to grab access to confidential
documents of their competitors that had been subpoened by the DOJ.
The judge counted 20-some MS lawyers at the table.

MS use of its influence with the Washington State congressional
delegation is powerful enough to make some of those people double-
cross their most faithful constituents.

>probably familiar with some of those companies since virtually every
>large business in America is in that group, including (but certainly
>not limited to) GM, GE, AT&T, Prudential, and IBM.
>
>jim frost
>jimf@world.std.com

Gates office in "building 8" is surrounded by :

1) execs
2) security
3) lawyers

Those are the occupants of building 8. Wonder what the mindset is in such a place ?

Bob

2467. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-11 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.808145316@gmi.edu>
Source record: 11622

sinclap2954@cobra.uni.edu writes:

>> 1997!? AHAHAHAHA! Apple will be so far behind they won't know where
>> to even start when they gotta play catch up!

>In what way are they behind?

I hope Apple Computer's executives aren't as blind to market reality as you
are.

>Thats funny.. Increased unit sales by 25% in the September period and 50% in
>the December period.

AHAHAHA! September isn't even here yet!!! You're already counting on
increased sales for a time frame that hasn't even arrived yet?! You
are an IDIOT! Wait until the year has ended to talk about the
end-of-year sales reports.

/Kevin

2468. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug11.183123.47502@cobra.uni.edu>
Source record: 11623

In article <40f1bn$5tk@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> sinclap2954@cobra.uni.edu writes:
>
> :> :> Looks like Apple is in BIG trouble!
> :>
> :> :In what way?
> :>
> :> In that they won't be able to counter Win95 for 1-1/2 years.
> :> THAT way!
>
> :What makes you think that they can't now? I read a press release stating that
> :Mac unit sales will be 25 percent higher in the September quarter and 50
> :percent higher in the December quarter from last year. Soo much for the doom
> :and gloom.
>
> Don't underestimate the power of the MS hype machine.

Not all subscribes to the hype..

>
>
> * Tom
>
>

Who needs 64 bit titles? Thats why I love my Jag!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2469. Re: Apple's R&D VP:Copland by mid 1996!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-11 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.808145702@gmi.edu>
Source record: 11624

sinclap2954@cobra.uni.edu writes:

>Apple VP of R&D Dave Nagle stated at MacWorld on Wednesday in his keynote
>address that Copland will be 'in the hands' of Mac users by mid 1996.
>Source: www.ziff.com(news heading)

Not soon enough... then again, yesterday wouldn't be soon enough for
Apple right now.

>Soo much for sour grapes..

Ha. We'll see if Copland makes it out by mid 96. In the meantime,
Win95 will proliferate and spread, and consumers everywhere will see
one less reason to buy a Mac.

BTW, Sinflop... Win95 production code is on its way. Win95 WILL ship
August 24.

>Who needs 64 bit titles...thats why I love my Jag...

Who needs a mascot... that's why we have Peter Sinclair!

/Kevin

> Peter Sinclair-Day Performa 636/8-250/CD

2470. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug11.183318.47503@cobra.uni.edu>
Source record: 11625

In article <40f1jc$603@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> sinclap2954@cobra.uni.edu writes:
>
> :>>According to the August 7th issue of Mac Week the Copland
> :>>kernal, which was supposed to be in Beta by September, IS
> :>>STILL IN PRE-ALPHA!! Now the OS isn't supposed to be
> :>>released until early 1997, a FULL 1-1/2 AFTER WIN95 SHIPS!!
> :>
> :> 1997!? AHAHAHAHA! Apple will be so far behind they won't know where
> :> to even start when they gotta play catch up!
>
> :In what way are they behind?
>
> Well, wasn't Copland original supposed to out this year?? I'd call
> releasing something 1-1/2 years late being behind schedule.

Yep...

>
>
> BTW when will Apple give Copland A REAL NAME!? I'm sick of the cheesy
> code names that Apple and Microsoft use.
>

System 8..Is that better?
>
> * Tom

Jag...console or religious cult....on the next edition of Geraldo!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2471. Re: Apple's R&D VP:Copland by mid 1996!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-11 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <40gb5i$qhe@paul.rutgers.edu>
Source record: 11626

:Ha. We'll see if Copland makes it out by mid 96. In the meantime,
:Win95 will proliferate and spread, and consumers everywhere will see
:one less reason to buy a Mac.

If it is indeed true that Copland is still in pre-alpha, it's chances
of being released in mid-1996 are close to nil. An early 1997 release
date is more realistic.

:Who needs a mascot... that's why we have Peter Sinclair!

I thought Peter Sinclair *WAS* the mascot!

* Tom

2472. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug11.184822.47504@cobra.uni.edu>
Source record: 11627

In article <40f218$63u@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>
> :Ever heard of vacations? I am flattered that I am missed..
>
> So where did you go? To Apple headquarters in California?
>
> :I have many female companions. I would like to have your sister be my
>
> Yeah right! Like who?

Nobody you know..

>
> :companion as well. She can tell me all about her Pentium. And I can shower
> :her with ideas..../>>>>>>>>>>!
>
> My sister wouldn't touch you with a ten-foot pole.
> She's freaked out by people who make love to their machines.
>

Let her decide..she doesn't need an over bearing hypocrate defending her
honor..

> :Apple's strongholds in education, publishing and multimedia will flourish with
> :the advent of the new low cost PCI Powermacs..
>
> But do these Powermacs cost as little as those low-cost Packard Bell Pentiums?
> (I know PB sucks, but many people only look at price).
>

Yep...A Performa 575 and 580 can be had for around $1299. Mac 630 with cdrom
can be had for $999.

> :> I hate to say it, but I think that "Windows everywhere" will soon
> :> become a reality.
>
> :Wintel is everywhere...And so is the Mac...
>
> By everywhere I meant on every personal computer. When this happens,
> the Mac will be nowhere.
>

Can't happen...

> :> :Oh, you can be sure a response is coming, it's just a matter of
> :> :time. ;-)
> :>

> :> I don't share your confidence that there will be a response. I
> :> don't think he has the guts.
>
> :Oui.....
>
> Okay, I admit it Sinclap. You are less of a mouse than I thought
> you were.
>

What about you? You have not been around for sometime..

>
> * Tom
>
>

The Jag...envy of 2600 owners across China...

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2473. Re: Apple's R&D VP:Copland by mid 1996!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug11.185042.47505@cobra.uni.edu>
Source record: 11628

In article <40f278$663@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> sinclap2954@cobra.uni.edu writes:
>
> :Apple VP of R&D Dave Nagle stated at MacWorld on Wednesday in his keynote
> :address that Copland will be 'in the hands' of Mac users by mid 1996.
> :Source: www.ziff.com(news heading)
>
> And, as I recall, Bill Gates, chairman and president of Microsoft,
> stated that Chicago would be out in late 1994!
>
> These statements don't mean anything.

And yours?

>
> :Soo much for sour grapes..
>
> Don't count your chickens before they hatch.
>

I have not..
>
> * Tom
>
>

The Atari jihad...not as powerfull as Iran, but equally fanatical!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2474. Re: Power with out the price....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug11.182932.47501@cobra.uni.edu>
Source record: 11629

In article <95222.182153STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> $2,000 for any computer takes it out of the price range for most
> consumers, I'd say. Also, 486DX machines are commonly spotted
> at under $1,000. I have never seen a Mac in a store for under
> $1,000 and I'd say that many people still perceive the Mac as being
> overpriced. Couple this with the lack of software (compared to
> the Intel machines) and the hype of how Windows 95 wil make
> computing, oh, just so fun and easy and I think Apple is in
> a heap of trouble. Am I happy about this? No. Unlike Sinclair
> I don't revel in watching choices for consumers stamped out.
> I read an article in today's Wall Street Journal which recommends
> a Pentium with a gig of hard drive space and 8 (preferably 16)
> megs of RAM to run 95. This is quite pathetic. Besides, there is
> enough software on my Falcon to keep me happy for awhile. I can't
> seem to catch up with the shareware and commercial releases.
> I have a great DTP program (PS 2.1), a nice word processor (AW)
> and simple graphics and music apps (pd). I can't even keep up
> with the games (Substation, Obsession, Llamazap, Elite II, Cannon
> Fodder, Towers II, stuff from David Munsie and all of the classic
> games out there).
> Well, there's another one of my rambling posts :-). I guess to sum
> it up, I'd say, use what you want because unless you pirate, there
> is plenty of good software to empty out your wallet on any platform.
> There should be choices and _no_ standard.

You have not looked hard enough. I purchased a New Mac 630 with cdrom for
$999. Apple is in not in any heap of trouble. Apple needs to get their
manufacturing act together and eliminate the backlogs.. I have access to
plenty of software with lots of choices. Many of us buy from the catalogs due
to low price and convenience.

> -scott tirrell

The Atari Jihad..not as powerful as Iran, but equally fanatical...

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2475. Re: Apple's R&D VP:Copland by mid 1996!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug11.190416.47506@cobra.uni.edu>
Source record: 11630

In article <khaley.808145702@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu writes:
>
>>Apple VP of R&D Dave Nagle stated at MacWorld on Wednesday in his keynote
>>address that Copland will be 'in the hands' of Mac users by mid 1996.
>>Source: www.ziff.com(news heading)
>
> Not soon enough... then again, yesterday wouldn't be soon enough for
> Apple right now.

He he he he...

>
>>Soo much for sour grapes..
>
> Ha. We'll see if Copland makes it out by mid 96. In the meantime,
> Win95 will proliferate and spread, and consumers everywhere will see
> one less reason to buy a Mac.
>

And what is that?

I can turn this in your face as well. On Sept.9, the PlayStation ships and no
reason at all to select the Jagflop..

> BTW, Sinflop... Win95 production code is on its way. Win95 WILL ship
> August 24.

Apple's new low cost PCI PowerMacs went on sale on August 7, your point?

>
>>Who needs 64 bit titles...thats why I love my Jag...
>
> Who needs a mascot... that's why we have Peter Sinclair!

How original..

>
> /Kevin
>
>> Peter Sinclair-Day Performa 636/8-250/CD
>

Jag...console or religious cult...on the next edition of Geraldo!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.....

Internet-democrats-request@webcom.com / Type subscribe in body of message

2476. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug11.190900.47507@cobra.uni.edu>
Source record: 11631

In article <khaley.808145316@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu writes:
>
>>> 1997!? AHAHAHAHA! Apple will be so far behind they won't know where
>>> to even start when they gotta play catch up!
>
>>In what way are they behind?
>
> I hope Apple Computer's executives aren't as blind to market reality as you
> are.

Nope..Thats why over 100 million will be spent till Christmas countering
Wintel..

>
>>Thats funny.. Increased unit sales by 25% in the September period and 50% in
>>the December period.
>
> AHAHAHA! September isn't even here yet!!! You're already counting on
> increased sales for a time frame that hasn't even arrived yet?! You
> are an IDIOT! Wait until the year has ended to talk about the
> end-of-year sales reports.
>

Apple had 20% gain in unit sales in the June quarter. Plus with the backlogs
to fill, 25% maybe to low..

> /Kevin
>

Who needs 64 bit titles...thats why I love my Jag...

2477. Re: Sheppard Out Now!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-12 00:00:00 UTC
From: ianm@jolt.mpx.com.au
Message-ID: <40h5vu$lkq@inferno.mpx.com.au>
Source record: 11632
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

I've said it before and I'll say it again:

Virtually all mailreaders have Killfiles or twit filters, so why don't we ALL start using them on the objectionable Mr. Sheppard?

Start a regular posting telling newcomers why this ranting idiot seems to post his lying vilifications unopposed, and advising them to twit the guy immediately.

If the whole newsgroup(s) ignores him, even Roger will _eventually_ get sick of whining into a vacuum.

The only time I've been bothered at all by this pratt for months is when you do him the favour of quoting him and boosting his hungry ego.

--
_--_|\ |
/ \ Ian Mackereth | His .sig bore this strange device:
_.--._/ President, | "Excelsior!"
v Atari Computer Enthusiasts (NSW)

2478. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-12 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <40gr3i$ll2@ccshst05.cs.uoguelph.ca>
Source record: 11633

: Ever heard of vacations? I am flattered that I am missed..

So Petey ... how was that trip to the house of ill repute?

: I have many female companions.

That's because their boyfriends know they'd never cheat on them
with a guy like you and because they'd like a free ride to wherever
you're going.

I would like to have your sister be my
: companion as well. She can tell me all about her Pentium. And I can shower
: her with ideas..../>>>>>>>>>>!

I think she only dates humans.

: Apple's strongholds in education, publishing and multimedia will flourish with
: the advent of the new low cost PCI Powermacs..

Around here Pete, there are probably thirty PC retail outlets for
every one Mac outlet. The Mac is struggling too.

: Wintel is everywhere...And so is the Mac...

Not on this Campus. Maybe 15 Macs in total vs hundreds of Wintel
machines.

: Jag...console or religious cult?..on the next edition of Geraldo!

You really are obsessed, aren't you?

>> Mark <<

--
==
Mark Rathwell = "Here I go again, walking down the same old
The University Of Guelph = streets. I don't want to see anybody, I
= want to be discreet"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

2479. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-12 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FHMNADAFUP@cabal.shnet.org>
Source record: 11634

In <khaley.808145316@gmi.edu> Kevin Haley wrote:
>sinclap2954@cobra.uni.edu writes:
>
>>> 1997!? AHAHAHAHA! Apple will be so far behind they won't know where
>>> to even start when they gotta play catch up!
>
>>In what way are they behind?
>
>I hope Apple Computer's executives aren't as blind to market reality as you
>are.

His blindness won't change. Apple is ranked #8 in computer manufacturers
right now, AFAIK that's the rank Atari had two years ago.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

2480. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-13 00:00:00 UTC
From: jmalloy@itsmail1.hamilton.edu
Message-ID: <40kt81$fif@itsmail1.hamilton.edu>
Source record: 11539
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <1995Aug13.063521.19588@kuentos.guam.net> crobato@kuentos.guam.net (Christopher Robato) writes:
>Organization: Kuentos Communications Inc.
>Distribution:
>
>jim frost (jimf@world.std.com) wrote:
>: christw@meaddata.com (Christopher C. Wood) writes:
>: >In article <DCMyMv.DF7@world.std.com>, jimf@world.std.com (jim frost) writes:
>: >|> Gates, much as I don't like the man, isn't the antichrist. He's no
>: >|> worse than any other entrepreneur, and better than quite a few.
>
>: >There are many unethical entepreneurs, and far more ethical ones.
>: >Bill Gates has demonstrated that he will shade every decision he makes
>: >to push the letter of the law as far as it can stretch to achieve
>: >monopoly profits, and has demonstrated little, if any, care for
>: >ethics.
>
>: It has long been said that business and ethics do not mix. Do be a
>: good businessman you must attempt to use every method at your disposal
>: to create an advantage. That's the nature of the game.
>
>: I'll take Gates any day over the likes of the people that not only
>: behave unethically, but who also manipulate our legal and judicial
>: systems in order to give themselves further advantages. You're
>: probably familiar with some of those companies since virtually every
>: large business in America is in that group, including (but certainly
>: not limited to) GM, GE, AT&T, Prudential, and IBM.
>
>: jim frost
>: jimf@world.std.com
>: --
>: http://world.std.com/~jimf
>
>
>None of them, however, would sue a Jewish rabbi and his bookstore for the
>"Bookshelf" name as MS did.

Some of then might sue and individal store named Big Blue Machines (not sure about machines, could have been computers or something) as IBM did -- you know, the "Big Blue" corporation you think is so holy.

Look, if you're going to have a trademark, it fairly *requires* you to protect its usage or risk seeing it used without protection at all (does

Kleenex ring a bell? How about bandaid? Or Scotch tape?)

It's not pretty, but it's law.

2481. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug13.153602.47540@cobra.uni.edu>
Source record: 11540

In article <FHMNADAFUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:
> In <khaley.808145316@gmi.edu> Kevin Haley wrote:
>>sinclap2954@cobra.uni.edu writes:
>>
>>>> 1997!? AHAHAHAHA! Apple will be so far behind they won't know where
>>>> to even start when they gotta play catch up!
>>
>>>In what way are they behind?
>>
>>I hope Apple Computer's executives aren't as blind to market reality as you
>>are.
>
> His blindness won't change. Apple is ranked #8 in computer manufacturers
> right now, AFAIK that's the rank Atari had two years ago.

Number 8 in Germany but not worldwide..

>
> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O
> -- /
> - In the sky a mighty eagle doesn't care about what's illegal - _
> - On it's wings the rainbow's light it's flying to eternity. -)

The Atari Jihad...not as powerfull as Iran, but equally fanatical...

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2482. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-13 00:00:00 UTC
From: hoye.1@osu.edu
Message-ID: <hoye.1-1308950128340001@slip3-37.acs.ohio-state.edu>
Source record: 11635

In article <FHMNADAFUP@cabal.shnet.org>, guenther@cabal.shnet.org
(Thorsten Guenther) wrote:

> His blindness won't change. Apple is ranked #8 in computer manufacturers
> right now, AFAIK that's the rank Atari had two years ago.
>
> Thorsten

Apple is #3, after Compaq & IBM.

Bob Hoye

2483. The end is near..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug13.154240.47541@cobra.uni.edu>
Source record: 11636
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Well Sports fans, the game is over...Once again, Atari(the el-Tramiels) have fumbled the ball. It's fourth down and ten on the Atari ten yard line with 30 seconds left in the fourth quarter and Atari is behind by a mile. Software etc. has PlayStation signs posted and announcing the arrival of the PlayStation for $299 on September 9. Supposely there will be over 20 titles by arrival time..Atari can try their luck at the computer market again..I can see it happen.

Jag...console or religious cult...on the next edition of Geraldo!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2484. Re: The end is near..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-13 00:00:00 UTC
From: yau@course2.harvard.edu
Message-ID: <40ltbs$7qa@decaxp.harvard.edu>
Source record: 11637
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Well, for once, I like your analogy....

But, let's extend your analogy one bit further, I believe in Miracles,
and, it does happen (ask Drew Bledsoe last year
against the Vikings, 2nd half, heh heh, or ask Joe
Montana). Sure, the Jag is down, but, it caught your attention, so, that
is pretty good! :)

In any case, I always root for the underdog (3DO, Saturn, Jag, Vectrex,
Intellivision, O^2, Neo Geo). Duh! :)

Steve

sinclap2954@cobra.uni.edu wrote:
: Well Sports fans, the game is over...Once again, Atari(the el-Tramiels) have
: fumbled the ball. It's fourth down and ten on the Atari ten yard line with 30
: seconds left in the fourth quarter and Atari is behind by a mile. Software
: etc. has PlayStation signs posted and announcing the arrival of the PlayStation
: for $299 on September 9. Supposely there will be over 20 titles by arrival
: time..Atari can try their luck at the computer market again..I can see it
: happen.

: Jag...console or religious cult...on the next edition of Geraldo!

:
: Peter Sinclair-Day Performa 636/8-250/CD
: University of Northern Iowa
:
:
: We're in the clutches of a bunch of folks trying to turn the U.S. into
: a third world country. Two hundred billionaires and 260 million poor
: people. And they haven't done enough damage yet to be beaten.

: Garrison Keillor on the Republican Congress.......

: Internet-democrats-request@webcom.com / Type subscribe in body of message
:

2485. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-13 00:00:00 UTC
From: terjeb@vestnett.no
Message-ID: <h6RBmqrPw7N9078yn@vestnett.no>
Source record: 11638
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <DD4BGA.CtK@world.std.com>, jimf@world.std.com (jim frost) wrote:

[Compress]
> I'll take Gates any day over the likes of the people that not only
> behave unethically, but who also manipulate our legal and judicial
> systems in order to give themselves further advantages. You're
> probably familiar with some of those companies since virtually every
> large business in America is in that group, including (but certainly
> not limited to) GM, GE, AT&T, Prudential, and IBM.

You forgot: Microsoft... :-)

Terje Bergesen - Bergesen Data

2486. Re: The end is near..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-14 00:00:00 UTC
From: Gameboy@ix.netcom.com
Message-ID: <40n5mb$4i9@ixnews5.ix.netcom.com>
Source record: 11541
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

cuwap@uxa.ecn.bgu.edu (William A Peters) wrote:

> Ouch! Once again my fellow Jagrealist(tm) has pointed out a "all true
>fact." Wake up you scum sucking Ataridroids(tm) your machine SUCKS SOME
>SERIOUS ASSHOLE! I'm laughing all the way to Babbages (to pick up my PSX!)
> WillBill

Man, you are one serious freak.

2487. Re: The end is near..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-14 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <40n51v$6kj@osiris.wu-wien.ac.at>
Source record: 11542

In Austria, we will see the official introduction of the playstation
without the Jag being officually released over here. Announcements on
the playstation were on TV and teletext, and the few companies who had
some Jags took them out of their programme, and Atari themselves cut
all treaties with their dealers, i.e., in Germany, the biggest
Atarimarket, there is *NO* Atari Corp.
Good luck to you over there in Canada

: In Canada, it's more than twice as
expensive as the Jag.

: Supposely there will be over 20 titles by arrival
: : time

: Hey wow ... there were originally supposed to be forty PSX games
: at launch. I guess Atari isn't the only company to experience delays and
: miscalculations.

: : Jag...console or religious cult...on the next edition of Geraldo!

: You are obsessed. I've taken the liberty of removing this from
: rec.games.video.atari because it's for news and your crap and lack of
: nettiquette doesn't belong there.

: >> Mark <<

: --
: ===
: Mark Rathwell = "Here I go again, walking down the same old
: The University Of Guelph = streets. I don't want to see anybody, I
: = want to be discreet"
: mrathwel@uoguelph.ca =
: = Look for my web page, coming soon!
: ===

2488. Re: The end is near..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-14 00:00:00 UTC
From: cuwap@uxa.ecn.bgu.edu
Message-ID: <40n0l9$kgm@ecom2.ecn.bgu.edu>
Source record: 11543
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Ouch! Once again my fellow Jagrealist(tm) has pointed out a "all true fact." Wake up you scum sucking Ataridroids(tm) your machine SUCKS SOME SERIOUS ASSHOLE! I'm laughing all the way to Babbages (to pick up my PSX!)
WillBill

2489. Re: The end is near..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-14 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <40m9ca$p3e@ccshst05.cs.uoguelph.ca>
Source record: 11544

: Well Sports fans, the game is over...Once again, Atari(the el-Tramiels) have
: fumbled the ball.

The night is still young. :-)

It's fourth down and ten on the Atari ten yard line with 30
: seconds left in the fourth quarter and Atari is behind by a mile. Software
: etc. has PlayStation signs posted and announcing the arrival of the PlayStation
: for $299 on September 9.

In Canada, it's more than twice as expensive as the Jag.

Supposely there will be over 20 titles by arrival
: time

Hey wow ... there were originally supposed to be forty PSX games
at launch. I guess Atari isn't the only company to experience delays and
miscalculations.

: Jag...console or religious cult...on the next edition of Geraldo!

You are obsessed. I've taken the liberty of removing this from
rec.games.video.atari because it's for news and your crap and lack of
nettiquette doesn't belong there.

>> Mark <<

--
==
Mark Rathwell = "Here I go again, walking down the same old
The University Of Guelph = streets. I don't want to see anybody, I
= want to be discreet"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

2490. Re: The end is near..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-14 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.808404569@gmi.edu>
Source record: 11545
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

sinclap2954@cobra.uni.edu writes:

>Well Sports fans, the game is over...Once again, Atari(the el-Tramiels) have
>fumbled the ball. It's fourth down and ten on the Atari ten yard line with 30
>seconds left in the fourth quarter and Atari is behind by a mile. Software
>etc. has PlayStation signs posted and announcing the arrival of the PlayStation
>for $299 on September 9. Supposely there will be over 20 titles by arrival
>time..Atari can try their luck at the computer market again..I can see it
>happen.

Heh heh heh... I can always look forward to getting a laugh out of
your posts, Sinflopper.

This fall could be very nice for Atari if they can get it right.
Ted Hoff, Atari's new Prez of North American Operations, seems to have
a good grip on the gaming market and Atari's position. Hopefully,
his efforts may culminate in some very interesting developments on
the Jaguar front. Keep your eyes peeled.

Oh, and Atari is going back into the computer business: computer
software, that is. Atarisoft will be releasing some games for the
IBM PC line this Christmas. If they get the games out in a timely
fashion, they'll probably sell large quantities, especially considering
the current state of the PC gaming market.

/Kevin

> Peter Sinclair-Day Performa 636/8-250/CD
> University of Northern Iowa

2491. Re: The end is near..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-14 00:00:00 UTC
From: ad329@freenet.hamilton.on.ca
Message-ID: <40nt1f$j06@main.freenet.hamilton.on.ca>
Source record: 11546
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

William A Peters (cuwap@uxa.ecn.bgu.edu) wrote:
: Ouch! Once again my fellow Jagrealist(tm) has pointed out a "all true
: fact." Wake up you scum sucking Ataridroids(tm) your machine SUCKS SOME
: SERIOUS ASSHOLE! I'm laughing all the way to Babbages (to pick up my PSX!)
~^

Now now, it's not the machine that sucks. The Jaguar would easily
dominate the market if it had the proper marketing to back it up. No,
what sucks here is the company. Atari, under the Tramiels, has been one
marketing blunder after another. I'd love to get a Jag but there's no way
I'm going to spend another cent on an Atari product until the Tramiels
stop using Atari Corp as their own personal tax shelter.

Personally, I can't wait for Atari to go bankrupt so that a real company
can purchase their assets and market their products effectively.

CRACKERS
(Mismanagement from hell!!!!!!)

2492. Re: The end is near..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-14 00:00:00 UTC
From: ad329@freenet.hamilton.on.ca
Message-ID: <40ntdk$j06@main.freenet.hamilton.on.ca>
Source record: 11547
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Kevin Haley (khaley@nova.gmi.edu) wrote:
: Oh, and Atari is going back into the computer business: computer
: software, that is. Atarisoft will be releasing some games for the
: IBM PC line this Christmas. If they get the games out in a timely
: fashion, they'll probably sell large quantities, especially considering
: the current state of the PC gaming market.
~^~^~^

2493. Re: The end is near..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug14.192842.47588@cobra.uni.edu>
Source record: 11548
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <40m9ca$p3e@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Well Sports fans, the game is over...Once again, Atari(the el-Tramiels) have
> : fumbled the ball.
>
> The night is still young. :-)

Yea, soo!

>
> It's fourth down and ten on the Atari ten yard line with 30
> : seconds left in the fourth quarter and Atari is behind by a mile. Software
> : etc. has PlayStation signs posted and announcing the arrival of the PlayStation
> : for $299 on September 9.
>
> In Canada, it's more than twice as expensive as the Jag.

The world doesn't revolve around Canada..

>
> Supposely there will be over 20 titles by arrival
> : time
>
> Hey wow ... there were originally supposed to be forty PSX games
> at launch. I guess Atari isn't the only company to experience delays and
> miscalculations.

My mistake. Actually around 40 from what I have been told.. Don't even
compare Sony's slight snafu, if one exists to Atari's continous stumbles..

>
> : Jag...console or religious cult...on the next edition of Geraldo!
>
> You are obsessed. I've taken the liberty of removing this from
> rec.games.video.atari because it's for news and your crap and lack of
> nettiquette doesn't belong there.

Obsessed? I am not pounding the drums that 1995 is the year of the Jagflop..

>
> >> Mark <<
>
> --
> ===
> Mark Rathwell = "Here I go again, walking down the same old
> The University Of Guelph = streets. I don't want to see anybody, I

> = want to be discreet"
> mrathwel@uoguelph.ca =
> = Look for my web page, coming soon!
> ==========

Who needs 64 bit titles?....Thats why I love my Jag...

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.....

Internet-democrats-request@webcom.com / Type subscribe in body of message

2494. Re: The end is near..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug14.193936.47589@cobra.uni.edu>
Source record: 11549
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <khaley.808404569@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu writes:
>
>>Well Sports fans, the game is over...Once again, Atari(the el-Tramiels) have
>>fumbled the ball. It's fourth down and ten on the Atari ten yard line with 30
>>seconds left in the fourth quarter and Atari is behind by a mile. Software
>>etc. has PlayStation signs posted and announcing the arrival of the PlayStation
>>for $299 on September 9. Supposely there will be over 20 titles by arrival
>>time..Atari can try their luck at the computer market again..I can see it
>>happen.
>
> Heh heh heh... I can always look forward to getting a laugh out of
> your posts, Sinflopper.
>
> This fall could be very nice for Atari if they can get it right.
> Ted Hoff, Atari's new Prez of North American Operations, seems to have
> a good grip on the gaming market and Atari's position. Hopefully,
> his efforts may culminate in some very interesting developments on
> the Jaguar front. Keep your eyes peeled.

Oh boy, here we go again...I can here the drums and Atari slogan chant...That
1995 will be the year of the Jagflop... Ha... Ted Hoff, will join the ranks
of competent executives to be shown the Atari revolving door.

>
> Oh, and Atari is going back into the computer business: computer
> software, that is. Atarisoft will be releasing some games for the
> IBM PC line this Christmas. If they get the games out in a timely
> fashion, they'll probably sell large quantities, especially considering
> the current state of the PC gaming market.

Don't hold your breath..

>
> /Kevin
>
>> Peter Sinclair-Day Performa 636/8-250/CD
>> University of Northern Iowa

The Atari Jag..overflowing in the Sunnyvale landfill!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.....

Internet-democrats-request@webcom.com / Type subscribe in body of message

2495. Re: Thoughts on Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug14.233538.47596@cobra.uni.edu>
Source record: 11550
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <Pine.PTX.3.91j.950814101556.18032B-100000@carson.u.washington.edu>, Blake Prescott Kuver <sonicyth@u.washington.edu> writes:

Blake Prescott Kuver belched the following nonsense...

> Well I keep hearing all the jaghaters saying that the PSX is
> going to put the stake in old Atari's heart. I think people are
> forgetting one basic thing hear. One of the first rules of
> marketing..... find a hole and fill it.

And something Atari does not have...This has been covered many times.

After all the 16bit systems are gone what will be the lowest priced high-end system on the market? Anyone?
> Why the Jaguar. The next system that even comes close is price at $300!!!!
> Atari will not die......unless of course the PSX drops to $150....which I
> can never see happening. I know what all you haters will say "But the
> Jag+JagCD pushes the price to $250." But wow.....that is still cheaper
> than a PSX with no games....the JagCD has 2 games, a sampler, and the T2K
> soundtrack. Mark my words....the Jag is long from dead....it is simple
> economics.......most people don't have $400 it would take to get a CD rom
> system and a game, plus the mem card and a second controller.

The 16 bit systems are still doing better than the Jagflop.. Were have you been? The higher priced 3do, Saturn and the PlayStation has clobbered the lower price Jagflop. The number one factor that makes/breaks a console is the quantity/quality of titles, something that the Jagflop lacks.

As your asertion that most people don't have $400 is false. Evidence, please?

> This is the exact reason that 3DO and Atari really made no market impact with
> their initial launches....a $700 CD machine is way to high, and a $300
> cart machine is way to high. BTW it really doesn't take a 40% or 50%
> market share or a company to survive.....Sega survived vs 8bit NES....
> and the European market is not big enough to have equalled out the
> Nintendo dominance of the US and Japanese markets. I see it this way for
> the high-end platforms:
>

Utter bullsh t...Sega survived due to bringing out their 16 bit console before Nintendo did and as a result prospered at Nintendo's expense. There is no room for a console company such as Atari with a miniscule presence because titles will be ver slow in comming and quality suffers.

> Sony 40%
> Sega 30%

> 3DO 15%
> Atari 15%
> *this is of course before the shrinking N puts it's wonder system in the mix
> That will only shrink the market shares of Sega and Sony, then will come M2
> which will propably shrink all but Atari....because once again....Atari is
> really in a differnt price range and therefore a different comsumer base
> ie. people without $300-$400 bucks to blow(children, lower middle class
> parents, single college students who would rather pay for education than
> the newest most expensive game system).
>

Quit being a Jaguarownersindenial(TM by WillBill)...You are being overly optomistic
in Atari's 15% share. You have no clue in people's buying habbits. People with
scarce funds will opt for the 16 bit consoles that have quality titles that put
the Jagflop ones to shame.
>

> You are now free to pull my argument to shreds.....but I will still
> believe it. I guess that makes me urin drinking Jagflop(TM) loving
> Jagownersindenial(TM). But I don't care.....because I do love my JAG.
> ---
>
> Blake Kuver Super Nintendo-----25 Atari Jaguar-----10
> Jagflop lover(tm) Turbo Grafx 16-----23 Gameboy ----------5
> Jagownerindenial(tm) Sega Genisis-------17
> Sega CD------------7
> "I'm not a trendy asshole.
> Do what I want, do what I feel like.
> I'm not a trendy asshole.
> Don't give a fuck if it's good enough for you!!"
>
> -Offspring
> ---
>
>

Jag...console or religious cult?...On the next edition of Geraldo!...

Note: Jagflop is copyrighted by Peter Sinclair-Day.
Jagownersindenial is copyrighted by WillBill...

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2496. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-14 00:00:00 UTC
From: jmalloy@itsmail1.hamilton.edu
Message-ID: <40nl5r$ddo@itsmail1.hamilton.edu>
Source record: 11551
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

In article <1995Aug14.004256.660@kuentos.guam.net> crobato@kuentos.guam.net (Christopher Robato) writes:
>Joseph T. Malloy (jmalloy@itsmail1.hamilton.edu) wrote:
>: In article <1995Aug13.063521.19588@kuentos.guam.net> crobato@kuentos.guam.net (Christopher Robato) writes:
>: >Organization: Kuentos Communications Inc.
>: >Distribution:
>: >
>: >jim frost (jimf@world.std.com) wrote:
>: >: christw@meaddata.com (Christopher C. Wood) writes:
>: >: >In article <DCMyMv.DF7@world.std.com>, jimf@world.std.com (jim frost) writes:
>: >: >|> Gates, much as I don't like the man, isn't the antichrist. He's no
>: >: >|> worse than any other entrepreneur, and better than quite a few.
>: >
>: >: >There are many unethical entepreneurs, and far more ethical ones.
>: >: >Bill Gates has demonstrated that he will shade every decision he makes
>: >: >to push the letter of the law as far as it can stretch to achieve
>: >: >monopoly profits, and has demonstrated little, if any, care for
>: >: >ethics.
>: >
>: >: It has long been said that business and ethics do not mix. Do be a
>: >: good businessman you must attempt to use every method at your disposal
>: >: to create an advantage. That's the nature of the game.
>: >
>: >: I'll take Gates any day over the likes of the people that not only
>: >: behave unethically, but who also manipulate our legal and judicial
>: >: systems in order to give themselves further advantages. You're
>: >: probably familiar with some of those companies since virtually every
>: >: large business in America is in that group, including (but certainly
>: >: not limited to) GM, GE, AT&T, Prudential, and IBM.
>: >
>: >: jim frost
>: >: jimf@world.std.com
>: >: --
>: >: http://world.std.com/~jimf
>: >
>: >
>: >None of them, however, would sue a Jewish rabbi and his bookstore for the
>: >"Bookshelf" name as MS did.
>
>: Some of then might sue and individal store named Big Blue Machines (not
>: sure about machines, could have been computers or something) as IBM did --

>: you know, the "Big Blue" corporation you think is so holy.
>
>: Look, if you're going to have a trademark, it fairly *requires* you to
>: protect its usage or risk seeing it used without protection at all (does
>: Kleenex ring a bell? How about bandaid? Or Scotch tape?)
>
>: It's not pretty, but it's law.
>
>
>The problem of your argument is that the Jewish keeper had the Bookshelf
>name much much longer than Microsoft ever did. That was an old store,
>you know.

That could be, but the law practically requires that a trademark holder such as MS level a complaint about it. The trademark in question may not have been registered by the bookstore or it may have only countywide protection -- either way or some other, MS had to "protect" that word as a trademark or risk losing it. I guess if it were IBM it would be okay, though, right?

>I can't believe you would defend Gates' ethics. Even programmers within
>Microsoft were taken aback by what their lawyers did.

Just as I can't believe you would defend IBM's ethics in going after Big Blue computers. (What was Gates' role in claiming the bookstore infringed on their trademark? Do you even know?) At the "risk" of offending lawyers who read this group, I'll say that I'm often shocked at what the hired mouthpieces do. But sometimes they must, from their perspective.

>Frankly, I have seen stores and PCs that had IBM-esque names, including
>and I wondered why IBM never sued them. Indelible Blue certainly sounds
>close too.

Sigh. Apparently, the trick in such a matter is to come up with a name that suggests the association you want without violating trademark. Besides, Indelible Blue had that name before they sold ostwo software, apparently. At any rate, their name is not used by IBM, as far as I know, to describe itself. (I'm sure there are many ex-IBMers on whom IBM left an "indelible blue" mark, however!)

>The next time, based on your logic, Microsoft should sue all those who
>manufacture those openings in our houses called windows. Maybe we should
>just call them all "Andersen Openings."

No, the thing protected must bear a similarity with what *you* have registered in order to protect it. Windows describes, as far as Andersen is concerned, an opening in a house; for Microsoft, it's an OS. As two distinctly different things, there not much chance I'll be asked what size opening I want to cover when I go into a software store and ask for "Windows" (unless, of course, the salesperson is trying to engage in a tired, old joke). I'm surprised you don't know this.

>What is legal may not exactly be right all the time.

Ain't that the truth! But it's legal. The only thing we can do is try to change the law through elected officials, and I don't see much hope in that.

2497. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-14 00:00:00 UTC
From: jimf@world.std.com
Message-ID: <DDBC44.DMK@world.std.com>
Source record: 11552
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

maynard@selway.umt.edu (Robert L Maynard) writes:
>>I'll take Gates any day over the likes of the people that not only
>>behave unethically, but who also manipulate our legal and judicial
>>systems in order to give themselves further advantages. You're

>The use of the legal system by MS is very well known. Look at the
>surprise in the industry when Stac had the guts to stand up to MS.
>In a recent action MS attemped to grab access to confidential
>documents of their competitors that had been subpoened by the DOJ.
>The judge counted 20-some MS lawyers at the table.

You misunderstand -- I'm talking about the wholesale buying and
selling of judicial decisions and legislation, not the bullying of
competitors with the legal system.

All are unethical, but bullying is at least legal....

jim frost
jimf@world.std.com
--
http://world.std.com/~jimf

2498. Re: Rodger Sheppard: THE TRUTH:known reoffender

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-14 00:00:00 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <40nu6h$41e@aggedor.rmit.EDU.AU>
Source record: 11553
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

```
: Cool.. you were elected by EVERYONE in New Zealand to represent them here
: on the InterNet..?

Obviously you don't know much about NZ. There are not a lot of people
there, but jeez there's a billion sheep! 8-)

--


__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/

s9205525@otto.bf.rmit.edu.au
```

2499. Lottery Companion 2 program available

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-14 00:00:00 UTC
From: Mark Butler <Mark@dwell.demon.co.uk>
Message-ID: <738209313wnr@dwell.demon.co.uk>
Source record: 11554

Following on from Lottery Companion 1 which achieved 60% in ST Format, Lottery Companion 2 is now available.

The program is arguably the most powerful and comprehensive National Lottery Program available for the Atari range of computers, and even runs on the Falcon.

Complete UK statistics including Ball Set, Draw Machine, Draw Order and Date of Draw are included.

It uses a friendly combination of Windows, Drop-down menu's and Resource fields and buttons on top of a powerful number generation and statistical engine.

Random, Manual, Range, Hot, Cold, and Wheel with 0 to 5 Bankers can be used to select over 7000 number sets per file. you can have as data files as you like with personal or syndicate number sets.

The program is Shareware with Registration and six months Support from as little as five pounds.

But why not look for yourself? - Message a request for a copy of the program personally to me, and I'll be happy to mail it back in UUE format.

Alternatively send a Disc and S.A.E. to LC2, 8 Brookside, LE10 2TL.

Note: This is not a ruse to add your name to a mailing list, I am an independent Shareware author who has been writing for the Atari 16/32 bit range since 1988. I will only contact you again if invited to do so.

It's great to see such a thriving Atari community of the NET, and I look forward to becoming involved in the many On-Line discussions.

I hope to hear from you soon.

--
Mark Butler

2500. Re: The end is near..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-14 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <DDBLIn.K7D@crash.cts.com>
Source record: 11555

sinclap2954@cobra.uni.edu wrote:
: Well Sports fans, the game is over...Once again, Atari(the el-Tramiels)
: have fumbled the ball. It's fourth down and ten on the Atari ten yard
: line with 30 seconds left in the fourth quarter and Atari is behind by
: a mile. Software etc. has PlayStation signs posted announcing the
^^^^^^^^^^^^^^^^^^^^^^^^^^^^

All you have to do is *post* *a* *sign* and "Atari is behind by a mile"?

: arrival of the PlayStation for $299 on September 9. Supposedly there
: will be over 20 titles by arrival time..Atari can try their luck at
: the computer market again..I can see it happen.

Of course! All they have to do is post a sign!

```
_____________________________
/ /|
----------------------------- |
| Falcon060-CD/MM/T&J | |
| is | |
| Coming | |
| to a | |
| Dealer | |
| Near You! |/
-----------------------------
| |
| |
*| |*
**| |**
```

That means everyone *else* is now behind by a mile, right?

<wry, ironic mode off>

-- George

BTW -- You're just trolling for newbie posters, right Peter?

2501. *** Falcon BBS List ***

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-15 00:00:00 UTC
From: Charles Hirlimann <ch@valholl.u-strasbg.fr>
Message-ID: <40pkid$krf@apopi.u-strasbg.fr>
Source record: 11556
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st

```
BBS that have a Falcon 030 section
==========================
Version : 0.07
Here is a List of BBSs that have a Falcon Section, If you Have more
please E-mail me info of:
+Name
+Country
+Phone numbers
+Speed (Min /Max)
+Ratios
+Parity ( n of bits ; Even/Odd/None ; bit of stop )
+Used Spaced for Falcon

Now my gathering (by the way I would like to thanki¿½s the people who have
contributed to this list).

Canada (+ 1)
-----------
Grand Central Galaxy
403 986 9843 14.4 kbps 5/1 8-N -1

Total Eclipse II
604 451 0524 14.4 Kbps ??? ???

1ST STeps
604 522 7205 28.8 kbps ??? ???

Denmark (+ 45)
-------------
DK-Soft
43 71 70 75 19.2 kbps ??? ???

Finland (+358)
-----------
Limited Infinity
9 73 311465 14.4 Kbps no ratios 8-N-1

France (+33)
----------
ACE
1 45 88 75 48 2.4-2.28 Kbps ??? 8-N-1

Brasil
1 44 67 08 44 2.4-28.8 Kbps ??? 8-N-1
```

TheBbs
1 42 51 11 35 2.4-28.8 Kbps ??? 8-N-1

World is Crazy
21 57 14 70 9.6-19.2 Kbps 4/1 ???

Germany (+49)

GoreZone
4841 6069 2.4-19.2 Kbps no ratios 8-N-1

SOS
402994043 0.3-28.8 Kbps no ratios 8-N-1

Wild Box
2381 161398 9.6-19.2 Kpbs no ratios 8-N-1

Norway (+47)

The STand
56 30 58 57 14.4 kbps no ratios 8-N-1

XBASE
73 52 30 18 28.8 kbps ??? ???

Sweden (+46)

Crime City
8 760 40 67 28.8 kbps no ratios ???

Dead Hackers Society North HQ
22551759 0.3-14.4 Kbps no ???
22550532 0.3-14.4 Kbps no

Jabberwocky
31 7956724 14.4 Kbps no ratios 8-N-1

Kockens
46 250256 1.2-14.4 kbps 1/10 8-N-1

MaSTer
303 92083 28.8 kbps no ratios 8-N-1

MidiNet
40 160655 28.8 Kbps Membership 8-N-1
(Free for Foreigners)
STraight
31 363973 28.8 Kbps no ratios 8-N-1

DataLine
87 782886 300-14.4 kbps 10:1 or free 8-N-1

Switzerland

Central Data
+41 (0) 12514827 ??? ??? 8-N-1

U K (+44)

???
0272 881095 14.4Kbps Yes (?) 8-N-1

Chameleon
1454 881095 28.8 no ratios 8-N-1

STandard Pro
(0)1394-27155 0.3-14.4 Kbps ??? 8-N-1

The Falconï¿½s Realm
1254 386151 14.4 Kbps no ratios 8-N-1

U S A (+ 1)

Neostag
216 792 2580 14.4 kbps no ratios 8-O-1

Cumberland county
609 451 7475 14.4 kbps ??? 8-?-?

Molinï¿½s Den of inquity
313 451 0524 300-14.4 Kbps no ratios 8-N-1

Puddle City
503 289 9429 28.8 Kbps ??? ???

The Machine
516 764 5748 0.3-14.4 Kbps 1/14 8-N-1

The Rebel
702 435 0786 2400-14.4Kbps no ratios 8-N-0

The Round Table
609 256 7524 1.2-28.8 Kbps 1/5 & 1/10 8-N-0

PLEASE NOTE:
This list is copyright 1995 by Hirlimann Ludovic. It should be widely distributed as long has NO MONEY IS MADE OUT OF IT. So please distribute it. Upload it to your favorite bbs. If youhave any information dealing with Falcon bbss please mail them to me, those info will be added to the List.

2502. Re: Rodger Sheppard: THE TRUTH:known reoffender

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-15 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <40oqdg$d41@status.gen.nz>
Source record: 11557
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

John Moon (s9205525@otto.bf.rmit.edu.au) wrote:
: : Cool.. you were elected by EVERYONE in New Zealand to represent them here
:
: Obviously you don't know much about NZ. There are not a lot of people
: there, but jeez there's a billion sheep! 8-)

Hi John, you said it, we can both baa about it :-) :-) I think you have
more sheep in Oz, but why argue about it? No, I am *Not * an authority.
However New Zealand is a small country. I am simply proud to inform
people that Atari is very far from dead in our country. And we value the
contacts with the clubs in Oz, especially in Melbourne.
Hey, Great mag!!

-Brian Becroft (mbecroft@iconz.co.nz) -Keeping Atari Alive in New Zealand-
-President Tariland Computer Club Auckland New Zealand--------------------

2503. Re: Thoughts on Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-15 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.808489300@gmi.edu>
Source record: 11558
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu (Virtual Gomer) spewed:

> After all the 16bit systems are gone what will be the lowest priced
>high-end system on the market? Anyone?

Jaguar. At $149 or even less, it is the lowest priced next-gen system.

So why did you ask this question, idiot? It doesn't help your argument
any.

>> soundtrack. Mark my words....the Jag is long from dead....it is simple
>> economics.......most people don't have $400 it would take to get a CD rom
>> system and a game, plus the mem card and a second controller.

>The 16 bit systems are still doing better than the Jagflop.. Were have you
>been? The higher priced 3do, Saturn and the PlayStation has clobbered the
>lower price Jagflop. The number one factor that makes/breaks a console is the
>quantity/quality of titles, something that the Jagflop lacks.

Wrong, as usual. Games aren't the only thing. Price and retailing
presence is a huge factor as well. Atari lacks on the retail and
distribution front; which is why their sales are lower than the
competition, which has the retail presence. Put all of them on equal
distribution/retailing/marketing, and the lower priced Jaguar, despite
having fewer titles, would probably sell the best.

>As your asertion that most people don't have $400 is false. Evidence, please?
Evidence? The CD-i and CDTV. Both failed. Nolan Bushnell said that a
game machine at $400 will not succeed (at least beyond niche).

As for the current consoles, it's too early to tell, but none of them are
doing extremely well in the marketplace.

>Quit being a Jaguarownersindenial(TM by WillBill)...You are being overly
> optomistic
>in Atari's 15% share. You have no clue in people's buying habbits.

Idiot! you have no clue, period! Let's look at the numbers, shall we?
Since you live in North America, we'll use that as a market base.

3DO has sold 700,000 systems of which >400,000 are in Japan. Let's say,
then, that 3DO has 300,000 installed base in North America.

Estimates of Jaguar sales are currently around 250,000 or so, the majority
in North America, say 200,000.

As for the PlayStation and Saturn North America sales, probably about 100,000, and I'm being generous here.

3DO: 300,000
Jaguar: 200,000
Others?: 100,000

Total: 600,000

Jaguar's share is then approximated at 33% of the next-generation market in North America. What was that about not even having 15%? See how dumb you are? You see only what you want to see, and that's why your entire sense of logic is a heap of out-of-the-butt gibberish.

/Kevin

> Peter Sinclair-Day Performa 636/8-250/CD
> University of Northern Iowa
>

2504. Re: Thoughts on Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-15 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <40qa51$me2@ccshst05.cs.uoguelph.ca>
Source record: 11559
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

: The 16 bit systems are still doing better than the Jagflop.. Were have you
: been? The higher priced 3do, Saturn and the PlayStation has clobbered the
: lower price Jagflop.

The PSX isn't out yet. The Saturn hasn't outsold the Jag in any
place except Japan. And as for the 3DO, a recent press release pointed
out that there are only about 250K consoles in the US. Hardly what I'd
call clobering.

The number one factor that makes/breaks a console is the
: quantity/quality of titles, something that the Jagflop lacks.

Yes, though you will never be satisfied. If 100 titles appear on
the Jag, you'll complain that there's less than 150.

>> Mark <<

--

==
Mark Rathwell = "Here I go again, walking down the same old
The University Of Guelph = streets. I don't want to see anybody, I
= want to be discreet"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

2505. Re: Thoughts on Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-15 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug15.200820.47634@cobra.uni.edu>
Source record: 11560
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <khaley.808489300@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu (Virtual Gomer) spewed:
>
>> After all the 16bit systems are gone what will be the lowest priced
>>high-end system on the market? Anyone?
>
> Jaguar. At $149 or even less, it is the lowest priced next-gen system.
>
> So why did you ask this question, idiot? It doesn't help your argument
> any.

I did not ask that question.....

>
>>> soundtrack. Mark my words....the Jag is long from dead....it is simple
>>> economics.......most people don't have $400 it would take to get a CD rom
>>> system and a game, plus the mem card and a second controller.
>
>>The 16 bit systems are still doing better than the Jagflop.. Were have you
>>been? The higher priced 3do, Saturn and the PlayStation has clobbered the
>>lower price Jagflop. The number one factor that makes/breaks a console is the
>>quantity/quality of titles, something that the Jagflop lacks.
>
> Wrong, as usual. Games aren't the only thing. Price and retailing
> presence is a huge factor as well. Atari lacks on the retail and
> distribution front; which is why their sales are lower than the
> competition, which has the retail presence. Put all of them on equal
> distribution/retailing/marketing, and the lower priced Jaguar, despite
> having fewer titles, would probably sell the best.
>

True.. I should of added the retail/distribution factor as well. However,
quality/quantity of titles is a major factor as well. At my local Software
etc., the 3do has outsold the Saturn becuase people see more titles.....This is
from the mouth's of the people who work there..

>>As your asertion that most people don't have $400 is false. Evidence, please?
> Evidence? The CD-i and CDTV. Both failed. Nolan Bushnell said that a
> game machine at $400 will not succeed (at least beyond niche).
>
> As for the current consoles, it's too early to tell, but none of them are
> doing extremely well in the marketplace.

Well, the Saturn and the PlayStation has done well in Japan with more than a
million units sold each at that price. Here in the U.S. the magic price is

below $300.

>
>>Quit being a Jaguarownersindenial(TM by WillBill)...You are being overly
>> optomistic
>>in Atari's 15% share. You have no clue in people's buying habbits.
>
> Idiot! you have no clue, period! Let's look at the numbers, shall we?
> Since you live in North America, we'll use that as a market base.
>

Not worldwide...

> 3DO has sold 700,000 systems of which >400,000 are in Japan. Let's say,
> then, that 3DO has 300,000 installed base in North America.
>

Lets say 700,000 worldwide...

> Estimates of Jaguar sales are currently around 250,000 or so, the majority
> in North America, say 200,000.

More likely 100,000-150,000 .....

>
> As for the PlayStation and Saturn North America sales, probably about
> 100,000, and I'm being generous here.
>
Come Sept.9, will be 5 times as much...

> 3DO: 300,000
> Jaguar: 200,000
> Others?: 100,000
>
> Total: 600,000
>
> Jaguar's share is then approximated at 33% of the next-generation market
> in North America. What was that about not even having 15%? See how dumb
> you are? You see only what you want to see, and that's why your entire
> sense of logic is a heap of out-of-the-butt gibberish.

Oh, I see...Just next - gen market. I the entire market is included, Atari's
market would be 1%...

It's like me saying that Apple has 80% of the publishing market and 60% of the
education. But overall marketshare is 9%.....

Like it or not Atari is competing with the 16 bits as well...

>
> /Kevin

>
>> Peter Sinclair-Day Performa 636/8-250/CD

>> University of Northern Iowa
>>
>

The Jag...console or religious cult?...On the next edition of Geraldo!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2506. Re: Thoughts on Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-15 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug15.201139.47635@cobra.uni.edu>
Source record: 11561
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <40qa51$me2@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : The 16 bit systems are still doing better than the Jagflop.. Were have you
> : been? The higher priced 3do, Saturn and the PlayStation has clobbered the
> : lower price Jagflop.
>
> The PSX isn't out yet. The Saturn hasn't outsold the Jag in any
> place except Japan. And as for the 3DO, a recent press release pointed
> out that there are only about 250K consoles in the US. Hardly what I'd
> call clobering.

The PSX has been out in Japan and has sold a million so far..

>
> The number one factor that makes/breaks a console is the
> : quantity/quality of titles, something that the Jagflop lacks.
>
> Yes, though you will never be satisfied. If 100 titles appear on
> the Jag, you'll complain that there's less than 150.
>

Atari should of had 100 titles by now...No excuse..

> >> Mark <<
>
> --
> ===
> Mark Rathwell = "Here I go again, walking down the same old
> The University Of Guelph = streets. I don't want to see anybody, I
> = want to be discreet"
> mrathwel@uoguelph.ca =
> = Look for my web page, coming soon!
> ===

The Jag...filing up the Sunnyvale garbage landfill.....

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2507. Re: *** Falcon BBS List ***

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-15 00:00:00 UTC
From: szhays@bullwinkle.ucdavis.edu
Message-ID: <40qps0$1u7@mark.ucdavis.edu>
Source record: 11562
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.st.tech

Charles Hirlimann (ch@valholl.u-strasbg.fr) wrote:
: BBS that have a Falcon 030 section
:
: Here is a List of BBSs that have a Falcon Section, If you Have more
: please E-mail me info of:
: +Name
: +Country
: +Phone numbers
: +Speed (Min /Max)
: +Ratios
: +Parity (n of bits ; Even/Odd/None ; bit of stop)
: +Used Spaced for Falcon

I'm sure I e-mailed a reply to an earlier request for this information,
and I know I saw a public post to this newsgroup from another user of our
locall BBS, but, once again, here is the information about Soaring Star BBS

Soaring Star BBS
USA
916-661-1538
1200 through 14.4K (at least, may be 28.8 too)
Ratios unknown
8-N-1
An icredible amount of HD space. I don't remember offhand how big, nor
would I know how much is currently Falcon specific.

2508. Re: The end is near..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-15 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <40qab3$me2@ccshst05.cs.uoguelph.ca>
Source record: 11563

: The world doesn't revolve around Canada..

The world doesn't revolve around the US either, but you seem to
think so! The situation that you see in the US is different from other
places. That was my point.

: My mistake. Actually around 40 from what I have been told.. Don't even
: compare Sony's slight snafu, if one exists to Atari's continous stumbles..

Every company makes snafus. What else is new. I was in a video
game store yesterday and I learned that the heralded SNES "Killer
Instinct" is late. It happens all the time.

: Obsessed? I am not pounding the drums that 1995 is the year of the Jagflop..

And I am? When have I ever?

: Who needs 64 bit titles?....Thats why I love my Jag...

You've never even seen or tried a Jag.

>> Mark <<

==
Mark Rathwell = "Here I go again, walking down the same old
The University Of Guelph = streets. I don't want to see anybody, I
= want to be discreet"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

2509. Re: Thoughts on Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-16 00:00:00 UTC
From: legrand@localhostmbi.ucla.edu
Message-ID: <40rjc8$aps@saba.info.ucla.edu>
Source record: 11564
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

```
In article <1995Aug15.200820.47634@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> In article <khaley.808489300@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
|> > sinclap2954@cobra.uni.edu (Virtual Gomer) spewed:
|> >
|> >> After all the 16bit systems are gone what will be the lowest priced
|> >>high-end system on the market? Anyone?
|> >
|> > Jaguar. At $149 or even less, it is the lowest priced next-gen system.
|> >
|> > So why did you ask this question, idiot? It doesn't help your argument
|> > any.
|>
|> I did not ask that question.....
|>
|>
|> >
|> >>> soundtrack. Mark my words....the Jag is long from dead....it is simple
|> >>> economics.......most people don't have $400 it would take to get a CD rom
|> >>> system and a game, plus the mem card and a second controller.
|> >
|> >>The 16 bit systems are still doing better than the Jagflop.. Were have you
|> >>been? The higher priced 3do, Saturn and the PlayStation has clobbered the
|> >>lower price Jagflop. The number one factor that makes/breaks a console is the
|> >>quantity/quality of titles, something that the Jagflop lacks.
|> >
|> > Wrong, as usual. Games aren't the only thing. Price and retailing
|> > presence is a huge factor as well. Atari lacks on the retail and
|> > distribution front; which is why their sales are lower than the
|> > competition, which has the retail presence. Put all of them on equal
|> > distribution/retailing/marketing, and the lower priced Jaguar, despite
|> > having fewer titles, would probably sell the best.
|> >
|>
|> True.. I should of added the retail/distribution factor as well. However,
|> quality/quantity of titles is a major factor as well. At my local Software
|> etc., the 3do has outsold the Saturn becuase people see more titles.....This is
|> from the mouth's of the people who work there..
|>
|> >>As your asertion that most people don't have $400 is false. Evidence, please?
|> > Evidence? The CD-i and CDTV. Both failed. Nolan Bushnell said that a
|> > game machine at $400 will not succeed (at least beyond niche).
|> >
|> > As for the current consoles, it's too early to tell, but none of them are
```

|> > doing extremely well in the marketplace.
|>
|> Well, the Saturn and the PlayStation has done well in Japan with more than a
|> million units sold each at that price. Here in the U.S. the magic price is
|> below $300.

Well well well, let's see what an even more magic thing, facts, do for sales
estimates...

|> >
|> >>Quit being a Jaguarownersindenial(TM by WillBill)...You are being overly
|> >> optomistic
|> >>in Atari's 15% share. You have no clue in people's buying habbits.
|> >
|> > Idiot! you have no clue, period! Let's look at the numbers, shall we?
|> > Since you live in North America, we'll use that as a market base.
|> >
|>
|> Not worldwide...
|>
|> > 3DO has sold 700,000 systems of which >400,000 are in Japan. Let's say,
|> > then, that 3DO has 300,000 installed base in North America.
|> >
|>
|> Lets say 700,000 worldwide...

Fair enough... 3DO's problem is not unit count...

|> > Estimates of Jaguar sales are currently around 250,000 or so, the majority
|> > in North America, say 200,000.
|>
|> More likely 100,000-150,000 .....

It was 150,000 as of January '95, get over it(tm)...

|> >
|> > As for the PlayStation and Saturn North America sales, probably about
|> > 100,000, and I'm being generous here.
|> >
|> Come Sept.9, will be 5 times as much...

Lessee, in its first two months of existence, the Saturn sold 20,000
units (Sega's own figures, pesky thing these facts), so given 3 months
of sales, and the Christmas rush, let's liberally multiply that figure by
4 and it's still under 100,000 units for the (costs almost as much as
a Saturn to play anything besides Greyworld) PSX... Expensive systems
just don't sell. Neo Geo found that one out the hard way... The only
mistake to be made here is to assume that just because the PSX and Saturn
may not sell well, the jaguar will. I predict Nintendo winning again
this Xmas with their "Who needs a new system?" marketing campaign...
Never mind they're releasing two of their own in the next 8 months...

And Petey, just wait 'til the feminists get a load of that PSX TohShinden
TV ad... I'll let you discover this gem for yourself... Sounds like
they removed the clue bus stop from the front of Sony Computer
Entertainment's main office...

|> > 3DO: 300,000
|> > Jaguar: 200,000
|> > Others?: 100,000
|> >
|> > Total: 600,000
|> >
|> > Jaguar's share is then approximated at 33% of the next-generation market
|> > in North America. What was that about not even having 15%? See how dumb
|> > you are? You see only what you want to see, and that's why your entire
|> > sense of logic is a heap of out-of-the-butt gibberish.
|>
|> Oh, I see...Just next - gen market. I the entire market is included, Atari's
|> market would be 1%...

I'd be >SHOCKED< if the jag hasn't topped 200,000 by now, given the 7,000,000
in net (not gross, look it up) sales for January 1st to June 30th (latest
ATC stock report), by this figure, they have sold up to 150,000 jags since
then. But since they aren't tooting their own horn for doubling their market
size, I'm happy to scale that back by a factor of 3 for a worst case scenario
of 50,000 units since January...

|> It's like me saying that Apple has 80% of the publishing market and 60% of the
|> education. But overall marketshare is 9%.....

8%, get your facts right... Apple and Atari have a lot in common. They
both love lawsuits, they're both doing rather poorly next to the competition,
but Atari's strength is hardware while its weakness is software and the
exact opposite is true of Apple...

|> Like it or not Atari is competing with the 16 bits as well...

The only thing that amazes me about Atari is how many opportunities the big
guys throw at them with their awe-inspiring stupidity, only to have
them countered by an equally stupid lack of response from Atari...

|> >> Peter Sinclair-Day Performa 636/8-250/CD
|> >> University of Northern Iowa

The man, the lack of a grip on reality, the doorstop computer... What
else could you need?

|> >
|>
|> The Jag...console or religious cult?...On the next edition of Geraldo!

Religious cult man... The streets will flow red with the blood
of the unbelievers! I am Jagholio! Give me Softwario for my
Jagholio!

Scott@4Play

First Sony created a mascot that looked like a cross between
Prince and Satan...

Then Sony asked: "Do you like to be humiliated by women?"

What's next? Do you wanna play water sports?

Go Sony Go!

2510. Re: Thoughts on Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-16 00:00:00 UTC
From: allenp@nima.eecs.berkeley.edu
Message-ID: <40rk3s$pe2@agate.berkeley.edu>
Source record: 11565
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

>this Xmas with their "Who needs a new system?" marketing campaign...
>Never mind they're releasing two of their own in the next 8 months...

All Atari needs to do is have a TV ad with Jag64 DOOM
and SNES DOOM side by side...

>And Petey, just wait 'til the feminists get a load of that PSX TohShinden
>TV ad... I'll let you discover this gem for yourself... Sounds like
>they removed the clue bus stop from the front of Sony Computer
>Entertainment's main office...

You fool! (*slap*) That is how they will DRAW ATTENTION to their product.
Whenever someone has a boycott or protest, it ATTRACTS more attention
to a mediocre product, and it helps boost sales.

Same thing happened to Last Temptation of Christ.

>8%, get your facts right... Apple and Atari have a lot in common. They
>both love lawsuits, they're both doing rather poorly next to the competition,
>but Atari's strength is hardware while its weakness is software and the
>exact opposite is true of Apple...

I would argue Apple like Atari makes great hardware but LOUSY software.
System 7 features...

1) Non-responsive task switching (Co-operative)
2) No Paged memory management (wastes tons o memory)
3) Crashes Galore

>|> Like it or not Atari is competing with the 16 bits as well...
>
>The only thing that amazes me about Atari is how many opportunities the big
>guys throw at them with their awe-inspiring stupidity, only to have
>them countered by an equally stupid lack of response from Atari...

Well, se la vi!

>|> >> Peter Sinclair-Day Performa 636/8-250/CD
>|> >> University of Northern Iowa

I am in NO WAY defending this clown

>The man, the lack of a grip on reality, the doorstop computer... What
>else could you need?

Sorry I "slapped" you earlier. It was in jest.

2511. Atari sales nose dive...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-16 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug16.010722.47644@cobra.uni.edu>
Source record: 11566
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Copyright 1995 PR Newswire Association, Inc.
PR Newswire

August 14, 1995, Monday

SECTION: Financial News

DISTRIBUTION: TO BUSINESS EDITOR

LENGTH: 555 words

HEADLINE: ATARI CORPORATION ANNOUNCES SECOND QUARTER 1995 RESULTS

BODY:
Atari Corporation (AMEX: ATC) today reported its financial results for the
second quarter ended June 30, 1995.

Net Sales for the second quarter of 1995 were $3.0 million, as compared to
the sales for the second quarter of 1994 of $8.2 million. As a result of the low
sales volume, the company incurred a Net Loss of $4.0 million for the second
quarter 1995 as compared to a Net Loss of $3.4 million for the same period of

PR Newswire, August 14, 1995

SUNNYVALE, Calif., Aug. 14

Commenting on the report, Sam Tramiel, Chief Executive Officer said, "The
results were as expected, as the industry is currently going through a
transition from older 16-bit systems to higher-technology 32-bit and 64-bit
system. We believe the Jaguar is competitively priced and well-positioned to
take advantage of this transition."

Commenting on marketing and sales, Ted Hoff, President of Northern American
Operations, said, "Our focus is on creating compelling software for Jaguar and
in July we commenced shipment of 'Super Burnout' and 'White Men Can't Jump.'
Additionally, third party developers shipped 'Flashback' and 'Pinball
Fantasies.' During August, Atari will ship 'FlipOut!' and 'Ultra Vortek,' and we
will commence shipments of the Jaguar CD Player for a retail price of $149.95.
The Jaguar CD Player will include two free games, 'Blue Lightning,' 'Vid Grid,'
and a demo version of 'Myst,' plus an audio CD of the soundtrack from the
hit Jaguar game 'Tempest 2000.' In September, Atari will be
increasing distribution in the mass marketing channels and will launch a
dynamic marketing campaign.'

Atari Corporation has been in the video game business for over twenty entertainment system. Atari Corporation is based in Sunnyvale, California.

ATARI CORPORATION
Condensed Consolidated Statements of Operations
(in thousands, except per share)

	Quarter Ended June 30, 1995	Quarter Ended June 30, 1994	Six Months Ended June 30, 1995	Six Months Ended June 30, 1994
Net Sales	$ 3,015	$ 8,194	$ 7,762	$16,350
Operating Income (loss)	(4,890)	(3,887)	(10,048)	(7,259)
Exchange Gain (loss)	(8)	580	(3)	852
Other Income (Expense) Net	648	168	1,003	2,560(a)
Interest Income Net of Interest (Expense)	263	(259)	635	(478)
Net Income (loss)	[3,987)	[3,398)	[8,413)	[4,325)
Earnings Per Common and Equivalent Share:				
Net Income (loss)	$ (0.06)	$ (0.06)	$ (0.13)	$ (0.07)
Weighted Average number of shares used in computation	63,687	58,511	63,687	57,865

CONTACT: August J. Liguori of Atari Corporation, 408-745-2069 or 408-745-2173

2512. Re: Thoughts on Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-16 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.808576215@gmi.edu>
Source record: 11567
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu writes:

>True.. I should of added the retail/distribution factor as well. However,
>quality/quantity of titles is a major factor as well. At my local Software
>etc., the 3do has outsold the Saturn becuase people see more titles.....This is
>from the mouth's of the people who work there..

And this surprises you? I've been expecting this since Saturn's price
was announced to be $399. The system isn't selling very well at all.
These companies haven't been paying attention to the past record of
expensive CDROM consoles in North America.

>Well, the Saturn and the PlayStation has done well in Japan with more than a
>million units sold each at that price.

What sales figures are you using? Sony's? Big mistake.

> Here in the U.S. the magic price is
>below $300.

And the Saturn is $400 and the PlayStation will be $350 (with pack-in).
So what does that tell you? It tells me, after the initial sales
surge, there won't be much else happening at that price.

>> Jaguar's share is then approximated at 33% of the next-generation market
>> in North America. What was that about not even having 15%? See how dumb
>> you are? You see only what you want to see, and that's why your entire
>> sense of logic is a heap of out-of-the-butt gibberish.

>Oh, I see...Just next - gen market. I the entire market is included, Atari's
>market would be 1%...

Your ignorance astounds me... if we factored in the 16-bit market, the
next-gen sales base combined probably stands at less than 5% TOTAL.
None of the next-gen systems are doing well right now. The CDROM consoles
are too pricey. The Jaguar lacks the software and distribution. What
does that leave you with? NOTHING. Which is why no system is doing well
right now.

/Kevin

> Peter Sinclair-Day Performa 636/8-250/CD
> University of Northern Iowa

2513. Re: Rodger Sheppard: THE TRUTH:known reoffender

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-16 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <40t44v$12d@preeda.internex.net.au>
Source record: 11568
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Mario Becroft (mbecroft@iconz.co.nz) wrote:
: contacts with the clubs in Oz, especially in Melbourne.
: Hey, Great mag!!

Hey you get the MAG? cool.... I think you should mail the editor with what is happening in NZ from time to time (you can do it through me if you like hehehe), he is always looking for stuff to put in the MAG...

MACE at the moment is going thru a bit of a transition at the moment, It is about to go RATSOFT on the BBS (Michtron has seen better days), we have a new president, and a couple of us "net" animals are gradually converting the masses to get on to the net. Things are reasonably healthy here in Oz Atari-wise, regardless of the rubbish that comes out of R.S's (hmmmm..... R S now what could that stand for?) mouth.

Cya.

--

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

johnmoon@connexus.apana.org.au

WWW Home Page http://connexus.apana.org.au/~johnmoon

2514. Re: Power with out the price....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-16 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <40s68u$akk@paul.rutgers.edu>
Source record: 11569

:You have not looked hard enough. I purchased a New Mac 630 with cdrom for
:$999. Apple is in not in any heap of trouble. Apple needs to get their
:manufacturing act together and eliminate the backlogs.. I have access to
^^
:plenty of software with lots of choices. Many of us buy from the catalogs due
:to low price and convenience.

For once, Sinclap has said something sensible. Apple DOES have to do
something about its huge backlog. For those who are unfamiliar with
this, incompetent Apple management grossly underestimated the demand
for Power Macs and therefore didn't add the necessary maunfacturing
capacity or order enough Mac parts. The result: a $2M backlog! I
guess Mr. Tramiel does have a monopoly on incompetence after all!

BTW, Sinclap, is Apple DOING anything to correct this problem, like
building a new factory or contracting out some Mac production or
redesigning the Mac so it uses less of those hard-to-get custom-
made chips? Or are they sitting on their fat asses and doing nothing?
Inquiring minds want to know.

* Tom
* August 24th = The Beginning of the End for Apple!

2515. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-16 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <40s6b9$alv@paul.rutgers.edu>
Source record: 11570

:> :> :> Looks like Apple is in BIG trouble!
:> :> :In what way?
:> :> In that they won't be able to counter Win95 for 1-1/2 years.
:> :> THAT way!
:> :What makes you think that they can't now? I read a press release stating that
:> :Mac unit sales will be 25 percent higher in the September quarter and 50
:> :percent higher in the December quarter from last year. Soo much for the doom
:> :and gloom.
:>
:> Don't underestimate the power of the MS hype machine.

:Not all subscribes to the hype..

But many do...

* Tom

2516. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-16 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <40s6fm$anu@paul.rutgers.edu>
Source record: 11571

:> :> 1997!? AHAHAHAHA! Apple will be so far behind they won't know where
:> :> to even start when they gotta play catch up!
:>
:> :In what way are they behind?
:>
:> Well, wasn't Copland original supposed to out this year?? I'd call
:> releasing something 1-1/2 years late being behind schedule.

:Yep...

Glad we finally agree on something.

:> BTW when will Apple give Copland A REAL NAME!? I'm sick of the cheesy
:> code names that Apple and Microsoft use.

:System 8..Is that better?

Much. But will that be it's official name?
Or will they imitate MS and call it System97. ;-)

* Tom

2517. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-16 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <40s70n$au6@paul.rutgers.edu>
Source record: 11572

sinclap2954@cobra.uni.edu writes:

:In article <40f218$63u@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
:>
:> :Ever heard of vacations? I am flattered that I am missed..
:>
:> So where did you go? To Apple headquarters in California?
:>
:> :I have many female companions. I would like to have your sister be my
:>
:> Yeah right! Like who?

:Nobody you know..

Of course not! I don't know too many fictitious people.

:Let her decide..she doesn't need an over bearing hypocrate defending her
:honor..

Nor does she need you.
She already has a boyfriend, BTW, so back off.

:Yep...A Performa 575 and 580 can be had for around $1299. Mac 630 with cdrom
:can be had for $999.

A $1000 Mac. Well, it's about time!
Of course, like $1000 PCs, it's probably grossly underpowered and already
woefully obsolete.

:> :> I hate to say it, but I think that "Windows everywhere" will soon
:> :> become a reality.
:>
:> :Wintel is everywhere...And so is the Mac...
:>
:> By everywhere I meant on every personal computer. When this happens,
:> the Mac will be nowhere.
:>

:Can't happen...

Are you sure. Just wait and see.
The Mac has a woefully small market share relative to the PC, and
Apple isn't excatly helping things by failing to fill orders.

:> :> :Oh, you can be sure a response is coming, it's just a matter of
:> :> :time. ;-)
:> :>
:> :> I don't share your confidence that there will be a response. I

:> :> don't think he has the guts.
:>
:> :Oui.....
:>
:> Okay, I admit it Sinclap. You are less of a mouse than I thought
:> you were.
:>

:What about you? You have not been around for sometime..

Sorry, but I actually have BETTER THINGS TO DO than hang out in this
newsgroup all the time.

Glad to hear that you missed me, though. ;-)

* Tom

2518. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-16 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <40s7b9$b1g@paul.rutgers.edu>
Source record: 11573

:> I hope Apple Computer's executives aren't as blind to market reality as you
:> are.

:Nope..Thats why over 100 million will be spent till Christmas countering
:Wintel..

And Microsoft will probably spend twice that much countering Apple's
countering of Windows (MS isn't exactly short of cash) -- but only
if it's worth their time. Apple's about as threatening to Microsoft
as a mouse is to a cat.

:Apple had 20% gain in unit sales in the June quarter. Plus with the backlogs
:to fill, 25% maybe to low..

Assuming they ever fill those backlogs, that is.

* Tom

2519. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-16 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug16.192202.47662@cobra.uni.edu>
Source record: 11574

In article <40s6fm$anu@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> :> :> 1997!? AHAHAHAHA! Apple will be so far behind they won't know where
> :> :> to even start when they gotta play catch up!
> :>
> :> :In what way are they behind?
> :>
> :> Well, wasn't Copland original supposed to out this year?? I'd call
> :> releasing something 1-1/2 years late being behind schedule.
>
> :Yep...
>
> Glad we finally agree on something.

I hope its not a trend..

>
> :> BTW when will Apple give Copland A REAL NAME!? I'm sick of the cheesy
> :> code names that Apple and Microsoft use.
>
> :System 8..Is that better?
>
> Much. But will that be it's official name?
> Or will they imitate MS and call it System97. ;-)
>

Your guess is good as mine..

>
> * Tom

The Jag...the Ross Perot of the console world...

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2520. Re: Power with out the price....

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-16 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug16.193403.47663@cobra.uni.edu>
Source record: 11575

In article <40s68u$akk@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>
> :You have not looked hard enough. I purchased a New Mac 630 with cdrom for
> :$999. Apple is in not in any heap of trouble. Apple needs to get their
> :manufacturing act together and eliminate the backlogs.. I have access to
> ^^
> :plenty of software with lots of choices. Many of us buy from the catalogs due
> :to low price and convenience.
>
>
> For once, Sinclap has said something sensible. Apple DOES have to do
> something about its huge backlog. For those who are unfamiliar with
> this, incompetent Apple management grossly underestimated the demand
> for Power Macs and therefore didn't add the necessary maunfacturing
> capacity or order enough Mac parts. The result: a $2M backlog! I
> guess Mr. Tramiel does have a monopoly on incompetence after all!

Oh yea...The incompetent Apple management who are able to grow the company by
over a billion in sales annual with hundreds of millions in profits with a cash
reserve of two billion...Yep, Apple has incompetent management alright!!

>
> BTW, Sinclap, is Apple DOING anything to correct this problem, like
> building a new factory or contracting out some Mac production or
> redesigning the Mac so it uses less of those hard-to-get custom-
> made chips? Or are they sitting on their fat asses and doing nothing?
> Inquiring minds want to know.

Apple will assemble 25% more product for the September period and 50% more for
the December period from the year before.

As for Apple sitting on their asses. I attended an Apple technology seminar
today for the UNI staff. Apple showcased their newest PCI Macs and software
technology such as Quicktime VR. Quicktime VR are one of the many products
that will keep Apple in the game. I was able to use VR on the 9500, very cool.
Apple sold quite a few Macs today and with the new bundle prices, sales have
spurted..

>
>
> * Tom
> * August 24th = The Beginning of the End for Apple!

The Jag...the Ross Perot of the console world....

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.....

Internet-democrats-request@webcom.com / Type subscribe in body of message

>
>

2521. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-16 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug16.194128.47664@cobra.uni.edu>
Source record: 11576

In article <40s70n$au6@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> sinclap2954@cobra.uni.edu writes:
>
> :In article <40f218$63u@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth)
writes:
> :>
> :> :Ever heard of vacations? I am flattered that I am missed..
> :>
> :> So where did you go? To Apple headquarters in California?
> :>
> :> :I have many female companions. I would like to have your sister be my
> :>
> :> Yeah right! Like who?
>
> :Nobody you know..
>
> Of course not! I don't know too many fictitious people.
>
> :Let her decide..she doesn't need an over bearing hypocrate defending her
> :honor..
>
> Nor does she need you.
> She already has a boyfriend, BTW, so back off.

Why? She hasn't tied the knot..She will like what she sees...

>
> :Yep...A Performa 575 and 580 can be had for around $1299. Mac 630 with cdrom
> :can be had for $999.
>
> A $1000 Mac. Well, it's about time!
> Of course, like $1000 PCs, it's probably grossly underpowered and already
> woefully obsolete.

040-33mhz....

>
> :> :> I hate to say it, but I think that "Windows everywhere" will soon
> :> :> become a reality.
> :>
> :> :Wintel is everywhere...And so is the Mac...
> :>
> :> By everywhere I meant on every personal computer. When this happens,
> :> the Mac will be nowhere.
> :>

Are you sure...

>
> :Can't happen...
>
> Are you sure. Just wait and see.
> The Mac has a woefully small market share relative to the PC, and
> Apple isn't excatly helping things by failing to fill orders.

Silicon Graphics and Sun have small marketshare.. Both very profitable and fill
a valuable niche...

Apple's share is small in the overall, but unit sales will be in the 4-5
million this fiscal year...

>
> :> :> :Oh, you can be sure a response is coming, it's just a matter of
> :> :> :time. ;-)
> :> :>
> :> :> I don't share your confidence that there will be a response. I
> :> :> don't think he has the guts.
> :>
> :> :Oui.....
> :>
> :> Okay, I admit it Sinclap. You are less of a mouse than I thought
> :> you were.
> :>
>
> :What about you? You have not been around for sometime..
>
> Sorry, but I actually have BETTER THINGS TO DO than hang out in this
> newsgroup all the time.

Such as what? Your left hand wondering or peeping into others house..

>
> Glad to hear that you missed me, though. ;-)
>
>
> * Tom

The Jag...the Ross Perot of the console world...

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2522. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-16 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug16.195652.47665@cobra.uni.edu>
Source record: 11577

In article <40s7b9$b1g@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> :> I hope Apple Computer's executives aren't as blind to market reality as you
> :> are.
>
> :Nope..Thats why over 100 million will be spent till Christmas countering
> :Wintel..
>
> And Microsoft will probably spend twice that much countering Apple's
> countering of Windows (MS isn't exactly short of cash) -- but only
> if it's worth their time. Apple's about as threatening to Microsoft
> as a mouse is to a cat.

and the other way too..

>
> :Apple had 20% gain in unit sales in the June quarter. Plus with the backlogs
> :to fill, 25% maybe to low..
>
> Assuming they ever fill those backlogs, that is.

Apple has been on a daily basis...

>
>
> * Tom

The Atari Jihad..not as powerfull as Iran, but equally fanaticall!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2523. Re: Thoughts on Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-17 00:00:00 UTC
From: Joseph Bissot <bissot@deltanet.com>
Message-ID: <40upg5$stf@news1.deltanet.com>
Source record: 11578
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu wrote:
>In article <khaley.808489300@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
>> sinclap2954@cobra.uni.edu (Virtual Gomer) spewed:
>>
>>> After all the 16bit systems are gone what will be the lowest priced
>>>high-end system on the market? Anyone?
>>
>> Jaguar. At $149 or even less, it is the lowest priced next-gen system.
>>
>> So why did you ask this question, idiot? It doesn't help your argument
>> any.
>
>I did not ask that question.....
>
>
>>
>>>> soundtrack. Mark my words....the Jag is long from dead....it is simple
>>>> economics.......most people don't have $400 it would take to get a CD rom
>>>> system and a game, plus the mem card and a second controller.
>>
>>>The 16 bit systems are still doing better than the Jagflop.. Were have you
>>>been? The higher priced 3do, Saturn and the PlayStation has clobbered the
>>>lower price Jagflop. The number one factor that makes/breaks a console is the
>>>quantity/quality of titles, something that the Jagflop lacks.
>>
>> Wrong, as usual. Games aren't the only thing. Price and retailing
>> presence is a huge factor as well. Atari lacks on the retail and
>> distribution front; which is why their sales are lower than the
>> competition, which has the retail presence. Put all of them on equal
>> distribution/retailing/marketing, and the lower priced Jaguar, despite
>> having fewer titles, would probably sell the best.
>>
>
>True.. I should of added the retail/distribution factor as well. However,
>quality/quantity of titles is a major factor as well. At my local Software
>etc., the 3do has outsold the Saturn becuase people see more titles.....This is
>from the mouth's of the people who work there..
>
>>>As your asertion that most people don't have $400 is false. Evidence, please?
>> Evidence? The CD-i and CDTV. Both failed. Nolan Bushnell said that a
>> game machine at $400 will not succeed (at least beyond niche).
>>
>> As for the current consoles, it's too early to tell, but none of them are

>> doing extremely well in the marketplace.
>
>Well, the Saturn and the PlayStation has done well in Japan with more than a
>million units sold each at that price. Here in the U.S. the magic price is
>below $300.
>
>>
>>>Quit being a Jaguarownersindenial(TM by WillBill)...You are being overly
>>> optomistic
>>>in Atari's 15% share. You have no clue in people's buying habbits.
>>
>> Idiot! you have no clue, period! Let's look at the numbers, shall we?
>> Since you live in North America, we'll use that as a market base.
>>
>
>Not worldwide...
>
>> 3DO has sold 700,000 systems of which >400,000 are in Japan. Let's say,
>> then, that 3DO has 300,000 installed base in North America.
>>
>
>Lets say 700,000 worldwide...
>
>> Estimates of Jaguar sales are currently around 250,000 or so, the majority
>> in North America, say 200,000.
>
>More likely 100,000-150,000 .....
>
>>
>> As for the PlayStation and Saturn North America sales, probably about
>> 100,000, and I'm being generous here.
>>
>Come Sept.9, will be 5 times as much...
>
>> 3DO: 300,000
>> Jaguar: 200,000
>> Others?: 100,000
>>
>> Total: 600,000
>>
>> Jaguar's share is then approximated at 33% of the next-generation market
>> in North America. What was that about not even having 15%? See how dumb
>> you are? You see only what you want to see, and that's why your entire
>> sense of logic is a heap of out-of-the-butt gibberish.
>
>Oh, I see...Just next - gen market. I the entire market is included, Atari's
>market would be 1%...
>
>It's like me saying that Apple has 80% of the publishing market and 60% of the
>education. But overall marketshare is 9%.....

>
>Like it or not Atari is competing with the 16 bits as well...
>
>
>
>>
>> /Kevin
>
>
>
>>
>>> Peter Sinclair-Day Performa 636/8-250/CD
>>> University of Northern Iowa
>>>
>>
>
>The Jag...console or religious cult?...On the next edition of Geraldo!
>
>
>
> Peter Sinclair-Day Performa 636/8-250/CD
> University of Northern Iowa
>
>
> We're in the clutches of a bunch of folks trying to turn the U.S. into
> a third world country. Two hundred billionaires and 260 million poor
> people. And they haven't done enough damage yet to be beaten.
>
> Garrison Keillor on the Republican Congress.......
>
>Internet-democrats-request@webcom.com /Type subscribe in body of message
>
>
What a bunch of crap... and hey this is a video games conference.

2524. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-17 00:00:00 UTC
From: nowhere@all
Message-ID: <40umo3$rd3@dub-news-svc-4.compuserve.com>
Source record: 11579

sinclap2954@cobra.uni.edu wrote:
> We're in the clutches of a bunch of folks trying to turn the U.S. into
> a third world country. Two hundred billionaires and 260 million poor
> people. And they haven't done enough damage yet to be beaten.

> Garrison Keillor on the Republican Congress.......

>Internet-democrats-request@webcom.com / Type subscribe in body of message

With all due respect to Keillor, are all Democrats as brainless as
you? (Looking at what they do seems quite likely, really)...

The views above do not necessarily represent those of my employer,
my educational institution, or of myself.

<<Beyond the common pain and pleasure>>The Overfiend

2525. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-17 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4104do$6j5@ccshst05.cs.uoguelph.ca>
Source record: 11580

: Why? She hasn't tied the knot..She will like what she sees...

Yes, everyone needs a good laugh once in a while and I'm sure
you'll fill that void nicely. She'll be amazed at how so many defects
could be present in one human being.

: Are you sure...

The Mac is already in hardly any stores where I live Pete. There
have got to be at least 20 PC dealers for every one Mac dealer.

: Such as what? Your left hand wondering or peeping into others house..

Not everyone has the lifestyle you have Petey. Sorry to burst
your bubble.

: The Jag...the Ross Perot of the console world...

How boring Peter. If the Jag is as insignifigant as you say, then
why do you waste time bashing it?

>> Mark <<

--
==
Mark Rathwell = "Here I go again, walking down the same old
The University Of Guelph = streets. I don't want to see anybody, I
= want to be discreet"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

2526. Re: atari 400 joystick needed

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-17 00:00:00 UTC
From: Mark Butler <Mark@dwell.demon.co.uk>
Message-ID: <87447900wnr@dwell.demon.co.uk>
Source record: 11581

In article: <DCyww3.CG2@eskimo.com> veeg@eskimo.com (Vince) writes:
> Newsgroups: comp.sys.atari.advocacy
> Path:
dwell.demon.co.uk!news.demon.co.uk!dispatch.news.demon.net!demon!tank.news.p
ipex.net!pipex!news.mathworks.com!uunet!in2.uu.net!eskimo!usenet
> From: veeg@eskimo.com (Vince)
> Subject: atari 400 joystick needed
> X-Nntp-Posting-Host: tia1.eskimo.com
> Message-ID: <DCyww3.CG2@eskimo.com>
> Sender: usenet@eskimo.com (News User Id)
> Organization: Eskimo North (206) For-Ever
> X-Newsreader: WinVN 0.93.14
> Mime-Version: 1.0
> Date: Tue, 8 Aug 1995 01:16:50 GMT
> Lines: 7
>
> hello atari comp. fans.
> I am looking for an atari joystick for my daughters atari 400.
> yeah i know it's ancient, but she loves it. anyway the joystick is now
> dead. what can i do? and substitutions that i can use?
> you can e-mail to Veeg@Eskimo.Com
> thank you
>

No problem...

Atari invented the Joystick - Virtually all switch operated joysticks will
work with your computer - There has been no change since the 400 days.

If it fit's then it will most likely work.

Your local store should be able to offer a very large choice.

Amstrad did mess around with the wiring in the bad old days in an effort to
force users to buy their joysticks only.

Also the Atari 'mark 2' joystick - Square knob - screws up the ST for some
reason.

Hope that helps.

--
Mark Butler

2527. Atari investor relations?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-18 00:00:00 UTC
From: dbs@masc.rice.edu
Message-ID: <410rs1$1kn@larry.rice.edu>
Source record: 11582

Anybody know the phone number for Atari's investor relations dept?

Thanks.

-David <dbs@caam.rice.edu>

--
David B. Serafini <dbs@caam.rice.edu> | Computational & Applied Math Dept.
Computational Science Ph.D student | Rice University, MS134
(713)527-8101 x2855 FAX: (713)285-5138 | 6100 S. Main Street
#include standard_disclaimers.h | Houston, TX, 77251-1892

2528. Re: Atari investor relations?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-18 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <41297f$o1@ccshst05.cs.uoguelph.ca>
Source record: 11583

: Anybody know the phone number for Atari's investor relations dept?

Call (800) Go Atari and ask them to connect you.

>> Mark <<

--
==========
Mark Rathwell = "Here I go again, walking down the same old
The University Of Guelph = streets. I don't want to see anybody, I
= want to be discreet"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==========

2529. Re: *** Falcon BBS List ***

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-18 00:00:00 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <DDIv2F.1Mx@cix.compulink.co.uk>
Source record: 11584
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st

In response to ch@valholl.u-strasbg.fr's message:
> BBS that have a Falcon 030 section
> ==========
> UK
> ==
> The Falcon's Realm
> 1254 386151 14.4 Kbps no ratios 8-N-1

This BBS is now permanently closed

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/143.0@nest.ftn #

2530. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug19.121346.47751@cobra.uni.edu>
Source record: 11585

In article <40umo3$rd3@dub-news-svc-4.compuserve.com>, nowhere@all (Urotsukidoji) writes:
> sinclap2954@cobra.uni.edu wrote:
>> We're in the clutches of a bunch of folks trying to turn the U.S. into
>> a third world country. Two hundred billionaires and 260 million poor
>> people. And they haven't done enough damage yet to be beaten.
>
>> Garrison Keillor on the Republican Congress.......
>
>>Internet-democrats-request@webcom.com / Type subscribe in body of message
>
> With all due respect to Keillor, are all Democrats as brainless as
> you? (Looking at what they do seems quite likely, really)...

No, just you...

>
>
> The views above do not necessarily represent those of my employer,
> my educational institution, or of myself.
>
> <<Beyond the common pain and pleasure>>The Overfiend
>

Jag...the Ross Perot of the console world...

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2531. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug19.122127.47754@cobra.uni.edu>
Source record: 11586

In article <4104do$6j5@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>
> : Why? She hasn't tied the knot..She will like what she sees...
>
> Yes, everyone needs a good laugh once in a while and I'm sure
> you'll fill that void nicely. She'll be amazed at how so many defects
> could be present in one human being.
>
> : Are you sure...
>
> The Mac is already in hardly any stores where I live Pete. There
> have got to be at least 20 PC dealers for every one Mac dealer.

Give MacWareHouse a call. I am sure they will send you a nice glossed catalog every month. Apple Canada has announced that sales have exceeded a million units..

>
> : Such as what? Your left hand wondering or peeping into others house..
>
> Not everyone has the lifestyle you have Petey. Sorry to burst
> your bubble.
>

News to me..

> : The Jag...the Ross Perot of the console world...
>
> How boring Peter. If the Jag is as insignifigant as you say, then
> why do you waste time bashing it?

To send the message home to the Jaguarindenial(TM-WillBILL) who thinks Atari can come from behind..This is fun..

>
> >> Mark <<
>
> --
> ===
> Mark Rathwell = "Here I go again, walking down the same old
> The University Of Guelph = streets. I don't want to see anybody, I
> = want to be discreet"
> mrathwel@uoguelph.ca =
> = Look for my web page, coming soon!
> ===

The Atari Jihad..not as powerfull as Iran, but equally fanatical...

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2532. Dan Dorfman is owed an apology!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-20 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug20.173916.47805@cobra.uni.edu>
Source record: 11489
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Dan Dorfman predicted the collapse of Atari's stock price and that the Jagflop would fail to catch on in the console market. His predicitions which were a no brainer have come true.

Jagflop advocates flamed Dorfman stating he was wrong and had a vendetta against Atari. Well, sportsfans the Jagflop has failed...

An apology is in order..

Jag..console or sex cult?...on the next edition of Jenny Jones!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2533. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-20 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <417oug$t2o@ccshst05.cs.uoguelph.ca>
Source record: 11490

: Give MacWareHouse a call. I am sure they will send you a nice glossed catalog
: every month. Apple Canada has announced that sales have exceeded a million
: units..

Oooh ahh. Do you have any idea how many PC's are sold in Canada
each year? That base of Macs is pathetic compared to INTEL machines.

: News to me..

It's hard to be alone isn't it.

: To send the message home to the Jaguarindenial(TM-WillBILL) who thinks Atari
: can come from behind..This is fun..

There aren't too many people who think that way Peter. The Jag is
a good machine at a good price. Many people who bought it have enjoyed
other Atari products and find that the Jag is handled much better than
previous machines. No, it isn't going to dominate anything or ever take
over. On the other hand, nothing has sold very well since the SNES and
Genesis.

>> Mark <<

--
==
Mark Rathwell = "Here I go again, walking down the same old
The University Of Guelph = streets. I don't want to see anybody, I
= want to be discreet"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

2534. FS: Atari Deskset II

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-20 00:00:00 UTC
From: shawnm@fcom.cc.utah.edu
Message-ID: <418a54$hsr@news.cc.utah.edu>
Source record: 11491

[No readable article body recovered]

2535. *** Falcon BBS List update ***

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-20 00:00:00 UTC
From: Charles Hirlimann <ch@valholl.u-strasbg.fr>
Message-ID: <416ove$rtu@apopi.u-strasbg.fr>
Source record: 11587
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st

```
BBS that have a Falcon 030 section
==========================
Version : 0.07
Here is a List of BBSs that have a Falcon Section, If you Have more
please E-mail me info of:
+Name
+Country
+Phone numbers
+Speed (Min /Max)
+Ratios
+Parity ( n of bits ; Even/Odd/None ; bit of stop )
+Used Spaced for Falcon

Now my gathering (by the way I would like to thanki¿½s the people who have
contributed to this list).

Canada (+ 1)
-----------
Grand Central Galaxy
403 986 9843 14.4 kbps 5/1 8-N -1

Total Eclipse II
604 451 0524 14.4 Kbps ??? ???

1ST STeps
604 522 7205 28.8 kbps ??? ???

Denmark (+ 45)
-------------
DK-Soft
43 71 70 75 19.2 kbps ??? ???

Finland (+358)
-----------
Limited Infinity
9 73 311465 14.4 Kbps no ratios 8-N-1

France (+33)
----------
ACE
1 45 88 75 48 2.4-2.28 Kbps ??? 8-N-1
Brasil
1 44 67 08 44 2.4-28.8 Kbps ??? 8-N-1

TheBbs
1 42 51 11 35 2.4-28.8 Kbps ??? 8-N-1
```

World is Crazy
21 57 14 70 9.6-19.2 Kbps 4/1 ???

Germany (+49)

GoreZone
4841 6069 2.4-19.2 Kbps no ratios 8-N-1

SOS
402994043 0.3-28.8 Kbps no ratios 8-N-1

Wild Box
2381 161398 9.6-19.2 Kpbs no ratios 8-N-1

Norway (+47)

The STand
56 30 58 57 14.4 kbps no ratios 8-N-1

XBASE
73 52 30 18 28.8 kbps ??? ???

Sweden (+46)

Crime City
8 760 40 67 28.8 kbps no ratios ???

Dead Hackers Society North HQ
22551759 0.3-14.4 Kbps no ???
22550532 0.3-14.4 Kbps no

Jabberwocky
31 7956724 14.4 Kbps no ratios 8-N-1

Kockens
46 250256 1.2-14.4 kbps 1/10 8-N-1

MaSTer
303 92083 28.8 kbps no ratios 8-N-1

MidiNet
40 160655 33.6 Kbps Midi 8-N-1
(Free for Foreigners)
STraight
31 363973 28.8 Kbps no ratios 8-N-1

DataLine
87 782886 300-14.4 kbps 10:1 or free 8-N-1

Switzerland

Central Data
+41 (0) 12514827 ??? ??? 8-N-1

U K (+44)

???
0272 881095 14.4Kbps Yes (?) 8-N-1
> Number unobtainable ...
Chameleon
1454 881095 28.8 no ratios 8-N-1

STandard Pro
(0)1394-27155 0.3-14.4 Kbps ??? 8-N-1
> Number is wrong ...

U S A (+ 1)

Alternate Eternities
503 649-7615 0.3-14.4 kbps 1/10 8-N-1

Neostag
216 792 2580 14.4 kbps no ratios 8-O-1

Cumberland county
609 451 7475 14.4 kbps ??? 8-?-?

Molinï¿½s Den of inquity
313 451 0524 300-14.4 Kbps no ratios 8-N-1

Puddle City
503 289 9429 28.8 Kbps ??? ???

SOARing STAR
916 661 1538 14.4 Kbps ??? ???

The Machine
516 764 5748 0.3-14.4 Kbps 1/14 8-N-1

The Rebel
702 435 0786 9.6-33.6Kbps no ratios 8-N-0

The Round Table
609 256 7524 1.2-28.8 Kbps 1/5 & 1/10 8-N-0

PLEASE NOTE:
This list is copyright 1995 by Hirlimann Ludovic. It should be widely distributed as long has NO MONEY IS MADE OUT OF IT. So please distribute it. Upload it to your favorite bbs. If youhave any information dealing with Falcon bbss please mail them to me, those info will be added to the List.
E-mail: Fg024@Cleveland.freenet.edu

2536. Re: Dan Dorfman is owed an apology!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-20 00:00:00 UTC
From: jasong@lennon.csufresno.edu
Message-ID: <DDMunA.M1J@CSUFresno.EDU>
Source record: 11588
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Gheeze, Peter! You know, you were still annoying, but you were acting almost human for awhie there. Guess a weasel can only dress up like a person for so long before someone notices that they can't walk in high heels - or something like that. At any rate, what I'm trying to say is - I don't like you very much. Neither does anyone else, I'd wager. Why? Because you are a mean-spirited dork who takes pleasure in the (imagined) misfortune of others.

Welcome to my killfile.

JASON

Jason K. Gillespie	jasong@lennon.csufresno.edu
.....	CA Central Valley Ambassador
Bass, The Fourth Floor	The Contemporary A Cappella
Future Educator of the Deaf	Society of America (CASA)

2537. Re: Dan Dorfman is owed an apology!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-21 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <41abos$pa@ccshst05.cs.uoguelph.ca>
Source record: 11492
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

: Jagflop advocates flamed Dorfman stating he was wrong and had a vendetta
: against Atari. Well, sportsfans the Jagflop has failed...

And what has succeeded? The Jaguar has sold around 200,000
consoles in the US according to the latest edge. The 3DO just reported
that it now has a worldwide base of 700,000 machines ... with about
450,000 to 500,000 being in Japan. That leave 200,000 or so consoles in
the US. The 32X sold about 200,000 in the US. Translation ... nothing has
succeeded by your standards.

: An apology is in order..

Yes ... when are you going to appologize to the people who pay
for their net access by filling your crap in the inappropriate
newsgroups? How about an "I'm sorry!" from you, Sinflop?

>> Mark <<

--
==
Mark Rathwell = "Here I go again, walking down the same old
The University Of Guelph = streets. I don't want to see anybody, I
= want to be discreet"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

2538. Re: *** Falcon BBS List update ***

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-21 00:00:00 UTC
From: paul@parkview.iaf.nl
Message-ID: <5sJbZ3eiqnB@parkview.iaf.nl>
Source record: 11493
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.st,de.comp.sys.st,fr.comp.sys.atari

Groningen, /21.08.95 /10:25

Another one: SSAG BBS Almere Netherlands
(Atari & PC, probably the largest Atari BBS in Holland. Large Falcon
section)

tel 031 (?) 36 5333981 (28K8)

cheers,

Paul

P a r k v i e w G r a p h i c s | 'I wish I were back in the jungle,
digital art * cartooning * design | where men are apes'
Groningen - - Netherlands | Groucho Marx
CrossPoint v3.02

2539. Re: Dan Dorfman is owed an apology!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-21 00:00:00 UTC
From: kevinp <>
Message-ID: <DDnyCC.EK4@ncrcae.ColumbiaSC.ATTGIS.COM>
Source record: 11494
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Peter,
Are you really as dumb as you sound?

>==========sinclap2954@cobra.uni.edu, 8/20/95==========
>
>Dan Dorfman predicted the collapse of Atari's stock price and
>that the Jagflop
>would fail to catch on in the console market. His predicitions
>which were a no
>brainer have come true.
>
>Jagflop advocates flamed Dorfman stating he was wrong and had a vendetta
>against Atari. Well, sportsfans the Jagflop has failed...
>
>An apology is in order..
>
>
>Jag..console or sex cult?...on the next edition of Jenny Jones!
>
>
>
> Peter Sinclair-Day Performa 636/8-250/CD
> University of Northern Iowa
>
>
> We're in the clutches of a bunch of folks trying to turn
>the U.S. into
> a third world country. Two hundred billionaires and 260
>million poor
> people. And they haven't done enough damage yet to be beaten.
>
> Garrison Keillor on the Republican Congress.......
>
>Internet-democrats-request@webcom.com / Type subscribe in body
>of message
>
>
>
>

Kevin Pigman
AT&T Global Information Solutions
Kevin.Pigman@ColumbiaSC.ATTGIS.COM
(893) 939-7465

2540. Release of OASIS 1.30E

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-21 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <809037272_OASIS_@yeadontt.demon.co.uk>
Source record: 11495

As of Monday 21/8/95 OASIS 1.30E has been uploaded to the Demon and Hensa
FTP sites.

Two files have been uploaded.

OASIS130.TOS is a complete version of OASIS for people who have either
never installed OASIS before or who have a version of OASIS below 1.20E.

UPD_130.TOS is the files that have changed from version 1.20E for those
who have already installed 1.20E.

--

==========

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/_/_/_/ _/ _/ _/_/_/_/ _/ _/_/_/_/

============ Phil Yeadon ====== phil@yeadontt.demon.co.uk ===========

2541. Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-21 00:00:00 UTC
From: kwd9152@is2.nyu.edu
Message-ID: <41avoc$1n2@cmcl2.NYU.EDU>
Source record: 11496

I'm wondering if Atari has anything special planned for this fall... like
a nationwide ad campaign or something like that...

Last i heard was that they hired a new PR firm... would now be a good
time to buy atari stock?

_ _ _ _ _ _ _ _ _ _ _ _ _
Kevin Dolorico ___//
http://www.j51.com/~tmaster/ <O O>
kwd9152@is2.nyu.edu _/
"Brand new flavor in 'yer ear"

2542. Re: Dan Dorfman is owed an apology!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-22 00:00:00 UTC
From: rjung@netcom.com
Message-ID: <rjungDDox5u.BH1@netcom.com>
Source record: 11497

In article <41abos$pa@ccshst05.cs.uoguelph.ca> mrathwel@uoguelph.ca (Mark Rathwell) writes:
>> An apology is in order..
>
> Yes ... when are you going to appologize to the people who pay
>for their net access by filling your crap in the inappropriate
>newsgroups? How about an "I'm sorry!" from you, Sinflop?

That requires more maturity and humility and admission of wrongdoing than Peter will ever muster in this lifetime.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

2543. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-22 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <41d0ne$4sp@ccshst05.cs.uoguelph.ca>
Source record: 11498

```
: I'm wondering if Atari has anything special planned for this fall... like
: a nationwide ad campaign or something like that...

Atari's biggest ad campaign in the history of Atari Corp. will
happen this fall.

>> Mark <<
```

2544. Re: Dan Dorfman is owed an apology!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-22 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <41d0lb$4sp@ccshst05.cs.uoguelph.ca>
Source record: 11499

```
: > : against Atari. Well, sportsfans the Jagflop has failed...
: >
: > And what has succeeded? The Jaguar has sold around 200,000
: > consoles in the US according to the latest edge. The 3DO just reported
: > that it now has a worldwide base of 700,000 machines ... with about
: > 450,000 to 500,000 being in Japan. That leave 200,000 or so consoles in
: > the US. The 32X sold about 200,000 in the US. Translation ... nothing has
: > succeeded by your standards.

: The issue is Atari and Dorfman..As usual you dance around it..

I danced around it? You said the Jagflop has failed. I threw in
some figures to show that in the grand scheme of things, *NONE* of the
new systems have succeeded. Now who is dancing? You said Dorfman is owed
an appology for all the bashing he took because he was right about the
Jagflop failing. Look at the sales of all the new systems Peter. Nothing
is doing well.

: Inappropriate newsgroups?

rec.games.video.atari is for discussing Jaguar news, not for
attacking the product and annoying the users. People who read that group
want news, not your pestering. I believe that has been posted many times
already. comp.sys.atari.advocacy and rec.games.video.advocacy are the
places to voice your opinions (positive or negative) about any system or
product. A lot of people pay for their net access and don't want to read
your garbage in groups where it doesn't belong.

>> Mark <<

--
===============================================================================
Mark Rathwell = "Here I go again, walking down the same old
The University Of Guelph = streets. I don't want to see anybody, I
= want to be discreet"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
===============================================================================
```

2545. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-22 00:00:00 UTC
From: kevinp <>
Message-ID: <DDq3uK.Ju3@ncrcae.ColumbiaSC.ATTGIS.COM>
Source record: 11500

>==========sinclap2954@cobra.uni.edu, 8/21/95==========
>
>In article <41avoc$1n2@cmcl2.NYU.EDU>, kwd9152@is2.nyu.edu
>(Kevin Dolorico) writes:
>>
>> I'm wondering if Atari has anything special planned for this
>fall... like
>> a nationwide ad campaign or something like that...
>
>Ah, Atari will be like Atari like previous years...

Peter,
Great grammar, keep up the good work!
Kevin Pigman
AT&T Global Information Solutions
Kevin.Pigman@ColumbiaSC.ATTGIS.COM
(893) 939-7465

2546. TOS 4.9x programer searched!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-23 00:00:00 UTC
From: sm001pe@e45-hrze.uni-duisburg.de
Message-ID: <41eu4h$77a@h20-hrze.uni-duisburg.de>
Source record: 11501

Dear Atari Programer !

C-Lab is still looking for people to complete the TOS 4.9x Team !
It's urgent !!It's well payed !!!

If you are interested write to:

C-Lab Digital Media GmbH
(for Mr. Buergerhoff)
Postfach 700 303
22003 Hamburg
Germany

Mention what you know best...

Best regards, Filipe :-)

2547. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-23 00:00:00 UTC
From: gavinm@vsprsun_14
Message-ID: <41f1lc$1gio@info4.rus.uni-stuttgart.de>
Source record: 11502

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : I'm wondering if Atari has anything special planned for this fall... like
: : a nationwide ad campaign or something like that...

: Atari's biggest ad campaign in the history of Atari Corp. will
: happen this fall.

You mean they will have TWO advertisements?

gavan

--
email: G.Moran@ee.qub.ac.uk | 'There can be only one!'
or gmoran@nyx.cs.du.edu | - The Highlander

2548. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-23 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <41fj2v$5e3@ccshst05.cs.uoguelph.ca>
Source record: 11503

: You mean they will have TWO advertisements?

Considering they ran upwards of eight print ads in each magazine
last Christmas and aired five or six different commercials, it's obvious
you aren't watching carefully.

>> Mark <<

--
==
Mark Rathwell = "Here I go again, walking down the same old
The University Of Guelph = streets. I don't want to see anybody, I
= want to be discreet"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

2549. Re: atari 400 joystick needed

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-23 00:00:00 UTC
From: ddupras@mathworks.com
Message-ID: <41g16r$9c@turing.mathworks.com>
Source record: 11504

veeg@eskimo.com (Vince) wrote:

>hello atari comp. fans.
>I am looking for an atari joystick for my daughters atari 400.
>yeah i know it's ancient, but she loves it. anyway the joystick is now
>dead. what can i do? and substitutions that i can use?
>you can e-mail to Veeg@Eskimo.Com
>thank you

Many toy stores, such as Toys 'R' Us, still carry these joysticks.
They are the same ones used on the Atari 2600 units.

D

2550. Re: The end is near..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-24 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.809296035@gmi.edu>
Source record: 11505
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

sinclap2954@cobra.uni.edu writes:

>Oh boy, here we go again...I can here the drums and Atari slogan chant...That
>1995 will be the year of the Jagflop... Ha... Ted Hoff, will join the ranks
>of competent executives to be shown the Atari revolving door.

No, idiot, I didn't say 1995 was going to be the year of the "Jagflop".
Knowing Atari, though, Ted probably won't be there for long.

>> IBM PC line this Christmas. If they get the games out in a timely
>> fashion, they'll probably sell large quantities, especially considering
>> the current state of the PC gaming market.

>Don't hold your breath..

Will you hold yours?

/Kevin

Hey, Sindope! How do you like the Win95 rollout!!! Thousands of
people waiting in line at midnight for stores to open at special times
to sell Win95, the Empire State Building to be lit up in Win95 logos
at night, security guards guarding stacks of Win95 packages, Jay Leno
doing a special promotion with Emporer Gates... the list goes on and
on.

Yep, it's pretty pathetic, the Microsoft monopoly has gotten too big.
But, it puts things in perspective for puny Apple, doesn't it?

2551. Virus protection for ST1040

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-24 00:00:00 UTC
From: sstearns@river.biddeford.com
Message-ID: <sstearns-2408951714100001@bidd52.biddeford.com>
Source record: 11506

Can anyone suggest an inexpensive virus protection program for the ST?

Thanks
Steve

2552. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-24 00:00:00 UTC
From: nowhere@all
Message-ID: <41g2dm$h57@dub-news-svc-3.compuserve.com>
Source record: 11507

sinclap2954@cobra.uni.edu wrote:

>> With all due respect to Keillor, are all Democrats as brainless as
>> you? (Looking at what they do seems quite likely, really)...

>No, just you...

>Jag...the Ross Perot of the console world...

Well, shows that Macintrash users can not even reply to a post.

In case it did not penetrate your miserable excuse for a brain, _I_ am
not a democrap, so your reply just does not make any sense. Not that
you ever made any sense, of course.

Your obsession with Jaguar is showing. Do you keep one in your bed?
Sure is the only company you ever get there...

The views above do not necessarily represent those of my employer,
my educational institution, or of myself.

<<Beyond the common pain and pleasure>> The Overfiend

2553. Re: The end is near..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-25 00:00:00 UTC
From: grpdblue@aol.com
Message-ID: <41jjpp$4ae@newsbf02.news.aol.com>
Source record: 11508
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Yeah.. hate to say it but I'm thinking of giving up my Apple for an IBM... just can't help but salivate at all the IBM comp games out there... kind of like Jaguar users will feel when they Playstation gets rolling.

2554. Re: The end is near..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-25 00:00:00 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.809390521@sfu.ca>
Source record: 11509
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

grpdblue@aol.com (GRPDBlue) writes:

>just can't help but salivate at all the IBM comp games out there

The amount of games available for the mac is increasing rabidly. Lucas
Arts has started porting there line up of games. You can already get
Rebel Assault and Dark Forces for the mac. And the mac version has
twice the resolution as the PC version while the PowerMac version has
four times the resolution. DoomII is available for the mac. So is
Super Wing Commander and Wing Commander III is on the way. Plus there
are games like Marathon II and F/A-18 hornet that have no PC equivalents.

--

Brian Quinlan
quinlan@sfu.ca

2555. Re: Virus protection for ST1040

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-25 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <FHZSDFAKUP@data.rhein-main.de>
Source record: 11510

>Can anyone suggest an inexpensive virus protection program for the ST?

Sagrotan - ShareWare -> PD-Sofware Disks / German-BBS (Old an Slow)

Poison! - PayWare -> Demo aviable on withline gamma/alpha CD-ROM or German-BBS
delta labs software, B.Artz & T.Kohl, Briller Str. 40, 42329 Wuppertal, Germany
phone & fax : +49 202 308 307

UVK - ShareWare? (I dont' now) -> PD-Diskette New and looks nice..
by Richard Karsmakers, Sorry no Adress..

regards
Robert

--

* * * robscha@data.rhein-main.de Tel/Fax/Modem: +49 (0)6103-67197
* * * Robert Schaffner@OF2.maus.de
* * * Machines: F030, 2 * 520ST, 64Bit-Jaguar LYNX 1 + 2, PC486
* * * Betatest: CrazySoundsII, Papyrus, Twilight, Pixart3
* * * GSZRZ, CoNnect, VideoText

2556. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-25 00:00:00 UTC
From: ad329@freenet.hamilton.on.ca
Message-ID: <41l614$gop@main.freenet.hamilton.on.ca>
Source record: 11511

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: Atari's biggest ad campaign in the history of Atari Corp. will
: happen this fall.
~^~^~^

2557. Re: The end is near..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-26 00:00:00 UTC
From: sumyy@hg.uleth.ca
Message-ID: <41m1pd$lha@holly.cc.uleth.ca>
Source record: 11512
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

IBM is good for playing games but thats it stick with an apple or
better yet an Atari. More easy to use with better built programs
that utilize the computer. Unlike IBM who ever builds up a program
waste so much of its memory. The Jag will be strong if people don't give
up.zz

Patric

In article <41jjpp$4ae@newsbf02.news.aol.com>, grpdblue@aol.com (GRPDBlue) writes:
>Yeah.. hate to say it but I'm thinking of giving up my Apple for an IBM...
>just can't help but salivate at all the IBM comp games out there... kind
>of like Jaguar users will feel when they Playstation gets rolling.

2558. Re: Dan Dorfman is owed an apology!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-26 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug26.110319.48087@cobra.uni.edu>
Source record: 11513
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <41d0lb$4sp@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : > : against Atari. Well, sportsfans the Jagflop has failed...
> : >
> : > And what has succeeded? The Jaguar has sold around 200,000
> : > consoles in the US according to the latest edge. The 3DO just reported
> : > that it now has a worldwide base of 700,000 machines ... with about
> : > 450,000 to 500,000 being in Japan. That leave 200,000 or so consoles in
> : > the US. The 32X sold about 200,000 in the US. Translation ... nothing has
> : > succeeded by your standards.
> :
> : The issue is Atari and Dorfman..As usual you dance around it..
>
> I danced around it? You said the Jagflop has failed. I threw in
> some figures to show that in the grand scheme of things, *NONE* of the
> new systems have succeeded. Now who is dancing? You said Dorfman is owed
> an appology for all the bashing he took because he was right about the
> Jagflop failing. Look at the sales of all the new systems Peter. Nothing
> is doing well.

I have..The PlayStation and the Saturn have done well in the Pacific rim when released with sales of over a million piece. 3do sales have improved lately. The PlayStation will do very well in this side of the Atlantic and Pacific.

Atari's sales in the most recent period collapse...sales down by over 50%...Atari's world wide sales of the Jagflop range from 150,000-200,000(thats being generous)...Deal with it..

>
> : Inappropriate newsgroups?
>
> rec.games.video.atari is for discussing Jaguar news, not for
> attacking the product and annoying the users. People who read that group
> want news, not your pestering. I believe that has been posted many times
> already. comp.sys.atari.advocacy and rec.games.video.advocacy are the
> places to voice your opinions (positive or negative) about any system or
> product. A lot of people pay for their net access and don't want to read
> your garbage in groups where it doesn't belong.
>

Looks like some of the Jagflop advocates have seen the light and have stated that in rec.games.video.atari.

> >> Mark <<
>

> --
> ==
> Mark Rathwell = "Here I go again, walking down the same old
> The University Of Guelph = streets. I don't want to see anybody, I
> = want to be discreet"
> mrathwel@uoguelph.ca =
> = Look for my web page, coming soon!
> ==

Jag...console or sex cult?...on the next edition of Jenny Jones!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2559. Re: The end is near..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-26 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug26.111917.48092@cobra.uni.edu>
Source record: 11514
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <khaley.809296035@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu writes:
>
>>Oh boy, here we go again...I can here the drums and Atari slogan chant...That
>>1995 will be the year of the Jagflop... Ha... Ted Hoff, will join the ranks
>>of competent executives to be shown the Atari revolving door.
>
> No, idiot, I didn't say 1995 was going to be the year of the "Jagflop".
> Knowing Atari, though, Ted probably won't be there for long.

What year than? 96, 97, 98 ....?

>
>>> IBM PC line this Christmas. If they get the games out in a timely
>>> fashion, they'll probably sell large quantities, especially considering
>>> the current state of the PC gaming market.
>
>>Don't hold your breath..
>
> Will you hold yours?
>
> /Kevin
>
> Hey, Sindope! How do you like the Win95 rollout!!! Thousands of
> people waiting in line at midnight for stores to open at special times
> to sell Win95, the Empire State Building to be lit up in Win95 logos
> at night, security guards guarding stacks of Win95 packages, Jay Leno
> doing a special promotion with Emporer Gates... the list goes on and
> on.
>
> Yep, it's pretty pathetic, the Microsoft monopoly has gotten too big.
> But, it puts things in perspective for puny Apple, doesn't it?
>

Did you see this weeks InfoWorld? The lead article on the front cover gave
Wintel 95 a 6.1 rating out of 10..Once the hype dies down, reality will settle
down..My bookstore had Wintel 95, but most students did not know and probably
went to Wal-Mart and Software etc. Office 95 sells for $169. I may get the
Mac office when the new version comes out..

Apple is a puny $11 billion corp...

>

The Jag...clogging up Sunnyvale's landfil.....

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.....

Internet-democrats-request@webcom.com / Type subscribe in body of message

2560. **** Ch.A.O.S. ****

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-26 00:00:00 UTC
From: Jeffrey Wood <woodzy@delphi.com>
Message-ID: <RvJBbZ7.woodzy@delphi.com>
Source record: 11515

Hi, and welcome to Ch.A.O.S. Country. Welcome to the revolution. The Cheyenne Area Orphaned Systems, or Ch.A.O.S., is a club devoted solely for the preservation of classic non-IBM systems, such as ours, and for the defeat of Microsoft. If we wanted IB
M compatability, we would have abandoned our systems long ago. Those of us who do have IBMs, but still use our classics, only bought them out of necessity, such as for work or school.��This is not a political organization. We do not hold any specific r
ight wing or left wing political views. We do believe in fair competition and Microsoft is NOT fair. We spent all that time and money on our respective systems because the performed the task or tasks we bought them for. Wether it be for gaming, educat
ion, office, or whatever, our classic systems performed upto our expectations, and in some cases, beyond the original design. Why should we abandoned everything we put into our systems?��I have been working on the designs of two programs that I feel wou
ld unite all of our systems, yet retain the sovereignty or flavor of each individual system:��1. A terminal shell with game maker to allow two or more non-compatable systems to play games over the modem or in a mini-network. Of course, standard protoco
ls will have to be set between computers to ensure game play. But, graphics between two different systems wont have to be the same because screen data wont be sent, just tiny info packets. The games would take full advantage of the graphics and sound c
apabilities of each individual system. The games would be played as close to real time as possible.��2. A DEVICE OPERATING SYSTEM (DOS) desgined on a bi-level format: The primary level is a whole new computer that provides cross-platform compatability
between our classic systems. The computer will be based on the PowerPC. This will allow each classic system to be enhanced to that of at least a 486. Without losing much compatability with the existing sytems. Full compatability is not guaranteed be
cause of the new enhancements to each individual operating system. But, at least you wont have to abandon your whole classic system! The secondary level is a whole new disk operating system for the original classic. This will allow direct disk access
communication between ALL systems. Yes, even IBM. Just imagine, a C64 computer operating system with 38k free RAM, can now have as much as 3.75 Meg free RAM on a 4 Meg System! This is directly accessable without bankswitching or even use as a RAMDISK!
Just imagine the fresh, new applications that can be developed that retained the original C64s flavor. No, this is not limited to the C64, but to all classic systems, such as the Atari, Tandy CoCo, VIC20 (YES!), Apple, etc.��All of our classic systems
have their own uniqueness, their own distinctiveness. That is why we refused to follow the industry or marketing trends. This would allow us to preserve our systems and at the same time develop a cross-platform industry standard. Who says we have to
follow the Microsoft standard? Lets follow a standard, sure, but we should also be allowed to keep our systems we have devoted so much time and energy into!���Cheyenne Area Orphaned Systems�c/o Jeffrey Wood�813 Covered Wagon Drive�Cheyenne, Wyoming 820
07-1671�

2561. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-26 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug26.110440.48088@cobra.uni.edu>
Source record: 11516

In article <41d0ne$4sp@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : I'm wondering if Atari has anything special planned for this fall... like
> : a nationwide ad campaign or something like that...
>
> Atari's biggest ad campaign in the history of Atari Corp. will
> happen this fall.
>

Here we go again...

> >> Mark <<
>

The Atari Jihad...not as powerful as Iran, but equally fanatical!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2562. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-26 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug26.110644.48089@cobra.uni.edu>
Source record: 11517

In article <41f1lc$1gio@info4.rus.uni-stuttgart.de>, gavinm@vsprsun_14 (Mr Gavin Moran) writes:
> Mark Rathwell (mrathwel@uoguelph.ca) wrote:
> : : I'm wondering if Atari has anything special planned for this fall... like
> : : a nationwide ad campaign or something like that...
>
> : Atari's biggest ad campaign in the history of Atari Corp. will
> : happen this fall.
>
>
> You mean they will have TWO advertisements?

Two whole print ads?

>
> gavan
>
> --
> email: G.Moran@ee.qub.ac.uk | 'There can be only one!'
> or gmoran@nyx.cs.du.edu | - The Highlander

Who needs 64 bit titles?....Thats why I love the Jag!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2563. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-26 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug26.111027.48090@cobra.uni.edu>
Source record: 11518

In article <41fj2v$5e3@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : You mean they will have TWO advertisements?
>
> Considering they ran upwards of eight print ads in each magazine
> last Christmas and aired five or six different commercials, it's obvious
> you aren't watching carefully.

What magazines? Not Time, NewsWeek, The New Republic and so on..I have seen lots of Start ME UP commercials...

>
> >> Mark <<
>
> --
> ===
> Mark Rathwell = "Here I go again, walking down the same old
> The University Of Guelph = streets. I don't want to see anybody, I
> = want to be discreet"
> mrathwel@uoguelph.ca =
> = Look for my web page, coming soon!
> ===

Jag...console or religious cult? ....on the next edition of Geraldo!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2564. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-26 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FH1OBDBRUP@cabal.shnet.org>
Source record: 11519

In <41f1lc$1gio@info4.rus.uni-stuttgart.de> Mr Gavin Moran wrote:
>Mark Rathwell (mrathwel@uoguelph.ca) wrote:
>: : I'm wondering if Atari has anything special planned for this fall... like
>: : a nationwide ad campaign or something like that...
>
>: Atari's biggest ad campaign in the history of Atari Corp. will
>: happen this fall.
>
>
> You mean they will have TWO advertisements?

Ah, Mr. Moron again, who admitted to own an Atari 800 rip-off system
already. Now, Atari has been "somewhat" more popular in the late 70s.
And they definitely had more than one ad.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

2565. Re: Dan Dorfman is owed an apology!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-27 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <41oemk$j05@ccshst05.cs.uoguelph.ca>
Source record: 11520
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

```
: I have..The PlayStation and the Saturn have done well in the Pacific rim when
: released with sales of over a million piece. 3do sales have improved lately.
: The PlayStation will do very well in this side of the Atlantic and Pacific.

It will? Nothing has so far. 200K or so 3DO units, 200K 32X
machines and around 200K Jahs.

: Atari's sales in the most recent period collapse...sales down by over
: 50%

It's also the slowest time of the year.

...Atari's world wide sales of the Jagflop range from 150,000-200,000(thats
: being generous)...Deal with it..

Generous ... where is your proof?

: Looks like some of the Jagflop advocates have seen the light and have stated
: that in rec.games.video.atari.

There are a few rude jerks like you, although you definitely take
the cake, without question.

>> Mark <<

--
===============================================================================
Mark Rathwell = "Here I go again, walking down the same old
The University Of Guelph = streets. I don't want to see anybody, I
= want to be discreet"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
===============================================================================
```

2566. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-27 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <41oehk$j05@ccshst05.cs.uoguelph.ca>
Source record: 11521

: What magazines? Not Time, NewsWeek, The New Republic and so on..I have seen
: lots of Start ME UP commercials...

Hey Sindork ... anybody home? How many members of the video game buying public read those mags? Try the industry specific ones like "GamePro", "Game Players", "EGM", "EGM2", "Video Games & Computer Entertainment" and "Die Hard Game Fan." If you want to advertise video game products in print media, why not do it in magazines that deal specifically with the market you want to enter.

>> Mark <<

--
Mark Rathwell = "Here I go again, walking down the same old
The University Of Guelph = streets. I don't want to see anybody, I
= want to be discreet"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!

2567. Re: Dan Dorfman is owed an apology!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug27.215004.48142@cobra.uni.edu>
Source record: 11522
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <41oemk$j05@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
> : I have..The PlayStation and the Saturn have done well in the Pacific rim when
> : released with sales of over a million piece. 3do sales have improved lately.
> : The PlayStation will do very well in this side of the Atlantic and Pacific.
>
> It will? Nothing has so far. 200K or so 3DO units, 200K 32X
> machines and around 200K Jahs.

Wanna bet...

>
> : Atari's sales in the most recent period collapse...sales down by over
> : 50%
>
> It's also the slowest time of the year.
>

Oh, please...Not for other firms..

> ...Atari's world wide sales of the Jagflop range from 150,000-200,000(thats
> : being generous)...Deal with it..
>
> Generous ... where is your proof?

Industry analysts and Atari's poor performance....How many consoles and games
did Atari sell on two million in reveunes in the last period?

>
>
> : Looks like some of the Jagflop advocates have seen the light and have stated
> : that in rec.games.video.atari.
>
> There are a few rude jerks like you, although you definitely take
> the cake, without question.

Even Scot Legrand is comming to the dark side of things..I suspect a
PlayStation will be in his Christmas stocking.
>
> >> Mark <<
>
>
> --
> ===
> Mark Rathwell = "Here I go again, walking down the same old

> The University Of Guelph = streets. I don't want to see anybody, I
> = want to be discreet"
> mrathwel@uoguelph.ca =
> = Look for my web page, coming soon!
> ==========

The Atari 2600, clogging up landfils across North America..

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.....

Internet-democrats-request@webcom.com / Type subscribe in body of message

2568. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-27 00:00:00 UTC
From: kwd9152@is2.nyu.edu
Message-ID: <41p9j0$h3u@cmcl2.NYU.EDU>
Source record: 11523

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : What magazines? Not Time, NewsWeek, The New Republic and so on..I have seen
: : lots of Start ME UP commercials...

: Hey Sindork ... anybody home? How many members of the video game buying
: public read those mags? Try the industry specific ones like "GamePro", "Game
: Players", "EGM", "EGM2", "Video Games & Computer Entertainment" and "Die
: Hard Game Fan." If you want to advertise video game products in print
: media, why not do it in magazines that deal specifically with the market
: you want to enter.

Just to say, advertising in video game magazines in the case of Atari is
inane and virtually useless. They already blew the introduction of the
Jaguar; certainly it's not going to make a big splash in magazines which
have ads and reviews of superior games of the Saturn and Playstation,
games which actually are progressively faster/more colorful/more
everything than anything done before.

Atari probably would do well advertising in magazines a la Newsweek,
Time, etc... perhaps they can trick people now in their late 20s/30's
into thinking that Atari is still a power in the gaming industry.

Atari is in a bit of trouble right now... they need a product that
sells... or go into another business... or go out of business.

_ _ _ _ _ _ _ _ _ _ _ _ _
Kevin Dolorico ___//
http://www.j51.com/~tmaster/ <O O>
kwd9152@is2.nyu.edu _/
"Brand new flavor in 'yer ear"

2569. Windows 95 & PCs

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-27 00:00:00 UTC
From: kwd9152@is2.nyu.edu
Message-ID: <41pb8s$h3u@cmcl2.NYU.EDU>
Source record: 11524

One of the funniest things I've been hearing in TV reviews/reports on Windows '95 is that the improvements will allow better and faster gameplay (It focused on a demo of the reasonably new Pitfall game). Hahahaha. :)

You know, Pentiums and the faster PC processors pack quite a lot of power... but it's funny that the mainstream use is for games now. A word processor/spreadsheet could run very well on a 386. Therein lies the problem: Isn't high end productivity software supposed to be the reason for processor-chip advancement... not gaming?

Some babble:

The hot OS for hackers and computer junkies is LINUX right now... hmm, I heard that running the 286 version on a 486-based machine gets great performance...

Right now, I'm running on a PowerMac 6100/66, and I'm having a pretty good time; everything is fine and dandy; Ethernet is wonderful... and I guess the primary use of my computer is as a user intuitive interface to the internet. I really don't have time to really dig into RPG's and simulators. Funny, but the Mac actually suits my needs more than an Atari would; I never thought I'd think the MacOS would be better than Atari's... but it is much more flexible. It takes a little while to get used to pulldown menus, but now I find it annoying on my ST when the mouse accidentally gets pushed to the menu bar(and everything stops!). Also... Remember how UIS was supposed to be the greatest file selector on the planet? Well... if you had access to the desktop and could run multiple programs at once, well... the selector doesn't need to have every file command possible. :)

Of course, the MacOS still has some annoying features---the use of the trash can, for EJECTING disks, for instance---however, I rarely use floppies, so this isn't much of a problem. Aha! Huge hard drives... something TOS couldn't really handle. :) Hmm, that's about it...err...hmm, funny, I kind of wish there was some way to access a CLI sometimes. :)

The Falcon is good for... Digital Audio. I suppose Cubase Audio is the sole reason for Atari's remaining presence in the computer industry... a specialist's tool.

So... here's the deal:

If you're looking for an inexpensive digital audio solution, you might want to consider a Falcon 030...

If you're looking for a nice highly compatible(and progressive) platform, you might want to look into PCs w/ Windows/DOS/Warp--- keeping in mind that _headaches_ are bound to occur as a result of working with the machine. Ah, but you get great games. :)

If you're an internet junkie, the Mac is a great platform, with its nicely proven and integrated TCP/IP... plus the newer models w/ PowerPC chips offer the potential future of something better in store(as an aside, there are few if any "incompatibility" problems associated w/ the new chips anymore, if at all. Plus... w/ the addition of a new program called Speed Doubler, older programs now run 4x faster than they do now). If you want to browse the WWW, make home pages, do some medium graphics work, video conferencing... this format is the easiest way to do it.

Alternatively, for the underground comp user, LINUX(unix) is the way to go. Make a linux box... and deal with it.

Peace.

_ _ _ _ _ _ _ _ _ _ _ _ _
Kevin Dolorico ___//
http://www.j51.com/~tmaster/ <O O>
kwd9152@is2.nyu.edu _/
"Brand new flavor in 'yer ear"

2570. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-27 00:00:00 UTC
From: neuralog@Starbase.NeoSoft.COM
Message-ID: <41psno$ovs@Starbase.NeoSoft.COM>
Source record: 11525

In article <41p9j0$h3u@cmcl2.NYU.EDU>,
Kevin Dolorico <kwd9152@is2.nyu.edu> wrote:

>
>Atari probably would do well advertising in magazines a la Newsweek,
>Time, etc... perhaps they can trick people now in their late 20s/30's
>into thinking that Atari is still a power in the gaming industry.
>

Now here is a GREAT idea for Atari! (although I don't agree with
your explanation). When people are over and see my Jag, they say
"Wow, I didn't know Atari still made video games! That's way
better than Nintendo/SNES/Genny/etc! Why haven't I heard of this!"

A few adds in mainsteam adult press might do WONDERS for jag sales!

(IMHO)
Ken

2571. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-27 00:00:00 UTC
From: neuralog@Starbase.NeoSoft.COM
Message-ID: <41pst0$p1r@Starbase.NeoSoft.COM>
Source record: 11526

```
In article <41l614$gop@main.freenet.hamilton.on.ca>,
Chris Cracknell <ad329@freenet.hamilton.on.ca> wrote:
>Mark Rathwell (mrathwel@uoguelph.ca) wrote:
>: Atari's biggest ad campaign in the history of Atari Corp. will
>: happen this fall.
>~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^
>
>I'll believe it when I see it. I've been burned one too many times by
>Atari to get excited about the company. To be honest the best thing that
>could happed would be their bankruptcy. Then perhaps a company that
>really knows how to run a marketing campaign will purchase their assests.
>
> CRACKERS
> (Cynical from hell!!!!!!!!!!!)
>

I've been seeing 3 page full color adds in several game mags. Having
a company that uses magazing advertising - THIS AIN'T PEANUTS.
(Unless the pricing structure in game mags is significantly different
from what I'm used to)

Ken
```

2572. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-27 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <41qb95$99h@ccshst05.cs.uoguelph.ca>
Source record: 11527

Distribution:

: Just to say, advertising in video game magazines in the case of Atari is
: inane and virtually useless.

If you're going to advertise a video game machine in print ads,
what is a better place to do it?

They already blew the introduction of the
: Jaguar; certainly it's not going to make a big splash in magazines which
: have ads and reviews of superior games of the Saturn and Playstation,
: games which actually are progressively faster/more colorful/more
: everything than anything done before.

That is true.

: Atari probably would do well advertising in magazines a la Newsweek,
: Time, etc... perhaps they can trick people now in their late 20s/30's
: into thinking that Atari is still a power in the gaming industry.

Considering most gamers are in the 12-20 bracket, I don't think
that would be wise. Kids are trendy. Look at how Sega went from an "Oh
yeah company" in 1988 to "This is cool" in 1990.

>> Mark <<

--
==
Mark Rathwell = "Here I go again, walking down the same old
The University Of Guelph = streets. I don't want to see anybody, I
= want to be discreet"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

2573. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-27 00:00:00 UTC
From: neuralog@Starbase.NeoSoft.COM
Message-ID: <41qedh$92p@Starbase.NeoSoft.COM>
Source record: 11528

In article <41qb95$99h@ccshst05.cs.uoguelph.ca>,
Mark Rathwell <mrathwel@uoguelph.ca> wrote:
>Distribution:
>
>: Atari probably would do well advertising in magazines a la Newsweek,
>: Time, etc... perhaps they can trick people now in their late 20s/30's
>: into thinking that Atari is still a power in the gaming industry.
>
> Considering most gamers are in the 12-20 bracket, I don't think
>that would be wise. Kids are trendy. Look at how Sega went from an "Oh
>yeah company" in 1988 to "This is cool" in 1990.
>
> >> Mark <<

There are more people outside of the 12-20 bracket than in it.
I'm 30 and would/did buy a Jaguar primarily for Defender 2000.
My business partner went wild over Tempest 2000. (He's 32)
My wife would be keen on the whole deal if the Jag had
solitaire or at least ONE kid's game for our 1 yr. old.

Anyway, the point I'm trying to make is that if you only
market to a small subset of the buying public, then of course
that's where the #'s are. Simply playing the Defender/Tempest
"nostalgia" card with the 30 somethin's would be a big payoff for
Atari. (IMHO)

In fact (digression I know) I belive the PC will eclipse all consoles
in the not TOO distant future. This is because you can get games/SW
that pleases everyone in the house - not just the teen boys. This is
IF someone can get the PC hooked into the family TV easily and cheaply.

Ken

2574. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-27 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <41qs1u$kd1$1@mhade.production.compuserve.com>
Source record: 11529

> Considering they ran upwards of eight print ads in each magazine
> last Christmas and aired five or six different commercials, it's obvious
> you aren't watching carefully.

Atari only advertises in gaming related magazines, considering that they receive the best value for the ad money they spend. That gets the word out to people who already own a gaming system, but does nothing to reach the rest of the buying public.

Also, television advertising is done on a regional basis (Atari still does not market the Jaguar on a national basis), so while there are regions which see lots of Atari ads, there are also MANY areas which have seen few, if any, Jaguar ads.

Simply because someone hasn't seen Jaguar ads doesn't mean they're not watching for them.

BobR

2575. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-27 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <41qsk1$kd1$2@mhade.production.compuserve.com>
Source record: 11530

> If you want to advertise video game products in print media, why not do it
> in magazines that deal specifically with the market you want to enter.

Because with a few exceptions (notably those who have no game system now,
and are reading the magazines for help in making a choice), most people
who read gaming specific magazines ALREADY OWN a video game system, and
chances are, it's NOT an Atari Jaguar.

Advertising in that market means that Atari has to try to convert owners
of competing systems to theirs... which means abandoning not only the
competing video game system, but any software collection and peripherials
the owner has collected. Not an easy job, especially with a weak product
line.

Atari, Inc. (the Warner Communications company) used to advertise in a much
wider range of print media, which reached potential owners who might not
have decided on a particular system, or indeed might not have even ever
considered buying the product at all.

Atari Corp, during its computer days used to advertise only in Atari specific
magazines.. "preaching to the choir", so to speak.. that is, about the
only people likely to see the few ads they ran were people who already
owned their product. No one I know ever figured out what the logic of
that was supposed to be.

Obviously with a limited advertising budget, Atari feels that ads in the
gaming magazines will bring them the best exposure for the ads they can
afford to run... I hope they're right.

BobR

2576. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-27 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <41qtpj$ev1@ccshst05.cs.uoguelph.ca>
Source record: 11531

: Atari only advertises in gaming related magazines, considering that they
: receive the best value for the ad money they spend.

Not quite true. I've seen Jag commercials on TV and I've seen an
ad in one of the boston newspapers. True, Atari could do more TV
advertising, but the presence of the Jag on TV is *MUCH* stronger than
the ST, Lynx, 7800, XE presence ever was.

: Also, television advertising is done on a regional basis (Atari still does
: not market the Jaguar on a national basis),

Eh? I've seen a few commercials on network television.

: Simply because someone hasn't seen Jaguar ads doesn't mean they're not
: watching for them.

No, but this is Peter. He turns a blind eye to anything positive
that Atari's done.

>> Mark <<

--
==
Mark Rathwell = "Here I go again, walking down the same old
The University Of Guelph = streets. I don't want to see anybody, I
= want to be discreet"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

2577. Atarisoft Titles for PC

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-27 00:00:00 UTC
From: kevstaz@aol.com
Message-ID: <41r6no$j8g@newsbf02.news.aol.com>
Source record: 11532

Looking for Atarisoft PC titles -- Centipede, Millipede, Defender, Defender Stargate, Pac Man, Ms Pacman, Dig Dug, Robotron, etc. where can i find them?

Does anyone know?

2578. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug27.214417.48141@cobra.uni.edu>
Source record: 11533

In article <41oehk$j05@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : What magazines? Not Time, NewsWeek, The New Republic and so on..I have seen
> : lots of Start ME UP commercials...
>
> Hey Sindork ... anybody home? How many members of the video game buying
> public read those mags? Try the industry specific ones like "GamePro", "Game
> Players", "EGM", "EGM2", "Video Games & Computer Entertainment" and "Die
> Hard Game Fan." If you want to advertise video game products in print
> media, why not do it in magazines that deal specifically with the market
> you want to enter.

Did I hit a raw nerve? If its true that members of the video game buying public just reads video game mags, than this continent is in deep du du. I have seen ads from other console firms in the mags that I read..

Apple and Compaq adverised in Newsweek, Time, People and the Rolling Stones..Ge, no GTE I wonder why...
>
> >> Mark <<
>
> --
> ==
> Mark Rathwell = "Here I go again, walking down the same old
> The University Of Guelph = streets. I don't want to see anybody, I
> = want to be discreet"
> mrathwel@uoguelph.ca =
> = Look for my web page, coming soon!
> ==

Jag...envey of 2600 users across China..

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2579. Re: The end is near..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-27 00:00:00 UTC
From: root@TeamInfinity.com
Message-ID: <41r513$bob@dialin01.teaminfinity.com>
Source record: 11534
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Libby & Patric (sumyy@hg.uleth.ca) wrote:

: IBM is good for playing games but thats it stick with an apple or
: better yet an Atari. More easy to use with better built programs
: that utilize the computer. Unlike IBM who ever builds up a program
: waste so much of its memory. The Jag will be strong if people don't give
: up.zz

: Patric

DUH!!!!!!!!!!!!!!!

The JAGUAR is an IBM !!!!!!!!!!!!!

: In article <41jjpp$4ae@newsbf02.news.aol.com>, grpdblue@aol.com (GRPDBlue) writes:
: >Yeah.. hate to say it but I'm thinking of giving up my Apple for an IBM...
: >just can't help but salivate at all the IBM comp games out there... kind
: >of like Jaguar users will feel when they Playstation gets rolling.

2580. Wanted-- Atari Stacey

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-28 00:00:00 UTC
From: Hygeia360BC <town@acomp.usf.edu>
Message-ID: <Pine.SUN.3.91.950828185416.2187B-100000@soleil>
Source record: 11439

Believe it or not, I want one of these guys. I am a synth player, so I do have gear to offer in trade, or otherwise. Please send e-mail if you have one that you want to part with. Thanks

Terrence

2581. Re: Dan Dorfman is owed an apology!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-28 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <41stej$8h0@ccshst05.cs.uoguelph.ca>
Source record: 11535
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

: Wanna bet...

Okay Peter ...

==========

Now we know the facts, as listed in the following article. And if 450,000 of these were in Japan, that leaves only 250,000 sales in the US.

3DO SAYS SALES 700,00
By Susan Moran

PALO ALTO, Calif. (Reuter) - 3DO Co president and chief executive Trip Hawkins said about 700,000 units of the company's CD-based game machine have sold worldwide, up from roughly 500,000 a few months ago.

And the Multiplayer system is now sold in more than 10,000 retail stores in the United States, up from less than 4,000 a year ago, Hawkins said. ``We've got a pretty healthy installed base,'' he said in an interview.

But 3DO's bottom line looks far less healthy. Earlier today, the company reported a loss of $7.9 million or $0.32 a share, for its fiscal first quarter ended June 30.

That is a slimmer loss than the $16.1 million, or $0.78 a share, 3DO lost in the year-ago quarter. And it's modestly better than the Wall Street consensus estimate of minus $0.37 per share, according to Zack's Investment Research. Analysts' forecasts ranged from minus $0.78 to minus $0.17.

Founded in 1991, 3DO has yet to turn a profit. Hawkins declined to project when the company might do so. ``There's no timetable that I would discuss publicly.''

Analysts have generally expected 3DO to become profitable sometime during the fiscal year ending March 1997.

Nintendo Co Ltd, which along with Sega rules the video-game player market, plans to introduce next April its next-generation Ultra64 system in the United States.

3DO has cut the price of its system to stay competitive. The first version, made by Matsushita Electric Industrial Co Ltd under its Panasonic brand name rolled out in October 1993 for a hefty $699, reflecting a business model Hawkins himself has conceded was misguided.

Hawkins said that with the $16.6 million 3DO raised in equity during
the June quarter, ``our cash needs are probably met right now for the
forseeable future.''

Reuter/Variety

Reut20:00 08-08-95

==========

: Oh, please...Not for other firms..

Go into any EB or other videogame store and ask them how summer
sales compare to X-Mas sales.

: Industry analysts and Atari's poor performance

Industry analysis? Gee ... the Edge just reported that more than
250,000 Jags were sold as of April. And they're known for being
anti-Atari.

....How many consoles and games
: did Atari sell on two million in reveunes in the last period?

It was actually 3 million, and the Jag has been on sale for
several quarters. Yes, sales do suck but they aren't as bas as you say.

: Even Scot Legrand is comming to the dark side of things..I suspect a
: PlayStation will be in his Christmas stocking.

It might be in mine too. I like having multiple systems. The PSX
has games I like ... so does the Jag.

>> Mark <<

--
==========
Mark Rathwell = "Here I go again, walking down the same old
The University Of Guelph = streets. I don't want to see anybody, I
= want to be discreet"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==========

2582. Re: Dan Dorfman is owed an apology!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-28 00:00:00 UTC
From: ghaddrel@kelowna.awinc.com
Message-ID: <41thtg$fs8@kryten.awinc.com>
Source record: 11536
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

sinclap2954@cobra.uni.edu wrote:
: >
: > It will? Nothing has so far. 200K or so 3DO units, 200K 32X
: > machines and around 200K Jahs.

: Wanna bet...

Err... Sure. How much would you like? I'm up for $20.

: > It's also the slowest time of the year.
: >

: Oh, please...Not for other firms..

Well, Sega and Nintendo sales are down 70% from this time LAST year.
Over all, these are from teh second quarter sales, which are always teh
worst of any period (10% of the annual sales)

: Industry analysts and Atari's poor performance....How many consoles and games
: did Atari sell on two million in reveunes in the last period?

Industry analysts? Where did you did up that 200K Jag worldwide?
Hmm... The only industry analysts I've seen report are that Sony
inflated teh number of Playstations sale by 100% (claimed doubled of what
they had even made) and that Sega claimed a whopping 170% more Saturns
were sold than manufactured..

But regardless, the Jag has outsold the Saturn and Playstation in North
America... ut this could change (well, the Jag probably will alwys
outsell the Saturn)

: Even Scot Legrand is comming to the dark side of things..I suspect a
: PlayStation will be in his Christmas stocking.

I would like one too, but at $300US it is just a tad pricey for the games
coming out for it. Maybe next year I'll look at getting one.

But if you want to give me one for X-mas, I'll gladly accept.

-Gord

2583. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-28 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <41st59$8fh@ccshst05.cs.uoguelph.ca>
Source record: 11537

```
: Did I hit a raw nerve? If its true that members of the video game buying
: public just reads video game mags, than this continent is in deep du du. I
: have seen ads from other console firms in the mags that I read..

Most of the video game buying public is made of teenagers. How
many teens do you know that read Time and Newsweek? You are right though
... Atari should advertise in other mags that aren't video game related
that would be frequented by teens. Rolling Stone and others would be a
good start.

>> Mark <<

--
===============================================================================
Mark Rathwell = "Here I go again, walking down the same old
The University Of Guelph = streets. I don't want to see anybody, I
= want to be discreet"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
===============================================================================
```

2584. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-28 00:00:00 UTC
From: hing@csulb.edu
Message-ID: <41stur$au0@garuda.csulb.edu>
Source record: 11538

sinclap2954@cobra.uni.edu wrote:

: Silicon Graphics and Sun have small marketshare.. Both very profitable and fill
: a valuable niche...

They are not in the same market share, that's is why they are very
profitable.

--
o---o
| E-mail: hing@engr.csulb.edu |
|-=-|
| WWW: http://www.engr.csulb.edu/~hing/ |
|-=-|
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------- Charles de Gaulle -------------------------o

2585. The JAGUAR is an IBM !!!!!!!!!!!! (Was: The end is near..)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-29 00:00:00 UTC
From: pullisg@aol.com
Message-ID: <41vj7p$1e0@newsbf02.news.aol.com>
Source record: 11440
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <41r513$bob@dialin01.teaminfinity.com>, root@TeamInfinity.com (root) writes:

>DUH!!!!!!!!!!!!!!!
>
> The JAGUAR is an IBM !!!!!!!!!!!!
>
>

And PowerMacintoshes are IBM's too! (at least the ones using the 601. The 601 is manufactured by IBM) The hard drives in alot of Performa's and newer Mac's are IBM IDE drives too.

So, the Jag is an IBM, the Apple is an IBM. About the only thing IBM dosen't make well is "IBM's" ;)

Gar
PullisG@aol.com

2586. Re: The end is near..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-29 00:00:00 UTC
From: babodlib@onramp.net
Message-ID: <NEWTNews.29224.809717982.babodlib@onramp.net>
Source record: 11441
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Sinclap writes:

> Did you see this weeks InfoWorld? The lead article on the front cover gave
> Wintel 95 a 6.1 rating out of 10..Once the hype dies down, reality will
settle
> down..My bookstore had Wintel 95, but most students did not know and probably
> went to Wal-Mart and Software etc. Office 95 sells for $169. I may get the
> Mac office when the new version comes out..
>
> Apple is a puny $11 billion corp...
>
>

God, I'm embarrased to say I agree with Sinclair. From what I've read articles are still saying Windoze is <<almost>> as easy to use as a Mac. One of my fellow employess lost his liking for it (win'95) after it screwed up his hard drive and he had to re-partition it 300MB down the drain. And yes, he knows how to run a computer he's our network administrator.

Scott

2587. Re: Dan Dorfman is owed an apology!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-29 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug29.194219.48259@cobra.uni.edu>
Source record: 11442
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <41stej$8h0@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Wanna bet...
>
> Okay Peter ...
>
> ==========
>
> Now we know the facts, as listed in the following article. And if 450,000
> of these were in Japan, that leaves only 250,000 sales in the US.

I have already seen the press release..

>
>
> 3DO SAYS SALES 700,00
> By Susan Moran
>
> PALO ALTO, Calif. (Reuter) - 3DO Co president and chief executive Trip
> Hawkins said about 700,000 units of the company's CD-based game machine
> have sold worldwide, up from roughly 500,000 a few months ago.
>
> And the Multiplayer system is now sold in more than 10,000 retail
> stores in the United States, up from less than 4,000 a year ago, Hawkins
> said. ``We've got a pretty healthy installed base,'' he said in an
> interview.
>
> But 3DO's bottom line looks far less healthy. Earlier today, the
> company reported a loss of $7.9 million or $0.32 a share, for its fiscal
> first quarter ended June 30.
>
> That is a slimmer loss than the $16.1 million, or $0.78 a share, 3DO
> lost in the year-ago quarter. And it's modestly better than the Wall
> Street consensus estimate of minus $0.37 per share, according to Zack's
> Investment Research. Analysts' forecasts ranged from minus $0.78 to minus
> $0.17.
>
> Founded in 1991, 3DO has yet to turn a profit. Hawkins declined to
> project when the company might do so. ``There's no timetable that I would
> discuss publicly.''
>
> Analysts have generally expected 3DO to become profitable sometime
> during the fiscal year ending March 1997.
>

> Nintendo Co Ltd, which along with Sega rules the video-game player
> market, plans to introduce next April its next-generation Ultra64 system
> in the United States.
>
> 3DO has cut the price of its system to stay competitive. The first
> version, made by Matsushita Electric Industrial Co Ltd under its Panasonic
> brand name rolled out in October 1993 for a hefty $699, reflecting a
> business model Hawkins himself has conceded was misguided.
>
> Hawkins said that with the $16.6 million 3DO raised in equity during
> the June quarter, ``our cash needs are probably met right now for the
> forseeable future.''
>
> Reuter/Variety
>
> Reut20:00 08-08-95
>
> ==
>
> : Oh, please...Not for other firms..
>
> Go into any EB or other videogame store and ask them how summer
> sales compare to X-Mas sales.

I am talking about sales decline from the previous summer. Of course sales
will be higher in the Christmas period.

>
> : Industry analysts and Atari's poor performance
>
> Industry analysis? Gee ... the Edge just reported that more than
> 250,000 Jags were sold as of April. And they're known for being
> anti-Atari.
>

Nothing to brag about..

> ....How many consoles and games
> : did Atari sell on two million in reveunes in the last period?
>
> It was actually 3 million, and the Jag has been on sale for
> several quarters. Yes, sales do suck but they aren't as bas as you say.

Excuse me...$3 million in a three month period is not as bad?

>
> : Even Scot Legrand is comming to the dark side of things..I suspect a
> : PlayStation will be in his Christmas stocking.
>
> It might be in mine too. I like having multiple systems. The PSX
> has games I like ... so does the Jag.

Yep..

>
> >> Mark <<
>
>
> --
> ===
> Mark Rathwell = "Here I go again, walking down the same old
> The University Of Guelph = streets. I don't want to see anybody, I
> = want to be discreet"
> mrathwel@uoguelph.ca =
> = Look for my web page, coming soon!
> ===

Who needs 64 bit titles? Thats why I love the Jag...

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2588. Re: The JAGUAR is an IBM !!!!!!!!!!!! (Was: The end is near..)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-29 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug29.203059.48260@cobra.uni.edu>
Source record: 11443
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <41vj7p$1e0@newsbf02.news.aol.com>, pullisg@aol.com (PullisG) writes:
> In article <41r513$bob@dialin01.teaminfinity.com>, root@TeamInfinity.com
> (root) writes:
>
>>DUH!!!!!!!!!!!!!!!
>>
>> The JAGUAR is an IBM !!!!!!!!!!!!
>>
>>
>
> And PowerMacintoshes are IBM's too! (at least the ones using the 601. The
> 601 is manufactured by IBM) The hard drives in alot of Performa's and
> newer Mac's are IBM IDE drives too.
>
> So, the Jag is an IBM, the Apple is an IBM. About the only thing IBM
> dosen't make well is "IBM's" ;)

IBM does not build Apple label PowerMacs. IBM does manufacture the Jagflop and
Radius Powermac clones..

>
> Gar
> PullisG@aol.com

Jag...console or sex cult?...on the next edition of Jenny Jones...

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2589. Re: The JAGUAR is an IBM !!!!!!!!!!!! (Was: The end is near..)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-29 00:00:00 UTC
From: quinlan@newsserver.sfu.ca
Message-ID: <quinlan.809761835@sfu.ca>
Source record: 11444
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

pullisg@aol.com (PullisG) writes:

>And PowerMacintoshes are IBM's too! (at least the ones using the 601. The
>601 is manufactured by IBM) The hard drives in alot of Performa's and
>newer Mac's are IBM IDE drives too.

Actually, though there is no real point to this thread, only the original
PowerMacs used IBM 601 chips. Motorolla now manufactures the 601 used
in all currently shipping PowerMacs.

--

Brian Quinlan
quinlan@sfu.ca

2590. Virus...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-29 00:00:00 UTC
From: hing@csulb.edu
Message-ID: <41vg34$cad@garuda.csulb.edu>
Source record: 11445

I found this in soc.culture.french

To all,

For those who do not know who McAfee is -- it is a company that write
anit-virus programs.

McAfee-Question : Is Windows a virus ?
No, Windows is not a virus. Here's what viruses do:

1. They replicate quickly - okay, Windows does that.

2. Viruses use up valuable system resources, slowing down the system
as they do so - okay, Windows does that.

3. Viruses will, from time to time, trash your hard disk - okay,
Windows does that too.

4. Viruses are usually carried, unknown to the user, along with
valuable programs and systems. Sigh... Windows does that, too.

5. Viruses will occasionally make the user suspect their system is too
slow (see 2) and the user will buy new hardware. Yup, that's with
Windows, too.

Until now it seems Windows is a virus but there are fundamental
differences:Viruses are well supported by their authors, are running on
most systems, their program code is fast, compact and efficient and
they
tend to become more sophisticated as they mature.
So Windows is not a virus.

It's a bug. !!!

--
o---o
| E-mail: hing@engr.csulb.edu |
|-=-|
| WWW: http://www.engr.csulb.edu/~hing/ |
|-=-|
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------ Charles de Gaulle -------------------------o

2591. vme vga card for Mega STE

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-29 00:00:00 UTC
From: Jan Dooms <jandooms@tornado.be>
Message-ID: <4202ka$emo@tornix.tornado.be>
Source record: 11446

VME vga card for ATARI MEGA STE???
How am I gonna do that, I allready have a card but it is ISA, are there other ways to fit it into my computer? And what about the software? NVDI et4000 or some shareware? Or is it really necessary that I buy the VME card and NVDI et4000 from ACN in Holland? That would be than about $300... a little expensive, than I'll better wait for the mighty ATARI MICROBOX wich has the best specifications I have ever seen!!!
And my memory, can I put normal 30 pins simms into the sockets or do I need to by simms "specialy" made for that computer. For the moment I have simms 4x1MB but I want to change them with 2x4MB can I just do that?

2592. Re: Hey Sinclap!! Copland is WAY behind schedule!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-29 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug29.193300.48257@cobra.uni.edu>
Source record: 11447

In article <41stur$au0@garuda.csulb.edu>, hing@csulb.edu (Houn-Nam Ing) writes:
> sinclap2954@cobra.uni.edu wrote:
>
> : Silicon Graphics and Sun have small marketshare.. Both very profitable and fill
> : a valuable niche...
>
> They are not in the same market share, that's is why they are very
> profitable.

Apple's 1995 sales are expected at about $11 billion and $500 million in profit. I guess that doesn't count...Did you see the new Powerbooks announced yesterday? Apple's continous product release in the last three months and Atari can't deliver a measly cdrom unit..

Apple UK announced a new PowerMac 5300 % 6300(100 mhz 603e)..North America may have it someday...

>
> --
> o---o
> | E-mail: hing@engr.csulb.edu |
> |-=-|
> | WWW: http://www.engr.csulb.edu/~hing/ |
> |-=-|
> | ``If I live, I will fight, where ever I must, as long as I must, |
> | until the enemy is defeated and the national stain washed clean.'' |
> o------------------------ Charles de Gaulle -------------------------o
>

Nintendo's Christmas '95' campaign: Who needs next gen console?

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2593. Re: The end is near..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-30 00:00:00 UTC
From: kwd9152@is2.nyu.edu
Message-ID: <421421$kta@cmcl2.NYU.EDU>
Source record: 11448
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

babodlib@onramp.net wrote:

: Sinclap writes:

: > Did you see this weeks InfoWorld? The lead article on the front cover gave
: > Wintel 95 a 6.1 rating out of 10..Once the hype dies down, reality will
: settle
: > down..My bookstore had Wintel 95, but most students did not know and probably
: > went to Wal-Mart and Software etc. Office 95 sells for $169. I may get the
: > Mac office when the new version comes out..
: >
: > Apple is a puny $11 billion corp...
: >
: >

: God, I'm embarrased to say I agree with Sinclair. From what I've read articles
: are still saying Windoze is <<almost>> as easy to use as a Mac. One of my
: fellow employess lost his liking for it (win'95) after it screwed up his hard
: drive and he had to re-partition it 300MB down the drain. And yes, he knows
: how to run a computer he's our network administrator.

A funny thing is... a lot of die-hard PC-people don't want to buy Win'95
because it'll make things too easy... like a Mac.

: Scott

--

_ _ _ _ _ _ _ _ _ _ _ _ _
Kevin Dolorico ___//
http://www.j51.com/~tmaster/ <O O>
kwd9152@is2.nyu.edu _/
"Brand new flavor in 'yer ear"

2594. Re: The JAGUAR is an IBM !!!!!!!!!!!! (Was: The end is near..)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-30 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DE4E4M.J87@crash.cts.com>
Source record: 11449
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

PullisG (pullisg@aol.com) wrote:
: In article <41r513$bob@dialin01.teaminfinity.com>, root@TeamInfinity.com
: (root) writes:

: >DUH!!!!!!!!!!!!!!!
: >
: > The JAGUAR is an IBM !!!!!!!!!!!!
: >
: >

: And PowerMacintoshes are IBM's too! (at least the ones using the 601. The
: 601 is manufactured by IBM) The hard drives in alot of Performa's and
: newer Mac's are IBM IDE drives too.

: So, the Jag is an IBM, the Apple is an IBM. About the only thing IBM
: dosen't make well is "IBM's" ;)

Nope, sorry. The PPC chips are manufactured by Motorola under a joint license by IBM and Apple. The architechture (basic idea) of the PPC RISC chip is an IBM design. However, the completed implementation was a project of Motorola and Apple.

Basically it went like this:

APPLE: "Check this out! IBM research has designed this nifty RISC CPU architechture. Let's use it. Hey, we use Motorola chips in our existing designs. Why not ask them to build something for us based on this?"

APPLE to MOTOROLA: "We have this neat idea for a new computer, but we need you to help us build it. Are you interested?"

MOTOROLA: "Are you kidding??! YES, when do we start."........

IBM licensed the basic design to Motorola. Apple has the notoriety of thinking up the idea for a complete computer. Motorola has the distinction of building and expanding upon IBM's design. However, the actual chip layouts and core design are all Motorola's. Motorola uses the IBM based technology in ther PPC chips AND their 68060 chips. IBM merely collects royalties on the concept implementation.

As to the Jaguar. Atari designed it, prototyped it, and IBM manufactures it via Atari's specifications and design. It is not an IBM design, it's an Atari design.

Rich

2595. Re: The end is near..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-30 00:00:00 UTC
From: pullisg@aol.com
Message-ID: <42238e$o55@newsbf02.news.aol.com>
Source record: 11450
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <421421$kta@cmcl2.NYU.EDU>, kwd9152@is2.nyu.edu (Kevin Dolorico) writes:

>A funny thing is... a lot of die-hard PC-people don't want to buy Win'95
>because it'll make things too easy... like a Mac.
>
>
>
>: Scott

Obviously, none of these people have to act as computer support in a real office trying to do real work. Windows is a nightmare. MacOS makes me feel like the Maytag Repair Man.

And to stay on topic:
JAG'S ARE REAL COOL!!!!

Gar.
pullisg@aol.com

2596. Re: Dan Dorfman is owed an apology!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-30 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4223p8$cc1@ccshst05.cs.uoguelph.ca>
Source record: 11451
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

: I have already seen the press release..

Then why the hell do you claim that the 3DO is selling so well?
Can't you get it through your head that none of the new machines are?

: I am talking about sales decline from the previous summer. Of course sales
: will be higher in the Christmas period.

It's one quarter Peter and for all parties, a very insignifigant one.

: Nothing to brag about..

No, but it is more than the 100,000 sold worldwide crap that you
constantly spout.

: Excuse me...$3 million in a three month period is not as bad?

If someone offered you a choice, would you take $2 million or $3
million?

: Yep..

I'll quote you on this. :-)

: Who needs 64 bit titles? Thats why I love the Jag...

It's not like you've ever actually seen a Jaguar in action so why
do you print this?

>> Mark <<

--
==
Mark Rathwell = "Here I go again, walking down the same old
The University Of Guelph = streets. I don't want to see anybody, I
= want to be discreet"
mrathwel@uoguelph.ca =
= Look for my web page, coming soon!
==

2597. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-30 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.809813929@gmi.edu>
Source record: 11452

sinclap2954@cobra.uni.edu writes:

>Did I hit a raw nerve? If its true that members of the video game buying
>public just reads video game mags, than this continent is in deep du du. I
>have seen ads from other console firms in the mags that I read..

Not very often, nimrod. Go to the local bookstore and pick up some
video game magazines. Chances are you might see some Jaguar ads
in them.

>Apple and Compaq adverised in Newsweek, Time, People and the Rolling
>Stones..Ge, no GTE I wonder why...

You are such an IDIOT! Why do you keep talking about computers
as though the Jaguar is competing with them!? The Jaguar is NOT
a computer! Get it? Apple and Atari are NOT competitors anymore!
Get it? So stop your useless drivel and GET OVER IT!!!

/Kevin

> Peter Sinclair-Day Performa 636/8-250/CD
> University of Northern Iowa

A brain... envy of the Sinclair family for decades...

2598. Re: Windows 95 & PCs

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-30 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95242.200216STIRRE31@MAINE.MAINE.EDU>
Source record: 11453

Kevin,
My Falcon can deal with large hard drives. SCSI-II port.
I also have multitasking (MultiTOS and Mag!x for _preemptive_
and Geneva for cooperative). I still think UIS looks nice :-).
I will admit that you have a great machine for networking. I
wouldn't mind a Mac for that reason alone. However, software
for the Atari will come out. It is only a matter of time.
As far as the OSs what exactly can you do on the Mac that you
can't on a newer version of TOS (2.06 and above)? I am
curious.
The problem I have with Macs is that they look like they may end
up like Ataris- great machines that should have made it but just
didn't. It is hard to compete with clones and Microsoft. But
maybe a PowerMac is in my future (with MagixMac, of course).
-scott tirrell

2599. Re: Wanted-- Atari Stacey

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-30 00:00:00 UTC
From: Jan Dooms <jandooms@tornado.be>
Message-ID: <422qok$6st@tornix.tornado.be>
Source record: 11454

I am not sure or you want it second hand, but TOAD computers
has some stacy's left I supose.
You find them on the net:
http://www.toad.net/atari/tmarhard.html
Look for the hardware upgrades.

2600. Re: The JAGUAR is an IBM !!!!!!!!!!!! (Was: The end is near..)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-31 00:00:00 UTC
From: rotbard@ix.netcom.com
Message-ID: <423fnk$e5l@ixnews6.ix.netcom.com>
Source record: 11455
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In <422guq$1dvn@sernews.raleigh.ibm.com> PCDIRECT26@ writes:
>

>Close, but no cigar. IBM has played an active role in PowerPC and continues
>to work on the design. IBM also manufactures PowerPC chips for use in IBM
>and OEM systems. IBM also manufactures OEM systems based on PowerPC
>and the OEM's specifications.
>
>>As to the Jaguar. Atari designed it, prototyped it, and IBM manufactures
>>it via Atari's specifications and design. It is not an IBM design, it's
>>an Atari design.
>
>Yes, correct.
>
>>
>>Rich
>>
>
>
>- Cory Kim
>The opinions expressed above are my own, and not necessarily
>those of my employer. Nevertheless, they are correct.

Hmmm an IBM lurker.... Than how do you explain the use of the
Microchannel cartridge interface on the Jaguar? :) Does that mean I can plug
my carts into my PS/2 77?

Eric

2601. Re: The JAGUAR is an IBM !!!!!!!!!!!! (Was: The end is near..)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-31 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug31.200718.48339@cobra.uni.edu>
Source record: 11456
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <DE4E4M.J87@crash.cts.com>, richcsst@crash.cts.com (Richard John Kelsch)
writes:
> PullisG (pullisg@aol.com) wrote:
> : In article <41r513$bob@dialin01.teaminfinity.com>, root@TeamInfinity.com
> : (root) writes:
>
> : >DUH!!!!!!!!!!!!!!!
> : >
> : > The JAGUAR is an IBM !!!!!!!!!!!!!
> : >
> : >
>
> : And PowerMacintoshes are IBM's too! (at least the ones using the 601. The
> : 601 is manufactured by IBM) The hard drives in alot of Performa's and
> : newer Mac's are IBM IDE drives too.
>
> : So, the Jag is an IBM, the Apple is an IBM. About the only thing IBM
> : dosen't make well is "IBM's" ;)
>
> Nope, sorry. The PPC chips are manufactured by Motorola under a joint
> license by IBM and Apple. The architechture (basic idea) of the PPC RISC
> chip is an IBM design. However, the completed implementation was a
> project of Motorola and Apple.
>
> Basically it went like this:
>
> APPLE: "Check this out! IBM research has designed this nifty RISC CPU
> architechture. Let's use it. Hey, we use Motorola chips in our existing
> designs. Why not ask them to build something for us based on this?"

IBM also manufactures the PPC chips..

>
> APPLE to MOTOROLA: "We have this neat idea for a new computer, but we
> need you to help us build it. Are you interested?"
>
> MOTOROLA: "Are you kidding??! YES, when do we start."........
>
>
> IBM licensed the basic design to Motorola. Apple has the notoriety of
> thinking up the idea for a complete computer. Motorola has the
> distinction of building and expanding upon IBM's design. However, the
> actual chip layouts and core design are all Motorola's. Motorola uses
> the IBM based technology in ther PPC chips AND their 68060 chips. IBM

> merely collects royalties on the concept implementation.
>
Apple also consulted in the design of the chip as well. As for the PowerMacs, they are Apple design.

> As to the Jaguar. Atari designed it, prototyped it, and IBM manufactures
> it via Atari's specifications and design. It is not an IBM design, it's
> an Atari design.

Technicaly, an outside contractore designed the main chips for Atari. Read the Jagflop FAQ..
>
> Rich
>

The Atari Jihad...not as powerful as Iran, but equaly fanatical..

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2602. Re: Dan Dorfman is owed an apology!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-31 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug31.201900.48340@cobra.uni.edu>
Source record: 11457
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <4223p8$cc1@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : I have already seen the press release..
>
> Then why the hell do you claim that the 3DO is selling so well?
> Can't you get it through your head that none of the new machines are?

In comparison to the Jagflop, the 3do is doing well despite the higher price.

>
> : I am talking about sales decline from the previous summer. Of course sales
> : will be higher in the Christmas period.
>
> It's one quarter Peter and for all parties, a very insignifigant one.

But, when 3do has had a bad quarter, its a different story..
>
> : Nothing to brag about..
>
> No, but it is more than the 100,000 sold worldwide crap that you
> constantly spout.
>
> : Excuse me...$3 million in a three month period is not as bad?
>
> If someone offered you a choice, would you take $2 million or $3
> million?

Atari's sales collapse from the same quarter a year ago. The Jagflop lost any momentum(if it had any).

>
> : Yep..
>
> I'll quote you on this. :-)
>
> : Who needs 64 bit titles? Thats why I love the Jag...
>
> It's not like you've ever actually seen a Jaguar in action so why
> do you print this?

Who's fault is that? I can't find one..The point is that it is not how good the Jagflop could of have been, but how Atari handled it is the issue.

>
> >> Mark <<

>
> --
> ==
> Mark Rathwell = "Here I go again, walking down the same old
> The University Of Guelph = streets. I don't want to see anybody, I
> = want to be discreet"
> mrathwel@uoguelph.ca =
> = Look for my web page, coming soon!
> ==

The Jag..the Ross Perot of the console world...

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2603. Re: The JAGUAR is an IBM !!!!!!!!!!!! (Was: The end is near..)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-31 00:00:00 UTC
From: kh3@fatchance.gov
Message-ID: <423mo6$15kg@news-s01.ny.us.ibm.net>
Source record: 11458
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <423fnk$e5l@ixnews6.ix.netcom.com>, rotbard@ix.netcom.com (Richard/Eric Rotbard) says:
>
>In <422guq$1dvn@sernews.raleigh.ibm.com> PCDIRECT26@ writes:
>>
>

>>>As to the Jaguar. Atari designed it, prototyped it, and IBM manufactures
>>>it via Atari's specifications and design. It is not an IBM design, it's
>>>an Atari design.
>>
>>Yes, correct.
>>
>>>

>>
>>- Cory Kim
>>The opinions expressed above are my own, and not necessarily
>>those of my employer. Nevertheless, they are correct.
>

Errr... not completely correct.
Comptronics in Colorado Springs, Colorado manufactures Jaguars.
Don't know if they work for IBM.

//
Hawley Smoot kh3@fatchance.gov

2604. Re: ST replay

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-31 00:00:00 UTC
From: Krodge <hodgek@ehche.ac.uk>
Message-ID: <424krq$ab7@rs3.rz.uni-hohenheim.de>
Source record: 11459

freddy wrote:
>Hi!
>Somebody has description of ST REPLAY?It is in Protrecker ST.You can choice
>YAMAHA ST chip and ST REPLAY.I want conntct my D/A convertor to ST replay...
>THX!

ST Replay *was* Microdeal's 8 bit sound sampling and playback cartridge that, predictably enough, plugged into the ST's cartridge port. Their was also a 16 bit version (Replay 16), and a stereo version (Stereo Replay).

Microdeal released their Stereo Replay editing software into the public domain, ooooh, months ago. I seem to recollect (do correct me if I'm wrong) that they went down the swannee shortly thereafter.

2605. Re: Windows 95 & PCs

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-31 00:00:00 UTC
From: Gard Eggesboe Abrahamsen <ga@www.hials.no>
Message-ID: <424q0o$dsa@doffen.uninett.no>
Source record: 11460

kwd9152@is2.nyu.edu (Kevin Dolorico) wrote:
>STIRRE31@MAINE.MAINE.EDU wrote:
>: Kevin,
>: My Falcon can deal with large hard drives. SCSI-II port.
>Well, I was talking about 2.** and earlier... with its 32 meg partition
>limit...

Excuse me? Which 32 meg partition limit? I've got an M4STe with TOS 2.06 and have one single 345 Meg partition (SCSI). Are you sure you're not thinking of M$-DO$?

>: I will admit that you have a great machine for networking. I
>: wouldn't mind a Mac for that reason alone. However, software
>: for the Atari will come out. It is only a matter of time.
>Hahahaha. :) It's only a matter of time? :) I got tired of waiting. :)

Duh... I do believe there is a little thing called MiNTnet, which supports the BSD socket implementation, and there are also even different network cards for Atari computers? Heck, there's even a version of Lynx compiled for MiNTnet, and if you don't like MiNTnet, you can always run Linux on the TT or better.

>Still, the only thing really going for the Falcon right now is Cubase
>Audio. Come on, you can't even run 28.8k modems on these machines w/o OS
>patches. :)

Oh? Strange. I am so certain that I had hooked my M4STe to my friend's Falcon on some 131kbit, and we did a little experiment on a half meg line between'em. Try CoNnect. Damn good modem program. ;^)

>allocated to programs... the recoverable trash can's built in... long

"built in" is a very relative expression. AFAIK, 95% (percentage is a guess and I do by no means claim it to be accurate) of the MacOS is on the harddisk.

>file names are actually nice---much more valuable than I ever thought they

That's a filesystem problem, not an operatingsystem problem. With MiNT, you can do just about any filesystem you please. In fact, running MiNT with a Minix partition is recommended. And yes, I do like '/' a lot better than ':' to seperate directories, but then again, that might just be me being too used to UNIX.

>would be when I was using the ST and PCs... also, you can place files
>right on the desktop...as well as set up aliases for files wherever.

I don't have any problems putting files and program right on the desktop. As for linking files, that is again a filesystem problem and not an operatingsystem problem. If you run a Minix partition, you should have no

problems linking files. Doing it on a DOS partition will not work, simply because the DOS filesystem specification does not support linking of files.

>I guess a big reason why the MacOS seems a bit better than TOS is that
>many of the basic features require a lot of auto folder programs via TOS
>to make things more even. -- yes, I realize a lot of the things I
>mentioned really are possible on the ST, but things aren't quite as
>intuitive.

Where did I hear that before? Oh yea! My brother. Well, who said the ST was a machine for end-users? I like to see the ST/TT/Falcon as professional computers for people who know what they are doing, and Macs as end-user computers for people who knows nothing about how a computer works and has no plans whatsoever to learn about them.

>Fine, there might be less thinking involved for the same functions on the
>Mac, but hey, I like it if it saves time.

Using a proper command shell like 'bash' saves a lot of time for me, because I don't have to spend time on locating the items I need on the screen or navigating the mouse. I just quickly type in what I'm thinking and it happens. Then again, the operations I do on the computer probably differs a lot from yours, which would explain why you might not have encountered this "problem".

>Yeah, PowerMacs are fun, and their price has gone down quite a
>bit(considering how much power you actually get, same w/ PCs)...

However, they go surprisingly slow compared to the hardware it has. The hardware is quite impressive, so why the h*** can't the programmers at Apple optimize the kernel properly?

>There were no programs that I truly "LOVED" that couldn't be replaced by
>more intuitive/more professional looking programs. I'm just curious,
>what programs do you currently use on a regular basis?

GenST, FirstWord+, ProTracker, ST Guide and diverse command shells.

>Still, as a student @ NYU, I have access to studios in the school... as
>well as potentially studios around the city. I kind of feel that the
>Falcon(the limited "future" of atari?) has been reduced to a one-hit
>wonder... one program is now carrying its sales.

I think that has a lot to do with Atari's lacking ability to market the computer, as well as mass media enjoying to slash Atari and making people believe that Micro$oft or Apple are the only ways to go (and for that matter, to many people, PC and Mac are the only things that exist).

>However, if you want to do it all at home(and do digital recording...) go
>ahead and get a falcon. :) OR... if you have THAT much to spend, chances
>are that you'll have an extra few thousand to get the more widely
>supported PC/Mac digital recording systems out there.

Blah! I tried some tracker programs on a 16-bit soundblaster on PC. The sound stinked! It was more noisy and inaccurate than what I got out of my M4STe when

I replayed the same module!

Gard Eggesboe Abrahamsen ga@alesund.fylkesbibl.no Happiest guy in the world
PO Box 5061, Larsgaarden ga@www.hials.no http://www.hials.no/~ga/
N-6021 Aalesund, Norway ga@www.moredata.no

2606. Re: Windows 95 & PCs

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-31 00:00:00 UTC
From: kwd9152@is2.nyu.edu
Message-ID: <423qqv$34g@cmcl2.NYU.EDU>
Source record: 11461

STIRRE31@MAINE.MAINE.EDU wrote:
: Kevin,
: My Falcon can deal with large hard drives. SCSI-II port.

Well, I was talking about 2.** and earlier... with its 32 meg partition limit...

: I also have multitasking (MultiTOS and Mag!x for _preemptive_
: and Geneva for cooperative). I still think UIS looks nice :-).
: I will admit that you have a great machine for networking. I
: wouldn't mind a Mac for that reason alone. However, software
: for the Atari will come out. It is only a matter of time.

Hahahaha. :) It's only a matter of time? :) I got tired of waiting. :) Still, the only thing really going for the Falcon right now is Cubase Audio. Come on, you can't even run 28.8k modems on these machines w/o OS patches. :)

: As far as the OSs what exactly can you do on the Mac that you
: can't on a newer version of TOS (2.06 and above)? I am
: curious.

Hmm, did I actually state that? Uhm... for some unknown reason, a lot of the commands just seem to make sense(err, keyboard short cuts). Uhm... custom icons are easier to assign--- specific amounts of memory can be allocated to programs... the recoverable trash can's built in... long file names are actually nice---much more valuable than I ever thought they would be when I was using the ST and PCs... also, you can place files right on the desktop...as well as set up aliases for files wherever.

I guess a big reason why the MacOS seems a bit better than TOS is that many of the basic features require a lot of auto folder programs via TOS to make things more even. -- yes, I realize a lot of the things I mentioned really are possible on the ST, but things aren't quite as intuitive.

Fine, there might be less thinking involved for the same functions on the Mac, but hey, I like it if it saves time.

: The problem I have with Macs is that they look like they may end
: up like Ataris- great machines that should have made it but just
: didn't. It is hard to compete with clones and Microsoft. But
: maybe a PowerMac is in my future (with MagixMac, of course).

Yeah, PowerMacs are fun, and their price has gone down quite a bit(considering how much power you actually get, same w/ PCs)...

One of the really nice things I liked about STs(and Amigas) was the "Demo" scene. 'twas nice. I have doubts about MM since all of the good Atari software "breaks the rules"....err, "pushes the hardware to the limits". A lot of that stuff probably will be incompatible.

There were no programs that I truly "LOVED" that couldn't be replaced by more intuitive/more professional looking programs. I'm just curious, what programs do you currently use on a regular basis?

Still, as a student @ NYU, I have access to studios in the school... as well as potentially studios around the city. I kind of feel that the Falcon(the limited "future" of atari?) has been reduced to a one-hit wonder... one program is now carrying its sales.

However, if you want to do it all at home(and do digital recording...) go ahead and get a falcon. :) OR... if you have THAT much to spend, chances are that you'll have an extra few thousand to get the more widely supported PC/Mac digital recording systems out there.

_ _ _ _ _ _ _ _ _ _ _ _ _
Kevin Dolorico ___//
http://www.j51.com/~tmaster/ <O O>
kwd9152@is2.nyu.edu _/
"Brand new flavor in 'yer ear"

2607. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-31 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Aug31.202351.48342@cobra.uni.edu>
Source record: 11462

In article <khaley.809813929@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu writes:
>
>>Did I hit a raw nerve? If its true that members of the video game buying
>>public just reads video game mags, than this continent is in deep du du. I
>>have seen ads from other console firms in the mags that I read..
>
> Not very often, nimrod. Go to the local bookstore and pick up some
> video game magazines. Chances are you might see some Jaguar ads
> in them.

I have...Lots of Jagflop cdrom vapor ads in the mags for about a year.. I have
seen Atari's competitors advertise in the mags i read(non video games one)..

>
>>Apple and Compaq adverised in Newsweek, Time, People and the Rolling
>>Stones..Ge, no GTE I wonder why...
>
> You are such an IDIOT! Why do you keep talking about computers
> as though the Jaguar is competing with them!? The Jaguar is NOT
> a computer! Get it? Apple and Atari are NOT competitors anymore!
> Get it? So stop your useless drivel and GET OVER IT!!!

No, but Atari competitors do, GET OVER IT!!

>
> /Kevin
>
>> Peter Sinclair-Day Performa 636/8-250/CD
>> University of Northern Iowa
>
> A brain... envy of the Sinclair family for decades...

The Jag...envy of 2600 owners across China..

>

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2608. Re: Windows 95 & PCs

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-31 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95243.145701STIRRE31@MAINE.MAINE.EDU>
Source record: 11463

Well, I bought my Falcon in 1993 so at that time it really wasn't a bad deal. An LCIII system was a little more expensive for comparison (and I'd need to buy the keyboard :-)).
I think software on the Atari is underrated. It is powerful stuff and generally costs much less than that on a Mac. I use Pagestream, NVDI, AtariWorks, many games (Civ, Asteroidia, Pirates!, DM to name a few) and lots of other odds and ends. I think Pagestream and Atariworks can do what most college students want. The printout to a BJ-5 is very nice.
I view AUTO programs and patches differently than you. The Mac OS has some great features but it is so large! With GEM you can choose what you need with AUTO folder programs and save resources with what you don't need. TOS 2.06 and above has drag and drop as well as the ability to place files on the desktop. I can also configure my keys on the desktop ('O' to Open and so forth) and assign function keys to launch programs. I can also have long filenames with MultiTOS and a Minix partition.
I will concede that the Mac OS is easier to upgrade, though :-).
Hope none of this is seen as Mac bashing as I really do like Macs (I just like Ataris more). And I can understand why some people don't want to wait for good networking software when it is available elsewhere (though I think it will start appearing very soon now for Ataris).
-scott tirrell

2609. Re: Windows 95 & PCs

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-31 00:00:00 UTC
From: Larry Carter <LarryX_Carter@ccm.jf.intel.com>
Message-ID: <425b06$g8n@news.jf.intel.com>
Source record: 11464

<STIRRE31@MAINE.MAINE.EDU> wrote:
>Kevin,
>My Falcon can deal with large hard drives. SCSI-II port.
>I also have multitasking (MultiTOS and Mag!x for _preemptive_
>and Geneva for cooperative).

Yeah, but too little too late. Atari has always been behind
the rest of the industry.

>I will admit that you have a great machine for networking. I
>wouldn't mind a Mac for that reason alone. However, software
>for the Atari will come out. It is only a matter of time.

I first had a 520STm and still have a 520STfm. Back then,
people were saying the same thing. Standard network interfaces
were againk, too late. I remember crazy net crap like MIDI
networks and cartridge slot interfaces etc.

>As far as the OSs what exactly can you do on the Mac that you
>can't on a newer version of TOS (2.06 and above)? I am
>curious.

How about alot. Don't get me wrong. When the ST first came
out, it was great. A GUI (which was a rarety in those days) on
a good stable machine that was pretty inexpensive. But sit
down in front of an older TOS machine today, GEM will drive you
up the wall, it has NO power. Again, as TOS versions went up,
Atari started to add the kinds of things that Mac (and even
Amiga) users were used to. These kind of things needed to be
implemented into the system from the beggining, not years later
when it meant every developer out there had to compoletly
rewrite their code, and even if they did, they had no way of
knowing who had what version. Plus, upgrades for older
machines were practically non-existent.

>The problem I have with Macs is that they look like they may end
>up like Ataris- great machines that should have made it but just
>didn't. It is hard to compete with clones and Microsoft.

Sad, but true. The fact is, that success in the marketplace
has nothing to do with how good your OS is, or how open your
system is, etc. etc. One look through computing history will
show you alot of goot machines sitting by the roadside for one
reason or another. Propriatary and hard to get hardware, hard
to get software, poor support, the list goes on. You can get
alot of these things right and still fall on your face, just

look at NeXT. In a way, Im sorry about it, I have always loved Atari's. But today the simple fact is, I can get more power, more easily and for less money with alot of other platforms then the Atari. Thats why I just have my 520STfm.

Larry Carter

2610. Re: The JAGUAR is an IBM !!!!!!!!!!!! (Was: The end is near..)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-31 00:00:00 UTC
From: <>
Message-ID: <424bpc$14dp@sernews.raleigh.ibm.com>
Source record: 11465
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In <423fnk$e5l@ixnews6.ix.netcom.com>, rotbard@ix.netcom.com (Richard/Eric Rotbard) writes:

>Hmmm an IBM lurker.... Than how do you explain the use of the
>Microchannel cartridge interface on the Jaguar? :) Does that mean I can plug
>my carts into my PS/2 77?
>

What, you never heard of the M-Jaguar Adapter/A? :)
** For you gullible types, the above is a _joke_

- Cory Kim
The opinions expressed above are my own, and not necessarily
those of my employer. Nevertheless, they are correct.

2611. Re: The JAGUAR is an IBM !!!!!!!!!!!! (Was: The end is near..)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-08-31 00:00:00 UTC
From: <>
Message-ID: <424btk$14dp@sernews.raleigh.ibm.com>
Source record: 11466
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In <423mo6$15kg@news-s01.ny.us.ibm.net>, kh3@fatchance.gov (Hawley Smoot) writes:

>Errr... not completely correct.
>Comptronics in Colorado Springs, Colorado manufactures Jaguars.
>Don't know if they work for IBM.
>

Point accepted--I recall the press release stating that IBM was
manufacturing them, but must have missed the one stating that
we stopped...

- Cory Kim
The opinions expressed above are my own, and not necessarily
those of my employer. Nevertheless, they are correct.

2612. Re: Windows 95 & PCs

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-01 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.258.000994EE@ti.com>
Source record: 11467

In article <423qqv$34g@cmcl2.NYU.EDU> kwd9152@is2.nyu.edu (Kevin Dolorico) writes:
>allocated to programs... the recoverable trash can's built in... long
>file names are actually nice---much more valuable than I ever thought they

Long filenames -- like I was using it back around 85 (or was it 84) when
I first use the Macintosh, and even earlier on Unix (~1978) . Guess it's
something new to MS brainwashed DOS users.

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520STFM/4Mb/44M HDD/Magic2.01/EASE
ProbeHouse Software developer | ||| &
Internet Email: wongck@ti.com |/ | \ 486DX33/8Mb/210M+850M HDD/WFW3.11
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

2613. Re: The JAGUAR is an IBM !!!!!!!!!!!! (Was: The end is near..)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-01 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DE7wJr.D2w@crash.cts.com>
Source record: 11468
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Richard/Eric Rotbard (rotbard@ix.netcom.com) wrote:

: Hmmm an IBM lurker.... Than how do you explain the use of the
: Microchannel cartridge interface on the Jaguar? :) Does that mean I can plug
: my carts into my PS/2 77?

Considering they are a compact and readily available connector, then
don't you think it obvious that a designer would choose such a connecter
for the cart interface?? Besides, who says it's "microchannel"?? Just
because it uses the same connector doesn't mean it uses the same pin
layout, timing, and protocol (not to say it isn't).

Heck, the 25 pin D connector is used for more things than RS232.
Parallel and serial ports have 25 pin D connectors.

The 9 pin D connector was originally for joysticks. Now it's used for
serial ports and video ports.

Just because a PC board has a connector on it that is identical to
another doesn't mean it's the same.

Frankly, IBM has an excellent manufacturing and quality control facility
and reputation. They have been in the electronic manufacturing business
longer than anyone else. They are an excellent choice for Atari.
Besides, it relinquishes Atari from the financial burden and hassel of
manufacturing. IBM has the experience, why not let them do it?

It is a fact that the Jaguar is 100% Atari designed. It is manufactured
by IBM under contract with Atari. IBM is to make them, test them, and
ship them to Atari...nothing more.

Rich

2614. Re: Windows 95 & PCs

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-01 00:00:00 UTC
From: Larry Carter <LarryX_Carter@ccm.jf.intel.com>
Message-ID: <427ljt$6uo@news.jf.intel.com>
Source record: 11469

Gard Eggesboe Abrahamsen <ga@www.hials.no> wrote:

>Excuse me? Which 32 meg partition limit? I've got an M4STe with TOS 2.06 and
>have one single 345 Meg partition (SCSI). Are you sure you're not thinking of
>M$-DO$?
>
Actually, prior to TOS 2 was the 32 meg partition limit.

>Duh... I do believe there is a little thing called MiNTnet, which supports the
>BSD socket implementation, and there are also even different network cards for
>Atari computers? Heck, there's even a version of Lynx compiled for MiNTnet, and
>if you don't like MiNTnet, you can always run Linux on the TT or better.

Yeah, you can always run Linux on other platforms too, the
networking will be better and cheaper. Every net solution on
the Atari has been a complete joke. Of course in Europe there
seems to be no such thing as standard platforms so anything
goes right?

<text deleted>

>"built in" is a very relative expression. AFAIK, 95% (percentage is a guess and
>I do by no means claim it to be accurate) of the MacOS is on the harddisk.

Which means it can get upgraded as it needs to cheaply and
easily. The Atari has never been able to do that. My 520STfm
is stuck on Rainbow TOS, and will be till it dies. OS
upgradability is vital for the future of any platform. Having
the OS on disk is only a question of disk space (not memory
like every one thinks, having the OS on ROM will not take much
less RAM.) which, now days, is not an issue at all.

>That's a filesystem problem, not an operatingsystem problem. With MiNT, you can
>do just about any filesystem you please. In fact, running MiNT with a Minix
>partition is recommended. And yes, I do like '/' a lot better than ':' to
>seperate directories, but then again, that might just be me being too used to
>UNIX.

The filesystem is imbeded in the OS and so is a problem. Again
the UNIX/Linux argument is moot. The OS of the Atari has been
a problem from day one. Of course switching to a new OS could
solve the problem, but thats not the issue, the issue is the
SHIPPING OS.

>I don't have any problems putting files and program right on the desktop. As
>for linking files, that is again a filesystem problem and not an
>operatingsystem problem. If you run a Minix partition, you should have no

>problems linking files. Doing it on a DOS partition will not work, simply
>because the DOS filesystem specification does not support linking of files.

Your right, DOS doesn't support file linking. But the Mac (the
machine he was talking about) does, and has for years. Mac
users were able to easily upgrade to the new OS that had this.
Atari users had to buy a new system and even then (with their
upgraded OS) still don't have linking. Again your argument
about using another OS on the Atari completley misses the
point.

><text removed> Well, who said the ST was a
>machine for end-users? I like to see the ST/TT/Falcon as professional computers
>for people who know what they are doing, and Macs as end-user computers for
>people who knows nothing about how a computer works and has no plans whatsoever
>to learn about them.

Great argument. WHAT professionals? The music arena maybe, as
a niche machine. And thats IT. Again, in Europe this may not
be a big deal, but having a machine that does what you need it
to do albet with diffuclty and having a machine that does what
you need it to do easily is an issue in those parts of the
world were self-punishment is viewed as foolish. As per usual,
the old machines that collect dust around here (for very good
reasons) are all the rage around there (I know cause I've lived
there).

>Using a proper command shell like 'bash' saves a lot of time for me, because I
>don't have to spend time on locating the items I need on the screen or
>navigating the mouse. I just quickly type in what I'm thinking and it happens.
>Then again, the operations I do on the computer probably differs a lot from
>yours, which would explain why you might not have encountered this "problem".

As a Linux user, I agree, command line OS's are faster for
users who know what they are doing. But that was not the point
of the Atari machines and GEM when they came out. The idea
here is ease of use with as much power as possible. The Atari
ships with TOS, correct? Buying an Atari to run Linux and then
saying how great it is because now you have long filename
support "just like the Mac or Win95" or whatever is a bunk
argument. TOS/GEM sucks, it always has it always will.

>However, they go surprisingly slow compared to the hardware it has. The
>hardware is quite impressive, so why the h*** can't the programmers at Apple
>optimize the kernel properly?

This is definitly a problem. Every OS out there with the
exception of UNIX has severe size problems. The only reason
TOS doesn't suffer from this problem (at least not on the scale
of MacOS) is because it has less than half the features.

>GenST, FirstWord+, ProTracker, ST Guide and diverse command shells.

Oh please. Old news at best, not to mention that around here, those apps were slaughtered years ago by stuff ten times more powerfull and easier to use. Not to mention that, unless you want to order this crap from overseas, you'll have a hell of time getting it.

>I think that has a lot to do with Atari's lacking ability to market the
>computer, as well as mass media enjoying to slash Atari and making people
>believe that Micro$oft or Apple are the only ways to go (and for that matter,
>to many people, PC and Mac are the only things that exist).

This is, sadly, true. I remember when the first ST's were announced. I was thrilled. Having always had a love for Atari, the chance to own what was, at that time, one of the hottest machines in the world, was something I dreamed of for years. Atari's marketing in those days was good, but its association with the 2600 made people shy away from the ST's. Slowly, the marketing efforts of Atari went to the way side. Because they had been popularized in Europe (especially Germany), Atari moved marketing to there, and focused on only the niche market of musicians here in the states. Niche machines will all die eventually. It happended to the Amiga, it's almost over for the Atari, and the Mac is well on its way.

>Blah! I tried some tracker programs on a 16-bit soundblaster on PC. The sound
>stinked! It was more noisy and inaccurate than what I got out of my M4STe when
>I replayed the same module!

So your going to compare a SB16 to the Falcon. DUH! Of course the Falcon/M4STe will sound better. The SB16 is a HOME standard board. Trying looking at the true studio sound systems available fo the PC then try to push the Atari.

A few years ago when I found out about the Falcon I was thrilled again. I thought Atari was making a come back, then I saw the price, outrageous. No one in there right mind would pay that much for that machine. PERIOD. Not to mention I never actually saw the machine, only an add, and Atari has a bad rep for annoucing products that never happen. Atari is dead. I don't really like any better than anyone else. I still love my 520STfm (even though TOS sucks and its slower than crap) because I still love Atari. But facts are facts. Nothing can save them now, not niche software/hardware, not a TOS upgrade, not a replacement OS, nothing. I don't care if they produce a machine with better graphics, sound, expandability and software with a low price tag, they will not survive. There are simply too many stigmas that go along with the name Atari.

None of this is directed at anyone personally. Nor am I trying to make thousands of Europeans mad at me, the decisions on systems there have been good ones for other reasons. With the home being the true driving force for machines there, it actually helps the industry, because real people know how to

make decisions better than the suits of business. Thats what
makes our machines here in the states driven to more power, not
neccessarily better systems. However, this will slowly merge,
I believe into systems that, in the future, will be great for
both.

LarryX_Carter@ccm.jf.intel.com
These are my appinions, not neccessarily Intels.

2615. F030 Developers & User List

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-01 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <4282vl$h7m@dux.dundee.ac.uk>
Source record: 11470

Hi,

These lists will both be updated in early October. My appologies
to anyone who has send their details in and has not seen them
appear on the web pages.

Rod

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
ex-President, University of Dundee, Dramatic Society

2616. Re: Windows 95 & PCs

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-01 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95244.233134STIRRE31@MAINE.MAINE.EDU>
Source record: 11471

Larry,
You make some pretty bold statements. TOS/GEM is crap? Compare TOS 2.06 and above to Windows 3.1. Besides you can get replacement desktops like Neodesk (up to version 4) and Ease and Thing. Sure, it takes up memory but it is the same situation with the Mac. Ataris also have preemptive multitasking which I believe the Mac does not but you say Ataris are behind.
You say there is a lot of things you can do on the Mac's OS that you can't do on early versions of TOS. Does this seem fair? Why not try out Falcon 4.04 and tell us what you think. It is very, very nice although I will probably get Magix version 3 when it becomes available with Thing or Ease. What alternatives do you have on the Mac? I don't know of anyone using alternative desktops (besides At Ease).
If you want to give your 520 ST a shot in the arm then try out a new desktop like Thing (availible on the Net). And, again, long filenames are available with MultiTOS; you don't need Linux.
I don't think I was "stupid" to buy a Falcon 4/85 at the price of $1,300, thank you. At that time I could've bought an LCIII for the same price. I think I made the right choice. I enjoy using the Atari more than I would the Mac. Doesn't that matter?
As far as networking solutions, many home users don't need to network systems together. If they do a MIDI connection seems to be adaquate. What is wrong with that? My Falcon does have a Localtalk port, btw.
You mocked a person because the apps he used were replaced by (in your opinion) superior programs. This is subjective and if a person is comfortable with a program and it is powerful enough then why should he/she change? Or do you buy every upgrade immediately no questions asked?
Again, try Thing.
-scott tirrell

2617. Re: Windows 95 & PCs

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-02 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <DE98qr.8D8@crash.cts.com>
Source record: 11472

Larry Carter (LarryX_Carter@ccm.jf.intel.com) wrote:
: Yeah, but too little too late. Atari has always been behind
: the rest of the industry.

Yup ... that's why it took Microsoft until 1992 to popularize
a windowing environment like the one Atari had in 1985. :-)

And with respect to the MIDI ports available on every ST ever
made, why it only took until ... until ..., HEY! MIDI ports
still aren't standard on a Clone!

Atari's latest machine (the Falcon, now available from C-Lab)
comes with a standard Digital Signal Processing chip, something
that's been standard on Clones since... since..., HEY! DSPs
still aren't standard on a Clone!

Yes, you're right. Atari has a *lot* to learn about keeping
up with the rest of the industry. NOT!

-- George

Besides, standard Clones aren't compatible with the ST and
won't run Atari software. Maybe someday the Clones will
catch up!

2618. Re: The end is near..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-02 00:00:00 UTC
From: firefox@byron.apana.org.au
Message-ID: <428haa$dqt@hack.byron.apana.org.au>
Source record: 11473
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Libby & Patric (sumyy@hg.uleth.ca) wrote:

: IBM is good for playing games but thats it stick with an apple or
: better yet an Atari. More easy to use with better built programs
: that utilize the computer. Unlike IBM who ever builds up a program
: waste so much of its memory. The Jag will be strong if people don't give
: up.zz

: Patric

: In article <41jjpp$4ae@newsbf02.news.aol.com>, grpdblue@aol.com (GRPDBlue) writes:
: >Yeah.. hate to say it but I'm thinking of giving up my Apple for an IBM...
: >just can't help but salivate at all the IBM comp games out there... kind
: >of like Jaguar users will feel when they Playstation gets rolling.

2619. Re: Windows 95 & PCs

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-02 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FICUEHAPUP@cabal.shnet.org>
Source record: 11474

In <423qqv$34g@cmcl2.NYU.EDU> Kevin Dolorico wrote:

>STIRRE31@MAINE.MAINE.EDU wrote:
>: Kevin,
>: My Falcon can deal with large hard drives. SCSI-II port.
>
>Well, I was talking about 2.** and earlier... with its 32 meg partition
>limit...

You are - of course - referring to the really existing 1 gig partition
limit in TOS >= 1.04, right?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

2620. *** Falcon BBS List ***

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-03 00:00:00 UTC
From: Charles Hirlimann <ch@valholl.u-strasbg.fr>
Message-ID: <42c1ru$k53@apopi.u-strasbg.fr>
Source record: 11475
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,fr.comp.sys.atari,de.comp.sys.st

```
BBS that have a Falcon 030 section
==========================
Version : 0.09
Here is a List of BBSs that have a Falcon Section, If you Have more
please E-mail me info of:
+Name
+Country
+Phone numbers
+Speed (Min /Max)
+Ratios
+Parity ( n of bits ; Even/Odd/None ; bit of stop )
+Used Spaced for Falcon

Now my gathering (by the way I would like to thanki¿½s the people who have
contributed to this list).

Canada (+ 1)
-----------
Grand Central Galaxy
403 986 9843 14.4 kbps 5/1 8-N -1

Total Eclipse II
604 451 0524 14.4 Kbps ??? ???

1ST STeps
604 522 7205 28.8 kbps ??? ???

Denmark (+ 45)
-------------
DK-Soft
43 71 70 75 28.8 kbps no ratios ???

Finland (+358)
-----------
Limited Infinity
9 73 311465 14.4 Kbps no ratios 8-N-1

France (+33)
----------
ACE
1 45 88 75 48 2.4-2.28 Kbps ??? 8-N-1
Brasil
1 44 67 08 44 2.4-28.8 Kbps ??? 8-N-1

TheBbs
1 42 51 11 35 2.4-28.8 Kbps ??? 8-N-1
```

World is Crazy
21 57 14 70 9.6-19.2 Kbps 4/1 ???

Germany (+49)

Doa-Lin-Haï¿½y (Fido Mail only : No files online)
528197505 2.4-14.4 Kbps 2Meg/Day 8-N-1

GoreZone
4841 6069 2.4-19.2 Kbps no ratios 8-N-1

SOS
402994043 0.3-28.8 Kbps no ratios 8-N-1

Wild Box
2381 161398 9.6-19.2 Kpbs no ratios 8-N-1

Netherlands (+31)

SSAG
365333981 28.8 Kbps ??? ???
Norway (+47)

The STand
56 30 58 57 14.4 kbps no ratios 8-N-1

XBASE
73 52 30 18 28.8 kbps ??? ???

Sweden (+46)

Crime City
8 760 40 67 28.8 kbps no ratios ???

Dead Hackers Society North HQ
22551759 0.3-14.4 Kbps no ???
22550532 0.3-14.4 Kbps no

Jabberwocky
31 7956724 14.4 Kbps no ratios 8-N-1

Kockens
46 250256 1.2-14.4 kbps 1/10 8-N-1

MaSTer
303 92083 28.8 kbps no ratios 8-N-1

MidiNet
40 160655 33.6 Kbps Midi 8-N-1
(Free for Foreigners)
STraight
31 363973 28.8 Kbps no ratios 8-N-1

DataLine
87 782886 300-14.4 kbps 10:1 or free 8-N-1

Switzerland

Central Data
+41 (0) 12514827 ??? ??? 8-N-1

U K (+44)

???
0272 881095 14.4Kbps Yes (?) 8-N-1
> Number unobtainable ...
Chameleon
1454 881095 28.8 no ratios 8-N-1

STandard Pro
(0)1394-27155 0.3-14.4 Kbps ??? 8-N-1
> Number is wrong ...

U S A (+ 1)

Alternate Eternities
503 649-7615 0.3-14.4 kbps 1/10 8-N-1

Neostag
216 792 2580 14.4 kbps no ratios 8-O-1

Cumberland county
609 451 7475 14.4 kbps ??? 8-?-?

Molinï¿½s Den of inquity
313 451 0524 300-14.4 Kbps no ratios 8-N-1

Puddle City
503 289 9429 28.8 Kbps ??? ???

SOARing STAR
916 661 1538 14.4 Kbps ??? ???

The Machine
516 764 5748 0.3-14.4 Kbps 1/14 8-N-1

The Rebel
702 435 0786 9.6-33.6Kbps no ratios 8-N-0

The Round Table
609 256 7524 1.2-28.8 Kbps 1/5 & 1/10 8-N-0

PLEASE NOTE:
This list is copyright 1995 by Hirlimann Ludovic. It should be widely distributed as long has NO MONEY IS MADE OUT OF IT. So please distribute it. Upload it to your favorite bbs. If youhave any information dealing with Falcon bbss please mail them to me, those info will be added to the List.
E-mail: Fg024@Cleveland.freenet.edu

2621. Re: Windows 95 & PCs

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-03 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep3.004943.48406@cobra.uni.edu>
Source record: 11476

In article <DE98qr.8D8@crash.cts.com>, dferran@crash.cts.com (George Crissman - Ferran Scientific) writes:
> Larry Carter (LarryX_Carter@ccm.jf.intel.com) wrote:
> : Yeah, but too little too late. Atari has always been behind
> : the rest of the industry.
>
> Yup ... that's why it took Microsoft until 1992 to popularize
> a windowing environment like the one Atari had in 1985. :-)

Eh, Beavis, that was 1990..

>
> And with respect to the MIDI ports available on every ST ever
> made, why it only took until ... until ..., HEY! MIDI ports
> *still* aren't standard on a Clone!
>

Who the hell cares..

> Atari's latest machine (the Falcon, now available from C-Lab)
> comes with a standard Digital Signal Processing chip, something
> that's been standard on Clones since... since..., HEY! DSPs
> *still* aren't standard on a Clone!

Falcons don't do PowerPC or Pentium. So were is all this dsp software?

>
> Yes, you're right. Atari has a *lot* to learn about keeping
> up with the rest of the industry. NOT!

ROTFLMAO!!!

>
> -- George
>
> Besides, standard Clones aren't compatible with the ST and
> won't run Atari software. Maybe someday the Clones will
> catch up!

Atari software, what's that?

>

The Atari Jihad..not as Powerful as Iran, but equally fanatical!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.....

Internet-democrats-request@webcom.com / Type subscribe in body of message

2622. Re: Windows 95 & PCs

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-03 00:00:00 UTC
From: e9250467@stud1.tuwien.ac.at
Message-ID: <42c9dc$sfm@news.tuwien.ac.at>
Source record: 11477

: Which means it can get upgraded as it needs to cheaply and
: easily. The Atari has never been able to do that. My 520STfm
: is stuck on Rainbow TOS, and will be till it dies. OS
: upgradability is vital for the future of any platform. Having
: the OS on disk is only a question of disk space (not memory
: like every one thinks, having the OS on ROM will not take much
: less RAM.) which, now days, is not an issue at all.

Ther is no point in that argument. Magic as the succesor of TOS is
delivered on disc and you and is a disc based operating system. You can
take immedaitae use of it. Hoiwever, ther is the advantage for the user
to decide wether to have the OS in ROM or in RAM from disk.

: >That's a filesystem problem, not an operatingsystem problem. With MiNT, you can
: >do just about any filesystem you please. In fact, running MiNT with a Minix
: >partition is recommended. And yes, I do like '/' a lot better than ':' to
: >seperate directories, but then again, that might just be me being too used to
: >UNIX.

: The filesystem is imbeded in the OS and so is a problem. Again
: the UNIX/Linux argument is moot. The OS of the Atari has been
: a problem from day one. Of course switching to a new OS could
: solve the problem, but thats not the issue, the issue is the
: SHIPPING OS.

TOS is one of the finest operating systems, that have been developed. It
elegant simplicity makes for elegance seconde to none. It has development
possibilties far advanced compared to the Mac.
The lng filenames are really no problem with MinT and Magic. I do not see
any point here. Mybe because of the fact, that the Mac does not have the
ability to load and use different filesystems without patches and tricks?
The usage of long filesnames is absolutely OK.
And - at what point does the Macintosh -depsite their hundreds of
programmers implement proper, premtptive multitasking? Even MS is faster
than Apple on that.

: >I don't have any problems putting files and program right on the desktop. As
: >for linking files, that is again a filesystem problem and not an
: >operatingsystem problem. If you run a Minix partition, you should have no
: >problems linking files. Doing it on a DOS partition will not work, simply
: >because the DOS filesystem specification does not support linking of files.

: Your right, DOS doesn't support file linking. But the Mac (the
: machine he was talking about) does, and has for years. Mac
: users were able to easily upgrade to the new OS that had this.
: Atari users had to buy a new system and even then (with their

: upgraded OS) still don't have linking. Again your argument
: about using another OS on the Atari completley misses the
: point.

not true.

: ><text removed> Well, who said the ST was a
: >machine for end-users? I like to see the ST/TT/Falcon as professional computers
: >for people who know what they are doing, and Macs as end-user computers for
: >people who knows nothing about how a computer works and has no plans whatsoever
: >to learn about them.

: Great argument. WHAT professionals? The music arena maybe, as
: a niche machine. And thats IT. Again, in Europe this may not
: be a big deal, but having a machine that does what you need it
: to do albet with diffuclty and having a machine that does what
: you need it to do easily is an issue in those parts of the
: world were self-punishment is viewed as foolish. As per usual,
: the old machines that collect dust around here (for very good
: reasons) are all the rage around there (I know cause I've lived
: there).

In Europe Sts and TTs are used professionally even in other areas than
music (where it had a 90% marjet share). And about the comfort problem.
Nobody is forced to use bash or anything like that. You can run such a
shell in a window parallel to a findre replacement such as Ease, Thing
that have lots more features than the Mac finder and are even easier tobuse.
And STs are very easy to use.

Look at it another way. The GEM system took a lot of the ideas from the
MAc but was in itsself a far better concept than the MacOS. It was
harwareindeoendent at a time nobody thought this would be an important
feature. It was easy to program, as easy to use as the Mac system, and by
far more expandable: Inclusion of vector fonts, prremptive multitasking
etc. is not an issue in the GEm world, that is because all the differnt
parts of the oprrating system function seperately and can be seperatley
replaced or omproved (VDI, AES etc.). There is no messing around with
countless "Managers" where you just need to change one bit and wverything
won't work.
You dio not like the DOS beased kernel? Fine, just replace it by a UNIX
one (MinT); Better graohics? Take NVDI
You do not have those huge compatibility problems as in MacOS when
upgrading (despite their thosands of pages of "Inside MAC"), just a few
rules and all GEm apps work even in most powerful environments. That is,
because systzem calls were aready prwepared for futuure applications.
Example: take the accesories, they are merely tasks with their own ID
even on Sinmgle tasking systems. The extension to multitasking was just
simple, abnd now take a look how the Mac prgrammers had to fight to get
multitasking on their machines (and how) from their old Pascal based OS
- this fact alone is laughable.

The quetszion of course is: Why dont the people use GEm then? And the answer is: Because of Apple.
Apple is the sole company that is responsible for a slow down in software development and for the ressouce slaughter nowaday. If it were not for them, PC and Atari users qould use GEM nowadays, run software several times faster than under Windows and have much more comfort than with the Mac. But no, Apple had to be against fre competition and free market, they wanted the monopoly on GUIs and took DR to court which took GEM to have2 fixed windows only. And we all know how things develop when monopolies occur.

Regards,

Alfred

2623. Sinclap Dogma Continues

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-03 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <DECpF7.EA8@crash.cts.com>
Source record: 11478

Peter Sinclair-Day (PSD), the one and only sinclap2954@cobra.uni.edu,
leaped before he looked with (prior attributions lost):

: > : Yeah, but too little too late. Atari has always been behind
: > : the rest of the industry.
: >
: > Yup ... that's why it took Microsoft until 1992 to popularize
: > a windowing environment like the one Atari had in 1985. :-)

PSD: Eh, Beavis, that was 1990..

Wrong program! MTV is on *that* monitor over there. And thanks
for supporting my claim that Microsoft was way late after Atari
WRT windowing. And the key word is "popularize". That means 1992
is correct.

: > And with respect to the MIDI ports available on every ST ever
: > made, why it only took until ... until ..., HEY! MIDI ports
: > *still* aren't standard on a Clone!

PSD: Who the he** cares..

People who want a machine at the leading edge look for "extra"
features such as MIDI ports. If they don't want the standard
features on one machine, they can select substandard features
on *another* machine. Or substandard performance!

Like a Clone, which requires a '486 @ 66 MHz to perform benchmarks
in a time equivalent to the time of a stock (pre-C-Lab) Falcon.
Or a '386 @ 33 MHz to equal the performance of a stock ST (68000 @ 8 MHz).

Or a Mac -- I've had a chance to use a Mac II LC (68030 @ 16 MHz)
and it was noticeably *slower* from the user's perspective than an
Atari ST circa 1986 (68000 @ 8 MHz). What exactly does Apple DO
to their computers to cripple them so? Are they attempting to
maintain the same 4-to-1 frequency disadvantage maintained by the
Clones when compared to the Atari?

: > Atari's latest machine (the Falcon, now available from C-Lab)
: > comes with a standard Digital Signal Processing chip, something
: > that's been standard on Clones since... since..., HEY! DSPs
: > *still* aren't standard on a Clone!

PSD: Falcons don't do PowerPC or Pentium.

Didn't claim they did. How, exactly, is your response relevant to
my comment?

PSD: So were is all this dsp software?
^^^^

Send the $3.00 cover price to Toad Computers for their 54-page catalog of things Atari (570 Governor Ritchie Highway, Severna Park, MD 21146-2925), and look for "uses the DSP" in the software descriptions. With your keen editor's eye, you should have no problem finding them!

BTW: Remember to include your return address in the letter you send to purchase the catalog. We don't want the sure-to-follow online complaints that "...the catalog never arrived!" if you forget.

: > Yes, you're right. Atari has a *lot* to learn about keeping
: > up with the rest of the industry. NOT!

PSD: ROTFLMAO!!! [That represents a _lot_ of laughter, BTW :-)]

Glad you saw the humor in my comment. Some people don't understand wry, understated humor.

PSD: Atari software, what's that?

"soft*ware, n. In a digital computer, any of the programs designed to control various aspects of the operation of the machine, such as input and output operations."

In retrospect, maybe you actually *didn't* understand the humor.

-- George

PS -- There's a DSP standard in the Jaguar game system, too. How can the Clones and the Mac ever hope to compete on the basis of technology if they can't even keep up with the game consoles?

Just a little extra food for thought.

2624. Re: Windows 95 & PCs

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-03 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FIDHAGAUUP@cabal.shnet.org>
Source record: 11479

In <427ljt$6uo@news.jf.intel.com> Larry Carter wrote:
>Gard Eggesboe Abrahamsen <ga@www.hials.no> wrote:
>
>>Excuse me? Which 32 meg partition limit? I've got an M4STe with TOS 2.06 and
>>have one single 345 Meg partition (SCSI). Are you sure you're not thinking of
>>M$-DO$?
>>
>Actually, prior to TOS 2 was the 32 meg partition limit.

Hier also noch mal eine ï¿½bersicht ï¿½ber die maximalen Partitiongrï¿½ï¿½en:
[[HuSHI] 6.08]

TOS Sektoren Gesamtgrï¿½ï¿½e

1.00..1.02 (GEMDOS 0.13) 8 KB 256 MB
1.04..3.06 (bis GEMDOS 0.19) 8 KB 512 MB
4.00.. und `MagiC' 16 KB 1024 MB

Thank you for playing, now go home.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

2625. Re: Windows 95 & PCs

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-03 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FIDHAGAXUP@cabal.shnet.org>
Source record: 11480

In <FICUEHAPUP@cabal.shnet.org> Thorsten Guenther wrote:
>In <423qqv$34g@cmcl2.NYU.EDU> Kevin Dolorico wrote:
>
>>STIRRE31@MAINE.MAINE.EDU wrote:
>>: Kevin,
>>: My Falcon can deal with large hard drives. SCSI-II port.
>>
>>Well, I was talking about 2.** and earlier... with its 32 meg partition
>>limit...
>
>You are - of course - referring to the really existing 1 gig partition
>limit in TOS >= 1.04, right?

Sorry, that one was incorrect, the correct maximum sizes per partition are

Hier also noch mal eine ï¿½bersicht ï¿½ber die maximalen Partitiongrï¿½ï¿½en:
[[HuSHI] 6.08]

TOS Sektoren Gesamtgrï¿½ï¿½e

1.00..1.02 (GEMDOS 0.13) 8 KB 256 MB
1.04..3.06 (bis GEMDOS 0.19) 8 KB 512 MB
4.00.. und `MagiC' 16 KB 1024 MB

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

2626. Re: Dan Dorfman is owed an apology!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-04 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <42fegs$9rj@ccshst05.cs.uoguelph.ca>
Source record: 11481
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

: In comparison to the Jagflop, the 3do is doing well despite the higher price.

It is? They've sold maybe 50,000 more machines in the US. Yes,
the price is higher, but so is the title count. The 3DO was supposed to
have an installed base in the millions by now.

: But, when 3do has had a bad quarter, its a different story..

Reread Nintendo and Sega's quarterly reports. 3DO is still in a
loss position.

: Who's fault is that? I can't find one..The point is that it is not how good
: the Jagflop could of have been, but how Atari handled it is the issue.

I think you aren't looking. I live in a City of about 100,000
people and can find the Jag at three different video game stores.

>> Mark <<

--

Mark Rathwell = "Gentlemen, we can rebuild him. We have the
= technology. We have the capability to make the
The University Of Guelph = world's first bionic man. We can make him better
Guelph, Ontario = than he was before. Better ... stronger ...
Canada = faster ..."
=
mrathwel@uoguelph.ca = Look for my web page, coming soon!

2627. Re: The JAGUAR is an IBM !!!!!!!!!!!! (Was: The end is near..)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-04 00:00:00 UTC
From: neurodth@connectnet.com
Message-ID: <neurodth-0409952256420001@pm-2-12.connectnet.com>
Source record: 11482
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <424bpc$14dp@sernews.raleigh.ibm.com>, corykim@vnet.ibm.com wrote:

> In <423fnk$e5l@ixnews6.ix.netcom.com>, rotbard@ix.netcom.com
(Richard/Eric Rotbard) writes:
>
> >Hmmm an IBM lurker.... Than how do you explain the use of the
> >Microchannel cartridge interface on the Jaguar? :) Does that mean I can plug
> >my carts into my PS/2 77?
> >
>
> What, you never heard of the M-Jaguar Adapter/A? :)
> ** For you gullible types, the above is a _joke_

Yeah, I just picked up one of these used. Problem is, it didn't come with
the appropriate .ADF file. Anyone know where I can d/l this??? ;)

John

2628. Re: *** Falcon BBS List ***

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-04 00:00:00 UTC
From: Richard Grable <richie@wolfenet.com>
Message-ID: <42f9di$rrm@news1.wolfe.net>
Source record: 11483
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,fr.comp.sys.atari,de.comp.sys.st

Add ACEY BBS to the list supporting the Falcon. Although I just
switched over to a Mac for the bbs there will be a Falcon and Atari St
section. Give me a call at (509)966-8555 (bbs). Also have the 7 disk
Internet set (as on zip file) and the GEM Web brouser. Full access to
first time callers.

2629. Magic?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-04 00:00:00 UTC
From: kwd9152@is2.nyu.edu
Message-ID: <42g2ft$9oe@cmcl2.NYU.EDU>
Source record: 11484

```
Hey, what does MAGIC do? Is it a completely new operating system...?
Does it work like TOS/GEM and just have a lot of features added?
```

Is it completely compatible, errr, MOSTLY compatible��:)

```
--
_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
Kevin Dolorico, kwd9152@is2.nyu.edu |\___/|
Computer Advocacy@NYU Education Officer \o o/
http://www.j51.com/~tmaster/ \_/
```

2630. Re: Windows 95 & PCs

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-04 00:00:00 UTC
From: Gard Eggesboe Abrahamsen <ga@www.hials.no>
Message-ID: <42f9cm$j1o@doffen.uninett.no>
Source record: 11485

Larry Carter <LarryX_Carter@ccm.jf.intel.com> wrote:
>Gard Eggesboe Abrahamsen <ga@www.hials.no> wrote:
>>Excuse me? Which 32 meg partition limit? I've got an M4STe with TOS 2.06 and
>Actually, prior to TOS 2 was the 32 meg partition limit.

The article to which I replied claimed TOS 2.x had a 32 meg partition limit. I am aware that very very early versions of 1.0x had a 32 meg partition limit, but at the time these TOSes were the newest, very few even had harddisks, and those who did had "GIGANTIC" 20 meg harddisks. But yes, very early TOS versions had a limit, but I never saw any 32 MEG partition limit of TOS 2.06 or 2.05, which was the original claim I replied to.

>>Duh... I do believe there is a little thing called MiNTnet, which supports the
>Yeah, you can always run Linux on other platforms too, the
>networking will be better and cheaper. Every net solution on
>the Atari has been a complete joke. Of course in Europe there

I'd say that MiNTnet is a great solution. After all, MiNT gives you preemptive multitasking, and you get the BSD sockets implementation, which allows you to compile just about any BSD UNIX application on MiNT without too many alterations.

>>"built in" is a very relative expression. AFAIK, 95% (percentage is a guess and
>>I do by no means claim it to be accurate) of the MacOS is on the harddisk.
>Which means it can get upgraded as it needs to cheaply and
>easily.

The original claim I reacted to was the "built in" features of the Mac. We both agree that the OS is on harddisk, so I would not call it built in.

> The Atari has never been able to do that. My 520STfm
>is stuck on Rainbow TOS, and will be till it dies.

Not necessarily true, but very probable because:
o with a 68000, you have no MMU, so unless you upgrade from 512k, you would have very little memory if you run any OS in RAM.
o You do not sound as someone who would actually go to any lengths to install
it.

You can easily run new TOS versions from RAM. On Ataris with CPU less than 68010, you have no MMU, so RAM is a problem. On Ataris with MMU, you should be able to get virtual RAM, so RAM will no longer be that much of a problem.
I used to run TOS 2.06 in RAM (loaded from harddisk on boot) before I made a new image with WinX and burned it on some new EPROMS and put in to replace the old ROM. And by this, I'm not saying you need to burn EPROMs for an upgrade, I'm saying that you CAN run it from disk if you want to, but being able to burn

EPROMs makes life a lot easier. ;^)

>The filesystem is imbeded in the OS and so is a problem. Again
>the UNIX/Linux argument is moot. The OS of the Atari has been
>a problem from day one. Of course switching to a new OS could
>solve the problem, but thats not the issue, the issue is the
>SHIPPING OS.

AFAIK, since MiNT became the property of Atari, all Atari computers were shipped with MiNT on disk. That way, it was up to the user whether he/she wanted to run an old version of TOS, or a new version of MiNT. And yes, MiNT allows you to run different filesystems. And the nice thing is - just copy the filesystem driver onto the harddisk, and voila - support installed. It does not take a kernel recompilation to add a filesystem driver.

> Atari users had to buy a new system and even then (with their
>upgraded OS) still don't have linking. Again your argument
>about using another OS on the Atari completley misses the
>point.

Of course, as long as you run a DOS partition, MiNT will not be able to fix linking for you, simply because the DOS filedoesn't support linking. If you install a Minix partition, you _will_ get linking.
And please don't tell me MiNT is not TOS compatible, because - if you weren't aware of it, MiNT is Now TOS.

>><text removed> Well, who said the ST was a
>>machine for end-users? I like to see the ST/TT/Falcon as professional computers
>>for people who know what they are doing, and Macs as end-user computers for
>>people who knows nothing about how a computer works and has no plans whatsoever
>>to learn about them.
>Great argument. WHAT professionals? The music arena maybe, as
>a niche machine. And thats IT.

Programmers. I also hear it is used for calculating the stock market. But that's not the point. Atari machines are great to learn about computers on. A programer gets to know the operating system inside out, tear it apart, set it together again and alter it at wish. The experience a programmer gains from working on the Atari computers certainly makes Atari programmers better than other programmers - in average. Perhaps we learn to seperate software, OS and hardware, while others learn that Visual BASIC is a part of the PC standard.

>be a big deal, but having a machine that does what you need it
>to do albet with diffuclty and having a machine that does what
>you need it to do easily is an issue in those parts of the
>world were self-punishment is viewed as foolish.

As I tried to say above, the Mac is probably great for many people who wants to use the computer for DTP and accounting without bothering with what's going on inside the casing. Without ever learning "difficult words" such as "OS", "Filesystem" and "TCP/IP". But it certainly not a system _I_ enjoy working with.

>As per usual,
>the old machines that collect dust around here (for very good
>reasons) are all the rage around there (I know cause I've lived
>there).

Perhaps it is a long time since you've lived here. We have pentiums, too. In fact, I've got something like 11 pentiums in my office, ready to hardcopy a harddisk image onto every harddisk in them, install network cards and then put them out in different offices here at the city hall. The universities here use Macs, PCs and Indy workstations to name a few. University students tend to prefer X-windows, and I don't blame them.

>As a Linux user, I agree, command line OS's are faster for
>users who know what they are doing. But that was not the point
>of the Atari machines and GEM when they came out. The idea
>here is ease of use with as much power as possible.

For an end-user, yes. But my point was - the Atari is not for end-users, so don't come with the "It's no good for an end-user" argumentation, PLEASE! ;^I

> The Atari
>ships with TOS, correct? Buying an Atari to run Linux and then
>saying how great it is because now you have long filename
>support "just like the Mac or Win95" or whatever is a bunk
>argument. TOS/GEM sucks, it always has it always will.

Atari ships with MiNT as well as TOS. This also gives you long filenames. And MiNT is Now TOS (as stated above).

>>However, they go surprisingly slow compared to the hardware it has. The
>>hardware is quite impressive, so why the h*** can't the programmers at Apple
>>optimize the kernel properly?
>This is definitly a problem. Every OS out there with the
>exception of UNIX has severe size problems. The only reason
>TOS doesn't suffer from this problem (at least not on the scale
>of MacOS) is because it has less than half the features.

Duh - sounds a bit strange to me. The more features an OS has compiled into the kernel, the less the program has to do itself, and the smaller the programs get. The less features an OS has, the more the program needs to do itself, and the bigger the programs. The best reason I can see for Atari programs to be as small as they are, is simply that Atari programmers are better programmers. And the best reason for them to be better is because they learn to put limits on their programs. I had to work with a half meg limit for ages, but I learned a LOT about optimization from it. The reason Windows programs get so big, however, is that each program is built on a function library which is built on a function library which is built on ... which is built on a DLL which is built on a DLL which is built on ... which is built on a set of original windows funtions which again build on DOS. GEM/AES/TOS does not suffer from the same problem because it was built from scratch.

>>GenST, FirstWord+, ProTracker, ST Guide and diverse command shells.
>Oh please. Old news at best, not to mention that around here,
>those apps were slaughtered years ago by stuff ten times more

>powerfull and easier to use.

GenST ==> I used to use TurboAssembler, but due to an ugly bug which ruined the font when I accessed a harddisk parition with 16k clustersize, and because it goes directly on the old chipset and I have an ET4000AX VGA screen card, I go for the next best. GenST is an excellent assembler for GEM, and it can even be used when I'm in text mode (like GCC, kind of. Oh did I mention that I enjoy using GCC, too?)

FirstWord+ ==> Excellent for editing ASCII files without stopping to fix on the font to make it look nicer. When I write documents, I want to consentrate on the contents, and not on what it looks like. The contents is far more important. What it looks like can be changed with another program later. For the same reason, I use pico for text editing at work.

ProTracker ==> Might be old, but it's a damn good program to edit modules with.

ST Guide ==> And what's wrong with ST Guide? It's an excellent way to put your documentation and any other documents from your harddisk in a hyperlinked system.

>Not to mention that, unless you
>want to order this crap from overseas, you'll have a hell of
>time getting it.

Ok, so GenST and FirstWord+ are British products and needs to be ordered from GB. However, ST Guide and ProTracker are shareware and available from Atari.Archive.Umich.Edu

>Slowly, the marketing efforts of Atari went to the way side.
>Because they had been popularized in Europe (especially
>Germany), Atari moved marketing to there, and focused on only
>the niche market of musicians here in the states. Niche

Which marketing in Europe? The best marketing I saw was an ad for "the New Atari Computer" with a picture of the 2600 - and that was in 1993!!! No. I can't say Atari has been very good at marketing in Europe. It might just be Scandinavia that is bad, though...

>So your going to compare a SB16 to the Falcon. DUH! Of course
>the Falcon/M4STe will sound better. The SB16 is a HOME

I'm comparing SB16 to an M4STe. For your information, the M4STe has the same soundchip as the STe: 8-bit * 2 channels at 6,12,25 or 50 kHz. Both channels have to be at the same speed, so playing a tracker module is a matter of resampling all four voices to replay speed and then _adding_ them, so you'll actually loose one bit on each tracker channel to fit into the 8-bit audio channel. And it STILL sounded better than the SB16. This is because the SB16's DA-converter is far too inaccurate to even be called 16-bit!

>standard board. Trying looking at the true studio sound
>systems available fo the PC then try to push the Atari.

The original article I replied to gave its blessing to SB16. I _know_ that you get better soundcards for the PC - at one hell of a price - but you get better soundcards on the Atari, too. Any card you get on the PC, you can also install on you MSTe or TT. It's just a matter of time before you have the bus-convertion card on the Falcon, too - it might even already be there for all I know.

>A few years ago when I found out about the Falcon I was
>thrilled again. I thought Atari was making a come back, then I
>saw the price, outrageous. No one in there right mind would
>pay that much for that machine. PERIOD.

I don't know. The DSP56001 is the heart of many synthesizers that cost a lot more than the Falcon. And the Falcon can be programmed to emulate these synthesizers. The 68030 is worth a lot of money, too. And the DA and AD converters... With that hardware, I think the Falcon had a fair price.

>Not to mention I never
>actually saw the machine, only an add, and Atari has a bad rep
>for annoucing products that never happen. Atari is dead.

I don't have one - Kai has one. I never got one because I'm saving money to pay down a loan and moving to Canada. However, the Falcon certainly exists and it works just great. Atari is not dead quite yet.

>don't really like any better than anyone else. I still love my
>520STfm (even though TOS sucks and its slower than crap)

It's strange... TOS/GEM/AES is faster on an 8 MHz 68000 w/0.5Meg RAM than Windows is on a 66 MHz 486DX with 8 Meg RAM... Then again, it is also known that intel-based programs need approximately three times the size of what a motorola-based program would need to do the same job. And DOS's usage of unprotected mode doesn't make things any better.

>None of this is directed at anyone personally. Nor am I trying
>to make thousands of Europeans mad at me, the decisions on
>systems there have been good ones for other reasons. With the
>home being the true driving force for machines there, it
>actually helps the industry, because real people know how to
>make decisions better than the suits of business.

So did the "real people" do the right decision when they bought VHS? Beta was a lot better, and professional TV stations use Beta instead of VHS for better picture quality. And both Cern and NASA use VME-based systems. They use SCSI rather than IDE, while the "real people" settle for IDE. No. The "real people"'s decision has a lot to do with marketing. Most people don't really know what they are buying.

>Thats what
>makes our machines here in the states driven to more power, not
>neccessarily better systems. However, this will slowly merge,
>I believe into systems that, in the future, will be great for
>both.

"PCs are like American cars. Got a lot of horse power under the hood, but really awkward in the turns" (quote by Stig A F Antonsen)

Gard Eggesboe Abrahamsen ga@alesund.fylkesbibl.no Happiest guy in the world
PO Box 5061, Larsgaarden ga@www.hials.no http://www.hials.no/~ga/
N-6021 Aalesund, Norway ga@www.moredata.no

2631. Re: Sinclap Dogma Continues

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-04 00:00:00 UTC
From: Gard Eggesboe Abrahamsen <ga@www.hials.no>
Message-ID: <42fa76$j1o@doffen.uninett.no>
Source record: 11486

dferran@crash.cts.com (George Crissman - Ferran Scientific) wrote:
>PS -- There's a DSP standard in the Jaguar game system, too. How
>can the Clones and the Mac ever hope to compete on the basis of
>technology if they can't even keep up with the game consoles?

Well... I heard something about IBM writing a DSP emulator for the 486? Or was that Micro$oft. Anyways, you should soon get a software DSP emulator on a PC near you... (But don't expect the same performance of the real thing, even though this is the thing everybody else will buy!)

Gard Eggesboe Abrahamsen ga@alesund.fylkesbibl.no Happiest guy in the world
PO Box 5061, Larsgaarden ga@www.hials.no http://www.hials.no/~ga/
N-6021 Aalesund, Norway ga@www.moredata.no

2632. Re: The JAGUAR is an IBM !!!!!!!!!!!! (Was: The end is near..)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-05 00:00:00 UTC
From: rotbard@ix.netcom.com
Message-ID: <42i9s0$7oq@ixnews3.ix.netcom.com>
Source record: 11389
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In <424bpc$14dp@sernews.raleigh.ibm.com> PCDIRECT26@ writes:
>
>What, you never heard of the M-Jaguar Adapter/A? :)
>** For you gullible types, the above is a _joke_

:)... On a different note, I'd love someone at IBM to explain the advantage of MCA (I use Warp, and I'd love to know the advantage over ISA).

On an Atari note, Is IBM still manufacturing Jags? A little birdie told me that they aren't.

Eric

2633. Re: Dan Dorfman is owed an apology!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep5.184313.48518@cobra.uni.edu>
Source record: 11390
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <42fegs$9rj@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : In comparison to the Jagflop, the 3do is doing well despite the higher price.
>
> It is? They've sold maybe 50,000 more machines in the US. Yes,
> the price is higher, but so is the title count. The 3DO was supposed to
> have an installed base in the millions by now.
>
> : But, when 3do has had a bad quarter, its a different story..
>
> Reread Nintendo and Sega's quarterly reports. 3DO is still in a
> loss position.

And Atari is even worse situation. GoldStar and Panasonic produce the hardware and is not affected by 3do. One of them can gobble up 3do. Sony is Atari's worse nightmare and comming Sept.9 makes it more difficult or impossible for the Jagflop to have a chance.

>
> : Who's fault is that? I can't find one..The point is that it is not how good
> : the Jagflop could of have been, but how Atari handled it is the issue.
>
> I think you aren't looking. I live in a City of about 100,000
> people and can find the Jag at three different video game stores.
>

I have looked hard.

> >> Mark <<
>
> --
> ===
> Mark Rathwell = "Gentlemen, we can rebuild him. We have the
> = technology. We have the capability to make the
> The University Of Guelph = world's first bionic man. We can make him better
> Guelph, Ontario = than he was before. Better ... stronger ...
> Canada = faster ..."
> =
> mrathwel@uoguelph.ca = Look for my web page, coming soon!
> ===

Jag..console or sex cult?...on the next edition of Jenny Jones!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.....

Internet-democrats-request@webcom.com / Type subscribe in body of message

2634. Re: Magic?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-05 00:00:00 UTC
From: e9250467@stud1.tuwien.ac.at
Message-ID: <42h164$duj@news.tuwien.ac.at>
Source record: 11391

Kevin Dolorico (kwd9152@is2.nyu.edu) wrote:

: Hey, what does MAGIC do? Is it a completely new operating system...?
Yes
: Does it work like TOS/GEM and just have a lot of features added?
Yes and no. It does work similar to TOS/GEM AND has many new features
(preeptive multitasking etc.)
: Is it completely compatible, errr, MOSTLY compatible��:)
Yes!
It is available for Atari hadrware and Macintosh hardware

Regards,

Alfred

2635. Re: Windows 95 & PCs

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-05 00:00:00 UTC
From: Larry Carter <LarryX_Carter@ccm.jf.intel.com>
Message-ID: <42ijcc$h2l@news.jf.intel.com>
Source record: 11392

This post is kinda of a sorry about that, thanks for the corrections, here is my overall point.

1. I apologize for my rather rude posts regarding Atari's. As I have tried to establish with those who have responded, I truly love Atari and their system. My anger was not really directed at anyone here, but rather at Atari. My cynicism is a direct result of the absolute foolish way they have run Atari. It is the reason that the Atari is barely a memory here in the states. It is the reason that I can't get a good Atari, or hardware or software, or even upgrade my system without going through hoops which are on fire and placed over shark infested waters.

2. Thanks to all of you who have corrected my mistakes. I have, unfortunatlly, it is very difficult to keep up with what is current in the Atari world. I was out of place on some things because I am basing them off of older HW/SW. One excellent point was made about TOS/GEM. Its standard HW indepented programming interface makes it so that old software runs without problem on newer versions of TOS. I do however have a problem with software not taking advantage of newer OS features. However this is a problem in computers as a whole not just on Atari's.

3. My overall point is, here in the states, Atari dropped the ball big time. Even in Europe, marketing was done half-ass. My main example being the UK (where I lived for about 3 yrs) where the ST was pushed as mainly a games machine. Games have been an Atari stigma here since their inception. Many people did not/do not take Atari computers seriously. Hence, Atari is practically non-existant in this market. Atari also brought out many features, both hardware and OS, long after they should have, and at prices that did not compare well with other machines. The "Power without the Price" line seemed to have slipped through the cracks somewhere in Cupertino. I also have been very upset by Atari's track record of hardware announcments that never came to be (i.e. vaporware). No one will buy it no matter how great it is, if you don't make it available to them.

I do love Atari and their computers. I have, thanks to the prompting here, decide to dust off my old 520STfm and crank her up. If I do decide to perchase a Falcon, it will ceartainly be because I was willing to run the guantlet for a good machine.

The deciding factor there will be price/performance.

I again wish to be sure that I did not mean any one person here any harm or aggravation. My frustration was vented on the wrong group. Perhaps someone has the address to Atari HQ?

yours,
Larry Carter

2636. Re: Magic?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-05 00:00:00 UTC
From: dhedberg@tao.kuai.se
Message-ID: <42ia30$q8g@bundy.mdk.se>
Source record: 11393

Alfred Radauer (e9250467@stud1.tuwien.ac.at) wrote:
: Kevin Dolorico (kwd9152@is2.nyu.edu) wrote:

: : Hey, what does MAGIC do? Is it a completely new operating system...?
: Yes
: : Does it work like TOS/GEM and just have a lot of features added?
: Yes and no. It does work similar to TOS/GEM AND has many new features
: (preeptive multitasking etc.)
: : Is it completely compatible, errr, MOSTLY compatible��:)
: Yes!
: It is available for Atari hadrware and Macintosh hardware

...and it's FAST!

// Take Care, Daniel Hedberg of New Beat Development.

TiME BOMB - The Home of New Beat Development and Addiction Software
Atari Only - 392Mb Online - Call +46-246-60187

2637. Re: Sinclap Dogma Continues

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep5.183811.48517@cobra.uni.edu>
Source record: 11394

In article <DECpF7.EA8@crash.cts.com>, dferran@crash.cts.com (George Crissman - Ferran Scientific) writes:
> Peter Sinclair-Day (PSD), the one and only sinclap2954@cobra.uni.edu,
> leaped before he looked with (prior attributions lost):
>
> : > : Yeah, but too little too late. Atari has always been behind
> : > : the rest of the industry.
> : >
> : > Yup ... that's why it took Microsoft until 1992 to popularize
> : > a windowing environment like the one Atari had in 1985. :-)
>
> PSD: Eh, Beavis, that was 1990..
>
> Wrong program! MTV is on *that* monitor over there. And thanks
> for supporting my claim that Microsoft was way late after Atari
> WRT windowing. And the key word is "popularize". That means 1992
> is correct.

Eh, Butthead it was Apple that popularized the windowing environment, not Atari.

>
> : > And with respect to the MIDI ports available on every ST ever
> : > made, why it only took until ... until ..., HEY! MIDI ports
> : > *still* aren't standard on a Clone!
>
> PSD: Who the he** cares..
>
> People who want a machine at the leading edge look for "extra"
> features such as MIDI ports. If they don't want the standard
> features on one machine, they can select substandard features
> on *another* machine. Or substandard performance!
>

You mean Pentiums and PowerMacs have substandard features and Performance? Eh, Butthead you have not read the specs as well as price.

> Like a Clone, which requires a '486 @ 66 MHz to perform benchmarks
> in a time equivalent to the time of a stock (pre-C-Lab) Falcon.
> Or a '386 @ 33 MHz to equal the performance of a stock ST (68000 @ 8 MHz).
>
Eh, Butthead do you have evidence to prove this?

> Or a Mac -- I've had a chance to use a Mac II LC (68030 @ 16 MHz)
> and it was noticeably *slower* from the user's perspective than an
> Atari ST circa 1986 (68000 @ 8 MHz). What exactly does Apple DO

> to their computers to cripple them so? Are they attempting to
> maintain the same 4-to-1 frequency disadvantage maintained by the
> Clones when compared to the Atari?

This is fun...Eh, Butthead the Mac LCII(have not been sold in years) was
probably running under 16 bit color on 16 bit bus. Apple did cripple the
machine bus wise. I bet that if the LC II was running in four bit color such
as the Atari ST, the LC would eat it.

>
> : > Atari's latest machine (the Falcon, now available from C-Lab)
> : > comes with a standard Digital Signal Processing chip, something
> : > that's been standard on Clones since... since..., HEY! DSPs
> : > *still* aren't standard on a Clone!
>

Pentium and PowerPC with slots as well with low prices are not standard on the
clone. Type of the line Falcon clone in 1995 is an 030-16 mhz is absurb.

> PSD: Falcons don't do PowerPC or Pentium.
>
> Didn't claim they did. How, exactly, is your response relevant to
> my comment?

See above..

>
> PSD: So were is all this dsp software?
> ^^^^
>
> Send the $3.00 cover price to Toad Computers for their 54-page catalog of
> things Atari (570 Governor Ritchie Highway, Severna Park, MD 21146-2925),
> and look for "uses the DSP" in the software descriptions. With your
> keen editor's eye, you should have no problem finding them!

One.

>
> BTW: Remember to include your return address in the letter you send to
> purchase the catalog. We don't want the sure-to-follow online complaints
> that "...the catalog never arrived!" if you forget.
>

I got one..Not much for dsp specific apps. As much as the titles avilable for
the Jagflop..

> : > Yes, you're right. Atari has a *lot* to learn about keeping
> : > up with the rest of the industry. NOT!
>
> PSD: ROTFLMAO!!! [That represents a _lot_ of laughter, BTW :-)]
>
> Glad you saw the humor in my comment. Some people don't understand
> wry, understated humor.

> PSD: Atari software, what's that?
>
> "soft*ware, n. In a digital computer, any of the programs designed
> to control various aspects of the operation of the machine, such as
> input and output operations."
>
> In retrospect, maybe you actually *didn't* understand the humor.
>
> -- George
>
> PS -- There's a DSP standard in the Jaguar game system, too. How
> can the Clones and the Mac ever hope to compete on the basis of
> technology if they can't even keep up with the game consoles?
>
> Just a little extra food for thought.
>

Eh, Butthead the clones and the PowerMacs sell in the million annual. The Jagflop has not set the world on fire...

Who needs 64 bit titles? Thats why I love the Jag..

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2638. Re: Windows 95 & PCs

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-05 00:00:00 UTC
From: Larry Carter <LarryX_Carter@ccm.jf.intel.com>
Message-ID: <42ihm9$h2l@news.jf.intel.com>
Source record: 11395

dferran@crash.cts.com (George Crissman - Ferran Scientific)
wrote:
>Larry Carter (LarryX_Carter@ccm.jf.intel.com) wrote:
>: Yeah, but too little too late. Atari has always been behind
>: the rest of the industry.
>
>Yup ... that's why it took Microsoft until 1992 to popularize
>a windowing environment like the one Atari had in 1985. :-)

Agreed, and to be honest, I hate windoze as much as any one
else. However, at the time of Rainbow TOS (what I have on my
520STfm, GEM was pathetically underpowered. My main concern
here was that Atari waited to long to add the kind of features
that any user (beginner or power etc etc) would want to make
using the system easier.

>And with respect to the MIDI ports available on every ST ever
>made, why it only took until ... until ..., HEY! MIDI ports
>*still* aren't standard on a Clone!

I was not refering to MIDI ports for one thing. I have always
been a firm believer in Ataris market in MIDI. However, I was
reffering to standard hardware from an industry standard. It
just happens that because of clone popularity (right or wrong),
they happen to cause these standards. The clone provides one
thing that the Atari doesn't (at least not as easily),
upgradability. Putting a 1GB SCSI drive into your Falcon will
cost you at least twice as much as a 1GB IDE drive. Now
granted, the SCSI drive will perform better. But that is not
always the issue.

>Atari's latest machine (the Falcon, now available from C-Lab)
>comes with a standard Digital Signal Processing chip, something
>that's been standard on Clones since... since..., HEY! DSPs
>*still* aren't standard on a Clone!

You are correct, however, getting an expansion board with the
features (including DSP) you want is available, it provides a
bit more flexibility.

>Yes, you're right. Atari has a *lot* to learn about keeping
>up with the rest of the industry. NOT!

Tell me something, where does one purchase an Atari, hardware,
software, the neccessary 3rd party books. OH thats right, I
have to ORDER it (note dry humor exchange). And there lies my

biggest problem with the systems (next to price), it is ten times more difficult for me to get what I want Atari wise.

>Besides, standard Clones aren't compatible with the ST and
>won't run Atari software. Maybe someday the Clones will
>catch up!

So what, Atari's won't run current PC titles either. That's not why I bought a PC, or an Atari, I bought them so I could run Mac software right?

My main point is, how can I justify a Falcon, which I have to order from Toad, when for the same money I can get a quality PC system from right around the corner. Believe me, I would love to have a Falcon. And as a true Atari fan, I probably will buy one just for the hell of it.

Larry
P.S. Anybody got the phone number/address of Toad? (no joke)

2639. Re: The end is near..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-05 00:00:00 UTC
From: kestanol@ltis.loral.com
Message-ID: <42i648$jv9@sysadmin.ltis.loral.com>
Source record: 11487
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <NEWTNews.29224.809717982.babodlib@onramp.net> babodlib@onramp.net writes:
>
>God, I'm embarrased to say I agree with Sinclair. From what I've read articles
>are still saying Windoze is <<almost>> as easy to use as a Mac. One of my
>fellow employess lost his liking for it (win'95) after it screwed up his hard
>drive and he had to re-partition it 300MB down the drain. And yes, he knows
>how to run a computer he's our network administrator.

what is win95 stuff doing in the jag newsgroup? it seems anywhere i go,
win95 is there. let me re-iterate why win95 should be disposed of:

1) not a real 32 bit OS
2) no CDROM-cache, disk-cache, memory-cache protection
3) no real pre-emptive multitasking with 16 bit applications running

there's more, but i'd rather not take up more bandwidth.

ObJag: Eagerly awaiting my JagCD when I get it from the UTC EB tomorrow.
The one thing that this JagCD will make worth purchasing is the
virtual light machine. Hell, no other CD consoles have that.

--
Keith C. Estanol / kestanol@ltis.loral.com / Internet Member since 1989
office: 1-619-674-5100 ext # 4090 home: 1-619-455-8474
pager: 1-619-684-5509

2640. Re: The end is near..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-05 00:00:00 UTC
From: kestanol@ltis.loral.com
Message-ID: <42i7er$k3n@sysadmin.ltis.loral.com>
Source record: 11488
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <421421$kta@cmcl2.NYU.EDU> kwd9152@is2.nyu.edu (Kevin Dolorico) writes:

>A funny thing is... a lot of die-hard PC-people don't want to buy Win'95
>because it'll make things too easy... like a Mac.

> Kevin Dolorico ___//

why does this thread keep coming up??? win95 discussions don't belong
in here! in response though: a lot of die-hard PC-people don't want to
buy Win94 because it is a bad product and won't make things too easy or
easy at all if you want to do real work. i for one won't buy it.
os/2 rulez!

ObJag: The no software argument against the jaguar has always seemed to be
the same argument for other less known operating systems and products.
OS/2 vs win95. macintosh vs. PCs. laserdiscs vs. videotapes.
One product is obviously better than the other and yet the sheep
inevitably go for the bad product with the bad (but plentiful) software
which further degrades the amount of software available for the better
product. incredible, simply incredible. Yet another case of
style over substance. Hype, bells, whistles, smoke and mirrors.
--
Keith C. Estanol / kestanol@ltis.loral.com / Internet Member since 1989
office: 1-619-674-5100 ext # 4090 home: 1-619-455-8474
pager: 1-619-684-5509

2641. Re: Windows 95 & PCs

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-06 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <42iol6$bb0@inca01.inca.co.nz>
Source record: 11396

Larry Carter (LarryX_Carter@ccm.jf.intel.com) wrote:
[snip]
> wrong group. Perhaps someone has the address to Atari HQ?

Atari Corp
1196 Borregas Ave
Sunnyvale
California

(Sorry, can't recall the ZIP code off the top of my head)

2642. Re: The JAGUAR is an IBM !!!!!!!!!!!! (Was: The end is near..)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-06 00:00:00 UTC
From: cb092@FreeNet.Carleton.CA
Message-ID: <DEGoED.8I8@freenet.carleton.ca>
Source record: 11397

Eric Rotbart wrote:

>... On a different note, I'd love someone at IBM to explain the advantage of
>MCA (I use Warp, and I'd love to know the advantage over ISA).

The ISA standard dates back even before the launch of the IBM PC (in 1982).
The original 8 bit charater of ISA made it the weak link in a PC (that is
your chip is able to use a 32 or even 64 bit data path on the mother board
but only a pedestrian 8 bit path for I/O activities involving ISA adapters).

Microchannel advanced adapter design to catch-up a bit with advances in
microelectronics. 8, 16 an 32 bit slots were offered; the latter long before
equivalent throughput was offerred by other means (like local bus, VESA, SCSI
etc.). Microchannel cards were also usually self configuring (and could shareDMAs).

Nobody questions that MCA was (and is) better than ISA. The problem was simply
that those people who insisted on the development of MCA wouldn't buy it. ISA
was too successful and had too much (unearned) momentum in the market.

There are many other examples where a forward looking design wasn't given a
fair shake in the marketplace. The Atari ST is among them.

Regards,

Keith M.

cb092@freenet.carleton.ca

2643. Re: Dan Dorfman is owed an apology!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-06 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <42kbf5$bsn@ccshst05.cs.uoguelph.ca>
Source record: 11398
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

```
: And Atari is even worse situation. GoldStar and Panasonic produce the hardware
: and is not affected by 3do. One of them can gobble up 3do. Sony is Atari's
: worse nightmare and comming Sept.9 makes it more difficult or impossible for
: the Jagflop to have a chance.

The PSX is indeed Atari's worse nightmare. However, even that
machine isn't turning out to be the wonder is was supposed to be. It was
supposed to be cheaper and have ten times the number of games available at
it's launch.

: I have looked hard.

Bullshit.

>> Mark <<

--
================================================================================
Mark Rathwell = "Gentlemen, we can rebuild him. We have the
= technology. We have the capability to make the
The University Of Guelph = world's first bionic man. We can make him better
Guelph, Ontario = than he was before. Better ... stronger ...
Canada = faster ..."
=
mrathwel@uoguelph.ca = Look for my web page, coming soon!
================================================================================
```

2644. Re: Windows 95 & PCs

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-06 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95249.120729STIRRE31@MAINE.MAINE.EDU>
Source record: 11399

Larry,
You could always e-mail them at atari@genie.geis.com. I got a response.
Unfortunately, Atari has dropped all computers. You may want to
consider a C-Lab if the price is decent (same as Atari Falcon) or
a used TT or Mega STe. I have also heard of a TT clone running at
48Mhz from a dealer in Canada (Computer Direct?) that sells for around
$1,000.
-scott tirrell

2645. Re: Windows 95 & PCs

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-06 00:00:00 UTC
From: dhedberg@tao.kuai.se
Message-ID: <42kbj9$997@bundy.mdk.se>
Source record: 11400

Larry Carter (LarryX_Carter@ccm.jf.intel.com) wrote:

: P.S. Anybody got the phone number/address of Toad? (no joke)

Try: (800) 448-8623, Orders
(410) 544-6943, Information

...or WWW at: http://www.charm.net/~toad/
...or E-Mail: toad@charm.net

// Take Care, Daniel Hedberg of New Beat Development.

TiME BOMB - The Home of New Beat Development and Addiction Software
Atari Only - 392Mb Online - Call +46-246-60187

2646. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-06 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.810417205@gmi.edu>
Source record: 11401

sinclap2954@cobra.uni.edu writes:

>I have...Lots of Jagflop cdrom vapor ads in the mags for about a year.. I have
>seen Atari's competitors advertise in the mags i read(non video games one)..

Hey, Sindork! Have you checked out your local Software Etc. lately?
Have you had the chance to see your first real Jaguar yet?
It's a shame you bash a system you haven't even seen...

/Kevin

> Peter Sinclair-Day Performa 636/8-250/CD
> University of Northern Iowa

2647. Re: The JAGUAR is an IBM !!!!!!!!!!!! (Was: The end is near..)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-06 00:00:00 UTC
From: shanka@fiber.net
Message-ID: <shanka.17.304DB72E@fiber.net>
Source record: 11402

In article <DEGoED.8I8@freenet.carleton.ca> cb092@FreeNet.Carleton.CA (Keith N. Murchison) writes:
>From: cb092@FreeNet.Carleton.CA (Keith N. Murchison)
>Subject: Re: The JAGUAR is an IBM !!!!!!!!!!!! (Was: The end is near..)
>Date: Wed, 6 Sep 1995 02:03:48 GMT

>Eric Rotbart wrote:

>>... On a different note, I'd love someone at IBM to explain the advantage of
>>MCA (I use Warp, and I'd love to know the advantage over ISA).

>The ISA standard dates back even before the launch of the IBM PC (in 1982).
>The original 8 bit charater of ISA made it the weak link in a PC (that is
>your chip is able to use a 32 or even 64 bit data path on the mother board
>but only a pedestrian 8 bit path for I/O activities involving ISA adapters).

Actually, as I remember, the ISA bus was used in the IBM PC/AT, not the original IBM PC. The original PC bus was an 8 bit bus, the ISA bus was 8 or 16 bits but it only allowed transfers at 8 MHz.

>Microchannel advanced adapter design to catch-up a bit with advances in
>microelectronics. 8, 16 an 32 bit slots were offered; the latter long before
>equivalent throughput was offerred by other means (like local bus, VESA, SCSI
>etc.). Microchannel cards were also usually self configuring (and could
shareDMAs).

>Nobody questions that MCA was (and is) better than ISA. The problem was simply
>that those people who insisted on the development of MCA wouldn't buy it. ISA
>was too successful and had too much (unearned) momentum in the market.

I worked on an MCA card development project in 1991. It is a good architecture but, if I remember correctly, IBM licensed it. It wasn't freely available for other computer manufacturers to use. As far as I know, IBM was the ONLY company to manufacture systems that used the bus and only in their PS/2 machines.

When the PC clone makers wanted a faster bus they went to the EISA architecture which was an open standard. The EISA bus is an extended ISA with 32 bit slots and transfer rates of about 33 MB per second.

So, it seems that it wasn't really the market that killed MCA, it was the marketing.

Steve Hanka
shanka@fiber.net

All opinions given above are my own.

2648. Re: Windows 95 & PCs

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-07 00:00:00 UTC
From: stinformer@chatlink.com
Message-ID: <42lijo$m10@news.chatlink.com>
Source record: 11403

STIRRE31@MAINE.MAINE.EDU wrote:
: Larry,
: You could always e-mail them at atari@genie.geis.com. I got a response.
: Unfortunately, Atari has dropped all computers. You may want to
: consider a C-Lab if the price is decent (same as Atari Falcon) or
: a used TT or Mega STe. I have also heard of a TT clone running at
: 48Mhz from a dealer in Canada (Computer Direct?) that sells for around
: $1,000.
: -scott tirrell
.....Computer Direct in Canada is featuring a Mini Tower TT030 called
DirecTT030 and is a TT motherboard with 48 Mhz accelerator, PC keyboard,
4 Meg of ST Ram and ready to roll. Contact them here in email at
greg@genie.geis.com and they will fill you in. Looks like a good
development. With the Mini Tower you are able to configure the size of
your hard drive, extra TT Ram, monitor, etc.

Regards,
Rod MacDonald, Publisher | (503)476-0071 | stinformer@chatlink.com
ST Informer Magazine(US$22)|Fx (503)479-1825 | "Keep on Keepin' On"
909 NW Starlite Place |Order(800)800-2563 | GEnie : ST-INFORMER
Grants Pass, OR 97526 | MC/Visa/Discover | CompuServe: 75300,2514

2649. Re: Dan Dorfman is owed an apology!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-07 00:00:00 UTC
From: babodlib@onramp.net
Message-ID: <NEWTNews.7867.810495774.babodlib@onramp.net>
Source record: 11404
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Mark Rathwell writes:
> The PSX is indeed Atari's worse nightmare. However, even that
> machine isn't turning out to be the wonder is was supposed to be. It was
> supposed to be cheaper and have ten times the number of games available at
> it's launch.
>

How much is the PSX going to be selling for? Last I heard was that Atari & 3DO were thinking about a dumping suit if it was too cheap. Any thoughts on this?

Scott Narowetz

2650. Re: (long) Sinclap Dogma Continues

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-07 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <DEK3K4.89H@crash.cts.com>
Source record: 11405

Peter Sinclair-Day, the one and only sinclap2954@cobra.uni.edu
continues to expostulate with:
: > PSD: Eh, Beavis, that was 1990..
: >
: > Wrong program! MTV is on *that* monitor over there. And thanks
: > for supporting my claim that Microsoft was way late after Atari
: > WRT windowing. And the key word is "popularize". That means 1992
: > is correct.

: Eh, Butthead it was Apple that popularized the windowing environment, not
: Atari.

Apple had it second ... after Xerox PARC ... and there was immense
resistance to windowing environments until Microsoft's advertising
blitz in the 1990 - 1992 time frame.

: You mean Pentiums and PowerMacs have substandard features and Performance?
: Eh,
: Butthead you have not read the specs as well as price.

So where are the standard MIDI ports? Where is the standard DSP chip?
Where is the efficient operating system that will run in 1 Meg of RAM
(or less)? Where is the processor-direct port (I'm thinking Falcon,
here) that allows designers to completely take over the hardware?

: > Like a Clone, which requires a '486 @ 66 MHz to perform benchmarks
: > in a time equivalent to the time of a stock (pre-C-Lab) Falcon.
: > Or a '386 @ 33 MHz to equal the performance of a stock ST (68000 @ 8 MHz).
: >
: Eh, Butthead do you have evidence to prove this?

Back in 1993 or so, when Digital Equipment Corporation was unveiling
it's new "alpha" microprocessor, they had a display showing the
benchmark times of several computers. Those times were (now this is
from memory, here):

Apple Mac Quadra 12 seconds
Clone '486 @ 66 MHz 6 seconds
Alpha (details?) 5 seconds

Two hundred feet away, the Atari Falcon was running the same benchmark
in 4 seconds. Pretty good for 16 MHz, eh?

... and the comparison of the ST to the '386 is based on personal
impression, not by any testing.

: This is fun...Eh, Butthead the Mac LCII(have not been sold in years)

... the ST has been around for many years. Since they're both showing
about the same amount of age, it's fair to compare them. Right? Or is
it not fair because Atari's 8 MHz 68000 runs better than Apple's 16 MHz
68030?

: was
: probably running under 16 bit color on 16 bit bus. Apple did cripple the
: machine bus wise.

Thank you, Peter. (That's a sincere compliment, BTW!)

: Pentium and PowerPC with slots as well with low prices are not
: standard on the clone. Top of the line Falcon clone in 1995
: is an 030-16 mhz is absurd.

A machine that outruns a DEC alpha system while running at 16 MHz
is absurd? Sounds like a technical achievement to me....

: > Send the $3.00 cover price to Toad Computers for their 54-page catalog of
: > things Atari (570 Governor Ritchie Highway, Severna Park, MD 21146-2925),
: > and look for "uses the DSP" in the software descriptions. With your
: > keen editor's eye, you should have no problem finding them!

: One.

Look again. Without study I remember a minimum of two graphics and
retouching programs that make use of the DSP.

: > BTW: Remember to include your return address in the letter you send to
: > purchase the catalog. We don't want the sure-to-follow online complaints
: > that "...the catalog never arrived!" if you forget.
: >

: I got one..Not much for dsp specific apps.

Well, that's an improvement from your inference that there weren't
any DSP applications.

:As much as the titles avilable for the Jagflop..

That was the refrain from the major players in the personal computer
industry when CP/M was the standard operating system and upstart IBM
decided to go it's own way. There were Darn Few Titles [tm] available
for IBM PCs for the first few years, and everyone was conviced they'd
take a pounding in the market and return to The Standard.

If you take a survey today, you'll find that few people even remember
that CP/M means "Control Program for Microcomputers".

: Eh, Butthead the clones and the PowerMacs sell in the million annual.

Chevrolet sells millions of econoboxes, but I'll take the Corvette,
thank you.

: The Jagflop has not set the world on fire...

Hasn't it already been proven that *none* of the game systems have set the world on fire? Yet, anyway?

-- George

PS -- A better-than-usual post, Peter.

2651. Re: Dan Dorfman is owed an apology!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-08 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep8.212638.48646@cobra.uni.edu>
Source record: 11406
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <42kbf5$bsn@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : And Atari is even worse situation. GoldStar and Panasonic produce the hardware
> : and is not affected by 3do. One of them can gobble up 3do. Sony is Atari's
> : worse nightmare and comming Sept.9 makes it more difficult or impossible for
> : the Jagflop to have a chance.
>
> The PSX is indeed Atari's worse nightmare. However, even that
> machine isn't turning out to be the wonder is was supposed to be. It was
> supposed to be cheaper and have ten times the number of games available at
> it's launch.

$299 is not cheap? The local Software Etc has 24 PlayStations in stock for Saturday's release with tons of titles. However, all have been pre sold and the titles will all be sold by noon. Not much Atari can do about it. Will Sam sue Sony for pricing the console at $299 like he said in NG? Not a chance..

>
> : I have looked hard.
>
> Bullshit.
>

Software Etc has no plans to carry the Jagflop in C.F. Wal-Mart now has the 3do but no Jagflop.

> >> Mark <<
>
>
> --
> ===
> Mark Rathwell = "Gentlemen, we can rebuild him. We have the
> = technology. We have the capability to make the
> The University Of Guelph = world's first bionic man. We can make him better
> Guelph, Ontario = than he was before. Better ... stronger ...
> Canada = faster ..."
> =
> mrathwel@uoguelph.ca = Look for my web page, coming soon!
> ===

The Jag...the little brother of the console world..

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2652. Re: Dan Dorfman is owed an apology!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-08 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep8.213234.48648@cobra.uni.edu>
Source record: 11407
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <NEWTNews.7867.810495774.babodlib@onramp.net>, babodlib@onramp.net writes:
>
> Mark Rathwell writes:
>> The PSX is indeed Atari's worse nightmare. However, even that
>> machine isn't turning out to be the wonder is was supposed to be. It was
>> supposed to be cheaper and have ten times the number of games available at
>> it's launch.
>>
>
>
> How much is the PSX going to be selling for? Last I heard was that Atari & 3DO
> were thinking about a dumping suit if it was too cheap. Any thoughts on this?

From what I hear, Sony has reduced the price in Japan. Nothing Atari can do
about it.

>
> Scott Narowetz
>

Jag..console or sex cult?...on the next edition of Jenny Jones!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2653. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-08 00:00:00 UTC
From: ad329@freenet.hamilton.on.ca
Message-ID: <42ob28$1gb@main.freenet.hamilton.on.ca>
Source record: 11408

Kevin Haley (khaley@nova.gmi.edu) wrote:
: Hey, Sindork! Have you checked out your local Software Etc. lately?
: Have you had the chance to see your first real Jaguar yet?
: It's a shame you bash a system you haven't even seen...
~^~^~^

2654. Re: (long) Sinclap Dogma Continues

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-08 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <42puj9$9hh@gti.gti.net>
Source record: 11409

Larry Carter (LarryX_Carter@ccm.jf.intel.com) wrote:
: To the Falcon's credit, it still has the
: DSP no one else has, and I am not aware of availability of
: equivalent hardware for the Alpha.

Ok... Ever hear of IBM's Mwave? This is a DSP based subsystem that's an option for the ThinkPad line. Flame me if I am wrong, but we have a 755 with the Mwave in it, and it has all the features of the Falcon's DSP: great sound, software modem, and all that.

Unfortunately, it is made by IBM, and anything made by IBM has many inherent flaws: First, the price is probably astronomical. Second, IBM is IBM. They suck almost as bad as Atari in marketing. Third, they propriatise (?) everything, meaning that they let no third party vendors develop.

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

2655. Re: (long) Sinclap Dogma Continues

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-08 00:00:00 UTC
From: Larry Carter <LarryX_Carter@ccm.jf.intel.com>
Message-ID: <42q2te$m19@news.jf.intel.com>
Source record: 11410

azog@gti.gti.net (azog) wrote:
>Ok... Ever hear of IBM's Mwave? This is a DSP based subsystem that's
>an option for the ThinkPad line. Flame me if I am wrong, but we have a 755
>with the Mwave in it, and it has all the features of the Falcon's DSP: great
>sound, software modem, and all that.
>
>Unfortunately, it is made by IBM, and anything made by IBM has many
>inherent flaws: First, the price is probably astronomical. Second,
>IBM is IBM. They suck almost as bad as Atari in marketing. Third,
>they propriatise (?) everything, meaning that they let no third party
>vendors develop.

Not only that, but, as I said above, probably won't work on
Alpha. There are clearly DSP products out there for PC's (i.e.
Intel/Intel clone processors) But it takes more than a PCI
card, it takes drivers. Although porting these drivers to
WIN/NT (a OS option for the Alpha) would probably be pretty
easy. My point was that EACH system has their own unique
values. And without specific apps that take advantage of each
of these features, benchmarks would be crippled by bad OS's
running on otherwise awesome hardware.

Larry
My opinions, not always Intels.

2656. Re: (long) Sinclap Dogma Continues

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-08 00:00:00 UTC
From: Gard Eggesboe Abrahamsen <ga@www.hials.no>
Message-ID: <42p07m$bde@doffen.uninett.no>
Source record: 11411

dferran@crash.cts.com (George Crissman - Ferran Scientific) wrote:
[...]
> Apple Mac Quadra 12 seconds
> Clone '486 @ 66 MHz 6 seconds
> Alpha (details?) 5 seconds
>
>Two hundred feet away, the Atari Falcon was running the same benchmark
>in 4 seconds. Pretty good for 16 MHz, eh?
[...]
>A machine that outruns a DEC alpha system while running at 16 MHz
>is absurd? Sounds like a technical achievement to me....

Actually, I take it that the alpha was running a UNIX-like operating system,
and so it would be running a WHOLE lot more processes than the Falcon would.
Even so, the X-windows system is a layer on top of the actual operating system
in UNIX, and so it is just natural that an OS that goes as direct on the task
as TOS does works faster. And I take it the Falcon was _not_ running MiNT
during the test. I think the result had a LOT to do with the missing overhead
on the operating system on the Falcon. But the Falcon still have too much
overhead. I assume the 486 was running Windows. I am certain it would perform a
lot better under Linux...

Gard Eggesboe Abrahamsen ga@alesund.fylkesbibl.no Happiest guy in the world
PO Box 5061, Larsgaarden ga@www.hials.no http://www.hials.no/~ga/
N-6021 Aalesund, Norway ga@www.moredata.no

2657. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-08 00:00:00 UTC
From: Larry Carter <LarryX_Carter@ccm.jf.intel.com>
Message-ID: <42q8b6$nc7@news.jf.intel.com>
Source record: 11412

ad329@freenet.hamilton.on.ca (Chris Cracknell) wrote:

>I'd love to see the Jag succeed, but it's not going to happen so long as
>the incompitent boobs at Atari are marketing it.
>
>I'd buy one except I'm opposed to pumping any more money into Atari until
>they can prove to me that the company will no longer be run as a personal
>tax shelter for the Tramiel family's financual empire.

Absolutely correct! You would think after over a decade of
loss at Atari they would figure out that their whole problem
has been MARKETING! I have seen only a couple of commercials
and no ads for the Jag. That combined with extremly poor
distribution of the systems/accesories/carts. What does Atari
expect, miracles? I too thought about buying a Jag (have a
Sega right now) but, I remember when I bought my 5200, 3 months
later, one of the controllers went bad, then about 2 months
later the other one went bad. No one had replacements, carts
were non-existent, on and on. I don't want a repeat of history
with the Jag.

Larry Carter

2658. Re: Dan Dorfman is owed an apology!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-08 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FIIFBJDNUP@cabal.shnet.org>
Source record: 11413
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In <1995Sep5.184313.48518@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>Sony is Atari's
>worse nightmare and comming Sept.9 makes it more difficult or impossible for
>the Jagflop to have a chance.

It's "cumming", and has it been your first time?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

2659. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-08 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <42qibh$238@ccshst05.cs.uoguelph.ca>
Source record: 11414

: Absolutely correct! You would think after over a decade of
: loss at Atari they would figure out that their whole problem
: has been MARKETING!

Considering their actual size and sales, Atari pumps a pile of
$$$ into marketing.

I have seen only a couple of commercials
: and no ads for the Jag.

Look in any video game magazine over the last year and a half and
you're almost certain to see ads.

That combined with extremly poor
: distribution of the systems/accesories/carts.

This is a problem, but it is getting better. Radio Shack, Walmart
and Software etc signed on, so it looks like even Sinclap will be able to
try a Jag.

What does Atari
: expect, miracles? I too thought about buying a Jag (have a
: Sega right now) but, I remember when I bought my 5200, 3 months
: later, one of the controllers went bad, then about 2 months
: later the other one went bad. No one had replacements, carts
: were non-existent, on and on. I don't want a repeat of history
: with the Jag.

I agree with you, though you should point to another example. The
5200 was discontinued before the Tramiels ever had anything to do with Atari.

>> Mark <<

--
==
Mark Rathwell = "Gentlemen, we can rebuild him. We have the
= technology. We have the capability to make the
The University Of Guelph = world's first bionic man. We can make him better
Guelph, Ontario = than he was before. Better ... stronger ...
Canada = faster ..."
=
mrathwel@uoguelph.ca = Look for my web page, coming soon!
==

2660. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-08 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep8.213035.48647@cobra.uni.edu>
Source record: 11415

In article <khaley.810417205@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu writes:
>
>>I have...Lots of Jagflop cdrom vapor ads in the mags for about a year.. I have
>>seen Atari's competitors advertise in the mags i read(non video games one)..
>
> Hey, Sindork! Have you checked out your local Software Etc. lately?
> Have you had the chance to see your first real Jaguar yet?
> It's a shame you bash a system you haven't even seen...

Eh, Beavis the local Software Etc. has no plans to carry the Jagflop. They do
have 24 playstations in stock for Saturday's roll out. But all are pre sold.

>
> /Kevin
>
>> Peter Sinclair-Day Performa 636/8-250/CD
>> University of Northern Iowa
>

The Jag...little brother of the console world..

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2661. Re: (long) Sinclap Dogma Continues

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-08 00:00:00 UTC
From: Larry Carter <LarryX_Carter@ccm.jf.intel.com>
Message-ID: <42pr5i$jnt@news.jf.intel.com>
Source record: 11416

Gard Eggesboe Abrahamsen <ga@www.hials.no> wrote:

>Actually, I take it that the alpha was running a UNIX-like operating system,
>and so it would be running a WHOLE lot more processes than the Falcon would.
>Even so, the X-windows system is a layer on top of the actual operating system
>in UNIX, and so it is just natural that an OS that goes as direct on the task
>as TOS does works faster. And I take it the Falcon was _not_ running MiNT
>during the test. I think the result had a LOT to do with the missing overhead
>on the operating system on the Falcon. But the Falcon still have too much
>overhead. I assume the 486 was running Windows. I am certain it would perform a
>lot better under Linux...

The Alpha would have been running Ultrix (DEC's UNIX) at that
time and have since dropped it (for performance issues) and
replaced it with DigitalUNIX which should perform much better.
Although I agree that the Alpha probably had alot more OS
overhead than the other machines, that proves very little.
Which is my problem with benchmarks between different
OS/Platforms. So many factors are left out of benchmarks that
they protray very little real value. The Alpha is clearly a
superb chip with awesome performace. It has a PCI bus which
not only provides flexible upgradability, but awesome bus
performance. The graphics cards you can get now days for PCI
will blow you away. To the Falcon's credit, it still has the
DSP no one else has, and I am not aware of availability of
equivalent hardware for the Alpha. Obviously the Mac and PC
will have lower benchmarks because, at that time, they were
using bad buses (both now have moved to PCI) and they had (and
still have) extremely top heavy OS's. This seems to be the
trend today. I think the real benchmark test would be a game,
in all seroiousness. Develop the same exact game for each
machine, designed to advantage of each machines specific
advanced features. Since most games utilize the systems full
bandwith (not just processor), it would tells alot about each
systems true performance (video, sound, bus speed for HD/CD
access, memory utilization etc.). Of course no would be able
to do this, but it would truly show who's who out there.

Larry
These are my opinions not neccessarily Intel's.

2662. Old Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-08 00:00:00 UTC
From: jzdilla@primenet.com
Message-ID: <jzdilla.1.001CECCA@primenet.com>
Source record: 11417

I know I am dating myself, but I am looking for anyone that may want, need, some componets from my atari 800xl. I have the computer, a disk drive and a letter quality printer. All still working.

I thought I might try and see if anyone may, for some reason, want this stuff. I have not used it in years, and I am really tired of it taking up closet space.

It is either this, or it goes out one day and does not come back. If you know of anyone, let them know...thanks.

2663. Re: Dan Dorfman is owed an apology!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-09 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <42si9q$lq4@ccshst05.cs.uoguelph.ca>
Source record: 11418
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

: How much is the PSX going to be selling for? Last I heard was that Atari & 3DO
: were thinking about a dumping suit if it was too cheap. Any thoughts on this?

In Canada, the PSX is $440 with one controller and no game. The
similar Jag package is $210.

>> Mark <<

--
==
Mark Rathwell = "Gentlemen, we can rebuild him. We have the
= technology. We have the capability to make the
The University Of Guelph = world's first bionic man. We can make him better
Guelph, Ontario = than he was before. Better ... stronger ...
Canada = faster ..."
=
mrathwel@uoguelph.ca = Look for my web page, coming soon!
==

2664. Re: Dan Dorfman is owed an apology!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-09 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <h5MjdaO.dpj@delphi.com>
Source record: 11419

<sinclap2954@cobra.uni.edu> writes:

>Software Etc has no plans to carry the Jagflop in C.F. Wal-Mart now has the
>3do but no Jagflop.

Both Software Etc. and Wal-Mart are carrying the Jaguar. Atari just made
an announcement about Wal-Mart and Radio Shack carrying it.

Dana @ STReport International Online Magazine

"Coming October 6, Plug in the WIRE."

2665. Re: The end is near..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-09 00:00:00 UTC
From: cj439@FreeNet.Carleton.CA
Message-ID: <DEnqo3.9AK@freenet.carleton.ca>
Source record: 11420

>
> ObJag: The no software argument against the jaguar has always seemed to be
> the same argument for other less known operating systems and products.
> OS/2 vs win95. macintosh vs. PCs. laserdiscs vs. videotapes.
> One product is obviously better than the other and yet the sheep
> inevitably go for the bad product with the bad (but plentiful) software
> which further degrades the amount of software available for the better
> product. incredible, simply incredible. Yet another case of
> style over substance. Hype, bells, whistles, smoke and mirrors.

You left out Beta vs. VHS, and GEM vs. anything else!

--
Songshop Musical Productions
Box 266, Shawville, Quebec
J0X 2Y0 (819) 647-6022

2666. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-09 00:00:00 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <x-OgNGA.ari2550@delphi.com>
Source record: 11421

I think one reason why Atari won't or can't advertise in the main-stream print media like Newsweek or Time is because of cost. Atari even in good times never spent much $ for marketing and advertising and these mags cost major bucks that Atari won't want to cough up...

Why don't they advertise on the internet or on one of the online services? They can provide more interactivey than Time magazine, the lead-times are probably shorter, its probably less expensive, and you're still reaching the same audience.

I know because that's what I do for a living! I help design and build sites for major corporations who want to go online.

Hey, that's an idea! Does anyone know the e-mail address of Atar's marketing director? I'll talk to him! :)

Ari

2667. Re: Dan Dorfman is owed an apology!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep10.171602.48674@cobra.uni.edu>
Source record: 11422
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <FIIFBJDNUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:
> In <1995Sep5.184313.48518@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>Sony is Atari's
>>worse nightmare and comming Sept.9 makes it more difficult or impossible for
>>the Jagflop to have a chance.
>
> It's "cumming", and has it been your first time?

Eh, Beavis I thought you knew..

>
> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O
> -- /
> - In the sky a mighty eagle doesn't care about what's illegal - _
> - On it's wings the rainbow's light it's flying to eternity. -)

Who needs 64 bit titles? Thats why I love the Jag!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2668. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-10 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95253.155824STIRRE31@MAINE.MAINE.EDU>
Source record: 11423

Ari,
Atari is setting up a WWW site and people at Atari are active on the
on-line sources such as GEnie and Compuserve. You can e-mail Atari
at atari@genie.geis.com with suggestions, though.
-scott tirrell

2669. Re: Dan Dorfman is owed an apology!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep10.171733.48675@cobra.uni.edu>
Source record: 11424

In article <h5MjdaO.dpj@delphi.com>, dpj@delphi.com writes:
> <sinclap2954@cobra.uni.edu> writes:
>
>>Software Etc has no plans to carry the Jagflop in C.F. Wal-Mart now has the
>>3do but no Jagflop.
>
>
>
> Both Software Etc. and Wal-Mart are carrying the Jaguar. Atari just made
> an announcement about Wal-Mart and Radio Shack carrying it.

Only selected stores will have it..

>
> Dana @ STReport International Online Magazine
>
> "Coming October 6, Plug in the WIRE."

Jag...console or religious cult?...on the next edition of Geraldo!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2670. No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-11 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.265.000A39D6@ti.com>
Source record: 11425

Just want to let you guys know that GoldStar have launched a big 3DO fair here in Singapore. All major Computer Retail Buildings have large exhibition at their foyer/lobby.

3DO have landed big in Singapore.... the Jag have still to make an appearence.

Regards
William

PS No flame please... this is FYI only
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520STFM/4Mb/44M HDD/Magic2.01/EASE
ProbeHouse Software developer | ||| &
Internet Email: wongck@ti.com |/ | \ 486DX33/8Mb/210M+850M HDD/WFW3.11
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

2671. Re: (long) Sinclap Dogma Continues

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-11 00:00:00 UTC
From: Clinton Keith <clint@angel.com>
Message-ID: <431qk3$s8h@news.cerf.net>
Source record: 11426

azog@gti.gti.net (azog) wrote:
>Larry Carter (LarryX_Carter@ccm.jf.intel.com) wrote:
>: To the Falcon's credit, it still has the
>: DSP no one else has, and I am not aware of availability of
>: equivalent hardware for the Alpha.
>
>Ok... Ever hear of IBM's Mwave? This is a DSP based subsystem that's
>an option for the ThinkPad line. Flame me if I am wrong, but we have a 755
>with the Mwave in it, and it has all the features of the Falcon's DSP: great
>sound, software modem, and all that.
>
>Unfortunately, it is made by IBM, and anything made by IBM has many
>inherent flaws: First, the price is probably astronomical. Second,
>IBM is IBM. They suck almost as bad as Atari in marketing. Third,
>they propriatise (?) everything, meaning that they let no third party
>vendors develop.
>

Sounds like you were frightened by a 360 as a child ;)
Actually, the MWave is the DSP card of choice among many
developers. For ~$300 you get the card and the development
software...hardly astronomical. The quote about their software
lock is pretty strange and about 25 years out-of-date. Are all
Warp9 packages theirs?

--

Clinton Keith / Programmer / Angel Studios, Inc.
clint@angel.com / clint@deltanet.com
Computer Animation / Visual Effects / Interactive Entertainment

2672. Re: (long) Sinclap Dogma Continues

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-11 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <DEq37C.86J@crash.cts.com>
Source record: 11427

Larry Carter (LarryX_Carter@ccm.jf.intel.com) wrote:
: Gard Eggesboe Abrahamsen <ga@www.hials.no> wrote:

: I think the real benchmark test would be a game,
: in all seriousness. Develop the same exact game for each
: machine, designed to advantage of each machines specific
: advanced features. Since most games utilize the systems full
: bandwith (not just processor), it would tells alot about each
: systems true performance (video, sound, bus speed for HD/CD
: access, memory utilization etc.). Of course no would be able
: to do this, but it would truly show who's who out there.

The answer is: Flight Simulator!

Yep, for the longest time, the test of capability and ... um ...
compatibility was the ability to run SubLogic's Flight Simulator.

We may already be very close to your dream, here!

-- George

2673. Re: Magic?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-11 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <4317jm$519@news.iesd.auc.dk>
Source record: 11428

In article <42g2ft$9oe@cmcl2.NYU.EDU>, kwd9152@is2.nyu.edu (Kevin Dolorico) writes:
>
> Hey, what does MAGIC do? Is it a completely new operating system...?
> Does it work like TOS/GEM and just have a lot of features added?
>
> Is it completely compatible, errr, MOSTLY compatible��:)
>
> --
> _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
> Kevin Dolorico, kwd9152@is2.nyu.edu |___/|
> Computer Advocacy@NYU Education Officer \o o/
> http://www.j51.com/~tmaster/ _/

It's a 32-bit pre-emtive multitasking system, that is TOS-compatible.
It's faster than TOS and a LOT faster than MultiTOS!

And it's also avaiable for 68k Macs and PowerMacs!

Keep Cool and Flying...

ChainXOR...

2674. Re: (long) Sinclap Dogma Continues

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-11 00:00:00 UTC
From: akeady@nmrc.ucc.ie
Message-ID: <431m61$roj@bastion.nmrc.ucc.ie>
Source record: 11429

Gard Eggesboe Abrahamsen (ga@www.hials.no) wrote:
: dferran@crash.cts.com (George Crissman - Ferran Scientific) wrote:
: [...]
: > Apple Mac Quadra 12 seconds
: > Clone '486 @ 66 MHz 6 seconds
: > Alpha (details?) 5 seconds
: >
: >Two hundred feet away, the Atari Falcon was running the same benchmark
: >in 4 seconds. Pretty good for 16 MHz, eh?
: [...]
: >A machine that outruns a DEC alpha system while running at 16 MHz
: >is absurd? Sounds like a technical achievement to me....

: Actually, I take it that the alpha was running a UNIX-like operating system,
: and so it would be running a WHOLE lot more processes than the Falcon would.
: Even so, the X-windows system is a layer on top of the actual operating system
: in UNIX, and so it is just natural that an OS that goes as direct on the task
: as TOS does works faster. And I take it the Falcon was _not_ running MiNT
: during the test. I think the result had a LOT to do with the missing overhead
: on the operating system on the Falcon. But the Falcon still have too much
: overhead. I assume the 486 was running Windows. I am certain it would perform a
: lot better under Linux...

As far as I remember, the benchmark was a processor-intensive fractal generator.
The Falcon version used the DSP for the number-crunching so running MiNT
wouldn't have slowed it down much.

It must have been a bargain basement Alpha, I can't imagine a top-of-the-line
200MHz model being only slightly faster than a '486.

Aidan.

2675. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-11 00:00:00 UTC
From: e9250467@stud1.tuwien.ac.at
Message-ID: <4323bf$p6p@news.tuwien.ac.at>
Source record: 11430

William Wong (wongck@ti.com) wrote:
: Just want to let you guys know that GoldStar have launched a big 3DO fair here
: in Singapore. All major Computer Retail Buildings have large exhibition at
: their foyer/lobby.

: 3DO have landed big in Singapore.... the Jag have still to make an appearence.

I do not know about Ataris positionin Singapore. But keep in mind that
Atari has dropped Germany, which was by far the biggest market for atari
hardware, and the brand wa, even 1 year ago, in amrket survey done by an
independent institute even more known than Apple.
I think there is not much more proof for Ataris stupidity.

Regards,

Alfred

2676. Re: (long) Sinclap Dogma Continues

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-11 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <4328g7$t7a@gti.gti.net>
Source record: 11431

Clinton Keith (clint@angel.com) wrote:
: azog@gti.gti.net (azog) wrote:
: >
: >Unfortunately, it is made by IBM, and anything made by IBM has many
: >inherent flaws: First, the price is probably astronomical. Second,
: >IBM is IBM. They suck almost as bad as Atari in marketing. Third,
: >they propriatise (?) everything, meaning that they let no third party
: >vendors develop.

: Sounds like you were frightened by a 360 as a child ;)
: Actually, the MWave is the DSP card of choice among many
: developers. For ~$300 you get the card and the development
: software...hardly astronomical. The quote about their software
: lock is pretty strange and about 25 years out-of-date. Are all
: Warp9 packages theirs?

I must admit, I have an extremely large negative bias towards IBM. I've worked in an IBM mainframe shop for many years, and have seen many extremely bull-headed decisions to buy IBM just for the sake of the name...

I was unaware of the cost of the card, which I qualified in my post; but $300 is not a lot of money. Also, my mention of propriatory (sp?) doesn't date back 25 years, but only very recently. Namely MCA. It may be good, and it may be the best, but IBM felt extremely burned by what happened to the original PC/AT, and put a lock on MCA development. That hindered them badly.

Regarding OS/2... I get the shivers recalling the administrative night-mare this was. Running OS/2 LAN server was like taking a bull by the horns. There were just too many layers involved in anything: first the base operating system. The the LAN server software was a seperate package. Then, the print server software was yet another seperate package. We've switched to WinNT, and even tho I am not a mindless clone, who bows down to Bill Gates, WinNT Server is a much better network environment. There are no layers. The networking is built into the system at such a low level, it's almost impossible to seperate them out (but it is possible to run in a standalone environment). The print server was just another minor peice of software, included in the base OS.

What's my point? As above, I don't like IBM. I've seen better, but I've also seen worse.
--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

2677. Re: (long) Sinclap Dogma Continues

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-11 00:00:00 UTC
From: nowhere@all
Message-ID: <432g9s$fhn@dub-news-svc-1.compuserve.com>
Source record: 11432

dferran@crash.cts.com (George Crissman - Ferran Scientific) wrote:

>So where are the standard MIDI ports? Where is the standard DSP chip?
>Where is the efficient operating system that will run in 1 Meg of RAM
>(or less)? Where is the processor-direct port (I'm thinking Falcon,
>here) that allows designers to completely take over the hardware?

Duh, now that's dumb. There are no _standard_ MIDI ports because
nobody needs them. If you do want one, every sound card got one. I
mean, you don't think they use MIDI fopr networking...

>Back in 1993 or so, when Digital Equipment Corporation was unveiling
>it's new "alpha" microprocessor, they had a display showing the
>benchmark times of several computers. Those times were (now this is
>from memory, here):

> Apple Mac Quadra 12 seconds
> Clone '486 @ 66 MHz 6 seconds
> Alpha (details?) 5 seconds

>Two hundred feet away, the Atari Falcon was running the same benchmark
>in 4 seconds. Pretty good for 16 MHz, eh?

Now, that's a load of bull one rarely sees even here... Care to post
details how much more iterations was Alpha doing, and at what color
depths it was working, and what was running at the same time on it?
Yeah, sure. Bargain-bin DSP Motorola cound not get rid of outrunning
AXP box. Snarf.

>A machine that outruns a DEC alpha system while running at 16 MHz
>is absurd? Sounds like a technical achievement to me....

Would be fun if it were...

>Chevrolet sells millions of econoboxes, but I'll take the Corvette,
>thank you.

Well, some people _are_ insane if they want to buy a 'vette. It hardly
can carry it's own overweight frame of ugliest steel workd has ever
seen.

The views above do not necessarily represent those of my employer,
my educational institution, or of myself.

<<Beyond the common pain and pleasure>> The Overfiend

2678. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-12 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <432nju$4o8@ccshst05.cs.uoguelph.ca>
Source record: 11433

: I do not know about Ataris positionin Singapore. But keep in mind that
: Atari has dropped Germany,

Atari didn't "drop" Germany, but did scale back their entire
European Operations. I think it was a mistake *NOT* to keep the Atari
Germany office open, although there are probably financial reasons
involved (ie. it was cheaper to handle European Atari distribution out of
the Netherlands and UK than Germany) that I don't know about. The Jaguar
and other Atari products are available in Germany.

>> Mark <<

--
==
Mark Rathwell = "Gentlemen, we can rebuild him. We have the
= technology. We have the capability to make the
The University Of Guelph = world's first bionic man. We can make him better
Guelph, Ontario = than he was before. Better ... stronger ...
Canada = faster ..."
=
mrathwel@uoguelph.ca = Look for my web page, coming soon!
==

2679. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-12 00:00:00 UTC
From: hing@csulb.edu
Message-ID: <4349cm$n3t@garuda.csulb.edu>
Source record: 11434

Alfred Radauer (e9250467@stud1.tuwien.ac.at) wrote:

: I do not know about Ataris positionin Singapore. But keep in mind that
: Atari has dropped Germany, which was by far the biggest market for atari
: hardware, and the brand wa, even 1 year ago, in amrket survey done by an
: independent institute even more known than Apple.
: I think there is not much more proof for Ataris stupidity.

: Regards,

: Alfred

It was a 'stupid' move as you put it, but do not confuse with the
computer department.

--
o---o
| E-mail: hing@engr.csulb.edu |
|-=-|
| WWW: http://www.engr.csulb.edu/~hing/ |
|-=-|
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------ Charles de Gaulle -------------------------o

2680. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-12 00:00:00 UTC
From: seth3@ix.netcom.com
Message-ID: <4353at$jdv@ixnews2.ix.netcom.com>
Source record: 11435

In <95253.155824STIRRE31@MAINE.MAINE.EDU> <STIRRE31@MAINE.MAINE.EDU>
writes:
>
>Ari,
>Atari is setting up a WWW site and people at Atari are active on the
>on-line sources such as GEnie and Compuserve. You can e-mail Atari
>at atari@genie.geis.com with suggestions, though.
>-scott tirrell
I am late coming into the Atari news group, what is coming this Fall
and is Atari on it's last leg?!?!?
Old Atari owner,

Seth

2681. Re: Will Sega swallow up Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-13 00:00:00 UTC
From: mstclair@iglou2.iglou.com
Message-ID: <DEv1o6.AAv@iglou.com>
Source record: 11339
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

I really doubt it. I mean, we all know Sega sucks, but has anyone seen
them swallow? :) :) :)

Mike St. Clair *All* worthwhile technology
Planet Earth

We're in the clutches of a sexually frustrated simpleton trying to
turn these fine newsgroups into a third-world techno-quagmire.
Two hundred billion flyspecks in his head, but only 260 poor
braincells. And he still isn't damaged enough to admit he's
been beaten.

Netizens on Peter Sinflaccid......

Fear-uncertainty-doubt-request@flaccid.peter.com / Type "FUD" in body
--

____
| Mike St. Clair | "You want some more? Well, here's some more!" |
|_mstclair@iglou.com_|_____________________Frank_Zappa_____________|

2682. Re: Will Sega swallow up Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-13 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.810996445@gmi.edu>
Source record: 11340
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

sinclap2954@cobra.uni.edu writes:

>According to a rumor in INSIDE MAC GAMES(cd based), Sega wants Atari! Why?
>Your guess is good as mine..

According to what I see on this group, SinIdiot is still posting
his Jag-bashing crap in the wrong group!

Why? Your guess is [as] good as mine..

/Kevin

> Peter Sinclair-Day Performa 636/8-250/CD
> University of Northern Iowa

Are you back in college yet? After you get out of "Amoeba Evolution 101"
make sure you take a class in remedial English...

2683. Re: Will Sega swallow up Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-13 00:00:00 UTC
From: brade@ksu.ksu.edu
Message-ID: <4388jo$1co@nbc.ksu.ksu.edu>
Source record: 11341
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Gard Eggesboe Abrahamsen <ga@www.hials.no> writes:
>sinclap2954@cobra.uni.edu wrote:
>>According to a rumor in INSIDE MAC GAMES(cd based), Sega wants Atari! Why?
>>Your guess is good as mine..

>How about technology? That has always been a good reason for one company to
>swallow another.

Yep and how about pricepoint? Atari can manufacture the Jag here & sell it for a profit at $149 while the Saturn comes in at $399. Flame away on this statement if you must but the two machines are practically the same in performance terms & it'd make sense for a major player like Sega to want a machine to undercut Nintendo & Sony in the price wars while maintaining a high level of performance.

Brad Ensminger
brade@ksu.ksu.edu

2684. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-13 00:00:00 UTC
From: Larry Carter <LarryX_Carter@ccm.jf.intel.com>
Message-ID: <4358uj$nrh@news.jf.intel.com>
Source record: 11342

mrathwel@uoguelph.ca (Mark Rathwell) wrote:

> Considering their actual size and sales, Atari pumps a > pile of $$$ into marketing.

It's not dollars that make your marketing good or bad, it's
your marketing. What I mean is, that you can spend all the
dollars you want, but if all your marketing is centered around
ads in Better Homes and Gardens, there is not much chance your
going to succeed.

> Look in any video game magazine over the last year and > a half and you're almost certain to see ads.

But that's part of the problem. Their preaching to the choir.
The same problem plagued the ST's. Atari only advertised them
in Atari and music magazines. Those people, for the most part,
already HAD Ataris. They needed to push the machine into the
market place as a whole. For those out there who are getting
ready to buy their first console, TV commercials, a lot of
them, are what really push a product. How many commercials do
you see a day for Sega and Nintendo (now Sony too), and we
wonder why they outsell the Jag.

>> That combined with extremly poor distribution of the >> systems/accesories/carts.

> This is a problem, but it is getting better. Radio >Shack, Walmart and Software etc signed on, so it looks like >even Sinclap will be able to try a Jag.

Not to mention, the price has gone down to $150, very nice. I
just hope it's enough.

> [snip] though you should point to another example. The >5200 was discontinued before the Tramiels ever had anything to >do with Atari.

It really doesn't seem to matter who is running Atari. When
old Sam got ahold of Atari, it seemed he was making a change,
for the better. But then it all went down hill. Yes, the 5200
was gone, but it's a good example of Atari's lack of commitment
to its products/customers. History shows that Atari will drop
things like hot potatoes if they aren't doing what they want
them to do. So I go and buy a Jag, and next year, I won't be
able to get cart's, replacement stuff, etc etc. You can
understand why I would be reluctent, although the price is VERY
tempting.

Larry
My opinions, not always Intels.

2685. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-13 00:00:00 UTC
From: Larry Carter <LarryX_Carter@ccm.jf.intel.com>
Message-ID: <4359f4$nrh@news.jf.intel.com>
Source record: 11343

mrathwel@uoguelph.ca (Mark Rathwell) wrote:

> Atari didn't "drop" Germany, but did scale back their >entire European Operations. I think it was a mistake *NOT* to >keep the Ata=
ri Germany office open, although there are >probably financial reasons involved (ie. it was cheaper to >handle European Atari distri=
bution out of the Netherlands and >UK than Germany) that I don't know about. The Jaguar >and other Atari products are available in Germany.

Don't fool yourself, this is exactly how they got out of the
US, albeit indirectly. It's not news to everyone that for
years, Germany was where Atari had their largest market share.
So how could it be that it would cheaper for them to run their
operations out of the UK? It's NOT. I think that Atari is
doing it on purpose. To kill themselve from the computer
market. They think their failure is immenent in the console
market so they are setting up for one of two possibilities.

1. Push to almost bankruptcy hoping that some big-wig money
bags (another Tramiel) comes along to bail them out.
2. Push to bankruptcy. They don't care anymore and go home
without any real problems. (Thats the point of bankruptcy to
companies apparently.)

Sound silly, but it happens a lot more than you think. Atari
is ceartainly not above this kind of thing

Larry
My opinions, not always Intels.

2686. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-13 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <435g2j$bvu@ccshst05.cs.uoguelph.ca>
Source record: 11344

```
: I am late coming into the Atari news group, what is coming this Fall
: and is Atari on it's last leg?!?!?

Who knows what is coming this fall? I suspect a $99 Jaguar, a
Jaguar with a good pack-in (ie. Doom), some reduced prices of games, the
CD-ROM, more games and that's probably about it. Atari's sales are
miniscule, but the downsized, cash infused company is in better fiscal
shape than ever. Whether it can compete or not against the big guys is
questionable, but I respect the way Atari has changed over the years. If
only they'd made these changes years ago, it might be easier selling Jags
now.

>> Mark <<

--
===============================================================================
Mark Rathwell = "Gentlemen, we can rebuild him. We have the
= technology. We have the capability to make the
The University Of Guelph = world's first bionic man. We can make him better
Guelph, Ontario = than he was before. Better ... stronger ...
Canada = faster ..."
=
mrathwel@uoguelph.ca = Look for my web page, coming soon!
===============================================================================
```

2687. Re: Will Sega swallow up Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-13 00:00:00 UTC
From: mkshaokahn@aol.com
Message-ID: <437i13$p1a@newsbf02.news.aol.com>
Source record: 11345

In article <1995Sep13.002833.48773@cobra.uni.edu>,
sinclap2954@cobra.uni.edu writes:

>According to a rumor in INSIDE MAC GAMES(cd based), Sega wants Atari!
Why?
>Your guess is good as mine..

EGM said the same thing. They already own 7.4% or 4.7% of Atari (can't remember which) from the patent deal. As far as I know this is unconditional stock, and cannot be sold. They already own part, why not go for more, seeing that the Saturn's price tag is too high for many U.S. gamers, and the Jag has at least 150,000 owners in the U.S. alone. Plus, Sega games on the Jaguar (another part of that patent deal) could hurt them more in the U.S., so why not capitalize by releasing all their arcade/home games on the Saturn first, then in say, 6 months, put them on the Jaguar. Hits both price levels, and makes it so there is a demand to get the games first, so the Saturn will be bought by as many as can afford it, and those who can't still have the Jaguar to get the games. Sounds logical to keep their standings in the U.S. market. Plus, with the Sega name on it, more will buy the system, and more third party developers will join as well. Good reasoning, but let's wait to see what happens.

2688. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-13 00:00:00 UTC
From: e9250467@stud1.tuwien.ac.at
Message-ID: <437hvm$566@news.tuwien.ac.at>
Source record: 11346

Atari din't just scale back their business in Germany. That's how it started, OK, but two to three months ago, Atari camcelled all treaties and supportfor all Atari fealers in Germany.
And that is far different from just "reducing".
This means also, that it is becoming enormously difficult to get spare parts for the machines (even newere ones, such as the TT etc.)
Atari Holland seems to have closeddown also, according to news. The remaining Atari stock, was purchased by a company called ACN in Holland, where one could get hold of keyboards, casings, defective monitors etc.
Ataris onyl remaing product is the Jaguar and rest assured that although I would have liked to see one there is not a single electronic chaine over here that has them. A small shop, specialised in games consoles, had ordered some from the US and dropped the Jag six months ago! (One person that asked about it in three months ans that was me :-( )
Germany seems to have at least one shop that sells them (called Pagedown), but for the whole of a country????

And as for Atari to go into liquidation by free will - don't cunt on it. The Tramiels could have sold their computer line to other producers, when they still had good market chances (i.e. in the music market). They decided to keep the rights to the line to themselves and just allowed for licenses to their machines with dubious terms (such as you have to have the prive higher than that of th orogibnal Ataris).

Now they said they would concentrate on the Jag. Ridiculous, with almost no capital left, they started donsizing to a middle size company. And - if the banks do not stop them NOW or if not another company makes an offer far above the current market calue of Atari stocks- the Tramiels will continue to downsize their company.

They will probably drop the Falcon and start to be games software onyl producers. And beacuse even there they will not have success, they will start to downsize till they vanish completely.

So the best thing to hope for the Jaguar owneres is that the banks make an end to the Tramiel era and the Jag gets a good cpmpany such as Sega to carry on. For the computer line it is too late.

Reagards,

Alfred

2689. Re: Will Sega swallow up Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-13 00:00:00 UTC
From: Larry Carter <LarryX_Carter@ccm.jf.intel.com>
Message-ID: <437ov5$ed7@news.jf.intel.com>
Source record: 11347

mkshaokahn@aol.com (MKShaoKahn) wrote:

>EGM said the same thing. They already own 7.4% or 4.7% of Atari (can't
>remember which) from the patent deal. As far as I know this is
>unconditional stock, and cannot be sold. They already own part, why not go
>for more, seeing that the Saturn's price tag is too high for many U.S.
>gamers, and the Jag has at least 150,000 owners in the U.S. alone. Plus,
>Sega games on the Jaguar (another part of that patent deal) could hurt
>them more in the U.S., so why not capitalize by releasing all their
>arcade/home games on the Saturn first, then in say, 6 months, put them on
>the Jaguar. Hits both price levels, and makes it so there is a demand to
>get the games first, so the Saturn will be bought by as many as can afford
>it, and those who can't still have the Jaguar to get the games. Sounds
>logical to keep their standings in the U.S. market. Plus, with the Sega
>name on it, more will buy the system, and more third party developers will
>join as well. Good reasoning, but let's wait to see what happens.

This is a sound, logical theory, how much do you want to bet
that it's NOT what will happen, although it should be what
happens. I think it would be great for Sega to grab Atari and
infuse this kind of life into the Jag. However, more than
likely, if they do get Atari, they will do it to kill the Jag,
removing one more console from the face of choices against a
Saturn. Although we know, and probably Sega knows, that the
Jag is a nice piece of HW, it will be viewed as an outsider, a
non-Sega as it were, and dropped. Well, we'll just have to
wait and see....

Larry

2690. Re: (long) Sinclap Dogma Continues

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-13 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <DEv5qH.9D2@crash.cts.com>
Source record: 11348

The incredibly lucid nowhere@all wrote:

: Duh, now that's dumb. There are no _standard_ MIDI ports because
: nobody needs them. If you do want one, every sound card got one.
^^^^^^ ^^^^^ ^^^^

See "subtle message", below.

: Now, that's a load of bull one rarely sees even here... Care to post
: details how much more iterations was Alpha doing, and at what color
: depths it was working, and what was running at the same time on it?

I didn't run the benchmarks, so I can't give you the details beyond
the running time. And your (apparent) claim that the Alpha was doing
"...more iterations..." and running at "...color depths..." would
certainly be an admission that the Alpha system was less efficient
than the Falcon system.

That's why the Falcon performed so well in benchmark testing!

: >Chevrolet sells millions of econoboxes, but I'll take the Corvette,
: >thank you.

: Well, some people _are_ insane if they want to buy a 'vette. It hardly
: can carry it's own overweight frame of ugliest steel workd has ever
: seen.

Maybe so, but you can meet some friendly and exciting ladies with
a Corvette that you won't meet if you're driving, say, a Geo.

(There's a subtle message in that comment, BTW :-).

-- George

PS -- Has anyone else noticed the sudden lack of sinclap in this thread?

2691. Re: Will Sega swallow up Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-13 00:00:00 UTC
From: nobody <nobody@csufresno.edu>
Message-ID: <1995Sep13.190728.2699@titan.sfasu.edu>
Source record: 11349
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

sinclap2954@cobra.uni.edu wrote:
>According to a rumor in INSIDE MAC GAMES(cd based), Sega wants Atari! Why?
>Your guess is good as mine..

Huh? Three problems with that rumor

1. It is a rumor. And you know what happens to those rumors.

2. A Sega take over rumor is not a good news for Atari. It appears that
Sega take-over rumor is always associated with companies in
financial trouble, like that Sega wants to buy 3DO rumor meant 3DO
was in financial trouble.

3. There is nothing in Atari that Sega would possibly want. The
patents? Sega already paid for that. Beside, those patents would
expire anytime soon. Jag2? Yeah, Right!

>
>
>Who needs 64 bit titles? Thats why I love the Jag!

>
>
>
> Peter Sinclair-Day Performa 636/8-250/CD
> University of Northern Iowa
>
>
> We're in the clutches of a bunch of folks trying to turn the U.S. into
> a third world country. Two hundred billionaires and 260 million poor
> people. And they haven't done enough damage yet to be beaten.
>
> Garrison Keillor on the Republican Congress.......
>
>Internet-democrats-request@webcom.com / Type subscribe in body of message
>
>

2692. Will Sega swallow up Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep13.002833.48773@cobra.uni.edu>
Source record: 11436
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

According to a rumor in INSIDE MAC GAMES(cd based), Sega wants Atari! Why?
Your guess is good as mine..

Who needs 64 bit titles? Thats why I love the Jag!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2693. The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep13.020817.48776@cobra.uni.edu>
Source record: 11437
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

The Monday edition of the New York Times previewed the next gen console. The big three were listed: the Playstation, Saturn and 3do. The Jagflop was not even listed in ink. Does the NYT doesn't know that the Jagflop exists, or is old hat and or not a contender. Your guess is as good as mine..

Jag...the little brother of the console world(title not included)...

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.....

Internet-democrats-request@webcom.com / Type subscribe in body of message

2694. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-13 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95256.100854STIRRE31@MAINE.MAINE.EDU>
Source record: 11438
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Ah, I suppose it is better than being mentioned for bad things such as the problem Apple is having with shortages of Macintoshes. WSJ had some dire predictions for the computer line from the big fruit company lately.
As far as the Jaguar goes, I predict that Atari's major ad campaign will actually materialize and will raise a few eyebrows. The Jaguar has such a good price advantage that it will make Atari profitable (I do not think it will be the dominate system, however). I am still unconvinced that gaming systems priced at over $200 can sell in significant numbers.
BTW, I also predict that Atari's CD-ROM games for the PC, when released, will sell quite well.
-scott tirrell

2695. Re: Will Sega swallow up Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-14 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4384av$hc7@ccshst05.cs.uoguelph.ca>
Source record: 11350
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

: According to a rumor in INSIDE MAC GAMES(cd based), Sega wants Atari! Why?
: Your guess is good as mine..

I bet you'd really hate that, eh Sinflop? The Jaguar with Sega
backing ... whatever would you do?

: Who needs 64 bit titles? Thats why I love the Jag!

A machine he's never seen, although he might get a chance this
Christmas. Will he play it? Naw ...

>> Mark <<

--

==
Mark Rathwell = "Gentlemen, we can rebuild him. We have the
= technology. We have the capability to make the
The University Of Guelph = world's first bionic man. We can make him better
Guelph, Ontario = than he was before. Better ... stronger ...
Canada = faster ..."
=
mrathwel@uoguelph.ca = Look for my web page, coming soon!
==

2696. Re: Will Sega swallow up Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-14 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4384fg$hc7@ccshst05.cs.uoguelph.ca>
Source record: 11351

What is with all these "Sega is buying" posts. I've heard that they are
trying to buy both 3DO and Atari! This is strange, unless they are
looking to dismantle some of their competition. Personally, I think Sony
is going to give them the fight of their lives and they'd better keep
their guard up lest Sony do to them what they did to Nintendo.

>> Mark <<

--

Mark Rathwell = "Gentlemen, we can rebuild him. We have the
= technology. We have the capability to make the
The University Of Guelph = world's first bionic man. We can make him better
Guelph, Ontario = than he was before. Better ... stronger ...
Canada = faster ..."
=
mrathwel@uoguelph.ca = Look for my web page, coming soon!

2697. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-14 00:00:00 UTC
From: jrresseg@ix.netcom.com
Message-ID: <4388q4$75v@ixnews3.ix.netcom.com>
Source record: 11352
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In <1995Sep13.020817.48776@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>
>The Monday edition of the New York Times previewed the next gen console. The
>big three were listed: the Playstation, Saturn and 3do. The Jagflop was not
>even listed in ink. Does the NYT doesn't know that the Jagflop exists, or is
>old hat and or not a contender. Your guess is as good as mine..
>
>Jag...the little brother of the console world(title not included)...
>
>
>
> Peter Sinclair-Day Performa 636/8-250/CD
> University of Northern Iowa
>
>
> We're in the clutches of a bunch of folks trying to turn the U.S. into
> a third world country. Two hundred billionaires and 260 million poor
> people. And they haven't done enough damage yet to be beaten.
>
> Garrison Keillor on the Republican Congress.......
>
>Internet-democrats-request@webcom.com / Type subscribe in body of message
>

Peter I called the WSJ and talked to Jeff Trehenberg who authored said article. He played Doom on the Jag and found it wanting. He also attended an Electronic show in Las Vegas ,and was treated poorly by Atari. I told him to play T2k, IS, and WMCJ. Also the VLM. I said Ted Hoff and JAG 2 were other positive develoments. Call the WSJ Jeff will call you back.
John Resseger
The sky is green the sea is Yellow look out for da man etin Catopilla !
>

2698. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-14 00:00:00 UTC
From: gavinm@vsprsun_14
Message-ID: <438u8c$1s52@info4.rus.uni-stuttgart.de>
Source record: 11353
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

STIRRE31@MAINE.MAINE.EDU wrote:
: Ah, I suppose it is better than being mentioned for bad things such
: as the problem Apple is having with shortages of Macintoshes. WSJ
: had some dire predictions for the computer line from the big fruit
: company lately.

Actually, when you can't fulfil orders because of the sheer volume of
them it makes your system look very desirable in the public eye. Although
abviously the situation has been bad for Apple, it doesn't look as bad as
the great Jaguar CD affair has been for Atari.....

: As far as the Jaguar goes, I predict that Atari's major ad campaign
: will actually materialize and will raise a few eyebrows.

How many times has THIS been said before?

: The Jaguar
: has such a good price advantage that it will make Atari profitable
: (I do not think it will be the dominate system, however).

Price advantage is nothing - it just puts the Jaguar into the budget
SNES/Sega sector of the market where it will be killed by the superior
software libraries of its budget competitors.

: I am
: still unconvinced that gaming systems priced at over $200 can sell
: in significant numbers.

Well, 3DO managed to shift as many consoles as Atari even at the high
prices they were asking compared to the Jaguar. Marketting and consumer
confidence are the key here.

: BTW, I also predict that Atari's CD-ROM games for the PC, when
: released, will sell quite well.

Why? They can't possibly ever sell as 'well' as Jaguar cart games and
in comparison to 3DO, PSX and Saturn titles they will certainly be perceived
by softcos and stores as 'Poor' sellers.

gavan
--
email: G.Moran@ee.qub.ac.uk | 'There can be only one!'
or gmoran@nyx.cs.du.edu | - The Highlander

2699. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-14 00:00:00 UTC
From: grpdblue@aol.com
Message-ID: <439qnt$jot@newsbf02.news.aol.com>
Source record: 11354
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Well, the problem with Mac shortages is much better than not being able to sell a pathetic game system at $149.00... Hell, the SNES and Genesis cost alomst that much and still outsell the Jag.

2700. Re: Will Sega swallow up Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-14 00:00:00 UTC
From: mkshaokahn@aol.com
Message-ID: <43afkk$qmk@newsbf02.news.aol.com>
Source record: 11355

In article <1995Sep13.190728.2699@titan.sfasu.edu>, nobody
<nobody@csufresno.edu> writes:

> 3. There is nothing in Atari that Sega would possibly want. The
> patents? Sega already paid for that. Beside, those patents would
> expire anytime soon. Jag2? Yeah, Right!
>
>

All right, which queer posted this??? The Jaguar 2 ranks up their with the M2. EGM, the only-like the PSX magazine even said, "and the Jag 2, which the Q Mann tells you is quite cool." The Jaguar games are not nearly as blocky as Saturn games, thus far, let's wait to make a final judgement. The Jaguar/CD combo is more powerful then the 3DO, PSX, Saturn, and every other system. M2 and U64 will beat its power, but the Jag CD is out, and they are not.

2701. HELP: NVDI-Truecolor-Off-Screens???

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-15 00:00:00 UTC
From: mdlipper@cip.informatik.uni-erlangen.de
Message-ID: <43bl12$uf@rznews.rrze.uni-erlangen.de>
Source record: 11356

Hallo! (Hi: English at the bottom!)

Ich hab eine Frage zu den Off-Screen-Treibern in NVDI: Wie bringt man den seit neustem vorhandenen True-Color-Off-Screen-Treiber "OFF16MOV.NOD" zum laufen?? Alle anderen Off-Screen-Treiber funktionieren problemlos (bis 32768 Farben). Ich habs mit allen Kombinationen von Format (Interleaved, Normal, Packed Pixels) und Pixelreihenfolge (Normal, Falcon, Intel) versucht, aber nichts hat geklappt. Als Plane-Anzahl hatte ich jeweils 24 und als Farbanzahl 16777216L angegeben. Was mache ich falsch?

Ueber Antwort wuerde ich mich sehr freuen, am besten bitte ueber e-mail!

- Mani -

Hi, I'll try it also in English: Does anybody know the correct use of the new truecolor offscreen driver "OFF16MOV.NOD" in NVDI? (NVDIMac) The others do work fine (up to 32768 colors), but i can't make the truecolor one work yet.
What are the correct work_in's?

- Mani -

""""""
(O O)
+----oooo0---(_)---Ooooo-----------------------------------+
| |
| Manfred Lippert |
| Internet-email: mdlipper@cip.informatik.uni-erlangen.de |
| |
| oooo0 |
| ( ) Ooooo |
+------\ (-------( )-----------------------------------+
\ )) /
(/

2702. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-15 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep15.175839.48856@cobra.uni.edu>
Source record: 11357
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <95256.100854STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> Ah, I suppose it is better than being mentioned for bad things such
> as the problem Apple is having with shortages of Macintoshes. WSJ
> had some dire predictions for the computer line from the big fruit
> company lately.

Monday's New York Times stated that Apple's market share in the education
market will increase from 46% from last year to 58% this year.

> As far as the Jaguar goes, I predict that Atari's major ad campaign
> will actually materialize and will raise a few eyebrows. The Jaguar
> has such a good price advantage that it will make Atari profitable
> (I do not think it will be the dominate system, however). I am
> still unconvinced that gaming systems priced at over $200 can sell
> in significant numbers.

Have you told Sony, Sega and 3do? All have blown away the lower priced
Jagflop.

> BTW, I also predict that Atari's CD-ROM games for the PC, when
> released, will sell quite well.
> -scott tirrell

Who needs 64 bit titles? Thats why I love the Jag!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2703. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-15 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep15.175245.48855@cobra.uni.edu>
Source record: 11358

In article <432nju$4o8@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : I do not know about Ataris positionin Singapore. But keep in mind that
> : Atari has dropped Germany,
>
> Atari didn't "drop" Germany, but did scale back their entire
> European Operations. I think it was a mistake *NOT* to keep the Atari
> Germany office open, although there are probably financial reasons
> involved (ie. it was cheaper to handle European Atari distribution out of
> the Netherlands and UK than Germany) that I don't know about. The Jaguar
> and other Atari products are available in Germany.

Atari's presence is basicaly non existent. Atari's worldwide sales in the last quarter was $3 million. The Tramiels have taken a $500 million annual firm to the bottom..

>
> >> Mark <<
>
> --
> ===
> Mark Rathwell = "Gentlemen, we can rebuild him. We have the
> = technology. We have the capability to make the
> The University Of Guelph = world's first bionic man. We can make him better
> Guelph, Ontario = than he was before. Better ... stronger ...
> Canada = faster ..."
> =
> mrathwel@uoguelph.ca = Look for my web page, coming soon!
> ===
The Jag..little brother of the console world(cdrom and title not included).

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2704. Re: (long) Sinclap Dogma Continues

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-15 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep15.181122.48858@cobra.uni.edu>
Source record: 11359

In article <DEv5qH.9D2@crash.cts.com>, dferran@crash.cts.com (George Crissman - Ferran Scientific) writes:
> The incredibly lucid nowhere@all wrote:
>
> : Duh, now that's dumb. There are no _standard_ MIDI ports because
> : nobody needs them. If you do want one, every sound card got one.
> ^^^^^^ ^^^^^ ^^^^
>
> See "subtle message", below.
>
> : Now, that's a load of bull one rarely sees even here... Care to post
> : details how much more iterations was Alpha doing, and at what color
> : depths it was working, and what was running at the same time on it?
>
> I didn't run the benchmarks, so I can't give you the details beyond
> the running time. And your (apparent) claim that the Alpha was doing
> "...more iterations..." and running at "...color depths..." would
> certainly be an admission that the Alpha system was less efficient
> than the Falcon system.

Bull sh t...I am aware of these frudelent benchmarks and Atari fanatics have been doing this for years..

>
> That's why the Falcon performed so well in benchmark testing!
>
> : >Chevrolet sells millions of econoboxes, but I'll take the Corvette,
> : >thank you.
>
> : Well, some people _are_ insane if they want to buy a 'vette. It hardly
> : can carry it's own overweight frame of ugliest steel workd has ever
> : seen.
>
> Maybe so, but you can meet some friendly and exciting ladies with
> a Corvette that you won't meet if you're driving, say, a Geo.

True, If you want to settle for dumbness.
>
> (There's a subtle message in that comment, BTW :-).
>
> -- George
>
> PS -- Has anyone else noticed the sudden lack of sinclap in this thread?
>

Who me...

The Jag..little brother of the console world(cdrom and title not included).

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2705. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-16 00:00:00 UTC
From: Gameboy@ix.netcom.com
Message-ID: <43efbh$d12@ixnews2.ix.netcom.com>
Source record: 11360
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

sinclap2954@cobra.uni.edu wrote:

>Have you told Sony, Sega and 3do? All have blown away the lower priced
>Jagflop.

Not in the U.S. Sega is wayyy behind, and 3DO is perhaps slightly
ahead. Sony will probably pass the Jag fairly quickly, but I doubt
they've done it yet. Maybe you should move to Japan.

2706. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep17.102823.48879@cobra.uni.edu>
Source record: 11361
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <43efbh$d12@ixnews2.ix.netcom.com>, Gameboy@ix.netcom.com (William Longworth) writes:
> sinclap2954@cobra.uni.edu wrote:
>
>
>
>
>>Have you told Sony, Sega and 3do? All have blown away the lower priced
>>Jagflop.
>
> Not in the U.S. Sega is wayyy behind, and 3DO is perhaps slightly
> ahead. Sony will probably pass the Jag fairly quickly, but I doubt
> they've done it yet. Maybe you should move to Japan.

Sony sold 100,000 PlayStations in two days! The Saturn has exceeded 100,000 in a four month time frame. Atari supposely sold 150,000 in 22 month time frame. Doesn't take a genius to figure out which one is the most popular!

>

The Jag..little brother of the console world(cdrom and title not included)

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2707. Re: Catching up to speed on PEECEE history

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-17 00:00:00 UTC
From: tonio@jolt.mpx.com.au
Message-ID: <43i9v5$95u@inferno.mpx.com.au>
Source record: 11362
Cross-posted to: comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy,comp.unix.advocacy,comp.sys.next.advocacy

jochoa@utdallas.edu wrote:

: I'm currently reading the book _Hard_Drive_ by James Wallace & Jim
: Erickson ((c) 1992 Harper Business.) I'm only on page 374 of the book,
: so don't anyone spoil the ending for me! (;

Hey, it's good to know someone actually cares a little about the facts!

I recommend "GATES", another semi-authorised biography of Bill Gates (it's kind of insidiously written; not so much biased as based on interviews with a biased bunch of people with selective memory; but it does cover a lot of ground glossed over in "HARD DRIVE").

"WEST OF EDEN" and "INSANELY GREAT" are worth a look too.

Tonio

--
Tonio Loewald | Andersen Consulting | PO Box 76/Garran 2605/AUSTRALIA
"We just bowed our heads and put the heels of our hands in our eye sockets. The light came through our hands as though we were looking at the sun with our eyelids closed. And you could feel the heat almost immediately, from seven or eight miles away." (Andrew Marshall, WIRED)

2708. Re: Will Sega swallow up Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-17 00:00:00 UTC
From: phaedrus@coho.halcyon.com
Message-ID: <43htbl$52k@news.halcyon.com>
Source record: 11363
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <4384av$hc7@ccshst05.cs.uoguelph.ca>,
Mark Rathwell <mrathwel@uoguelph.ca> wrote:
>: According to a rumor in INSIDE MAC GAMES(cd based), Sega wants Atari! Why?
>: Your guess is good as mine..
>
> I bet you'd really hate that, eh Sinflop? The Jaguar with Sega
>backing ... whatever would you do?

Unfortunately, if Sega were to buy out Atari (which I highly doubt, but
anyway...), I doubt we'd see the Jaguar stay in production for too long.
Why? People are already on Sega's back for having too many systems (Genesis,
32X, CD, Game Gear, Saturn); adding another incompatible system to their
lineup wouldn't be a step in the right direction. The Jag would be too close
in price point to the Genesis, and Sega is clearly not ready to abandon the
Genesis (witness the portable Nomad unit that's now coming out).
--
\o\ If you're interested in books/stories with transformation themes,\o\
\o\please try <URL:http://www.halcyon.com/phaedrus/Menu.html>, or \o\
/o/anonymous-ftp to ftp.halcyon.com in /local/phaedrus/translist. /o/
/o/ Comments and submissions to this list are always welcome. /o/

2709. Re: (long) Sinclap Dogma Continues

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-18 00:00:00 UTC
From: 70322.624@compuserve.com
Message-ID: <43iof1$cp1@dub-news-svc-1.compuserve.com>
Source record: 11364

dferran@crash.cts.com (George Crissman - Ferran Scientific) wrote:

>I didn't run the benchmarks, so I can't give you the details beyond
>the running time. And your (apparent) claim that the Alpha was doing
>"...more iterations..." and running at "...color depths..." would
>certainly be an admission that the Alpha system was less efficient
>than the Falcon system.

Sorry, just had to butt in...

It would simply mean that Alpha was doing better fractals. If you ever
seen a fractal, you would know that the more iterations the better
(ditto for colors).

>Maybe so, but you can meet some friendly and exciting ladies with
>a Corvette that you won't meet if you're driving, say, a Geo.

Hmm, I won't go into that, even though it's a matter of taste. I,
personally, would not want to meet any "exciting" lady that looks at
the car I'm driving first... I much prefer girls that look at _me_
instead. B^)

>(There's a subtle message in that comment, BTW :-).

Sinclap sure could use it...

>PS -- Has anyone else noticed the sudden lack of sinclap in this thread?

Indeed. It's boring without him...

Boris@AEO

The views above do not necessarily represent those of my employer,
my educational institution, or of myself.

<<Beyond the common pain and pleasure>> The Overfiend

2710. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-18 00:00:00 UTC
From: gavinm@vsprsun_14
Message-ID: <43jh8q$1kv0@info4.rus.uni-stuttgart.de>
Source record: 11365
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

William Longworth (Gameboy@ix.netcom.com) wrote:
: in less than a week. As for Atari, the number is over 200,000. The
: 150,000 sales figure is from January of '95.

Traditionally consoles sell best in the period from now til Xmas, theres
a falloff in sales after Xmas. You seem to be claiming that the Jaguar put on
50,00 sales in the slack 8 months from Xmas over summer, despite having sold
only 150,000 in the year and a bit before that. Its just a bit optimistic,
unless you have new figures to back it up.

: Besides, I wasn't making
: a point about popularity, I was pointing out that only the 3DO is
: currently ahead of the Jag AT THE CURRENT TIME. This means that the
: assertion that "all have blown away" the Jag is false for the time
: being.

Yeah, I wouldn't say the 3D0 has blown away the Jaguar but it does has
an advantage. Sega Saturn sales would appear to have been much more brisk
than Jaguar sales have ever been though, and the PSX has sold very well.

gavan
--
email: G.Moran@ee.qub.ac.uk | 'There can be only one!'
or gmoran@nyx.cs.du.edu | - The Highlander

2711. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-18 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.811441127@gmi.edu>
Source record: 11366
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

sinclap2954@cobra.uni.edu writes:

>> Not in the U.S. Sega is wayyy behind, and 3DO is perhaps slightly
>> ahead. Sony will probably pass the Jag fairly quickly, but I doubt
>> they've done it yet. Maybe you should move to Japan.

>Sony sold 100,000 PlayStations in two days!

This number is far from certain and has no reputable source for
verification.

> The Saturn has exceeded 100,000 in
>a four month time frame.

No. They sold approx. 40,000 in a 4 month time frame.

>Atari supposely sold 150,000 in 22 month time frame.

250,000 is a closer estimate (from Ted Hoff).

>Doesn't take a genius to figure out which one is the most popular!

Doesn't take a genius to figure out that you're an asshole, either.

/Kevin

> Peter Sinclair-Day Performa 636/8-250/CD
> University of Northern Iowa

2712. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-18 00:00:00 UTC
From: Gameboy@ix.netcom.com
Message-ID: <43jdq2$l2j@ixnews5.ix.netcom.com>
Source record: 11367
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

sinclap2954@cobra.uni.edu wrote:

>In article <43efbh$d12@ixnews2.ix.netcom.com>, Gameboy@ix.netcom.com (William Longworth)
writes:
>> sinclap2954@cobra.uni.edu wrote:
>>
>>
>>
>>
>>>Have you told Sony, Sega and 3do? All have blown away the lower priced
>>>Jagflop.
>>
>> Not in the U.S. Sega is wayyy behind, and 3DO is perhaps slightly
>> ahead. Sony will probably pass the Jag fairly quickly, but I doubt
>> they've done it yet. Maybe you should move to Japan.

>Sony sold 100,000 PlayStations in two days! The Saturn has exceeded 100,000 in
>a four month time frame. Atari supposely sold 150,000 in 22 month time frame.
>Doesn't take a genius to figure out which one is the most popular!

Man you are WAYYYY OFFFFF! Sega has already admitted that the 100,000
was sold to stores, not consumers, and that the actual number
(sell-through) is closer to 30,000. The Sony # sounds like b.s., too,
since I find it hard to believe that they have accurate sales figures
in less than a week. As for Atari, the number is over 200,000. The
150,000 sales figure is from January of '95. Besides, I wasn't making
a point about popularity, I was pointing out that only the 3DO is
currently ahead of the Jag AT THE CURRENT TIME. This means that the
assertion that "all have blown away" the Jag is false for the time
being.

Jag-Bashers minimum requirement: A thick skull and an aversion to
reality. Must have a relentless need to pester others with no
apparent motive.

2713. Re: (long) Sinclap Dogma Continues

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-18 00:00:00 UTC
From: Gard Eggesboe Abrahamsen <ga@www.hials.no>
Message-ID: <43k2cp$5p3@doffen.uninett.no>
Source record: 11368

70322.624@compuserve.com (Boris@AEO) wrote:
>>Maybe so, but you can meet some friendly and exciting ladies with
>>a Corvette that you won't meet if you're driving, say, a Geo.
>Hmm, I won't go into that, even though it's a matter of taste. I,
>personally, would not want to meet any "exciting" lady that looks at
>the car I'm driving first... I much prefer girls that look at _me_
>instead. B^)

Just on the sideline, my fiancee actually has a Geo. And I don't have any car myself. I don't think she'd like it if I went around with her Geo and picked up other women, though. ;^)

Gard Eggesboe Abrahamsen ga@alesund.fylkesbibl.no Happiest guy in the world
PO Box 5061, Larsgaarden ga@www.hials.no http://www.hials.no/~ga/
N-6021 Aalesund, Norway ga@www.moredata.no

2714. Re: The JAGUAR is an IBM !!!!!!!!!!!! (Was: The end is near..)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-19 00:00:00 UTC
From: Paul Carlucci <carlucci@eng.usf.edu>
Message-ID: <Pine.SUN.3.91.950919102350.22228E-100000@suntan>
Source record: 11369
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

On 5 Sep 1995, Eric Rotbard wrote:
>
> On an Atari note, Is IBM still manufacturing Jags? A little birdie told me that
> they aren't.
>
> Eric
>
>
On the Jaguar I purchase a looooong time ago, the box has a
little sticker that brags "Made In USA". I've noticed that the new
$149 core systems lack this sticker. Why? If the old ones were
definitly made in N.C. by IBM, then it is possible that the new ones
are made in a foreign country, although still by IBM. This is just
speculation. If anyone has a new Jag core package (I know there are
a lot of you) then please post a follow-up to this post.

-Paul D. Carlucci

"It doesn't matter, because you're already dead!"

2715. Re: The JAGUAR is an IBM !!!!!!!!!!!! (Was: The end is near..)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-19 00:00:00 UTC
From: wvelting@ix.netcom.com
Message-ID: <43mrg0$neu@ixnews6.ix.netcom.com>
Source record: 11370
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In <Pine.SUN.3.91.950919102350.22228E-100000@suntan> Paul Carlucci
<carlucci@eng.usf.edu> writes:
>
>
>
>On 5 Sep 1995, Eric Rotbard wrote:
>>
>> On an Atari note, Is IBM still manufacturing Jags? A little birdie
told me that
>> they aren't.
>>
>> Eric
>>
>>
> On the Jaguar I purchase a looooong time ago, the box has a
>little sticker that brags "Made In USA". I've noticed that the new
>$149 core systems lack this sticker. Why? If the old ones were
>definitly made in N.C. by IBM, then it is possible that the new ones
>are made in a foreign country, although still by IBM. This is just
>speculation. If anyone has a new Jag core package (I know there are
>a lot of you) then please post a follow-up to this post.
>
>
> -Paul D. Carlucci
>
>"It doesn't matter, because you're already dead!"
>
The old boxes said "Made in USA by IBM".
Now they say "Made in USA".
They are no longer assembled by IBM but they are still assembled in the
USA.

2716. Re: The JAGUAR is an IBM !!!!!!!!!!!! (Was: The end is near..)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-19 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <43n0vj$pfe@ccshst05.cs.uoguelph.ca>
Source record: 11371
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Distribution:

The Jaguar is still made in the US, though I'm not clear of IBM's
involvement. Atari also got Comptronix to build Jags in the US and
Phillips builds the Jag CD.

>> Mark <<

--
==
Mark Rathwell = "This band of slack-jawed trogledytes just cost
= me the election. Yet, if I were to have them
Univeristy Of Guelph = killed ... I would go to prison!"
=
mrathwel@uoguelph.ca = - C. Montgomery Burns, "The Simpsons"
==

2717. Re: The JAGUAR is an IBM !!!!!!!!!!!! (Was: The end is near..)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep19.154313.48949@cobra.uni.edu>
Source record: 11372
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <Pine.SUN.3.91.950919102350.22228E-100000@suntan>, Paul Carlucci
<carlucci@eng.usf.edu> writes:
>
>
> On 5 Sep 1995, Eric Rotbard wrote:
>>
>> On an Atari note, Is IBM still manufacturing Jags? A little birdie told me that
>> they aren't.
>>
>> Eric
>>
>>
> On the Jaguar I purchase a looooong time ago, the box has a
> little sticker that brags "Made In USA". I've noticed that the new
> $149 core systems lack this sticker. Why? If the old ones were
> definitly made in N.C. by IBM, then it is possible that the new ones
> are made in a foreign country, although still by IBM. This is just
> speculation. If anyone has a new Jag core package (I know there are
> a lot of you) then please post a follow-up to this post.
>

Does it matter were its made?

>
> -Paul D. Carlucci
>
> "It doesn't matter, because you're already dead!"
>

Who needs 64 bits? Thats why I love the Jag!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2718. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep19.160607.48952@cobra.uni.edu>
Source record: 11373
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <43jdq2$l2j@ixnews5.ix.netcom.com>, Gameboy@ix.netcom.com (William Longworth)
writes:
> sinclap2954@cobra.uni.edu wrote:
>
>>In article <43efbh$d12@ixnews2.ix.netcom.com>, Gameboy@ix.netcom.com (William Longworth)
writes:
>>> sinclap2954@cobra.uni.edu wrote:
>>>
>>>
>>>
>>>
>>>>Have you told Sony, Sega and 3do? All have blown away the lower priced
>>>>Jagflop.
>>>
>>> Not in the U.S. Sega is wayyy behind, and 3DO is perhaps slightly
>>> ahead. Sony will probably pass the Jag fairly quickly, but I doubt
>>> they've done it yet. Maybe you should move to Japan.
>
>>Sony sold 100,000 PlayStations in two days! The Saturn has exceeded 100,000 in
>>a four month time frame. Atari supposely sold 150,000 in 22 month time frame.
>>Doesn't take a genius to figure out which one is the most popular!
>
> Man you are WAYYYY OFFFFF! Sega has already admitted that the 100,000
> was sold to stores, not consumers, and that the actual number
> (sell-through) is closer to 30,000. The Sony # sounds like b.s., too,
> since I find it hard to believe that they have accurate sales figures
> in less than a week. As for Atari, the number is over 200,000. The
> 150,000 sales figure is from January of '95. Besides, I wasn't making
> a point about popularity, I was pointing out that only the 3DO is
> currently ahead of the Jag AT THE CURRENT TIME. This means that the
> assertion that "all have blown away" the Jag is false for the time
> being.

Nope...Sony stated that the 100,000 were sold to the consumers through their
tracking of sales. This was specificaly stated(Wall ST Journal - 9/12). I say
it is a sales blowout! Selling 100,000 in two days is indeed one. Sony's US
projected sales for the rest of the year is 700,000. Retailers state that Sony
could move 2 million!

>
> Jag-Bashers minimum requirement: A thick skull and an aversion to
> reality. Must have a relentless need to pester others with no
> apparent motive.

Like you writing false information. This is advocacy, deal with it!

>

The Atari Jihad..not as powerful as Iran, but equally fanatical!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2719. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep19.160918.48953@cobra.uni.edu>
Source record: 11374
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <khaley.811441127@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu writes:
>
>>> Not in the U.S. Sega is wayyy behind, and 3DO is perhaps slightly
>>> ahead. Sony will probably pass the Jag fairly quickly, but I doubt
>>> they've done it yet. Maybe you should move to Japan.
>
>>Sony sold 100,000 PlayStations in two days!
>
> This number is far from certain and has no reputable source for
> verification.

Wall ST Journal(9/12). Sony stated that over 100,000 PlayStations were sold to
consumers.

>
>> The Saturn has exceeded 100,000 in
>>a four month time frame.
>
> No. They sold approx. 40,000 in a 4 month time frame.
>

See above..

>>Atari supposely sold 150,000 in 22 month time frame.
>
> 250,000 is a closer estimate (from Ted Hoff).

But you believe Atari, but not Sony and Sega.

>
>>Doesn't take a genius to figure out which one is the most popular!
>
> Doesn't take a genius to figure out that you're an asshole, either.
>

Yo ma ma!
> /Kevin
>
>> Peter Sinclair-Day Performa 636/8-250/CD
>> University of Northern Iowa
>

The Jag..little brother of the console world(cdrom and title not included).

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.....

Internet-democrats-request@webcom.com / Type subscribe in body of message

2720. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-19 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950919210950.29681B-100000@PEAK.ORG>
Source record: 11375
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

On 13 Sep 1995 sinclap2954@cobra.uni.edu wrote:

> Peter Sinclair-Day Performa 636/8-250/CD
> University of Northern Iowa
>
>
> We're in the clutches of a bunch of folks trying to turn the U.S. into
> a third world country. Two hundred billionaires and 260 million poor
> people. And they haven't done enough damage yet to be beaten.
>
> Garrison Keillor on the Republican Congress.......
>
> Internet-democrats-request@webcom.com / Type subscribe in body of message

Good lord. Is this wall-eyed pinko-commie demofag propoganda or what?

James

2721. Re: Will Sega swallow up Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep19.232331.48961@cobra.uni.edu>
Source record: 11376
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <43ne68$puk@newsbf02.news.aol.com>, jaguar1980@aol.com (Jaguar1980) writes:
> In article <43htbl$52k@news.halcyon.com>, phaedrus@coho.halcyon.com (Mark
> Phaedrus) writes:
>
>>Unfortunately, if Sega were to buy out Atari (which I highly doubt, but
>>anyway...), I doubt we'd see the Jaguar stay in production for too long.
>>Why? People are already on Sega's back for having too many systems
> (Genesis,
>>32X, CD, Game Gear, Saturn); adding another incompatible system to their
>>lineup wouldn't be a step in the right direction. The Jag would be too
> close
>>in price point to the Genesis, and Sega is clearly not ready to abandon
> the
>>Genesis (witness the portable Nomad unit that's now coming out).
>
> I have an idea that if Sega were to buy out Atari, the Jaguar would
> definitely stay in production. If they begin to feel the problems of
> having a $400 machine, they need a healthy user base, and by adding the
> Jaguar they have another 200,000+ users to one of their systems. It would
> cost them about 300 million dollars for Atari, and I don't think they
> would want to pay that much to just get rid of Atari. But hey, one less
> copetitor might be good for them. Who knows? I'd rather have Atari stay
> alone, without Sega, but Sega reportedly owns 7.4% of Atari, from those
> infamous patents. See ya.

ROTFLMAO!!! Atari is not worth $300 million.

Jag..console or religious cult?..on the next edition of Geraldo!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2722. Re: Will Sega swallow up Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-19 00:00:00 UTC
From: jaguar1980@aol.com
Message-ID: <43ne68$puk@newsbf02.news.aol.com>
Source record: 11377

In article <43htbl$52k@news.halcyon.com>, phaedrus@coho.halcyon.com (Mark Phaedrus) writes:

>Unfortunately, if Sega were to buy out Atari (which I highly doubt, but >anyway...), I doubt we'd see the Jaguar stay in production for too long. >Why? People are already on Sega's back for having too many systems (Genesis, >32X, CD, Game Gear, Saturn); adding another incompatible system to their >lineup wouldn't be a step in the right direction. The Jag would be too close >in price point to the Genesis, and Sega is clearly not ready to abandon the >Genesis (witness the portable Nomad unit that's now coming out).

I have an idea that if Sega were to buy out Atari, the Jaguar would definitely stay in production. If they begin to feel the problems of having a $400 machine, they need a healthy user base, and by adding the Jaguar they have another 200,000+ users to one of their systems. It would cost them about 300 million dollars for Atari, and I don't think they would want to pay that much to just get rid of Atari. But hey, one less copetitor might be good for them. Who knows? I'd rather have Atari stay alone, without Sega, but Sega reportedly owns 7.4% of Atari, from those infamous patents. See ya.

2723. Re: (long) Sinclap Dogma Continues

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep19.161103.48954@cobra.uni.edu>
Source record: 11378

In article <43k2cp$5p3@doffen.uninett.no>, Gard Eggesboe Abrahamsen <ga@www.hials.no>
writes:
> 70322.624@compuserve.com (Boris@AEO) wrote:
>>>Maybe so, but you can meet some friendly and exciting ladies with
>>>a Corvette that you won't meet if you're driving, say, a Geo.
>>Hmm, I won't go into that, even though it's a matter of taste. I,
>>personally, would not want to meet any "exciting" lady that looks at
>>the car I'm driving first... I much prefer girls that look at _me_
>>instead. B^)
>
> Just on the sideline, my fiancee actually has a Geo. And I don't have any car
> myself. I don't think she'd like it if I went around with her Geo and picked up
> other women, though. ;^)

ROTFLMAO!

>
> Gard Eggesboe Abrahamsen ga@alesund.fylkesbibl.no Happiest guy in the world
> PO Box 5061, Larsgaarden ga@www.hials.no http://www.hials.no/~ga/
> N-6021 Aalesund, Norway ga@www.moredata.no
>

Who needs 64 bit titles? Thats why I love the Jag!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2724. B.Ware Software is Dead

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-19 00:00:00 UTC
From: Mark Butler <Mark@dwell.demon.co.uk>
Message-ID: <519451886wnr@dwell.demon.co.uk>
Source record: 11379

B.Ware Software is Dead.

B.Bytes Computer Systems and B.Ware Software of 19 Southfield Road, Hinckley, Leicestershire, LE10 1UA, UK. has officially closed.

Unfortunately the little income from Shareware Registrations was insufficient to cover the bank charges and persistent overdraft.

New Arrangements for Registration and Support of Super Card 3 will be announced shortly. Please don't try to register via B.Ware for the time being as the bank account is closed.

A new version of Super Card and a lower Registration fee are promised.

It is likely that users who Registered over 12 months ago will be given the option to re-register for a small fee - Possible Five Pounds, should they want any further assistance or later versions of the program.

We hope that you consider this to be fair.

Any moneys received will be used to help pay off our creditors.

Ownership of all other B.Ware software titles will revert back to their original authors to do with what they want.

Some B.Ware titles will be released as Public Domain that were formally Shareware.

This in no way effects Lottery Companion 2 by Mark Butler.

Thank you for your interest.

Mark Butler and Chris Beale.

--
Mark Butler, Atari 16/32 Shareware Programmer.

2725. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-19 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950919210213.29681A-100000@PEAK.ORG>
Source record: 11380

On 13 Sep 1995, Mark Rathwell wrote:

> Whether it can compete or not against the big guys is
> questionable, but I respect the way Atari has changed over the years. If
> only they'd made these changes years ago, it might be easier selling Jags
> now.

I'm a strong old-time Atari fan, but I can't help but to think that the Playstation is going to dominate. Sony is huge; they have incredible advertising. THe kids are excited to try the new SONY name, and all the advertising is why. I don't think even the Saturn can dominate over Playstation. Nintendo Ultra-64? Forget it - Nintendo finally dropped the ball in making it so late. **ALL** the kids want Playstations - from what I have seen - although it may not be a representative sample of the population.

A Jag needs a CD to equal a Playstation, and it's not really cheaper when you buy the controller and the CD - although "for a limited time" get a free controller with a Jag.

I've heard of all the shitloads of games promised by Sony, slated to be available by Christmas. After all the broken Atari promises for games, I have difficulty believing ANY game maker's claims that they'll have X number of games by such-and-such date. However, it wouldn't surprise me if Sony comes a hell of a lot closer to meeting their promises than Atari....

James

2726. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-20 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <43o3d1$bu9@ccshst05.cs.uoguelph.ca>
Source record: 11381
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

: But you believe Atari, but not Sony and Sega.

Atari is a US company bound by US laws. Sony and Sega are
Japanese and can exagerate. Why do you think Panasonic's 3DO sales figure
is so much higher than the 3DO company's figure? The 3DO consortiom gets
royalties for each machine and disc sold.

>> Mark <<

--
==
Mark Rathwell = "This band of slack-jawed trogledytes just cost
= me the election. Yet, if I were to have them
Univeristy Of Guelph = killed ... I would go to prison!"
=
mrathwel@uoguelph.ca = - C. Montgomery Burns, "The Simpsons"
==

2727. Re: The JAGUAR is an IBM !!!!!!!!!!!! (Was: The end is near..)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-20 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <43optp$5af@news.iesd.auc.dk>
Source record: 11382
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <Pine.SUN.3.91.950919102350.22228E-100000@suntan>, Paul Carlucci
<carlucci@eng.usf.edu> writes:
>
>
> On 5 Sep 1995, Eric Rotbard wrote:
> >
> > On an Atari note, Is IBM still manufacturing Jags? A little birdie told me that
> > they aren't.
> >
> > Eric
> >
> >
> On the Jaguar I purchase a looooong time ago, the box has a
> little sticker that brags "Made In USA". I've noticed that the new
> $149 core systems lack this sticker. Why? If the old ones were
> definitly made in N.C. by IBM, then it is possible that the new ones
> are made in a foreign country, although still by IBM. This is just
> speculation. If anyone has a new Jag core package (I know there are
> a lot of you) then please post a follow-up to this post.

Does it really matter, where the machine is made ??

I mean it's still the same cool Jaguar.

Keep Cool and Flying...

ChainXOR...

2728. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-20 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <43or9j$e70@gti.gti.net>
Source record: 11383
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

James Wood (jamesw@PEAK.ORG) wrote:

[... slipclap's .signature ...]

: Good lord. Is this wall-eyed pinko-commie demofag propoganda or what?

: James

Would you expect anything more from a person who's sole goal in life
is to seek out any Jag owner and bash them endlessly?

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

2729. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-20 00:00:00 UTC
From: alazira@aol.com
Message-ID: <43oou4$c45@newsbf02.news.aol.com>
Source record: 11384

In article <1995Sep19.160607.48952@cobra.uni.edu>,
sinclap2954@cobra.uni.edu writes:

>The Atari Jihad..not as powerful as Iran, but equally fanatical!

If anyone is on a Jihad it would be you. It looks as if you've made it
your mission in life to convert all those poor misguided Jaguar owners.
Well, good luck! Maybe one day you'll finally convince them that all those
Jag games really did suck and they will go out and find nirvana with Sony
and the PS (But wait! Some of the Jag owners might have the PS too! Well
perhaps you can try to convince them that all those hours they *thought*
they were having fun playing T2K were only an illusion!). In case you've
got some extra time on your hands here are some ideas for more crusades:
1. Go to the alt.pet.dog folder and let those chihuahua owners know that
Rotweillers and Pitbulls rule! After all we know who would win that fight!
Those silly chihuahua owners!
2. Go to the alt.auto.vwbug folder and let 'er rip!
3. Go to the get.a.life folder and tell them that they need to be just
like you!
Mahalo,
PigBear:-)

2730. Re: B.Ware Software is Dead

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-20 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <43plsk$7jh@dux.dundee.ac.uk>
Source record: 11385

This is sad, I remember B Ware from my 8-bit days.

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
1994/95 President, University of Dundee, Dramatic Society

2731. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-20 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <43porg$44f@ccshst05.cs.uoguelph.ca>
Source record: 11386

: I'm a strong old-time Atari fan, but I can't help but to think that the
: Playstation is going to dominate. Sony is huge; they have incredible
: advertising. THe kids are excited to try the new SONY name, and all the
: advertising is why.

I'm thinking the same. The "domination" effect gets exagerated
though. Some people assume that Sony, being a 36 billion dollar company,
is going to drop all of their other product lines and pump everything
into the PSX. That of course, won't happen. They'll certainly give
Nintendo and Sega a good shake.

I don't think even the Saturn can dominate over
: Playstation.

I think it will be a neck and neck fight, much like the SNES vs.
Genny battle. The Saturn also has a lot of support and Sega's muscle
behind it.

Nintendo Ultra-64? Forget it - Nintendo finally dropped
: the ball in making it so late.

I agree. 1) The U64 is late. 2) The Super NES isn't old. 3) The
specs published for that machine are amusing. Example? The U64 is
supposed to run at 500 megahertz. My question? Who in this group has a
computer that runs that fast? Half that fast? A quarter that fast? If you
do, how much did it cost you? My bet is that you payed a whole lot more
than $250. Nintendo is the most unninovative company when it comes to
hardware.

: A Jag needs a CD to equal a Playstation, and it's not really cheaper when
: you buy the controller and the CD - although "for a limited time" get a
: free controller with a Jag.

The PSX has some hardware perks over the Jag, even with the
CD-ROM. The Jag is certainly a decent machine, but not the top of the
line in hardware anymore. Having said that,

In Canada, the Jag is $200 and the Jag CD is $200. That's $400,
including the system, a controller (two if you buy now), a CD-ROM and two
games. The PSX is $430 with one controller and no games. There still is a
bit of a difference. The fact that kids can by one component now, save
up, and then buy the other half is another point in the Jag's favour.
Most people will look at a $400 console and say "That's too expensive."

: I've heard of all the shitloads of games promised by Sony, slated to be
: available by Christmas. After all the broken Atari promises for games, I
: have difficulty believing ANY game maker's claims that they'll have X

: number of games by such-and-such date. However, it wouldn't surprise me
: if Sony comes a hell of a lot closer to meeting their promises than Atari....

Definitely. The Jag's biggest problem has been Sam Tramiel. The
machine is good and Atari Corp did some good work trying to rebuild from
the ashes of the Lynx and 7800 fiascos. WHat hurt them was Sam telling
customers that X number of games would be available at X time. We all
know that software is delayed in development for anyu system. The trouble
is that other companies don't give release dates until the product is
virtually ready to go.

As for Sony, they've already started. They initially promised
forty games at the time of launch. There are only one quarter that many.
Still better than Atari, of course. Delays sure aren't Atari's monopoly
though.

<>> Mark <<

--
==
Mark Rathwell = "This band of slack-jawed trogledytes just cost
= me the election. Yet, if I were to have them
Univeristy Of Guelph = killed ... I would go to prison!"
=
mrathwel@uoguelph.ca = - C. Montgomery Burns, "The Simpsons"
==

2732. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-20 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.811602365@gmi.edu>
Source record: 11387

sinclap2954@cobra.uni.edu writes:

>Atari's presence is basicaly non existent.

Hey, Sindork! Have you checked the stores in your area lately?
Software Etc. in your area should be carrying the Jaguar now, and your
local Wal Mart might be carrying it soon, too. I just can't wait until
the Jaguar appears in your neck of the woods. You'll probably commit
suicide because you'd be so disgusted with it.

> Atari's worldwide sales in the last
>quarter was $3 million.

Technically, $4.5 million. I know you try to belittle Atari with every
chance you get, but stick to the facts. And remember that Atari's
4Q 1994 revenues (sales not including Sega money) was $16 million, up
77%.

> The Tramiels have taken a $500 million annual firm to
>the bottom..

Actually, the company was taking in over $700 million annually in the
early 80's (when the 2600 and arcades were at their height).

And from the looks of things, the Tramiels aren't really in charge
anymore. Ted Hoff is running a big part of the ship.

/Kevin

> Peter Sinclair-Day Performa 636/8-250/CD
> University of Northern Iowa

2733. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-20 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <43q8dj$h9p@gti.gti.net>
Source record: 11388

Mark Rathwell (mrathwel@uoguelph.ca) wrote:

: I agree. 1) The U64 is late. 2) The Super NES isn't old. 3) The
: specs published for that machine are amusing. Example? The U64 is
: supposed to run at 500 megahertz. My question? Who in this group has a
: computer that runs that fast? Half that fast? A quarter that fast? If you
: do, how much did it cost you? My bet is that you payed a whole lot more
: than $250. Nintendo is the most unninovative company when it comes to
: hardware.

Hmmm... Nintendo must have a better engineering team than DEC does.
As far as I know, the fastest processor is the Alpha, which must
be reaching the 300MHz mark, cause I know they're shipping 275MHz
machines. Of course, these machines costs $40,000 :-)

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

2734. Re: Will Sega swallow up Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-21 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <43qhmo$gs4@ccshst05.cs.uoguelph.ca>
Source record: 11289
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

```
: ROTFLMAO!!! Atari is not worth $300 million.

ROTFLMAO!!! Sinclap is making an assumption without checking up
on all the assets Atari has in it's vaults.

>> Mark <<

--
================================================================================
Mark Rathwell = "This band of slack-jawed trogledytes just cost
= me the election. Yet, if I were to have them
Univeristy Of Guelph = killed ... I would go to prison!"
=
mrathwel@uoguelph.ca = - C. Montgomery Burns, "The Simpsons"
================================================================================
```

2735. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-21 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.811715201@gmi.edu>
Source record: 11290
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

sinclap2954@cobra.uni.edu writes:

>>>> Not in the U.S. Sega is wayyy behind, and 3DO is perhaps slightly
>>>> ahead. Sony will probably pass the Jag fairly quickly, but I doubt
>>>> they've done it yet. Maybe you should move to Japan.
>>
>>>Sony sold 100,000 PlayStations in two days!
>>
>> This number is far from certain and has no reputable source for
>> verification.

>Wall ST Journal(9/12). Sony stated that over 100,000 PlayStations were sold to
>consumers.

And their source was Sony, a Japanese company. Japan has no laws
regarding the legality of misrepresentations in sales estimates.

>>> The Saturn has exceeded 100,000 in
>>>a four month time frame.
>>
>> No. They sold approx. 40,000 in a 4 month time frame.

>See above..

What does this have to do with Sony? This number was quoted from
distributor estimates and was echoed in WSJ.

>>>Atari supposely sold 150,000 in 22 month time frame.
>>
>> 250,000 is a closer estimate (from Ted Hoff).

>But you believe Atari, but not Sony and Sega.

Atari is bound by U.S. laws. They can't mislead the consumer with
exaggerated or misconstrued sales data.

>>>Doesn't take a genius to figure out which one is the most popular!
>>
>> Doesn't take a genius to figure out that you're an asshole, either.

>Yo ma ma!

A typical response from a racist, prejudiced pig such as yourself.
What you said about Jews in r.g.v.atari was totally deplorable
and really demonstrates how much of a loser you are.

/Kevin

>>> Peter Sinclair-Day Performa 636/8-250/CD
>>> University of Northern Iowa

2736. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-21 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.811715621@gmi.edu>
Source record: 11291
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

gavinm@vsprsun_14 (Mr Gavin Moron) writes:

>: The Jaguar
>: has such a good price advantage that it will make Atari profitable
>: (I do not think it will be the dominate system, however).

> Price advantage is nothing - it just puts the Jaguar into the budget
>SNES/Sega sector of the market where it will be killed by the superior
>software libraries of its budget competitors.

Price advantage is nothing!? what the hell are you smoking? If the
PlayStation's price was reduced to $249, you'd be all over this group
proclaiming the value of the PSx vs. the Jag.

Pricing is a big factor in the eyes of many consumers. The lower
price of the Jaguar makes it an attractive entry-point for people
who want next-generation but don't want to pay the big $$$ to
get into it.

>: I am
>: still unconvinced that gaming systems priced at over $200 can sell
>: in significant numbers.

> Well, 3DO managed to shift as many consoles as Atari even at the high
>prices they were asking compared to the Jaguar. Marketting and consumer
>confidence are the key here.

That's still not significant numbers. And marketing/distribution played
a big role here. If Atari's marketing/distribution were the size of
3DO's (it might be that way soon), then we can make real comparisons
on the sales. And I really think that the Jaguar could sell very
well with a highly visible market presence.

[Atari's PC software might sell quite well]

> Why? They can't possibly ever sell as 'well' as Jaguar cart games and
>in comparison to 3DO, PSX and Saturn titles they will certainly be perceived
>by softcos and stores as 'Poor' sellers.

What!? Atari's PC software will be available to 40 million home
computer owners. It's not limited to Jaguar owners. It will be in
software displays with the rest of the computer software.

For example, if Atari gets PC Tempest 2000 out this Christmas
season in a large number of software retailers, they could easily
sell 200,000 copies.

/Kevin

>gavan

2737. Re: (long) Sinclap Dogma Continues

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-21 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <DF8rL9.3o9@crash.cts.com>
Source record: 11292

Ever hyperventilating, the one and only sinclap2954@cobra.uni.edu wrote:

: In article <DEv5qH.9D2@crash.cts.com>, dferran@crash.cts.com
: (George Crissman - Ferran Scientific) writes:
: > I didn't run the benchmarks, so I can't give you the details beyond
: > the running time. And your (apparent) claim that the Alpha was doing
: > "...more iterations..." and running at "...color depths..." would
: > certainly be an admission that the Alpha system was less efficient
: > than the Falcon system.

: Bull remainders ... I am aware of these frudelent benchmarks
^^^^^^^^^
Are you saying the Mac Quadra *can't* do the benchmark in 12 seconds?
How much longer does it take?

Also, my spell checker attempted to substitute "fraulein" for "frudelent".
Just what exactly are you implying, here?

: and Atari fanatics have been doing this for years..

You mean advocating our favorite computer? Right here in
comp.sys.atari.advocacy? What a surprise! Better do something
about that right away, yes siree!

< wry, ironic mode off >

: > : Well, some people _are_ insane if they want to buy a 'vette. It hardly
: > : can carry it's own overweight frame of ugliest steel workd has ever
: > : seen.
: >
: > Maybe so, but you can meet some friendly and exciting ladies with
: > a Corvette that you won't meet if you're driving, say, a Geo.

: True, If you want to settle for dumbness.

Now, now. Spice is the variety of life (or something to that effect).

-- George

2738. Re: B.Ware Software is Dead

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-21 00:00:00 UTC
From: Mark Butler <Mark@dwell.demon.co.uk>
Message-ID: <87365503wnr@dwell.demon.co.uk>
Source record: 11293

In article: <43plsk$7jh@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>
> This is sad, I remember B Ware from my 8-bit days.
>

And Super Card remembers sending you an 8-Bit catalogue in August 1989 !

Assuming you are the same person.

Although B.Ware is closed due to the fact that it for some time now it hasn't been able to keep up with the bank charges, I am still around and have already put out the very popular Lottery Companion program.

I am already working on a new version of Super Card which will be put out to help pay off all the remining debts, "Debt Ware" ? - And hope to team up with other programmers to write a major update over the next six or so months.

If any one wants to talk about B.Ware's demise then feel free to Mail Me.

I'll be back !!!

Mark Butler, Atari 16/32 Shareware Programmer.

2739. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-22 00:00:00 UTC
From: gavinm@vsprsun_14
Message-ID: <43tu6k$3s60@info4.rus.uni-stuttgart.de>
Source record: 11294
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Kevin Haley (khaley@nova.gmi.edu) wrote:
: sinclap2954@cobra.uni.edu writes:

: >Wall ST Journal(9/12). Sony stated that over 100,000 PlayStations were sold to
: >consumers.

: And their source was Sony, a Japanese company. Japan has no laws
: regarding the legality of misrepresentations in sales estimates.

Sony of AMERICA .. an american subsidiary thats subject to AMERICAN laws
the same as anyone else in the US. If they lied to stockholders/the public
to boost stock value they'd be subject to the same controls as any other
company.

: >>> The Saturn has exceeded 100,000 in
: >>>a four month time frame.
: >>
: >> No. They sold approx. 40,000 in a 4 month time frame.

: >See above..

Yes, see above.

: Atari is bound by U.S. laws. They can't mislead the consumer with
: exaggerated or misconstrued sales data.

Whereas Sony of AMERICA can? Despite being subject to the same laws?
Why let the truth spoil a good slur on the Japanese, eh?

gavan
--
email: G.Moran@ee.qub.ac.uk | 'There can be only one!'
or gmoran@nyx.cs.du.edu | - The Highlander

2740. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-22 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.811783735@gmi.edu>
Source record: 11295
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

sinclap2954@cobra.uni.edu writes:

>> Hey, Sindork! Have you checked the stores in your area lately?
>> Software Etc. in your area should be carrying the Jaguar now, and your
>> local Wal Mart might be carrying it soon, too. I just can't wait until
>> the Jaguar appears in your neck of the woods. You'll probably commit
>> suicide because you'd be so disgusted with it.

>Nope..Checked today. The Cedar Falls Wal-Mart has the PlayStation with 16
>titles! No Jagflop in sight..

Of course there's no Jagflop in sight, Idiot! There's no such
product as a "Jagflop"!

Take another look at your local Wal Mart in mid-October. Chances
are the "Jaguar" just might be there.

>> And from the looks of things, the Tramiels aren't really in charge
>> anymore. Ted Hoff is running a big part of the ship.

>Ted Hoff may stem the hemorging, but the Jagflop ain't going anywere,
>GET OVER IT!

You GET OVER IT! Despite what you think and say, people enjoy their
Jaguars. Despite what you think, Atari WILL have a good fall season this
year if the distribution actually happens (They've already made $4 million
in revenues from JagCD preorders alone).

And none of your naysaying and pathetic spewing is going to change this.

/Kevin

> Peter Sinclair-Day Performa 636/8-250/CD
> University of Northern Iowa

2741. Re: The JAGUAR is an IBM !!!!!!!!!!!! (Was: The end is near..)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-22 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <43ukcm$c9@news2.cts.com>
Source record: 11296
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Henrik Lunardi Weide (chainxor@control.auc.dk) wrote:
: > On 5 Sep 1995, Eric Rotbard wrote:
: > > On an Atari note, Is IBM still manufacturing Jags? A little birdie
: > > told me that they aren't.
: > > Eric

: Does it really matter, where the machine is made ??

Hmmm ... if they're not manufactured by IBM any more, doesn't that
mean that the contract to produce 500,000 of them has been completed?

-- George

2742. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-22 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <43ukv4$d6@news2.cts.com>
Source record: 11297
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Without bothering to stop and check recent developments, the
one and only sinclap2954@cobra.uni.edu wrote:
: Ted Hoff may stem the hemorging, but the Jagflop ain't going
: anywere, GET OVER IT!

How does that explain the recent marketing agreement between
Atari and Radio Shack for nationwide distribution?

Or the recent marketing agreement between Atari and Sears Roebuck
for inclusion in their Christmas Wish Book?

-- George

... and I'm not going to comment on "hemorrhaging" because it
is a very hard word to spell correctly.

2743. MIDI On Clone Sound Cards

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-22 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <43v7qu$1h9@news2.cts.com>
Source record: 11298

I can't find the original posting, but someone claimed that MIDI ports were available for clone computers on "any sound card". I've just completed a check of all sound-card equipped clones at work, and while they *do* have "line in" and "line out", they do not have MIDI.

-- George

2744. Re: MIDI On Clone Sound Cards

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-22 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <43vfpq$ddp@gti.gti.net>
Source record: 11299

George Crissman - Ferran Scientific (dferran@crash.cts.com) wrote:
: I can't find the original posting, but someone claimed that MIDI ports
: were available for clone computers on "any sound card". I've just
: completed a check of all sound-card equipped clones at work, and while
: they *do* have "line in" and "line out", they do not have MIDI.

All SoundBlaster and SB clones have built-in MIDI... it's just that
it costs extra to use it :-) You purchace a dongle-like thingy that
plugs into the joystick port, and it gives you MIDI in and out.
It may also give you a port thru so you can still use your joystick.

There are plans on the net for building your own interface tho.

And finally, if you REALLY want MIDI, you purchase anything BUT the
SoundBlaster and clones. Something like Ensoniq, which I think has
standard MIDI ports...

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

2745. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-22 00:00:00 UTC
From: benjohnson@aol.com
Message-ID: <43u9da$2q9@newsbf02.news.aol.com>
Source record: 11300

In article <1995Sep21.224803.49031@cobra.uni.edu>,
sinclap2954@cobra.uni.edu writes:

>
>Sony is traded in the U.S. stock exchange and bound by disclosure
policies
>like U.S. bound ones.

In order to squelch this debate, I asked my broker from ML (I know...I
don't let him churn me, I give him the orders). And he told me for what
it's worth: that even if a Japanese company trades it derivitives in our
markets, only the Anual report must conform to SEC/GAAP guidelines.
Otherwise they can pretty much say what they want. My guess is that the
PSX has probably sold alright, but I don't really care, I diden't buy one.

Two Years Ago: "Daddy daddy, I want a DUO, it's only $300"
One Year Ago: "Daddy daddy, I want a 3DO, it's only $300"
Today:"Daddy Daddy, I want a PSX, it's only $300"

DUO,3DO,PSX. hmmm.

2746. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-23 00:00:00 UTC
From: maxhawk@ccnet.com
Message-ID: <4412dn$dg4@ccnet.ccnet.com>
Source record: 11301
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

I like the line in the new Jag commercial

"Why should I buy a $300 32-bit videogame system when I can get a
64-bit Atari Jaguar for $149?"

Isn't that like saying "Why should I use toilet paper when I can use my
hand instead?"

2747. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-23 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <441aeh$gj@news2.cts.com>
Source record: 11302
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Max Hawk (maxhawk@ccnet.com) wrote:

: I like the line in the new Jag commercial

: "Why should I buy a $300 32-bit videogame system when I can get a
: 64-bit Atari Jaguar for $149?"

: Isn't that like saying "Why should I use toilet paper when I can use my
: hand instead?"

Naw ... it's more like saying "I can use my $300 to get a Jaguar *and*
a bunch of fun games instead of just a (something else) and have nothing
to play."

-- George

2748. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-23 00:00:00 UTC
From: bign@dma.org
Message-ID: <440s67$530@sally.dma.org>
Source record: 11303

ccshst05.cs.uoguelph.ca> <4358uj$nrh@news.jf.intel.com>
Organization: Dayton Microcomputer Association; Dayton OH
Distribution: local
Attitude: Jaded

On 13 Sep 1995 00:34:27 GMT, Larry Carter (LarryX_Carter@ccm.jf.intel.com)
wrote the following in comp.sys.atari.advocacy:

: > Look in any video game magazine over the last year and > a half and
: > you're almost certain to see ads.

: But that's part of the problem. Their preaching to the choir.
: The same problem plagued the ST's. Atari only advertised them
: in Atari and music magazines. Those people, for the most part,
: already HAD Ataris. They needed to push the machine into the
: market place as a whole. For those out there who are getting
: ready to buy their first console, TV commercials, a lot of
: them, are what really push a product. How many commercials do
: you see a day for Sega and Nintendo (now Sony too), and we
: wonder why they outsell the Jag.

Damn straight! Magazines like Boys Life, Family Fun, Seventeen, Rock 'n
roll mags like Cream, etc. Kid mags - So they ask mom & Dad for Jags for
Christmas and Birthdays. Kids want to be cool and Jags are COOL!

Todd Hogarth Beer, It's not just for breakfast anymore
bign@dma.org

2749. Proposed State & Federal Regulations for the INTERNET!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-23 00:00:00 UTC
From: Politics@usa.com
Message-ID: <440b14$6du@newsie.wis.com>
Source record: 11304

My name is Scott Glasrud, and I am running for the New Mexico State Senate during the 1996 elections. One of the reasons I have chosen to run is to combat the
proposed state and federal regulations of the Internet. As you know, the Internet
was never designed to be regulated! It was designed to allow communications in the event of anuclear war or a major catastrophe. I OPPOSE REGULATION, and if elected
will fight to preserve your constitutional rights. HOWEVER, I NEED YOUR HELP!

I am asking each person who reeives this message to send $5.00 to the Scott Glasrud Campaign Committee. If we pull together, we CAN protect our first amendment rights! HELP ME show the politicians the POWER behind this important NETWORK. Please send contributions to:

The Scott Glasrud Campaign Committee
11024 Montgomery Blvd. NE, Suite 179
Albuquerque, New Mexico 87111

Thank you!

2750. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-23 00:00:00 UTC
From: jaguar1980@aol.com
Message-ID: <441e6u$r2@newsbf02.news.aol.com>
Source record: 11305

In article <1995Sep20.221559.48997@cobra.uni.edu>,
sinclap2954@cobra.uni.edu writes:

>>> Peter Sinclair-Day Performa 636/8-250/CD
>>> University of Northern Iowa
>>
>
>Who needs 64 bit titles? Thats why I love the Jag..
>
>
>
> Peter Sinclair-Day Performa 636/8-250/CD
> University of Northern Iowa

You are really full of yourself. All 250 pounds of yourself.

2751. Hey Sinflop- What about Pippin?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-23 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950923154554.17237C-100000@PEAK.ORG>
Source record: 11306

With all the anti-Jaguar spouting, I can't help but think back to when Sinflop was "pro-Pippin" a few months ago.

I've played the Playstation and I agree that (regardless of how many bits it is or of the actual specs) it plays fantastic games. However, why is Sinflop so pro-Playstation and not pro-Pippin?

Apple would have to be a fool to enter this already overcrowded market. I've been looking at "The Incredible Universe" outside of Portland - an amazing electronics/gizmo store. Fortunately, they still have a nice Jaguar display, with 2 Jags on their own monitors and one big-screen with all the systems hooked up (SNES, Genesis, 3DO, Jag (etc)) so there are 3 of 'em. After being gone to the Great White North for 3 months, I was still slightly disappointed to see that there weren't a whole bunch of Jag games and NO CD on display. I'll have to admit that. However, where is the Pippin going to be?

I noticed that the Phillips CD-I units were moved to the BACK and do not appear to be fast movers. I wouldn't be surprised if they are on their way out shortly. Fortunately the Jag doesn't appear to be.

THere was also a "Neo Geo" system with (apparently) fewer games than the Jag and for about $400 or more.... What a joke. Do people actually buy these things?

James

2752. Wal-Mart stocks the Playstation and 16 titles!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-23 00:00:00 UTC
From: psd@eworld.com
Message-ID: <442lpm$9l2@hp5.online.apple.com>
Source record: 11307

So much for the Jagflop. Wal-Mart continues Sony's assault on the video game market.

Why can Sony have 16 titles on hand in the first two weeks of the U.S. Playstation existence were as it takes Atari more than a year to achieve the number of titles? Go figure..

2753. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-23 00:00:00 UTC
From: psd@eworld.com
Message-ID: <442lpm$9l0@hp5.online.apple.com>
Source record: 11308
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Why should I move to Japan?

2754. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-23 00:00:00 UTC
From: psd@eworld.com
Message-ID: <442lpm$9l1@hp5.online.apple.com>
Source record: 11309
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Pinko communist? Have you been listening to B1 Bob lately?

2755. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-24 00:00:00 UTC
From: Charles Andrade <int078@southwind.net>
Message-ID: <442fg2$gpl@opal.southwind.net>
Source record: 11310
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

```
maxhawk@ccnet.com (Max Hawk) wrote:
>
> I like the line in the new Jag commercial
>
> "Why should I buy a $300 32-bit videogame system when I can get a
>64-bit Atari Jaguar for $149?"
>
>
>Isn't that like saying "Why should I use toilet paper when I can use my
>hand instead?"
>
>

You must be one really "intelligent" dude,

Charlie.....
```

2756. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-24 00:00:00 UTC
From: Charles Andrade <int078@southwind.net>
Message-ID: <442fon$gpl@opal.southwind.net>
Source record: 11311
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

gavinm@vsprsun_14 (Mr Gavin Moran) wrote:
>William Longworth (Gameboy@ix.netcom.com) wrote:
>: in less than a week. As for Atari, the number is over 200,000. The
>: 150,000 sales figure is from January of '95.
>
> Traditionally consoles sell best in the period from now til Xmas, theres
>a falloff in sales after Xmas. You seem to be claiming that the Jaguar put on
>50,00 sales in the slack 8 months from Xmas over summer, despite having sold
>only 150,000 in the year and a bit before that. Its just a bit optimistic,
>unless you have new figures to back it up.
>
>
>: Besides, I wasn't making
>: a point about popularity, I was pointing out that only the 3DO is
>: currently ahead of the Jag AT THE CURRENT TIME. This means that the
>: assertion that "all have blown away" the Jag is false for the time
>: being.
>
> Yeah, I wouldn't say the 3D0 has blown away the Jaguar but it does has
>an advantage. Sega Saturn sales would appear to have been much more brisk
>than Jaguar sales have ever been though, and the PSX has sold very well.
>
>gavan

Why don't you quote some real figures and quit pulling figures out of thin air.

Charlie...
>--
>email: G.Moran@ee.qub.ac.uk | 'There can be only one!'
> or gmoran@nyx.cs.du.edu | - The Highlander

2757. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-24 00:00:00 UTC
From: kce@netcom.com
Message-ID: <kceDFE7Fw.97t@netcom.com>
Source record: 11312
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <4412dn$dg4@ccnet.ccnet.com> maxhawk@ccnet.com (Max Hawk) writes:
> "Why should I buy a $300 32-bit videogame system when I can get a
>64-bit Atari Jaguar for $149?"
>
>
>Isn't that like saying "Why should I use toilet paper when I can use my
>hand instead?"

Incredible, simply incredible. It's more like: "Why should I pay more
for a product that is Hyped more than this product which isn't Hyped
but which has true quality?"

Compare it to: "Why should I pay more for Win95 which is still a 16 bit
OS when I can get a true 32-bit OS with OS/2 or Unix?"

--
Keith C. Estanol / kce@netcom.com / Internet Member since 1989
Atari and OS/2 Fanatics unite!

2758. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-24 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <443ejj$m4j@darkstar.UCSC.EDU>
Source record: 11313
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

```
>>Isn't that like saying "Why should I use toilet paper when I can use my
>>hand instead?"
>>
>You must be one really "intelligent" dude,
```

Of course he is! Look at all the money he's saved on Toilet Paper! Now he can buy a PSX! Of course, a poor student like me has spent all his money on TP and can now only afford a Jag.

~Chris

```
__ /\ __
__\/__\/__
\_||_/
/__||__\
// \ | \\
\|
```

2759. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-24 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950924160523.4394B-100000@PEAK.ORG>
Source record: 11314
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

On 23 Sep 1995, PSD wrote:

> Pinko communist? Have you been listening to B1 Bob lately?
>
>
>
A little more context might help others to understand your reply to
week-old messages.

I don't know who the hell B1 Bob is, nor do I give a shit. I believe my
point was made.

James

2760. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-25 00:00:00 UTC
From: kyle@uunet.uu.net
Message-ID: <445amb$k7l@rodan.UU.NET>
Source record: 11315
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

> > > > > Sony sold 100,000 PlayStations in two days!
> > > >
> > > > This number is far from certain and has no reputable
> > > > source for verification.
> > >
> > > Wall ST Journal(9/12). Sony stated that over 100,000
> > > PlayStations were sold to consumers.
> >
> > And their source was Sony, a Japanese company. Japan has no
> > laws regarding the legality of misrepresentations in sales
> > estimates.
>
> Sony is traded in the U.S. stock exchange and bound by
> disclosure policies like U.S. bound ones.

Nay. Sony is traded in the U.S. via ADR's on the New York Stock Exchange. They have to meet the listing requirements of the NYSE, but these requirements are not at all the same as the financial disclosures that publicly traded U.S. corporations are required by law to make.

2761. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep25.223009.49134@cobra.uni.edu>
Source record: 11316
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <441e6u$r2@newsbf02.news.aol.com>, jaguar1980@aol.com (Jaguar1980) writes:
> In article <1995Sep20.221559.48997@cobra.uni.edu>,
> sinclap2954@cobra.uni.edu writes:
>
>>>> Peter Sinclair-Day Performa 636/8-250/CD
>>>> University of Northern Iowa
>>>
>>
>>Who needs 64 bit titles? Thats why I love the Jag..
>>
>>
>>
>> Peter Sinclair-Day Performa 636/8-250/CD
>> University of Northern Iowa
>
> You are really full of yourself. All 250 pounds of yourself.

Eh, Beavis how many AOLER names do you hide behind your pimple cover existence?

The A2600 cover landfills across the world..

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2762. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep25.224313.49136@cobra.uni.edu>
Source record: 11317
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <Pine.SUN.3.91.950924160523.4394B-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
>
>
> On 23 Sep 1995, PSD wrote:
>
>> Pinko communist? Have you been listening to B1 Bob lately?
>>
>>
>>
> A little more context might help others to understand your reply to
> week-old messages.

You made a comment on my sig.

>
> I don't know who the hell B1 Bob is, nor do I give a shit. I believe my
> point was made.

B1 Bob is Orange County congressman Bob Dorman who is running for President.
He accuses Clinton of meeting with the KGB while he visited Moscow in the
1960's.. He is a hypocrate when it comes to pork barrel spending. The state
of California bailed out Orange County. He likes to mis represent his military
service..

>
> James
>

Atari Jihad..not as powerful as Iran, but equaly fanatical!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2763. Re: Hey Sinflop- What about Pippin?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep25.223748.49135@cobra.uni.edu>
Source record: 11318

In article <Pine.SUN.3.91.950923154554.17237C-100000@PEAK.ORG>, James Wood <jamesw@PEAK.ORG> writes:
>
>
> With all the anti-Jaguar spouting, I can't help but think back to when
> Sinflop was "pro-Pippin" a few months ago.

Don't forget pro 3do and lesser extent Saturn.

>
> I've played the Playstation and I agree that (regardless of how many bits
> it is or of the actual specs) it plays fantastic games. However, why is
> Sinflop so pro-Playstation and not pro-Pippin?
>

Well, Pippin is not out yet. Apparently Apple blew it with the pippin by reasigning the engineers to more promising projects. The pippin will be out in Japan soon and the U.S. by April 96. I believe Apple will market the PowerPlayer as a WEB surfer console.

> Apple would have to be a fool to enter this already overcrowded market.
> I've been looking at "The Incredible Universe" outside of Portland -
> an amazing electronics/gizmo store. Fortunately, they still have a nice
> Jaguar display, with 2 Jags on their own monitors and one big-screen with
> all the systems hooked up (SNES, Genesis, 3DO, Jag (etc)) so there are 3
> of 'em. After being gone to the Great White North for 3 months, I was
> still slightly disappointed to see that there weren't a whole bunch of
> Jag games and NO CD on display. I'll have to admit that. However, where
> is the Pippin going to be?
>

Apple would be foolish to market the Pippin as a games console. However, there is a need for a low cost high powered net console.

> I noticed that the Phillips CD-I units were moved to the BACK and do not
> appear to be fast movers. I wouldn't be surprised if they are on their
> way out shortly. Fortunately the Jag doesn't appear to be.
>
> THere was also a "Neo Geo" system with (apparently) fewer games than the
> Jag and for about $400 or more.... What a joke. Do people actually buy
> these things?

Well, people bought the Jagflop, does that answer your question?

>
> James
>

The Jag..the Ross Perot of the console world...

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2764. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep25.221954.49132@cobra.uni.edu>
Source record: 11319
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <khaley.811783735@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu writes:
>
>>> Hey, Sindork! Have you checked the stores in your area lately?
>>> Software Etc. in your area should be carrying the Jaguar now, and your
>>> local Wal Mart might be carrying it soon, too. I just can't wait until
>>> the Jaguar appears in your neck of the woods. You'll probably commit
>>> suicide because you'd be so disgusted with it.
>
>>Nope..Checked today. The Cedar Falls Wal-Mart has the PlayStation with 16
>>titles! No Jagflop in sight..
>
> Of course there's no Jagflop in sight, Idiot! There's no such
> product as a "Jagflop"!

You sure? 150,000 sold worldwide!

>
> Take another look at your local Wal Mart in mid-October. Chances
> are the "Jaguar" just might be there.

Now it's mid October..Make up your mind...

>
>>> And from the looks of things, the Tramiels aren't really in charge
>>> anymore. Ted Hoff is running a big part of the ship.
>
>>Ted Hoff may stem the hemorging, but the Jagflop ain't going anywere,
>>GET OVER IT!
>
> You GET OVER IT! Despite what you think and say, people enjoy their
> Jaguars. Despite what you think, Atari WILL have a good fall season this
> year if the distribution actually happens (They've already made $4 million
> in revenues from JagCD preorders alone).

Well, just 4 million? Atari's quarter ends Sept. 29 and I doubt that the
Jagflop cdrom will expand Atari's market. Sony sold over $25 million in one
weekend.

>
> And none of your naysaying and pathetic spewing is going to change this.
>

Eh?

> /Kevin
>
>> Peter Sinclair-Day Performa 636/8-250/CD
>> University of Northern Iowa
>

The Jag..little brother of the console world(cdrom and title not included).

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2765. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep25.222256.49133@cobra.uni.edu>
Source record: 11320
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <43ukv4$d6@news2.cts.com>, dferran@crash.cts.com (George Crissman - Ferran Scientific) writes:
> Without bothering to stop and check recent developments, the
> one and only sinclap2954@cobra.uni.edu wrote:
> : Ted Hoff may stem the hemorging, but the Jagflop ain't going
> : anywere, GET OVER IT!
>
> How does that explain the recent marketing agreement between
> Atari and Radio Shack for nationwide distribution?
>
> Or the recent marketing agreement between Atari and Sears Roebuck
> for inclusion in their Christmas Wish Book?

Well, it is the time of the season when Atari announces super duper duper nationwide distribution..ROTFLMAO!!
>
> -- George
>
> ... and I'm not going to comment on "hemorrhaging" because it
> *is* a very hard word to spell correctly.
>
>

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2766. Re: The New York Times snubs the Jagflop..

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-26 00:00:00 UTC
From: int078@onyx.southwind.net
Message-ID: <4480li$m6r@opal.southwind.net>
Source record: 11321
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Distribution:

Chris Oates (aspect@cats.ucsc.edu) wrote:
: >>Isn't that like saying "Why should I use toilet paper when I can use my
: >>hand instead?"
: >>
: >You must be one really "intelligent" dude,

: Of course he is! Look at all the money he's saved on Toilet Paper! Now he
: can buy a PSX! Of course, a poor student like me has spent all his money on
: TP and can now only afford a Jag.

: ~Chris

: __ /\ __
: __\/__\/__
: _||_/
: /__||__\
: // \ | \\
: \|

I guess that means that he is going to have to use the PSX carton in lieu
of tiolet paper.

Charlie.....

--

2767. Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-26 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DFIB20.LxK@ridgecrest.ca.us>
Source record: 11322

And Sinplop has a f-ing heart attack and dies on the spot.

We can dream, can't we?

Mike

2768. New ATARI product on the WEB

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-26 00:00:00 UTC
From: Mathieu Petrovic <oxo@iprolink.ch>
Message-ID: <449u92$15c4@fox.iprolink.ch>
Source record: 11323

The OXO Concept WEB pages is now in english.

look at: http://www.oxo.ch

2769. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-27 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <44ag9f$g8t@ccshst05.cs.uoguelph.ca>
Source record: 11324
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

: You sure? 150,000 sold worldwide!

Petey ... how many times do we have to explain this to you? Last
April (four months ago), Sam Tramiel was quoted as saying "150,000
Jaguars have been sold in the U.S. so far" (not including Europe, Canada
etc). Yet you keep spouting "world-wide" statements despite all the
evidence which contradicts you.

>> Mark <<

--
==
Mark Rathwell = "Pay no attention to that man behind the curtain!"
=
The Universiy Of Guelph = "We did come from apes. Some folks around here
= have a little catching up to do."
mrathwel@uoguelph.ca =
==

2770. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-27 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <44agb9$g8t@ccshst05.cs.uoguelph.ca>
Source record: 11325
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

```
: Well, it is the time of the season when Atari announces super duper duper
: nationwide distribution..ROTFLMAO!!

Ted Hoff has almost tripled Atari's retail base from 3,000
outlets to just under 9,000. In my opinion, that's pretty good.

>> Mark <<

--
===============================================================================
Mark Rathwell = "Pay no attention to that man behind the curtain!"
=
The Universiy Of Guelph = "We did come from apes. Some folks around here
= have a little catching up to do."
mrathwel@uoguelph.ca =
===============================================================================
```

2771. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-27 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <44blfc$k9j@m1.cs.man.ac.uk>
Source record: 11326

In article <DFIB20.LxK@ridgecrest.ca.us>, Michael Grove <mgrove@owens.ridgecrest.ca.us>
writes:
> And Sinplop has a f-ing heart attack and dies on the spot.
>
> We can dream, can't we?
>
> Mike
>

Heeheehee :) :) :) :) Mind you, their ATW800 was a real kickass machine.

S.Lai

2772. Re: Hey Sinflop- What about Pippin?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-27 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.812233099@gmi.edu>
Source record: 11327

sinclap2954@cobra.uni.edu writes:

>> With all the anti-Jaguar spouting, I can't help but think back to when
>> Sinflop was "pro-Pippin" a few months ago.

>Don't forget pro 3do and lesser extent Saturn.

No, Sinflop. Your preferences are crystal clear. You are "pro anything
that is against the Jaguar".

/Kevin

> Peter Sinclair-Day Performa 636/8-250/CD
> University of Northern Iowa

2773. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-28 00:00:00 UTC
From: dereks@bud.tic.ab.ca
Message-ID: <44ctl5$77a@bud.tic.ab.ca>
Source record: 11328
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

I've got a small question to ask you. If you are the ultimate Jaguar antagonist, and praise the playstation with every breath, why do you continually read and leave messages in this newsgroup? Or is it just the thrill of a debate that keeps you comming back to this group?

Derek

2774. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-28 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <44f76l$mnh@ccshst05.cs.uoguelph.ca>
Source record: 11329
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

```
: Is this the same Sam Tramiel who stated in a Press release that the cdrom
: attachment would be out Dec./94?

Sam is bound by laws when reporting sales figures. Release dates
are estimates. And Sam's figures are the lowest I've seen, compared to
some Jaguar sales figures printed in magazines.

>> Mark <<

--
================================================================================
Mark Rathwell = "Pay no attention to that man behind the curtain!"
=
The Universiy Of Guelph = "We did come from apes. Some folks around here
= have a little catching up to do."
mrathwel@uoguelph.ca =
================================================================================
```

2775. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-28 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <44f78h$mnh@ccshst05.cs.uoguelph.ca>
Source record: 11330
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

: Where? Not in my lakes of the woods..

Maybe you haven't looked? I'm still very doubtful that you've
looked carefully. I don't even live in the US or in a major city, yet
finding the Jag is no problem for me.

>> Mark <<

--
==
Mark Rathwell = "Pay no attention to that man behind the curtain!"
=
The Universiy Of Guelph = "We did come from apes. Some folks around here
= have a little catching up to do."
mrathwel@uoguelph.ca =
==

2776. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-28 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <44eace$7q0@ccshst05.cs.uoguelph.ca>
Source record: 11331
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

```
: I've got a small question to ask you. If you are the ultimate Jaguar
: antagonist, and praise the playstation with every breath, why do you
: continually read and leave messages in this newsgroup? Or is it just
: the thrill of a debate that keeps you comming back to this group?

It's the thrill he gets from being an asshole.

>> Mark <<

--
================================================================================
Mark Rathwell = "Pay no attention to that man behind the curtain!"
=
The Universiy Of Guelph = "We did come from apes. Some folks around here
= have a little catching up to do."
mrathwel@uoguelph.ca =
================================================================================
```

2777. Why Sindork isn't around much anymore...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-28 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.812309293@gmi.edu>
Source record: 11332

Sinflop has found out that his local Wal Mart is going to carry the Jaguar so now he's spending his entire life at the store trying to steer customers away from it.

/Kevin

2778. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-29 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <44fqiq$2oo@news2.cts.com>
Source record: 11333
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Somewhat overawed by recent Jaguar developments, the one and
only Peter Sinclair-Day (sinclap2954@cobra.uni.edu) wrote:
: In article <43ukv4$d6@news2.cts.com>, dferran@crash.cts.com
: (George Crissman - Ferran Scientific) writes:

: > Without bothering to stop and check recent developments, the
: > one and only sinclap2954@cobra.uni.edu wrote:
: > : Ted Hoff may stem the hemorging, but the Jagflop ain't going
: > : anywere, GET OVER IT!
: >
: > How does that explain the recent marketing agreement between
: > Atari and Radio Shack for nationwide distribution?
: >
: > Or the recent marketing agreement between Atari and Sears Roebuck
: > for inclusion in their Christmas Wish Book?

: Well, it is the time of the season when Atari announces super duper
: duper nationwide distribution

Hmmm ... are you admitting that they've got their timing right?
Thank you!

: ..ROTFLMAO!! (And that's a *lot* of laughing, BTW :-)

-- George

2779. Re: Acorn is dying

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-29 00:00:00 UTC
From: waynem1@cq-pan.cqu.edu.au
Message-ID: <44ft7j$loj@janus.cqu.edu.au>
Source record: 11334
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Richard Browning (browning@sega.sega.co.uk) wrote:
: In article <44b956$gp9@oznet03.ozemail.com.au> colonel@shell02.ozemail.com.au (Marco Spaccavento) writes:
: [snippety snip]
: >just around the corner and developers returning. If you take your Acorns
: >as seriously as we take our Amigas, then the Acorn community has nothing
: >to fear.
: >...Maybe Amiga and Acorn users could join forces to take up the fight for
: >niche platforms to IBM/Mac users :)

: It's a conceited person or group who thinks they need no help. Personally
: I'd accept encouragment and (constructive) advice from any quarter and I'd
: hope that'd go for the Acorn community as well. Thanks for the words and
: offer, Marco!

Ie, Ie, I agree with these two, we can join forces, if all (or most) of the home computer/video game manufactures got together and adopted the Toas as a standard operating system, we could beat the c--- out of MicroSoft and Intel, while keeping our old O/S's and our own custom hardware, because Toas is meant to keep the programming model from being dependant on the hardware (including processor instruction set). This allows our machines to access a common pool of software (that would be capatible with many machines including PC's), this would create a big market to write for. A company like Novell, (long time rival to MicroSoft), would most likely be very interested in a product like Toas.

Wayne Morellini
waynem1@cq-pan.cqu.edu.au

--

2780. Re: Why Sindork isn't around much anymore...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-29 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <44ffia$q7h@ccshst05.cs.uoguelph.ca>
Source record: 11335

```
: Sinflop has found out that his local Wal Mart is going to carry the
: Jaguar so now he's spending his entire life at the store trying
: to steer customers away from it.

We should all pitch in a buy Sinflop a Jag for Christmas.
Whatever would he do if he had another Atari machine hooked up to his TV?

>> Mark <<

--
==============================================================================
Mark Rathwell = "Pay no attention to that man behind the curtain!"
=
The Universiy Of Guelph = "We did come from apes. Some folks around here
= have a little catching up to do."
mrathwel@uoguelph.ca =
==============================================================================
```

2781. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-29 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <44fqq1$2pe@news2.cts.com>
Source record: 11336

sinclap2954@cobra.uni.edu wrote:
: Apple is selling refurbished Powermac Performa 6115
: 8/350/cd, 16 bit sound, 16 bit color, ethernet and cdrom for $1050. Much
: cheaper than a FALCON!

Is this the same Apple Computer that can make a 16 MHz 68030 system
run slower than Atari's ten-year-old 8 MHz 68000 system?

-- George

2782. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-29 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95272.100126STIRRE31@MAINE.MAINE.EDU>
Source record: 11337

Pete,
The Mac is refurbished for one thing. How bout prices on new
Macs? Secondly, my Falcon gives me 16-bit color and 16-bit
stereo. No advantages there. Quite a few people, I believe,
wouldn't be able to use ethernet (some colleges allow this).
You get more memory and hard drive space but, hey, you need it!
I have an 85 meg hard drive on my Falcon and have almost 20 megs
free. You do get a CD-ROM drive.
Of course, you could buy a used Falcon for less.... and the
price advantage of any Mac flies out the window when you add the
cost of high-priced Mac software.
The bottom line is that a Falcon is much more fun to us!!
Oh, I saw that my local Mac reseller was selling a box that allows
a Mac to hook up to televisions for presentations. Standard on
my Falcon ;-).
-scott tirrell
BTW, I was looking in Mac World and hardly any advertisers had systems
to sell. Noone had new machines at prices around $1,000....

2783. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-29 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <44ho5h$8o4@morgoth.sfu.ca>
Source record: 11338

<STIRRE31@MAINE.MAINE.EDU> writes:

>Pete,
>The Mac is refurbished for one thing. How bout prices on new
>Macs? Secondly, my Falcon gives me 16-bit color and 16-bit
>stereo. No advantages there. Quite a few people, I believe,
>wouldn't be able to use ethernet (some colleges allow this).

Ethernet makes for a great high-speed printer port.

>You get more memory and hard drive space but, hey, you need it!
>I have an 85 meg hard drive on my Falcon and have almost 20 megs
>free. You do get a CD-ROM drive.

Maybe programs take more space on a mac but data should be the same.
Graphics files at a given resolution and bit depth are just as big
on an Atari. And MPEGs don't magically shrink when you bring them to
Atari.

--

Brian Quinlan
quinlan@sfu.ca

2784. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-30 00:00:00 UTC
From: rjung@netcom.com
Message-ID: <rjungDFp9qz.LCu@netcom.com>
Source record: 11239
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <1995Sep28.000519.49198@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>In article <44agb9$g8t@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>> Ted Hoff has almost tripled Atari's retail base from 3,000
>> outlets to just under 9,000. In my opinion, that's pretty good.
>
>Where? Not in my lakes of the woods..

Yeah, Peter, but the last time you left your parent's basement, Carter was
president...

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

2785. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-30 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep30.005856.49231@cobra.uni.edu>
Source record: 11240
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <44eace$7q0@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : I've got a small question to ask you. If you are the ultimate Jaguar
> : antagonist, and praise the playstation with every breath, why do you
> : continually read and leave messages in this newsgroup? Or is it just
> : the thrill of a debate that keeps you comming back to this group?
>
> It's the thrill he gets from being an asshole.

As you?

>
> >> Mark <<
>
> --
> ==
> Mark Rathwell = "Pay no attention to that man behind the curtain!"
> =
> The Universiy Of Guelph = "We did come from apes. Some folks around here
> = have a little catching up to do."
> mrathwel@uoguelph.ca =
> ==

Jag...the Ross Perot of the console world..

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a
third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

2786. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-30 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep30.010455.49233@cobra.uni.edu>
Source record: 11241
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <44f76l$mnh@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Is this the same Sam Tramiel who stated in a Press release that the cdrom
> : attachment would be out Dec./94?
>
> Sam is bound by laws when reporting sales figures. Release dates
> are estimates. And Sam's figures are the lowest I've seen, compared to
> some Jaguar sales figures printed in magazines.

I am talking about publictly promising that products will be out on a certain time frame by missing by a wide mile to hype and mislead people to buy Atari's console.
>
> >> Mark <<
>
> --
> ==
> Mark Rathwell = "Pay no attention to that man behind the curtain!"
> =
> The Universiy Of Guelph = "We did come from apes. Some folks around here
> = have a little catching up to do."
> mrathwel@uoguelph.ca =
> ==

Atari ST, clogging up lamdfills and collecting dust in storage worldwide!

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

2787. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-30 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep30.010925.49234@cobra.uni.edu>
Source record: 11242
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <44f78h$mnh@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Where? Not in my lakes of the woods..
>
> Maybe you haven't looked? I'm still very doubtful that you've
> looked carefully. I don't even live in the US or in a major city, yet
> finding the Jag is no problem for me.

In the Cedar Falls/Waterloo area, the Jagflop is not sold in the Wal-Marts, Software Etc and Best Buy(Des Moines)..

>
> >> Mark <<
>
> --
> ==
> Mark Rathwell = "Pay no attention to that man behind the curtain!"
> =
> The Universiy Of Guelph = "We did come from apes. Some folks around here
> = have a little catching up to do."
> mrathwel@uoguelph.ca =
> ==

Jag..console or sex cult?..on the next edition of Jenny Jones!

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

2788. Re: Why Sindork isn't around much anymore...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-30 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep30.011204.49236@cobra.uni.edu>
Source record: 11243
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <44ffia$q7h@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Sinflop has found out that his local Wal Mart is going to carry the
> : Jaguar so now he's spending his entire life at the store trying
> : to steer customers away from it.
>
> We should all pitch in a buy Sinflop a Jag for Christmas.
> Whatever would he do if he had another Atari machine hooked up to his TV?

A freebe? I'll take one..Do I get a Title with it?

>
> >> Mark <<
>
> --
> ==
> Mark Rathwell = "Pay no attention to that man behind the curtain!"
> =
> The Universiy Of Guelph = "We did come from apes. Some folks around here
> = have a little catching up to do."
> mrathwel@uoguelph.ca =
> ==

The Atari Jihad..not as powerful as Iran, but equaly fanatical!

Peter Sinclair-Day Performa 636/8-250/CD
University of Northern Iowa

We're in the clutches of a bunch of folks trying to turn the U.S. into
a third world country. Two hundred billionaires and 260 million poor
people. And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......

Internet-democrats-request@webcom.com / Type subscribe in body of message

2789. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-30 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <44jsuo$2bb@ccshst05.cs.uoguelph.ca>
Source record: 11244
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

: As you?

I don't go poking my head in groups where I don't belong, bashing
a system I don't like. Some people pay for their net access.

>> Mark <<

--
==
Mark Rathwell = "Pay no attention to that man behind the curtain!"
=
The Universiy Of Guelph = "We did come from apes. Some folks around here
= have a little catching up to do."
mrathwel@uoguelph.ca =
==

2790. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-30 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <44jt4p$2bb@ccshst05.cs.uoguelph.ca>
Source record: 11245
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

```
: In the Cedar Falls/Waterloo area, the Jagflop is not sold in the Wal-Marts,
: Software Etc and Best Buy(Des Moines)..

It's just appearing in Walmarts and Software etc. now. Do you
have an EB?

>> Mark <<

--
================================================================================
Mark Rathwell = "Pay no attention to that man behind the curtain!"
=
The Universiy Of Guelph = "We did come from apes. Some folks around here
= have a little catching up to do."
mrathwel@uoguelph.ca =
================================================================================
```

2791. INSHAPE II.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-30 00:00:00 UTC
From: Mathieu Petrovic <oxo@iprolink.ch>
Message-ID: <44jj1f$17l0@fox.iprolink.ch>
Source record: 11246

Anybody interested by INSHAPE II ?

We are in contact with author.

2792. Re: Why Sindork isn't around much anymore...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-30 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep30.010137.49232@cobra.uni.edu>
Source record: 11247

In article <khaley.812309293@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> Sinflop has found out that his local Wal Mart is going to carry the
> Jaguar so now he's spending his entire life at the store trying
> to steer customers away from it.

ROTFLMAO!!!! Wal-Mart is to busy with the SNES, Sega, 3do and the PlayStation.

>
> /Kevin
>

Jag..little brother of the console world(cdrom and title not included).

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a
third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

2793. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-30 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Sep30.012555.49237@cobra.uni.edu>
Source record: 11248

In article <95272.100126STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> Pete,
> The Mac is refurbished for one thing. How bout prices on new
> Macs? Secondly, my Falcon gives me 16-bit color and 16-bit
> stereo. No advantages there. Quite a few people, I believe,
> wouldn't be able to use ethernet (some colleges allow this).
> You get more memory and hard drive space but, hey, you need it!
> I have an 85 meg hard drive on my Falcon and have almost 20 megs
> free. You do get a CD-ROM drive.

The refurbished Macs = buyer remorse and or failed Apple's first burn in process but sent back to the repair line to fix the glich but can't sell as new. Backed by a 90 day warranty. Lots of people use ethernet and you are deluding yourself if not having it is not important. Schools need ethernet..Looks like a missed oppurtunity for Atari.

I have a 250 meg HD with 60 megs of free space. I may have more items than you do. Lots of quick art..

> Of course, you could buy a used Falcon for less.... and the
> price advantage of any Mac flies out the window when you add the
> cost of high-priced Mac software.

You can buy a mew Mac LC 475 for $499 with a one year warranty from Mac mall and MacWarehouse. What high priced Mac software? Elaborate with real world home/business apps, please.

> The bottom line is that a Falcon is much more fun to us!!
> Oh, I saw that my local Mac reseller was selling a box that allows
> a Mac to hook up to televisions for presentations. Standard on
> my Falcon ;-).

The Mac is also fun to use especially with the standard cdrom unit.

> -scott tirrell
> BTW, I was looking in Mac World and hardly any advertisers had systems
> to sell. Noone had new machines at prices around $1,000....

Mac Mall, Mac Zone and MacWarehouse has Performa 636 8/250/cd with keyboard and software bundle for $999. Leftover Powerbook 150's are priced at $999. Much cheaper and useful than the mythical over priced ST Book.

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a
third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.....
Internet-democrats-request@webcom.com / Type subscribe in body of message

2794. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-30 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <44jt3b$2bb@ccshst05.cs.uoguelph.ca>
Source record: 11249

```
: I am talking about publictly promising that products will be out on a certain
: time frame by missing by a wide mile to hype and mislead people to buy Atari's
: console.

Peter, if you don't like it, don't buy video games. Two years
ago, Nintendo said the Ultra 64 would be out by now. Now, they're saying
it will be delayed for a year. Sony told us we'd have forty PSX games at
launch. We have ten. Sega told us we'd be playing a Sega Genesis modem in
1990. Where is it?

>> Mark <<

--
================================================================================
Mark Rathwell = "Pay no attention to that man behind the curtain!"
=
The Universiy Of Guelph = "We did come from apes. Some folks around here
= have a little catching up to do."
mrathwel@uoguelph.ca =
================================================================================
```

2795. Re: INSHAPE II.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-30 00:00:00 UTC
From: gaghon@nevada.edu
Message-ID: <44k5sn$csj@news.nevada.edu>
Source record: 11250

: Anybody interested by INSHAPE II ?

: We are in contact with author.

Yes, yes, yes, yes, yes, yes,yes....ESP. THE DSP VERSION...
We have been waiting for this for well over a year...

2796. Re: neodesk

Newsgroup: comp.sys.atari.advocacy
Date: 1995-09-30 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-3009952144240001@tdw.vip.best.com>
Source record: 11251

In article <44l235$57e@ixnews5.ix.netcom.com>, ars@ix.netcom.com (DONALD WILLS) wrote:

> i bought neodesk for my falcon
> After installing i switched to
> truecolor mode

Can't help you, but as you are a Falcon owner, I thought you may be interested in something. If you have a web browser, surf to:

http://www.tecnation.com/14/

We have a software only version available. All info is available on the web site.

Hope it is of interest!

Alex

--
TECNATION DIGITAL WORLD
555 Bryant Street, Box 322
Palo Alto, California 94301, U.S.A.
Tel: (415) 327-4332
http://www.tecnation.com

2797. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-01 00:00:00 UTC
From: rjung@netcom.com
Message-ID: <rjungDFqwFA.861@netcom.com>
Source record: 11252
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <1995Sep30.010455.49233@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>I am talking about publictly promising that products will be out on a certain
>time frame by missing by a wide mile to hype and mislead people to buy Atari's
>console.

You mean like the Ultra 64?

(Who wants to bet big money Peter isn't spending his time in
rec.games.video.nintendo bothering the poor souls there? No, we're *lucky,*
we are...)

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-----------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

2798. inshape

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-01 00:00:00 UTC
From: ars@ix.netcom.com
Message-ID: <44l07h$7uo@ixnews4.ix.netcom.com>
Source record: 11253

yes i am interested
do you have any specs?

2799. Re:neodesk

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-01 00:00:00 UTC
From: ars@ix.netcom.com
Message-ID: <44l235$57e@ixnews5.ix.netcom.com>
Source record: 11254

```
i bought neodesk for my falcon
After installing i switched to
truecolor mode
now all I get is three bombs when
i boot up
I tried ALT- ALT+SHIFR+CONTROL
nothing!
I tried to contact Gribnif but they
do not know what the problem is
Its been two week and I just bought
alot of programs for my falcon
Can anyone help me???????

>
```

2800. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct1.014012.49250@cobra.uni.edu>
Source record: 11255
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <rjungDFqwFA.861@netcom.com>, rjung@netcom.com (Robert A. Jung) writes:
> In article <1995Sep30.010455.49233@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>I am talking about publictly promising that products will be out on a certain
>>time frame by missing by a wide mile to hype and mislead people to buy Atari's
>>console.
>
> You mean like the Ultra 64?
>
> (Who wants to bet big money Peter isn't spending his time in
> rec.games.video.nintendo bothering the poor souls there? No, we're *lucky,*
> we are...)

I am an Atari owner. Yes, Nintendo has delayed the U64. However, Nintendo has
continously released titles with marketing and continous distribution. Atari's
products have been delayed when dates have been put in stone.

I suspect Nintendo's successful Christmas strategy is: who needs Next Gen...

>
> --R.J.
> B-)
>
> ////////////////////////////////////|\\
> Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
> -------------------------------------+-----------------------------Lynx up!
> "You weren't chosen because you are the best pilot in the Air Force. You were
> chosen because you are the class clown and frankly, you're expendable."

Who needs 64 bit titles?..Thats why I love the Jag!

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a
third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

2801. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct1.100435.49253@cobra.uni.edu>
Source record: 11256
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <44jsuo$2bb@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : As you?
>
> I don't go poking my head in groups where I don't belong, bashing
> a system I don't like. Some people pay for their net access.

And I don't pay for my net access..

>
> >> Mark <<
>
>
> --
> ==
> Mark Rathwell = "Pay no attention to that man behind the curtain!"
> =
> The Universiy Of Guelph = "We did come from apes. Some folks around here
> = have a little catching up to do."
> mrathwel@uoguelph.ca =
> ==

Jag..making leaps and bounds across the world..

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a
third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

2802. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct1.102648.49255@cobra.uni.edu>
Source record: 11257
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <44jt3b$2bb@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : I am talking about publictly promising that products will be out on a certain
> : time frame by missing by a wide mile to hype and mislead people to buy Atari's
> : console.
>
> Peter, if you don't like it, don't buy video games. Two years
> ago, Nintendo said the Ultra 64 would be out by now. Now, they're saying
> it will be delayed for a year. Sony told us we'd have forty PSX games at
> launch. We have ten. Sega told us we'd be playing a Sega Genesis modem in
> 1990. Where is it?

Yes, Nintendo has delayed the U64. In the meantime, titles continue to be released at a rapid pace on the SNES. Sony never said that forty PSX games would be released at launch. I heard forty - fifty by Christmas. I count 16 titles now at Wal-Mart and Software Etc. As for the Sega Genesis modem, thats one product. While every Atari product under the Tramiel regime has been delayed by weeks and months - year as well. Nice try!

>
> >> Mark <<
>
> --
> ==
> Mark Rathwell = "Pay no attention to that man behind the curtain!"
> =
> The Universiy Of Guelph = "We did come from apes. Some folks around here
> = have a little catching up to do."
> mrathwel@uoguelph.ca =
> ==

Atari Jihad, not as powerful as Iran, but equally fanatical!

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.....
Internet-democrats-request@webcom.com / Type subscribe in body of message

2803. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct1.103017.49256@cobra.uni.edu>
Source record: 11258
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <44jt4p$2bb@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : In the Cedar Falls/Waterloo area, the Jagflop is not sold in the Wal-Marts,
> : Software Etc and Best Buy(Des Moines)..
>
> It's just appearing in Walmarts and Software etc. now. Do you
> have an EB?

Nope..

>
> >> Mark <<
>
> --
> ==
> Mark Rathwell = "Pay no attention to that man behind the curtain!"
> =
> The Universiy Of Guelph = "We did come from apes. Some folks around here
> = have a little catching up to do."
> mrathwel@uoguelph.ca =
> ==

Who needs 64 bit titles? Thats why I love the Jag!

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a
third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

2804. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-01 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DFrEsx.GzM@ridgecrest.ca.us>
Source record: 11259

sinclap2954@cobra.uni.edu wrote:
>In article <DFIB20.LxK@ridgecrest.ca.us>, Michael Grove
<mgrove@owens.ridgecrest.ca.us> writes:
>> And Sinplop has a f-ing heart attack and dies on the spot.
>>
>> We can dream, can't we?
>
>You sure can... I wonder how much this underpowered 060 workstation
would have
>cost, if Atari had one? Apple is selling refurbished Powermac Performa
6115
>8/350/cd, 16 bit sound, 16 bit color, ethernet and cdrom for $1050.
Much
>cheaper than a FALCON!
>
>> Mike

God Sinplop, never say die. I have the cash, and if they made
it, I'd buy it. I just like Atari's. That is something I can
live with but it seems that you can't, otherwise you wouldn't
be here. Just go snuggle up to mommy and start sucking.

Mike

2805. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-01 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DFrI7I.I1D@ridgecrest.ca.us>
Source record: 11260

snip
SinPlop said
>The Mac is also fun to use especially with the standard cdrom unit.
>
Yup, I had real fun with the Quadra 950 I just added to my
collection. I will have to say they have excellent service.
Purchased it from BigMac, saw the add in Mac User. Plugged
it in and no video. Fuck. Should of worked hooked to the
NEC XP 21" I just got. So I called Jack, err a, Mac, and
they asked, "did you turn the key?". Yup I says. Ok we will
send someone right out to fix it. Two day's later a Kodak
repair man shows up with a new 950 logic board. Wow, nice
I thought. He fumbles with the covers and finally sets it in
place. Power up. No video. Shit. Ok he says, I'll come back
tomorrow with a new logic board and a new power supply.
The guy actually shows up, replaces both items and shazzam,
it works. Ok, I bought 7.5 on CD, but had to boot off a floppy
first. (Bought it with no hard drive so it would fit on a
government credit card, 2500.00 limit you know). Message,
this disk is unreadable, do you want to initialize it?
Hell no, its my new disk tools disk, why in the hell would I
want to do that? Checked connections. They look ok, but the
cable had been folded in about six places, one area with wire
showing through. Ummm... Yanked the external HD drive off the
Quadra 630, fired it up on the 950 and it actually booted.
Ok, great. Now I can format the Quantum 540 I stuck in the
950 (I removed it from my Toad 4-bay, it "was" Atari formatted).
Run SCSI probe. Yup, its there. Run the Mac HD software to format
540. What, it's not there? Son-of-a-bitch (ehh..SinPlop?) I
know it's there. Call Jack again. Wait 30 minutes (better than
microstuff). Wha, Wha, Bla,Bla. Oh! If it's not Mac formatted
the Mac Software can't "see" it. What? A HD has to be Mac
formatted to be able to format it? Which came first, the chicken
or the Mac? You know, I forgot how the hell I finally got it
formatted, but it is. Ok floppy dosen't work, so transfered files
from 630 disk to 950 internal. Stuck external back on 630 and
loaded Crystal CD software it, put back on 950. Hooked up
CD and 630 HD (still following?). Wow, 7.5 loaded ok. Went from
1.3 megs of system software to 2.4, but what the hell, I have 32.
XP21 was actually to damn big for my station, swapped for an
Impressions 17". Shit, what's all that green. Umm.... Seems
the 950 needs a switch on the monitor port (al la multi-sync
gizzmo) to tell it what to sync on and what screen size to use.
Call Mac Zone. Ordered 1 meg of V-ram and a Lappis switch. It

was only about a 100.00, what the hell. Mean while, back at the ranch, I went to the local Jack dealer. Needed a floppy disk ribbon cable for a 950. Guy comes back with a power cable. Umm.... No, I need the wide, flat, gray, cable about 15" long. Guy comes back with 15 4 inch cables. I smile and go home to my Falcon. I can make the disk cable up, I'm sure, or have the Kodak guy bring it out, but he will have to install it. Mac Zone order should come in Monday. <Hope> that fixes the monitor problem. Now look at a DiiMO Cache add in Mac Abuser or Mac World. Read the add close. It says a 50mhz 040 with 128k cache for Quadra 610,630,650.660AV,700,800,900,950,ect.. others shipping soon. The only reason for the 950 was to add this card so MagicC Mac would rip-ass. Ordered from Mac Zone. Asked for a bla,bla, for a Quadra 950. Yup, we gottum. 828.00 Now I gottum. Easy installation. Pull old (new) 040 out and add DiiMo. Smoke! Called Peripheral Outlet. hey, your add says bla,bla (read above). No, No, that add was ment for our future products. We only make the 50mhz for a 700 and 900. I says, Lady read your fucking add. I'm sorry sir, you'll have to take that up with advertising. Now what? Called Mac Zone. Hey, you guys sold me a product that just smoked my 950. (Told them what DiiMo bitch said). Ummm.. our data says it works on a 950, well change that right away. As for you 950..... Called Jack again. It's broke. Did you turn the key? Yup. Ok here comes the Kodak guy. New logic board at no cost. Thats service. You know I got rid of a Pentium 90 with VLB video problems for this. Mabey, after this next job i'll make enough to order a 900 logic board. With the V-ram, DiiMo 050mhz and MagicC Mac, i'll end up with a nice machine. But the 33/040 is slower than my 486/66 at home buy a ways (I don't care what the specs say) and dosen't even compair to the Pentium. In the mean time I brought my Falcon into work (image that, an Atari an a Naval base) to complete the job. I had 120 scanned Tiff's that were to be incorperated into a document. That really took some space and would take forever to print so I let ImageCopy 4 batch process them to JPG's. Then, printed them to an HPLJ4 (you should of seen the little Falcon run the 21" without any problems). I knew I should of ordered the Medusa 060 for work!
It just goes to show you SinDrop err...SinPlop, nothing is perfect, not even your Jacks. And the slow little Falcon got the mission done. (Its now back in its nest at home:))

Mike

2806. Re: Re:neodesk

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct1.015744.49251@cobra.uni.edu>
Source record: 11261

In article <44l235$57e@ixnews5.ix.netcom.com>, ars@ix.netcom.com (DONALD WILLS) writes:
> i bought neodesk for my falcon
> After installing i switched to
> truecolor mode
> now all I get is three bombs when
> i boot up
> I tried ALT- ALT+SHIFR+CONTROL
> nothing!
> I tried to contact Gribnif but they
> do not know what the problem is
> Its been two week and I just bought
> alot of programs for my falcon
> Can anyone help me???????

Yea, get a Mac..or a Pentium if you have alot time to waste!
>
>>
>
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a
third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

2807. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-02 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <44ng0v$evo@ccshst05.cs.uoguelph.ca>
Source record: 11262
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

: And I don't pay for my net access..

So that gives you the right to harass and be rude to people?

: Jag..making leaps and bounds across the world..

Yes ... one leapt into my residence room yesterday, along with
Rayman. If you're ever in Guelph, stop buy and have a game - it's
awesome. And it sure proves that the Jag isn't a Super NES in disguise.

>> Mark <<

--

==
Mark Rathwell = "Pay no attention to that man behind the curtain!"
=
The Universiy Of Guelph = "We did come from apes. Some folks around here
= have a little catching up to do."
mrathwel@uoguelph.ca =
==

2808. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-02 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FJCRCIAFUP@cabal.shnet.org>
Source record: 11263
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In <1995Sep30.005856.49231@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:

>Jag...the Ross Perot of the console world..

Nice comparison. Whom will the Jag make president of the U.S.?

Colin Powell?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) -

- Es ist Ralph Babel ausdrï¿½cklich untersagt, -
- diesen Artikel zu archivieren. -

2809. Re: Why Sindork isn't around much anymore...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-02 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FJCRCIAIUP@cabal.shnet.org>
Source record: 11264
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In <1995Sep30.011204.49236@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>The Atari Jihad..not as powerful as Iran, but equaly fanatical!

Is that so? Who are the Atari propagandists flooding .macintrash or
.amiga.advocacy?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) -

- Es ist Ralph Babel ausdrï¿½cklich untersagt, -
- diesen Artikel zu archivieren. -

2810. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-03 00:00:00 UTC
From: amsler@nevada.edu
Message-ID: <44rg3p$c6i@news.nevada.edu>
Source record: 11265
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

sinclap2954@cobra.uni.edu wrote:

[snip]

: I am talking about publictly promising that products will be out on a certain
: time frame by missing by a wide mile to hype and mislead people to buy Atari's
: console.
: >
: > >> Mark <<

[snip]

: Atari ST, clogging up lamdfills and collecting dust in storage worldwide!

There probably are a lot of Atari STs "collecting dust," as people moved
on to TTs and Falcons, but in any case I doubt they're collecting as much
dust as your dictionary.

- John J. Amsler

2811. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-03 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct3.181506.49361@cobra.uni.edu>
Source record: 11266
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <44ng0v$evo@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : And I don't pay for my net access..
>
> So that gives you the right to harass and be rude to people?

I should of put a question mark at the end. Correction: And i don't pay for my net access?

>
> : Jag..making leaps and bounds across the world..
>
> Yes ... one leapt into my residence room yesterday, along with
> Rayman. If you're ever in Guelph, stop buy and have a game - it's
> awesome. And it sure proves that the Jag isn't a Super NES in disguise.
>

Considering that a SNES costs $119 with three titles at Best Buy. Why is the Jagflop masquerading as a 64 bit console with 16/32 bit titles? I doubt joe and jane moe can tell the difference between the SNES and Jagflop?

> >> Mark <<
>
> --
> ==
> Mark Rathwell = "Pay no attention to that man behind the curtain!"
> =
> The Universiy Of Guelph = "We did come from apes. Some folks around here
> = have a little catching up to do."
> mrathwel@uoguelph.ca =
> ==

Who needs 64 bit titles? Thats why i love the Jag!

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.....
Internet-democrats-request@webcom.com / Type subscribe in body of message

2812. Re: Why Sindork isn't around much anymore...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-03 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.812726119@gmi.edu>
Source record: 11267

sinclap2954@cobra.uni.edu writes:

>> Sinflop has found out that his local Wal Mart is going to carry the
>> Jaguar so now he's spending his entire life at the store trying
>> to steer customers away from it.

>ROTFLMAO!!!! Wal-Mart is to busy with the SNES, Sega, 3do and the PlayStation.

You think so, ignorant one? Then why don't you come over to my local
Wal Mart and tell me what this Jaguar display sitting between Sega
and Nintendo is.

Even if your local Wal Mart carried the Jag, I doubt you'd ever admit it
here. Your clear state of denial transcends all logic.

/Kevin

> Peter Sinclair-Day Macintosh Performa 636
> University of Northern Iowa PowerBook 150

2813. Re: INSHAPE II.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-03 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <44rkh7$fbq@news.iesd.auc.dk>
Source record: 11268

In article <44k5sn$csj@news.nevada.edu>, gaghon@nevada.edu (GEORGE GAGHON) writes:
>
> : Anybody interested by INSHAPE II ?
>
> : We are in contact with author.
>
> Yes, yes, yes, yes, yes, yes,yes....ESP. THE DSP VERSION...
> We have been waiting for this for well over a year...
>

You can say that again !! :-))

Keep Cool and Flying...

ChainXOR...

2814. Hey Sindork! Time mag. trashes Apple!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-03 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.812726535@gmi.edu>
Source record: 11269

I just read a recent issue of Time Magazine and they have an article about Apple's falling fortunes in the market!

Let's see, they mention that Apple's CEO might be going the way of John Scully. They also mention that Apple's recent earnings are going to be MUCH LOWER than expected. Also mentioned is the potential impact of Windows 95 on the Mac market.

By the way, Apples' market share has DECREASED from 13% to 8% and is expected to slide down to around 5% by the end of the decade. Your niche is getting smaller, Sinflop!

/Kevin

P.S. Too bad Sindork is a Mac advocate, I really liked the system until I found out about Sinflop here.

2815. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-03 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <44s8a5$lio@morgoth.sfu.ca>
Source record: 11270

Michael Grove <mgrove@owens.ridgecrest.ca.us> writes:

[Long but interesting story deleted]

So basically you are griping because you stuck an Atari hard disk into a Mac and it didn't work. And a 4? year old computers motherboard was defective and it's slower than intel models being sold today. And some guy ripped you off. And your PC/Atari monitor wouldn't work on a Mac without a cable. And for some reason you don't want to boot off a CD. I don't really understand your point though the story was entertaining. It would say you had one bad week.

--

Brian Quinlan
quinlan@sfu.ca

2816. "Now defunct videogames manufacturer"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-03 00:00:00 UTC
From: gholder@emory.edu
Message-ID: <44vf0d$1f4@moe.cc.emory.edu>
Source record: 11271
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

Anybody else see the current issue of Newsweek (Oct. 9), p. 67, 3rd column, 2nd paragraph? It's an article on a guy (Bob Stein), who runs Voyager Co. (a CD-ROM multimedia producer). In summarizing his history it says, "Stein worked briefly at Atari, the now defunct videogame manufacturer." Sounds like Atari marketing is working just as well as it always has, eh?

Gary Holder

2817. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-04 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <44ulp2$mu2@ccshst05.cs.uoguelph.ca>
Source record: 11272
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

```
: Well, I have to visit my Canadian cousins soon. Yes, there are Sinclair-Day's
: who are Canadian citizens!

The country I was brought up in fell apart and died ...

>> Mark <<

--
==============================================================================
Mark Rathwell = "Pay no attention to that man behind the curtain!"
=
The Universiy Of Guelph = "We did come from apes. Some folks around here
= have a little catching up to do."
mrathwel@uoguelph.ca =
==============================================================================
```

2818. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-04 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <44u1bn$crv@ccshst05.cs.uoguelph.ca>
Source record: 11273
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

: I should of put a question mark at the end. Correction: And i don't pay for my
: net access?

I understood what you said. You still didn't answer the question.

: Considering that a SNES costs $119 with three titles at Best Buy. Why is the
: Jagflop masquerading as a 64 bit console with 16/32 bit titles? I doubt joe
: and jane moe can tell the difference between the SNES and Jagflop?

You've never seen one, so you can't make that assumption.
Everyone who saw my Jag with Rayman (many are SNES owners) was floored by it.

: Who needs 64 bit titles? Thats why i love the Jag!

A machine he's never seen ...

>> Mark <<

--
==
Mark Rathwell = "Pay no attention to that man behind the curtain!"
=
The Universiy Of Guelph = "We did come from apes. Some folks around here
= have a little catching up to do."
mrathwel@uoguelph.ca =
==

2819. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-04 00:00:00 UTC
From: kce@netcom.com
Message-ID: <kceDFxM72.67H@netcom.com>
Source record: 11274
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <1995Oct3.181506.49361@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>

>Considering that a SNES costs $119 with three titles at Best Buy. Why is the
>Jagflop masquerading as a 64 bit console with 16/32 bit titles? I doubt joe
>and jane moe can tell the difference between the SNES and Jagflop?

Don't you mean *you* can't tell the difference between a Nintenblow
machine and a Jag? Two words that you might be able to grok that
would apply to your last sentence:

Data, please.

--
Keith C. Estanol / kce@netcom.com / Internet Member since 1989
Atari and OS/2 Fanatics unite!

2820. Re: INSHAPE II.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-04 00:00:00 UTC
From: 922551@edna.swin.edu.au
Message-ID: <44ten1$oc6@lucy.swin.edu.au>
Source record: 11275

GEORGE GAGHON (gaghon@nevada.edu) wrote:

: : Anybody interested by INSHAPE II ?

: : We are in contact with author.

: Yes, yes, yes, yes, yes, yes,yes....ESP. THE DSP VERSION...
: We have been waiting for this for well over a year...

Any information on Inshape II would be greatly appreciated. Can any info
be posted here for all to see???

2821. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-04 00:00:00 UTC
From: pl4266@u.cc.utah.edu
Message-ID: <44tf35$h87@news.cc.utah.edu>
Source record: 11276

Pete,
16 bit sound on a Mac doesn't mean the same thing as Falcon
Sound! I can do 16 channels of 48KHZ playback direct to and from a
SCSI-II hard disk! This cannot be done with a Mac without special add on
cards and even those won't ever get you to 16 channels running Cubase
Audio on a MAC. I can do that with a Stock Falcon, 4meg 65meg HD and a
Syquest SCSI drive. It is also true that Falcon software is much more
compact as a general rule than Mac software, but still quite functional
and in the case of d2d digital music recording, much more functional. In
fact there is no alternative to a Falcon for Music and general purpose
home computer use in one Full Multimedia machine with everyhing standard!
Falcon's rather unimpressive 16 MHZ 030 is counter balanced by the
Falcon's multi-processor architecture allowing many things that are only
available through a limited number of add-on cards on other machines,
thus cannot be generally supported. I.E. Blitter, DSP etc.
All the Falcon needs is a ton of game cartridges and a CD rom
marketed for video games and you could put them in as an alternative to
the 32BIT playstation, which can only play Video Games, where as the 32
bit Falcon can do anything a Home computer can be asked to do. Ok, the
Sony P/S hardware is in a different realm entirely, there, now you don't
have to flame me, but I Love my Falcon, it's everything I need it to be
and more. (I'm touching it now! *sick*) Anyway, Stik saved me from
looking into an AMIGA to do WWW on anything but a PC and I don't have $
for a MAC.
:) Paul.Luscher@m.cc.utah.edu

Het leven is een eigenaardige verzameling van alles buitengewoon!
Methought, Hence Mewert!

2822. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-04 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951004085827.29566B-100000@PEAK.ORG>
Source record: 11277

On 4 Oct 1995, Paul Luscher wrote:

> Falcon's rather unimpressive 16 MHZ 030 is counter balanced by the
> Falcon's multi-processor architecture allowing many things that are only
[snip]

It's nice that the Falcon has those "other things" but there is no
"counter-balancing" for Atari's laziness in throwing in a lowly 16Mhz
processor to start with. 16Mhz machines should have died out in the 1980's.

> All the Falcon needs is a ton of game cartridges and a CD rom
> marketed for video games and you could put them in as an alternative to

Heh heh heh. These are the things that the Jaguar needs, actually.
Might as well forget about it for the Falcon, beause it will never happen
so it's not worth discussing. Trouble is, it's beginning to look like it
will never happen for the Jaguar if Atari doesn't get their asses in gear.
Don't get me wrong; I WANT this to happen but my patience wore thin after
the Jag was about 2 years old.....

James

2823. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-04 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <44uml9$2s3@morgoth.sfu.ca>
Source record: 11278

In comp.sys.atari.advocacy you write:

> 16 bit sound on a Mac doesn't mean the same thing as Falcon
>Sound! I can do 16 channels of 48KHZ playback direct to and from a
>SCSI-II hard disk! This cannot be done with a Mac without special add on
>cards.

Well, only the 68K AV macs can do 48KHz sound, the rest can only do
44KHz or 22KHz of actual sound since it's gradiated by 1/2 Hz. But
that is still above the exceptional mark for human hearing. And
middle aged people are lucky to hear 16.5KHz. The mac can do
44KHz playback @ 16-bit from a SCSI harddisk. I've done so using
32 channels. Couldn't the Mac version of Cubase just suck?

>Falcon's rather unimpressive 16 MHZ 030 is counter balanced by the
>Falcon's multi-processor architecture allowing many things that are only
>available through a limited number of add-on cards on other machines,
>thus cannot be generally supported. I.E. Blitter, DSP etc.

There is a difference between a multiprocessor architecture and using a
few ASICs. All computers use ASICs but few can manage, in an effective
way, multiple processors.
--

Brian Quinlan
quinlan@sfu.ca

2824. Re: Hey Sindork! Time mag. trashes Apple!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-04 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.812812609@gmi.edu>
Source record: 11279

sinclap2954@cobra.uni.edu writes:

>Considering a billion dollar backlog and record unit sales from the same
>quarter last year is indeed a sign of trouble.

The entire industry has boomed, dork. Just because Apple's sales have
increased doesn't mean that they're keeping up with the competition.
From the looks of things, they're not.

>> By the way, Apples' market share has DECREASED from 13% to 8% and
>> is expected to slide down to around 5% by the end of the decade.
>> Your niche is getting smaller, Sinflop!

>I heard that in the last 10 ten years.

And it's true, is't it? Let's see, their market share has gone from
15% to 13% to 8% and now projected to 5% by the end of the decade.
They're getting squeezed into a smaller and smaller niche.

>My school has ordered lot of Powermacs. Looks like Apple is redirecting their
>scarce stocks to the education market.

And they're abandoning the rest of the market in the process.
How effective is it to teach a child how to use a Mac when he/she
will step outside of school and discover it's nowhere to be found?

>Jag...the couch potato of the console world.

Hate to break this to you, Sindork, but Atari doesn't compete with
Apple anymore. It's all over. Atari lost their bid for marketshare
in the computer industry and it looks like Apple will be the next casualty.
GET OVER IT!

/Kevin

> Peter Sinclair-Day Macintosh Performa 636
> University of Northern Iowa PowerBook 150
> Graduate School of Library/Curriculum and Information Science

2825. Re: Why Sindork isn't around much anymore...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-04 00:00:00 UTC
From: wilh0011@maroon.tc.umn.edu
Message-ID: <wilh0011.812813409@maroon.tc.umn.edu>
Source record: 11280
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

sinclap2954@cobra.uni.edu writes:

>In article <44ffia$q7h@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:

>> We should all pitch in a buy Sinflop a Jag for Christmas.
>> Whatever would he do if he had another Atari machine hooked up to his TV?

>A freebe? I'll take one..Do I get a Title with it?

Want a title? Okay, I dub thee Dumbass.

rex

2826. Re: "Now defunct videogames manufacturer"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-04 00:00:00 UTC
From: gholder@emory.edu
Message-ID: <452d15$h0h@moe.cc.emory.edu>
Source record: 11281
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

cudabert@aol.com (CudaBert) wrote:

>Concerning Atari's greatly exagerrated death as reported by Newsweek:
>Yeah, I'm really going to turn to Newsweek as a reliable source of
>information! Jeez, do these people ever leave their offices or what? If
>the news media is THAT out of touch, it scares the hell out of me that
>anybody takes them seriously.
>
>Does Newsweek have a Web page or an email address? I'd guess not after
>that little admission of ignorance! They probably still use rotary dial
>phones.
>
Believe it or don't...but Newsweek is bigtime into the Web and covering
the "Information Superhighway". They have a weekly page covering hot
topics and publish their reporters' email addresses as part of the byline on
many articles.
The weekly (hardcopy) page is "Cyberscope".
The magazine letters column email address is "letters@newsweek.com",
or "newi50a@prodigy.com".
Do a Yahoo on "newsweek" and you'll find the Webpage.

Gary Holder

2827. Re: Hey Sindork! Time mag. trashes Apple!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-05 00:00:00 UTC
From: spork@primenet.com
Message-ID: <spork-0510952326050001@ip16-086.phx.primenet.com>
Source record: 11189

In article <khaley.812726535@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) wrote:

>Your niche is getting smaller, Sinflop!

Smaller than Atari's niche?

```
-----------------------------------
| Is YOUR church BATF approved? |
===================================
| spork@primenet.com |
-----------------------------------
```

2828. Re: Apple Flambe

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-05 00:00:00 UTC
From: spork@primenet.com
Message-ID: <spork-0510952334120001@ip16-086.phx.primenet.com>
Source record: 11190

In article <451pb3$idb@news2.cts.com>, dferran@crash.cts.com (George Crissman - Ferran Scientific) wrote:

>Leave it to Apple Computer to make Atari look good: first by
>providing an unsafe and inefficient platform when compared to
>Atari's design, and second in the application of management that
>is ineffective compared to the management style used at Atari.

How has Atari's image been reborn? I haven't seen mention of it anywhere. Except here, of course.

I'd like to see the report concerning those laptops that "burst into flames." Surely they'd be mentioned in the Mac magazines, especially MacWorld, which doesn't hesitate to point out Apple's flaws when necessary. (Also, does Atari make laptops anymore?)

And, if Atari's management is so exceptional, why is it only a tiny little niche, the way it was when I finally gave up on it a year ago? A logical explanation would be fine...I know how Atari users can go off half-cocked and start sputtering out insults. I used to do it myself! :-)

```
-----------------------------------
| Is YOUR church BATF approved? |
===================================
| spork@primenet.com |
-----------------------------------
```

2829. Re: **This new platform blows away the Falcon!**

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-05 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951005230445.12944B-100000@PEAK.ORG>
Source record: 11191

On 4 Oct 1995 sinclap2954@cobra.uni.edu wrote:

>
> This platform eats the Falcon. Well any platform for that matter does. But,
> this is probably the best one soo far without the compatibility baggage.
>
[snipped out incredibly long run of bullsh*t]

How about some hardcore specifications and pricing? All you posted was a hogwash press release full of half-hearted PR.

James

ps - why do you target the old Falcon with brand new systems? What's the hangup?

2830. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-05 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951005230746.12944C-100000@PEAK.ORG>
Source record: 11192

On 5 Oct 1995, azog wrote:

> James Wood (jamesw@PEAK.ORG) wrote:
>
>
> : Look in the Toad Computers catalog (somebody) and price the full version
> : of Papyrus. Then price Microsoft Works for PC/Mac.
>
> This is a totally unfair comparision. Works is an arguably very limited
> program. If you want to compare apples to apples, compare Papyrus to
> Word Perfect or Word. Each of these are generally over $300.
>

Yeah - totally unfair - unfair to Works. Papyrus is just a word processor. I forgot to mention that Works has spreadsheet, and database. I never use anything but the word processor, so I can't attest to the quality of those components, but they are there if I need them.

However, "Microsoft Word" is available at the college bookstore for $99 - "educationally priced." Don't worry if you're not a college student or faculty member - I'm sure most anyone would buy it for you. The point is that I *can* get Word (full-blown version) for $99, and back when I was looking for a hot WP for my Atari, I found that Papayrus cost more than the hardware on which it was to be run.

My point was simply to counter the accusation that Mac software is "expensive" as someone tried to claim. My point was simply that Atari software is expensive, probably more so.

James

2831. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-05 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951005231305.12944D-100000@PEAK.ORG>
Source record: 11193

On 5 Oct 1995, Mark Rathwell wrote:

> : Don't get me wrong; I WANT this to happen but my patience wore thin after
> : the Jag was about 2 years old.....
>
> Considering it isn't even two years old yet, you must have a
> little patience left.
>
> >> Mark <<

I don't know what the original release date was, nor do I give a sh*t.
It won't be long before it is, and my point still stands - the same
problem (few games) plagues it, as it has from day one. You need not
dwell on the fact that it's not exactly 2 years old in an attempt to
defend a situation (game shortage) that should not be.

James

2832. Re: "Now defunct videogames manufacturer"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-05 00:00:00 UTC
From: jcompton@flood.xnet.com
Message-ID: <44vo5t$j54@flood.xnet.com>
Source record: 11282
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

Gary Holder (gholder@emory.edu) wrote:
: Anybody else see the current issue of Newsweek (Oct. 9), p. 67,
: 3rd column, 2nd paragraph? It's an article on a guy (Bob Stein), who
: runs Voyager Co. (a CD-ROM multimedia producer). In summarizing his
: history it says, "Stein worked briefly at Atari, the now defunct videogame
: manufacturer." Sounds like Atari marketing is working just as well as it
: always has, eh?

More like "it sounds like the general news media understands as much
about the computer industry as it always has."

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (708) 741-0689 FAX
I know what I like. And I like what I know.
It's getting better... Stepping one beyond your show.
AR on Aminet - docs/mags/ar???.lha AR Mailing list - Mail me
AR on WWW - http://www.omnipresence.com/Amiga/News/AR

2833. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-05 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <44vltk$g88@gti.gti.net>
Source record: 11283

James Wood (jamesw@PEAK.ORG) wrote:

: I don't need to be told that a CD-ROM adds more STORAGE capacity. Duh!!!
: All that storage capacity is used for KICK-ASS MULTIMEDIA GAMES!!!!
: You talk as if "only adding more STORAGE capacity" is a point to be
: dismissed. I now point the finger in your direction and proclaim that to
: be the true RUBBISH.

I am extremely anti-multimedia, so this above statement pushes a button.
Most people equate multimedia with FMV. Lots of CD games have gobs and
gobs of FMV. Sure, FMV is cute, but that's all it is! Does it add to
the game? Not really. I don't really wish to sit thru 20 minutes of
FMV just to play a stinking space combat game (like Wing Commander
on the PC)

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

2834. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-05 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <450ra5$miv@ccshst05.cs.uoguelph.ca>
Source record: 11284

```
: Don't get me wrong; I WANT this to happen but my patience wore thin after
: the Jag was about 2 years old.....

Considering it isn't even two years old yet, you must have a
little patience left.

>> Mark <<

--
==============================================================================
Mark Rathwell = "Pay no attention to that man behind the curtain!"
=
The Universiy Of Guelph = "We did come from apes. Some folks around here
= have a little catching up to do."
mrathwel@uoguelph.ca =
==============================================================================
```

2835. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-05 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <4518vr$eug@morgoth.sfu.ca>
Source record: 11285

azog@gti.gti.net (azog) writes:

>This is a totally unfair comparision. Works is an arguably very limited
>program. If you want to compare apples to apples, compare Papyrus to
>Word Perfect or Word. Each of these are generally over $300.

I bought WordPerfect for $99 and the newest version (3.5) is only $150.

--

Brian Quinlan
quinlan@sfu.ca

2836. AvP codes needed!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-05 00:00:00 UTC
From: rockpile@intac.com
Message-ID: <451j5j$is7@uucp.intac.com>
Source record: 11286

Does any one have any codes/cheats for AVP(AlienvsPred)?

Can you please email them to:
Internet: static@rockpile.com
FidoNet: John Vlachos@1:2604/110.0

Thanks in advance!~

2837. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-05 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <44vp80$dfl@news2.cts.com>
Source record: 11287

Still quoting hardware quantities and ignoring overall performance, the
incredibly tenacious Peter Sinclair-Day (sinclap2954@cobra.uni.edu) wrote:

: My Performa 636 8/250/cdrom, keyboard, software bundle,
: built in communications/video slots plus the top of the line 040-33 mhz
: costed $999 plus $3.00 for next day delivery from MacWarehouse.

Since we know that Apple's inefficient operating system can make a
16 MHz 68030 computer (the LC II) run slower than Atari's 8 MHz 68000
computer, it's obvious that your 636 wouldn't be able to keep up with
the Falcon.

It's no wonder the 636 is so cheap.

-- George

BTW--Did you really mean "costed"?

2838. Atari Web Pages

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-05 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <450n0j$msj@dux.dundee.ac.uk>
Source record: 11288

Atari Falcon Web Pages and links to others can be found on:

http://www.mcs.dundee.ac.uk:8080/~rmccall/atari.html

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
ex-President, University of Dundee Dramatic Society

2839. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-06 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct6.100305.49482@cobra.uni.edu>
Source record: 11194
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <kceDFxM72.67H@netcom.com>, kce@netcom.com (Big Bad Wolf) writes:
> In article <1995Oct3.181506.49361@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>
>
>>Considering that a SNES costs $119 with three titles at Best Buy. Why is the
>>Jagflop masquerading as a 64 bit console with 16/32 bit titles? I doubt joe
>>and jane moe can tell the difference between the SNES and Jagflop?
>
> Don't you mean *you* can't tell the difference between a Nintenblow
> machine and a Jag? Two words that you might be able to grok that
> would apply to your last sentence:

Well, considering that the SNES has kicked the Jags but.

>
> Data, please.
>
> --
> Keith C. Estanol / kce@netcom.com / Internet Member since 1989
> Atari and OS/2 Fanatics unite!

Who needs 64 bit titles?..Thats why I love the Jag!

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a
third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

2840. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-06 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct6.100630.49483@cobra.uni.edu>
Source record: 11195
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <44ulp2$mu2@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Well, I have to visit my Canadian cousins soon. Yes, there are Sinclair-Day's
> : who are Canadian citizens!
>
> The country I was brought up in fell apart and died ...

Don't be too hard on your self. Who knows a Sinclair-Day may have attended your school. Look in the directory, there everywere...

>
> >> Mark <<
>
>
> --
> ==
> Mark Rathwell = "Pay no attention to that man behind the curtain!"
> =
> The Universiy Of Guelph = "We did come from apes. Some folks around here
> = have a little catching up to do."
> mrathwel@uoguelph.ca =
> ==

Jag..the couch potato of the console world...

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

2841. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-06 00:00:00 UTC
From: kce@netcom.com
Message-ID: <kceDG1Ey5.133@netcom.com>
Source record: 11196
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <1995Oct6.100305.49482@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>> Don't you mean *you* can't tell the difference between a Nintenblow
>> machine and a Jag? Two words that you might be able to grok that
>> would apply to your last sentence:
>
>Well, considering that the SNES has kicked the Jags but.

Wow. Absolutely no data. Absolutely no evidence. No supporting
statements. Absolutely nothing. Incredible. Why did I not see this
coming?

Or maybe sinclap did do the one thing that reasonable people have
wanted him to do: Shut The Fuck Up.

--
Keith C. Estanol / kce@netcom.com / Internet Member since 1989
Atari and OS/2 Fanatics unite!

2842. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-06 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct6.101013.49484@cobra.uni.edu>
Source record: 11197

In article <44vlph$g02@gti.gti.net>, azog@gti.gti.net (azog) writes:
> James Wood (jamesw@PEAK.ORG) wrote:
>
>
> : Look in the Toad Computers catalog (somebody) and price the full version
> : of Papyrus. Then price Microsoft Works for PC/Mac.
>
> This is a totally unfair comparision. Works is an arguably very limited
> program. If you want to compare apples to apples, compare Papyrus to
> Word Perfect or Word. Each of these are generally over $300.

Claris Works 4.0 cost me $49, WordPerfect is available for $99 and Microsoft
Office is available to millions for $149. Nice try for trying to mislead.

>
> --
> Billy D'Augustine
> azog@gti.gti.net
> http://www.gti.net/azog/
>

Jag..console or sex cult?...on the next edition of Geraldo!

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a
third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

2843. Re: Hey Sindork! Time mag. trashes Apple!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-06 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.812994007@gmi.edu>
Source record: 11198

sinclap2954@cobra.uni.edu writes:

>Apple realizes their supply problems and have took the steps to aleviate it.
>Howver, their sales will be higher than the previus quarter. How about Atari.
>Their overall marketshare is less than one percent.

Computer marketshare or next-gen videogame consoles marketshare?

>> And it's true, is't it? Let's see, their market share has gone from
>> 15% to 13% to 8% and now projected to 5% by the end of the decade.
>> They're getting squeezed into a smaller and smaller niche.

>Oh, please. Isn't that hear say.. Apple screwed up with their forcasting and
>has made the amends to fix it like a 50% unit growth this quarter.

Hearsay? I just quoted it out of Time Magazine, you idiot! And
apparently, it's also in Wall Street Journal. You're one of the
biggest hypocrites I've ever seen on the net. You're attacking
me for hearsay when you spew that kind of stuff constantly!?

>Looks like the Jag has gotten squeezed. less than one percent of the market.

The Jag isn't competing with the Mac, pinbrain.

And, as always, your argument here needs correction:

Estimated U.S. marketshare of next-generation consoles:

3DO: 250,000
Jaguar: 200,000
PlayStation: 100,000
Saturn: 75,000

Jaguar has approx 26% of the next-gen consoles market in the U.S.

>> Hate to break this to you, Sindork, but Atari doesn't compete with
>> Apple anymore. It's all over. Atari lost their bid for marketshare
>> in the computer industry and it looks like Apple will be the next casualty.
>> GET OVER IT!

>Apple, the next casualty? Despite million of units sold, revenue grows over a
>billion a year and decent profits. Looks like a country is in trouble..

What the hell are you saying here? You make absolutely no sense.

/Kevin

> Http://w3.nai.net/~asincla/home.htm

I see that bad grammar runs in your family.

2844. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-06 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct6.101935.49487@cobra.uni.edu>
Source record: 11199

In article <44vp80$dfl@news2.cts.com>, dferran@crash.cts.com (George Crissman - Ferran Scientific) writes:
> Still quoting hardware quantities and ignoring overall performance, the
> incredibly tenacious Peter Sinclair-Day (sinclap2954@cobra.uni.edu) wrote:
>
> : My Performa 636 8/250/cdrom, keyboard, software bundle,
> : built in communications/video slots plus the top of the line 040-33 mhz
> : costed $999 plus $3.00 for next day delivery from MacWarehouse.
>
> Since we know that Apple's inefficient operating system can make a
> 16 MHz 68030 computer (the LC II) run slower than Atari's 8 MHz 68000
> computer, it's obvious that your 636 wouldn't be able to keep up with
> the Falcon.

Its' nice to dream...

>
> It's no wonder the 636 is so cheap.
>

Cheap? Thats norm of the computer industry. The Falcon is an insult for being to over priced..

> -- George
>
> BTW--Did you really mean "costed"?

Nope. 15 credit hours of grad classes and fatique made me do it.

Jag..couch potato of the console world..

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

2845. Re: Apple Flambe

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-06 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct6.103119.49488@cobra.uni.edu>
Source record: 11200

In article <451pb3$idb@news2.cts.com>, dferran@crash.cts.com (George Crissman - Ferran Scientific) writes:
> In a relatively pedestrian article about the abrupt resignation
> of a key executive at Apple Computer (CFO Joseph A. Graziano),
> the following summary of the company's fortunes appeared:
>
> ------------------- Edited Article Begins -----------------------
>
> "Stung by shortages of crucial parts, a continuing inability
> to accurately forecast sales, and even a quality-control
> problem that has caused some of it's laptops to burst into flames,
> Apple has been losing market share despite surging demand for
> it's MacIntosh line of personal computers."
>
> Current rumor has it that CEO Michael Spindler "...would be out
> within six months if he did not get control of Apple's
> supply-and-demand imbalance." and that his management style may
> not be appropriate for Apple Computer.
>
> "This is getting crazy," said Kimball Brown, an analyst with market
> research house Dataquick, Inc. "Spindler's just pushing everybody
> out of this company. Anybody who's No. 2 doesn't last."
>
> ------------ from The New York Times News Service -----------
>
> Leave it to Apple Computer to make Atari look good: first by
> providing an unsafe and inefficient platform when compared to
> Atari's design, and second in the application of management that
> is ineffective compared to the management style used at Atari.

Eh? Unsafe and inefficient platform compared to Atari's design. Wasn't aware that Atari made 040 and PPC machines. You cannot compare Apple's mgt to Atari's one. Apple's mgt has grown the company with annual revenue growth rate by at least 1.5 billion and profits are stable. There was problems with the lithium batteries. Apple switched back to the old ones and resumed shipment last week.

Every corporation's have had departures by top executives. IBM recently lost their CFO. Apple's CFO lasted 10 years. He lost out in a power struggle. I understand that IBM's Gerstner is difficult to get a long with.

>
> This is great!
>

What is?
> -- George
>
>
> Peter who?
>

?

Atari Jihad..not as powerful as Iran, but equaly fanatical!

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a
third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

2846. Re: "Now defunct videogames manufacturer"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-06 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DG1Kql.2CC@jackson.napervilleil.attgis.com>
Source record: 11201
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

```
#==========Gary Holder, 10/4/95==========
#
#cudabert@aol.com (CudaBert) wrote:
#
#>Concerning Atari's greatly exagerrated death as reported by Newsweek:
#>Yeah, I'm really going to turn to Newsweek as a reliable source of
#>information! Jeez, do these people ever leave their offices or what? If
#>the news media is THAT out of touch, it scares the hell out of me that
#>anybody takes them seriously.
#>
#>Does Newsweek have a Web page or an email address? I'd guess not after
#>that little admission of ignorance! They probably still use rotary dial
#>phones.
#>
#Believe it or don't...but Newsweek is bigtime into the Web and covering
#the "Information Superhighway". They have a weekly page covering hot
#topics and publish their reporters' email addresses as part of
#the byline on
#many articles.

Well, their web page isn't www.newsweek.com. I just tried that as the
most obvious. Guess I'll have to look at yahoo. I definitely want
to drop them a line.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM
"Patience is waiting without worrying"
```

2847. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-06 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <4544u1$4ua@morgoth.sfu.ca>
Source record: 11202

In comp.sys.atari.advocacy you write:

>Ok. The newest version is WordPerfect for Windows, version 6.1. This retails
>for approx $399. We, a government agency, get a discount, and pay
>$239. I would like to know where you get it for $99?

I bought it through MacZone.

--

Brian Quinlan
quinlan@sfu.ca

2848. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-06 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <454523$519@morgoth.sfu.ca>
Source record: 11203

James Wood <jamesw@PEAK.ORG> writes:

>Yeah - totally unfair - unfair to Works. Papyrus is just a word
>processor. I forgot to mention that Works has spreadsheet, and
>database. I never use anything but the word processor, so I can't attest
>to the quality of those components, but they are there if I need them.

Actually, it is impossible to be unfair to MSWorks. You are being too
generous to it not matter how badly you insult it. ClarisWorks is
a different story.

--

Brian Quinlan
quinlan@sfu.ca

2849. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-06 00:00:00 UTC
From: martin@krischik.demon.co.uk
Message-ID: <813017892_OASIS_@krischik.demon.co.uk>
Source record: 11204

In article <44uml9$2s3@morgoth.sfu.ca>
quinlan@news.sfu.ca (Brian Quinlan) said:-

>In comp.sys.atari.advocacy you write:
>
>> 16 bit sound on a Mac doesn't mean the same thing as Falcon
>>Sound! I can do 16 channels of 48KHZ playback direct to and from a
>>SCSI-II hard disk! This cannot be done with a Mac without special add on
>>cards.
>
>Well, only the 68K AV macs can do 48KHz sound, the rest can only do
>44KHz or 22KHz of actual sound since it's gradiated by 1/2 Hz. But
>that is still above the exceptional mark for human hearing. And
>middle aged people are lucky to hear 16.5KHz. The mac can do

To create 16.5KHz of real sound you need at least 2*16.5=33KHz of
sample frequency - but so more so better.

--

Martin Krischik martin@krischik.demon.co.uk
Kein Matsch-DOS auf meiner Maschiene.

2850. Re: B.Ware Software is Dead

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-06 00:00:00 UTC
From: Mark Butler <Mark@dwell.demon.co.uk>
Message-ID: <813007739snz@dwell.demon.co.uk>
Source record: 11205

B.Ware Closure - Further Information for users and suppliers of B.Ware software.

If you distribute B.Ware Software then please include the following text
as a file on any discs sent out so that your Customers are aware of the new
arrangements.

Following the official closure of B.Ware Software, Super Card 3 will now be
supported exclusively by Mr Chris Beale.

Any enquires can be made by writing to Chris Beale at 19 Southfield Road,
Hinckley, Leics. LE10 1UA or by phoning UK 01455 613377 most evenings.

Registration of Super Card 3 is Ten Pounds with an Eight pound option for
users who include their own Disc and S.A.E.

Full manual included on disc.

Payments accepted by Cheque or Postal Order made payable to C. Beale.

For a copy of the latest version send a Disc and S.A.E. to the above address.

Thank you for your time.

--
Mark Butler, Atari ST Shareware Programmer.

2851. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-07 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <454ou0$jgu@ccshst05.cs.uoguelph.ca>
Source record: 11206
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

```
: Don't be too hard on your self. Who knows a Sinclair-Day may have attended
: your school. Look in the directory, there everywere...

So are cockroaches, mold, dog turd, yeast infections, poison ivy
plants, burrs, and all sorts of other unsavoury things.

>> Mark <<

--
==============================================================================
Mark Rathwell = "Pay no attention to that man behind the curtain!"
=
The Universiy Of Guelph = "We did come from apes. Some folks around here
= have a little catching up to do."
mrathwel@uoguelph.ca =
==============================================================================
```

2852. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-07 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <454or5$jgu@ccshst05.cs.uoguelph.ca>
Source record: 11207

```
: Cheap? Thats norm of the computer industry. The Falcon is an insult for being
: to over priced..

So were most of Apple's computers until the last couple years.

>> Mark <<

--
==============================================================================
Mark Rathwell = "Pay no attention to that man behind the curtain!"
=
The Universiy Of Guelph = "We did come from apes. Some folks around here
= have a little catching up to do."
mrathwel@uoguelph.ca =
==============================================================================
```

2853. Re: Hey Sindork! Time mag. trashes Apple!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-07 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <454p1s$jgu@ccshst05.cs.uoguelph.ca>
Source record: 11208

: Looks like the Jag has gotten squeezed. less than one percent of the market.

Eh? What are the sales figures for the next generation market?
100,000 PSX consoles? 100,000 Saturns? 250,000 3DO machines? 250,000
Jaguars? Do some math of your own Sinplop.

: Apple, the next casualty? Despite million of units sold, revenue grows over a
: billion a year and decent profits. Looks like a country is in trouble..

The same thing happened to C=

>> Mark <<

--
==========
Mark Rathwell = "Pay no attention to that man behind the curtain!"
=
The Universiy Of Guelph = "We did come from apes. Some folks around here
= have a little catching up to do."
mrathwel@uoguelph.ca =
==========

2854. Re: Apple Flambe

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-07 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <455542$25g@news2.cts.com>
Source record: 11209

The one and only Peter Sinclair-Day (sinclap2954@cobra.uni.edu) responded promptly and fairly with:

: In article <451pb3$idb@news2.cts.com>, dferran@crash.cts.com
: (George Crissman - Ferran Scientific) writes:
: > Leave it to Apple Computer to make Atari look good: first by
: > providing an unsafe and inefficient platform when compared to
: > Atari's design, and second in the application of management that
: > is ineffective compared to the management style used at Atari.

: Eh? Unsafe and inefficient platform compared to Atari's design.
: Wasn't aware that Atari made 040 and PPC machines.

Technically true, Atari is no longer making computers. But knowing that a 16 MHz 68030 system from Apple (the LC II) runs slower than an 8 MHz 68000 system from Atari (the 520 ST), it's pretty clear that Apple needs '040 and PPC architectures to keep up with the Atari-designed 16 MHz 68030 Falcon system. [There, I think I lined all the ducks up right, that time!]

: You cannot compare Apple's mgt to Atari's one.

Of course I can!

: Apple's mgt has grown the company with annual revenue growth rate
: by at least 1.5 billion and profits are stable.

What they've done in the past with respect to nourishing a company so it will grow is laudable. But the current management is "...stung by shortages of crucial parts, a continuing inability to accurately forecast sales, and even a quality-control problem that has caused some of it's laptops to burst into flames."

More to the point is speculation by "...several analysts..." that Apple's Board of Directors has given CEO Spindler six months to regain control of the company, or else he gets his walking papers, too.

: There were problems with the lithium batteries. Apple switched back
: to the old ones and resumed shipment last week.

Good news!

: Every corporation has had departures by top executives. IBM recently lost
: their CFO. Apple's CFO lasted 10 years. He lost out in a power
: struggle. I understand that IBM's Gerstner is difficult to get
: along with.

Are you suggesting that management chaos and a company culture that rewards people who refuse to work together is good for business these days?

-- George

2855. FS: TONS of Atari Joysticks/Paddles/Etc - $7.00

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-07 00:00:00 UTC
From: guard@netcom.com
Message-ID: <guardDG3qrG.5wK@netcom.com>
Source record: 11210
Cross-posted to: rec.games.video.marketplace,comp.sys.atari.advocacy,alt.atari.2600,rec.games.video.atari

```
||=========================================================================||
|| Miscellaneous Atari Joysticks/Paddles/Trackballs/Etc.. - $7.00 Each ||
||=========================================================================||
|| First Two Orders Of $21.00+ Get A FREE "As Is" Atari 2600 System ||
||=========================================================================||
|| Atari Video Touch Pad || Atari Paddle ||
|| Atari 2600 Regular Joystick || Atari Paddle ||
|| Atari 2600 Regular Joystick || Atari Driving ||
|| Atari 2600 Regular Joystick || Atari Driving ||
|| Atari Pro Line Trackball || Atari Spectravision Joystick ||
||==================================||====================================||
--
[)(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<(]
||==========[ Robert S. (Avid Video Game Player And Collector) ]==========||
|| Email: [guard@netcom.com] or Call: [(310)544-1596] If You Are Interested ||
||=====[ In Buying Or Selling: 3DO/Atari 2600/PC/PCEngine/Playstation ]=====||
|| Sega Genesis/Saturn/Super Nintendo/Turbo Duo/"Systems/Games/Accessories" ||
[)(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<(]
```

2856. Re: Apple Flambe

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-07 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <4553rc$21v@news2.cts.com>
Source record: 11211

Spork (spork@primenet.com) wrote:
: In article <451pb3$idb@news2.cts.com>, dferran@crash.cts.com (George
: Crissman - Ferran Scientific) wrote:

: >Leave it to Apple Computer to make Atari look good: first by
: >providing an unsafe and inefficient platform when compared to
: >Atari's design, and second in the application of management that
: >is ineffective compared to the management style used at Atari.

: How has Atari's image been reborn? I haven't seen mention of it
: anywhere. Except here, of course.

The news report clearly described a management in chaos, with the CEO effectively playing "King Of The Hill" and pushing the Seconds-in-Command out. That makes Atari's management look pretty good by comparison.

: I'd like to see the report concerning those laptops that "burst into
: flames." Surely they'd be mentioned in the Mac magazines, especially
: MacWorld, which doesn't hesitate to point out Apple's flaws when
: necessary. (Also, does Atari make laptops anymore?)

The source was quoted in the original posting: The New York Times News Service, as it appeared in the business section of the San Diego Union Tribune on Thursday, October 5, 1995.

Identification of the source of the laptop conflagration is in Peter Sinclair-Day's posting, right here in this very thread!

: (Also, does Atari make laptops anymore?)

I think both the STacy and the ST Book are out of production, although you *might* still be able to pick one up if you know where to look. The ST Pad never saw the light of day, unfortunately.

: And, if Atari's management is so exceptional, why is it only a tiny little
: niche, the way it was when I finally gave up on it a year ago?

Now you're putting words in my mouth. I didn't say Atari's management was exceptional ... although they *are* showing great improvement! What I said was that Apple Management was making Atari Management look good.

: A logical explanation would be fine...

Here in *.advocacy? Just as I was perfecting a suitable argumentative style? [Sulks Quietly For A Moment]

: I know how Atari users can go off half-cocked and start sputtering
: out insults. I used to do it myself! :-)

I do this for the mental challenge and the fun. Personal attacks
and insults not only destroy the mood of the discussion, but they
can obscure some otherwise fine points made on both sides.

-- George

2857. Re: I was raised on Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-07 00:00:00 UTC
From: spork@primenet.com
Message-ID: <spork-0710951345200001@ip240.phx.primenet.com>
Source record: 11212

In article <DG2KEw.I9B@boss.cs.ohiou.edu>, jt906491@oak.cats.ohiou.edu
(Jodin Aren Trocheck) wrote:

>At least you people aren't as evangalistic as Amiga-people.

Just keep reading for a few days.. :)

==========
"DOS computers manufactured by companies such as IBM, Compaq, Tandy, and
millions of others are by far the most popular with about 70 million
machines in use worldwide. Macintosh fans, on the other hand, may note
that cockroaches are far more numerous than humans, and that numbers
alone do not denote a higher life form." --New York Times, November 26, 1991
========== spork@primenet.com ============

2858. I was raised on Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-07 00:00:00 UTC
From: jt906491@oak.cats.ohiou.edu
Message-ID: <DG2KEw.I9B@boss.cs.ohiou.edu>
Source record: 11213

I first touched a 400. it wasn't as powerful as the Apple II's at school, but cooler. Then an 800. Then I bought my 130XE. Man, I loved that thing. I kicked my commodore and Trash-80 CoCo friends' asses. High school rolled around, the XE became my game machine. I met girls, forgot about computers. Came to college, girls wouldn't talk to a freshman guy. Spent a lot of time in the library. Found the computer lab. No Atari's. Bummer. But they did have some old macs. Pretty cool. Moved off-campus - housemate had a LCII mac. Cooler. He ordered a PowerMac 8100. The coolest! I ordered my powermac, now I rule. My XE still plays hardball and boulderdash once and a while, but the mac reigns supreme in my (computer) life.

Why this cute short story full of sentence fragments? Because I just popped in on the newsgroup out of curiousity, and I can't decide if all of this interest in Atari is heartwarming or ridiculous. At least you people aren't as evangalistic as Amiga-people.

--
"imagine the disincentive to software development if after months of work another company could come along and copy your work and market it under it's own name...without legal restraints to such copying, companies like Apple could not afford to advance the state of the art" -Bill Gates '83

2859. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-07 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <457963$ggb@gti.gti.net>
Source record: 11214

sinclap2954@cobra.uni.edu wrote:
: >
: > : Look in the Toad Computers catalog (somebody) and price the full version
: > : of Papyrus. Then price Microsoft Works for PC/Mac.
: >
: > This is a totally unfair comparision. Works is an arguably very limited
: > program. If you want to compare apples to apples, compare Papyrus to
: > Word Perfect or Word. Each of these are generally over $300.

: Claris Works 4.0 cost me $49, WordPerfect is available for $99 and Microsoft
: Office is available to millions for $149. Nice try for trying to mislead.

Not. As I stated previously, and I will continue to hold my feelings on
this, and I can even supply a purchase order to prove my point. We purchase
WP6.1 for $239, on GSA and/or state contracts.

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

2860. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct7.224816.49529@cobra.uni.edu>
Source record: 11215
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <kceDG1Ey5.133@netcom.com>, kce@netcom.com (Big Bad Wolf) writes:
> In article <1995Oct6.100305.49482@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>> Don't you mean *you* can't tell the difference between a Nintenblow
>>> machine and a Jag? Two words that you might be able to grok that
>>> would apply to your last sentence:
>>
>>Well, considering that the SNES has kicked the Jags but.
>
> Wow. Absolutely no data. Absolutely no evidence. No supporting
> statements. Absolutely nothing. Incredible. Why did I not see this
> coming?

Eh, Beavis..Sales wise it has by millions of units.

>
> Or maybe sinclap did do the one thing that reasonable people have
> wanted him to do: Shut The Fuck Up.

Touchy. It's true that the Jagflop has been kicked royaly, GET OVER IT and
DEAL WITH IT!!

>
> --
> Keith C. Estanol / kce@netcom.com / Internet Member since 1989
> Atari and OS/2 Fanatics unite!

Jag..little brother of the console world(cdrom and title not included).

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a
third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

2861. Re: I was raised on Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-08 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <457ggj$83t@news2.cts.com>
Source record: 11216

Hi, Jodin!

Jodin Aren Trocheck (jt906491@oak.cats.ohiou.edu) wrote:
: Because I just popped in on the newsgroup out of curiousity, and I
: can't decide if all of this interest in Atari is heartwarming or
: ridiculous. At least you people aren't as evangalistic as Amiga-people.

Ah, but we *do* get carried away at times! You might check out
comp.sys.atari.st while you're at it (nobody shouts over there),
just to see how it's going.

And ... Atari's Falcon is now officially sold by C-Lab under license,
(Toad Computers is the importer here in the US) with TT clones such
as the Eagle, the Medusa, and the DirecTT starting to show up.

-- George

2862. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-08 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FJILAFASUP@cabal.shnet.org>
Source record: 11217
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In <1995Oct6.100305.49482@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>Well, considering that the SNES has kicked the Jags but.

But what?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) -

- Es ist Ralph Babel ausdrï¿½cklich untersagt, -
- diesen Artikel zu archivieren. -

2863. Re: **This new platform blows away the Falcon!**

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-08 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <459age$cul@news2.cts.com>
Source record: 11218

Still facing the blank wall with his eyes firmly shut while he belts out "The Star Spangled Banner", waving an empty plastic bread wrapper (decorated with red, white, and blue balloons) over his head, the one and only Peter Sinclair-Day (sinclap2954@cobra.uni.edu) [such a Wonder!(tm)] wrote:

: Because, deluded Falcon owners are still in denial.

Is this one of those "river in Egypt" lines?

Falcon owners can still buy new leading edge software for their machines, their hardware runs better than apparently higher-spec'd Apple products, Atari-designed computers don't catch fire, and the many TOS clone sources make for a promising Falcon future.

Deluded? Certainly not Falcon owners. Who could it be, then?

-- George

Hmmm?

2864. Re: **This new platform blows away the Falcon!**

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-08 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FJIECJBPUP@cabal.shnet.org>
Source record: 11219

In <1995Oct4.204655.49421@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>This platform eats the Falcon. Well any platform for that matter does. But,
>this is probably the best one soo far without the compatibility baggage.

And being incompatible to anything gives us oh so much software :->.

[BeBox]
> It is the first true real-time, object-oriented system that features
>multiple PowerPC processors, true preemptive multitasking, an integrated
>database, fast I/O, and a wide range of expansion options -- all at an
>extremely
>affordable price.

What OS is it that is run on that machine?

BTW, I wouldn't buy anything with a childish name like BeBox, Pippin or
Ultra [Ultra is used for washing powder here, usually].

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) -

- Es ist Ralph Babel ausdrï¿½cklich untersagt, -
- diesen Artikel zu archivieren. -

2865. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-08 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FJIECJBSUP@cabal.shnet.org>
Source record: 11220

In <Pine.SUN.3.91.951004085827.29566B-100000@PEAK.ORG> James Wood wrote:
>16Mhz machines should have died out in the 1980's.

Phhh...in 1989, 386sxs and 286s were still state-of-the-art machines.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) -

- Es ist Ralph Babel ausdrï¿½cklich untersagt, -
- diesen Artikel zu archivieren. -

2866. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-08 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FJIECJBVUP@cabal.shnet.org>
Source record: 11221

In <1995Oct4.205642.49424@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>In article <44tf35$h87@news.cc.utah.edu>, pl4266@u.cc.utah.edu (Paul Luscher) writes:
>> 16 bit sound on a Mac doesn't mean the same thing as Falcon
>> Sound! I can do 16 channels of 48KHZ playback direct to and from a
>> SCSI-II hard disk!

>Excuse me, the Falcon can't match the PPC!

Irrelevant, as the PPC doesn't give harddisk recording capabilities like
the Falcon does.

>The Macs/PC's dominate the music
>market.

Sure they do, but yet Ataris are widespread e.g. in the Techno scene (not
to mention that Jean-Michel Jarre uses Ataris).

>If the Falcon is soo great, why is it's role miniscule?

Tunnel vision, I presume.

>How much did
>your falcon cost?

Falcon MK II, internal 350 meg SCSI, 14 megs, Cubase Audio: 4,090.- DMs,
compare it with the price of the Session 8/Cubase Audio bundle.

>Can you run Quicktime
>annimation and wealth of multimedia software?

What use do these have for a musician?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) -

- Es ist Ralph Babel ausdrï¿½cklich untersagt, -
- diesen Artikel zu archivieren. -

2867. Re: "Now defunct videogames manufacturer"

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-09 00:00:00 UTC
From: craig.s.thom@genie.com
Message-ID: <45a9er$d17@rock101.genie.net>
Source record: 11222
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

No, I was wrong, and I couldn't find it anywhere, either. Never mind.

craig.s.thom@genie.com writes:

>Kit Kimes <kimes@iwtqg.att.com> writes:

>>Well, their web page isn't www.newsweek.com. I just tried that as the
>>most obvious. Guess I'll have to look at yahoo. I definitely want
>>to drop them a line.

>Is Newsweek a Time-Warner publication? If so, you'll find them at
>www.pathfinder.com

>--
>Craig S. Thom - (craig.s.thom@genie.com)
>roadtrip@prairienet.org
--
Craig S. Thom - (craig.s.thom@genie.com)
roadtrip@prairienet.org

2868. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-09 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <45boet$jf3@morgoth.sfu.ca>
Source record: 11223

guenther@cabal.shnet.org (Thorsten Guenther) writes:

>Irrelevant, as the PPC doesn't give harddisk recording capabilities like
>the Falcon does.

I don't understand what you mean here. Are you implying that you can't
record sounds directly to the harddisk on a PPC? That's completely
untrue.

>What use do these have for a musician?

Actually QT could be fairly handy for a musician. QT has platform independant
(as long as you platform is a Mac or PC :)) MIDI support. It also offers
a variety of compression formats.

--

Brian Quinlan
quinlan@sfu.ca

2869. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-09 00:00:00 UTC
From: kce@netcom.com
Message-ID: <kceDG73D6.I4x@netcom.com>
Source record: 11224
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <1995Oct7.224816.49529@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>In article <kceDG1Ey5.133@netcom.com>, kce@netcom.com (Big Bad Wolf) writes:

>> Wow. Absolutely no data. Absolutely no evidence. No supporting
>> statements. Absolutely nothing. Incredible. Why did I not see this
>> coming?
>
>Eh, Beavis..Sales wise it has by millions of units.

Eh, Beavis, didn't your mom ever tell you that if the only reason
a product is better for a particular individual is because it sells
a lot of units, then that doesn't make it automatically a better
product for all particular individuals?

>Touchy. It's true that the Jagflop has been kicked royaly, GET OVER IT and
>DEAL WITH IT!!

Oooh. All caps. Looks like I struck quite a nerve there.
I am quite honored, Beavis.

--
Keith C. Estanol / kce@netcom.com / Internet Member since 1989
Atari and OS/2 Fanatics unite!

2870. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-09 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951009214435.22642A-100000@PEAK.ORG>
Source record: 11225

On 7 Oct 1995, azog wrote:

> sinclap2954@cobra.uni.edu wrote:
> : >
> : > : Look in the Toad Computers catalog (somebody) and price the full version
> : > : of Papyrus. Then price Microsoft Works for PC/Mac.
> : >
> : > This is a totally unfair comparision. Works is an arguably very limited
> : > program. If you want to compare apples to apples, compare Papyrus to
> : > Word Perfect or Word. Each of these are generally over $300.
>
> : Claris Works 4.0 cost me $49, WordPerfect is available for $99 and Microsoft
> : Office is available to millions for $149. Nice try for trying to mislead.
>
> Not. As I stated previously, and I will continue to hold my feelings on
> this, and I can even supply a purchase order to prove my point. We purchase
> WP6.1 for $239, on GSA and/or state contracts.
>

Christ Almighty. The entire point here is that a program like Papyrus
for the Atari cost more than the hardware on which it is to run. THE
ONLY REASON IT WAS BROUGHT UP WAS BECAUSE AN ATARI USER ACCUSED OTHER
PLATFORMS OF HAVING "EXPENSIVE HARDWARE."

In the meantime, people have resorted to refusing to acknowledge that
PC/Mac versions of software comparable to (if not superior to) Papyrus is
available for a fraction of the price. I'VE SEEN IT AT THE COLLEGE
BOOKSTORES!!! I don't know how anyone can have any face when they deny
this fact. The fact that some business pays $239, or even a GOVERNMENT
AGENCY (didn't the U.S. GOv't pay $500 for toilet seats some years ago??)
for that matter lacks the resources to pick up products at the lowest
prices IN NO WAY invalidates the fact that they are available for less
elsewhere.

Please....I'm just trying to stick with the facts here. I suggest that
the nay-sayers do the same. I can get the latest version of "Microsoft
Word" for $99 at the school bookstore. Anyone care to post the price of
Papyrus (even mail order from Toad) so I can prove my point and lay this
arguement to rest?

James

2871. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-10 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <45edpd$au0@ccshst05.cs.uoguelph.ca>
Source record: 11226
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

: Is that how you describe your family?

Oooooh ... Petey with the comebacks! What's next ... "I know you
are but what am I?" ... "Up your nose with a rubber hose?" ... "You
low-down snake in the grass!"?

I expected something better from you, Sinflop. Alas, I guess all
that inbreeding in the Sinclair line has dulled the intellectual genes
being passed from generation to generation.

>> Mark <<

--
==
Mark Rathwell = "The bubblehead beach blond comes on at five.
= She can tell you about the plane crash with a
The Universiy Of Guelph = gleam in her eye."
= - Don Henley
mrathwel@uoguelph.ca =
==

2872. Re: Apple Flambe

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct10.090033.49618@cobra.uni.edu>
Source record: 11227

In article <4553rc$21v@news2.cts.com>, dferran@crash.cts.com (George Crissman - Ferran Scientific) writes:
> Spork (spork@primenet.com) wrote:
> : In article <451pb3$idb@news2.cts.com>, dferran@crash.cts.com (George
> : Crissman - Ferran Scientific) wrote:
>
> : >Leave it to Apple Computer to make Atari look good: first by
> : >providing an unsafe and inefficient platform when compared to
> : >Atari's design, and second in the application of management that
> : >is ineffective compared to the management style used at Atari.
>
> : How has Atari's image been reborn? I haven't seen mention of it
> : anywhere. Except here, of course.
>
> The news report clearly described a management in chaos, with the CEO
> effectively playing "King Of The Hill" and pushing the Seconds-in-Command
> out. That makes Atari's management look pretty good by comparison.

He was not the second in command. He was a bean counter. Atari's chaotic mangement drove the company into the ground, you know taking a $500 million firm and tanking it to $28 million last year. There not done yet. Apple's chaotic mangement has grown the company by at leat 1.5 billion annual with billions in the bank.

IBM's Gerstner drove out his second in command..

>
> : I'd like to see the report concerning those laptops that "burst into
> : flames." Surely they'd be mentioned in the Mac magazines, especially
> : MacWorld, which doesn't hesitate to point out Apple's flaws when
> : necessary. (Also, does Atari make laptops anymore?)
>
> The source was quoted in the original posting: The New York Times News
> Service, as it appeared in the business section of the San Diego Union
> Tribune on Thursday, October 5, 1995.
>

The laptops burst in Apple's lab. Apple replaced the batteries and resumed shipping a week later.

> Identification of the source of the laptop conflagration is in Peter
> Sinclair-Day's posting, right here in this very thread!
>
> : (Also, does Atari make laptops anymore?)
>
> I think both the STacy and the ST Book are out of production, although

> you *might* still be able to pick one up if you know where to look.
> The ST Pad never saw the light of day, unfortunately.
>
> : And, if Atari's management is so exceptional, why is it only a tiny little
> : niche, the way it was when I finally gave up on it a year ago?
>
> Now you're putting words in my mouth. I didn't say Atari's management
> was exceptional ... although they *are* showing great improvement!
> What I said was that Apple Management was making Atari Management look
> good.

In what way?

>
> : A logical explanation would be fine...
>
> Here in *.advocacy? Just as I was perfecting a suitable argumentative
> style? [Sulks Quietly For A Moment]
>
> : I know how Atari users can go off half-cocked and start sputtering
> : out insults. I used to do it myself! :-)
>
> I do this for the mental challenge and the fun. Personal attacks
> and insults not only destroy the mood of the discussion, but they
> can obscure some otherwise fine points made on both sides.
>

Yep..

> -- George
>
>

Who needs 64 bit titles?..Thats why I love the Jag!!

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a
third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

2873. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct10.085027.49615@cobra.uni.edu>
Source record: 11228

In article <454or5$jgu@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Cheap? Thats norm of the computer industry. The Falcon is an insult for being
> : to over priced..
>
> So were most of Apple's computers until the last couple years.

Make that three years..

>
> >> Mark <<
>
> --
> ==
> Mark Rathwell = "Pay no attention to that man behind the curtain!"
> =
> The Universiy Of Guelph = "We did come from apes. Some folks around here
> = have a little catching up to do."
> mrathwel@uoguelph.ca =
> ==

Jag..couch potato of the console world!

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a
third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

2874. Re: Hey Sindork! Time mag. trashes Apple!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct10.085438.49617@cobra.uni.edu>
Source record: 11229

In article <454p1s$jgu@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Looks like the Jag has gotten squeezed. less than one percent of the market.
>
> Eh? What are the sales figures for the next generation market?
> 100,000 PSX consoles? 100,000 Saturns? 250,000 3DO machines? 250,000
> Jaguars? Do some math of your own Sinplop.
>
> : Apple, the next casualty? Despite million of units sold, revenue grows over a
> : billion a year and decent profits. Looks like a country is in trouble..

C= was in heavy debt. Apple has billions in the bank. The supply has starten to ease up. Heck my bro has a 7500!

>
> The same thing happened to C=
>
> >> Mark <<
>
> --
> ===
> Mark Rathwell = "Pay no attention to that man behind the curtain!"
> =
> The Universiy Of Guelph = "We did come from apes. Some folks around here
> = have a little catching up to do."
> mrathwel@uoguelph.ca =
> ===

Jag..console or sex cult?..on the next edition of Jenny Jones!

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

2875. Re: Hey Sindork! Time mag. trashes Apple!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-10 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <45cq98$lkq@news2.cts.com>
Source record: 11230

Kevin Haley (khaley@nova.gmi.edu) wrote:

: Atari sold 150,000 Jaguars as of January 1995. The current base is
: estimated at 250,000+ by most newspapers and analysts. In fact,
: one industry analyst speculated that the Jaguar userbase could get as high
: as 450,000 after this Christmas.

When I stopped in at Incredible Universe! (division of Tandy Corp, the
people who also brought you Radio Shack) I noticed Tempest 2000 running
on a big-screen TV and a *hefty* stereo system (including massive subwoofer!)
facing directly into the main hallway where it could be seen (and heard!)
by everyone. Try as I might, I was unable to fight my way through the crowd
to get a chance to play! It was popular!

Behind the Jaguar, facing the back wall of the "boutique" was one of
the 3DO R-E-A-L players with some fighting game. The wait was only
five minutes for the 3DO demonstrator.

With that type of exposure, a guess of 450,000 Jaguars by the end
of the year is reasonable.

-- George

They *did* have the Jag CD at $149.xx ... and I almost bought one.

2876. Re: Crap Machine

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-10 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DG81w4.AGr@ridgecrest.ca.us>
Source record: 11231
Cross-posted to: comp.sys.atari.advocacy,alt.flame

gmiller@inca.co.nz (Gaven Miller) wrote:
>Dave F (Noaddress) wrote:
>> Why is there a newsgroup for the crappest machine on earth?? (Apart
from
>> the VIC20)
>
>... because the IBM PC needs a newsgroup.

What a F*#king chop. That was great! I really love this place:)

Mike

2877. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-10 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <45dkdq$d7r@dux.dundee.ac.uk>
Source record: 11232

```
: Please....I'm just trying to stick with the facts here. I suggest that
: the nay-sayers do the same. I can get the latest version of "Microsoft
: Word" for $99 at the school bookstore. Anyone care to post the price of
: Papyrus (even mail order from Toad) so I can prove my point and lay this
: arguement to rest?

If you are a student in th UK Papyrus can be had for around ₧85.
Which as you will no doubt point out is more than word.

--
Rod McCall, Student, Computer Science, Dundee University
1994/95 President, University of Dundee Dramatic Society
"I'm 32 not 17, how many times do I have to tell you!"
```

2878. Re: Apple Flambey

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct10.090828.49619@cobra.uni.edu>
Source record: 11233

In article <455542$25g@news2.cts.com>, dferran@crash.cts.com (George Crissman - Ferran Scientific) writes:
> The one and only Peter Sinclair-Day (sinclap2954@cobra.uni.edu) responded
> promptly and fairly with:
> : In article <451pb3$idb@news2.cts.com>, dferran@crash.cts.com
> : (George Crissman - Ferran Scientific) writes:
> : > Leave it to Apple Computer to make Atari look good: first by
> : > providing an unsafe and inefficient platform when compared to
> : > Atari's design, and second in the application of management that
> : > is ineffective compared to the management style used at Atari.
>
> : Eh? Unsafe and inefficient platform compared to Atari's design.
> : Wasn't aware that Atari made 040 and PPC machines.
>
> Technically true, Atari is no longer making computers. But knowing that
> a 16 MHz 68030 system from Apple (the LC II) runs slower than an 8 MHz
> 68000 system from Atari (the 520 ST), it's pretty clear that Apple needs
> '040 and PPC architectures to keep up with the Atari-designed 16 MHz
> 68030 Falcon system. [There, I think I lined all the ducks up right,
> that time!]

In what circumstances? Was that LCII running off Photoshop while the ST was using a low power shareware app? I like too see benchmarks. Was the LCII running off 16 bit color were as the ST 2 bit color. I have seen the games played by ST users..Still no Quicktime on the ST..

>
> : You cannot compare Apple's mgt to Atari's one.
>
> Of course I can!

ROTFLMAO!!!!

>
> : Apple's mgt has grown the company with annual revenue growth rate
> : by at least 1.5 billion and profits are stable.
>
> What they've done in the past with respect to nourishing a company
> so it will grow is laudable. But the current management is "...stung
> by shortages of crucial parts, a continuing inability to accurately
> forecast sales, and even a quality-control problem that has caused
> some of it's laptops to burst into flames."

Apple has been doing this for years..Were have you been? Two laptops burst. Apple recalled and replaced with the NICAD batteries..
>

> More to the point is speculation by "...several analysts..." that
> Apple's Board of Directors has given CEO Spindler six months to
> regain control of the company, or else he gets his walking papers,
> too.

Lets hope soo. Spindler is under the gun. His number one goal is to ship two
million Macs per quarter(isn't that the installed base of ST?)...
>
> : There were problems with the lithium batteries. Apple switched back
> : to the old ones and resumed shipment last week.
>
> Good news!
>
> : Every corporation has had departures by top executives. IBM recently lost
> : their CFO. Apple's CFO lasted 10 years. He lost out in a power
> : struggle. I understand that IBM's Gerstner is difficult to get
> : along with.
>
> Are you suggesting that management chaos and a company culture
> that rewards people who refuse to work together is good for
> business these days?
>

It depends..Some companies work fine with more than one chief. In Apple's
case, that maybe different..

> -- George
>

Atari Jihad...not as powerful as Iran, but equaly fanatical!

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a
third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

2879. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-10 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <45eg2v$ahd@m1.cs.man.ac.uk>
Source record: 11234

In article <Pine.SUN.3.91.951004090643.29566C-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
> On 27 Sep 1995, S94 wrote:
>
> > In article <Pine.SUN.3.91.950919210213.29681A-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
> >
> > > A Jag needs a CD to equal a Playstation,
> >
> > Ardent Atari addict that I am, this is simply not true. In fact, it is rubbish.
> > Playstation has buckets more RAW processing power. The CD only adds more
> > STORAGE capacity. Jaguar 2 should be interesting if it ever comes out, but I imagine

>
> This is not false, and it is CERTAINLY not "rubbish."

It is rubbish. Please read on, sir.

> I don't need to be told that a CD-ROM adds more STORAGE capacity. Duh!!!

Nobody does, but too many people think that it immediately equates to great games.
Duh!!!

> All that storage capacity is used for KICK-ASS MULTIMEDIA GAMES!!!!

How many CD games are *really* 'kick-ass'? Developers still simply don't have
a clue what to *do* with all that extra space. Don't kid yourself, how many CD titles
are truly great? A kick-ass game needs first and foremost a kick-ass *design*,
something which 790Mb of storage space isn't going to produce out of thin air.
If you can make a good design but the graphics and sound to do it justice
won't fit on a cart, then use the CD by all means.

More often than not, though, you will find that, "All that storage capacity"
is used for pretty prerendered animations or FMV that ultimately have *nothing*
to do with *gameplay*.

> You talk as if "only adding more STORAGE capacity" is a point to be
> dismissed. I now point the finger in your direction and proclaim that to
> be the true RUBBISH.
>
> I don't know which has more "processing power," nor do I give a damn. I

Well there you go. To 'equal' a Playstation, the Jaguar needs more than just
extra storage capacity. Look up 'equal' in a dictionary. I point the finger
back at your esteemed self.

> just want to pop in a CD-ROM and play. Whichever plays the most great
> games and entertains me the most is the winner.

Will the CD ROM make great games, just like that? So if the one that plays what you want is the winner why should it concern you that "A Jag needs a CD to equal a Playstation,"? When you are comparing hardware, to equal is to match not necessarily specifications, but performance. Software is a totally different entity which you need to distinguish. In a nutshell, bolting on extra hardware (e.g. JagCD) will not provide you with instant kick-ass games.

S.Lai

2880. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-10 00:00:00 UTC
From: fender@intellimedia.com
Message-ID: <45dtrc$lrt@alterdial.UU.NET>
Source record: 11235

Why doesn't this thread resemble its title? I obviously
have begun reading it in its later stages, but I can see
that it is really 2, 2, 2 threads in one. I might actually
be interested in learning something about an Atari rumour
such as the title suggests (no doubt a rumour - I thought
Atari officially left the computer business strictly for
games, if that). Fill me in.

THE Storehouse of the Arcane
fender@intellimedia.com

2881. Re: **This new platform blows away the Falcon!**

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-10 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FJKJCFAFUP@cabal.shnet.org>
Source record: 11236

```
In <1995Oct7.221619.49527@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>In article <Pine.SUN.3.91.951005230445.12944B-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
>>
>>
>> On 4 Oct 1995 sinclap2954@cobra.uni.edu wrote:
>>
>>>
>>> This platform eats the Falcon. Well any platform for that matter does. But,
>>> this is probably the best one soo far without the compatibility baggage.
>>>
>> [snipped out incredibly long run of bullsh*t]
>>
>> How about some hardcore specifications and pricing? All you posted was a
>> hogwash press release full of half-hearted PR.
>
>Try http://www.be.com...

Thank you for telling us all that you have IP access. I have UUCP access
and thus can not "Try http://www.be.com...".

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) -
-------------------------------------------------
- Es ist Ralph Babel ausdrï¿½cklich untersagt, -
- diesen Artikel zu archivieren. -
```

2882. Re: Hey Sindork! Time mag. trashes Apple!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-10 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FJKJCFAIUP@cabal.shnet.org>
Source record: 11237

In <1995Oct7.224451.49528@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>In article <khaley.812994007@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:

>> Estimated U.S. marketshare of next-generation consoles:
>>
>
>he he he.. How about the whole market as a whole. But when it comes to Apple
>its a different story.
>
>
>> 3DO: 250,000
>
>600,000-800,000 worldwide..
>
>
>> Jaguar: 200,000
>
>200,000 -300,000 worldwide.
>
>> PlayStation: 100,000
>
>1.2 million worldwide
>
>> Saturn: 75,000
>
>1.6 million worldwide.
>
>>
>> Jaguar has approx 26% of the next-gen consoles market in the U.S.
>>
>
>How about worldwide market?

Not interesting, you can't compare the Japanese market with the western
one, see NEC PC-Engine for details.

And, btw: market share isn't interesting to me when talking about
consoles, _games_ are.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) -

- Es ist Ralph Babel ausdrï¿½cklich untersagt, -
- diesen Artikel zu archivieren. -

2883. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-11 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DG9tpy.5w1@ridgecrest.ca.us>
Source record: 11089

sinclap2954@cobra.uni.edu wrote:
>In article <DFrI7I.I1D@ridgecrest.ca.us>, Michael Grove
<mgrove@owens.ridgecrest.ca.us> writes:
>>
>> snip
>> SinPlop said
>>>The Mac is also fun to use especially with the standard cdrom unit.
>>>
>> Yup, I had real fun with the Quadra 950 I just added to my
>> collection.

snip

>> It just goes to show you SinDrop err...SinPlop, nothing is
>> perfect, not even your Jacks. And the slow little Falcon
>> got the mission done. (Its now back in its nest at home:))
>
>Looks like you had a bad day! My cdrom worked right out of the box,
whats
>wrong with yours?
Nothing wrong with the CD. Just the standard Mac tool kit.

I never said that all platforms were glitch free. I do not
>see the rational for investing in a vapor medusa that lacks a software
base.

The Atari software base suites me just fine. All those little
programs dancing around at the same time. You really should
look at the "dark-side" of the mac and see how much quicker
MagicCMac really is.

>Pentium and powerMac prices will be heading south...

To where the scrap heap is :)

Mike

> Peter Sinclair

2884. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-11 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DG9uor.62t@ridgecrest.ca.us>
Source record: 11090

sinclap2954@cobra.uni.edu wrote:
>In article <44tf35$h87@news.cc.utah.edu>, pl4266@u.cc.utah.edu (Paul
Luscher) writes:
>> Pete,
>> 16 bit sound on a Mac doesn't mean the same thing as Falcon
>> Sound! I can do 16 channels of 48KHZ playback direct to and from a
>> SCSI-II hard disk! This cannot be done with a Mac without special add
on
>> cards and even those won't ever get you to 16 channels running Cubase
>> Audio on a MAC. I can do that with a Stock Falcon, 4meg 65meg HD and
a
>> Syquest SCSI drive. It is also true that Falcon software is much more
>> compact as a general rule than Mac software, but still quite
functional
>> and in the case of d2d digital music recording, much more functional.
In
>> fact there is no alternative to a Falcon for Music and general purpose
>> home computer use in one Full Multimedia machine with everyhing
standard!
>> Falcon's rather unimpressive 16 MHZ 030 is counter balanced by the
>> Falcon's multi-processor architecture allowing many things that are
only
>> available through a limited number of add-on cards on other machines,
>> thus cannot be generally supported. I.E. Blitter, DSP etc.
>
>Excuse me, the Falcon can't match the PPC! The Macs/PC's dominate the
music
>market. If the Falcon is soo great, why is it's role miniscule? How
much did
>your falcon cost? My Performa 636 8/250/cdrom, keyboard, software
bundle,
>built in communications/video slots plus the top of the line 040-33 mhz
costed
>$999 plus $3.00 for next day delivery from MacWarehouse. Can you run
Quicktime
>annimation and wealth of multimedia software?

Yes the Falcon can run Quicktime animation files (why would you want
to?). After running PhotoShop on my now half-ass running Quadra 950,
with 28 megs of ram, and watching it choke doing some KPT filters,
I have to admire the little Falcon. It can hang with its "sub-standard"
software (not my words). I know for a fact that if you say you "standard"
$999.00 Mac with 4 megs of ram can run PhotoShop, SinPlop, your full of
shit. It will die a terrible death. A 4 meg Falcon runs ApexMedia

just fine, and in a higher color depth. Neon works just as well (yeh, I know, you don't know what the f*#k Neon is). As for the 040-33, with no FPU I might add, it needs it just to get the software off the hard disk to load at a decent speed. Software that cost three times that of the compatible Falcon versions. As far as "multimedia" software is concerned, they are all just tools, it's up to the operator to make the final product. As a matter of fact, I have a video clip I made of a cat doing a SinPlop. I was going to use it for an SNL add, but what the heck, i'll make a QT of it and you can use it for a screen saver:)

I'd better stop now. I'm getting carried away :)

Mike

> Peter Sinclair

2885. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-11 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DG9v14.64o@ridgecrest.ca.us>
Source record: 11091

sinclap2954@cobra.uni.edu wrote:
>In article <44vp80$dfl@news2.cts.com>, dferran@crash.cts.com (George
Crissman - Ferran Scientific) writes:
>> Still quoting hardware quantities and ignoring overall performance,
the
>> incredibly tenacious Peter Sinclair-Day (sinclap2954@cobra.uni.edu)
wrote:
>>
>> : My Performa 636 8/250/cdrom, keyboard, software
bundle,
>> : built in communications/video slots plus the top of the line 040-33
mhz
>> : costed $999 plus $3.00 for next day delivery from MacWarehouse.
>>
>> Since we know that Apple's inefficient operating system can make a
>> 16 MHz 68030 computer (the LC II) run slower than Atari's 8 MHz 68000
>> computer, it's obvious that your 636 wouldn't be able to keep up with
>> the Falcon.
>
>Its' nice to dream...
>
>>
>> It's no wonder the 636 is so cheap.
>>
>
>Cheap? Thats norm of the computer industry.

No, its not the norm. Mac Mall, Mac Zone and the Mac House
don't want to be stuck with discontinued models. At least the
Falcon is still being made. By the way, didn't I read several
months ago you were getting a Power PC? Can you afford all the
new software or are you just going to run you old stuff at Performa
speeds?

>
>> -- George
>>
>> BTW--Did you really mean "costed"?
>
>Nope. 15 credit hours of grad classes and fatique made me do it.

Right. I was there the other day and saw you pushing that broom.
Don't try to bullshit us more than you are already doing!

Mike

>
>

> Peter Sinclair

2886. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-11 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DG9v5E.65H@ridgecrest.ca.us>
Source record: 11092

James Wood <jamesw@PEAK.ORG> wrote:
>
>
>On Fri, 29 Sep 1995 STIRRE31@MAINE.MAINE.EDU wrote:
>
>> and the
>> price advantage of any Mac flies out the window when you add the
>> cost of high-priced Mac software.
>
>ST/Falcon software is amongst the HIGHEST priced - if you can find any.

>One reason I had to finally abandon the line was the price of software
>like Papyrus - which cost more than the value of my computer.
>
>Look in the Toad Computers catalog (somebody) and price the full version
>of Papyrus. Then price Microsoft Works for PC/Mac.
>
>James
>

I did. Microsoft office cost about $250.00 more than Papyrus, unless
you cheat them for an up-grade version.

Mike

2887. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-11 00:00:00 UTC
From: Christopher Brett Strong <strong@cadehp14.eng.utah.edu>
Message-ID: <Pine.HPP.3.91.951011101611.3516B-100000@cadehp14.eng.utah.edu>
Source record: 11093

> Atari 2600..clogging up landfills across the world..

That's because they sold ten zillion of them....

I must ask, if you don't like Atari products---and all I have seen you do
so far is bash them---why are you here? You still seem to be fighting
the circa-1979 Apple vs. Atari rivalry

> Peter Sinclair-Day Performa 636/8-250/CD
> University of Northern Iowa

Perhaps you should grow up a little....

> Internet-democrats-request@webcom.com / Type subscribe in body of message

Then again, perhaps you just enjoy arguments....

\ oo Christopher B. Strong InterNet STRONG@EE.UTAH.EDU
____|\mm
//_//\ _\ decRAD: CSTRONG CADE: STRONG@ENG
/K-9/ \/_/
/___/_____\

"If the mean don't get you, the variance will." -- James 1. Rieger

2888. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-11 00:00:00 UTC
From: Christopher Brett Strong <strong@cadehp14.eng.utah.edu>
Message-ID: <Pine.HPP.3.91.951011101940.3516C-100000@cadehp14.eng.utah.edu>
Source record: 11094

> The refurbished Macs = buyer remorse and or failed Apple's first burn in
> process but sent back to the repair line to fix the glich but can't sell as

Is this the same Apple that pretends the Apple III never existed, and literally _laughed_ at me when I mentioned trading in my $8000 Lisa at their recent "trade in your old apple" promotion? Face it, they have not been wonderful either.

2889. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-11 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DG9tH1.5u6@ridgecrest.ca.us>
Source record: 11238

quinlan@news.sfu.ca (Brian Quinlan) wrote:
>Michael Grove <mgrove@owens.ridgecrest.ca.us> writes:
>
>[Long but interesting story deleted]
>
>So basically you are griping because you stuck an Atari hard disk into a
>Mac and it didn't work.

No, It was a standard SCSI disk. A Quantum 540LPS. It was just that
the Mac wanted to see a Mac Formatted HD. I would of thought
Disk Tools could have at least handled that!

And a 4? year old computers motherboard was
>defective and it's slower than intel models being sold today.
No, the date of manufacture was July of 1994, assembled in Ireland,
I believe.

And
>some guy ripped you off. And your PC/Atari monitor wouldn't work on
>a Mac without a cable.

No, just a standard SVGA monitor. I didn't know they were so
dam'n picky.

And for some reason you don't want to boot off
>a CD.

That wasn't a problem.

I don't really understand your point though the story was
>entertaining. It would say you had one bad week.

My point was that any machine can have it's weird little problems.
SinDrop seems to think that God Blessed the Mac (and Iowa).

Mike
>
>
>--
>
>Brian Quinlan
>quinlan@sfu.ca

2890. Re: Hey Sindork! Time mag. trashes Apple!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-12 00:00:00 UTC
From: stinformer@chatlink.com
Message-ID: <45hqb4$dbl@news.chatlink.com>
Source record: 11095

sinclap2954@cobra.uni.edu wrote:
: In article <khaley.813258550@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
: > sinclap2954@cobra.uni.edu writes:
: >>>>Their overall marketshare is less than one percent.
: >>> Computer marketshare or next-gen videogame consoles marketshare?
: >>Console market share! Not next gen one..The whole enchilada one.
: >
: > Peter, Peter. You are so ignorant! If we count the "whole
: > enchilada" here, not a single next-generation console has more than
: > 2% of the market. So Atari's small fraction of the market means
: > nothing since Sony and 3DO are in the same position.

: The old generation is still competing, still kicking ass. However that
: will change by Christmas. Sega, will have half the market.

: >>> Jaguar has approx 26% of the next-gen consoles market in the U.S.
: >>>
: >
: >>Atari did not sell 200,000 Jagflops in 1995. So your acertion that Atari's
: >>marketshare in the next gen is 26% is in accurate. Atari most likely sold upto
: >> 50,000 units in 1995. So, Atari's market share is actualy 6.5% in the U.S.
: >
: The 250,000 figure is worldwide...

: > I like how you contort the numbers to fit your twisted logic. But,
: > in reality, your numbers are just out-of-the-butt figures.

: Eh?
.......He meant out of butt experience but didn't move his finger fast
enough.
: >
: > /Kevin
: >
: >> Peter Sinclair-Day Macintosh Performa 636
: >> University of Northern Iowa PowerBook 150

: Peter Sinclair-Day Macintosh Performa 636
: University of Northern Iowa PowerBook 150
: Graduate School of Library/Curriculum and Information Science
: Http://w3.nai.net/~asincla/home.htm
:
: We're in the clutches of folks trying to turn the U.S. into a
: "land of the free". They haven't got a non reversable majority yet so
: big spenders will still argue they are right and won't want to change
: anything.
: On the Republican Congress.......

: Int: Republicans-request@webcom.com / Type GO NEWT in body of message

Best Regards, Rod

2891. Re: Atari this fall.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-12 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951012075654.1474C-100000@PEAK.ORG>
Source record: 11096

On 10 Oct 1995, S94 wrote:

> How many CD games are *really* 'kick-ass'? Developers still simply don't have
> a clue what to *do* with all that extra space. Don't kid yourself, how many CD titles
> are truly great? A kick-ass game needs first and foremost a kick-ass *design*,
> something which 790Mb of storage space isn't going to produce out of thin air.
> If you can make a good design but the graphics and sound to do it justice
> won't fit on a cart, then use the CD by all means.

It sure is nice to know that the space is there, is it not? How much
does it cost to master a CD? You see them given away *FREE* in magazines
(under the plastic wrap) now. THere is a space benefit, and there is a
cost. I assure you that ROM cartridges cost more to produce (esp. huge
ones), hold relatively little, and are subject to wear and eventual
failure.

>
> More often than not, though, you will find that, "All that storage capacity"
> is used for pretty prerendered animations or FMV that ultimately have *nothing*
> to do with *gameplay*.

Well, many games on the PC take 30 megs (megaBYTES not megaBITS as the
misleading Nintendo people refer to their "megs"). How is that going to
fit on a cartridge? I've played "Wing Commander III" and it is
kick-ass. Since a video game typically doesn't have a 30 meg hard drive
in it (nor any way to load one if it did) and I seriously doubt anybody
would want to endure the expense of a 30-megaBYTE ROM cartridge, then
perhaps a CD-ROM holds the answer. If you're trying to discredit the
CD-ROM, then good luck. Why are all the game makers going to it? Hmmmm????
For your information, Ridge Racer played pretty well off a CD-ROM last
time used a Playstation. I wasn't distraught at all because it wasn't on
a ROM. THere's a lot of detalied scenery which changes quickly. Gee,
it must take a lot of storage to do that. Damn good thing the CD offers
it, eh?

>
> > You talk as if "only adding more STORAGE capacity" is a point to be
> > dismissed. I now point the finger in your direction and proclaim that to
> > be the true RUBBISH.
> >
> > I don't know which has more "processing power," nor do I give a damn. I
>
> Well there you go. To 'equal' a Playstation, the Jaguar needs more than just
> extra storage capacity. Look up 'equal' in a dictionary. I point the finger
> back at your esteemed self.

I know of no better way to start to "equal" a Playstation. Perhaps I was hasty in my choice of words. I should have stated that "it could come closer" to offering what a Playstation does.

> > just want to pop in a CD-ROM and play. Whichever plays the most great
> > games and entertains me the most is the winner.
>
> Will the CD ROM make great games, just like that? So if the one that plays what
> you want is the winner why should it concern you that "A Jag needs a CD to equal
> a Playstation,"? When you are comparing hardware, to equal is to match not
> necessarily specifications, but performance. Software is a totally different
> entity which you need to distinguish. In a nutshell, bolting on extra hardware
> (e.g. JagCD) will not provide you with instant kick-ass games.

No shit. However, I reiterate *ONCE AGAIN* that the CD opens the door to a great potential for detailed games with LARGE storage requirements. My point is that the platform is better off with the CD than without it. I am well aware of what "software" is. The "need to distinguish" is yours.... You need to distinguish the reality of my contention from your misunderstanding of it. All I propose is that the CD offers ADDITIONAL POTENTIAL FOR KICK ASS GAMES!!! If there's anyone who needs to consult a dictionary, it is you. Look up the word "potential," then try to consider that the Jag CD will increase the Jag's potential, then come back and attempt to analyze my arguement from a more enlightened perspective.

James

2892. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-12 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <45hu8p$q4s@morgoth.sfu.ca>
Source record: 11097

Michael Grove <mgrove@owens.ridgecrest.ca.us> writes:

>No, It was a standard SCSI disk. A Quantum 540LPS. It was just that
>the Mac wanted to see a Mac Formatted HD. I would of thought
>Disk Tools could have at least handled that!

Not that you should have know this but the mac tries to mount all volumes
when it boots up. To avoid it mounting hard disks you can hold down
command-shift-option-delete. That should have worked.

>No, the date of manufacture was July of 1994, assembled in Ireland,
>I believe.

They where making Q950 that late?! Holy crap.

>No, just a standard SVGA monitor. I didn't know they were so
>dam'n picky.

They require more data to be passed to the video card. It means that you
need more logic in the monitor but it means that any mac monitor will
drive any (as far as I know) mac monitor as long as you have enough
VRAM.

>My point was that any machine can have it's weird little problems.
>SinDrop seems to think that God Blessed the Mac (and Iowa).

Of course all computers have their problems. And I'm sorry but I don't
read Peters posts. I think that we should start a private mailing list
just to keep him off of it.

--

Brian Quinlan
quinlan@sfu.ca

2893. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-12 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951012081733.1474D-100000@PEAK.ORG>
Source record: 11098

On Wed, 11 Oct 1995 STIRRE31@MAINE.MAINE.EDU wrote:

> James,
> With all due respect, you keep talking about a student discount price
> on software. Not everyone has access to this. Or, should we include
> the tuition you pay to get this discount and then compare software
> prices?

Not everyone does, but a lot of people do. Most people know someone who is a student. They're not going to do a security/background check. You know what is more relevant than the fact that "not everyone" has access? The fact is that college students (whether they need to buy Papyrus or Microsoft Word) are the ones that need the biggest price break AFTER ALL. There's no discount for Papyrus for college students like me. Just because there IS for Word doesn't invalidate my comparison.

Person #1: College student who needs word processor.

Atari: Pay $150 (I'm guessing) for Papyrus
PC: Pay $99 for latest version of Microsoft Word

Person #2: Atari: Pay $150 (??) for Paypyrus
PC: a: give a college student a C-note and have them get Word
b: pay full price for Word ($150???)

As I mentioned, college students need cheap software more than anybody. No wonder that's why there are discounts (as well there should be) on such software. Simply stated, PC/Mac software is ***NOT*** expensive in comparison to Atari software.

Another example: HOw much is that Atari FAX software from Toad (I don't have my Toad catalog anymore)? I think it was like $100 or something. Just to send a fax!! Every $60 faxmodem I've ever bought came with throw-away FAX software for PC - but it did the job at no additional cost.

My intentions were simply to truthfully counter the accusation by an Atari user that "other platforms" have "expensive software" when in fact Ataris have (relatively speaking) expensive software.

> I was looking in MacWorld the other day. A place had Word listed for
> over $200, I believe. I will check again for you if you want.

Actually, I'd like someone to state the price (in U.S. dollars) of Papyrus, which can be found listed in the Toad Catalog.

> Your point about the software being more expensive then the hardware
> is silly. What's the point?

The point is that when I was running a 520/1040ST that would be lucky to bring $50-$100 if I was to sell it, why should I dump 1.5-3 times that much for a word processor to run on it? There's a very nill market should I decide to get rid of it. From my perspective, it's throwing good money after bad. What resale value is there?

I can run expensive software on a
> Mac Plus. If you'd like buy a Medusa to run Atari software on ;-).
> Seriously, I don't understand your reasoning. Isn't low-cost hardware
> a good thing?

Low-cost hardware is a good thing. Low cost software is a good thing. However, when it costs more for a word processor than for the hardware on which it runs, and there is very little resale value for either, then I see it as a rather large investment to pay more for the software than the hardware on which it runs. By the time the "cheap" Atari hardware is all upgraded with large hard drive, RAM, new TOS, 1.44 floppy, you're a good part of the way to what a new system costs, and you'll never come close to getting a reasonably value for it should you decide to upgrade to a different machine later because the market is so small. After enduring all that expense, you get SOCKED with the price of Papyrus? Maybe you make $100,000 a year and find the price of Papyrus, Fax software (etc) reasonable, but I surely don't. However, my beliefs aren't paramount to the issue. The issue is that "other platforms" don't have "expensive" software when compared to Atari. In a worst-case scenario, I'd say that buyers of Atari software are "no better off" than buyers of software for other platforms.

James

2894. Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-13 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <45knd2$fn7@news3.cts.com>
Source record: 11099

The thoughtful James Wood (jamesw@PEAK.ORG) wrote:
: The point is that when I was running a 520/1040ST that would be lucky to
: bring $50-$100 if I was to sell it, why should I dump 1.5-3 times that
: much for a word processor to run on it? There's a very nill market
: should I decide to get rid of it. From my perspective, it's throwing
: good money after bad. What resale value is there?

Just about anything you buy will depreciate in value so the
question isn't about "resale value". The real question is
"how much will it cost to do what I want to do?" In the eight
years I've owned my ST, I think I've spent maybe $2500.00 on
application software and hardware upgrades to stay current.

On other platforms (Mac or Clone), it's not unreasonable to
purchase a *brand* *new* $2500.00 machine every four years.
Even then, you must add some "optional extras" to the base machine
just to make it suitable for use.

Clearly, my total cost of ownership is MUCH less when I compare
my ST to the other alternatives available at the time of my
original purchase: the IBM PC/AT or the Apple MacIntosh+.

So does it bother me that Papyrus may cost $25.00 more than
Clone software, knowing that I've saved a minimum of $2500.00
[more like $5000.00] so far compared to other computer users?

Not even a little bit.

-- George

BTW: With history as a guide:

Is it likely that new Falcon owners will still have new useful
applications for their existing machines in eight years? Yes!

Is it likely that Clone/Mac owners will still have new useful
applications for their existing machines in eight years? No.

If you're looking to avoid planned obsolescence, get a Falcon.

2895. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-13 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95286.100721STIRRE31@MAINE.MAINE.EDU>
Source record: 11100

Gregor,
No, Atari is not moving back into the computer market. It was
posted as a joke.
However, I believe that Medusa is working on a 68060 machine so
it is a possibility someday :-). Also, C-Lab should have
new models based on the Falcon someday.
-scott tirrell

2896. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-13 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DGDoBF.5vq@ridgecrest.ca.us>
Source record: 11101

fender@intellimedia.com (Arcanity) wrote:
>Why doesn't this thread resemble its title? I obviously
>have begun reading it in its later stages, but I can see
>that it is really 2, 2, 2 threads in one. I might actually
>be interested in learning something about an Atari rumour
>such as the title suggests (no doubt a rumour - I thought
>Atari officially left the computer business strictly for
>games, if that). Fill me in.
>
>THE Storehouse of the Arcane
>fender@intellimedia.com

I'm sorry. This was intended to bait some of the abusers
of TOS platforms that seem to have taken up residence here.
The only truth to the 68060 Atari is in the form of a clone.
If you don't already know of it, it's called the Medusa and
is imported into the U.S. by the Lexicor Corp. A much better
place to learn what is current (sic) with Atari computers and
their clones is to visit the .st or .tech newsgroups.

Mike

Somebody has to help hold up the Fuji flag :)

2897. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct13.232526.49734@cobra.uni.edu>
Source record: 11102

In article <45dtrc$lrt@alterdial.UU.NET>, fender@intellimedia.com (Arcanity) writes:
> Why doesn't this thread resemble its title? I obviously
> have begun reading it in its later stages, but I can see
> that it is really 2, 2, 2 threads in one. I might actually
> be interested in learning something about an Atari rumour
> such as the title suggests (no doubt a rumour - I thought
> Atari officially left the computer business strictly for
> games, if that). Fill me in.

The original meesage was meant for me as a tease.

>
> THE Storehouse of the Arcane
> fender@intellimedia.com

Jag..faking good graphics since 1993.

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

2898. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct13.234624.49738@cobra.uni.edu>
Source record: 11103

In article <95284.150141STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> James,
> With all due respect, you keep talking about a student discount price
> on software. Not everyone has access to this. Or, should we include
> the tuition you pay to get this discount and then compare software
> prices?

Well the Tax payers did. i want to thank you and your family for the support.

> I was looking in MacWorld the other day. A place had Word listed for
> over $200, I believe. I will check again for you if you want.
> Most of the good software prices I see in Mac magazines mention something
> about students or schools or upgrades.

What about ClarisWorks for $49? Free with Performas, the PowerBook 150 and
190.

> We could discuss the cost of upgrading software if you'd like.
> Your point about the software being more expensive then the hardware
> is silly. What's the point? I can run expensive software on a
> Mac Plus. If you'd like buy a Medusa to run Atari software on ;-).
> Seriously, I don't understand your reasoning. Isn't low-cost hardware
> a good thing?

The Medusa is a ripoff! $3000? Most likely..I can get three 630's with cdroms
for that price. The Falcon and the Medus are not low cost. I suggest you
better inform yourself.

> And, yes, I am the Atari user who made the claim about Mac software
> being expensive and, on the whole, I'd stick by this claim (unless you
> get student discounts).

Your claim is totaly wrong! What equivelant apps are you basing this claim on?

> -scott tirrell

Atari Jihad..not as powerful as Iran, but equaly fanatical!

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

2899. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct13.233006.49735@cobra.uni.edu>
Source record: 11104
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <45edpd$au0@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Is that how you describe your family?
>
> Oooooh ... Petey with the comebacks! What's next ... "I know you
> are but what am I?" ... "Up your nose with a rubber hose?" ... "You
> low-down snake in the grass!"?

Brings back memories...ROTFLMAO!!

>
> I expected something better from you, Sinflop. Alas, I guess all
> that inbreeding in the Sinclair line has dulled the intellectual genes
> being passed from generation to generation.

Your probably right with all these advanced diplomas floating around..

>
>
> >> Mark <<
>
> --
> ==
> Mark Rathwell = "The bubblehead beach blond comes on at five.
> = She can tell you about the plane crash with a
> The Universiy Of Guelph = gleam in her eye."
> = - Don Henley
> mrathwel@uoguelph.ca =
> ==

Jag..little brother of the console world(cdrom and title not included).

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

2900. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct13.235402.49739@cobra.uni.edu>
Source record: 11105

In article <DG9v14.64o@ridgecrest.ca.us>, Michael Grove <mgrove@owens.ridgecrest.ca.us>
writes:
> sinclap2954@cobra.uni.edu wrote:
>>In article <44vp80$dfl@news2.cts.com>, dferran@crash.cts.com (George
> Crissman - Ferran Scientific) writes:
>>> Still quoting hardware quantities and ignoring overall performance,
> the
>>> incredibly tenacious Peter Sinclair-Day (sinclap2954@cobra.uni.edu)
> wrote:
>>>
>>> : My Performa 636 8/250/cdrom, keyboard, software
> bundle,
>>> : built in communications/video slots plus the top of the line 040-33
> mhz
>>> : costed $999 plus $3.00 for next day delivery from MacWarehouse.
>>>
>>> Since we know that Apple's inefficient operating system can make a
>>> 16 MHz 68030 computer (the LC II) run slower than Atari's 8 MHz 68000
>>> computer, it's obvious that your 636 wouldn't be able to keep up with
>>> the Falcon.
>>
>>Its' nice to dream...
>>
>>>
>>> It's no wonder the 636 is so cheap.
>>>
>>
>>Cheap? Thats norm of the computer industry.
>
> No, its not the norm. Mac Mall, Mac Zone and the Mac House
> don't want to be stuck with discontinued models. At least the
> Falcon is still being made. By the way, didn't I read several
> months ago you were getting a Power PC? Can you afford all the
> new software or are you just going to run you old stuff at Performa
> speeds?

The Falcon still being made? ROTFLMAO!!! The 630 series is still being made
and in alot more quantities than the Falc..

I eventualy will upgrade to PPC. I can't decide if its going to be a BeBox or
a DayStar upgrade.

>
>>
>>> -- George

>>>
>>> BTW--Did you really mean "costed"?

typo. Due to fatigue..

>>
>>Nope. 15 credit hours of grad classes and fatique made me do it.
>
> Right. I was there the other day and saw you pushing that broom.
> Don't try to bullshit us more than you are already doing!
>

ROTFLMAO!!!

> Mike
>
>>
>>
>
>> Peter Sinclair
>

Jag..console or religious cult?...on the next edition of Geraldo!

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

2901. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct13.233333.49736@cobra.uni.edu>
Source record: 11106

In article <Pine.HPP.3.91.951011101940.3516C-100000@cadehp14.eng.utah.edu>, Christopher Brett Strong <strong@cadehp14.eng.utah.edu> writes:
>
>
>> The refurbished Macs = buyer remorse and or failed Apple's first burn in
>> process but sent back to the repair line to fix the glich but can't sell as
>
> Is this the same Apple that pretends the Apple III never existed, and
> literally _laughed_ at me when I mentioned trading in my $8000 Lisa at
> their recent "trade in your old apple" promotion? Face it, they have not
> been wonderful either.

If you tried to trade in your Lisa for that amount, I would of laughted at you as well! What do you expect..How much were you expecting?

>
>

Jag..Ross Perot of the console world - ain't going no were..

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

2902. Re: No Jag but 3DO in Singapore

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-14 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <45ovce$4e7@ccshst05.cs.uoguelph.ca>
Source record: 11107
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

: Your probably right with all these advanced diplomas floating around..

Hopefully one day a Sinclair-Day will actually catch one.

>> Mark <<

--
==
Mark Rathwell = "The bubblehead beach blond comes on at five.
= She can tell you about the plane crash with a
The Universiy Of Guelph = gleam in her eye."
= - Don Henley
mrathwel@uoguelph.ca =
==

2903. Re: Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-14 00:00:00 UTC
From: ad329@freenet.hamilton.on.ca
Message-ID: <45naop$gm4@main.freenet.hamilton.on.ca>
Source record: 11108

George Crissman - Ferran Scientific (dferran@crash.cts.com) wrote:
: The thoughtful James Wood (jamesw@PEAK.ORG) wrote:
: : The point is that when I was running a 520/1040ST that would be lucky to
: : bring $50-$100 if I was to sell it, why should I dump 1.5-3 times that
: : much for a word processor to run on it? There's a very nill market
: : should I decide to get rid of it. From my perspective, it's throwing
: : good money after bad. What resale value is there?

: Just about anything you buy will depreciate in value so the
: question isn't about "resale value". The real question is
: "how much will it cost to do what I want to do?" In the eight
: years I've owned my ST, I think I've spent maybe $2500.00 on
: application software and hardware upgrades to stay current.
~^~^~^

2904. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-14 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <45oq4r$g7e@morgoth.sfu.ca>
Source record: 11109

guenther@cabal.shnet.org (Thorsten Guenther) writes:

>Have you ever had a closer look on Cubase Audio 16 on the Falcon? Does a
>PPC allow you doing the same?

Tell me what it does and I'll tell you if a PPC can do the same. BTW, wouldn't
the PPC version of Cubase have the same feature set as the Falcon version?

>Reaction: "I already have good MIDI software."

Perhaps, but can you exchange that data easily with the other 95% of the
computing world? One thing that developers seems to be using QT for is
designing cross platform music that will sound good without a MIDI device
and great with one.

--

Brian Quinlan
quinlan@sfu.ca

2905. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-14 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FJOFFIAOUP@cabal.shnet.org>
Source record: 11110

In <DG9v14.64o@ridgecrest.ca.us> Michael Grove wrote:
>Mac Mall, Mac Zone and the Mac House

...and Fries and a Coke, please!

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) -

- Es ist Ralph Babel ausdrï¿½cklich untersagt, -
- diesen Artikel zu archivieren. -

2906. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-14 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FJOFFIALUP@cabal.shnet.org>
Source record: 11111

In <45boet$jf3@morgoth.sfu.ca> Brian Quinlan wrote:
>guenther@cabal.shnet.org (Thorsten Guenther) writes:
>
>>Irrelevant, as the PPC doesn't give harddisk recording capabilities like
>>the Falcon does.
>
>I don't understand what you mean here. Are you implying that you can't
>record sounds directly to the harddisk on a PPC? That's completely
>untrue.

Have you ever had a closer look on Cubase Audio 16 on the Falcon? Does a
PPC allow you doing the same?

>>What use do these have for a musician?
>
>Actually QT could be fairly handy for a musician. QT has platform independant
>(as long as you platform is a Mac or PC :)) MIDI support. It also offers
>a variety of compression formats.

Truly impressive, but try getting a musician's attention with this.

Reaction: "I already have good MIDI software."

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) -

- Es ist Ralph Babel ausdrï¿½cklich untersagt, -
- diesen Artikel zu archivieren. -

2907. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-15 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DGHJs3.Lv9@ridgecrest.ca.us>
Source record: 11112

sinclap2954@cobra.uni.edu wrote:
>In article <DG9v14.64o@ridgecrest.ca.us>, Michael Grove
<mgrove@owens.ridgecrest.ca.us> writes:
>> sinclap2954@cobra.uni.edu wrote:
>>>In article <44vp80$dfl@news2.cts.com>, dferran@crash.cts.com (George

>> Crissman - Ferran Scientific) writes:
>>>> Still quoting hardware quantities and ignoring overall performance,

>> the
>>>> incredibly tenacious Peter Sinclair-Day (sinclap2954@cobra.uni.edu)

>> wrote:
>>>>
>>>> : My Performa 636 8/250/cdrom, keyboard, software

>> bundle,
>>>> : built in communications/video slots plus the top of the line
040-33
>> mhz
>>>> : costed $999 plus $3.00 for next day delivery from MacWarehouse.
>>>>
>>>> Since we know that Apple's inefficient operating system can make a
>>>> 16 MHz 68030 computer (the LC II) run slower than Atari's 8 MHz
68000
>>>> computer, it's obvious that your 636 wouldn't be able to keep up
with
>>>> the Falcon.
>>>
>>>Its' nice to dream...
>>>
>>>>
>>>> It's no wonder the 636 is so cheap.
>>>>
>>>
>>>Cheap? Thats norm of the computer industry.
>>
>> No, its not the norm. Mac Mall, Mac Zone and the Mac House
>> don't want to be stuck with discontinued models. At least the
>> Falcon is still being made. By the way, didn't I read several
>> months ago you were getting a Power PC? Can you afford all the
>> new software or are you just going to run you old stuff at Performa
>> speeds?
>
>The Falcon still being made? ROTFLMAO!!! The 630 series is still being

made

Not for long!

>and in alot more quantities than the Falc..

Yea, the Aliens only put a few of us here on Earth.
>
>I eventualy will upgrade to PPC. I can't decide if its going to be a
BeBox or
>a DayStar upgrade.

You may as wait for the Barracuda 040 for the Falcon if you are
going to play that game. Why don't you take all your sweeping
funds and buy a real machine, like SGI?

Mike

2908. Re: Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-15 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951015230503.27081B-100000@PEAK.ORG>
Source record: 11113

On 14 Oct 1995, Chris Cracknell wrote:

>
> Buying software on the ST!?!?!
>
> There's so much high quality PD and Shareware out there for these
> machines that's there's not much point in spending big bucks for certain
> kinds of software.

Might I point out to this good fellow that he overlooks the fact that
ANY popular computing platform has scads and scads of shareware, so it
tips the scales in no particular direction.

James

2909. Re: Atari ST Mags in USA

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-16 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct16.192915.49787@cobra.uni.edu>
Source record: 11114

In article <813769281.23003@pcthorpe.demon.co.uk>, Paul@pcthorpe.demon.co.uk writes:
> As an Atari user in the UK I've seen the number of ST mags gradually
> decrease. I am not knocking the numbers I subscribe to two already
> ST Format and ST Applications and am thinking about a third
> Atari World, but I just wondered what the Atari scene is like in the
> USA.

Dead, about non existance. I believe ST Informer is the only Atari rag left. I
may subscribe to it to keep up with any Lynx stuff.
>
> Has the PC totally wiped out all other competition such as
> Macs, Amiga's and ST or do these other machines still
> survive against the PC

Macs are going strong on this side of the Atlantic. Apple North America sold
over $5 billion annual..

>
>
>

Atari Jihad..not as powerful as Iran, but equaly fanatical!

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a
third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

2910. My new job!->

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-16 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct16.235750.49793@cobra.uni.edu>
Source record: 11115
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

LEVEL 1 - 4 OF 14148 STORIES

Copyright (c) 1995 Business Wire, Inc.
Business Wire

October 16, 1995, Monday - 11:18 Eastern Time

DISTRIBUTION: Business Editors

LENGTH: 389 words

HEADLINE: Peter Sinclair Named Smart Valley CEO

DATELINE: SANTA CLARA, Calif.

BODY:
Oct. 16, 1995--The Smart Valley, Inc. board of directors today announced that
Peter Sinclair will serve as the new president and CEO of Smart Valley, Inc. Sinclair will immediately replace Dr. Harry J. Saal, who announced his intention to vacate the position in June of this year.

Sinclair was previously the vice president of business development for Mastersoft, Inc., which was recently acquired by FRAME Technology. Prior to Mastersoft, he was CEO of Software Transformations, Inc., which was acquired by Novell. He has held senior management positions with Apple Computer Inc., Hewlett-Packard Company and Software Publishing Corporation. A Silicon Valley native, he currently lives in Woodside. He has a B.S. in engineering from the Massachusetts Institute of Technology.

"In our search for a new CEO, we looked for an individual with a strong commitment to the community and a high degree of comfort with the Smart Valley environment," said John Young, chairman of Smart Valley. "Pete has these qualities, and his hands-on operating background will fit well with Smart Valley."

"I grew up in the Valley and have witnessed the transition from orchards to industrial parks," said Sinclair. "Through Smart Valley and its projects, I feel I can help preserve our quality of life by applying the expertise of our local industries to keep the Valley competitive."

Saal was hired as the first employee of Smart Valley in September 1993. He will continue to serve on the Smart Valley board of directors.

Smart Valley, Inc. is a non-profit organization committed to creating an electronic community based on an advanced information infrastructure. This mission is being lived out through collaborative infrastructure projects in

education, healthcare, local government, business and the home. Smart Valley has become the focal point for Global Information Infrastructure networking between member companies as well as other entities, regionally, nationally and globally. Smart Valley is affiliated with Joint Venture: Silicon Valley Network, a broadbased, grassroots coalition of initiatives.

(c) Business Wire, October 16, 1995, Monday

2911. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-16 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FJQTAFCWUP@cabal.shnet.org>
Source record: 11116

In <45oq4r$g7e@morgoth.sfu.ca> Brian Quinlan wrote:
>guenther@cabal.shnet.org (Thorsten Guenther) writes:
>
>>Have you ever had a closer look on Cubase Audio 16 on the Falcon? Does a
>>PPC allow you doing the same?
>
>Tell me what it does and I'll tell you if a PPC can do the same. BTW, wouldn't
>the PPC version of Cubase have the same feature set as the Falcon version?

Does a PPC machine have a standard digital IO port for the standard DSP?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) -

- Es ist Ralph Babel ausdrï¿½cklich untersagt, -
- diesen Artikel zu archivieren. -

2912. wanted: atari ST system and ...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-17 00:00:00 UTC
From: danj@magnet.ca
Message-ID: <45unk6$jhf@news.infobahnos.com>
Source record: 11117

```
wanted: atari ST system capable of playing
the game colonial conquest, and the game itself.

e-mail offers at danj@magnet.ca
```

2913. Re: Atari ST Mags in USA

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-17 00:00:00 UTC
From: jt906491@oak.cats.ohiou.edu
Message-ID: <DGKuq3.F6J@boss.cs.ohiou.edu>
Source record: 11118

>Has the PC totally wiped out all other competition such as
>Macs, Amiga's and ST or do these other machines still
>survive against the PC

Wiped out? Although I love them both, I'd have to say that yes, the ST and the Amiga are wiped out in the US. Amiga advocates are still a vocal group, though, and at least one magazine still existes for each platform.

Macs, on the other hand, are thriving. Granted, Win'95 has cut into the Mac-philosophy a little, but Apple can't build the machines fast enough. PowerMacs are still surpassing expected sales, and mre corporation's networks are looking into macs. Plus, home project-studio audio/video is expanding, as well as pre-press and in-house printing. Macs still dominate these markets.

Everyone always thinks macs are dying - won't happen (for at least 5 years ;-))

--
"imagine the disincentive to software development if after months of
work another company could come along and copy your work and market it
under it's own name...without legal restraints to such copying, companies
like Apple could not afford to advance the state of the art" -Bill Gates '83

2914. Re: My new job!-> I eat SPAM for a living!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-17 00:00:00 UTC
From: Toad Smally <orbit1@arfnet.com>
Message-ID: <45vpl0$kuu@news.iadfw.net>
Source record: 11119
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

sinclap2954@cobra.uni.edu wrote:
> LEVEL 1 - 4 OF 14148 STORIES
>
> Copyright (c) 1995 Business Wire, Inc.
> Business Wire
>
> October 16, 1995, Monday - 11:18 Eastern Time
>
>DISTRIBUTION: Business Editors
>
>LENGTH: 389 words
>
>HEADLINE: Peter Sinclair Named Smart Valley CEO
>
>DATELINE: SANTA CLARA, Calif.
>
> BODY:
> Oct. 16, 1995--The Smart Valley, Inc. board of directors today announced
>that
>Peter Sinclair will serve as the new president and CEO of Smart Valley, Inc.

Ya know...

You must be in the wrong group. This has NOTHING to do with the subject at
hand. Please address your lettter to your mother using her e-mail address
and stop wasting Bandwidth.

I'm finally getting better at Tempest 2000. Any codes for that?
Any codes for Rayman BESIDES the breakout game?

Inna Godda Davida

2915. Re: My new job!-> I eat SPAM for a living!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-17 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <4601ed$dgs@gti.gti.net>
Source record: 11120
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Toad Smally (orbit1@arfnet.com) wrote:
:
: I'm finally getting better at Tempest 2000. Any codes for that?
: Any codes for Rayman BESIDES the breakout game?
:

Dunno about T2K, but I *WISH* there were codes, cheats, hints,
or anything for Rayman!!

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

2916. Re: My new job!-> I eat SPAM for a living!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-17 00:00:00 UTC
From: kyle@uunet.uu.net
Message-ID: <461k2g$m0t@wendy-fate.uu.net>
Source record: 11121
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

azog <azog@gti.gti.net> wrote:
> Toad Smally (orbit1@arfnet.com) wrote:
> :
> : I'm finally getting better at Tempest 2000. Any codes for that?
> : Any codes for Rayman BESIDES the breakout game?
> :
>
> Dunno about T2K, but I *WISH* there were codes, cheats, hints,
> or anything for Rayman!!

Me too. I like the fact that the game is hard. But it seems
inevitable that unless I replay all the beginning levels over
again perfectly (so that I have more continues) there's no way
I'm ever going to finish this game. Saving the number of
lives/contiunes seems a bad idea. I only hope there is some way
to earn continues in the higher levels.

2917. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-17 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <461l3g$dg2@gti.gti.net>
Source record: 11122

Brian Quinlan (quinlan@news.sfu.ca) wrote:
: guenther@cabal.shnet.org (Thorsten Guenther) writes:

: >Does a PPC machine have a standard digital IO port for the standard DSP?

: The PowerPC doesn't need a DSP to process digital signals to acheive Falcon
: equivalent performance since processor is fast enough to do it itself. I
: could of course be proven wrong if you give me function that the Falcon can
: do and the Mac can't. And what do you mean my "standard digital IO"?

Without rancor, or the intent of flaming, I must ask: do you know what a DSP is? (without rancor, since I am rather hazy on just what it is). I don't have a specification sheet, or exact defination, but your statement makes me wonder if you know less of them than I do.

A DSP is an extremely specialized processor, who's only goal in life is to deal with "signals" (whatever the hell they are!), and "do stuff with them". The samples I have let me take an analogue input, such as a microphone, and edit these signals in real time. (ie: I don't need to save them to disk, make the editing changes, and play the sound). There are also DSP applications that deal with voice processing. If you've ever researched voice mail, a voice card is similar to a modem, but often includes a DSP that allows one to "do stuff" with the incoming voice stream (such as compressing), that one cannot do with regular phones or answering machines. I imagine you could even do video processing with a DSP, since video is just a signal.

I would bring up D2D (direct to disk recording), but I am unclear just what that is...

The PPC, no matter how fast it is, simply cannot do what a DSP does. Otherwise, there would not be specialized voice cards (Dialogic in NJ is a vendor of these). An even more base example is the SoundBlaster card. These have (or can have) a processor called an ASP (advanced signal processor?), which let you do all the things a DSP can do. Without these, you can't use the microphone input (or if you can, you are limited to what it can do).

In short, the processor speed has nothing to do with it. There are many specialized processors that exist on the market, and these cannot be replaced by general processors like the PPC (or Pentium, or whatever).
--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

2918. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-18 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <461n07$f8f@news3.cts.com>
Source record: 11123

Continuing to quote at incredible depths (most of it edited out this time) the one and only Peter Sinclair-Day (sinclap2954@cobra.uni.edu) wrote a lot and managed to communicate:

: The Falcon is a discontinued model from Atari.

Not true. It has been licensed to C-Lab and is still available.

:Atari no longer manufactures and supports it.

This much is true.

: Apple also announced a $699 6300 logic board upgrade for the 630
: series and 6200 series. I am tempted.

In prior years, Atari owners claimed you could get an whole new computer for the cost of an "upgrade" on other platforms. Since the base C-Lab Falcon is still available for $799.00, it looks like this claim remains true.

And as a bonus, you get a much more efficient operating system, scads of standard built-in ports, a DSP, room for a $59.00 math coprocessor, and compatibility with a software base extending back ten years or so.

Plus: Like other Atari computers, the Falcon doesn't catch fire.

: ROTFLMAO!!! [BTW -- That's a *lot* of laughing]

-- George

2919. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-18 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <461qau$gkb@news3.cts.com>
Source record: 11124

The level-headed James Wood (jamesw@PEAK.ORG) wrote:

: On 13 Oct 1995, George Crissman - Ferran Scientific wrote:
: > Just about anything you buy will depreciate in value so the
: > question isn't about "resale value". The real question is
: > "how much will it cost to do what I want to do?" In the eight
: > years I've owned my ST, I think I've spent maybe $2500.00 on
: > application software and hardware upgrades to stay current.

: Every consumer commodity has a resale value. You may not like to think
: about it, yet it does exist. Whether it's an automobile or a vacuum
: cleaner, there exists a market for second-hand products. To deny this is
: amongst the most specious of all arguements I've ever heard.

Aw, c'mon -- where did I deny the existance of a second-hand market?
The whole concept of depreciation is based on how much money you can
get for reselling an item. And my point was: how much does it cost
to accomplish the task at hand with the equipment you need? And I
demonstrated that it was *significantly* less expensive with an Atari.

: > On other platforms (Mac or Clone), it's not unreasonable to
: > purchase a *brand* *new* $2500.00 machine every four years.
: > Even then, you must add some "optional extras" to the base machine
: > just to make it suitable for use.

: Computer Shopper is filled with fully-loaded 486/66Mhz/80Mhz/100MHz+
: systems for around half that (if not less) and they are fully-loaded with
: CD-ROMs and sound and 8megs and software and certainly not lacking for
: "options to make it suitable for use." Once again, someone needs to make
: better observations. Yes, I loaded Pentium might cost that, but it's a
: damn fast computer and a clock-multiplied 486 is still bang-for-buck champ.

The '486 is dated technology (they're even sneering at it on the talk
shows here in San Diego), and 8 megs isn't really suitable for anything
more than casual use (...if you're running Microsoft Windows, that is...).

: I've also seen fully-loaded Mac systems at/around $1000-$1200, but I
: don't know enough about them to elaborate.

We'll probably hear from sinclap on the matter <g>. However, it takes
a MacIntosh running a better processor and double-or-faster clock speed
to equal the performance of the comparable Atari machine.

: > Clearly, my total cost of ownership is MUCH less when I compare
: > my ST to the other alternatives available at the time of my
: > original purchase: the IBM PC/AT or the Apple MacIntosh+.

: I agree; that's why I bought the ST. However, if there is ever a system
: with hidden costs to make it "suitable for use," it's the ST. By the
: time one adds new TOS, 4-megs of RAM, 1.44 floppy, etc.etc.etc they're
: way in over the cost of a competing platform and would have to give it away.

TOS Upgrade: $59.00
Floppy Upgrade: $100.00
RAM Upgrade: $100.00 plus RAM (same cost on all platforms)

$259.00

(source: Toad Computers catalog)

: > Is it likely that new Falcon owners will still have new useful
: > applications for their existing machines in eight years? Yes!

: There will be very few "new Falcon owners" TODAY, let alone 8 years from
: now. What planet are you on? The great dearth of Falcon software has
: been the bane of the Falcon (and most Atari products) since its
: introduction.

"Lots of software" is always comforting, but how many of the 45
Clone spreadsheets do you actually need? How many of the 237 Clone
word processors do you actually need? How many of the 68 Clone
databases do you actually need?

My guess is that you'll only need one or two applications in any
given category. Surprise! Falcon owners can choose from several
applications in each category as well. While we don't have the
luxury of learning to operate 237 different spelling checkers, we
do have spelling checkers in our software!

: The tiny niche Falcon market is too small to attract much
:software development,

There is a good selection of software that runs on the Falcon,
just check out the 56-page catalog from Toad Computers or look
at all the advertisements in ST Informer.

: and the fact that the Falcon isn't even close to being
: "totally compatible" with its predecessors makes matters worse.

80% of existing ST software runs on the Falcon and you claim
that it "...isn't even close to being 'totally compatible' with
it's predecessors"? I disagree!

: Having said that, what is going to convince software devlopers to produce
: for the Falcon in 8 years? I'd like to know why you believe that, honestly.

1. Because the Falcon hardware is still in production.
2. Because the Falcon is still being actively marketed.
3. Because the new software already available is leading edge stuff.
4. Because Atari owners enjoy their platform and support each other.
5. Because clones of the Atari computer are becoming available.

: > Is it likely that Clone/Mac owners will still have new useful
: > applications for their existing machines in eight years? No.

: Ha!! 8 years is an eternity in this industry. However, there are so
: many Clones and Macs out there (than other designs) that I'm sure there
: will still be a market.

Go ahead and wander down to a CompUSA or a Computer City and try to
buy some new software that will run on an IBM PC/AT or an Apple
MacIntosh+. You can't!

Then check the recent software offerings for the Atari computers
and you'll see that a lot of it will run on an 8-year-old ST.
That's why it's cheaper to perform a task on an Atari instead of
a Clone or an Apple.

A: > If you're looking to avoid planned obsolescence, get a Falcon.

: What are you saying? Just because the Falcon was the "flagship" of the
: Atari line and they quit making computers after it, then it will always
: be a "flagship" and thus have eternal status as such?

Nope. I'm saying that it's much more likely that when new software
is released 8 years from now it will run on today's Falcon, based
on the fact that new software released today will run on an
8-year-old Atari ST.

: Just because my 486/80Mhz isn't the fastest PeeCee there is,
: it's automatically obsolete? I rather doubt the latter.

That's the word on the street. 486's are out, Pentiums are in.

: I'm not the type of person who HAS TO HAVE the "latest and
: the greatest."

True. But you *do* have to own a machine that will run the software
you buy. That's where Clones and Apples put you at a disadvantage.

: I suppose if that is your sole
: criteria for purchase, you could see things that way. I really don't
: care what the fastest new Pentium/Pro is. When my current machine fails
: to serve me, I'll have to sell it or toss it in a shitbox and get a new
: computer.

That's what I said originally! Cloners need to spend about $2500.00
every four years to perform their task, while I've only had to spend
$2500.00 in *eight* years. It's cheaper to perform the task with an
Atari computer.

: Relative to new, innovative designs, all current computers
: will become obsolete. What makes you think the Falcon is immune to
: this?

Not immune, just resistant.

: The very fact that you believe so clearly illustrates how unrealistic
: your arguments are.

Some people buy a computer to "follow the crowd" or to "impress their friends" or even to "get free software from work". I chose my computer because it was the most cost-effective way to accomplish my task. What is realistic to me is clearly not realistic to you.

Do we agree to disagree on this matter, or shall we go around again?

-- George

2920. Rayman lives, Was Re: My new job!...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-18 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <463bu6$g02@nyheter.chalmers.se>
Source record: 11125
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <461k2g$m0t@wendy-fate.uu.net>,
Kyle Jones <kyle@uunet.uu.net> wrote:
>azog <azog@gti.gti.net> wrote:
> > Toad Smally (orbit1@arfnet.com) wrote:
> > :
> > : I'm finally getting better at Tempest 2000. Any codes for that?
> > : Any codes for Rayman BESIDES the breakout game?
> > :
> >
> > Dunno about T2K, but I *WISH* there were codes, cheats, hints,
> > or anything for Rayman!!
>
>Me too. I like the fact that the game is hard. But it seems

Yeah!

>lives/contiunes seems a bad idea. I only hope there is some way
>to earn continues in the higher levels.

Why do you want to earn continues?
Surely earning lives is at least as good, and it's very easy.

Just remember that you get a new life for every hundred 'tings'.
Those 'tings' are available in abundance in the first two swamp levels
for easy picking. In fact there is a bit over 70 'tings' in each of
those levels IIRC.

When I'm running low on lives or have something tricky to take on, I
spend half an hour or so playing the second level, over and over.
With a little practice each run should not take more than 2:15 or so.
Saving after every three runs will give you two extra lives per seven
minutes. :-)

--
Chalmers University | Why are these | e-mail: d8klojo@dtek.chalmers.se
of Technology | .signatures | rand@cd.chalmers.se
| so hard to do | www/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5 and QLem)

2921. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-18 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <463i1t$3ea@morgoth.sfu.ca>
Source record: 11126

azog@gti.gti.net (azog) writes:

>Without rancor, or the intent of flaming, I must ask: do you know what a
>DSP is? (without rancor, since I am rather hazy on just what it is). I
>don't have a specification sheet, or exact defination, but your statement
>makes me wonder if you know less of them than I do.

A DSP is specialized processor designed to process digital signals. It
is usually heavily optimized for floating point operations. In particular
a DSP can usually do fp multiply and fp add very quickly. Some can do
both in a single instruction. This allows a DSP to process matricies very
quickly and that is the usual format of digital signals.

>The PPC, no matter how fast it is, simply cannot do what a DSP does.
>Otherwise, there would not be specialized voice cards (Dialogic in
>NJ is a vendor of these). An even more base example is the SoundBlaster
>card. These have (or can have) a processor called an ASP (advanced
>signal processor?), which let you do all the things a DSP can do.
>Without these, you can't use the microphone input (or if you can,
>you are limited to what it can do).

This is were you are wrong. The processor can do anything that the DSP
can do. It's just that a DSP can do some functions faster than the
processor. It also allows the processor to offload some functions to
the DSP and process other instructions itself in parallel. So a
fast enough processor can do everything a DSP can do plus some things that
a DSP cannot do. The original Power series (from which the PowerPC was
desived) was designed for rapid fp calculation. The 601 has a single
instruction that can do a a fp multiply and add. And the latency is
less than ten cycles (I can't remember the exact number). In some
benchmarks the 60Mhz 601 (the absolute slowest) was just BARELY beaten
by a 40-MHz 68040 and a 66MHz AT&T DSP. The Falcon does not, of
course, have a 40-MHz 68040 or a 66MHz DSP.

>In short, the processor speed has nothing to do with it. There are many
>specialized processors that exist on the market, and these cannot be
>replaced by general processors like the PPC (or Pentium, or whatever).

The reason that you don't want to replace a processor with a DSP is
that processors that are equally rapid doing FP calcs are more
expensive.

--

Brian Quinlan
quinlan@sfu.ca

2922. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct18.204846.49910@cobra.uni.edu>
Source record: 11127

In article <DGM1pM.Irt@mail.auburn.edu>, rochogb@eng.auburn.edu (Gregor B Rochow) writes:
> In article <1995Oct16.192506.49786@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
>>The Falcon is a discontinued model from Atari. Atari no longer manufactures
>>and supports it.
> They may not support it anymore (BTW: Atari of Europe still does, actually),
> but they still ship them (I think they may even still produce them).
>
If there is enough suckers out there!

>> True, my 636 8/250/cd is no longer manufactured because Apple
>>replaced it with a 8/500/cd one.
> THAT I'd call discontinued . . .

Same model with a beafier harddrive. Apple dropped the price to $1399, which
includes monitor, cdrom, keyboard, modem and software bundle. Apple just
announced that they unloaded 1.25 million Macs in the previous quarter.

I may even upgrade to the new Performa PPC 6300. Just slide out the old in
with the new for $699! Can't say that with the Falcon!

>
>
>
>

Jag..console or religious cult?...on the next edition of Geraldo!

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636(6300?)
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

2923. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct19.223212.49961@cobra.uni.edu>
Source record: 11128

In article <461n07$f8f@news3.cts.com>, dferran@crash.cts.com (George Crissman - Ferran Scientific) writes:
> Continuing to quote at incredible depths (most of it edited out this
> time) the one and only Peter Sinclair-Day (sinclap2954@cobra.uni.edu)
> wrote a lot and managed to communicate:
>
> : The Falcon is a discontinued model from Atari.
>
> Not true. It has been licensed to C-Lab and is still available.

Can I buy one localy? The Falcon has been discontinued by Atari.

>
> :Atari no longer manufactures and supports it.
>
> This much is true.
>
> : Apple also announced a $699 6300 logic board upgrade for the 630
> : series and 6200 series. I am tempted.
>
> In prior years, Atari owners claimed you could get an whole new
> computer for the cost of an "upgrade" on other platforms. Since
> the base C-Lab Falcon is still available for $799.00, it looks
> like this claim remains true.

If you are a Falcon owner, how do you upgrade to something higher?

>
> And as a bonus, you get a much more efficient operating system,
> scads of standard built-in ports, a DSP, room for a $59.00 math
> coprocessor, and compatibility with a software base extending back
> ten years or so.

Efficient OS?..behind the times..Can't do much..And I don't have zillions of ports in the back? My software is updated soo often using 20th genration versions. What is your point? You can't even find ST software localy.

>
> Plus: Like other Atari computers, the Falcon doesn't catch fire.

Ah, a selling point.>..But you still have that mushy keyboard!
>
> : ROTFLMAO!!! [BTW -- That's a *lot* of laughing]
>
> -- George
>

>

The Atari Jihad..not as powerful as Iran, but equaly fanatical!

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

2924. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-19 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FJTTAJDKUP@cabal.shnet.org>
Source record: 11129

In <463i1t$3ea@morgoth.sfu.ca> Brian Quinlan wrote:
>azog@gti.gti.net (azog) writes:
>
>>Without rancor, or the intent of flaming, I must ask: do you know what a
>>DSP is? (without rancor, since I am rather hazy on just what it is). I
>>don't have a specification sheet, or exact defination, but your statement
>>makes me wonder if you know less of them than I do.

>In some
>benchmarks the 60Mhz 601 (the absolute slowest) was just BARELY beaten
>by a 40-MHz 68040 and a 66MHz AT&T DSP. The Falcon does not, of
>course, have a 40-MHz 68040 or a 66MHz DSP.

But the Falcon DSP does not waste it's time running MacOS.

The Falcon DSP is usually directly accessed, not via OS.

The Falcon DSP has a digital port for IO.

In short: the Falcon gives the musician more than the Mac at a lower cost.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) -

- Es ist Ralph Babel ausdrï¿½cklich untersagt, -
- diesen Artikel zu archivieren. -

2925. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-20 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <466q9c$ru1@morgoth.sfu.ca>
Source record: 11130

Michael Grove <mgrove@owens.ridgecrest.ca.us> writes:

>I'm not concerned with the PPC. It will still only run 040 software
>at Quadra/Performa speeds. Main-stream users will not change their
>whole software selection just to be almost as fast as a Pentium.
>And those that do probably should have purchased a DOS, err.. WIN 95
>box in the first place. Poor misguided souls.

A 604 PowerMac can run 040 software faster than any Quadra, including the Q840AV. And you don't have to change you software just to get PPC software. All the current releases of major software have included a PPC version. So if you the latest version of Photoshop, Deltagraph, Freehand, Illustrator, QuarkXPress, PageMaker, Director, Nisus Writer, Claris Works, WordPerfect, Word, Excel, FileMaker Pro, etc then there will also be a PPC copy on the disk/CD. Care to give me a counter example? And, except for the MS products, most benchmarks show the PPC to be faster than a Pentium box. And, of course, if you use a PC then you might have to use Windoze...

--

Brian Quinlan
quinlan@sfu.ca

2926. Atari & falcons

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-20 00:00:00 UTC
From: sanson@galaxie.int-evry.fr
Message-ID: <467r8s$clg@news.cict.fr>
Source record: 11131

Hey, i've just read in the French ST Magazine that Atari was
manufacturing a few thousand new falcons, the first time since
they abandonned the computer market. Looks like they need some fresh cash
for some reason :) And that there are some people who still want
to buy a Falcon despite the fact that to most people it doesn't even exist !!

Now why would anybody in his right mind want to buy a falcon now that
Windough 95 is out and buggin' ?

I wish somebody could tell me that, cause i own a falcon, and i sometimes
wonder why ? :) :) :)

I guess it's because sometimes i HAVE to work on PCs or Macs ....

PS: I read something funny about the new "state of the art" SpeedoGDOS
lookalike printer driver that Microsoft is trying to sell with his
new OS. THey had already riped off the desktop, now what ?? The DSP chip ?
Maybe they hired the folks who wrote the atari's ROMs :):):)

Well, i guess good ideas always last, and some have them before the others.

2927. Re: Atari & falcons

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-20 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <468k9a$63d@ccshst05.cs.uoguelph.ca>
Source record: 11132

```
: Hey, i've just read in the French ST Magazine that Atari was
: manufacturing a few thousand new falcons, the first time since
: they abandonned the computer market. Looks like they need some fresh cash
: for some reason :)

Eh? Atari's in a healthier financial position than they've been
in years. Perhaps they want to push the Jaguar more at X-Mas which would
be a good thing.

: Now why would anybody in his right mind want to buy a falcon now that
: Windough 95 is out and buggin' ?

Musicians perhaps? Or maybe Atari will sell the Falcon at a new
low price?

>> Mark <<

--
================================================================================
Mark Rathwell = "The bubblehead beach blond comes on at five.
= She can tell you about the plane crash with a
The Universiy Of Guelph = gleam in her eye."
= - Don Henley
mrathwel@uoguelph.ca =
================================================================================
```

2928. Atari ST Hard drives?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-20 00:00:00 UTC
From: teg@unlinfo.unl.edu
Message-ID: <46951v$6cg@crcnis3.unl.edu>
Source record: 11133

Was wondering if anyone knew anyone who would want to sell an atari ST hard drive. Or if anyone knows what kind of hard drive I need (for example, IDE, MFM, SCSI) , this would be helpful also. Please help, the ST is almost buried under the dust. Psalms 69.

Brian Tegtmeier
teg@crc-maint.unl.edu

--

- and that's all I have to say about that. -F.G.

2929. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-20 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <468fbp$19t@nyheter.chalmers.se>
Source record: 11134

In article <1995Oct19.224906.49962@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:
>Yea, right.. The Falcon lacks a web browser! Its your right to hold onto
>something that has failed!
>
Please check before you say something that is not true, PeeWee. Write whatever
bullshit you want, but if you're going to tell a lie you could do better than
this. Ah, I forgot, the little librarian is too stupid to think for himself...

/Christer

2930. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-21 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct21.190857.49992@cobra.uni.edu>
Source record: 10989

In article <468fbp$19t@nyheter.chalmers.se>, d2cg@dtek.chalmers.se (Christer Gustavsson) writes:
> In article <1995Oct19.224906.49962@cobra.uni.edu>,
> <sinclap2954@cobra.uni.edu> wrote:
>>Yea, right.. The Falcon lacks a web browser! Its your right to hold onto
>>something that has failed!
>>
> Please check before you say something that is not true, PeeWee. Write whatever
> bullshit you want, but if you're going to tell a lie you could do better than
> this. Ah, I forgot, the little librarian is too stupid to think for himself...

What is this mythical web browser? Sounds like a insecure Atari Jihad..

>
> /Christer

Atari Jihad...not as powerful as Iran, but equaly Fanatical!

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

2931. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-21 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <46bmd0$nue@wn1.sci.kun.nl>
Source record: 11135

In <46958q$705@morgoth.sfu.ca> quinlan@news.sfu.ca (Brian Quinlan) writes:

>Well, the PowerMacs and the AVs have a GeoPort. On the AVs it is connected
>to the DSP. On the PowerMacs it's connected to the processor via DMA.
>All that I know you can connect to it is a GeoPod that converts analog
>phone communications to digital. I don't know if other vendors have used
>it for other things. And I would like you to quote something that I've posted
>that could be considered bashing. I have never attacked the Falcon; when
>other people have compared the Falcon to the Macintosh and made claims of
>inferior Macintosh performance I have either refutes their claim or asked
>for additional evidence. I think that I have been reasonable.

You have been. In fact, the above reply shows that again. It seems
like in the rage of flame-wars over here, just being associated with
Mac immediately brings guys like Sinclap into mind - so you're flamed
straight away.

I see it happen over here very often that some dork starts a thread,
everybody gets mad, and if anyone sensible tries to add some facts,
he's just flamed for being `of the wrong camp'.

Personally, I think the PPC is a pretty impressive chip. If a Linux
were available for PowerMac, than this machine would probably be my
next computer. As it is now, I will probably use my Falcon until it
finally dies, buy a big fat pentium (or P6, at that time) with Linux
and continue my computing on that box.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

2932. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-21 00:00:00 UTC
From: frieder@southern.co.nz
Message-ID: <46agl6$f2e@southern.co.nz>
Source record: 11136

sinclap2954@cobra.uni.edu wrote:
: In article <461qau$gkb@news3.cts.com>, dferran@crash.cts.com (George Crissman - Ferran Scientific) writes:
: > The level-headed James Wood (jamesw@PEAK.ORG) wrote:
: >
: > : On 13 Oct 1995, George Crissman - Ferran Scientific wrote:
: > : > Just about anything you buy will depreciate in value so the
: > : > question isn't about "resale value". The real question is
: > : > "how much will it cost to do what I want to do?" In the eight
: > : > years I've owned my ST, I think I've spent maybe $2500.00 on
: > : > application software and hardware upgrades to stay current.
: >
: > : Every consumer commodity has a resale value. You may not like to think
: > : about it, yet it does exist. Whether it's an automobile or a vacuum
: > : cleaner, there exists a market for second-hand products. To deny this is
: > : amongst the most specious of all arguements I've ever heard.
: >
: > Aw, c'mon -- where did I deny the existance of a second-hand market?
: > The whole concept of depreciation is based on how much money you can
: > get for reselling an item. And my point was: how much does it cost
: > to accomplish the task at hand with the equipment you need? And I
: > demonstrated that it was *significantly* less expensive with an Atari.
: >
: > : > On other platforms (Mac or Clone), it's not unreasonable to
: > : > purchase a *brand* *new* $2500.00 machine every four years.
: > : > Even then, you must add some "optional extras" to the base machine
: > : > just to make it suitable for use.
:
: It's not unreasonable to spend $1500 for a Dell Pentium and Mac 631cd one as
: well. Doesn't the Falcon cost $1900 fully loaded?
:
:
: >
: > : Computer Shopper is filled with fully-loaded 486/66Mhz/80Mhz/100MHz+
: > : systems for around half that (if not less) and they are fully-loaded with
: > : CD-ROMs and sound and 8megs and software and certainly not lacking for
: > : "options to make it suitable for use." Once again, someone needs to make
: > : better observations. Yes, I loaded Pentium might cost that, but it's a
: > : damn fast computer and a clock-multiplied 486 is still bang-for-buck champ.
: >
: > The '486 is dated technology (they're even sneering at it on the talk
: > shows here in San Diego), and 8 megs isn't really suitable for anything
: > more than casual use (...if you're running Microsoft Windows, that is...).
: >

:
: And the expensive Falcon is not?
:
: > : I've also seen fully-loaded Mac systems at/around $1000-$1200, but I
: > : don't know enough about them to elaborate.
: >
: > We'll probably hear from sinclap on the matter <g>. However, it takes
: > a MacIntosh running a better processor and double-or-faster clock speed
: > to equal the performance of the comparable Atari machine.
:
: Oh, please! Are you comparing a PPC Mac running Photoshop to a ST running a
: screen saver? What a comparison. You can't even compare because the ST/Falcon
: is soo behind.
:
: >
: > : > Clearly, my total cost of ownership is MUCH less when I compare
: > : > my ST to the other alternatives available at the time of my
: > : > original purchase: the IBM PC/AT or the Apple MacIntosh+.
: >
: > : I agree; that's why I bought the ST. However, if there is ever a system
: > : with hidden costs to make it "suitable for use," it's the ST. By the
: > : time one adds new TOS, 4-megs of RAM, 1.44 floppy, etc.etc.etc they're
: > : way in over the cost of a competing platform and would have to give it away.
: >
: > TOS Upgrade: $59.00
: > Floppy Upgrade: $100.00
: > RAM Upgrade: $100.00 plus RAM (same cost on all platforms)
: > -------
: > $259.00
: >
: > (source: Toad Computers catalog)
: >
: > : > Is it likely that new Falcon owners will still have new useful
: > : > applications for their existing machines in eight years? Yes!
: >
: Yea, right.. The Falcon lacks a web browser! Its your right to hold onto
: something that has failed!
:
: > : There will be very few "new Falcon owners" TODAY, let alone 8 years from
: > : now. What planet are you on? The great dearth of Falcon software has
: > : been the bane of the Falcon (and most Atari products) since its
: > : introduction.
: >
: > "Lots of software" is always comforting, but how many of the 45
: > Clone spreadsheets do you actually need? How many of the 237 Clone
: > word processors do you actually need? How many of the 68 Clone
: > databases do you actually need?
:
: Forgot web browsers, games and multimedia apps...Doesn't take a genius to
: figure out to spend as much money on the dead Falcon to the other cheaper

: platforms that have a wealth of apps and hardware! Again, what planet are you
: on? GET WITH THE PROGRAM!
:
: >
: > My guess is that you'll only need one or two applications in any
: > given category. Surprise! Falcon owners can choose from several
: > applications in each category as well. While we don't have the
: > luxury of learning to operate 237 different spelling checkers, we
: > do have spelling checkers in our software!
: >
: Who needs to learn on how to operate spell checkers? What are you babbling
: about? The Falcon is a throw away wedge piece of litter, get over it!
:
: > : The tiny niche Falcon market is too small to attract much
: > :software development,
: >
: > There is a good selection of software that runs on the Falcon,
: > just check out the 56-page catalog from Toad Computers or look
: > at all the advertisements in ST Informer.
:
: 56 pages of Falcon stuff? I don't think soo. I have a Toad catalog..
:
: >
: > : and the fact that the Falcon isn't even close to being
: > : "totally compatible" with its predecessors makes matters worse.
: >
: > 80% of existing ST software runs on the Falcon and you claim
: > that it "...isn't even close to being 'totally compatible' with
: > it's predecessors"? I disagree!
: He he he
:
: >
: > : Having said that, what is going to convince software devlopers to produce
: > : for the Falcon in 8 years? I'd like to know why you believe that, honestly.
: >
: > 1. Because the Falcon hardware is still in production.
: Not by Atari..
:
: > 2. Because the Falcon is still being actively marketed.
: What continent?
:
: > 3. Because the new software already available is leading edge stuff.
: And what is leading edge? Screen saver?
:
: > 4. Because Atari owners enjoy their platform and support each other.
: Sounds kinky to me.
:
: > 5. Because clones of the Atari computer are becoming available.
: >
:

: Are you sure that the above does not apply to other platforms. Again, what
: planet are you on! So, you are going to reccommend to a new user to
: standardize on a obsolete platform?
:
: > : > Is it likely that Clone/Mac owners will still have new useful
: > : > applications for their existing machines in eight years? No.
: >
: > : Ha!! 8 years is an eternity in this industry. However, there are so
: > : many Clones and Macs out there (than other designs) that I'm sure there
: > : will still be a market.
: >
: > Go ahead and wander down to a CompUSA or a Computer City and try to
: > buy some new software that will run on an IBM PC/AT or an Apple
: > MacIntosh+. You can't!
: >
: > Then check the recent software offerings for the Atari computers
: > and you'll see that a lot of it will run on an 8-year-old ST.
: > That's why it's cheaper to perform a task on an Atari instead of
: > a Clone or an Apple.
: >
: > A: > If you're looking to avoid planned obsolescence, get a Falcon.
: >
: > : What are you saying? Just because the Falcon was the "flagship" of the
: > : Atari line and they quit making computers after it, then it will always
: > : be a "flagship" and thus have eternal status as such?
: >
: > Nope. I'm saying that it's much more likely that when new software
: > is released 8 years from now it will run on today's Falcon, based
: > on the fact that new software released today will run on an
: > 8-year-old Atari ST.
: >
: > : Just because my 486/80Mhz isn't the fastest PeeCee there is,
: > : it's automatically obsolete? I rather doubt the latter.
: >
: > That's the word on the street. 486's are out, Pentiums are in.
: >
: > : I'm not the type of person who HAS TO HAVE the "latest and
: > : the greatest."
: >
: > True. But you *do* have to own a machine that will run the software
: > you buy. That's where Clones and Apples put you at a disadvantage.
: >
: > : I suppose if that is your sole
: > : criteria for purchase, you could see things that way. I really don't
: > : care what the fastest new Pentium/Pro is. When my current machine fails
: > : to serve me, I'll have to sell it or toss it in a shitbox and get a new
: > : computer.
: >
: > That's what I said originally! Cloners need to spend about $2500.00
: > every four years to perform their task, while I've only had to spend

: > $2500.00 in *eight* years. It's cheaper to perform the task with an
: > Atari computer.
:
: What a bunch of bull. I paid $999 for my machine and came with lots of apps.
: What planet are you on?
:
: >
: > : Relative to new, innovative designs, all current computers
: > : will become obsolete. What makes you think the Falcon is immune to
: > : this?
: >
: > Not immune, just resistant.
: >
: > : The very fact that you believe so clearly illustrates how unrealistic
: > : your arguments are.
: >
: > Some people buy a computer to "follow the crowd" or to "impress their
: > friends" or even to "get free software from work". I chose my computer
: > because it was the most cost-effective way to accomplish my task. What
: > is realistic to me is clearly not realistic to you.
: >
: Like my $999 Mac that does the job wonderful!
:
:
: > Do we agree to disagree on this matter, or shall we go around again?
: >
: > -- George
:
: Falcon...computer or religious cult? On the next edition of Geraldo!
:
:
: BeBox(?)
: Peter Sinclair-Day Macintosh Performa 636
: University of Northern Iowa PowerBook 150
: Graduate School of Library/Curriculum and Information Science
: Http://w3.nai.net/~asincla/home.htm
:
: Saying Windows 95 is equal to Macintosh is like finding a potato that looks
: like Jesus and believing you've witnessed the second comming.
: -Guy Kawasaki
: Internet-democrats-request@webcom.com / Type 'subscribe' in body of message
:
:

2933. Re: Atari ST Mags in USA

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-21 00:00:00 UTC
From: stinformer@chatlink.com
Message-ID: <46brob$h09@news.chatlink.com>
Source record: 11137

sinclap2954@cobra.uni.edu wrote:
: In article <813769281.23003@pcthorpe.demon.co.uk>, Paul@pcthorpe.demon.co.uk writes:
: > As an Atari user in the UK I've seen the number of ST mags gradually
: > decrease. I am not knocking the numbers I subscribe to two already
: > ST Format and ST Applications and am thinking about a third
: > Atari World, but I just wondered what the Atari scene is like in the
: > USA.

: Dead, about non existance. I believe ST Informer is the only Atari rag left. I
: may subscribe to it to keep up with any Lynx stuff.

.....(AND Rod Replied)...YES, we are still here and kicking. We offer
subscription in the USA and abroad including air mail delivery. Check our
web page for subscription details. I also believe that Current Notes is
about to re-launch out of Toronto.

Best Regards, Rod
Rod MacDonald, Publisher | (503)476-0071 | stinformer@chatlink.com
ST Informer/ A&D Software |Fax (503)479-1825 | "Keep on Keepin' On"
909 NW Starlite Place |Order(800)800-2563 | GEnie : ST-INFORMER
Grants Pass, OR 97526 | MC/Visa/Discover | CompuServe: 75300,2514
Subscription/Software Prices at http://www.chatlink.com/~stinformer/

2934. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-21 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct21.190653.49991@cobra.uni.edu>
Source record: 11138

In article <DGqpL5.LzF@ridgecrest.ca.us>, Michael Grove <mgrove@owens.ridgecrest.ca.us>
writes:
> quinlan@news.sfu.ca (Brian Quinlan) wrote:
>>guenther@cabal.shnet.org (Thorsten Guenther) writes:
>>
>>>Does a PPC machine have a standard digital IO port for the standard
> DSP?
>>
>>The PowerPC doesn't need a DSP to process digital signals to acheive
> Falcon
>>equivalent performance since processor is fast enough to do it itself. I
>>could of course be proven wrong if you give me function that the Falcon
> can
>>do and the Mac can't. And what do you mean my "standard digital IO"?
>
> Ummm... Well, on the Falcon it is a "port" to connect units
> such as fiber optic digital to digital signal devices into.
> CD-Roms with fiber optic I/O and DAT decks come to
> mind. There is also a 8 channel 16track output device that can be
> connected there as well. I'm not even a "Musco" and I know that.
> I think you would have to do some soldering on you PPC or purchase an
> interface card (if such a beast exist) to have that type of "option"
> on you PPC :) The old AV's had DSP chips but I don't recall if they were
> externally accessable.Probably best to just break down and buy
> a C-Lab Falcon. Then you could learn something in this newsgroup
> instead of bashing it. And I don't want to hear the crap about
> how expensive the Falcons are. I just visited the Mac for sale
> group, and even the old 040's (800,900,950,840's) are going for
> more than a new C-Lab Falcon with 4/350 and Cubase thrown in from
> Toad.

Comparing an overpriced outdated slow Falcon with out expandable slots
to 040 Towers! Have you seen the $1399 Performa 631 and $1699 Performa 6116
complete with cdrom, monitor, modem, keyboard and software bundle?
The Falcon is expensive!

>
> Did I miss anything? You most certainly have. Tell me the truth.
> Did you purchase or upgrade all of your Mac software to take
> advantage of the PPC or are you happy running as if you had
> a Quadra?

Current apps are being shipped in both versions in the same box! Some may have
upgraded all or partial..
>

> Mike
>>
>>--
>>
>>Brian Quinlan
>>quinlan@sfu.ca
>
>

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

2935. Re: Atari & falcons

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-22 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <46ceau$s1s@due.unit.no>
Source record: 10990

SANSON Jacques (sanson@galaxie.int-evry.fr) wrote:
:
: Hey, i've just read in the French ST Magazine that Atari was
: manufacturing a few thousand new falcons, the first time since
: they abandonned the computer market. Looks like they need some fresh cash
: for some reason :) And that there are some people who still want
: to buy a Falcon despite the fact that to most people it doesn't even exist !!
:
: Now why would anybody in his right mind want to buy a falcon now that
: Windough 95 is out and buggin' ?
:
: I wish somebody could tell me that, cause i own a falcon, and i sometimes
: wonder why ? :) :) :)
:
: I guess it's because sometimes i HAVE to work on PCs or Macs ....
:
: PS: I read something funny about the new "state of the art" SpeedoGDOS
: lookalike printer driver that Microsoft is trying to sell with his
: new OS. THey had already riped off the desktop, now what ?? The DSP chip ?
****
This is the *good* thing about '95, the bad thing is that it just don't work
(At least not on my friends 100Mhz Pentium with 16 egs ram...).

: Maybe they hired the folks who wrote the atari's ROMs :):):)
:
: Well, i guess good ideas always last, and some have them before the others.

--
***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

2936. Re: Atari ST Hard drives?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-22 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <46cefk$s1s@due.unit.no>
Source record: 10991

Brian Tegtmeier (teg@unlinfo.unl.edu) wrote:
:
: Was wondering if anyone knew anyone who would want to sell an atari ST
: hard drive. Or if anyone knows what kind of hard drive I need (for example,
: IDE, MFM, SCSI) , this would be helpful also. Please help, the ST is almost
: buried under the dust. Psalms 69.

Try System Solutions, The Upgrade Shop, Compo, Gasteiner... for new drives.

If you want to build one yourself the simplest is to get a SCSI-host adaptor
and a SCSI-drive. You can also use IDE-drives if you get a IDE host adaptor.
These are more difficult to install and harder to get, but the drives are much
cheaper.

:
:
: Brian Tegtmeier
: teg@crc-maint.unl.edu
:
: --
: --
: - and that's all I have to say about that. -F.G.
:
:

--
***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

2937. Re: Atari ST Hard drives?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-22 00:00:00 UTC
From: hing@csulb.edu
Message-ID: <46d368$dhj@garuda.csulb.edu>
Source record: 10992

Brian Tegtmeier (teg@unlinfo.unl.edu) wrote:

: Was wondering if anyone knew anyone who would want to sell an atari ST
: hard drive. Or if anyone knows what kind of hard drive I need (for example,
: IDE, MFM, SCSI) , this would be helpful also. Please help, the ST is almost
: buried under the dust. Psalms 69.

You can use any SCSI hard drive on the ST, the only thing you need is the Link
that allows you to connect any SCSI HD to the DMA port on the ST.

--
o---o
| Houn-Nam Ing | E-mail: hing@engr.csulb.edu |
|-=-|
| WWW: http://www.engr.csulb.edu/~hing/ |
|-=-|
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------- Charles de Gaulle --------------------------o

2938. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-22 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DGuF8r.IMr@ridgecrest.ca.us>
Source record: 10993

>This is were you are wrong. The processor can do anything that the DSP
>can do. It's just that a DSP can do some functions faster than the
>processor.

Nope, your wrong.

>
>benchmarks the 60Mhz 601 (the absolute slowest) was just BARELY beaten
>by a 40-MHz 68040 and a 66MHz AT&T DSP. The Falcon does not, of
>course, have a 40-MHz 68040 or a 66MHz DSP.

So you are saying the Falcon is as fast or faster than a 601 60mhz?
You must. I use an 040/40 and while it's running the Mac OS, the
Falcon is compairable in speed. Now if your running the Mac with
MagicC, that's another story. We're not talking CPU benchmarks here.
If you can't open the car door as fast as the other guy, he'll
probably beat you to the end of the mile. In other words, I'll bet
I can boot my Falcon and load a 100K .JPG quicker than you can on
your PPC. I'll go even further.I'll bet I can do the above, digitize
1 minutes of 180*100 16bit color video and save it off to where even
a PC can view the file. Oh, ya, it will be a much higher quality
than QT too. It will also be a LOT less expensive than the Mac options.
So, where do we draw the line at which machine is the fastest? Which
is the best? Let me see now... I can still buy a Falcon. The software
is still very well supported. I can get hardware and software second
or even next day. I think I just talked my self into a C-Lab Falcon.
I've been pondering the idea for a while, and Toad will throw in
Cubase for a song <grin> so what the hell. Now i'll have two. And
I think i'll keep my 1040 and my Mega. The 486 does this net stuff
pretty good, so it can stay. If I can ever get the MacMall to send
me my fu*king fries, I'd be happy.

Have fun this winter,

Mike

2939. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-22 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DGuDHt.HzA@ridgecrest.ca.us>
Source record: 10994

>>> True, my 636 8/250/cd is no longer manufactured because Apple
>>>replaced it with a 8/500/cd one.
>> THAT I'd call discontinued . . .
>
>Same model with a beafier harddrive.

beafier, oh please!

2940. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-22 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <46do9g$6rd@ccshst05.cs.uoguelph.ca>
Source record: 10995

: Can I buy one localy? The Falcon has been discontinued by Atari.

Probably not. But even if you could, you wouldn't know because
you've never looked.

: If you are a Falcon owner, how do you upgrade to something higher?

Read a few ST magazines.

: versions. What is your point? You can't even find ST software localy.

We doesn't live in your hick-town. He probably has no problem
buying stuff for his Falcon.

: Ah, a selling point.>..But you still have that mushy keyboard!

How would you know? You've never seen a Falcon, let alone typed
on one.

>> Mark <<

--
==
Mark Rathwell = "The bubblehead beach blond comes on at five.
= She can tell you about the plane crash with a
The Universiy Of Guelph = gleam in her eye."
= - Don Henley
mrathwel@uoguelph.ca =
==

2941. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-22 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <46e777$nhm@news3.cts.com>
Source record: 10996

Demonstrating his ability to log on to the .net from the planet orbiting
51 Pegasus, the one and only Peter Sinclair-Day (sinclap2954@cobra.uni.edu)
wrote:

: In article <461qau$gkb@news3.cts.com>, dferran@crash.cts.com
:(George Crissman - Ferran Scientific) writes:
: > The level-headed James Wood (jamesw@PEAK.ORG) wrote:
: > : > On other platforms (Mac or Clone), it's not unreasonable to
: > : > purchase a *brand* *new* $2500.00 machine every four years.
: > : > Even then, you must add some "optional extras" to the base machine
: > : > just to make it suitable for use.

: It's not unreasonable to spend $1500 for a Dell Pentium and Mac 631cd one as
: well. Doesn't the Falcon cost $1900 fully loaded?

If you're talking "fully loaded", then $1500 for Dell or Mac is too low.
Fully loaded Dells and Macs are easily $2500, and during this weekend I've
seen some "ultimate clone systems" at *discounter* Incredible Universe for
$3000.00.

Get a fully-loaded Falcon and save $1100.00. And get a more-efficient
operating system. And associate with a great group of computer
enthusiasts.

: > The '486 is dated technology (they're even sneering at it on the talk
: > shows here in San Diego), and 8 megs isn't really suitable for anything
: > more than casual use (...if you're running Microsoft Windows, that is...).

: And the expensive Falcon is not?

[assuming he means "not dated"]: It's been around for a year or so,
so that makes it an "established" machine. And with the availability
of the DirecTT, Medusa, and Eagle it may be replaced by these faster,
compatible machines in the next few years.

: > We'll probably hear from sinclap on the matter <g>. However, it takes
: > a MacIntosh running a better processor and double-or-faster clock speed
: > to equal the performance of the comparable Atari machine.

: Oh, please! Are you comparing a PPC Mac running Photoshop to a ST
: running a screen saver? What a comparison. You can't even compare
: because the ST/Falcon is soo behind.

No, I'm referring to the benchmarking done by Digital Equipment
Corporation several years back when they unveiled their "Alpha Processor"
system. Completion times were:

Apple Mac Quadra 12 seconds
Clone 486/66 MHz 6 seconds
DEC Alpha 5 seconds

Atari was running the same benchmark on the Falcon in 4 seconds.
Obviously, I'm being generous to the Mac when I say it only needs
a better processor and double-or-faster clock speed.

: > : > Is it likely that new Falcon owners will still have new useful
: > : > applications for their existing machines in eight years? Yes!
: >
: Yea, right.. The Falcon lacks a web browser! Its your right to hold onto
: something that has failed!

Not only is there an on-line web browser, there is also an OFF-line
web browser for the Falcon. Do your development work offline or view
your stored favorite page offline and save on connect cost!

: Forgot web browsers,

Nope....

: games,

That's what Jaguars and Clones are for. (I've never met anyone who
felt the Mac was a serious contender in the game machine category. :-)

: and multimedia apps

You mean like Apex Media and Expose?

: ...Doesn't take a genius to figure out to spend as much money on
: the dead Falcon to the other cheaper platforms that have a wealth
: of apps and hardware!

The other platforms are cheaper because they don't offer all that the
Falcon offers. That was demonstrated above.

: Again, what planet are you on?

This is why I suspect your internet connection is from the newly
discovered planet orbiting the star "51 Pegasus". I'm here on earth
and well-grounded, thank you.

: GET WITH THE PROGRAM!

Ah, yes. "ReBoot!" Lovely eye-candy, clever computer in-jokes,
and plotlines that always manage something unexpected. It really
should be a prime-time show.

: > My guess is that you'll only need one or two applications in any
: > given category. Surprise! Falcon owners can choose from several
: > applications in each category as well. While we don't have the
: > luxury of learning to operate 237 different spelling checkers, we
: > do have spelling checkers in our software!
: >

: Who needs to learn on how to operate spell checkers?
^^^^^^^^^^^^

Or grammar checkers <g>.

: > There is a good selection of software that runs on the Falcon,
: > just check out the 56-page catalog from Toad Computers or look
: > at all the advertisements in ST Informer.

: 56 pages of Falcon stuff? I don't think soo. I have a Toad catalog..

That's what "compatibility" is all about! Software written for
the ST runs just fine on the Falcon. Are you implying that each
new MacIntosh model causes the existing catalog of Mac software to
become obsolete?

: > : Having said that, what is going to convince software devlopers to
: > : produce for the Falcon in 8 years? I'd like to know why you
: > : believe that, honestly.
: >
: > 1. Because the Falcon hardware is still in production.
: Not by Atari..

Atari designed, C-Lab produced (with improvements!).

: > 2. Because the Falcon is still being actively marketed.
: What continent?

Europe, United States, etc.

: > 3. Because the new software already available is leading edge stuff.
: And what is leading edge? Screen saver?

Multimedia. Are Macs users still entranced by screen savers?

: Are you sure that the above does not apply to other platforms.

There's a good chance it *does* apply to other platforms. Does that
mean all the other platforms are as objectionable to you as the Falcon?

: Again, what planet are you on!

Earth. Is there a name for the planet you're on, or is it still
"the planet orbiting 51 Pegasus"?

: So, you are going to reccommend to a new user to standardize on a
: obsolete platform? ^^^^^^^^^^

See also:

: Who needs to learn on how to operate spell checkers?
^^^^^^^^^^^^

If you're asking if I'll recommend an under-performing Mac to a new
user, the answer will be "it depends on the support". New users are
normally confused and just a bit scared of their machines, and what

they need most is someone to guide them through.

I help new users with clones, macs, unix, and atari systems. And you?

: What a bunch of bull. I paid $999 for my machine and came with
: lots of apps.

Try to buy new software for it in four years. Most likely, your machine
won't be capable of running it. Most of the new Atari software runs on
the ST just fine.

: What planet are you on?

Still here on planet earth.

Did you know that the inner planet at 51 Pegasus completely revolves
around it's sun every 5.4 earth days? Such a short year would tend
to cause an excessive proliferation of new computer models (the "annual
product launch" concept) ... just like Apple's MacIntosh line ... hmm,
I think we're *on* to something, here!

: > Some people buy a computer to "follow the crowd" or to "impress their
: > friends" or even to "get free software from work". I chose my computer
: > because it was the most cost-effective way to accomplish my task. What
: > is realistic to me is clearly not realistic to you.
: >
: Like my $999 Mac that does the job wonderful!

That's what it all comes down to! If you're happy with it based on
your own criteria, then it's the machine for you. Our difference of
opinion is based on what we expect from our computers.

: > Do we agree to disagree on this matter, or shall we go around again?
: >
: > -- George

-- George

2942. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-22 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <46e47t$i0t@morgoth.sfu.ca>
Source record: 10997

guenther@cabal.shnet.org (Thorsten Guenther) writes:

>But the Falcon DSP does not waste it's time running MacOS.
>The Falcon DSP is usually directly accessed, not via OS.

Neither is the Mac's DSP. The operating system only provides one API routine for the DSP, a routine that checks to see if you actually have one. Other API routines may use the DSP if you have one but the way the DSP is set up only one program can use it at a time. That means the MacOS will not burn up DSP cycles when your program is using it.

>The Falcon DSP has a digital port for IO.

Did we decide that the GeoPort doesn't count? It's definately digital, it definately does IO. What else does it need to be as good as the Falcon's?

>In short: the Falcon gives the musician more than the Mac at a lower cost.

If you make this statement because of your three other points then you might want to reconsider.

--

Brian Quinlan
quinlan@sfu.ca

2943. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-22 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <46e5ta$is8@morgoth.sfu.ca>
Source record: 10998

Michael Grove <mgrove@owens.ridgecrest.ca.us> writes:

>>This is were you are wrong. The processor can do anything that the DSP
>>can do. It's just that a DSP can do some functions faster than the
>>processor.
>
>Nope, your wrong.

Then please provide me with an example where the DSP can do something that
the processor can't.

>So you are saying the Falcon is as fast or faster than a 601 60mhz?
>You must. I use an 040/40 and while it's running the Mac OS, the
>Falcon is compairable in speed. Now if your running the Mac with
>MagicC, that's another story. We're not talking CPU benchmarks here.
>If you can't open the car door as fast as the other guy, he'll
>probably beat you to the end of the mile. In other words, I'll bet
>I can boot my Falcon and load a 100K .JPG quicker than you can on
>your PPC. I'll go even further.I'll bet I can do the above, digitize
>1 minutes of 180*100 16bit color video and save it off to where even
>a PC can view the file. Oh, ya, it will be a much higher quality
>than QT too. It will also be a LOT less expensive than the Mac options.

[price stuff deleted]

Sorry, since we where talking about hardware I assumed that any benchmarks
would include the hardware only. I will concede that the Falcon would restart
and load a 100K .JPG faster than my Mac. That's because the Atari boots
faster than the mac. If all we had to do is double click on the JPG then,
assuming similar JPG viewers, I claim that the PPC would be faster. The
digitizing example seems silly. It can only take 1 minute to digitize 1
minute of video. The Mac uses it's own file system while the Atari borrows the
PCs so obviously the Atari should be faster at saving onto PC media (if I
understood your point). And, not to flame, but a lot of people don't seem
to understand exactly what QT is. QT is an engine not a format. QT will play
back any video file as long as there is a plug-in for it. The normal plugins
are MPEG, cinepak, animation, component video, YUV and JPEG (just a file
that has each frame stored in JPEG). So, for example, if your Falcon is
digitizing into MPEG format and you compare it to a Mac digitizing cinepak
then the Falcons will look better. Cinepak is the usual mac format because
it is usually smaller than MPEG. But, if you want quality and have the
disk space, go for uncompressed. That will be the best possible quality.
A better benchmark would be "how many fps can you capture in 24-bit mode,
a 320x240 movie, saving direct to disk, using on-the-fly compression into
MPEG?" or something like that.

--

Brian Quinlan
quinlan@sfu.ca

2944. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-22 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <46eqi5$cht@gti.gti.net>
Source record: 10999

George Crissman - Ferran Scientific (dferran@crash.cts.com) wrote:

: If you're talking "fully loaded", then $1500 for Dell or Mac is too low.
: Fully loaded Dells and Macs are easily $2500, and during this weekend I've
: seen some "ultimate clone systems" at *discounter* Incredible Universe for
: $3000.00.

I have to agree with this. We are puchasing about $30,000 worth of the
following Dell systems:

Dell XL575 75MHz Pentium
16mb of RAM
540mb hard drive
15" Sony Trinitron monitor
Keyboard, mouse
Sound card built into the system board
Altech Lansing speakers
CD-ROM
3c5x9 Ethernet also built into the system board
Win95
Etc

The total price was $2700.00, AFTER discount. When you drop the multimedia
equipment, and get the CTX monitor, then you are approaching $2200.

But, I must qualify this purchase, that it is the "corperate" line,
meaning that you are "guarenteed" consistancy of components, no
matter what. ie: all systems ordered with 540mb will have WD Caviers.
They sell a "personal" line, which is probably $500 cheaper, but you
don't get the consistancy.

Unless one wants to spend money on the absolute bottom of the line
equipment, you honestly can't get under $2,000 when building a
Pentium machine.

(the consistancy factor is important when one has to juggle hundreds
of systems in widely spaced areas).
--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

2945. Atari or Mac newsgroup?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-23 00:00:00 UTC
From: Lonnie Webb <lwebb@fastlane.net>
Message-ID: <46f4ps$cqf@dfw.nkn.net>
Source record: 11000

Excuse me for butting into the warfare.... Somebody once posted a message about low activity here?

Anyways, if there are any RatSoft BBS SysOps around, I'm looking for RatSoft-compatible software. My users like Galactic Empire and I can't find it at any of my FTP hang-outs.

Thanks in advance for any help you guys can give me.

2946. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-23 00:00:00 UTC
From: frieder@southern.co.nz
Message-ID: <46fd5c$b76@southern.co.nz>
Source record: 11001

Frieder Guy (frieder@southern.co.nz) wrote:
AARGH!!!!!!!!! It didn't save my edited changes, so here goes again.

: sinclap2954@cobra.uni.edu wrote:
: : In article <461qau$gkb@news3.cts.com>, dferran@crash.cts.com (George Crissman - Ferran Scientific) writes:
: : > The level-headed James Wood (jamesw@PEAK.ORG) wrote:
: : >
: : > : On 13 Oct 1995, George Crissman - Ferran Scientific wrote:
: : > : > Just about anything you buy will depreciate in value so the
: : > : > question isn't about "resale value". The real question is
: : > : > "how much will it cost to do what I want to do?" In the eight
: : > : > years I've owned my ST, I think I've spent maybe $2500.00 on
: : > : > application software and hardware upgrades to stay current.
Ditto
: : >
: : > : Every consumer commodity has a resale value. You may not like to think
: : > : about it, yet it does exist. Whether it's an automobile or a vacuum
: : > : cleaner, there exists a market for second-hand products. To deny this is
: : > : amongst the most specious of all arguements I've ever heard.
: : >
: : > Aw, c'mon -- where did I deny the existance of a second-hand market?
: : > The whole concept of depreciation is based on how much money you can
: : > get for reselling an item. And my point was: how much does it cost
: : > to accomplish the task at hand with the equipment you need? And I
: : > demonstrated that it was *significantly* less expensive with an Atari.
I agree totally
: : >
: : > : > On other platforms (Mac or Clone), it's not unreasonable to
: : > : > purchase a *brand* *new* $2500.00 machine every four years.
: : > : > Even then, you must add some "optional extras" to the base machine
: : > : > just to make it suitable for use.
: :
: : It's not unreasonable to spend $1500 for a Dell Pentium and Mac 631cd one as
: : well. Doesn't the Falcon cost $1900 fully loaded?
$1900 New Zealand maybe. (NZ$1=approx US$0.50
: :
: :
: : >
: : > : Computer Shopper is filled with fully-loaded 486/66Mhz/80Mhz/100MHz+
: : > : systems for around half that (if not less) and they are fully-loaded with
: : > : CD-ROMs and sound and 8megs and software and certainly not lacking for
: : > : "options to make it suitable for use." Once again, someone needs to make
: : > : better observations. Yes, I loaded Pentium might cost that, but it's a

: : > : damn fast computer and a clock-multiplied 486 is still bang-for-buck champ.
: : >
: : > The '486 is dated technology (they're even sneering at it on the talk
: : > shows here in San Diego), and 8 megs isn't really suitable for anything
: : > more than casual use (...if you're running Microsoft Windows, that is...).
: : >
The anything86 series is dated technology, like about 20 years out of
date - the 486 is just a very overclocked XT.
: :
: : And the expensive Falcon is not?
: :
Only about 2 years not 20
: : > : I've also seen fully-loaded Mac systems at/around $1000-$1200, but I
: : > : don't know enough about them to elaborate.
: : >
: : > We'll probably hear from sinclap on the matter <g>. However, it takes
: : > a MacIntosh running a better processor and double-or-faster clock speed
: : > to equal the performance of the comparable Atari machine.
: :
: : Oh, please! Are you comparing a PPC Mac running Photoshop to a ST running a
: : screen saver? What a comparison. You can't even compare because the ST/Falcon
: : is soo behind.
: :
Stop being pathetic! Comparing a PPC Mac running Photoshop to a Falcon
running APEX Media is the sort of thing.
: : >
: : > : > Clearly, my total cost of ownership is MUCH less when I compare
: : > : > my ST to the other alternatives available at the time of my
: : > : > original purchase: the IBM PC/AT or the Apple MacIntosh+.
At the time the Atari ST kicked butt of everything else about for the
price, I got mine for running Notator SL. And now the Falcon is the one
to compare. Very nice and no hidden costs either.
: : >
: : > : I agree; that's why I bought the ST. However, if there is ever a system
: : > : with hidden costs to make it "suitable for use," it's the ST. By the
: : > : time one adds new TOS, 4-megs of RAM, 1.44 floppy, etc.etc.etc they're
: : > : way in over the cost of a competing platform and would have to give it away.
: : >
: : > TOS Upgrade: $59.00
Get multi-tos, or mint + a desktop replacement - FREE for desktop
replacement, just find a BBS which has one
: : > Floppy Upgrade: $100.00
$100 New Zealand maybe
: : > RAM Upgrade: $100.00 plus RAM (same cost on all platforms)
: : > -------
: : > $259.00
: : >
: : > (source: Toad Computers catalog)
: : >
: : > : > Is it likely that new Falcon owners will still have new useful

: : > : > applications for their existing machines in eight years? Yes!
: : >
: : Yea, right.. The Falcon lacks a web browser! Its your right to hold onto
: : something that has failed!
The Falcon has a web browser. Even the 520 ST has a web browser.
: :
: : > : There will be very few "new Falcon owners" TODAY, let alone 8 years from
: : > : now. What planet are you on? The great dearth of Falcon software has
: : > : been the bane of the Falcon (and most Atari products) since its
: : > : introduction.
The planet is Earth and stop being pathetic.
: : >
: : > "Lots of software" is always comforting, but how many of the 45
: : > Clone spreadsheets do you actually need? How many of the 237 Clone
: : > word processors do you actually need? How many of the 68 Clone
: : > databases do you actually need?
: :
: : Forgot web browsers, games and multimedia apps...Doesn't take a genius to
: : figure out to spend as much money on the dead Falcon to the other cheaper
: : platforms that have a wealth of apps and hardware! Again, what planet are you
: : on? GET WITH THE PROGRAM!
: :
Earth idiot. And the apps for the Falcon are cheaper than the apps for
the PC.
: : >
: : > My guess is that you'll only need one or two applications in any
: : > given category. Surprise! Falcon owners can choose from several
: : > applications in each category as well. While we don't have the
: : > luxury of learning to operate 237 different spelling checkers, we
: : > do have spelling checkers in our software!
: : >
: : Who needs to learn on how to operate spell checkers? What are you babbling
: : about? The Falcon is a throw away wedge piece of litter, get over it!
: :
Try dumping the PC, the Falcon kicks butt.
: : > : The tiny niche Falcon market is too small to attract much
: : > : software development,
: : >
: : > There is a good selection of software that runs on the Falcon,
: : > just check out the 56-page catalog from Toad Computers or look
: : > at all the advertisements in ST Informer.
: :
: : 56 pages of Falcon stuff? I don't think soo. I have a Toad catalog..
: :
15000 archives of Falcon stuff on one of the net sites so don't give us
that crap. It doesn't have to be commercial to be good on the Atari, in
fact the commercial stuff on the PC is worse than some of the PD Atari stuff
: : >
: : > : and the fact that the Falcon isn't even close to being
: : > : "totally compatible" with its predecessors makes matters worse.

: : >
: : > 80% of existing ST software runs on the Falcon and you claim
: : > that it "...isn't even close to being 'totally compatible' with
: : > it's predecessors"? I disagree!
: : He he he
: :
Even though 80% of the software for ST's works, who needs it when there
is heaps already for the Falcon
: : >
: : > : Having said that, what is going to convince software devlopers to produce
: : > : for the Falcon in 8 years? I'd like to know why you believe that, honestly.
: : >
: : > 1. Because the Falcon hardware is still in production.
: : Not by Atari..
By C-LAB, the best company for musical things in the world including the
Falcon. Heard of the C-LAB Falcon 040?
: :
: : > 2. Because the Falcon is still being actively marketed.
: : What continent?
Australia, some parts of Europe
: :
: : > 3. Because the new software already available is leading edge stuff.
: : And what is leading edge? Screen saver?
Stop being pathetic. APEX Media, Atari Works, Notator Logic Audio
: :
: : > 4. Because Atari owners enjoy their platform and support each other.
: : Sounds kinky to me.
Stop being pathetic. It's true and friendly not kinky.
: :
: : > 5. Because clones of the Atari computer are becoming available.
: : >
: :
: : Are you sure that the above does not apply to other platforms. Again, what
: : planet are you on! So, you are going to reccommend to a new user to
: : standardize on a obsolete platform?
: :
: : > : > Is it likely that Clone/Mac owners will still have new useful
: : > : > applications for their existing machines in eight years? No.
: : >
: : > : Ha!! 8 years is an eternity in this industry. However, there are so
: : > : many Clones and Macs out there (than other designs) that I'm sure there
: : > : will still be a market.
EXISTING MACHINES not NEW machines ie you would have to buy another 2
computers to keep up with the software market.
: : >
: : > Go ahead and wander down to a CompUSA or a Computer City and try to
: : > buy some new software that will run on an IBM PC/AT or an Apple
: : > MacIntosh+. You can't!
: : >
: : > Then check the recent software offerings for the Atari computers

: : > and you'll see that a lot of it will run on an 8-year-old ST.
: : > That's why it's cheaper to perform a task on an Atari instead of
: : > a Clone or an Apple.
Agreed.
: : >
: : > A: > If you're looking to avoid planned obsolescence, get a Falcon.
: : >
: : > : What are you saying? Just because the Falcon was the "flagship" of the
: : > : Atari line and they quit making computers after it, then it will always
: : > : be a "flagship" and thus have eternal status as such?
The Enterprise is the flagship of the Star Trek series, and guess what
they did? Upgraded existing designs. So you get the Falcon 030, then the
Falcon 040, 060 etc etc
: : >
: : > Nope. I'm saying that it's much more likely that when new software
: : > is released 8 years from now it will run on today's Falcon, based
: : > on the fact that new software released today will run on an
: : > 8-year-old Atari ST.
Agreed
: : >
: : > : Just because my 486/80Mhz isn't the fastest PeeCee there is,
: : > : it's automatically obsolete? I rather doubt the latter.
Try PieceofCrap. It is dated technology because it is 1970's technology,
just over clocked and sped up
: : >
: : > That's the word on the street. 486's are out, Pentiums are in.
: : >
: : > : I'm not the type of person who HAS TO HAVE the "latest and
: : > : the greatest."
: : >
: : > True. But you *do* have to own a machine that will run the software
: : > you buy. That's where Clones and Apples put you at a disadvantage.
: : >
: : > : I suppose if that is your sole
: : > : criteria for purchase, you could see things that way. I really don't
: : > : care what the fastest new Pentium/Pro is. When my current machine fails
: : > : to serve me, I'll have to sell it or toss it in a shitbox and get a new
: : > : computer.
Try the latter now and get a Falcon.
: : >
: : > That's what I said originally! Cloners need to spend about $2500.00
: : > every four years to perform their task, while I've only had to spend
: : > $2500.00 in *eight* years. It's cheaper to perform the task with an
: : > Atari computer.
: :
: : What a bunch of bull. I paid $999 for my machine and came with lots of apps.
: : What planet are you on?
: :
Earth idiot. What planet are you on?
: : >

: : > : Relative to new, innovative designs, all current computers
: : > : will become obsolete. What makes you think the Falcon is immune to
: : > : this?
: : >
: : > Not immune, just resistant.
: : >
: : > : The very fact that you believe so clearly illustrates how unrealistic
: : > : your arguments are.
: : >
: : > Some people buy a computer to "follow the crowd" or to "impress their
: : > friends" or even to "get free software from work". I chose my computer
: : > because it was the most cost-effective way to accomplish my task. What
: : > is realistic to me is clearly not realistic to you.
: : >
: : Like my $999 Mac that does the job wonderful!
: :
: : Falcon...computer or religious cult? On the next edition of Geraldo!
: :
Decent computer.
: :
: : Saying Windows 95 is equal to Macintosh is like finding a potato that looks
: : like Jesus and believing you've witnessed the second comming.
: :
Saying a Macintosh is equal to a Falcon is like finding a shit that looks
like Jesus and believing you've witnessed the second coming.

2947. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-23 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <46g5me$q1c@news.iesd.auc.dk>
Source record: 11002

In article <1995Oct21.190857.49992@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> In article <468fbp$19t@nyheter.chalmers.se>, d2cg@dtek.chalmers.se (Christer Gustavsson) writes:
> > In article <1995Oct19.224906.49962@cobra.uni.edu>,
> > <sinclap2954@cobra.uni.edu> wrote:
>
> What is this mythical web browser? Sounds like a insecure Atari Jihad..
>
The name of the Web Browser is simply "WWW v.1.0x" and has recently been updated
to v.1.07.

- And it's freeware.

>
> Atari Jihad...not as powerful as Iran, but equaly Fanatical!

Peter Sinclair-Day...not as powerful as Saddam, but equaly stupid.

Sorry - just couldn't resist..... You know how that feels......

Keep Cool and Flying....

ChainXOR...

2948. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-23 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DGx5v2.L1B@ridgecrest.ca.us>
Source record: 11003

sinclap2954@cobra.uni.edu wrote:
>In article <461n07$f8f@news3.cts.com>, dferran@crash.cts.com (George
Crissman - Ferran Scientific) writes:
>> Continuing to quote at incredible depths (most of it edited out this
>> time) the one and only Peter Sinclair-Day (sinclap2954@cobra.uni.edu)
>> wrote a lot and managed to communicate:
>>
>> : The Falcon is a discontinued model from Atari.
>>
>> Not true. It has been licensed to C-Lab and is still available.
>
>Can I buy one localy? The Falcon has been discontinued by Atari.

Sure, call Toad or B&C or Steves ect.....
>
>>
>> :Atari no longer manufactures and supports it.
>>
>> This much is true.
>>
>> : Apple also announced a $699 6300 logic board upgrade for the 630
>> : series and 6200 series. I am tempted.
>>
>> In prior years, Atari owners claimed you could get an whole new
>> computer for the cost of an "upgrade" on other platforms. Since
>> the base C-Lab Falcon is still available for $799.00, it looks
>> like this claim remains true.
>
>If you are a Falcon owner, how do you upgrade to something higher?

What do you mean higher? One purchases the Falcon for what it
can do, not what it can't. Don't de stupid.

>
>>
>> And as a bonus, you get a much more efficient operating system,
>> scads of standard built-in ports, a DSP, room for a $59.00 math
>> coprocessor, and compatibility with a software base extending back
>> ten years or so.
>
>Efficient OS?..behind the times..Can't do much..And I don't have
zillions of
>ports in the back? My software is updated soo often using 20th
genration
>versions. What is your point? You can't even find ST software localy.

This really show's you are just talking out your ass. You haven't any
idea what your talking about.
>
>>
>> Plus: Like other Atari computers, the Falcon doesn't catch fire.
>
>Ah, a selling point.>..But you still have that mushy keyboard!
>>

2949. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-23 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DGx5I4.KyK@ridgecrest.ca.us>
Source record: 11004

quinlan@news.sfu.ca (Brian Quinlan) wrote:
>Michael Grove <mgrove@owens.ridgecrest.ca.us> writes:
>
>>I'm not concerned with the PPC. It will still only run 040 software
>>at Quadra/Performa speeds. Main-stream users will not change their
>>whole software selection just to be almost as fast as a Pentium.
>>And those that do probably should have purchased a DOS, err.. WIN 95
>>box in the first place. Poor misguided souls.
>
>A 604 PowerMac can run 040 software faster than any Quadra, including
the
>Q840AV.

That is a bunch of shit. At best it will run slightly better than
a 040/33mhz.

And you don't have to change you software just to get PPC software.
>All the current releases of major software have included a PPC version.

There is the key. "All current versions". You still have to
upgrade or purchase new software.

>if you use a PC then you might have to use Windoze...
>
Nope Linux
Screw Microsoft
>
>Brian Quinlan
>quinlan@sfu.ca

2950. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-23 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct23.234149.50049@cobra.uni.edu>
Source record: 11005

In article <FJVGAHCGUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:
> In <1995Oct19.224906.49962@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>The Falcon lacks a web browser!
>
> Try ftp.cs.tu-berlin.de, archive name is www106.zip.
>
>>Who needs to learn on how to operate spell checkers?
>
> Peter Sinclair-Day!
>
> Hey, this was the correct answer, what have I won?

A smack in the head...

>
>>I paid $999 for my machine and came with lots of apps.
>
> You came with lots of apps?

It came with lots of apps, goodies, one year warranty, 10 free hours of E-World..

>
> BTW, you apparently bought a crappy cheap non-expandable Mac, right?
> I mean, the PDS is occupied with either a gfx board or McSTout or ...
> you can't have two expansions at the same time.
>

Like the falcon has expandibility...I have a PDS, communication slot for modem or ethernet, video slot and a tv tuner slot.. Plus there is a $699 6300 logic board upgrade.

> What are you proud of? Not to have bought a 7500?
>

No, my brother has a 7500. I will stick with the 636 for now. Rumors are that in any day now, PowerComputing will announce 604 Powermacs starting at $2000!

> Thorsten
>
>
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) -
> ---

> - Es ist Ralph Babel ausdr&#65533;cklich untersagt, -
> - diesen Artikel zu archivieren. -

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

2951. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-23 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct23.234242.50050@cobra.uni.edu>
Source record: 11006

In article <FJVGAHCJUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:
> In <1995Oct19.223212.49961@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>In article <461n07$f8f@news3.cts.com>, dferran@crash.cts.com (George Crissman - Ferran Scientific) writes:
>>> : The Falcon is a discontinued model from Atari.
>>>
>>> Not true. It has been licensed to C-Lab and is still available.
>>
>>Can I buy one localy?
>
> I can.

Doesn't answer my question..

>
> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) -
> ----------
> - Es ist Ralph Babel ausdr&#65533;cklich untersagt, -
> - diesen Artikel zu archivieren. -

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

2952. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-23 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct23.234917.50051@cobra.uni.edu>
Source record: 11007

In article <46do9g$6rd@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Can I buy one localy? The Falcon has been discontinued by Atari.
>
> Probably not. But even if you could, you wouldn't know because
> you've never looked.
>
> : If you are a Falcon owner, how do you upgrade to something higher?
>
> Read a few ST magazines.

What ST magazines? My newstand does not have any..

>
> : versions. What is your point? You can't even find ST software localy.
>
> We doesn't live in your hick-town. He probably has no problem
> buying stuff for his Falcon.

100,000 in population!
>
> : Ah, a selling point.>..But you still have that mushy keyboard!
>
> How would you know? You've never seen a Falcon, let alone typed
> on one.

Nope, but an ST! I saw the ST's at Derric electronic in Hamden Connecticut a long time ago.

>
> >> Mark <<
>
> --
> ==
> Mark Rathwell = "The bubblehead beach blond comes on at five.
> = She can tell you about the plane crash with a
> The Universiy Of Guelph = gleam in her eye."
> = - Don Henley
> mrathwel@uoguelph.ca =
> ==

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a
third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.....
Internet-democrats-request@webcom.com / Type subscribe in body of message

2953. FS: 2 Atari Joysticks/Video Touch Pad - $10.00

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-24 00:00:00 UTC
From: guard@netcom.com
Message-ID: <guardDGxG49.7vF@netcom.com>
Source record: 11008
Cross-posted to: rec.games.video.marketplace,comp.sys.atari.advocacy,alt.atari.2600,rec.games.video.atari

```
||=========================================================================||
|| 2 Atari 2600 Regular Joysticks - 1 Atari Video Touch Pad - $10.00 (ALL) ||
||=========================================================================||
--
[)(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<(]
||===========[ Robert S. (Avid Video Game Player And Collector) ]===========||
|| Email: [guard@netcom.com] or Call: [(310)544-1596] If You Are Interested ||
||=====[ In Buying Or Selling: 3DO/Atari 2600/PC/PCEngine/Playstation ]=====||
|| Sega Genesis/Saturn/Super Nintendo/Turbo Duo/"Systems/Games/Accessories" ||
[)(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<(]
```

2954. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-24 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.814549171@gmi.edu>
Source record: 11009

sinclap2954@cobra.uni.edu writes:

>> BTW, you apparently bought a crappy cheap non-expandable Mac, right?
>> I mean, the PDS is occupied with either a gfx board or McSTout or ...
>> you can't have two expansions at the same time.

>Like the falcon has expandibility...I have a PDS, communication slot for modem
>or ethernet, video slot and a tv tuner slot.. Plus there is a $699 6300 logic
>board upgrade.

Oh, joy! You got a communication slot! Is something like that a
commodity for Apple owners?

What type of processor is in your system? Memory? Hard disk? What's
the speed of the aformentioned?

>> What are you proud of? Not to have bought a 7500?

>No, my brother has a 7500. I will stick with the 636 for now. Rumors are that
>in any day now, PowerComputing will announce 604 Powermacs starting at $2000!

Oh, gosh! Apple is planning on introducing a machine with some decent
power for under $2000! Huh? What's that? They've already missed the
boat?

> Peter Sinclair-Day Macintosh Performa 636
> University of Northern Iowa PowerBook 150
>
> Saying Windows 95 is equal to Macintosh is like finding a potato that looks
>like Jesus and believing you've witnessed the second comming.
> -Guy Kawasaki

The fact that this guy is comparing an operating system to a
machine really tells you something.

2955. Atari Stock tumbles!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-24 00:00:00 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <17441C92DS86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 11010

Oct. 24, 1995
Atari stock (symbol ATC on the American Stock Exchange) tumbled like a rock tod

ay to 2-1/4, down 7/16 from the day before. That's a lot. One major instituti

onal investor sold 6 million shares today, which is more than 10% of the public

holdings. WHAT GIVES? Anybody have a clue?
Signed - a concerned Atari Stock holder

2956. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-24 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <46julg$p8m@morgoth.sfu.ca>
Source record: 11011

khaley@nova.gmi.edu (Kevin Haley) writes:

>> Saying Windows 95 is equal to Macintosh is like finding a potato that looks
>>like Jesus and believing you've witnessed the second comming.
>> -Guy Kawasaki

>The fact that this guy is comparing an operating system to a
>machine really tells you something.

While a lot of stuff he says may annoy the crap out of me, he is a pretty
smart guy <-- pun intended :)

--

Brian Quinlan
quinlan@sfu.ca

2957. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-25 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <46l3sd$r4e@gti.gti.net>
Source record: 11012

sinclap2954@cobra.uni.edu wrote:
: > But, I must qualify this purchase, that it is the "corperate" line,
: > meaning that you are "guarenteed" consistancy of components, no
: > matter what. ie: all systems ordered with 540mb will have WD Caviers.
: > They sell a "personal" line, which is probably $500 cheaper, but you
: > don't get the consistancy.

: What is this consistancy? Are Falcons guaranteed consistancy?

Falcons are consistant, altho it is unstated. The original Falcon
had a 65mb (forget the manufacturer), and the last production
run had Connor 85mb drives. Since the RAM boards are propriatary,
that doesn't count.

: >
: > Unless one wants to spend money on the absolute bottom of the line
: > equipment, you honestly can't get under $2,000 when building a
: > Pentium machine.

: I guess GateWay and Compaq are bottom of the line...

You said it, not me. Our company has purchased several vendors systems
before we decided upon Dell. These include IBM, Hewlett Packard, Gateway
Compaq, and one other I cannot remember off the top of my head.

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

2958. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-25 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <46k189$t6v@ccshst05.cs.uoguelph.ca>
Source record: 11013

: What ST magazines? My newstand does not have any..

Check in specialty magazine shops. I can find ST mags in my
hometown and here too.

: 100,000 in population!

Hick-town.

: Nope, but an ST! I saw the ST's at Derric electronic in Hamden Connecticut a
: long time ago.

Gee Pete ... that's what I really call scrutinization of a
product. "I saw one in a store once a long time ago." And that's a really
good way to judge an upgrade. I suppose all Macs still have 128K, based
on that first MAC I saw in 1985? Gee ... do they have color graphics yet?

>> Mark <<

--
==
Mark Rathwell = "Who would have thought a good little girl like you
= could have destroyed all of my beautiful
The Universiy Of Guelph = wickedness?"
= "Summertime came too soon, summers in Kansas
mrathwel@uoguelph.ca = often do. And the air was still, I felt the pull"
==

2959. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-25 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <46m0cg$r0d@morgoth.sfu.ca>
Source record: 11014

guenther@cabal.shnet.org (Thorsten Guenther) writes:

>Gosh, you want to discuss discontinued and never well-supported features
>of _two_ (also discontinued) Macs?

Not really. If I remember correctly, the argument went something like
as fallows:

Someone - The PPC Macs cannot be as cool as the Falcon because they do not
have a DSP. A DSP is required to perform specific tasks.
Me - A DSP is just a processor designed to do specific tasks quickly.
The PPC processor is fast enough to do these tasks itself. For
example the Q840AV is just slightly faster than a 6100/60 when
using it's DSP.
Someone - Liar! A DSP can do things that a processor cannot.
Me - Please provide an example.
Someone - Since the 6100/60 is almost as fast as the Q840AV and the Falcon
is faster than the 6100/60 then the Q840AV must have an inferior
DSP implementation. Comment: This is good reasoning if you accept
the premises.
Me - [A description of the AV 68K macs DSP system.]
You - Why are we discussing this?

>...and AFAIK the 660av doesn't have one. That leaves the 840av to
>discuss.

Actually, the 660av did have one.

>Cubase Audio 16

Isn't Cubase Audio available for the Mac?

--

Brian Quinlan
quinlan@sfu.ca

2960. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-25 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.814639391@gmi.edu>
Source record: 11015

sinclap2954@cobra.uni.edu writes:

>>> What is this mythical web browser? Sounds like a insecure Atari Jihad..
>>>
>> The name of the Web Browser is simply "WWW v.1.0x" and has recently
>> been updated
>> to v.1.07.
>>
>> - And it's freeware.

>And so is Mosaic and Netscape on the Mac/PC..

Wrong, idiot. Call Netscape. Their products aren't freeware.

>> Peter Sinclair-Day...not as powerful as Saddam, but equaly stupid.

>Typical Atariindenial!!

You can dish it out but you can't take it, huh?

>> Sorry - just couldn't resist..... You know how that feels......

>Couldn't resis too!

Couldn't spell it, either.

/Kevin

> Peter Sinclair-Day Macintosh Performa 636

2961. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct25.175228.50100@cobra.uni.edu>
Source record: 11016

In article <khaley.814549171@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu writes:
>
>>> BTW, you apparently bought a crappy cheap non-expandable Mac, right?
>>> I mean, the PDS is occupied with either a gfx board or McSTout or ...
>>> you can't have two expansions at the same time.
>
>>Like the falcon has expandibility...I have a PDS, communication slot for modem
>>or ethernet, video slot and a tv tuner slot.. Plus there is a $699 6300 logic
>>board upgrade.
>
> Oh, joy! You got a communication slot! Is something like that a
> commodity for Apple owners?

Also for ethermet as well. Don't forget than an M-peg board can be added as
well.

>
> What type of processor is in your system? Memory? Hard disk? What's
> the speed of the aformentioned?
>

Performa 636(aka Quadra 630)..040-33mhz, 8/250, 2xcdrom, keyboard and software
bundle for $999 plus $3.00 over night delivery from MacWarehouse!

>>> What are you proud of? Not to have bought a 7500?
>
>>No, my brother has a 7500. I will stick with the 636 for now. Rumors are that
>>in any day now, PowerComputing will announce 604 Powermacs starting at $2000!
>
> Oh, gosh! Apple is planning on introducing a machine with some decent
> power for under $2000! Huh? What's that? They've already missed the
> boat?

And C-lab has the gaul to charge soo much for a slow 030 machine! I was just
on the Toad web and about fell off my seat when i read the prices..You got to
be kidding.

PowerComputing is the one. The $2000 is a rumored price, just a rumor! An
announcement any day now.

>
>> Peter Sinclair-Day Macintosh Performa 636
>> University of Northern Iowa PowerBook 150
>>
>> Saying Windows 95 is equal to Macintosh is like finding a potato that looks

>>like Jesus and believing you've witnessed the second comming.
>> -Guy Kawasaki
>
> The fact that this guy is comparing an operating system to a
> machine really tells you something.
>
BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

2962. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-26 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951026012710.28804G-100000@PEAK.ORG>
Source record: 11017

On 23 Oct 1995, Kevin Haley wrote:

> And I see Mac's at my local Best Buy for sale with 340 meg hard drives.
> Talk about outdated.

Best Buy must be simply a name. They'd have sold long ago if they were
priced right. Is it the Macs fault that Best Buy is full of old stock
because they can't turn over their hardware?

I see Falcons sold at Toad with 80-meg hard drives.

>
> > and 8 megs isn't really suitable for anything
>
> And I still see Macs at my local Best Buy with 5meg memory configurations.
> Talk about not suitable.
>

Kinda like a 1 or 5 meg Falcon, eh?

2963. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-26 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951026005815.28804E-100000@PEAK.ORG>
Source record: 11018

On 22 Oct 1995, George Crissman - Ferran Scientific wrote:

> No, I'm referring to the benchmarking done by Digital Equipment
> Corporation several years back when they unveiled their "Alpha Processor"
> system. Completion times were:
>
> Apple Mac Quadra 12 seconds
> Clone 486/66 MHz 6 seconds
> DEC Alpha 5 seconds
>
> Atari was running the same benchmark on the Falcon in 4 seconds.
> Obviously, I'm being generous to the Mac when I say it only needs
> a better processor and double-or-faster clock speed.

Am I to infer that the point of the above is to tell me that the 16Mhz
Falcon has more horsepower than the above systems???
Oh, I see ATARI was running the benchmark on their own computer and beat
out the rest. This must be the same Atari that got flamed in NextGen
magazine for claiming the Jaguar was more powerful than the Saturn.

> : games,
>
> That's what Jaguars and Clones are for. (I've never met anyone who
> felt the Mac was a serious contender in the game machine category. :-)

Then what's the Atari for? If I have to get a Clone, I may as well do my
word processing, etc on it as well.

>
> The other platforms are cheaper because they don't offer all that the
> Falcon offers. That was demonstrated above.

That was a claim, not a demonstration.

> : Who needs to learn on how to operate spell checkers?
> ^^^^^^^^^^^^
>
> Or grammar checkers <g>.

heh heh heh

> That's what "compatibility" is all about! Software written for
> the ST runs just fine on the Falcon. Are you implying that each
> new MacIntosh model causes the existing catalog of Mac software to
> become obsolete?

Then why won't all the games run on the Falcon? There should be no exceptions. "Compatibility" is an absolute term.

> : > 2. Because the Falcon is still being actively marketed.
> : What continent?
>
> Europe, United States, etc.

No, not in the United States.

>
> I help new users with clones, macs, unix, and atari systems. And you?
>

I certainly wouldn't want to recommend an Atari system to a new user. Could you imagine the frustration of not being able to get software in your hometown while all the neighbors do - and to be so limited? Falcons are good for seasoned Atari pros, but bad for beginners.

>
> Try to buy new software for it in four years. Most likely, your machine
> won't be capable of running it. Most of the new Atari software runs on
> the ST just fine.

Things are going to dry up faster, though. No Codehead, etc....

> That's what it all comes down to! If you're happy with it based on
> your own criteria, then it's the machine for you. Our difference of
> opinion is based on what we expect from our computers.
>

True - but let's not justify our opinions by distorting the truth with ridiculous claims that the Falcon outperforms all other plaforms, that we can get lots of new software, that we can run all old software (games included) on the Falcon, that the Falcon is a great starter computer, that the Falcon can be all things to all people, that 8 years from now things will be peachy with the Falcon. 8 years ago you could get new software for the Commodore 64. Does that mean I can now or in 8 years?

James

2964. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-26 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951026011231.28804F-100000@PEAK.ORG>
Source record: 11019

On 23 Oct 1995, Frieder Guy wrote:

> Frieder Guy (frieder@southern.co.nz) wrote:

> : : It's not unreasonable to spend $1500 for a Dell Pentium and Mac 631cd one as
> : : well. Doesn't the Falcon cost $1900 fully loaded?
> $1900 New Zealand maybe. (NZ$1=approx US$0.50

Maybe in NZ but not in USA.

> The anything86 series is dated technology, like about 20 years out of
> date - the 486 is just a very overclocked XT.

No - the newer x86 designs have L1 and L2 caches, pipelining, branch prediciton, multiple instuction processing. Must I go off about the differences between XT monochrome text and SVGA truecolor graphics? I think you get the point: YOU'RE WRONG. They had all that stuff 20 years ago, eh?

> : :
> : : And the expensive Falcon is not?
> : :
> Only about 2 years not 20

HA HA HA!!! 2 years? So the 68030 was developed 2 years ago and the Pentium 20 years ago!! HA HA HA HA HA!!!!!! In truth, a 16 Mhz 030 was pretty much a puss even when the Falcon debuted.

> At the time the Atari ST kicked butt of everything else about for the
> price, I got mine for running Notator SL. And now the Falcon is the one
> to compare. Very nice and no hidden costs either.

The Falcon never had the advantage that the Atari ST had. Not even close. That was a decade ago, however.

> The Falcon has a web browser. Even the 520 ST has a web browser.

How do those color pictures look on a 4-color display (520ST)?

> Earth idiot. And the apps for the Falcon are cheaper than the apps for
> the PC.

Bullshit. Papyrus is expensive - we've been through that here.

> Try dumping the PC, the Falcon kicks butt.

16Mhz 030s kick but....in a pig's eye.

> : :
> : : 56 pages of Falcon stuff? I don't think soo. I have a Toad catalog..
> : :
> 15000 archives of Falcon stuff on one of the net sites so don't give us
> that crap. It doesn't have to be commercial to be good on the Atari, in
> fact the commercial stuff on the PC is worse than some of the PD Atari stuff

Take those 15000 archives and multiply them by a factor (2, 3, 4, 10???)
and that's how many Mac/PC sites they'll be. Your arguement applies to
other platoforms as well, but greater in magnitude.

> Even though 80% of the software for ST's works, who needs it when there
> is heaps already for the Falcon

HEH HEH HEH!!! "HEaps" mean different things to different people,
obviously!!

> Falcon. Heard of the C-LAB Falcon 040?

So we're little more than 4 years from the year 2000 and a 040 is the
hottest setup now, eh?? HEH HEH!

> : : > : Just because my 486/80Mhz isn't the fastest PeeCee there is,
> : : > : it's automatically obsolete? I rather doubt the latter.
> Try PieceofCrap. It is dated technology because it is 1970's technology,
> just over clocked and sped up

You are a prick and you suck for saying that. You're also wrong.

> : : > : to serve me, I'll have to sell it or toss it in a shitbox and get a new
> : : > : computer.
> Try the latter now and get a Falcon.

Heh heh. I don't have time to write my own software and if I did, I'd
want something hotter than a 16Mhz 030.

> Decent computer.

In 1986, perhaps.

> Saying a Macintosh is equal to a Falcon is like finding a shit that looks
> like Jesus and believing you've witnessed the second coming.

Saying a Falcon is even CLOSE to anything current is total, utter
bullshit.

Mu $.02

2965. Re: Atari Stock tumbles!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-26 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <46o8n3$p69@ccshst05.cs.uoguelph.ca>
Source record: 11020

: Sounds like Atari is finally going under. They'e been operating at a loss
: for some time now and if it wasn't for the Sega money from the lawsuit
: they would have gone bankrupt long ago.

That would be a good assumption except for:

- The fact that Atari still has something like $60 million in the bank.
- The losses haven't been particularily large
- TWI hadn't announced that it was finally selling off it's Atari stock
(this was announced some time ago. TWI is down sizing)

: I hope that a real company purchases their assets and manufactures their
: products. Hmmmmm. Toshiba doesn't have a game machine yet. Maybe they'll
: buy them out. Or maybe Yamaha could buy them and start remarketing the
: computers again.

Considering Atari isn't anywhere near bankruptcy, I'd ignore that
idea for now.

>> Mark <<

--
==
Mark Rathwell = "Who would have thought a good little girl like you
= could have destroyed all of my beautiful
The Universiy Of Guelph = wickedness?"
= "Summertime came too soon, summers in Kansas
mrathwel@uoguelph.ca = often do. And the air was still, I felt the pull"
==

2966. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-26 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <46napk$o4q@morgoth.sfu.ca>
Source record: 11021

khaley@nova.gmi.edu (Kevin Haley) writes:

>Wrong, idiot. Call Netscape. Their products aren't freeware.

Netscape is freeware if you are a student. I beleive that Peter is a student.

--

Brian Quinlan
quinlan@sfu.ca

2967. Re: Atari Stock tumbles!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-26 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.814723884@gmi.edu>
Source record: 11022

ad329@freenet.hamilton.on.ca (Chris Cracknell) writes:

>: holdings. WHAT GIVES? Anybody have a clue?
>: Signed - a concerned Atari Stock holder

>Sounds like Atari is finally going under. They'e been operating at a loss
>for some time now and if it wasn't for the Sega money from the lawsuit
>they would have gone bankrupt long ago.

WRONG. Time Warner is selling a substantial share of their stock in
order to raise money. This cause ATC to tank. TW announced this quite
a while ago, that they had planned on selling their share in several
companies in order to raise $1 billion.

IMO, with ATC at 2, now is a great time to buy. They're sure to have
a good Xmas.

/Kevin

2968. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-26 00:00:00 UTC
From: hing@csulb.edu
Message-ID: <46odg0$fq0@garuda.csulb.edu>
Source record: 11023

sinclap2954@cobra.uni.edu wrote:
: >
: > Sure, call Toad or B&C or Steves ect.....

: I want to see one localy..Toad is in Maryland...

What a hyprocrite, you want one localy for Atari right, but
you bought your Mac at MacMall via mail order. Sincrap be
consisten with what you preach.

: >
: > This really show's you are just talking out your ass. You haven't any
: > idea what your talking about.

: And you do? A typical Atarian Jiha!!

How can one bash a machine without seeing once, nor use it extensively
to know what the machine is worth.

--
o---o
| Houn-Nam Ing | E-mail: hing@engr.csulb.edu |
|-=-|
| WWW: http://www.engr.csulb.edu/~hing/ |
|-=-|
| ``If I live, I will fight, wherever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------- Charles de Gaulle --------------------------o

2969. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-26 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.814724131@gmi.edu>
Source record: 11024

sinclap2954@cobra.uni.edu writes:

>>>Like the falcon has expandibility.I have a PDS, communication slot for modem
>>>or ethernet, video slot and a tv tuner slot..Plus there is a $699 6300 logic
>>>board upgrade.
>>
>> Oh, joy! You got a communication slot! Is something like that a
>> commodity for Apple owners?

>Also for ethermet as well. Don't forget than an M-peg board can be added as
>well.

<yawn> Have you checked out the offerings for the PC lately? If you
really have to brag about this, Peter, then Apple is in worse shape
than I thought.

>> What type of processor is in your system? Memory? Hard disk? What's
>> the speed of the aformentioned?

>Performa 636(aka Quadra 630)..040-33mhz, 8/250, 2xcdrom, keyboard and software
>bundle for $999 plus $3.00 over night delivery from MacWarehouse!

ONLY 2x CDROM!? Do you know you can get a 2x CDROM for $65 nowadays?
And I would hope that your purchase included keyboard and software.
Sheesh.

Did you just buy this system Peter? Sorry to tell you, but in 6 months
you're going to discover that system to be quite inadequate.

>And C-lab has the gaul to charge soo much for a slow 030 machine! I was just
>on the Toad web and about fell off my seat when i read the prices..You got to
>be kidding.

Atari's computers aren't mass-produced anymore, moron. You're going to
be paying extra because of the scarce resources. Better to compare
the Mac to the PC, dork.

/Kevin

2970. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-26 00:00:00 UTC
From: mdg@ukc.ac.uk
Message-ID: <252@cypress.ukc.ac.uk>
Source record: 11025

In article <46m0cg$r0d@morgoth.sfu.ca> quinlan@news.sfu.ca (Brian Quinlan) writes:
:>Someone - The PPC Macs cannot be as cool as the Falcon because they do not
:> have a DSP. A DSP is required to perform specific tasks.
:>Me - A DSP is just a processor designed to do specific tasks quickly.
:> The PPC processor is fast enough to do these tasks itself. For
:> example the Q840AV is just slightly faster than a 6100/60 when
:> using it's DSP.
:>Someone - Liar! A DSP can do things that a processor cannot.
:>Me - Please provide an example.

A motorola DSP 56001 (for instance) can do the following instruction in
1 instruction cycle.

MAC x0,y0,a x:(r0)+,x0 y:(r4)+,y0

this is a multiplication,add and two memory loads and two pointer updates
in one cycle. The PPC processor would probably take around 10 cycles to
complete this 'set' of operations. Therefore, for some specific tasks DSPs
can be (and are) many times faster. However there are only a limited number
of applications which gain this type of speed-up - a PPC, or indeed any
fast CPU(Pentium,Alpha,PARISC etc) can compete against DSPs for a wide range of
signal processing applications.

Griff
--

2971. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-27 00:00:00 UTC
From: frieder@southern.co.nz
Message-ID: <46pvug$2qa@southern.co.nz>
Source record: 11026

Kevin Haley (khaley@nova.gmi.edu) wrote:
: sinclap2954@cobra.uni.edu writes:
:
: >> BTW, you apparently bought a crappy cheap non-expandable Mac, right?
: >> I mean, the PDS is occupied with either a gfx board or McSTout or ...
: >> you can't have two expansions at the same time.
:
: >Like the falcon has expandibility...I have a PDS, communication slot for modem
Falcon has a CAPITAL "F"

: >or ethernet, video slot and a tv tuner slot.. Plus there is a $699 6300 logic
: >board upgrade.
Wow! What a deal! Only $699! Man that is SOOOO Good [said in a VERY
sarcastic voice]
You can get a new Falcon for that price.

: Oh, joy! You got a communication slot! Is something like that a
: commodity for Apple owners?
I reckon, the last apple I'd seen didn't even have a RS-232 port!

---- Long Live ATARI!

2972. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-27 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <46psld$62v@news3.cts.com>
Source record: 11027

The financially-concerned James Wood (jamesw@PEAK.ORG) wrote:

: > > TOS Upgrade: $59.00
: > > Floppy Upgrade: $100.00
: > > RAM Upgrade: $100.00 plus RAM (same cost on all platforms)
: > > -------
: > > $259.00
: > >
: > > (source: Toad Computers catalog)

: Ok - what's the two-way shipping charge to mail my "non-expandable"
: ST in to have all that done? How much labor will it cost me? How much
: downtime? Remember that everything is soldered in on the Atari, and
: perhaps I can do the TOS myself - but I may as well have them plug it in
: while they have the thing open. Oh - how do I know if I have the "proper
: AJAX" chips (or whatever?). I was trying to determine if I could get
: this done to my 520ST and was answered with some indifference.

Service Charge Estimates

Two-Way Shipping (UPS) $ 25.00
Labor (Generous) $100.00

Subtotal $125.00
Plus Parts $259.00

Total $384.00

That's even less than sinclap's under-performing $999.00 wonder, which
certainly refutes your claim that it's cheaper to buy another computer
than to upgrade!

[Web Browser Comments Edited -- They're Answered In Other Postings]

: > > "Lots of software" is always comforting, but how many of the 45
: > > Clone spreadsheets do you actually need? How many of the 237 Clone
: > > word processors do you actually need? How many of the 68 Clone
: > > databases do you actually need?

: So it's the old "I can't get any so I'll walk down the Path of
: Renunciation" arguement??

Since I noted that there are several choices available in each of the
main applications, I'm certainly not claiming that "I can't get any."
Are you having difficulty following the discussion?

: Another twist: "Fox can't get the grapes so they must not be
: sweet anyway?"

I haven't said anything derogatory about software that's not compatible
with the Falcon or the ST.

: Sorry, but there ain't that many duplicate programs. There is a
: LARGE DIVERSITY.

A large diversity of word processors. A large diversity of databases.
A large diversity of spreadsheets. A large diversity of telecommuni-
cations programs.

Most computer users will only operate six or fewer programs on their
computer. It doesn't matter that there are 237 different word processors,
since they only need one of them.

: > The Falcon is a throw away wedge piece of litter, get over it!

: Heh heh heh!!! Now, I'm not going to go as far as say the Falcon is that
: bad - I just want the truth. The truth is that it's not (anywhere close)
: to being a kick-ass cutting edge system. Can't get any software.

Software is available on-line, by mail, and at dealers supporting
Atari computers.

: > > 80% of existing ST software runs on the Falcon and you claim
: > > that it "...isn't even close to being 'totally compatible' with
: > > it's predecessors"? I disagree!
: > He he he

: YEAH RIGHT!!! Look at the games section where they list everything
: that's Falcon compatible with a little asterick. Probably more like
: 20%.

Did you see the little note in the upper right corner? It says:
"A check next to a title means it has been tested on and is
compatible with the Falcon030. Other titles have not been tested
or do not work...." ^^^^^^^^^^^^^^^^^^^^

Obviously the list is not complete, which means that games
compatibility will be greater than 20%.

Also: 75% of all games sold in the US are for the various Clone machines.
If you're looking for a game machine and not a serious computer, then the
Falcon is obviously not for you.

BTW -- I was referring to all existing ST software in the
"80% compatibility" statement, not just the games.

: And at those prices, I can probably buy BOTH a MAC and PC, or a PowerMac
: that's DOS compatible. Uhh....difficult choice. Let me guess which one
: the marketplace will make.

A maxed-out Clone at Incredible Universe retails for $3,000.00. A
maxed-out Falcon retails for $1,900.00. Nope, I don't think you

could buy BOTH a MAC and a Clone. You couldn't even buy just the
clone.

: I haven't seen an Atari ad (for anything, not even games) in months,

Check out the Jaguar ads on the late-night talk shows.

: haven't seen a computer TV ad since Alan Alda was the spokesman for the
: then-new Atari XL lines, never seen an ad for an ST (not even when they
: were hot), and I doubt Falcon ever made it to TV. Do you mean they're
: spouting off about 16-Mhz processors on national TV?? Where??? Where do
: I tune in?

It's true the Falcon isn't being marketed via TV -- but I see the print
ads in ST Informer and ST Format, and can visit the Toad Web Site.

: > > 3. Because the new software already available is leading edge stuff.

: Now we revert to the "we already have it so we don't need more"
: arguement.

No. It's a statement that new software is available for the
Falcon, and that it's of leading edge concept and quality.
Is English a second language for you?

: > > 4. Because Atari owners enjoy their platform and support each other.

: Can you think of **ANY** computing platform where things are different?
: PC/Mac and even Coleco ADAM and Timex/Sinclair 1000s have usergroups
: SOMEWHERE.

He wanted reasons, I was being complete.

: > > 5. Because clones of the Atari computer are becoming available.
: > >

: At prices that could get me into a new Mecedes S-class. Heh heh.

With performance that make both the Mac and the Clone look very bad.

: That's because there's an EON between hardware generations (er, there
: was, since there's no more). Just bacause Atari owners are saddled with
: DEAD END hardware (reference: 16Mhz processor) is no reason to turn
: that around into a "I can still run all the new software on my old
: computer."

That so-called "Dead End hardware" smoked an Apple Mac Quadra and had
a 66 MHz '486 breathing heavy just trying to keep up. An efficient
architecture coupled with an efficient operating system outplays raw
Hertz.

: People WANT to upgrade - I enjoy buying a new computer as
: much as a new car - particularly when I can sell my old one (yes, at a
: loss, but not as much as you) and when my new model is a
: bang-for-the-buck champ over the last one.

WANTING to upgrade is different from being FORCED to upgrade, a
requirement of running with the Clones.

: Too bad that with the Falcon, not only can you NOT upgrade (save
: for overpriced German clones - I'm talking ATARI here), but you can't
: even run all the old software.

Yes, there are hardware upgrades for the Falcon -- the upcoming '040
processor, the 32 MHz upgrade, the expose video board, etc.

And the ability to run 80% of all the old software is pretty good!

: Don't try and tell me that 80% of the software is compatible - I've seen
: people try to get GAMES to run on the Falcon - good luck in many cases.

Software is more than games. 80% of all ST software will run on the
Falcon.

: The past is never a good indicator of the future in this changing
: industry, son. 8 years ago, I couldn't get 1-gig hard drives for under
: $300 (maybe less now). Just an example.

When you're discussing technological trends, you may be correct.
But when you're considering the development of software, I choose
to differ! To achieve the greatest level of sales, software developers
will make their offerings compatible with as much of the computer line
as possible.

: What's clearly realistic to me is that the Falcon clearly went by
: the wayside like the Atari 8-bit, Apple II, Coleco Adam, Commodore
: 64, etc...

Falcon: STILL In Production
Atari 8: Not In Production
Apple II: Not In Production
Coleco Adam: Not In Production
Commodore 64: Not In Production

Wrong again.

: I'm sure there are users of those platforms that think they had it
: all and that anything else wasn't necessary.

Naturally, I don't think I've "got it all", because NONE of the computer
platforms can claim that!

: It's not very clear to you that you're in the same boat. It is to me.

It all comes down to: how much does it cost to perform the task?
Clone users spend about $2500.00 every four years while Atari owners
spend about $2500.00 every eight years, as shown previously.

-- George

2973. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-27 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <46rgaq$3ee@morgoth.sfu.ca>
Source record: 11028

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>A motorola DSP 56001 (for instance) can do the following instruction in
>1 instruction cycle.

>MAC x0,y0,a x:(r0)+,x0 y:(r4)+,y0

>this is a multiplication,add and two memory loads and two pointer updates
>in one cycle. The PPC processor would probably take around 10 cycles to
>complete this 'set' of operations. Therefore, for some specific tasks DSPs
>can be (and are) many times faster. However there are only a limited number
>of applications which gain this type of speed-up - a PPC, or indeed any
>fast CPU(Pentium,Alpha,PARISC etc) can compete against DSPs for a wide range of
>signal processing applications.

You have to remember that the PPC processors are not meant to provide
instructions with direct access to memory, they use registers instead.
Asside from that it would seem that a PPC chip would be competitive.
It would take 3 cycles to do the multiply/add and the pointer updates
could be done concurrently. Add one cycle if you have to do the
updates after the mul/add. All this is based on my limited knowledge.
I really suck at optimizing instruction schedualling.

--

Brian Quinlan
quinlan@sfu.ca

2974. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-27 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <46rh00$3n0@morgoth.sfu.ca>
Source record: 11029

dferran@crash.cts.com (George Crissman - Ferran Scientific) writes:

>On a system basis, and with respect to the benchmark that was run, yes.

It doesn't state which brand of Quadra was used. I will also assume that the Mac/PC versions where using compiler C code and the Falcon was running hand coded DSP assembler? Still, if we assume that the 6100/66 is about twice as fast as the 486, then it still has the Falcon beat.

>Because many of the games programmers broke good-programming rules,
>doing hardware-specific tricks. Software is more than games, and an
>80% compatibility is quite good.

Have to agree with you here. Games should be allowed to use whatever hardware tricks they need to make a good game. Word processors, on the other hand, should almost never break.

>What distortion? I showed benchmark completion times for four systems
>including the Falcon, claiming that an efficient architecture and an
>efficient operating system can outperform an inefficient system running
>with a higher clock speed.

That was a Quadra. We have PPCs now.

>Well, you could have a year or so ago, before Commodore went bankrupt,
>because the 64 was then still available for sale in toy stores. To the
>best of my knowledge, Commodore hasn't licensed production of the 64
>to another company, but Atari *has* licensed production of the Falcon
>to C-Lab.

I thought the C64 was going to be release in China. Does anyone who is going to do the production? It would seem like a Chinese company could, the C64 not being cutting edge or anything.

--

Brian Quinlan
quinlan@sfu.ca

2975. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-27 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <46rods$g4s@ccshst05.cs.uoguelph.ca>
Source record: 11030

Distribution:

: best of my knowledge, Commodore hasn't licensed production of the 64
: to another company, but Atari *has* licensed production of the Falcon
: to C-Lab.

Escom bought Commodore's assets and plans to (if this ever pans
out) rerelease Amigas and Commodore 64 computers. I think the C64
machines are in countries like China though.

>> Mark <<

--
==
Mark Rathwell = "Who would have thought a good little girl like you
= could have destroyed all of my beautiful
The Universiy Of Guelph = wickedness?"
= "Summertime came too soon, summers in Kansas
mrathwel@uoguelph.ca = often do. And the air was still, I felt the pull"
==

2976. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct27.214852.50162@cobra.uni.edu>
Source record: 11031

In article <khaley.814724131@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu writes:
>
>>>>Like the falcon has expandibility.I have a PDS, communication slot for modem
>>>>or ethernet, video slot and a tv tuner slot..Plus there is a $699 6300 logic
>>>>board upgrade.
>>>
>>> Oh, joy! You got a communication slot! Is something like that a
>>> commodity for Apple owners?
>
>>Also for ethermet as well. Don't forget than an M-peg board can be added as
>>well.
>
> <yawn> Have you checked out the offerings for the PC lately? If you
> really have to brag about this, Peter, then Apple is in worse shape
> than I thought.

I thought this was a Falcon debate. I like how you defer this to the PC when
you know that the Falcon is not expnadable compared to the Mac 630 line. Apple
has a broad line with other expanadable Macs like 7000 PCI line.

>
>>> What type of processor is in your system? Memory? Hard disk? What's
>>> the speed of the aformentioned?
>
>>Performa 636(aka Quadra 630)..040-33mhz, 8/250, 2xcdrom, keyboard and software
>>bundle for $999 plus $3.00 over night delivery from MacWarehouse!
>
> ONLY 2x CDROM!? Do you know you can get a 2x CDROM for $65 nowadays?
> And I would hope that your purchase included keyboard and software.
> Sheesh.
>

See above..You cannot get an 040 Falcon with cdrom and software bundle for
$999! Keyboard and software bundle included.

> Did you just buy this system Peter? Sorry to tell you, but in 6 months
> you're going to discover that system to be quite inadequate.

Like the Falcon, eons agao..My system performs well. By next summer, hopefully
a 160 mhz upgrade will be available!

>
>>And C-lab has the gaul to charge soo much for a slow 030 machine! I was just
>>on the Toad web and about fell off my seat when i read the prices..You got to
>>be kidding.

>
> Atari's computers aren't mass-produced anymore, moron. You're going to
> be paying extra because of the scarce resources. Better to compare
> the Mac to the PC, dork.

This is about the Falcon, dah! Of course, the Falcon is overpriced! Thanks for admitting it. The Mac is price competitve with the top and second tier PC lines!

>
> /Kevin
>
>

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

2977. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct27.215340.50163@cobra.uni.edu>
Source record: 11032

In article <46odg0$fq0@garuda.csulb.edu>, hing@csulb.edu (Houn-Nam Ing) writes:
> sinclap2954@cobra.uni.edu wrote:
> : >
> : > Sure, call Toad or B&C or Steves ect.....
>
> : I want to see one localy..Toad is in Maryland...
>
> What a hyprocrite, you want one localy for Atari right, but
> you bought your Mac at MacMall via mail order. Sincrap be
> consisten with what you preach.

It was MacWareHouse. I evaluated the varoius Mac models localy from the local
Apple campus reseller, the computer labs and from my brother who had the same
model. i don't know anyone who has a Falcon localy!

>
> : >
> : > This really show's you are just talking out your ass. You haven't any
> : > idea what your talking about.
>
> : And you do? A typical Atarian Jiha!!
>
> How can one bash a machine without seeing once, nor use it extensively
> to know what the machine is worth.

I have not seen the Falcon, but read the specs, reviews and others comments.

>
>
>
> --
> o---o
> | Houn-Nam Ing | E-mail: hing@engr.csulb.edu |
> |-=-|
> | WWW: http://www.engr.csulb.edu/~hing/ |
> |-=-|
> | ``If I live, I will fight, wherever I must, as long as I must, |
> | until the enemy is defeated and the national stain washed clean.'' |
> o------------------------ Charles de Gaulle -------------------------o
>

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

2978. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-27 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <46pu1o$6rd@news3.cts.com>
Source record: 11033

Now that he's got a good head of steam up, James Wood (jamesw@PEAK.ORG)
continues to expostulate with:

: On 22 Oct 1995, George Crissman - Ferran Scientific wrote:

: Am I to infer that the point of the above is to tell me that the 16Mhz
: Falcon has more horsepower than the above systems???

On a system basis, and with respect to the benchmark that was run, yes.

: > : games,
: >
: > That's what Jaguars and Clones are for. (I've never met anyone who
: > felt the Mac was a serious contender in the game machine category. :-)

: Then what's the Atari for? If I have to get a Clone, I may as well do my
: word processing, etc on it as well.

The Falcon is for multimedia, sound, graphics, animation, plus the same
old applications of word processing, data basing, spread sheeting,
telecommunicating, compiling, faxing, etc.

: > That's what "compatibility" is all about! Software written for
: > the ST runs just fine on the Falcon. Are you implying that each
: > new MacIntosh model causes the existing catalog of Mac software to
: > become obsolete?

: Then why won't all the games run on the Falcon? There should be no
: exceptions. "Compatibility" is an absolute term.

Because many of the games programmers broke good-programming rules,
doing hardware-specific tricks. Software is more than games, and an
80% compatibility is quite good.

: > : > 2. Because the Falcon is still being actively marketed.
: > : What continent?
: >
: > Europe, United States, etc.

: No, not in the United States.

Yup, right here in the US. Check in ST Informer. And on the Toad Web page.

: > Try to buy new software for it in four years. Most likely, your machine
: > won't be capable of running it. Most of the new Atari software runs on
: > the ST just fine.

: Things are going to dry up faster, though. No Codehead, etc....

Software companies come and go. New software is still coming out
for the Falcon.

: True - but let's not justify our opinions by distorting the truth with
: ridiculous claims that the Falcon outperforms all other plaforms,

What distortion? I showed benchmark completion times for four systems
including the Falcon, claiming that an efficient architecture and an
efficient operating system can outperform an inefficient system running
with a higher clock speed.

: that we can get lots of new software,

Right there in the Toad catalog & ST Informer.

: that we can run all old software (games included) on the Falcon,

My claim has been 80% compatibility with existing ST software. Are
you experiencing comprehension problems?

: that the Falcon is a great starter computer,

It's a great computer!

: that the Falcon can be all things to all people,

When have I ever said that?

: that 8 years from now things will be peachy with the Falcon.

I said that new Falcon software released eight years from now will
most likely run on today's Falcon, given the fact that new software
released today runs just fine on an 8-year-old ST.

: 8 years ago you could get new software for the Commodore 64. Does
: that mean I can now or in 8 years?

Well, you could have a year or so ago, before Commodore went bankrupt,
because the 64 was then still available for sale in toy stores. To the
best of my knowledge, Commodore hasn't licensed production of the 64
to another company, but Atari *has* licensed production of the Falcon
to C-Lab.

: James

Keep trying, James. And try to stick to the point.

-- George

2979. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-27 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FJ2FDDDFUP@cabal.shnet.org>
Source record: 11034

In <46m0cg$r0d@morgoth.sfu.ca> Brian Quinlan wrote:
>guenther@cabal.shnet.org (Thorsten Guenther) writes:
[what does the Mac lack in comparison to the Falcon]
>>Cubase Audio 16
>
>Isn't Cubase Audio available for the Mac?

Not the Falcon version which supports the DSP for varous tasks. AFAIK, the Mac version relies on external audio hardware by Yamaha, as the PC version does. Digital Audio with 16 tracks (hence the "16" in the name) is possible with a stock Falcon030. You can't beat the value for money of the Falcon in that special niche.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

2980. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct27.212814.50159@cobra.uni.edu>
Source record: 11035

In article <khaley.814639391@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu writes:
>
>>>> What is this mythical web browser? Sounds like a insecure Atari Jihad..
>>>>
>>> The name of the Web Browser is simply "WWW v.1.0x" and has recently
>>> been updated
>>> to v.1.07.
>>>
>>> - And it's freeware.
>
>>And so is Mosaic and Netscape on the Mac/PC..
>
> Wrong, idiot. Call Netscape. Their products aren't freeware.

he he he he. BZZT! Thats funny, I can download from the ftp sites or walk
down to ISCS with a blank disk..

>
>>> Peter Sinclair-Day...not as powerful as Saddam, but equaly stupid.
>
>>Typical Atariindenial!!
>
> You can dish it out but you can't take it, huh?

Being bashed for being RIGHT!
>
>>> Sorry - just couldn't resist..... You know how that feels......
>
>>Couldn't resis too!
>
> Couldn't spell it, either.
>
> /Kevin
>
>> Peter Sinclair-Day Macintosh Performa 636

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki

Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

2981. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct27.213119.50160@cobra.uni.edu>
Source record: 11036

In article <46k189$t6v@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : What ST magazines? My newstand does not have any..
>
> Check in specialty magazine shops. I can find ST mags in my
> hometown and here too.

Not here!

>
> : 100,000 in population!
>
> Hick-town.
>

Have one of the finest school library media centers in the USA!

> : Nope, but an ST! I saw the ST's at Derric electronic in Hamden Connecticut a
> : long time ago.
>
> Gee Pete ... that's what I really call scrutinization of a
> product. "I saw one in a store once a long time ago." And that's a really
> good way to judge an upgrade. I suppose all Macs still have 128K, based
> on that first MAC I saw in 1985? Gee ... do they have color graphics yet?

Blame Atari..

>
> >> Mark <<
>
>
> --
> ==
> Mark Rathwell = "Who would have thought a good little girl like you
> = could have destroyed all of my beautiful
> The Universiy Of Guelph = wickedness?"
> = "Summertime came too soon, summers in Kansas
> mrathwel@uoguelph.ca = often do. And the air was still, I felt the pull"
> ==

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a
third world country. Two hundred billionaires and 260 million poor people.

And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

2982. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-28 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DH4tv4.HKB@ecf.toronto.edu>
Source record: 11037

In article <252@cypress.ukc.ac.uk>, M.D.Griffiths <mdg@ukc.ac.uk> wrote:
>In article <46m0cg$r0d@morgoth.sfu.ca> quinlan@news.sfu.ca (Brian Quinlan) writes:
>:>Someone - The PPC Macs cannot be as cool as the Falcon because they do not
>:> have a DSP. A DSP is required to perform specific tasks.
>:>Me - A DSP is just a processor designed to do specific tasks quickly.
>:> The PPC processor is fast enough to do these tasks itself. For
>:> example the Q840AV is just slightly faster than a 6100/60 when
>:> using it's DSP.
>:>Someone - Liar! A DSP can do things that a processor cannot.
>:>Me - Please provide an example.
>
>A motorola DSP 56001 (for instance) can do the following instruction in
>1 instruction cycle.
>
>MAC x0,y0,a x:(r0)+,x0 y:(r4)+,y0
>
>this is a multiplication,add and two memory loads and two pointer updates
>in one cycle. The PPC processor would probably take around 10 cycles to
>complete this 'set' of operations. Therefore, for some specific tasks DSPs
>can be (and are) many times faster. However there are only a limited number
>of applications which gain this type of speed-up - a PPC, or indeed any
>fast CPU(Pentium,Alpha,PARISC etc) can compete against DSPs for a wide range of
>signal processing applications.

Wait -- Brian Quinlan asked you to provide an example of something that a DSP
can do that a PPC cannot. Are you implying that a PPC cannot multiply, add,
do memory loads and pointer updates? Yes, it may take more cycles, but the
argument was that the PPC can do everything that a DSP can do. The argument
was also that, since the PPC is running at a much faster data rate and has a
wider path to memory, it can do everything the DSP in the Falcon can do at
at least the same speed.

>
>Griff
>--

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

2983. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-28 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FJ3IBIARUP@cabal.shnet.org>
Source record: 11038

In <46napk$o4q@morgoth.sfu.ca> Brian Quinlan wrote:
>khaley@nova.gmi.edu (Kevin Haley) writes:
>
>>Wrong, idiot. Call Netscape. Their products aren't freeware.
>
>Netscape is freeware if you are a student. I beleive that Peter is a student.

No, he's the university's janitor.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

2984. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-28 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FJ3IBIALUP@cabal.shnet.org>
Source record: 11139

In <1995Oct25.175228.50100@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>Performa 636(aka Quadra 630)..040-33mhz, 8/250, 2xcdrom, keyboard and software
>bundle for $999 plus $3.00 over night delivery from MacWarehouse!

Is it as bad as the original 630? I.e. DRAM for video, etc..?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

2985. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-28 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FJ3IBIAOUP@cabal.shnet.org>
Source record: 11140

In <Pine.SUN.3.91.951026011231.28804F-100000@PEAK.ORG> James Wood wrote:
>> The Falcon has a web browser. Even the 520 ST has a web browser.
>
>How do those color pictures look on a 4-color display (520ST)?

a) you should switch off the pictures anyway to waste less bandwidth
b) I assume they look as if the've been dithered. On a graphics board they look quite fine

But sure, pioint b) doesn't bother you, as you have only used an unexpanded ST and then switched to the great new machines. How could you have chosen to buy expansions like that?

>> Earth idiot. And the apps for the Falcon are cheaper than the apps for
>> the PC.
>
>Bullshit. Papyrus is expensive - we've been through that here.

"Off Axis" costs only 50% of the PC version.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

2986. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-28 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <46tgbo$cum@gti.gti.net>
Source record: 11141

sinclap2954@cobra.uni.edu wrote:
: >>>> What is this mythical web browser? Sounds like a insecure Atari Jihad..
: >>>>
: >>> The name of the Web Browser is simply "WWW v.1.0x" and has recently
: >>> been updated
: >>> to v.1.07.
: >>>
: >>> - And it's freeware.
: >
: >>And so is Mosaic and Netscape on the Mac/PC..
: >
: > Wrong, idiot. Call Netscape. Their products aren't freeware.

: he he he he. BZZT! Thats funny, I can download from the ftp sites or walk
: down to ISCS with a blank disk..

Not. Netscape is a commercial product. As suggested, call Netscape. This
is one of the reasons why Netscape is rapidly becoming one of the largest
software houses, due to their distribution, but it is still NOT free.
If you pay the cost or not, that is your problem, but the product costs
$40 or somesuch.

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

2987. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct28.172309.50181@cobra.uni.edu>
Source record: 11142

In article <46psld$62v@news3.cts.com>, dferran@crash.cts.com (George Crissman - Ferran Scientific) writes:
> The financially-concerned James Wood (jamesw@PEAK.ORG) wrote:
>
> : > > TOS Upgrade: $59.00
> : > > Floppy Upgrade: $100.00
> : > > RAM Upgrade: $100.00 plus RAM (same cost on all platforms)
> : > > -------
> : > > $259.00
> : > >
> : > > (source: Toad Computers catalog)
>
> : Ok - what's the two-way shipping charge to mail my "non-expandable"
> : ST in to have all that done? How much labor will it cost me? How much
> : downtime? Remember that everything is soldered in on the Atari, and
> : perhaps I can do the TOS myself - but I may as well have them plug it in
> : while they have the thing open. Oh - how do I know if I have the "proper
> : AJAX" chips (or whatever?). I was trying to determine if I could get
> : this done to my 520ST and was answered with some indifference.
>
> Service Charge Estimates
>
> Two-Way Shipping (UPS) $ 25.00
> Labor (Generous) $100.00
> -------
> Subtotal $125.00
> Plus Parts $259.00
> -------
> Total $384.00
>
> That's even less than sinclap's under-performing $999.00 wonder, which
> certainly refutes your claim that it's cheaper to buy another computer
> than to upgrade!

I sold my Performa 550 for $900..I called MacWarehouse to order the P636 for $999. I than bought a Apple display color monitor, the sony tube one for $230 with shipping. My tottal upgrade cost was $332. For $332 I received the 040-33mhz, 3 extra mb of ram and an extra 90mb of hd space plus lots of expandability!

>
> [Web Browser Comments Edited -- They're Answered In Other Postings]
>
> : > > "Lots of software" is always comforting, but how many of the 45
> : > > Clone spreadsheets do you actually need? How many of the 237 Clone

> : > > word processors do you actually need? How many of the 68 Clone
> : > > databases do you actually need?
>
> : So it's the old "I can't get any so I'll walk down the Path of
> : Renunciation" arguement??
>
> Since I noted that there are several choices available in each of the
> main applications, I'm certainly not claiming that "I can't get any."
> Are you having difficulty following the discussion?
>
> : Another twist: "Fox can't get the grapes so they must not be
> : sweet anyway?"
>
> I haven't said anything derogatory about software that's not compatible
> with the Falcon or the ST.
>
> : Sorry, but there ain't that many duplicate programs. There is a
> : LARGE DIVERSITY.
>
> A large diversity of word processors. A large diversity of databases.
> A large diversity of spreadsheets. A large diversity of telecommuni-
> cations programs.
>
> Most computer users will only operate six or fewer programs on their
> computer. It doesn't matter that there are 237 different word processors,
> since they only need one of them.

But we have the diversity of choices that the Falcon will never have. The
Falcon is underpowered non expanadable and over priced! Thats the fact Jack!

>
>
> : > The Falcon is a throw away wedge piece of litter, get over it!
>
> : Heh heh heh!!! Now, I'm not going to go as far as say the Falcon is that
> : bad - I just want the truth. The truth is that it's not (anywhere close)
> : to being a kick-ass cutting edge system. Can't get any software.
>
> Software is available on-line, by mail, and at dealers supporting

> Atari computers.

Yes, but what about new customers to the PC market. how are they suppose to
know that the Falconflop exists?

>
>
> : > > 80% of existing ST software runs on the Falcon and you claim
> : > > that it "...isn't even close to being 'totally compatible' with
> : > > it's predecessors"? I disagree!
> : > He he he
>

> : YEAH RIGHT!!! Look at the games section where they list everything
> : that's Falcon compatible with a little asterick. Probably more like
> : 20%.
>
> Did you see the little note in the upper right corner? It says:
> "A check next to a title means it has been tested on and is
> compatible with the Falcon030. Other titles have not been tested
> or do not work...." ^^^^^^^^^^^^^^^^^^^
>
> Obviously the list is not complete, which means that games
> compatibility will be greater than 20%.
>
> Also: 75% of all games sold in the US are for the various Clone machines.
> If you're looking for a game machine and not a serious computer, then the
> Falcon is obviously not for you.
>
> BTW -- I was referring to all existing ST software in the
> "80% compatibility" statement, not just the games.
>
> : And at those prices, I can probably buy BOTH a MAC and PC, or a PowerMac
> : that's DOS compatible. Uhh....difficult choice. Let me guess which one
> : the marketplace will make.
>
> A maxed-out Clone at Incredible Universe retails for $3,000.00. A
> maxed-out Falcon retails for $1,900.00. Nope, I don't think you
> could buy BOTH a MAC and a Clone. You couldn't even buy just the
> clone.

Can you define a Maxed out clone? List the features. I can get a loaded P75
for 4 $1500 and a loaded Powermac 6166 for 4 $1699!

>
> : I haven't seen an Atari ad (for anything, not even games) in months,
>
> Check out the Jaguar ads on the late-night talk shows.

Were talking about Falcon adds!
>
> : haven't seen a computer TV ad since Alan Alda was the spokesman for the
> : then-new Atari XL lines, never seen an ad for an ST (not even when they
> : were hot), and I doubt Falcon ever made it to TV. Do you mean they're
> : spouting off about 16-Mhz processors on national TV?? Where??? Where do
> : I tune in?
>
> It's true the Falcon isn't being marketed via TV -- but I see the print
> ads in ST Informer and ST Format, and can visit the Toad Web Site.

None of those publications exist in my lakes of the woods and I doubt that the
vast PC public would know that Toad exist!
>
> : > > 3. Because the new software already available is leading edge stuff.

>
> : Now we revert to the "we already have it so we don't need more"
> : arguement.
>
> No. It's a statement that new software is available for the
> Falcon, and that it's of leading edge concept and quality.
> Is English a second language for you?
>
> : > > 4. Because Atari owners enjoy their platform and support each other.
>
> : Can you think of **ANY** computing platform where things are different?
> : PC/Mac and even Coleco ADAM and Timex/Sinclair 1000s have usergroups
> : SOMEWHERE.
>
> He wanted reasons, I was being complete.
>
> : > > 5. Because clones of the Atari computer are becoming available.
> : > >
>
> : At prices that could get me into a new Mecedes S-class. Heh heh.
>
> With performance that make both the Mac and the Clone look very bad.
>

Ha ha ha ha ha ha ha ha. Eh, Beavis we don't do Mac Pluses anymore !!! n

> : That's because there's an EON between hardware generations (er, there
> : was, since there's no more). Just bacause Atari owners are saddled with
> : DEAD END hardware (reference: 16Mhz processor) is no reason to turn
> : that around into a "I can still run all the new software on my old
> : computer."
>
> That so-called "Dead End hardware" smoked an Apple Mac Quadra and had
> a 66 MHz '486 breathing heavy just trying to keep up. An efficient
> architecture coupled with an efficient operating system outplays raw
> Hertz.
>
> : People WANT to upgrade - I enjoy buying a new computer as
> : much as a new car - particularly when I can sell my old one (yes, at a
> : loss, but not as much as you) and when my new model is a
> : bang-for-the-buck champ over the last one.
>
> WANTING to upgrade is different from being FORCED to upgrade, a
> requirement of running with the Clones.

Nobody id being forced to upgrade. My software runs fine on my model. I will
most likely upgrade by next summer.
>
> : Too bad that with the Falcon, not only can you NOT upgrade (save
> : for overpriced German clones - I'm talking ATARI here), but you can't
> : even run all the old software.

>
> Yes, there are hardware upgrades for the Falcon -- the upcoming '040
> processor, the 32 MHz upgrade, the expose video board, etc.

)4 040 comming soon? Probably will cost more than my 040..

>
> And the ability to run 80% of all the old software is pretty good!
>
> : Don't try and tell me that 80% of the software is compatible - I've seen
> : people try to get GAMES to run on the Falcon - good luck in many cases.
>
> Software is more than games. 80% of all ST software will run on the
> Falcon.
>
> : The past is never a good indicator of the future in this changing
> : industry, son. 8 years ago, I couldn't get 1-gig hard drives for under
> : $300 (maybe less now). Just an example.
>
> When you're discussing technological trends, you may be correct.
> But when you're considering the development of software, I choose
> to differ! To achieve the greatest level of sales, software developers
> will make their offerings compatible with as much of the computer line
> as possible.
>
> : What's clearly realistic to me is that the Falcon clearly went by
> : the wayside like the Atari 8-bit, Apple II, Coleco Adam, Commodore
> : 64, etc...
>
> Falcon: STILL In Production
> Atari 8: Not In Production
> Apple II: Not In Production
> Coleco Adam: Not In Production
> Commodore 64: Not In Production
>
> Wrong again.
>
> : I'm sure there are users of those platforms that think they had it
> : all and that anything else wasn't necessary.
>
> Naturally, I don't think I've "got it all", because NONE of the computer
> platforms can claim that!
>
> : It's not very clear to you that you're in the same boat. It is to me.
>
> It all comes down to: how much does it cost to perform the task?
> Clone users spend about $2500.00 every four years while Atari owners
> spend about $2500.00 every eight years, as shown previously.

Can you cite evidence?
>

> -- George
>
>
>

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

2988. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct28.170300.50179@cobra.uni.edu>
Source record: 11143

In article <46pu1o$6rd@news3.cts.com>, dferran@crash.cts.com (George Crissman - Ferran Scientific) writes:
> Now that he's got a good head of steam up, James Wood (jamesw@PEAK.ORG)
> continues to expostulate with:
>
> : On 22 Oct 1995, George Crissman - Ferran Scientific wrote:
>
> : Am I to infer that the point of the above is to tell me that the 16Mhz
> : Falcon has more horsepower than the above systems???
>
> On a system basis, and with respect to the benchmark that was run, yes.

Ha! $999 gives a performa 636 with 040-33mhz, 2x cdrom.., keyboard, software bundle.

>
> : > : games,
> : >
> : > That's what Jaguars and Clones are for. (I've never met anyone who
> : > felt the Mac was a serious contender in the game machine category. :-)
>
Marathon and DarkForces are here plus lots more on the way/...There is more game development happening on the Mac platform than the Jagflop..

> : Then what's the Atari for? If I have to get a Clone, I may as well do my
> : word processing, etc on it as well.
>
> The Falcon is for multimedia, sound, graphics, animation, plus the same
> old applications of word processing, data basing, spread sheeting,
> telecommunicating, compiling, faxing, etc.

The Falcon is a lousy multimedia platform because the hardware is slow and weak by 1995 standards plus their is almost no apps that is considered multimedia.

m
>
> : > That's what "compatibility" is all about! Software written for
> : > the ST runs just fine on the Falcon. Are you implying that each
> : > new MacIntosh model causes the existing catalog of Mac software to
> : > become obsolete?
>
> : Then why won't all the games run on the Falcon? There should be no
> : exceptions. "Compatibility" is an absolute term.
>
> Because many of the games programmers broke good-programming rules,
> doing hardware-specific tricks. Software is more than games, and an

> 80% compatibility is quite good.

he he he he..

>
> : > : > 2. Because the Falcon is still being actively marketed.
> : > : What continent?
> : >
> : > Europe, United States, etc.
>
> : No, not in the United States.
>
> Yup, right here in the US. Check in ST Informer. And on the Toad Web page.
>

I don't have ST Informer...Not available at the newstands.

> : > Try to buy new software for it in four years. Most likely, your machine
> : > won't be capable of running it. Most of the new Atari software runs on
> : > the ST just fine.
>
> : Things are going to dry up faster, though. No Codehead, etc....
>
> Software companies come and go. New software is still coming out
> for the Falcon.

Not much..

>
> : True - but let's not justify our opinions by distorting the truth with
> : ridiculous claims that the Falcon outperforms all other plaforms,
>
> What distortion? I showed benchmark completion times for four systems
> including the Falcon, claiming that an efficient architecture and an
> efficient operating system can outperform an inefficient system running
> with a higher clock speed.

Cite the evidence and source. List hardware, color depth and soo on. se
>
> : that we can get lots of new software,
>
> Right there in the Toad catalog & ST Informer.
>
> : that we can run all old software (games included) on the Falcon,
>
> My claim has been 80% compatibility with existing ST software. Are
> you experiencing comprehension problems?
>
> : that the Falcon is a great starter computer,
>
> It's a great computer!
>

> : that the Falcon can be all things to all people,
>
> When have I ever said that?
>
> : that 8 years from now things will be peachy with the Falcon.
>
> I said that new Falcon software released eight years from now will
> most likely run on today's Falcon, given the fact that new software
> released today runs just fine on an 8-year-old ST.
>
> : 8 years ago you could get new software for the Commodore 64. Does
> : that mean I can now or in 8 years?
>
> Well, you could have a year or so ago, before Commodore went bankrupt,
> because the 64 was then still available for sale in toy stores. To the
> best of my knowledge, Commodore hasn't licensed production of the 64
> to another company, but Atari *has* licensed production of the Falcon
> to C-Lab.
>
> : James
>
> Keep trying, James. And try to stick to the point.
>
> -- George
>
>

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

2989. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-29 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <46ut25$ljk@morgoth.sfu.ca>
Source record: 11144

pischke@ecf.toronto.edu (PISCHKE DAVID) writes:

>Wait -- Brian Quinlan asked you to provide an example of something that a DSP
>can do that a PPC cannot. Are you implying that a PPC cannot multiply, add,
>do memory loads and pointer updates? Yes, it may take more cycles, but the
>argument was that the PPC can do everything that a DSP can do. The argument
>was also that, since the PPC is running at a much faster data rate and has a
>wider path to memory, it can do everything the DSP in the Falcon can do at
>at least the same speed.

You brought up something that I hadn't though of: the DSP would be bound by
the memory subsystem. How big is the bus to the Falcon DSP and what kind
of data throughput is possible? Does the Falcon use some sort of cacheing
mechanism? Maybe L2 cache for the DSP?

--

Brian Quinlan
quinlan@sfu.ca

2990. FS: 2 Atari 2600 Units - $5.00 For Both!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-29 00:00:00 UTC
From: guard@netcom.com
Message-ID: <guardDH8CvM.IL7@netcom.com>
Source record: 11145
Cross-posted to: rec.games.video.marketplace,comp.sys.atari.advocacy,alt.atari.2600,rec.games.video.atari

```
||=========================================================================||
|| 2 Atari 2600's - (Not Sure If They Work) - $5.00 Woodgrain/New Style ||
||=========================================================================||
--
[)(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<(]
||===========[ Robert S. (Avid Video Game Player And Collector) ]===========||
|| Email: [guard@netcom.com] or Call: [(310)544-1596] If You Are Interested ||
||=====[ In Buying Or Selling: 3DO/Atari 2600/PC/PCEngine/Playstation ]=====||
|| Sega Genesis/Saturn/Super Nintendo/Turbo Duo/"Systems/Games/Accessories" ||
[)(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<(]
```

2991. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-29 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <470j6g$beo@ccshst05.cs.uoguelph.ca>
Source record: 11146

: I have not seen the Falcon, but read the specs, reviews and others comments.

Petey ... you only read the comments that suit your biased opinion.

>> Mark <<

--

==
Mark Rathwell = "Who would have thought a good little girl like you
= could have destroyed all of my beautiful
The Universiy Of Guelph = wickedness?"
= "Summertime came too soon, summers in Kansas
mrathwel@uoguelph.ca = often do. And the air was still, I felt the pull"
==

2992. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-29 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct29.220826.50203@cobra.uni.edu>
Source record: 11147

In article <FJ3IBIALUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
> In <1995Oct25.175228.50100@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>Performa 636(aka Quadra 630)..040-33mhz, 8/250, 2xcdrom, keyboard and software
>>bundle for $999 plus $3.00 over night delivery from MacWarehouse!
>
> Is it as bad as the original 630? I.e. DRAM for video, etc..?

The 630 series uses video memory not dram!

>
> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O
> ----&#65533;=ae--&#65533;=oe--&#65533;=ue--&#65533;=Ae--&#65533;=Oe--&#65533;=Ue--&#65533;=sz---- /
> \
>)

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

2993. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-29 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Oct29.221457.50204@cobra.uni.edu>
Source record: 11148

In article <FJ3IBIAOUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:
> In <Pine.SUN.3.91.951026011231.28804F-100000@PEAK.ORG> James Wood wrote:
>>> The Falcon has a web browser. Even the 520 ST has a web browser.
>>
>>How do those color pictures look on a 4-color display (520ST)?
>
> a) you should switch off the pictures anyway to waste less bandwidth

Your precious Atari can't handle it? Hell, a new 040 $499 LC475 can handle color very well. The whole point of using a web browser is for the color graphics!

> b) I assume they look as if the've been dithered. On a graphics board they
> look quite fine
>
Don't need a graphics board. I have one meg video memory as standard..

> But sure, pioint b) doesn't bother you, as you have only used an
> unexpanded ST and then switched to the great new machines. How could you
> have chosen to buy expansions like that?
>

What babble is this?

>>> Earth idiot. And the apps for the Falcon are cheaper than the apps for
>>> the PC.
>>
>>Bullshit. Papyrus is expensive - we've been through that here.
>
> "Off Axis" costs only 50% of the PC version.

Not as cheap as ClarisWorks!

>
> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G�nther) - _O
> ----�=ae--�=oe--�=ue--�=Ae--�=Oe--�=Ue--�=sz---- /
> \
>)

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science

Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people. And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.....
Internet-democrats-request@webcom.com / Type subscribe in body of message

2994. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-29 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <46ut6h$lq0@morgoth.sfu.ca>
Source record: 11149

guenther@cabal.shnet.org (Thorsten Guenther) writes:

>No, he's the university's janitor.

I stand corrected. But the license applies to University staff as well.

--

Brian Quinlan
quinlan@sfu.ca

2995. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-30 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <473ack$lkr@morgoth.sfu.ca>
Source record: 11150

dferran@crash.cts.com (George Crissman - Ferran Scientific) writes:

>It takes a 66 MHz '486 (and, by inference, a 60 MHz Pentium) to keep
>up with it and it's the Falcon that's underpowered? Think again!

That was not a good point to concede. Few people, I would say only the
K-mart market, would buy a P5-60 these days. So the mean PC being sold
today is more powerful than the Falcon.

>Like the available slot for the 68882 math coprocessor.
>Like the system RAM that can be expanded from 1 Meg to 4 Meg or 14 Meg.
>Like the processor-direct slot that allows custom hardware to take over
>the system for new processors (68040 w/32-bit RAM), emulation (such as
>clones), or multimedia (such as the Expose board).

The copressor slot would be unnescessary if Atari had them built-in.
Upgrading to 14 Megs of RAM is much less than the 72MB that a low-end
PC/Mac can be expanded to. A PDS slot is cool but Apple has used that
for years. And then your missing an expansion bus such as PCI.

>And BTW -- since *you* are a member of the vast Personal Computer public
>(just like the rest of us are), and since *you* know about Toad, isn't
>it therefore only a matter of time before the rest of the computer users
>know about Toad? :-)

Only if they read Atari advocacy groups :)

>Now remember the rule of thumb that it takes a Mac with a better processor
>and a double-or-better system clock to match the performance of the
>Atari-designed machine. When the Medusa comes out with, say, at 68060
>running at 60 MHz, Apple will need a PowerPC running at 120 MHz (minimum)
>just to compare.

I don't like your rule of thumb. Please explain how you came up with it.

--

Brian Quinlan
quinlan@sfu.ca

2996. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-30 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.815047471@gen-off-3>
Source record: 11151

sinclap2954@cobra.uni.edu writes:

>The 630 series uses video memory not dram!
Not according to Guru.

Would you like to check that?

Oh, and the memory used for video is non-expandable.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

2997. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-30 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <4748ti$bsl@gti.gti.net>
Source record: 11152

Brian Quinlan (quinlan@news.sfu.ca) wrote:
: dferran@crash.cts.com (George Crissman - Ferran Scientific) writes:

: >It takes a 66 MHz '486 (and, by inference, a 60 MHz Pentium) to keep
: >up with it and it's the Falcon that's underpowered? Think again!

: That was not a good point to concede. Few people, I would say only the
: K-mart market, would buy a P5-60 these days. So the mean PC being sold
: today is more powerful than the Falcon.

So in other words, the mean PC being sold today is more powerful than
the Falcon, that came out THREE YEARS AGO?

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

2998. Amiga Best Computer??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-31 00:00:00 UTC
From: Robert Duncan <duncan>
Message-ID: <475ofc$jkp@news.fsu.edu>
Source record: 11153

Hi, I know this is an Atari newsgroup, but I'm trying to decide on which computer to buy to use for the last year and a half of my computer science degree. I've heard the Amiga is the best choice because it can be a Mac or a PC with the addition of cards, and nothing else can emulate an Amiga. What do you think?

Robert Duncan
duncan@cs.fsu.edu

2999. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-31 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <475ssg$3v9@morgoth.sfu.ca>
Source record: 11154

Michael Grove <mgrove@owens.ridgecrest.ca.us> writes:

>Yes, but then that "quality" factor comes into play when you say MPEG.
>Output one of your frames to an Epson Stylus at 720dpi and see what
>you get. Or, run it out through your RGB to SVHS converter (you do
>have one, don't you) and check the tape quality. Broadcast quality
>on the Mac will cost about 8k. Shit, i'm talking about a lowly
>Falcon here, not a Video Toaster. Ya, a PPC with all the $$$$$
>goodies would be nice, but only after I win the Iowa lotto :)
>For "home" use, I can't beat the Falcon.

Why would I output the video to a 720dpi printer? It will look like crap
just like it would outputed from a Falcon. The Mac video capture hardware
is limited to the quality of the input data as is the Falcon's. If you
capture a frame, at a reasonable size and frame rate then all the data
for that frame will be there. I've never tried to make a broadcast system
before so I can't comment on your price figures. Doesn't seem that
bad though assuming that it includes everything.

--

Brian Quinlan
quinlan@sfu.ca

3000. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-31 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951031183820.11390A-100000@PEAK.ORG>
Source record: 11155

On 31 Oct 1995, Brian Quinlan wrote:

> azog@gti.gti.net (azog) writes:
>
> >So in other words, the mean PC being sold today is more powerful than
> >the Falcon, that came out THREE YEARS AGO?
>
> Correct. I think that this is the first time anyone has admitted this.
>
> --

However, a PC today that's more powerful will cost less.....MUCH LESS.
The scenario isn't complete without saying it. Look at the November '95
Computer Shopper. Cover story is about 486DX4/100Mhz systems for $999.
All had 8 MB RAM, 256K cache, 540MB hard drives, 1024x768 non-interlaced
video on a .28 dot pitch SVGA monitor, 16-bit sound and QUAD speed CD-ROMs.
Before making judgement, keep this under consideration because it would
cost a hell of a lot more to get a proprietary system up to these
specs...and cost a lot more.

What was that about people bitching about having to pay $2500-$5000 to
upgrade "every year?"

James

3001. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-31 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951031193533.11390D@PEAK.ORG>
Source record: 11156

On 27 Oct 1995, George Crissman - Ferran Scientific wrote:

> The financially-concerned James Wood (jamesw@PEAK.ORG) wrote:
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

oh boy. Here we go again trying to be "fancy." I'm not so much concerned with financing as I am with getting at the truth: Any way you slice it, a Falcon system is MORE EXPENSIVE than a mainstream design.

>
> Two-Way Shipping (UPS) $ 25.00
> Labor (Generous) $100.00
> -------
> Subtotal $125.00
> Plus Parts $259.00
> -------
> Total $384.00
>
> That's even less than sinclap's under-performing $999.00 wonder, which
> certainly refutes your claim that it's cheaper to buy another computer
> than to upgrade!

Getting a new computer gives you a whole lot more than those items will.

>
> : So it's the old "I can't get any so I'll walk down the Path of
> : Renunciation" arguement??
>
> Since I noted that there are several choices available in each of the
> main applications, I'm certainly not claiming that "I can't get any."
> Are you having difficulty following the discussion?

I know you're not claiming that you can't get any. You wouldn't admit it even if you could get ZILCH. THe fact is that you're trying to pretend that the vast software empire of the PC is NO advantage to the platform, and that proves what a fool you are and how utterly misconstrued your thoughts are on computers. Do you have difficulty understanding that?

>
> : Another twist: "Fox can't get the grapes so they must not be
> : sweet anyway?"
>
> I haven't said anything derogatory about software that's not compatible
> with the Falcon or the ST.
>

No dill-weed... I mean that you can't get the DIVERSITY (the grapes).
Heh heh. I'll try to refrain from such complex (snicker) analogies so
you won't get thrown off again.

> : Sorry, but there ain't that many duplicate programs. There is a
> : LARGE DIVERSITY.
>
> A large diversity of word processors. A large diversity of databases.
> A large diversity of spreadsheets. A large diversity of telecommuni-
> cations programs.

And a whole lot of other diverse programs for just about anything you
could possibly want to do from MIDI to burning EPROMS to calculating
vectors and statisitics and learning foreing languages and printing color
automaps and etc and etc and etc. Face it, you've lost this point.

> Most computer users will only operate six or fewer programs on their
> computer. It doesn't matter that there are 237 different word processors,
> since they only need one of them.

1) terminal program
2) database
3) spreadsheet
4) word processor
5) MIDI sequencer
6) File/disk utilities
7) compression utilities
8) Graphics file editors
9) Printer utilities/programs
etc etc etc
How about game 1, game2.......game 20.

Heh heh heh. Looks like you've lost another point.

> Software is available on-line, by mail, and at dealers supporting
> Atari computers.

The former two sources are available to all platforms and the latter is a
joke...practically nonexistant.

>
> Did you see the little note in the upper right corner? It says:
> "A check next to a title means it has been tested on and is
> compatible with the Falcon030. Other titles have not been tested
> or do not work...." ^^^^^^^^^^^^^^^^^^^
>
> Obviously the list is not complete, which means that games
> compatibility will be greater than 20%.

What is OBVIOUS (if anything) is that if they "tested" more and found out
they don't work, they'd have a harder time unloading that backstock of
overpriced Falcons that keeps their overhead up. They can probably try
to reclaim some of their lost fortune by keeping it under their hats and
selling Falcons to people like you who are going to give them the benefit

of the doubt and believe 80%. Why in the hell else would any respectable dealer NOT test the games? They should realize that whether or not it runs on the Falcon should be the BURNING QUESTION on all Atari owners minds. Why don't they find out and inform?

>
> Also: 75% of all games sold in the US are for the various Clone machines.
> If you're looking for a game machine and not a serious computer, then the
> Falcon is obviously not for you.

Just because you can't get many games doesn't make your computer a "serious" one. Just because you CAN get a lot of games doesn't make your computer "less serious." Now you sound like what the IBM guys said about my Atari 800 back in 1980 when it was a KICK ASS "serious" computer and played the best games. Just so happens "serious" computers play the best games because they have the highest demands on the hardware. I don't expect you'd understand that, however.

>
> BTW -- I was referring to all existing ST software in the
> "80% compatibility" statement, not just the games.

Ok...that's because most games won't run. HOwever, I can run most of that other software the GEMulator board, stuck in a slot of that $999 100Mhz PC (see Computer SHopper Nov 95) and run it faster and better and cheaper than a $1900 Falcon, and do a hell of a lot else too, plus play games. You don't like that thought, no doubt, but it's true.

> A maxed-out Clone at Incredible Universe retails for $3,000.00. A
> maxed-out Falcon retails for $1,900.00. Nope, I don't think you
> could buy BOTH a MAC and a Clone. You couldn't even buy just the
> clone.

A maxed-out clone is orders of magnitude beyond what a Falcon is capable of and the comparison is ludicrous. A $999 clone runs RINGS around a Falcon. Incidentally, on page 23 (ABS Computer) there's a $1839 clone ($61 less than your "maxed out" Falcon and here are the specs:

Pentium 100Mhz
16MB RAM, 256K cache
850MB IDE drive
PCI Local bus
SVGA
Quad-speed CD-ROM
16-bit sound and speakers
14.4K fax/modem
15" non-interlaced flatscreen monitor

Good lord, man.....look at those specs for less than your $1900. Learn to give up on this insane arguement and be thought of as a fool than to continue to pipe up about that which you know nothing - and remove all doubt.

>
> Check out the Jaguar ads on the late-night talk shows.

Which is why their marketing is so ineffective. I don't even see their
ads in the video game magazines, which is what the kids (and adults) read
who are in the market. The kids don't watch late-night talk shows!!
Atari's too cheap to get prime-time.... THey're going to lose that way.

> : Now we revert to the "we already have it so we don't need more"
> : arguement.
>
> No. It's a statement that new software is available for the
> Falcon, and that it's of leading edge concept and quality.
> Is English a second language for you?

Yes, what little of it there is. English isn't a second language; please
don't erroneously assume that because others disagree with your assinine
assertions that it is because they cannot understand....it is because
they disagree.

>
> With performance that make both the Mac and the Clone look very bad.

Yeah, right....that 100Mhz Pentium with 16 Megs and 4x CD-ROM...made look
bad by a 16Mhz 030 !!!! HA HA HA HA!!!! The only thing looking bad here
is you. Get wise and give it up.

> : DEAD END hardware (reference: 16Mhz processor) is no reason to turn
> : that around into a "I can still run all the new software on my old
> : computer."
>
> That so-called "Dead End hardware" smoked an Apple Mac Quadra and had
> a 66 MHz '486 breathing heavy just trying to keep up. An efficient
> architecture coupled with an efficient operating system outplays raw
> Hertz.

Yeah, right...In the hands of Atari. In the real world, benchmarks would
be quite different as anyone who understands anything about computers
(read: not you) would have to agree.

> WANTING to upgrade is different from being FORCED to upgrade, a
> requirement of running with the Clones.

I know people with 286's and 386's that still get by. When were they forced?

>
> Yes, there are hardware upgrades for the Falcon -- the upcoming '040
> processor, the 32 MHz upgrade, the expose video board, etc.

You're just getting to the 040 as Apple phases it out after years of
production....you have a lot to look foreward to. Same with 32Mhz.

> : the wayside like the Atari 8-bit, Apple II, Coleco Adam, Commodore
> : 64, etc...
>

> Falcon: STILL In Production
> Atari 8: Not In Production
> Apple II: Not In Production
> Coleco Adam: Not In Production
> Commodore 64: Not In Production
>
> Wrong again.

Uh....I meant the ATARI Falcon, so I'm, not wrong.

> It all comes down to: how much does it cost to perform the task?
> Clone users spend about $2500.00 every four years while Atari owners
> spend about $2500.00 every eight years, as shown previously.

This is laughable. Your $2500 is supposition while I've shown you FACT (Computer Shopper, NOV 95) as my PROOF. You stand corrected. $999 for a 100Mhz PC with more bells and whistles than any Falcon could dream of, and more software and horsepower too.

James

3002. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-10-31 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <475s8k$3kj@morgoth.sfu.ca>
Source record: 11157

azog@gti.gti.net (azog) writes:

>So in other words, the mean PC being sold today is more powerful than
>the Falcon, that came out THREE YEARS AGO?

Correct. I think that this is the first time anyone has admitted this.

--

Brian Quinlan
quinlan@sfu.ca

3003. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-01 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <477qij$2ch@gti.gti.net>
Source record: 11158

Brian Quinlan (quinlan@news.sfu.ca) wrote:
: azog@gti.gti.net (azog) writes:

: >So in other words, the mean PC being sold today is more powerful than
: >the Falcon, that came out THREE YEARS AGO?

: Correct. I think that this is the first time anyone has admitted this.

I have no problems admiting this. But, the reason for my post was to point out the foolishness of comparing a machine built today to a machine that was built three years ago.

I may have a bad memory, but I belive three years ago, a "standard" PC would have been at most a 486/33. I personally belive that the Falcon can hold its own against that machine.

There are also upgrade kits for the Falcon that increase speed of the processor, and other stuff..

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

3004. Re: Amiga Best Computer??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-01 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4787cq$ab8@ccshst05.cs.uoguelph.ca>
Source record: 11159

The Amiga is a good machine, but

a) it's out of date now.
b) Hard to find
C) It's manufacturer is bankrupt.

The Amiga (like the Atari ST) was an excellent computer that
never really caught on too well in North America. It can emulate other
computers, but that is expensive to do and it wouldn't be able to keep up
with the latest in PC and MAC hardware or software.

>> Mark <<

--
==
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"... does whatever a spider can!"
==

3005. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov1.154229.50290@cobra.uni.edu>
Source record: 11160

In article <djs.815047471@gen-off-3>, djs@jet.uk (David Stevenson) writes:
> sinclap2954@cobra.uni.edu writes:
>
>>The 630 series uses video memory not dram!
> Not according to Guru.

Who the -uck is Guru?

>
> Would you like to check that?
>

I did..my manual!

> Oh, and the memory used for video is non-expandable.

For Apple's intended target for the 630 line is enough. BTW..There are other
expandable Macs than the 630 line..

> --
> Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
>
> ==
> The above article is the personal view of the poster and should not be
> considered as an official comment from the JET Joint Undertaking
> ==

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3006. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov1.153714.50288@cobra.uni.edu>
Source record: 11161

In article <470j4t$beo@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Not here!
>
> I bet you haven't even looked.
>
> : Have one of the finest school library media centers in the USA!
>
> And some of the biggest genetic throwbacks passing off as human
> beings. :-)

He he he..

>
> : Blame Atari..
>
> Fo what? I saw all their upgrades. I could go into stores and see
> the new ST. I'm able to buy the Jaguar and it's games at a mall ten
> minutes from my residence room. I should blame Atari for your bias and
> lack of research abilities?
>

Congrats..But not here...Meanwhile Sony has racked up 300,000 sales of the Playstation in six weeks.

> >> Mark <<
>
> --
> ===
> Mark Rathwell = "Who would have thought a good little girl like you
> = could have destroyed all of my beautiful
> The Universiy Of Guelph = wickedness?"
> = "Summertime came too soon, summers in Kansas
> mrathwel@uoguelph.ca = often do. And the air was still, I felt the pull"
> ===

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3007. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-01 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <478ik5$j0c@morgoth.sfu.ca>
Source record: 11162

dferran@crash.cts.com (George Crissman - Ferran Scientific) writes:

By making your question rhetorical, you want to preempt (something the mac
is bad at) debate, right?

>True, indeed. Am I right to believe that the '040 has the coprocessor
>built-in, just like the '486's? The rumored C-Lab Falcon040 would then
>have the math coprocessor standard. Ummmmm!

Some versions do. The 040LC does not but all the others do (EC,MC,etc) I
beleive.

>This leaves us perched on the edge of the "efficient software is small
>software" discussion, BTW.

Software may be small on the Falcon but unless they do something clever
then the data takes the same about of RAM space. And if you want a lot
of RAM then either your doing a lot of LISP programming or you need
it for data.

>The processor direct slot (PDS, right?) serves as the expansion bus,
>although I will admit it's limited to one plug-in.

I'm saying the Apple has PDS & SCSI. So the Mac sacrifices a cartridge port
for several PCI slots.

>I dunno ... Peter sounds like a plugged-in guy to me. I wouldn't be
>surprised to see him as a guest speaker at some big Mac powwow somewhere.
>(I'd like to see someone post the "transcript" of any such speech he
>might give. Any creative writers out there?)

Peter doesn't speak for anyone Mac users that I know of! Every time I see one
of his posts I want to buy a PC!

>: I don't like your rule of thumb. Please explain how you came up with it.

>It's my own rule of thumb, but it seems to hold true with other models
>in the Mac line as well, and appears to be caused by inefficiencies in
>the Mac operating system.

So this is a rule based on the speed at which the operating system runs and
not some weird archetual superiority of the Falcon. Cool. But remeber that
the Mac operating system has to do a lot more stuff than the Atari. How
many pixels in the LCIIs monitor vs theSTs. What pbt depth was the LCII
running in? Was the LCII networked, file shared? What font system was the
Atari using? Etc. I think we've had this debate before.

--

Brian Quinlan
quinlan@sfu.ca

3008. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-01 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <478iqj$j3s@morgoth.sfu.ca>
Source record: 11163

chainxor@control.auc.dk (Henrik Lunardi Weide) writes:

>What ? You say that the 630-line is more expanable than the Falcon ?

The 630 line was designed for people who have no intention of expanding.
Compare the expansion capability of the Falcon to a 7100/7200/8500/9500.
--

Brian Quinlan
quinlan@sfu.ca

3009. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-01 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95305.153200STIRRE31@MAINE.MAINE.EDU>
Source record: 11164

James,
You make some very good points. However, please don't make bold claims about the Falcon when you just do not know what you are talking about. For example, you should probably own and use a Falcon to get an idea of how compatible it is with old software. 80% sounds reasonable to me. Games run over half of the time. All the games you sold me worked just fine, thanks :-).
I agree that the PC system that you are talking about (CS) sounds very impressive. However, I have seen other's impressive PCs choke on installing 3 year old games due to lack of memory (this system had 16 megs). Sure, I could learn to use a PC more effeceintly but why should I have to when I enjoy my Falcon and find it much easier-to-use? I believe that a little while back you were saying how great the ST was and how difficult it was to use an IBM. Why the change of heart, if you don't mind me asking?
Anyway, you could argue that I am biased and brand loyal to Ataris. Fine. I just like the machine. I enjoy using it. I see all the trials that PC users go through and don't want to jump through the same hoops to get programs to run. I also, out of principle, do not want to run anything from Microsoft on my home computer.
I am not going to try to argue that the Atari can compete with an IBM in raw computing power at the same price. I would argue, though, that TOS 4.04 completely kills anything that runs on the PC. In that respect, the Atari wins. This is something that will not show up in benchmarks.
I am also from the old days of computing when people used their systems for fun and leisure. The Falcon is not merely a tool for me; it is a form of entertainment. I enjoy using it. Will C-Lab take the market by storm with Falcon clones? Most likely not. They will, however, ensure a supply of good, fun computing systems for hobbyists like myself. It also gives people choice.
Glad you enjoy your PC. Oh, and could you stop laughing in your posts? I find that unneccessary and annoying.
-scott tirrell

3010. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov1.153508.50287@cobra.uni.edu>
Source record: 11165

In article <95302.121929STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> One of the main sources of conflict with this thread is that people
> on the Mac side just do not have knowledge of the Atari line of
> computers. I keep hearing claims of the dearth of Atari software.
> However, I cannot afford all of the great software coming on for my
> Falcon! Besides, Mac owners have to concede that the PC has more
> software but this doesn't make it a better machine.
> People genuinely interested in Atari products should e-mail ST
> Informer and ask for a free issue. Their e-mail address is
> stinformer@chatlink.com. Or contact Toad for a free catalog (info@
> toad.net).

I have much knowledge of the Atari line, thank you!.

> I am tired about hearing about 4-bit color on STs when I have my
> unmodified Falcon running 16-bit color. This is fine for browsing
> the Net. You can get a web browser, James Woods!
Much of the installed base are four color ST's! But you can't run NetScape
2.0!

> As far as multimedia goes, there is APEX media and some products from
> Lexicor. What do people mean by multimedia? Games? If so, I'll take
> my 7800 anyday over crud like the Journeyman Project.

But the Mac does it better with hardware and apps! Plus the Mac is cheaper for
multimedia. The Mac is now the Power with out the Price!

> Speaking of games, using Backwards allows the Falcon to run over half
> of ST games. New games like Llamazap (which I would like to see Macs
> and PCs handle as well as the Falcon does) and Steel Talons takes
> advantage of the Falcon's hardware. And games are easy to set up
> on a Falcon. My friend with a Pentium with 16 megs of memory could
> not get a game to run due to lack of RAM. True, this person doesn't
> know much about computers but this is just silly.
> As far as the 16Mhz 030 goes, one can upgrade cheaply to 32Mhz ($99).
> Also, Wizztronics is releasing 040 boards and rumor is that C-Lab
> will make a 040 clone or even a 060. A C-Lab Falcon 4/350 costs
> $1349. I think that is a fair price (better than Atari's Falcon).
> The C-Lab clone also has internal SCSI. I don't know of any PowerMacs
> for under $1400 (based on MacWorld).

Games like DarkForces and Marathon are not available on the Falcon. Upgrade to
32 mhz!!!Wow... I have an 040.. I like how you compare a Falcon to a
PowerMac.. The $1349 Falcon does not include a monitor. You can get a
complete 040 Performa 631 with cdrom, keyboard, monitor, modem and software
bundle for $1349! A PPC Performa 6116 with monitor, cdrom, keyboard, modem and

software bundle will cost $1699..

> My take on the computer market right now is that I can do everything
> on my Falcon that people with other platforms can do. People I
> know with clones play games. I was envious of Mac networking but
> now I have a working web browser. I don't think that I am
> missing out on anything.

Same with me!

> -scott tirrell

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3011. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov1.154638.50292@cobra.uni.edu>
Source record: 11166

In article <4748ti$bsl@gti.gti.net>, azog@gti.gti.net (azog) writes:
> Brian Quinlan (quinlan@news.sfu.ca) wrote:
> : dferran@crash.cts.com (George Crissman - Ferran Scientific) writes:
>
> : >It takes a 66 MHz '486 (and, by inference, a 60 MHz Pentium) to keep
> : >up with it and it's the Falcon that's underpowered? Think again!
>
> : That was not a good point to concede. Few people, I would say only the
> : K-mart market, would buy a P5-60 these days. So the mean PC being sold
> : today is more powerful than the Falcon.
>
> So in other words, the mean PC being sold today is more powerful than
> the Falcon, that came out THREE YEARS AGO?

Yep..And it sad that it costs more than a PC!

>
> --
> Billy D'Augustine
> azog@gti.gti.net
> http://www.gti.net/azog/
>

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3012. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-01 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <477p6s$idh@news.iesd.auc.dk>
Source record: 11167

In article <1995Oct27.215340.50163@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> In article <46odg0$fq0@garuda.csulb.edu>, hing@csulb.edu (Houn-Nam Ing) writes:
> > sinclap2954@cobra.uni.edu wrote:
>
> I have not seen the Falcon, but read the specs, reviews and others comments.
>
Than you're obviously not competent to comment on the Falcon, if you haven't
worked with it!

Keep Cool and Flying...

ChainXOR...

3013. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-01 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <477ps7$idh@news.iesd.auc.dk>
Source record: 11168

In article <1995Oct27.214852.50162@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> In article <khaley.814724131@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> > sinclap2954@cobra.uni.edu writes:

> I thought this was a Falcon debate. I like how you defer this to the PC when
> you know that the Falcon is not expnadable compared to the Mac 630 line. Apple
> has a broad line with other expanadable Macs like 7000 PCI line.

What ? You say that the 630-line is more expanable than the Falcon ?

That's a BIG joke! My father has an LC630 Mac running MagiCMac, and that machine
has ONLY ONE PDS-slot and it can only take one card!! Baaaaaaa....

On the Falcon you can add accelerator cards on the expansion slot and than add
additional cards on top.

On the LC630 you can't connect a new IDE harddisk, because it has to be
modified specifically for the Mac - BIG bummer, since those external SCSI-harddrives
are EXSPENSIVE.

On the Falcon one can add two IDE drives with NO PROBLEMS!
Of course it also has a SCSI-II slot, but I assume you already know that.

My father has big problems using his CANON BJ-200 with PowerPrint on the Mac, don't
say the Mac doesn't have it's drawbacks - 'cause it certainly has some!!

- And still no cheap D2D-option...

Keep Cool and Flying...

ChainXOR...

3014. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-01 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <477qcv$idh@news.iesd.auc.dk>
Source record: 11169

In article <1995Oct29.221457.50204@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> In article <FJ3IBIAOUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:
> > In <Pine.SUN.3.91.951026011231.28804F-100000@PEAK.ORG> James Wood wrote:
> Your precious Atari can't handle it? Hell, a new 040 $499 LC475 can handle
> color very well. The whole point of using a web browser is for the color
> graphics!

What do you exspect from a 10-year old computer ??

Take a 10-year old Mac - Now that's a pathetic machine, not even 16 color modes.

> Don't need a graphics board. I have one meg video memory as standard..

Like my Falcon. I have 4 MB ST-Ram (video-Ram) and 4 MB FastRAM - works great.
Of course the ST-Ram can also be used as user-Ram, since the screen usually
doesn't take up all the ST-Ram, unless I use virtual screens etc.etc.

> What babble is this?

Do you really care anyway ?

> Not as cheap as ClarisWorks!

And ? LiNUX has just been dropped for the Mac. Bummer.

Keep Cool and Flying...

ChainXOR...

3015. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov1.153932.50289@cobra.uni.edu>
Source record: 11170

In article <470j6g$beo@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : I have not seen the Falcon, but read the specs, reviews and others comments.
>
> Petey ... you only read the comments that suit your biased opinion.

In what way? Fact: the fastest Falcon is a 16 mhz. 030, costs $1349 without monitor and is behind the curve. Plus very little Falcon specific software.

>
>
> >> Mark <<
>
>
> --
> ===
> Mark Rathwell = "Who would have thought a good little girl like you
> = could have destroyed all of my beautiful
> The Universiy Of Guelph = wickedness?"
> = "Summertime came too soon, summers in Kansas
> mrathwel@uoguelph.ca = often do. And the air was still, I felt the pull"
> ===

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3016. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov1.154510.50291@cobra.uni.edu>
Source record: 11171

In article <khaley.815074774@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> The pathetic sinclap2954@cobra.uni.edu writes:
>
>>> : > Wrong, idiot. Call Netscape. Their products aren't freeware.
>>>
>>> : he he he he. BZZT! Thats funny, I can download from the ftp sites or walk
>>> : down to ISCS with a blank disk..
>>>
>>> Not. Netscape is a commercial product. As suggested, call Netscape. This
>>> is one of the reasons why Netscape is rapidly becoming one of the largest
>>> software houses, due to their distribution, but it is still NOT free.
>>> If you pay the cost or not, that is your problem, but the product costs
>>> $40 or somesuch.
>
>>Netscape is worth the $40.00..But NetScape is a freebe!
>
> How can Netscape be $40 and still be a freebie? How dumb are you?

NetScape is free for me..Deal with it. You can purchase the Apple internet kit
which includes NetScape if you want.

>
>> Deal with it!
>>NetScape makes it's money from selling addons to the web browswer. Much of its
>>money comes from selling additional modules to firms.
>
>>Also, Mosaic is a freebe as well... x
>
> This has ALREADY been answered, dork! Netscape is NOT free software!
> If you really think it is, I DARE you to call Netscape and ask them!
> If you won't call them, I will! You can download their software, but
> you must pay a registration fee! Did you ever read the screen that
> first comes up after installing Netscape!?

Not me..

>
> Or are you a software pirate, Peter?
>
And you?

> Also, I believe that Mosaic requires a registration fee. Contact NCSA
> for more info.

Don't have too.
>

>> Peter Sinclair-Day Macintosh Performa 636
>> University of Northern Iowa PowerBook 150
>> Graduate School of Library/Curriculum and Information Science
>> Http://w3.nai.net/~asincla/home.htm
>>
>> Saying Windows 95 is equal to Macintosh is like finding a potato that looks
>>like Jesus and believing you've witnessed the second comming.
>> -Guy Kawasaki
>
> Can't even spell a quote correctly, I see.
>
> /Kevin
>

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3017. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-01 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951101161726.19824J-100000@PEAK.ORG>
Source record: 11172

On 1 Nov 1995, George Crissman - Ferran Scientific wrote:

> I forgot to note that the main system clock in the Falcon runs at
> 16 MHz. And that's what gets most people really excited: why does
> a clone require a main clock frequency of 60+ MHz just to keep up
> with the Falcon? (This is RHETORICAL, gang!)

A 60Mhz does more than "keep up." It blows it away.

> : I don't like your rule of thumb. Please explain how you came up with it.
>
> At my friendly local computer dealer, I saw a Mac LC II sitting next
> to an Atari 520 ST. Both were running the default desktop. I played
> with the LC II a bit, and it felt slow compared to the Atari. Then I
> learned that the LC II had a 68030 running at 16 MHz, while the Atari
> was operating a 68000 at 8 MHz.

Heh.... He "plays with the desktop" and it "feels slow" to him so that's
how he forms his opinion of which is faster....heh heh heh. A real-word
comparison, indeed....barf!

3018. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-03 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <47c29e$dvv@news3.cts.com>
Source record: 11173

oth.sfu.ca>
Organization: CTS Network Services (CTSNET), San Diego, CA
Distribution:

Brian Quinlan (quinlan@news.sfu.ca) wrote:
: dferran@crash.cts.com (George Crissman - Ferran Scientific) writes:

: By making your question rhetorical, you want to preempt (something the mac
: is bad at) debate, right?

Basically. We'd wind up arguing nitty-gritty efficiency details.

: >True, indeed. Am I right to believe that the '040 has the coprocessor
: >built-in, just like the '486's? The rumored C-Lab Falcon040 would then
: >have the math coprocessor standard. Ummmmm!

: Some versions do. The 040LC does not but all the others do (EC,MC,etc) I
: beleive.

Something to look forward to!

: >This leaves us perched on the edge of the "efficient software is small
: >software" discussion, BTW.

: Software may be small on the Falcon but unless they do something clever
: then the data takes the same about of RAM space. And if you want a lot
: of RAM then either your doing a lot of LISP programming or you need
: it for data.

True, data takes the same amount of space, no matter which platform
you choose. For many of the day-to-day computer tasks, however, the
size of the application program is larger than the data file. That
makes compact applications pretty important.

: >I dunno ... Peter sounds like a plugged-in guy to me. I wouldn't be
: >surprised to see him as a guest speaker at some big Mac powwow somewhere.
: >(I'd like to see someone post the "transcript" of any such speech he
: >might give. Any creative writers out there?)

: Peter doesn't speak for anyone Mac users that I know of! Every time I
: see one of his posts I want to buy a PC!

You're right, it's unfair of me to automatically assume all Mac users
are like Peter. I apologize for generalizing.

: >: I don't like your rule of thumb. Please explain how you came up with it.

: >It's my own rule of thumb, but it seems to hold true with other models
: >in the Mac line as well, and appears to be caused by inefficiencies in

: >the Mac operating system.

: So this is a rule based on the speed at which the operating system runs and
: not some weird archetual superiority of the Falcon. Cool. But remeber that
: the Mac operating system has to do a lot more stuff than the Atari. How
: many pixels in the LCIIs monitor vs theSTs. What pbt depth was the LCII
: running in? Was the LCII networked, file shared? What font system was the
: Atari using? Etc. I think we've had this debate before.

Most likely we _have_ had this debate before. Both systems were running
"as turned on", all by themselves, without any special setups or auto
folder programs.

The key point is: "..the Mac operating system has to do a lot more
stuff...." Now we're talking efficiency again....

-- George

3019. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-03 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <47c5mq$fgu@news3.cts.com>
Source record: 11174

The quiet and thoughtful James Wood (jamesw@PEAK.ORG) wrote:

: On 27 Oct 1995, George Crissman - Ferran Scientific wrote:

: > Now that he's got a good head of steam up, James Wood (jamesw@PEAK.ORG)
: > continues to expostulate with:
: ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
: That looks really dumb. Try less to look sophisticated and more to prove
: your ridiculous claims.

Sorry. "Expostulate" appeared to be the appropriate word.
I'll try harder to use smaller words.

: > : Am I to infer that the point of the above is to tell me that the 16Mhz
: > : Falcon has more horsepower than the above systems???
: >
: > On a system basis, and with respect to the benchmark that was run, yes.

: "On a system basis" tells me nothing.

It means "the whole computing system" and not "just the processor".

: With respect to that benchmark? That benchmark was obviously an
: inaccurate way to measure performance. Atari just so happens to blow
: away all these other platforms when THEY run the test on the
: Falcon...yeah. Let me se an independent testing house reproduce the
: results. Alas, it'll never happen because they haven't time to waste
: with toys.

Digital Equipment Corporation ran the benchmark on the Quadra, the
'486, and the Alpha. Atari Corporation ran the benchmark on the
Falcon. The purpose of the benchmark is to allow comparison of
dissimilar systems.

: > The Falcon is for multimedia, sound, graphics, animation, plus the same
: > old applications of word processing, data basing, spread sheeting,
: > telecommunicating, compiling, faxing, etc.

: That's true....but the clone will do all that faster,

... if it's running 75 MHz or faster ...

: do more, and costs less. That's all I'm asking you to concede.

In a separate posting, you suggested a $999.00 '486. But after it
was equipped with the missing Falcon hardware, it cost *more* than
the Falcon.

: > : Then why won't all the games run on the Falcon? There should be no
: > : exceptions. "Compatibility" is an absolute term.
: >
: > Because many of the games programmers broke good-programming rules,
: > doing hardware-specific tricks. Software is more than games, and an
: > 80% compatibility is quite good.

: Not if your favorite wares are in the damned 20 percent.

I'm sorry that the Falcon won't run your favorite software. I'm
glad that you do have a computer that will run your favorite software.

: > : > : > 2. Because the Falcon is still being actively marketed.
: > : > : What continent?
: > : >
: > : > Europe, United States, etc.
: >
: > : No, not in the United States.
: >
: > Yup, right here in the US. Check in ST Informer. And on the Toad
: > Web page.

: That's why it's ridiculous to believe that the platform should attract
: new customers. They only preach to the converted. The user base won't
: grow, merely what few people remain "loyal" to the line may upgrade or
: get 2nd machines. This is different from attracting new customers, which
: is what "marketing" generally means.

There is "mass" marketing (which means everybody) and there is
"targeted" marketing (which means concentrating on likely buyers).
Yes, the Falcon is still being actively marketed to those people
most likely to buy a Falcon: musicians and existing Atari owners.

: > Software companies come and go. New software is still coming out
: > for the Falcon.

: "Software companies come and go" is a very general, multifaceted
: arguement that could be debated at great length. What is a very
: specific, undebatable statement is that many of the best (again, Codehead
: for example) are on the way out. Why? The market is too small. Why else?

Just because established software companies are leaving doesn't
mean that the new software companies are not capable.

: > : True - but let's not justify our opinions by distorting the truth with
: > : ridiculous claims that the Falcon outperforms all other plaforms,
: >
: > What distortion? I showed benchmark completion times for four systems
: > including the Falcon, claiming that an efficient architecture and an
: > efficient operating system can outperform an inefficient system running
: > with a higher clock speed.

: Maybe if we had 17Mhz systems compared to your 16. However, we're
: talking about MULTIPLES of your clock speed. The circumstances under

: which the benchmark times were run is not known. If someone wants to
: turn the cache off on a DX2/66, they could do so (and not tell you) and
: they could publish such times. I'm not saying that they did, but the
: circumstances under which **ANY**of the benchmarks were run and specific
: hardware would have to be known for the numbers to have any meaning. The
: point is that benchmark times can be engineered to go in whatever
: direction the benchmarker wants them to go in.

This is a very good point. A benchmark routine is supposed to make
the best use of the hardware for fastest execution time, and the
possibility that DEC "fudged" the Quadra and '486 routines *does*
exist.

: What about true-color
: graphic manipulation? Disk benchmarking? What hardware are we to run on
: the PC? There are myriad factors to be considered, non of which were
: considered in that specious benchmark that claims the ridiculous.

I can't give further details because I do not have further details.

: > My claim has been 80% compatibility with existing ST software. Are
: > you experiencing comprehension problems?

: No, I think you are full of crap. Last time when I looked in the Toad
: Catalog, there were only a handful of games that were "approved" for the
: Falcon. What about the TT?

Maybe there will be more checkmarks in the updated catalog that is
supposed to be coming out. And the 80% compatibility includes applications
such as word processing, spread sheeting, data basing, etc. Limiting the
comptability question to games is not reasonable.

The TT was designed to be a high-end workstation using Calamus
Desk Top Publishing and other heavy-duty applications.

: > : that the Falcon can be all things to all people,
: >
: > When have I ever said that?

: Heh. You said that it outperforms the other platforms for less money.
: Can you recall? I now put the question to you: Are YOU having
: comprehension problems? You're certainly having logic problems.

The problem we're having here is that you misrepresent my comments.
(See below for an example.) Nope, no comprehension problems.
Nope, no logic problems.

: > : that 8 years from now things will be peachy with the Falcon.
: >
: > I said that new Falcon software released eight years from now will
: > most likely run on today's Falcon, given the fact that new software
: > released today runs just fine on an 8-year-old ST.

: If you think there's going to be a significant amount of Falcon software
: in 8 years, you're crazy. Hell, we'll probably all toss our PCs into the
: shitbox and be running some symmetric multiprocessing RISC thing...

More Falcon software is being developed and announced. It'll be
fun to see what's next.

: > Keep trying, James. And try to stick to the point.

: I don't even have to try to get mud in your eye, buddy.
: James

Is that really the point?

-- George

3020. Re: (300 lines) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-03 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <47c8q5$grj@news3.cts.com>
Source record: 11175

Still going strong, James Wood (jamesw@PEAK.ORG) wrote:
: On 27 Oct 1995, George Crissman - Ferran Scientific wrote:

: > The financially-concerned James Wood (jamesw@PEAK.ORG) wrote:
: ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
: oh boy. Here we go again trying to be "fancy." I'm not so much
: concerned with financing as I am with getting at the truth: Any way you
: slice it, a Falcon system is MORE EXPENSIVE than a mainstream design.

I'm sure you enjoyed the previous posting, in which your $999.00 '486
cost $100.00 MORE than a similarly-equipped Falcon.

: > : So it's the old "I can't get any so I'll walk down the Path of
: > : Renunciation" arguement??
: >
: > Since I noted that there are several choices available in each of the
: > main applications, I'm certainly not claiming that "I can't get any."
: > Are you having difficulty following the discussion?

: I know you're not claiming that you can't get any. You wouldn't admit it
: even if you could get ZILCH. THe fact is that you're trying to pretend
: that the vast software empire of the PC is NO advantage to the platform,
: and that proves what a fool you are and how utterly misconstrued your
: thoughts are on computers. Do you have difficulty understanding that?

Many people describe that "vast software empire" as "shovelware",
that is, quick-and-dirty software that is pointless or useless.
A large catalog of unsuitable software is no match for a small
catalog of appropriate software.

Quantity is not an indicator of quality where software is concerned.

: > : Another twist: "Fox can't get the grapes so they must not be
: > : sweet anyway?"
: >
: > I haven't said anything derogatory about software that's not compatible
: > with the Falcon or the ST.

: No dill-weed... I mean that you can't get the DIVERSITY (the grapes).
: Heh heh. I'll try to refrain from such complex (snicker) analogies so
: you won't get thrown off again.

I get it! Like the sign at the zoo's croc pond:
"Do not feed the allegory."

: And a whole lot of other diverse programs for just about anything you
: could possibly want to do from MIDI

... an Atari strong point ...

: to burning EPROMS

... some EPROM burners require only a terminal program, something
easily available on the Atari ...

: to calculating vectors

"Master CAD is a three-dimensional designing tool. The structured
interface lets you control the variables and parameters, select
the best view to work from, define the projection planes, and build
any object you want. Auto-dimensioning lets you calculate exact
distances between points in a drawing." From the International TOS
Software Catalog.

: and statistics

such as spreadsheets (we've got 'em) and data bases (we've got 'em)

: and learning foreign languages

"French Mistress: This program is a valuable aid to learning
French. It contains a tuition-control program and a comprehensive
series of lessons, each covering a different subject in vocabulary
or grammar. The program is suitable for beginners, travellers, business
people, and advanced students." From the International TOS Software
catalog.

: and printing color automaps

I must admit I haven't seen *this* application on any computer.

: Face it, you've lost this point.

Nope.

: > Most computer users will only operate six or fewer programs on their
: > computer. It doesn't matter that there are 237 different word
: > processors, since they only need one of them.

: 1) terminal program
: 2) database
: 3) spreadsheet
: 4) word processor
: 5) MIDI sequencer
: 6) File/disk utilities
: 7) compression utilities
: 8) Graphics file editors
: 9) Printer utilities/programs
: etc etc etc
: How about game 1, game2.......game 20.

: Heh heh heh. Looks like you've lost another point.

Hmmmm. I will concede that I hadn't considered "utilities"
to be "programs". I'll concede this point.

: > Software is available on-line, by mail, and at dealers supporting
: > Atari computers.

: The former two sources are available to all platforms and the latter is a
: joke...practically nonexistant.

You said that software wasn't available. I showed that it was.

: > Did you see the little note in the upper right corner? It says:
: > "A check next to a title means it has been tested on and is
: > compatible with the Falcon030. Other titles have not been tested
: > or do not work...." ^^^^^^^^^^^^^^^^^^^
: >
: > Obviously the list is not complete, which means that games
: > compatibility will be greater than 20%.

: What is OBVIOUS (if anything) is that if they "tested" more and found out
: they don't work, they'd have a harder time unloading that backstock of
: overpriced Falcons that keeps their overhead up. They can probably try
: to reclaim some of their lost fortune by keeping it under their hats and
: selling Falcons to people like you who are going to give them the benefit
: of the doubt and believe 80%. Why in the hell else would any respectable
: dealer NOT test the games?

Lack of time to do everything necessary? It takes a lot of work to
keep a business running.

: They should realize that whether or not it
: runs on the Falcon should be the BURNING QUESTION on all Atari owners
: minds. Why don't they find out and inform?

Ask before you buy. And if they don't know, don't buy it. My dealings
with Toad have been very positive, and I just don't accept your claim
they are trying to unload non-working software on Atari users.

Unless you have proof of your allegation, you owe Toad a public apology.

: > Also: 75% of all games sold in the US are for the various Clone
: > machines. If you're looking for a game machine and not a serious
: > computer, then the Falcon is obviously not for you.

: Just because you can't get many games doesn't make your computer a
: "serious" one. Just because you CAN get a lot of games doesn't make your
: computer "less serious." Now you sound like what the IBM guys said about
: my Atari 800 back in 1980 when it was a KICK ASS "serious" computer and
: played the best games. Just so happens "serious" computers play the best
: games because they have the highest demands on the hardware. I don't
: expect you'd understand that, however.

It was always an eye-opener for the owner of an original IBM PC or XT
to discover that the Apple][and Atari 800 ran benchmarks faster than
their machine. It was a question of efficiency, something the IBM was

sorely lacking.

And the best games are on the next-generation consoles, such as the
3D0, the Saturn, the Playstation, and the Jaguar. The clones are
being left behind by less expensive machines again.

: > BTW -- I was referring to all existing ST software in the
: > "80% compatibility" statement, not just the games.

: Ok...that's because most games won't run. HOwever, I can run most of
: that other software the GEMulator board, stuck in a slot of that $999
: 100Mhz PC (see Computer SHopper Nov 95) and run it faster and better and
: cheaper than a $1900 Falcon, and do a hell of a lot else too, plus play
: games. You don't like that thought, no doubt, but it's true.

That $999.00 computer costs $100.00 MORE once equipped with all the
Falcon hardware, as shown in a prior posting. And the biggest drawback
to the clone is that it's of such low quality that it won't last very
long. Just this week, for example, a nine-month-old Packard Bell
(cost $2,000.00) had to go into the shop for a motherboard replacement.
No, I don't like the thought of using a PClone in the place of a Falcon.

: Pentium 100Mhz
: 16MB RAM, 256K cache
: 850MB IDE drive
: PCI Local bus
: SVGA
: Quad-speed CD-ROM
: 16-bit sound and speakers
: 14.4K fax/modem
: 15" non-interlaced flatscreen monitor

: Good lord, man.....look at those specs for less than your $1900. Learn
: to give up on this insane arguement and be thought of as a fool than to
: continue to pipe up about that which you know nothing - and remove all
: doubt.

Look at the previous posting and see all the Falcon stuff that
your system DOESN'T HAVE. Add the Falcon stuff in. Notice that
your clone system is now more expensive than the Falcon.

: > Check out the Jaguar ads on the late-night talk shows.

: Which is why their marketing is so ineffective. I don't even see their
: ads in the video game magazines, which is what the kids (and adults) read
: who are in the market. The kids don't watch late-night talk shows!!
: Atari's too cheap to get prime-time.... THey're going to lose that way.

Kids aren't going to pay $200 - $400 for a video game system. The
parents are the ones with that kind of money. And there are Jaguar
ads in the video game magazines.

: > : Now we revert to the "we already have it so we don't need more"
: > : arguement.

: >
: > No. It's a statement that new software is available for the
: > Falcon, and that it's of leading edge concept and quality.
: > Is English a second language for you?

: Yes, what little of it there is. English isn't a second language; please
: don't erroneously assume that because others disagree with your assinine
: assertions that it is because they cannot understand....it is because
: they disagree.

We can agree to disagree.

: Yeah, right....that 100Mhz Pentium with 16 Megs and 4x CD-ROM...made look
: bad by a 16Mhz 030 !!!! HA HA HA HA!!!! The only thing looking bad here
: is you. Get wise and give it up.

What's bad is that the Pentium *needs* 100 MHz and 16 Megs to outdo the
Falcon with it's 16 MHz '030.

: > That so-called "Dead End hardware" smoked an Apple Mac Quadra and had
: > a 66 MHz '486 breathing heavy just trying to keep up. An efficient
: > architecture coupled with an efficient operating system outplays raw
: > Hertz.

: Yeah, right...In the hands of Atari. In the real world, benchmarks would
: be quite different as anyone who understands anything about computers
: (read: not you) would have to agree.

People who write benchmark programs write them to exploit the total
power of the machine. And no two people write programs the same way.
What we do know is: at a real-world trade show, the Falcon ran the
benchmark faster than the Apple Mac Quadra, a '486 @ 66 MHz, and the
(then) new DEC Alpha system.

: > Falcon: STILL In Production
: > Atari 8: Not In Production
: > Apple II: Not In Production
: > Coleco Adam: Not In Production
: > Commodore 64: Not In Production
: >
: > Wrong again.

: Uh....I meant the ATARI Falcon, so I'm, not wrong.

Splitting hairs, now? Many people with PClone computers, when asked,
will say "My computer's an IBM", even when it's a Dell, an HP, or a
Gateway 2000. It's fair to call it an "Atari" Falcon, even though
it's being built by C-Lab.

: > It all comes down to: how much does it cost to perform the task?
: > Clone users spend about $2500.00 every four years while Atari owners
: > spend about $2500.00 every eight years, as shown previously.

: This is laughable. Your $2500 is supposition while I've shown you FACT
: (Computer Shopper, NOV 95) as my PROOF. You stand corrected. $999 for a
: 100Mhz PC with more bells and whistles than any Falcon could dream of,
: and more software and horsepower too.

Your $999.00 computer costs $100.00 more than a Falcon when equipped
with standard Falcon hardware.

-- George

3021. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-03 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.815406696@gmi.edu>
Source record: 11176

sinclap2954@cobra.uni.edu writes:

>>>Netscape is worth the $40.00..But NetScape is a freebe!
>>
>> How can Netscape be $40 and still be a freebie? How dumb are you?

>NetScape is free for me..Deal with it. You can purchase the Apple internet kit
>which includes NetScape if you want.

ROTFLMAO!!! You BOUGHT it with the Apple Internet Kit, which means that
you have to PAY for it! Your arguments stand much better when you
don't open your mouth.

>> This has ALREADY been answered, dork! Netscape is NOT free software!
>> If you really think it is, I DARE you to call Netscape and ask them!
>> If you won't call them, I will! You can download their software, but
>> you must pay a registration fee! Did you ever read the screen that
>> first comes up after installing Netscape!?

>Not me..

Ooops, sorry, I forgot. Your history on this group has proven to
us that you CAN'T read.

>> Also, I believe that Mosaic requires a registration fee. Contact NCSA
>> for more info.

>Don't have too.

You don't have in addition to what? Get your grammar right, dork.

/Kevin

3022. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-03 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <47dnom$5gm@morgoth.sfu.ca>
Source record: 11177

dferran@crash.cts.com (George Crissman - Ferran Scientific) writes:

>True, data takes the same amount of space, no matter which platform
>you choose. For many of the day-to-day computer tasks, however, the
>size of the application program is larger than the data file. That
>makes compact applications pretty important.

But any platform is fine for most day-to-day tasks. It's when you are
doing something intensive that you need better than a 1040ST and then
you also might need a lot of RAM for data.

>The key point is: "..the Mac operating system has to do a lot more
>stuff...." Now we're talking efficiency again....

In a way. For example, the Mac operating system uses True Type fonts for
Chicago and Geneva. Mathematically generating the two most used fonts
on the Mac takes a lot more power than using BitMaped fonts. When you
turn your Mac on for the first time it's in 32000 color mode. That
requires more power than 256 color mode. Etc.

--

Brian Quinlan
quinlan@sfu.ca

3023. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-03 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <47doev$5vf@morgoth.sfu.ca>
Source record: 11178

dferran@crash.cts.com (George Crissman - Ferran Scientific) writes:

>At the same show, about 200 feet away in the Atari Booth, the
>Falcon was running the same benchmark in 4 seconds.

I had previously made some comments about this benchmark and asked some questions about it. Before we take this benchmark seriously, can someone address them?

>The fact that I *can* put a coprocessor in a designated socket means
>it's NOT expandable? Wrong!

What he was saying is that it should already have a coprocessor, making the socket unnecessary.

>A proprietary bus from a non-compatible platform? The Falcon has
>a SCSI-II port to use as a bus. Wrong!

PCI is not a propriety bus! And PC PCI cards work fine in the Mac so long as the manufacurer writes a Mac driver. And SCSI-II is way too slow for some types of expansion.

--

Brian Quinlan
quinlan@sfu.ca

3024. PAK 68/3?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-03 00:00:00 UTC
From: Jan Dooms <jandooms@tornado.be>
Message-ID: <47e8qt$otv@tornix.tornado.be>
Source record: 11179

Hi,

Does anyone have some experiences with the PAK 68/3?
A specially with a Mega STE and 50 MHZ, mor memory and
a vga card?

Please help, Jan Dooms. <jandooms@tornado.be>

3025. ((((((Fetish Hotline Call 011-592-586-439)))))

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-03 00:00:00 UTC
From: temp995@ips.ca
Message-ID: <47p156$2f3@news2.his.com>
Source record: 11180

[No readable article body recovered]

3026. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-04 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951104181708.9182A-100000@PEAK.ORG>
Source record: 11039

On Thu, 2 Nov 1995, Ken Macdonald wrote:

> In article <Pine.SUN.3.91.951031184858.11390B-100000@PEAK.ORG> James Wood
<jamesw@PEAK.ORG> writes:
> >Yeah right. All over Computer Shopper (on cover too) are $999 (and less)
> >systems. Please take the time to attempt to construct a Falcon system to
> >these specs, and list the prices from the Toad catalog. Naturally, you
> >can't match it, but come as close as possible, starting with a brand new
> >Falcon. Then add hard drive, RAM, CD-ROM, co-processor, etc. Please
> >list the prices and prove your point:
> >$999 486DX4/100Mhz processor
> > 16K internal L1 cache
> > Internal math co-processor
> > 256K external L2 cache
> > 8MB RAM
> > 540MB hard drive
> > 16-bit stereo sound (Falcon probably has)
> > 1024x768 non-interlaced (perhaps Falcon has)
> > Quad-speed CD-ROM (if you can find software)
> > 14" non-interlaced SVGA monitor
> >I'll bet the "bare" Falcon will cost you at least half...then add all the
> >upgrades and you're wasted.
> I know you can buy this for 999$, but what is it worth? the hard drive is
> a couple of hundred(200$), the ram is the same(200$), video card with 2(4?)
> mb ram would be (100$?, 200$?) say 100$. sound card - for this system? 25$:^)
> Monitor would be *at least* 200$, maybe more? so how much does this leave for
> quality. what kind of motherboard, memory, slots, psu, etc are we getting
> here

I don't understand the point you are trying to make here. I have been
throwing together "generic" PC computers for a time (who hasn't?) and
rarely encounter these hypothetical problems. Nevertheless, if you have
a question about what you are getting, then see the article in the
November 1995 Computer Shopper. The questions you asked were answered,
for whatever it's worth. The point of your question appears to be to
invalidate the point I was making - the tremendous value of these
systems, which still stands. Sure, a Gateway 2000 with pipeline-burst
cache and EDO RAM is nice, but it does cost more. That doesn't mean the
$999 system is junk. They come with a warranty and are made with
brand-name components.

While you're criticizing quality, let's not forget that you never know
what's inside the Atari. I remember having all different mixes of drive
mechanisms, revisions of motherboards, etc in my STs. I remember one
Atari would have Chinon drives with glued-on heads that come loose, and

the next would have a decent mechanism. Whatever was cheapest at the time of assembly. When I order a SC1224 monitor, will I get the chapest Goldstar or Daewoo model with a Fuji glued to it? I'd say that is where your questions should lie. (The first SC1224s by JVC were kick-ass, IMO).

> Certainly not something that would run OS/2 or Win95, or even Linux!

I'm sure they would run whatever OS you choose...why wouldn't they? It's insane to say that they wouldn't run Win95....anything will run Win95. They either work or they don't and if they don't they're going back. IF they work, they'll run whatever you want. I don't understand this arguement. You don't need a fault-tolerant RAID system to run those operating systems.

> Money doesn't mean everything, but you get what you pay for. A quality system
> to duplicate what the latest Falcon can do (say a MarkII) would cost you at
> least as much and probably more (I know an equivalent Mac would be twice as
> much) and then there's the software to do what you want. Only Amiga is
> equivalent as far as I can see.

I disagree, and I challenge you to prove your point about a Falcon Mark II (I'd like to know what that is) being the same price or cheaper than an equivalent PC or Mac. You tell us the exacting specifications of this system and price, and cite your source of information. I will look up the price of competing PC systems twice - once for the "el cheapo" clone and the other for a quality system like a Gateway. I'll be surprised if you come out on top, but I am willing to put it through the test. I will even cite the page numbers and issue of Computer Shopper from which I get my information. I'm sure Sinclair can propose a competing Macintosh computer and provide us with a source for his information. Let's not argue - let's get to the resolution of this by starting with the Falcon system you speak of.

> I use a 100MHz Pentium with 16MB ram at work running Win3.1 and CorelDraw, and
> it is my experience that my Falcon with 4MB ram is just as fast(if not
> faster[depending on software]), more stable, and I can get more done on it
> (and enjoy it).

The "and enjoy it" part gives it away. You guys can't remain free from emotional obsession in this arguement. Face it - because you "enjoy" your Falcon, you are biased against the 100Mhz Pentium. That's OK - I'm not asking anyone to go buy a PC. However, I do ask that they realize their bias and that it does look ridiculous to anyone with an impartial viewpoint that they maintain that their 16Mhz 68030 is faster than a 100Mhz Pentium. Just realize that impartiality and empiricism is over here, and you're waaaaaaay over there. That's all. You can still enjoy yourself. Same with "can get more done on it." How can you get more done on any one computer than another? The only think I can reckon is that the computer with the most horsepower and software can get more done. We both know which one that is (and isn't), don't we?

> No intel chip machine that I know of can do so well, the
> PowerPC is the only general machine that is _better_ (whatever that means,
> faster I suppose). this is leaving stuff like SiliconGraphics workstations out
> of it, OK?

The Power PC is looking better all the time. However, I'm going to wait it out one more generation until the Intel dominance (and all the benefits that the large installed base of PCs brings) dies down a little. PCI Macs are just getting out the door, which is excellent. When it gets to the point that there is as much software for the PPC and as the PC (or close) and there are thousands of people making accessory cards for it and hundreds of PPC computer makers competing with each other to drive the price down of a PPC console, my PC goes into the shitbox for good. I assure you. Until then.....

James

3027. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-04 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951104184201.9182B-100000@PEAK.ORG>
Source record: 11040

On 3 Nov 1995, George Crissman - Ferran Scientific wrote:

>
> Apple Mac Quadra 12 seconds
> '486 @ 66 MHz 6 seconds
> DEC Alpha 5 seconds
>
> At the same show, about 200 feet away in the Atari Booth, the
> Falcon was running the same benchmark in 4 seconds.
>
> Nope. Not ridiculous.

At this point, let's just consider the Falcon a 16Mhz 68030. Forget about the fact that it's an Atari for a moment - sorry, there's no magic that will allow it to achieve more than a 16Mhz 68030 will do.

All I can tell you is that if you **really** believe that a 16Mhz 68030 will outperform those other processors (you don't even say what the Quadra was), then you can't be reasoned with. I'm not talking about that STUPID benchmark that you take as proof. How do we know what the benchmark program was? What language was it written in? What routines did it call in the OS? Was it disk-based, processor-based, graphics-based, all three?

I wish I still had access to my stack of BYTE magazines. Perhaps someone else can supply us with the raw processing power of the CPUs - like MIPS, Whetstones, Dhrystones, SPEC92, etc. It's absolutely ridiculous to have to go to such means to convince someone that his LITTLE 16Mhz 68030 is NOT FASTER THAN A DEC ALPHA!!!!! That benchmark is a hoax!!! I'm sure even the Quadra has (1) a superiour 680x0 processor at (2) a higher clock speed....heh..and you still believe that. Have you ever heard of "not believing everything you read?" Especially from Atari. If you had any reasoning ability, you'd think for a moment that a DEC ALPHA is a far cry from your little 16Mhz 68030, but you don't. That's the trouble with people like you....THere's nothing wrong with enjoying your Falcon, but to maintain (through some shady unknown benchmark, the details of which are completely unknown) that YOUR FALCON IS FASTER THAN A DEC ALPHA is nothing short of ignorant and assinine. Before you even believe in that yourself (much less boast about it), you should understand the exacting details of the benchmark and the hows and whys that a 16MHZ 68030 could beat out those upscale processors. You should be able to intelligently debate on the matter, providing the details to support your arguement and the results of the benchmark, to eliminate the possibility of some anomoly, inaccuracy of claim, dishonesty, etc. Can you? This is especially true when the claim is as big as that.....to beat a DEC

ALpha. You'd better be prepared to explain how something like that can occur, or shut up. In science, the key to proving an experiment is that is repeatable. Chances are that you'll say that you don't know of any other benchmarks that were done. Probably because the results aren't repeatable. However, even if we don't have another benchmark, we can contact the manufacturers of the CPUs and obtain their rated performance figures. Although that shouldn't be a completely accurate method of determining which system will be faster, rated performance should lie *somewhere* within the realm of the benchmark. We both know that if we go to the trouble of contacting DEC about the Alpha and Motorola about the 16Mhz 68030, that the 030 is the lesser processor. Now, do I really have to spell it out for you like that?

>
> 256-byte data cache. 256-byte instruction cache. (Source: Atari
> Falcon flyer dated 1992). Wrong!

So there's 512K of cache? Are you claiming this to be L1 or L2? Where is this cache, and in what form of chips? How many nanoseconds are the cache chips rated at?

>
> Falcon RAM can be increased from 1 Megabyte to 4 Megabytes or to
> 14 Megabytes. Wrong!
>

No, not "Wrong!" I didn't say that the Falcon couldn't be expanded. I was simply stating that when you boast of the Falcon's SIMM slots, understand that other computers used SIMMS years before Atari, so I just meant to say that it's not a big deal and certainly no credit to the Atari. I NEVER SAID THE FALCON DIDN'T USE SIMMS, BOZO. Go back and re-read my comments on the matter before you spout "Wrong!" so much.

Incidentally, 1, 4, and 14 megabytes are some lame choices. Seems like I recall the Falcon only using 12 of the 14 megabytes...but I never fully understood the criticism. Yes, this could be "WRONG!" but I acknowledge that in anticipation of an explanation.

> : Like the PCI bus that you don't have.
>
> A proprietary bus from a non-compatible platform? The Falcon has
> a SCSI-II port to use as a bus. Wrong!

Ha ha ha! (yes Tirrell....anyone who calls PCI a proprietary bus from a non-compatible platform deserves laugher whether you like it or not). PCI means Peripheral Component Interconnect and **IS** the new standard. Even the PowerMacs are going to PCI bus. You site a lowly SCSI-II port? How many years have we all had that?

>
> : Like the fact that you can't just drop a 66Mhz or 100Mhz (or 120Mhz) clock-
> : multiplied chip in the same hole as your present one....
>

> The 32 MHz upgrade isn't just a drop-in-the-hole replacement, true.
> But the clock speed can be increased. Wrong!

Put that "Wrong!" where the sun don't shine. You say "True" that it's
not a drop-in-the-hole upgrade, then call me "Wrong!" That is a
dichotomy. Perhaps it illustrates your ongoing predilection in this
thread to eagerly accuse others of being "Wrong!" without understanding
their statements, much less know what you are talking about. So
basically you're up to speed now with a 386/33 from 1989?

>
> : > Pricing is no worse than on other systems. For maxed-out systems, the
> : > Falcon is less expensive. For long-term cost of ownership, the Falcon
> : > is less expensive.
>
> : Yeah right. All over Computer Shopper (on cover too) are $999 (and less)
> : systems. Please take the time to attempt to construct a Falcon system to
> : these specs, and list the prices from the Toad catalog. Naturally, you
> : can't match it, but come as close as possible, starting with a brand new
> : Falcon. Then add hard drive, RAM, CD-ROM, co-processor, etc. Please
> : list the prices and prove your point:

>
> You forgot the Localtalk(tm) Network port. Add $100.00

A cheap network card is more like $50. However, Atari would have done
well to omit it from the Falcon since most people don't use it and the
Falcon is so voraciously overpriced with such unused junk.
oh yeah....."Wrong!"

> You forgot the Digital Signal Processor & Port. Add $250.00

Well, deduct the $100 for the 16-bit sound card and add Sound Blaster
ASP for about another $50

> You forgot the SCSI II port. Add $100.00

What for? (Wrong!). I use EIDE CD-ROMS and hard disks.
Add nothing. Wrong!

> You forgot the composite video output. Add $ 50.00

Compisite video sucks and can't display 1024x768.
Add nothing. SVGA video output is superior.

> You forgot the MIDI ports. Add $100.00

Add $25 for a little "dongle" that converts the joystick
port into MIDI ports. Wrong!

> You forgot the stereo microphone input. Add $ 50.00

Even the cheapest PC sound cards have these, and the
stereo ones have stereo inputs. Shows what you
know. Wrong!!! add nothing.

> You forgot the Jaguar-compatible joystick ports. Add $ 50.00
> (that's in addition to the standard joystick ports)

What the hell would anyone want this for? PCs use the best
analog joyticks you could want, like the Flightstick Pro.
Additional joysticks ports aren't worth a penny if the ones
you have support the best. A Gravis gamepad (or clone) will
give me Jag-like control for about $15 at Target (no Jag or Falcon
stuff there, though). I won't include the $15 for the
gamepad since you didn't include the cost of the Jag controller
on your Falcon. PC doesn't need more than one port.
Add nothing. Wrong!!!

> You forgot the operating system Add $179.95
> (Windows 95 Initial Installation) -----------

Wrong!!!! That $999 includes Win 95. Wrong!!
add nothing.

> Total Add-On Cost For Falcon Goodies To '486 Add $879.95
> Plus Cost of '486 $999.99
> -----------
> Sub Total $1,879.94

$999 486 plus $125 in add ons is $1124.
^^^^^^

> Less Quad-Speed CD-ROM Drive (Reveal CDQ100) $ 179.99
> -----------

Why the hell would anyone want to delete the CD-ROM? Just add one to the
Falcon. Then good luck finding discs.

> Grand Total, '486 With Falcon Goodies $1,699.95

No....Grand total with MORE than Falcon goodies...more RAM, more HD, more
speed, CD-ROM (!!!).....$1,124.00

(damn good thing you'll never be a purchasing agent)

>
> C-Lab Falcon Mark II, 4 Meg of RAM,
> 350 Meg Internal Hard Drive $1,349.00
> Color Monitor $ 250.00
> -----------
> Grand Total, Falcon $1,599.00

add 4x CD-ROM 180.00
add external case and power supply/cables 100.00
add 4 more megs of RAM (if you can) 150.00
add 190 megs of hard drive space 100.00
add 32Mhz upgrade (pay someone else, cons. est) 100.00

$2,229.00

Now....even if that's not completely accurate, it's close enough to prove
my point....IT'S ALMOST DOUBLE THE PRICE!!!!! YOU LOSE!!!!
And then there's these things the PC will do:

1) run at 100Mhz
2) L1 and L2 caches
3) on-chip match co-processor
4) open VLB or PCI slots
5) Run 1024x768 non-interlaced hi-color

What amount of money would let your Falcon do that, when it's already
almost twice the price?

>
> Not only does the Falcon cost less to buy, it costs less to
> maintain, as shown previously.

You stand corrected.

>
> : I've given you the specs on the PC - it's $999. Looks like your "maxed
> : out" Falcon is a mere $901 over the price...heh...against a 100Mhz system.
> : I'll wager I could find a Mac for $999 and perhaps we should restate that
> : you could have a Mac and PC for $100 over the cost of a "maxed out"
> : Falcon.
>
> Not if it has similar equipment and power when compared to the Falcon.
>

What do you mean similar equipment and power? I'm talking about
graphics, CPU, and hard disk performance that no Falcon can even
approach, at about half the price. There **IS* no "similar equipment and
power" at any price on the Falcon. You're maxed out at 32Mhz and even
that kludge doesn't help how your 16Mhz motherboard talks to RAM.

>
> I have looked, and learned that the Falcon will cost $100.00 LESS than
> the '486 system you suggested, when equipped with comparable Falcon
> hardware.

Look again; you are grossly misinformed. We can start with the $179 you
try to tack on for Windows (which was included with the $999 PC) and end
with the silly claim that a PC needs Jaguar-compatible joystick ports...heh.

>
> I have already stated previously that I do not believe that I am
> immune to depreciation, and that means I do not believe I'm immune
> to obsolescence, either. What it *does* mean is that I believe you
> should receive several years of service from your machine before
> contemplating an upgrade.

I know what you mean. I am using a Compaq LTE286 portable at this
particular moment, and although it's years old, it sure seems to get the
job done. Guess all PCs don't have to be new to work, eh?

>
> My upgrading choices from the Falcon include the Eagle, the Medusa,
> and the DirecTT. No need to abandon an efficient and capable platform!

Please.....how about some prices for these systems, full-blown with 1 Gig hard drives and 16Megs of RAM and the fastest processors they can put in them...then I'll come up with some Pentium prices and Sinclair can come up with some Mac prices.

James

3028. Re: (300 lines) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-04 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951104200048.9182C-100000@PEAK.ORG>
Source record: 11041

On 3 Nov 1995, George Crissman - Ferran Scientific wrote:

> : oh boy. Here we go again trying to be "fancy." I'm not so much
> : concerned with financing as I am with getting at the truth: Any way you
> : slice it, a Falcon system is MORE EXPENSIVE than a mainstream design.
>
> I'm sure you enjoyed the previous posting, in which your $999.00 '486
> cost $100.00 MORE than a similarly-equipped Falcon.

I'm sure you enjoyed my previous posting, where I proved you wrong and
revealed that in fact your precious Falcon system would cost ALMOST TWICE
as much as the $999 DX4/100, and could NEVER offer the CPU, Graphics, or
disk performance even if it was 10 times the price. Period.

>
> Many people describe that "vast software empire" as "shovelware",
> that is, quick-and-dirty software that is pointless or useless.
> A large catalog of unsuitable software is no match for a small
> catalog of appropriate software.
>
> Quantity is not an indicator of quality where software is concerned.

This is another of your specious arguements. The more software, the more
good software there is. The more competition there is between software
manufacturers. While we have Lotus and Microsoft competing to bid
software prices down and quality up, you act like there's no
benefit....Hell, there's no competition in the Atari software scene
anymore, which is terrible for the platform. If you really think that
there i no benefit to having all these software houses in competition,
then you're very dull indeed. Instead of trying to drop little
"quality<>quantity" cliches, try and apply some reasoning to the
situation as I have. The more software produced the better off the user
is. Are you really dumb enough to argue with that?

>
> : And a whole lot of other diverse programs for just about anything you
> : could possibly want to do from MIDI
>
> ... an Atari strong point ...

The only Atari strong point anymore, but a task that most platforms in
existance can handle.

>
> : to burning EPROMS
>

> ... some EPROM burners require only a terminal program, something
> easily available on the Atari ...

True....but it's nice to have it all menu-driven and point and click.
If your software base is big enough, chances are someone will develop one
like that.

>
> : to calculating vectors
>
> "Master CAD is a three-dimensional designing tool. The structured
> interface lets you control the variables and parameters, select
> the best view to work from, define the projection planes, and build
> any object you want. Auto-dimensioning lets you calculate exact
> distances between points in a drawing." From the International TOS
> Software Catalog.
>

We all know that many of the objects you see and use (and drive upon)
were done with AutoCad on a PC. Go to the nearest engineering department
of a university or firm, look and see, then report back to us what you see.

> : and statistics
>
> such as spreadsheets (we've got 'em) and data bases (we've got 'em)

Never said ya didn't. However, we have competing products driving prices
down and quality up.

>
> : and learning foreign languages
>
> "French Mistress: This program is a valuable aid to learning
> French. It contains a tuition-control program and a comprehensive
> series of lessons, each covering a different subject in vocabulary
> or grammar. The program is suitable for beginners, travellers, business
> people, and advanced students." From the International TOS Software
> catalog.

Even ERNST (hardware/garden store) has $11 CD-ROMs to teach French on the
PC. Because it's a CD, there's TONS of actual pronunciation....for $11
and 2 blocks from home.

>
> : and printing color automaps
>
> I must admit I haven't seen *this* application on any computer.
>

I just type "Anchorage Alaska" and "Miami Florida" and automap will tell
me the quickest, most scenic, etc routs. Where to get services along the
way, where to go, and even print in color on my Stylus Color printer.

> : Face it, you've lost this point.
>
> Nope.

Yes you have. You don't want to even ADMIT that the PC's software base, which even those who hate the PC but possess reasoning power - is a strong point. You are completely unreasonable, man, completely unreasonable. I never said that the Falcon couldn't run a database or teach French. I was simply trying to (within constraints of time and memory) illustrate the large and diverse PC software base that you don't even understand and won't admit is a boon. Instead, you single out a few things I mentioned and mention similar Falcon applications, completely missing the point that the PC software base is LARGE. You can't understand how there's more than one "Automap" program to choose from, and competition between them (and CD-ROM encyclopedias, for example) has put an enormous quantity of software and information in our laps at very reasonable prices. You won't admit this, however, because you are a completely unreasonable person.

>
> Hmmmm. I will concede that I hadn't considered "utilities"
> to be "programs". I'll concede this point.

Ok...so you're not completely unreasonable, but very much so. Haven't you ever heard anyone say "Yeah, PCs suck but they have a lot of software." Even they know there's merit to it. You don't want to give the PC (or any platform other than your Atari) any credit for having any advantages over your Falcon. That is not a very healthy psychiatric position to be in. Nobody here claims that there stuff is perfect. We're just tripping over ourselves here taking on you who believes you have found the answer to computing.....faster than a DEC Alpha and with better high-quality software than a PC - for less than a PC (that is, $2229 is less than $1124). Are you the kind of person who suffers from insecurity? Do you feel the same way about your car and clothes and house and wife as your computer? That is strange.

>
> You said that software wasn't available. I showed that it was.

You won't even concede that the fact that PC (and increasingly, Mac) software can be purchased at nearly every cornerstore and that it's a boon. You mean you wouldn't cheer (if by some miracle) they started carrying Falcon software? You mean if Lotus and Norton entered the Falcon software market, you wouldn't care since you have all the quality software at bargain prices that a Falcon owner could dream of? I think not. Nobody does.

> : of the doubt and believe 80%. Why in the hell else would any respectable
> : dealer NOT test the games?
>
> Lack of time to do everything necessary? It takes a lot of work to
> keep a business running.

How many years has the Falcon been out and they haven't test them? Lack f time? They could damn well do it on a rainy day. Stores are not always busy. Personnell stand around on slow days. You need not defend them with such weak arguements. We all know that it takes a lot of work to keep a business running. However, that doesn't help the fact that it is inexcusable that they don't test their software for thier flagship computer that they charge so much for. Inexcusable.

>
> Ask before you buy. And if they don't know, don't buy it. My dealings
> with Toad have been very positive, and I just don't accept your claim
> they are trying to unload non-working software on Atari users.

Where did you get the idea that I said their trying to unload non-working software? It's not the software's fault....it would work fine. It's the hardware's (Falcon) fault if it's can't run software. All I said (once again, for the 10th time) is that they should test it. If they don't know, they should find out and let you know. The first thing they should have done was test as much as they could. I suspect they just wanted to raise as few eyebrows as possible about the GAME INCOMPATIBILITIES of the Falcon. Either that, or they are lazy and don't care. Take your pick.

>
> Unless you have proof of your allegation, you owe Toad a public apology.

You have got to be joking. Only if you apologize for the misleading stuff you posted about the $999 PC...apologize to the public. You compare the Falcon in 4MB/350MB form.....didn't even up the memory to 8MB nor the hard drive to 540MB. Then try to pretend the systems are equivalent, not considring those items nor CPU, graphics, and hard disk performance. Actually, until I open the Toad catalog and see all titles tested and thumbs-up or down for Falcon compatibility on all software, my criticism stands. Why should there be shadows of doubt? I feel strongly this way because I almost bought a Falcon and this was important to me at the time.

>
> It was always an eye-opener for the owner of an original IBM PC or XT
> to discover that the Apple][and Atari 800 ran benchmarks faster than
> their machine. It was a question of efficiency, something the IBM was
> sorely lacking.

Actually, although the PC had no graphics and sound and was hence unattractive to me then, it was faster. Even the 8088 was 8/16-bit and ran at 4.77Mhz compared to the 8-bit 6502s in the Apple II and Atari 800 that ran at 1.0 and 1.79Mhz, respectively. However, the Apple's floppy disks were tremendously faster than the Atari's serial drives and the Atari's lack of an 80-column display probably contributed more to its demise as a then-small-business machine than anything else. Too bad; it was a great computer.

>
> And the best games are on the next-generation consoles, such as the

> 3D0, the Saturn, the Playstation, and the Jaguar. The clones are
> being left behind by less expensive machines again.

If you play a Super-VGA game that runs in higher than 320x200x256 colors, you'll see that state-of-the-art PC gaming wins out. Even a 640x480x256 screen looks true-to-life or like watching cartoons. The Playstation/etc will only squeeze so much out of a TV resolution. However, I have to admit that the new consoles do a hell of a job and look excellent, considering the low price. The "bleeding" of the TV screen "smoothes out the jaggies" that show up on a 320x200x256 PC screen. Keep in mind that as you say "the clones are being left behind by less expensive machines again" that you are comparing apples to oranges....a Playstation is not a personal computer - it is a video game. I guess the Playstation leaves your Falcon in the dust equally, then, eh?

>
> That $999.00 computer costs $100.00 MORE once equipped with all the
> Falcon hardware, as shown in a prior posting. And the biggest drawback
> to the clone is that it's of such low quality that it won't last very
> long. Just this week, for example, a nine-month-old Packard Bell
> (cost $2,000.00) had to go into the shop for a motherboard replacement.
> No, I don't like the thought of using a PClone in the place of a Falcon.

I corrected that posting to show that in effect, a full-blown Falcon cost almost twice the $999 486DX4/100 system and will never offer the CPU, Graphics, and Disk performance of that system. You need to stop thinking of clones as one brand. I could have told you 5 years ago that Packard Bell sucks. That has nothing to do with all the other brands; each has its own reliability factor as different as a Falcon does from an Amiga or Macintosh.

>
> : Pentium 100Mhz
> : 16MB RAM, 256K cache
> : 850MB IDE drive
> : PCI Local bus
> : SVGA
> : Quad-speed CD-ROM
> : 16-bit sound and speakers
> : 14.4K fax/modem
> : 15" non-interlaced flatscreen monitor
>
> : Good lord, man.....look at those specs for less than your $1900. Learn
> : to give up on this insane arguement and be thought of as a fool than to
> : continue to pipe up about that which you know nothing - and remove all
> : doubt.
>
> Look at the previous posting and see all the Falcon stuff that
> your system DOESN'T HAVE. Add the Falcon stuff in. Notice that
> your clone system is now more expensive than the Falcon.

The above system is PENTIUM clone for $1839 and not the $999 DX4/100 I
was talking about. Note that this one is 3x again faster and has 16MB of
ram (vs. your 4) and 850MB hard drive.... THis one might cost as much as
your 4MB/350MB Falcon.

>
> : > Check out the Jaguar ads on the late-night talk shows.
>
> : Which is why their marketing is so ineffective. I don't even see their
> : ads in the video game magazines, which is what the kids (and adults) read
> : who are in the market. The kids don't watch late-night talk shows!!
> : Atari's too cheap to get prime-time.... THey're going to lose that way.
>
> Kids aren't going to pay $200 - $400 for a video game system. The
> parents are the ones with that kind of money. And there are Jaguar
> ads in the video game magazines.

No shit. They don't even buy Barbee dolls and Tonka trucks. They see
the advertisement and nag the hell out of their parents. That's how it
works. Don't try to qualify Atari's bargain advertisement. They're too
cheap to pay for prime-time, so they miss the boat and advertise to
late-nite TV watchers instead of the kids. Once again, I wonder why you
can't see this.

>
> What's bad is that the Pentium *needs* 100 MHz and 16 Megs to outdo the
> Falcon with it's 16 MHz '030.

No, it needs 100Mhz to true-color photomorph. It would only need about
4Mhz to outpace a 16Mhz 030.

>
> People who write benchmark programs write them to exploit the total
> power of the machine. And no two people write programs the same way.
> What we do know is: at a real-world trade show, the Falcon ran the
> benchmark faster than the Apple Mac Quadra, a '486 @ 66 MHz, and the
> (then) new DEC Alpha system.

People who write benchmark programs write them to the best of their
abilities, I would say. We can't know whether or not they exploited the
machine's potential completely. What we do know is that Atari somehow
managed (surprise!!) to achieve the impossible on their computer, beating
out a DEC Alpha with a lowly 16Mhz 68030, which common sense mandates, is
an anomoly. This benchmark is useless without great details of the
benchmark and the hardware upon which it was run, and is an anmoly and
Atari advertising. Period.

>
> Your $999.00 computer costs $100.00 more than a Falcon when equipped
> with standard Falcon hardware.

Correction....your Falcon costs almost TWICE what the $999 computer
costs, and will never boast of such CPU, Graphics, and disk performance
of the $999 computer. You based your claim on such lies as charging $180

for the operating system on the $999 computer (which is indeed included) and for stuff like Jaguar joystick ports (as if any PC user would want them), and then had the audacity to compare this to a 4MB/350meg Falcon...as if that's equivalent to a full-blown DX4/100Mhz system.

James

3029. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-04 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951104210220.9182D-100000@PEAK.ORG>
Source record: 11042

On 3 Nov 1995, George Crissman - Ferran Scientific wrote:

> : That looks really dumb. Try less to look sophisticated and more to prove
> : your ridiculous claims.
>
> Sorry. "Expostulate" appeared to be the appropriate word.
> I'll try harder to use smaller words.

No, you don't need to worry about trying to impress us with your
vocabulary, nor do you need to try to use smaller words.... Just try to
construct paragraphs that are more than the sum of those words.
Demonstrate some reasoning power and quit trying to be a know-it-all.

>
> : > : Am I to infer that the point of the above is to tell me that the 16Mhz
> : > : Falcon has more horsepower than the above systems???
> : >
> : > On a system basis, and with respect to the benchmark that was run, yes.
>
> : "On a system basis" tells me nothing.
>
> It means "the whole computing system" and not "just the processor".
>

Ok....processor, graphics, and disk. No way the Falcon can whoop on a
PCI local bul system. Not even with it's sophisticated "SCSI II" port!

>
> Digital Equipment Corporation ran the benchmark on the Quadra, the
> '486, and the Alpha. Atari Corporation ran the benchmark on the
> Falcon. The purpose of the benchmark is to allow comparison of
> dissimilar systems.

The purpose of the Atari benchmark was simply an Atari advertisement.
When Digital Equipment runs the benchmark on the Atari, then I'll
believe the results. Digital Equipment is a more reputable and
believeable firm that Atari.

>
> : do more, and costs less. That's all I'm asking you to concede.
>
> In a separate posting, you suggested a $999.00 '486. But after it
> was equipped with the missing Falcon hardware, it cost *more* than
> the Falcon.

We've been all through that. I showed you that the Falcon cost almost
TWICE as much as the $999 486.

You know, we should get a conference call going between you and I and call Toad directly and get the scoop. The loser pays for the call. You on?

>
> Just because established software companies are leaving doesn't
> mean that the new software companies are not capable.

Just a rosy-glassed view of a sinking ship.

James

3030. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-04 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FKDRFHEVUP@cabal.shnet.org>
Source record: 11043

In <1995Oct29.221457.50204@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>In article <FJ3IBIAOUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>> In <Pine.SUN.3.91.951026011231.28804F-100000@PEAK.ORG> James Wood wrote:
>>>> The Falcon has a web browser. Even the 520 ST has a web browser.
>>>
>>>How do those color pictures look on a 4-color display (520ST)?
>>
>> a) you should switch off the pictures anyway to waste less bandwidth
>
>Your precious Atari can't handle it?

My precious Atari is a TT 8/270 w/ Crazy Dots HC. Yes, it can handle it.

>Hell, a new 040 $499 LC475 can handle
>color very well. The whole point of using a web browser is for the color
>graphics!

html== "hyper coolpics meta language", right? I knew that you're wasting
bandwidth in Usenet, but you also admit you do so on WWW.

>> b) I assume they look as if the've been dithered. On a graphics board they
>> look quite fine
>>
>Don't need a graphics board. I have one meg video memory as standard..

What's the difference (except that a graphics board can be replaced with a
better one)? Oh, and BTW, 2 meggabytes seem to become standard now, I'd
advise you to expand your Mac.

>> But sure, pioint b) doesn't bother you, as you have only used an
>> unexpanded ST and then switched to the great new machines. How could you
>> have chosen to buy expansions like that?

>What babble is this?

The typical "my new computer is far better" type of guy hasn't bothered
keeping up with the newest technology when owning an Atari. Of course a 1
meg STfm is far slower than a P100.

>>>> Earth idiot. And the apps for the Falcon are cheaper than the apps for
>>>> the PC.
>>>
>>>Bullshit. Papyrus is expensive - we've been through that here.
>>
>> "Off Axis" costs only 50% of the PC version.
>

>Not as cheap as ClarisWorks!

Yep, and much more expensive than "Lemmings", too. But Off Axis isn't
Claris Works or Lemmings.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3031. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-04 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FKDRFHEYUP@cabal.shnet.org>
Source record: 11044

In <1995Oct29.221604.50205@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>In article <FJ3IBIARUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>> In <46napk$o4q@morgoth.sfu.ca> Brian Quinlan wrote:
>>>khaley@nova.gmi.edu (Kevin Haley) writes:
>>>
>>>>Wrong, idiot. Call Netscape. Their products aren't freeware.
>>>
>>>Netscape is freeware if you are a student. I beleive that Peter is a student.
>>
>> No, he's the university's janitor.
>
>And you?

Wood wholesaler and former comp. sci. student.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3032. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-04 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FKDRFHFDUP@cabal.shnet.org>
Source record: 11045

In <478iqj$j3s@morgoth.sfu.ca> Brian Quinlan wrote:
>chainxor@control.auc.dk (Henrik Lunardi Weide) writes:
>
>>What ? You say that the 630-line is more expanable than the Falcon ?
>
>The 630 line was designed for people who have no intention of expanding.
>Compare the expansion capability of the Falcon to a 7100/7200/8500/9500.
^^^^^^^^^^^^^^^^^^^
Great idea. You know that these machines are in the price range of current
Pentiums, don't you? Of course, they are much better than a Falcon, but
Petey-boy is so proud of his el cheapo Mac because he doesn't realise he's
bought a dead-end machine.

BTW, the 7500 would be among the machines of my choice, but I guess I'd
go for a P100 instead. There's Linux for them, and Nextstep, and I don't
see much besides MacOS for the Mac :-(.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3033. Re: Atari..It's time to call it quits!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-04 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <47gabo$oih@ccshst05.cs.uoguelph.ca>
Source record: 11181

```
: Atari...You blew it!! It's time for you to leave the console market. Your
: funding from Sega is depleting with no improved sales in sight. Leave the
: market and live off the royalties from the patents.

Why ... so Pippin might actually squeeze in somewhere? Petey's
being an ass again. Notice how this is (rudely) crossposted to
rec.games.video.atari.

>> Mark <<

--
==============================================================================
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"... does whatever a spider can!"
==============================================================================
```

3034. playing .SND wave files, programmed in GFA Basic

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-04 00:00:00 UTC
From: Jan Dooms <jandooms@tornado.be>
Message-ID: <47gue4$b0d@tornix.tornado.be>
Source record: 11182

Hi,

Does anyone know how to program in GFA Basic,
to play simple .SND wave files?
Send me the information please.

Greetings, Jan Dooms. <jandooms@tornado.be>

3035. Anybody got Game Cheets or Walk Thous they would like to contribute?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-04 00:00:00 UTC
From: andrew.richards@tdb.vision.net.au
Message-ID: <331.506.618@tdb.vision.net.au>
Source record: 11183

```
* Crossposted from: TDB_PUBLIC

Howdi All

I am in the process of gethering up all these damm cheets that are floating

around so I can put them into a single program so they are easier to find!!

All I am asking is if someone has a cheet or walkthou (must be own work because
I will now take something you haven;t typed up yourself) they would like to
contribute, if you do so you will be nentioned and also will be sent a free
copy of the program when I get it together.

Either E-Mail me or Netmail me (E-Mail prefer)

Drew

Today I saw a pale horse with a pale rider.
The horses name was pestilence the riders name was death.

** Fidonet: 3:670/301 *****************
** E-Mail: Jaymz@tdb.vision.net.au ***

-+- Olms 2.02.b4 [RRTAF55M]
---
* Origin: Tassie DataBank, tdb.vision.net.au - +61-03-44-9762 (3:670/301)

--------------------------------------------------------------------------------
Internet: andrew.richards@tdb.vision.net.au (Andrew Richards)
This message was processed by NetXpress from Merlin Systems Inc.
--------------------------------------------------------------------------------
```

3036. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-04 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-04119523141700001@metricom11.ucsc.edu>
Source record: 11184

In article <4776n1$3ea@news3.cts.com>, dferran@crash.cts.com (George Crissman - Ferran Scientific) wrote:

>I forgot to note that the main system clock in the Falcon runs at
>16 MHz. And that's what gets most people really excited: why does
>a clone require a main clock frequency of 60+ MHz just to keep up
>with the Falcon? (This is RHETORICAL, gang!)
>
>So sure, a 75 MHz Pentium is more powerful than a 16 MHz Falcon.
>
>But not by much.... :-)

Uh... yeah. Right. Been smoking anything lately?

>At my friendly local computer dealer, I saw a Mac LC II sitting next
>to an Atari 520 ST. Both were running the default desktop. I played
>with the LC II a bit, and it felt slow compared to the Atari. Then I
>learned that the LC II had a 68030 running at 16 MHz, while the Atari
>was operating a 68000 at 8 MHz.
>
>It's my own rule of thumb, but it seems to hold true with other models
>in the Mac line as well, and appears to be caused by inefficiencies in
>the Mac operating system.

Hint for the clueless: The Mac LC II was likely running its desktop at 640x480 with 256 colors. Amount of memory required for that resolution is 307200 bytes, or 300 KB exactly. All of the original ST resolutions (320x200x16, 640x200x4, 640x400 mono) require 32000 bytes = 31.25 KB. Now, could it be possible that updating nearly 10 times the screen memory as the ST had to caused the LC II to appear slow in screen updates? Naaahh, must be that it's actually a slower computer. NOT!

Responses should be posted to the newsgroup and sent via email - I'm not subscribed to the group and won't see them.

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

3037. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-04 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0411952319170001@metricom11.ucsc.edu>
Source record: 11185

In article <477ps7$idh@news.iesd.auc.dk>, chainxor@control.auc.dk wrote:

>> I thought this was a Falcon debate. I like how you defer this to the PC when
>> you know that the Falcon is not expnadable compared to the Mac 630
line. Apple
>> has a broad line with other expanadable Macs like 7000 PCI line.
>
>What ? You say that the 630-line is more expanable than the Falcon ?
>
>That's a BIG joke! My father has an LC630 Mac running MagiCMac, and that
machine
>has ONLY ONE PDS-slot and it can only take one card!! Baaaaaaa....

The 630 line has one PDS slot, it's true. However, it also has a few
dedicated-purpose slots: a modem/Ethernet adapter slot, a video digitizer
/ TV tuner slot, and perhaps one other I can't remember. Apple also makes
a PowerPC upgrade card for it that plugs into the 68040 socket (doesn't
take up the PDS).

>On the Falcon you can add accelerator cards on the expansion slot and than add
>additional cards on top.

IF you stick it in a different case. Why Atari used the dumbest computer
case design in the world with the Falcon instead of a new design, I don't
know. Also, the Falcon's "PDS" is not really direct, since it's a 16-bit
68000 compatible bus, rather than a true 32-bit bus direct to the 68030.

(same caveats apply as last message: if you want me to see a reply, email
it too!)

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

3038. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-04 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0411952351040001@metricom11.ucsc.edu>
Source record: 11186

In article <47c4dp$f0g@news3.cts.com>, dferran@crash.cts.com (George Crissman - Ferran Scientific) wrote:

>Benchmark results by Digital Equipment Corporation were:
>
> Apple Mac Quadra 12 seconds
> '486 @ 66 MHz 6 seconds
> DEC Alpha 5 seconds
>
>At the same show, about 200 feet away in the Atari Booth, the
>Falcon was running the same benchmark in 4 seconds.
>
>Nope. Not ridiculous.

Ridiculous. For those not informed, the "benchmark" in question was a Mandelbrot set generator. DEC had written some Mandelbrot code in C and ran it on different machines at the show to demonstrate how great the Alpha was. Atari saw this at the show, and got the idea: "Hey, let's have an engineer whip up some DSP code right now and beat the Alpha." So, of course, they did. What's usually ignored by the fanatic is that algorithmic differences make this comparison absolutely *useless*. It would be a good comparison if and only if all machines were running code generated from the same source... and they weren't. For all we know, Atari could have just set the iterations per pixel down to some very low level compared to the DEC "benchmark", and used a clever algorithm instead of the brute-force (which DEC probably used since they were out to demonstrate pure raw FP speed, not algorithmic cleverness).

>: Like there's no caches.
>
>256-byte data cache. 256-byte instruction cache. (Source: Atari
>Falcon flyer dated 1992). Wrong!

Methinks the man meant L2 caches of reasonably large size, not the 68030 internal caches (which are very small - as you note, 256 bytes). Of course, a 16 MHz system barely needs caches anyway.

>: Like the fact that EVERY PC comes with SIMM slots...they're not unique.
>
>Falcon RAM can be increased from 1 Megabyte to 4 Megabytes or to
>14 Megabytes. Wrong!

SIMM slots. Not a stupid proprietary memory module. Because Atari did that, every poor sucker who buys a Falcon must spend extra on memory upgrades, and is forced to toss all existing memory when going to a larger amount.

>: Like the PCI bus that you don't have.
>
>A proprietary bus from a non-compatible platform? The Falcon has
>a SCSI-II port to use as a bus. Wrong!

PCI is the opposite of proprietary. Though it was invented by Intel, Intel does not charge royalties for its use. Intel only makes money off it if you use one of their PCI support chipsets, and they are not the sole source of such chipsets. Anybody who wants to can get copies of the PCI specification to design their own peripherals or systems.

PCI is now used in the lastest Power Macs from Apple, and will be the industry standard bus for desktop personal computers for several years to come.

Now comes the list of things you're supposed to add to a PC to make it comparable to a Falcon:

>You forgot the Localtalk(tm) Network port. Add $100.00

Don't call it a LocalTalk port unless the operating system has the AppleTalk protocol included. Until then, it's emphatically *not* a LocalTalk port. It's just a serial port, which practically any PC has at least two of.

>You forgot the Digital Signal Processor & Port. Add $250.00

Subtract those right back off. Who needs 'em? A 100 MHz PC easily has the processing power to match both the 68030 and 56002. Besides which, you can't readily get a standalone DSP on the PC - usually it's integrated into a sound card, and is not useable as a coprocessor - it's just a black box that does various kinds of sound processing for the system. And the kinds of things you use the DSP port for are pretty esoteric - Joe Blow doesn't need it.

>You forgot the SCSI II port. Add $100.00

Take that off, too. Why add a SCSI-II port when the EIDE card and drive are what you've got? What good does it do to add a capability you won't use in a basic system?

>You forgot the composite video output. Add $ 50.00

Take that off. Who needs it? Computer monitors are better, unless you're stuck with an antiquated computer like the Falcon that insists on sandbagging its hardware by making it support NTSC video out.

>You forgot the MIDI ports. Add $100.00

Take those off. MIDI support, if needed, is in the soundcard.

>You forgot the stereo microphone input. Add $ 50.00

Soundcard again.

>You forgot the Jaguar-compatible joystick ports. Add $ 50.00
> (that's in addition to the standard joystick ports)

What a jackass! You might as well add another $50 so that the PC user can plug in (unsupported) ST compatible joysticks! DUH! The PC uses different kinds of joysticks than the Falcon, and you can't add Falcon/Jag joystick capability to one. Take this item off, too.

>You forgot the operating system Add $179.95
> (Windows 95 Initial Installation) -----------

Jackass. Virtually all PCs sold come bundled with Windows 95. It's not an extra-cost item.

Gosh, looks like your entire list is gone.

>Not only does the Falcon cost less to buy, it costs less to
>maintain, as shown previously.

It costs less to maintain because the market's completely stagnant. No new products equals no new stuff to buy. If you have a PC or a Mac, you're perfectly free to use an old computer as long as it still serves your needs. The major difference is that PC and Mac software vendors tend to not design major concessions to slow machines into their new software, whereas Atari software guys have to design for slow machines, since that's all there is.

(once again, e-mail any replies to me if you want me to see them)

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

3039. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-04 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0411952357030001@metricom11.ucsc.edu>
Source record: 11187

In article <47bhdv$jho@garuda.csulb.edu>, hing@csulb.edu (Houn-Nam Ing) wrote:

>Once again, you show us how ignorant you are when it come to Atari computer.
>The ST was introduced to compete with the Mac or Mac plus which is B/W and ST
>has 16 colors, however most of the graphic software can display in 256 colors.

This is a bogosity - the Spectrum 512 display stuff is limited to static
pictures, and involves some serious processing of the images it has to
display. Very unsuited to a Net browser, which needs a simple chunky
pixel bitmap display with a decent resolution. (Spectrum 512 uses 320x200
pixels, which is totally unusable for WWW.)

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

3040. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-04 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951104024031.3353A-100000-100000-100000-100000@PEAK.ORG>
Source record: 11188

On Wed, 1 Nov 1995 STIRRE31@MAINE.MAINE.EDU wrote:

> of how compatible it is with old software. 80% sounds reasonable to
> me. Games run over half of the time. All the games you sold me
> worked just fine, thanks :-).

Perhaps I was misinformed about the incompatibilities, then. I stand corrected. By the way - I still have a couple games left. One is "Sentry" by Firebird, I think the others are a couple of Infocom games like Wishbringer and another. I think the old "Time Bandits" is there too. If you (or someone) wants them, I'll send them free if you send me your address in Email and promise to send me back the few$$ for the mailing.

The only reason I felt so strongly about the Falcon's alleged incompatibilites is because when I was planning on upgrading from my ST, I hear quite a lot about it from other ST owners.

> very impressive. However, I have seen other's impressive PCs choke
> on installing 3 year old games due to lack of memory (this system had
> 16 megs).

I don't know of any games that require 16-megs. The new Mortal Kombat III game on the PC says that 16 megs is recommended, but not required. I agree that this is a ridiculous requirement. However, it is a kick-ass game. There are an increasing number of PCs with 16 megs, so in a couple of years, it may be commonplace. I have difficulty understanding why they need to do this. However, if you do have the memory then the games are *really* great, which is the bottom line for me.

The bottom line is that if someone has 16 megs and is choking out of memory on 3-year old games (let alone modern games) then they don't know what they are doing and have something configured wrong. That's the bottom line as far as the particular problem you talked about goes. I am not significantly experienced with all the PC configuration woes, but in a short time with a good book, I figured it out very well, and I don't claim to be a genius.

> Sure, I could learn to use a PC more effeceintly but why
> should I have to when I enjoy my Falcon and find it much easier-to-
> use?

Here's where everyone goes wrong against my contentions. I DO NOT think people should trash their Ataris. I think they should continue to use them if they serve well. That is one thing. It is an *ENTIRELY DIFFERENT MATTER* when they cook up lies that the same Atari is equivalent in performance to the latest Pentium. No matter how easy it is to use, it simply is not a Pentium 133Mhz or even a high-end 486.

Period. My intent was simply to retort the LIES and BS CLAIMS that the Falcon performs with new, state-of-the-art hardware. How could it? It's years old; it shouldn't be expected to. However, there are some users out there who think their 16Mhz 68030 will outperform a Alpha 200Mhz and cite some silly unknown benchmark as evidence. I'm just looking for a little truth.

> I believe that a little while back you were saying how great
> the ST was and how difficult it was to use an IBM. Why the change
> of heart, if you don't mind me asking?

Not at all; I don't mind you asking. However, this is not a matter of "heart." In my evaluation of hardware, I attempt to refrain (as much as possible) from emotion and stick to the facts. I also prefer a broader perspective that although one computer may be easier to use, that cannot be the sole criteria for judgement.

I still say that the ST is easier to use. Back in the arguement that you are referencing, Bob Retelle was trying to tell me that juggling PC CONFIG files and segmented memory was no more difficult than using an ST. That was simply not true. Just because I am now using a PC doesn't mean that I have changed my opinion on the matter. That would be a lie. However, neither does it invalidate the claims I have made about the PC. I've learned to deal with the "pitfalls" of the PC and I can reap many benefits from it once I learn to deal with the caveats.

> Anyway, you could argue that I am biased and brand loyal to Ataris.

To each his own. I used to be that way, but I have found that it didn't benefit me to be that way. Now, I just go with what gives me the most performance and runs the software I want at the best price. Presently, it is PC. In the future, it wouldn't surprise me if it is some Power PC or equivalent. I'll make no claims to loyalty when I shitbox my PC in favor of the next hot setup. Until then, I'll get much utility out of this setup for the price.

> I see all the
> trials that PC users go through and don't want to jump through
> the same hoops to get programs to run.

I did think that way, then I noticed how many complete dumbasses use PCs successfully and noting that they aren't rocket scientists and I'm fairly intelligent, reasoned that it wouldn't be much of a challenge to me if I got a good book. It hasn't.

>I also, out of principle,
> do not want to run anything from Microsoft on my home computer.

I don't understand this attitude. The Microsoft applications that I use net me the most utility of any programs I've ever run. I have no LIKE of Microsoft, nor do I have an aversion of them because I have no reason to. When Microsoft fails to serve me well, chances are that they will fail to serve others well and competing software will rise out of

necessity. Once again, I just take the least path of resistance and use whatever works the best for the least money. While I don't like to see any one player dominate the industry so well, the fact (to me, anyway) is that since Microsoft applications work well for me, I'd be selling myself short to try and "boycott" them. My one-man boycott would be too insignificant to affect changes, and I would be served less by avoiding them. This further reinforces my belief in disregarding brands (whether it's a preference for Atari or an aversion to Microsoft) and just go with what works for me. At present, Microsoft apps are a pretty good value. When they fail to be, you won't find me posting that I love them and have a loyalty to them, nor will I hail the successor. I'll just silently use whatever "wins out."

> I am not going to try to argue that the Atari can compete with an
> IBM in raw computing power at the same price. I would argue, though,
> that TOS 4.04 completely kills anything that runs on the PC. In
> that respect, the Atari wins. This is something that will not show
> up in benchmarks.

This is a matter of opinion. If someone wants to overanalyze Windows code and harp on 16-bit portions, I'm sure there is a basis for doing so. However, in a real-world sense, it works great for me. The most multitasking I want to do is to download high-speed in the background and I've been able to do that for some time on the PC. It's also easy to cut and paste between applications (even DOS applications) so what else do I need to do? Why is anything that runs on the PC "killed?" I'm not lying; I do these things satisfactorily. Why do I need to overanalyze?

> I am also from the old days of computing when people used their
> systems for fun and leisure. The Falcon is not merely a tool for
> me; it is a form of entertainment.

As is my computer. It doesn't get much better than Wing Commander III.

> Will C-Lab
> take the market by storm with Falcon clones? Most likely not.

They would if the system was a bargain value with tons of software. However, I seriously doubt that will be the case, and I am forced to agree with your prediction.

> They will, however, ensure a supply of good, fun computing systems
> for hobbyists like myself. It also gives people choice.

True. Just as Gateway 2000 ensures a supply of good, fun computing systems for many people.

> Glad you enjoy your PC. Oh, and could you stop laughing in your
> posts? I find that unneccessary and annoying.

Glad you enjoy your Falcon.

For your information, the purpose of "laughter" in my posts is to illustrate how laughable the *RIDICULOUS* claims are that were made in

the course of the arguement. They were not intended to appease you, so I suggest that you ignore them. An example was when I "laughed" at some guy's claim that a Falcon's 16Mhz 68030 can smoke a 66Mhz 486DX2. As a biased Atari Falcon owner, of course you find such laughter "unnecessary and annoying" but I wish to take issue with you on that account. I find it quite humorous and definitely deserving of laughter. I'd be equally amused if you told me that your Yugo could smoke my 5.0 Mustang.

James

3041. Suggest software?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-05 00:00:00 UTC
From: graham@gramar.u-net.com
Message-ID: <47j9sn$84f@oveja.u-net.net>
Source record: 11046

Hi.

Could anyone suggest a decent software setup for an STE with 2Mb to access the Internat please.

Any help would be appreciated - please email.

Cheerio.

Graham.

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ -O~O-
Graham Phillips, Warrington, England. U
graham@gramar.u-net.com _/
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

3042. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov5.161442.50359@cobra.uni.edu>
Source record: 11047

In article <477p6s$idh@news.iesd.auc.dk>, chainxor@control.auc.dk (Henrik Lunardi Weide) writes:
> In article <1995Oct27.215340.50163@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
>> In article <46odg0$fq0@garuda.csulb.edu>, hing@csulb.edu (Houn-Nam Ing) writes:
>> > sinclap2954@cobra.uni.edu wrote:
>>
>> I have not seen the Falcon, but read the specs, reviews and others comments.
>>
> Than you're obviously not competent to comment on the Falcon, if you haven't
> worked with it!

Not competent? I know enough that the Falcon is not competitive..
>
> Keep Cool and Flying...
>
> ChainXOR...
>
>

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3043. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov5.162308.50360@cobra.uni.edu>
Source record: 11048

In article <477ps7$idh@news.iesd.auc.dk>, chainxor@control.auc.dk (Henrik Lunardi Weide) writes:
> In article <1995Oct27.214852.50162@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
>> In article <khaley.814724131@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
>> > sinclap2954@cobra.uni.edu writes:
>
>> I thought this was a Falcon debate. I like how you defer this to the PC when
>> you know that the Falcon is not expnadable compared to the Mac 630 line. Apple
>> has a broad line with other expanadable Macs like 7000 PCI line.
>
> What ? You say that the 630-line is more expanable than the Falcon ?
>
> That's a BIG joke! My father has an LC630 Mac running MagiCMac, and that machine
> has ONLY ONE PDS-slot and it can only take one card!! Baaaaaaa....

He he he he he he. Yes it has one PDS slot but has other specific slots and is
lots more expnadable.

>
> On the Falcon you can add accelerator cards on the expansion slot and than add
> additional cards on top.

I can do the same as well such as DayStars PPC board. But I may opt for Apples
cheap PPC logic board. Considering that I have a fast 040, your Falcon has to
play catch up thus increasing the price.

>
> On the LC630 you can't connect a new IDE harddisk, because it has to be
> modified specifically for the Mac - BIG bummer, since those external SCSI-harddrives
> are EXSPENSIVE.

Really...If you say soo. But when I add a second harddrive, my set up is still
cheaper than the Falcon one..

>
> On the Falcon one can add two IDE drives with NO PROBLEMS!
> Of course it also has a SCSI-II slot, but I assume you already know that.
>

Sounds erotic!!

> My father has big problems using his CANON BJ-200 with PowerPrint on the Mac, don't
> say the Mac doesn't have it's drawbacks - 'cause it certainly has some!!
>

My printer runs fine whats wrong with yours?

> - And still no cheap D2D-option...

What is D2D?

Still no cheap PPC option. Even the Amiga will officialy go PPC now with a
strategic relationship with Apple.. Looks like the Falcon has no future..

>
>
> Keep Cool and Flying...
>
> ChainXOR...
>
>

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3044. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov5.162715.50361@cobra.uni.edu>
Source record: 11049

In article <Pine.SUN.3.91.951101161726.19824J-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
>
>
> On 1 Nov 1995, George Crissman - Ferran Scientific wrote:
>
>> I forgot to note that the main system clock in the Falcon runs at
>> 16 MHz. And that's what gets most people really excited: why does
>> a clone require a main clock frequency of 60+ MHz just to keep up
>> with the Falcon? (This is RHETORICAL, gang!)
>
>
> A 60Mhz does more than "keep up." It blows it away.

HE HE HE HE HE..

>
>> : I don't like your rule of thumb. Please explain how you came up with it.
>>
>> At my friendly local computer dealer, I saw a Mac LC II sitting next
>> to an Atari 520 ST. Both were running the default desktop. I played
>> with the LC II a bit, and it felt slow compared to the Atari. Then I
>> learned that the LC II had a 68030 running at 16 MHz, while the Atari
>> was operating a 68000 at 8 MHz.
>
>
> Heh.... He "plays with the desktop" and it "feels slow" to him so that's
> how he forms his opinion of which is faster....heh heh heh. A real-word
> comparison, indeed....barf!
>

HE he he he he. James, they are in denial land. Its like claiming that the
LYNX blows away the PlayStation!

>

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3045. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov5.163131.50363@cobra.uni.edu>
Source record: 11050

In article <47bhdv$jho@garuda.csulb.edu>, hing@csulb.edu (Houn-Nam Ing) writes:
> sinclap2954@cobra.uni.edu wrote:
>
> : I have much knowledge of the Atari line, thank you!.
>
> You have only seen once a ST in your life. How can you judge something
> that you never use or seen.

I have seen the ST many times. From my days of visiting to check out the
latest in Amiga wares.
>
> : Much of the installed base are four color ST's! But you can't run NetScape
> : 2.0!
>
> Once again, you show us how ignorant you are when it come to Atari computer.
> The ST was introduced to compete with the Mac or Mac plus which is B/W and ST
> has 16 colors, however most of the graphic software can display in 256 colors.
> Furthermore why would you need Netscape 2.0 when you can have something similar.
>

NetScape is the premier browser. The Atari line is behind the browser curve.
And you expect new customers to take the Falcon serious as a consideration
without a decent browser? Sheesh...

> --
> o---o
> | Houn-Nam Ing | E-mail: hing@engr.csulb.edu |
> |-=-|
> | WWW: http://www.engr.csulb.edu/~hing/ |
> |-=-|
> | ``If I live, I will fight, wherever I must, as long as I must, |
> | until the enemy is defeated and the national stain washed clean.'' |
> o------------------------ Charles de Gaulle -------------------------o
>

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3046. Re: Atari..It's time to call it quits!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov5.164345.50365@cobra.uni.edu>
Source record: 11051
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <kceDHFE2v.8H1@netcom.com>, kce@netcom.com (Big Bad Wolf) writes:
> Aha!! Another coded message from Sinclap! Let's see what it says ...
>
> In article <1995Nov1.171632.50294@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>Atari...You blew it!! It's time for you to leave the console market. Your
>
> Sinclap mentions Atari, this is a good sign, it means he's somewhat grounded
> in objective reality, much like the rest of us. His next statement is
> a little fuzzy though: "You blew it!!". Now, what does he mean by this,
> really? It can't mean that Atari has failed, not with all these games
> that just came out, not with the JagLink finally here, and especially not with
> the Jag CDROM here. No no no, I deem Sinclap to be a reasonable man, so
> let's take a circutous route to his reasoning processes. A wondrous journey
> indeed!

Fact: Atari's recent 3Q sales collapsed from the same Q a year ago.
Fact: Atari's cash reserves have declined to $52 million from a high of $75
million.
Fact: Atari lost $13 million in Q3. Do you thing Atari will ever recoup all
those millions that has been spent?
Fact: Analysts have stated that Atari may call it quits soon!

>
> First of all, he addresses Atari as a single entity, and in a very personal
> manner, hence, his use of "You". Sinclap then uses a form of the word "blow",
> which in some contexts means to feed fire to a flame. Since Sinclap is
> a reaonsable man, it seems that the only deduction that we can make from
> his statement "You blew it!!", is that Atari is lighting fires and stoking
> that fire with it's recent game releases as well as the releases of various
> hardware components: Jag CDROM, JagLINK, and Jag ProController.

Fact: Atari's sales in Q3 collapsed! Deal with it.

>
> Now, in the second sentence, Sinclap addresses Atari as "you" again.
> He does this twice! Is this significant? I believe so. One does
> not use this without actually *liking* the object in question.
> So this leaves us with the interpretation of the second sentence,
> which would seem to be 'Atari is ready to leave the console market
> and do something greater'. My Sinclap, you seem to be
> Atari's greatest optimist, but I personally hope they stay in the
> console market.

Atari is finished!

>
>>funding from Sega is depleting with no improved sales in sight. Leave the
>>market and live off the royalties from the patents.
>
> Sinclap basically says the same thing here. He makes this point twice?
> Hats off to you Sinclap, for being a supporter!
>
> --
> Keith C. Estanol / kce@netcom.com / Internet Member since 1989
> Atari and OS/2 Fanatics unite!

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3047. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov5.164528.50366@cobra.uni.edu>
Source record: 11052

In article <khaley.815406696@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu writes:
>
>>>>Netscape is worth the $40.00..But NetScape is a freebe!
>>>
>>> How can Netscape be $40 and still be a freebie? How dumb are you?
>
>>NetScape is free for me..Deal with it. You can purchase the Apple internet kit
>>which includes NetScape if you want.
>
> ROTFLMAO!!! You BOUGHT it with the Apple Internet Kit, which means that
> you have to PAY for it! Your arguments stand much better when you
> don't open your mouth.

Nope..I did not buy Apple's internet kit.

>
>>> This has ALREADY been answered, dork! Netscape is NOT free software!
>>> If you really think it is, I DARE you to call Netscape and ask them!
>>> If you won't call them, I will! You can download their software, but
>>> you must pay a registration fee! Did you ever read the screen that
>>> first comes up after installing Netscape!?
>
>>Not me..
>
> Ooops, sorry, I forgot. Your history on this group has proven to
> us that you CAN'T read.

And you?

>
>>> Also, I believe that Mosaic requires a registration fee. Contact NCSA
>>> for more info.
>
>>Don't have too.
>
> You don't have in addition to what? Get your grammar right, dork.
>

Read my cursor!

> /Kevin
>

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636

University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3048. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-05 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <47j5a1$a9@news3.cts.com>
Source record: 11053

Brian Quinlan (quinlan@news.sfu.ca) wrote:
: dferran@crash.cts.com (George Crissman - Ferran Scientific) writes:

: >At the same show, about 200 feet away in the Atari Booth, the
: >Falcon was running the same benchmark in 4 seconds.

: I had previously made some comments about this benchmark and asked some
: questions about it. Before we take this benchmark seriously, can someone
: address them?

I do not have the technical details available. Benchmarks are usually written to use the hardware to it's greatest advantage. James Woods correctly pointed out that Digital Equipment Corporation *may* have fudged the Mac and '486 benchmarks, although he offered no proof.

That's the story to date.

: >The fact that I *can* put a coprocessor in a designated socket means
: >it's NOT expandable? Wrong!

: What he was saying is that it should already have a coprocessor, making
: the socket unnecessary.

I asked "exactly nonexpandable how"? He said it didn't have a math coprocessor. Then I asked "the fact that I *can* put a coprocessor in a designated socket means it's NOT expandable? Wrong!" The installation of the math coprocessor is an expansion.

: >A proprietary bus from a non-compatible platform? The Falcon has
: >a SCSI-II port to use as a bus. Wrong!

: PCI is not a propriety bus! And PC PCI cards work fine in the Mac so long
: as the manufacurer writes a Mac driver. And SCSI-II is way too slow for
: some types of expansion.

If SCSI-II is too slow, then it's best to use the Falcon's internal processor direct slot, which also qualifies as an expansion bus.

-- George

3049. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-06 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DHM8Bt.70K@ridgecrest.ca.us>
Source record: 11054

quinlan@news.sfu.ca (Brian Quinlan) wrote:
>Michael Grove <mgrove@owens.ridgecrest.ca.us> writes:
>
>>Yes, but then that "quality" factor comes into play when you say MPEG.
>>Output one of your frames to an Epson Stylus at 720dpi and see what
>>you get. Or, run it out through your RGB to SVHS converter (you do
>>have one, don't you) and check the tape quality. Broadcast quality
>>on the Mac will cost about 8k. Shit, i'm talking about a lowly
>>Falcon here, not a Video Toaster. Ya, a PPC with all the $$$$$
>>goodies would be nice, but only after I win the Iowa lotto :)
>>For "home" use, I can't beat the Falcon.
>
>Why would I output the video to a 720dpi printer? It will look like crap
>just like it would outputed from a Falcon. The Mac video capture
hardware
>is limited to the quality of the input data as is the Falcon's. If you
>capture a frame, at a reasonable size and frame rate then all the data
>for that frame will be there.

Ok kiddies, let's all get out our Crayons. Little Brian, you color
us a picture. Because you have broken some of your Crayons, you can
only use 256 of them to color the pretty forrest. If that is not
enough, you can smear some of them together and try to make the colors
look as close as possible to what you see. But you can't end up with
over 4096 shades, and be sure to mix them carefully, or you'll see dots.
Mikey, you draw us a picture.
You have to draw the same forrest as Brian, but you can use all
64,000 of your Crayons to color your picture. You probably won't
have to smear as much as Little Brian to make it pretty.
None of the "AV for the Masses" cards provide CinPac or Motion
JPEG compression of any quality for printing purposes. In the quality
range that you or I could afford, the best we can get at 16 or 24
bit color,340*240 size is 7 to 10fps, which prints just fine on my
Falcon. If I remember correctly, the AV's, in stock form, can only
capture 8bit video. This is fine for viewing on your CRT, but looks
like shit on tape. Even if I have to go to 240*200 at 15fps, the
Falcon video animation looks much better at 16bit overlayed onto
my source tape than what the standard 040 or PPC outputs. I say
standard as I live in the real world. I have a house payment and
a 12 year old to support as well as my computer habbits. Even at
48k a year, I would be hard pressed to purchase a 275mhz Alpha and
Video Toaster Flyer to do broadcast quality work, but I'll bet I could
fool my local cable company with a Ma and Pa Market spot. By the way,
what do they pay at SFU? (Love those 49'ers, ehh? Who the hell

was Carolina?:).
This is my last spot. I just can't justify spending the time
expressing my views of

"Why in the living hell do people still use Ataris"

especially in an Atari newsgroup.

We use them because we like them.
No go home.

Mike

>
>Brian Quinlan
>quinlan@sfu.ca

3050. Re: (300 lines) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-06 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FKGSBBAIUP@cabal.shnet.org>
Source record: 11055

In <Pine.SUN.3.91.951104200048.9182C-100000@PEAK.ORG> James Wood wrote:
>Even a 640x480x256
>screen looks true-to-life

You must have pretty bad eyesight.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3051. Re: Amiga Best Computer??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-06 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <47ll0b$rmh@ccshst05.cs.uoguelph.ca>
Source record: 11056

: Hmmph, pre-emptive Multitasking OS, Colorful GUI Stereo sound, DMA
: Drives and Busses, Plug N Play sounds quite behind the times.

Not as fast or easily as updated these days. Fine computer though.

: : b) Hard to find
: Praps.

Yes.

: This is not true, Escom of Germany owns Amiga Technologies and the
: Commodore Name and is certainly not bankrupt.

Commodore itself is bankrupt. Where are those Escom Amigas (Escom
is Scottish, I believe) ... I've been waiting to try one yet I've seen
nothing.

: The Amiga has much more support for software development by the end user
: than Windoze and is atleast comparable in dev. support to the MAC.

That means it's a good hackers computer (like my CoCo III), but
not really suited to the general user.

>> Mark <<

--
==
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"... does whatever a spider can!"
==

3052. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-06 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FKGSBBAFUP@cabal.shnet.org>
Source record: 11057

In <Pine.SUN.3.91.951104184201.9182B-100000@PEAK.ORG> James Wood wrote:
>On 3 Nov 1995, George Crissman - Ferran Scientific wrote:
>
>>
>> Apple Mac Quadra 12 seconds
>> '486 @ 66 MHz 6 seconds
>> DEC Alpha 5 seconds
>>
>> At the same show, about 200 feet away in the Atari Booth, the
>> Falcon was running the same benchmark in 4 seconds.
>>
>> Nope. Not ridiculous.
>
>At this point, let's just consider the Falcon a 16Mhz 68030. Forget
>about the fact that it's an Atari for a moment - sorry, there's no magic
>that will allow it to achieve more than a 16Mhz 68030 will do.

You should perhaps check for the other components of the Falcon. The
Falcon _was_ running a Mandelbrot brute force algorithm in 16 bit colour
depth faster than the other machines.

>All I can tell you is that if you **really** believe that a 16Mhz 68030
>will outperform those other processors

The MC68030 isn't an issue. Please try again.

>I'm not talking about that
>STUPID benchmark that you take as proof. How do we know what the
>benchmark program was? What language was it written in? What routines
>did it call in the OS? Was it disk-based, processor-based,
>graphics-based, all three?

It was neither disk nor processor based. And yes, the comparison _is_
stupid. But that doesn't mean the figures given to you aren't true, just
that something essential was left out.

>Have you ever heard of "not
>believing everything you read?"

The data given is correct.

[more obsession of the MC68030's speed cut out, was too bopirng and
didn't point into the right direction]

>>
>> 256-byte data cache. 256-byte instruction cache. (Source: Atari
>> Falcon flyer dated 1992). Wrong!

>
>So there's 512K of cache?

Of course. 256 bytes and 256 bytes are 512 KBytes. Perhaps you should
start to think before posting. You are looking stupid.

>Are you claiming this to be L1 or L2? Where
>is this cache, and in what form of chips? How many nanoseconds are the
>cache chips rated at?

Read Motorola's data sheet for the MC68030 CPU.

>understand that other computers used SIMMS years before Atari,

Atari used SIMMs in the STE of 1989. At that time, SIPPs were cheaper (I
assume beacuse they were more widespread).

>> You forgot the Digital Signal Processor & Port. Add $250.00
>
>Well, deduct the $100 for the 16-bit sound card and add Sound Blaster
>ASP for about another $50

You are not only looking stupid...

>> You forgot the SCSI II port. Add $100.00
>
>What for? (Wrong!). I use EIDE CD-ROMS and hard disks.

you _are_ stupid. EIDE is crap, as IDE was. All my friends who own PCs get
SCSI instead.

>> You forgot the composite video output. Add $ 50.00
>
>Compisite video sucks and can't display 1024x768.

It can be synced with a VCR/TV set. That is a nice feature for genlocking
etc..

>> C-Lab Falcon Mark II, 4 Meg of RAM,
>> 350 Meg Internal Hard Drive $1,349.00
>> Color Monitor $ 250.00
>> -----------
>> Grand Total, Falcon $1,599.00
>
> add 4x CD-ROM 180.00
> add external case and power supply/cables 100.00
> add 4 more megs of RAM (if you can) 150.00
> add 190 megs of hard drive space 100.00
> add 32Mhz upgrade (pay someone else, cons. est) 100.00
> ----------------
> $2,229.00
>
>Now....even if that's not completely accurate, it's close enough to prove
>my point....IT'S ALMOST DOUBLE THE PRICE!!!!! YOU LOSE!!!!

>And then there's these things the PC will do:
>
>1) run at 100Mhz
>2) L1 and L2 caches
>3) on-chip match co-processor
>4) open VLB or PCI slots
>5) Run 1024x768 non-interlaced hi-color
>
>What amount of money would let your Falcon do that, when it's already
>almost twice the price?

What amount of money will let your PC do what the Falcon w/ Cubase Audio
16 does?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3053. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-07 00:00:00 UTC
From: clifton@southern.co.nz
Message-ID: <47mtn6$nkm@southern.co.nz>
Source record: 11058

sinclap wrote:
: >> I forgot to note that the main system clock in the Falcon runs at
: >> 16 MHz. And that's what gets most people really excited: why does
: >> a clone require a main clock frequency of 60+ MHz just to keep up
: >> with the Falcon? (This is RHETORICAL, gang!)
: >
: > A 60Mhz does more than "keep up." It blows it away.
:
: HE HE HE HE HE..
:
WRONG, don't know what you are laughing about. The Falcon 030 at 16 MHZ
cannot raytrace as fast as an IBM, but kick in the DSP and it leaves the
486/100 or pentium 90 WAY behind.

: >> At my friendly local computer dealer, I saw a Mac LC II sitting next
: >> to an Atari 520 ST. Both were running the default desktop. I played
: >> with the LC II a bit, and it felt slow compared to the Atari. Then I
: >> learned that the LC II had a 68030 running at 16 MHz, while the Atari
: >> was operating a 68000 at 8 MHz.
: >
: > Heh.... He "plays with the desktop" and it "feels slow" to him so that's
: > how he forms his opinion of which is faster....heh heh heh. A real-word
: > comparison, indeed....barf!
:
: HE he he he he. James, they are in denial land. Its like claiming that the
: LYNX blows away the PlayStation!

It is true that the Desktop isn't the best comparison, but it is known
that an Atari 520 ST can keep up with the speed of a 486 SX 25 and the ST
was brought out at least 6 years before the 486 anything.

3054. Re: Amiga Best Computer??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-07 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <47nejn$m8t@news.iesd.auc.dk>
Source record: 11059

In article <47hd9f$pv9$1@perth.DIALix.oz.au>, ariad@perth.DIALix.oz.au (Ariad Wright) writes:
> mrathwel@uoguelph.ca (Mark Rathwell) writes:
> This may only confuse the issue, but Atari and Amiga are both such
> excellent computers - why not get both? I use Atari for all my Music, DTP
> and Word Processing, but for Graphics the Amiga is better.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^

I assume your Atari isn't a Falcon than - right ? :-)

> They're both so ridiculously cheap, that if you really want value and a
> job well done, rather than HAVING to have what every ad says you should
> have, go for Atari and Amiga.(Amiga are NOT dead - the new Escom Amiga
> 1200 is arriving in Australia at $1200 ! Probably cheaper in the States.

Yup! :-)

Keep Cool and Flying...

ChainXOR...

3055. Re: Amiga Best Computer??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-07 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <47nf01$m8t@news.iesd.auc.dk>
Source record: 11060

In article <FKDRFHFGUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
> In <479uu3$gmu@news.cc.utah.edu> Paul Luscher wrote:
> >Mark Rathwell (mrathwel@uoguelph.ca) wrote:
> >: The Amiga is a good machine, but
> >
> >: a) it's out of date now.
> > Hmmph, pre-emptive Multitasking OS, Colorful GUI Stereo sound, DMA
> >Drives and Busses, Plug N Play sounds quite behind the times.
>
> OS without graphics board capability,

Actually you can get quite a number of graphic-cards for the Amiga, but mostly
for A3000 and A4000 machines.

> outdated chipset, slow bus system,
> does. And Escom have only _announced_ new machines yet.

I agree. I mean even the Falcon has lot faster graphics than the A1200 and A4000.
And the AGA chipset hasn't got any 'real' 16-bit High-Color mode (65536 Colors).
Only 8-bit coded Hold-And-Modify (HAM8-mode).
And only 8-bit 4 channel sound compared to the Falcon 16-bit 50Khz 8 channel sound
(32 channels using the DSP).

Keep Cool and Flying...

ChainXOR...

3056. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-07 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <47ntnh$25a@news.iesd.auc.dk>
Source record: 11061

In article <Pine.SUN.3.91.951104184201.9182B-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
>
s.
>
>
> Now, do I really
> have to spell it out for you like that?

Sorry to interrupt. The benchmark that he referres to is was done on the DSP56001
in the Falcon which is many times (10-15 times) faster than the 68030.

But I agree with you in the other terms (of course). :-)

> No, not "Wrong!" I didn't say that the Falcon couldn't be expanded.
> I was simply stating that when you boast of the Falcon's SIMM slots,
> understand that other computers used SIMMS years before Atari, so I just
> meant to say that it's not a big deal and certainly no credit to the
> Atari. I NEVER SAID THE FALCON DIDN'T USE SIMMS, BOZO. Go back and
> re-read my comments on the matter before you spout "Wrong!" so much.
>
> Incidentally, 1, 4, and 14 megabytes are some lame choices. Seems like I
> recall the Falcon only using 12 of the 14 megabytes...but I never fully
> understood the criticism. Yes, this could be "WRONG!" but I acknowledge
> that in anticipation of an explanation.
>
When using the 'standard' upgrade you can get 14 Mb RAM ST-RAM (with a 16MB SIMM).

But if you use a BlowFX Card or a MAGNUM card, you can achieve more flexible
RAM config's like - say 8 MB or more. And the good thing about those cards are that
the additional RAM (besides the standard 4 MB ST-RAM) is addressed as FastRAM.
With a 200% faster fetch-time, gives better CPU performance, especially at 32, 36 or
40 Mhz.

> So
> basically you're up to speed now with a 386/33 from 1989?

That's not really true. The 68030 is a lot more effective than the 80386.
And don't forget the DSP56001, remember it's not a 'dumb' DSP like those on the
cheap PC-sound cards, it's a full-blown processor which can be used in many different
areas like 3D grafix, sound (of course), filter design, number crunching etc.etc.

> > You forgot the Digital Signal Processor & Port. Add $250.00
>
> Well, deduct the $100 for the 16-bit sound card and add Sound Blaster
> ASP for about another $50

First the Sound Blaster 16 is not quite in prof.quality, actually the Falcon is.
And the DSP on the Sound Blaster is nowhere as powerfull as a DSP56001.
>
> What for? (Wrong!). I use EIDE CD-ROMS and hard disks.
> Add nothing. Wrong!

SCCI-II accepts multiple devices and can control 8 devices, that's a good thing and
it's also a lot more intelligent (SCSI devices have a lot of commands, so that the computer
itself doesn't need to spend so much time on read/write/format etc.). And by the way you
NEED a SCSI interface connect a CD-ROM writer.

> > You forgot the composite video output. Add $ 50.00
>
> Compisite video sucks and can't display 1024x768.
> Add nothing. SVGA video output is superior.

That's right. But what if you wan't to do video-titling, presentations ?

> Add $25 for a little "dongle" that converts the joystick
> port into MIDI ports. Wrong!

Yes. Now you only need the correct driver and hope that your favorite music-programs
support the particular MIDI-port driver.

> > You forgot the stereo microphone input. Add $ 50.00
>
> Even the cheapest PC sound cards have these, and the
> stereo ones have stereo inputs. Shows what you
> know. Wrong!!! add nothing.

Yes, but the quality isn't quite up to prof.

> > You forgot the Jaguar-compatible joystick ports. Add $ 50.00
> > (that's in addition to the standard joystick ports)
>
> What the hell would anyone want this for? PCs use the best
> analog joyticks you could want, like the Flightstick Pro.
> Additional joysticks ports aren't worth a penny if the ones
> you have support the best. A Gravis gamepad (or clone) will
> give me Jag-like control for about $15 at Target (no Jag or Falcon
> stuff there, though). I won't include the $15 for the
> gamepad since you didn't include the cost of the Jag controller
> on your Falcon. PC doesn't need more than one port.
> Add nothing. Wrong!!!

Yeah. I agree here. So what ?

> Wrong!!!! That $999 includes Win 95. Wrong!!
> add nothing.

If just Windows95 was a decent OS. I prefer LiNUX which is free and avaiable for
PC's, Atari's and Amiga's.

> Why the hell would anyone want to delete the CD-ROM? Just add one to the
> Falcon. Then good luck finding discs.

There are actually quite a lot CD-ROM's for the Falcon. Even games.
But yes, not as many as on the PC - of course not.

> 1) run at 100Mhz

The clock-speed doesn't say everything - but it helps :-)
A 33 Mhz 68040 runs faster than a 33 Mhz 80486 for instance.
The amount of clock-cycles the 68040 takes for completing certain instructions are less (ie. faster) than the 80486.

> 2) L1 and L2 caches

Actually the Falcon has L1 cache (inside the 68030). FastRAM does the trick in terms of L2 cache.

> 3) on-chip match co-processor

Yes. Agreed.

> 4) open VLB or PCI slots

Yes. Only that VLB is trash. PCI is better (and safer).

> 5) Run 1024x768 non-interlaced hi-color

Yes.

> What amount of money would let your Falcon do that, when it's already
> almost twice the price?

Try and go out and examine what you need for a PC, if you wanted to do harddisk-recording. Now that makes the PC EXPENSIVE indeed compared to the Falcon MK.

> > Not only does the Falcon cost less to buy, it costs less to
> > maintain, as shown previously.
>
> You stand corrected.

Maybe, in some terms. But certainly not when it comes to harddisk recording!

> What do you mean similar equipment and power? I'm talking about
> graphics, CPU, and hard disk performance that no Falcon can even
> approach, at about half the price. There **IS* no "similar equipment and
> power" at any price on the Falcon.

Harddisk-recording. Video-titling. Presentation effects on broadcast monitors.
That's expensive on the PC.

> You're maxed out at 32Mhz and even
> that kludge doesn't help how your 16Mhz motherboard talks to RAM.

Unless the Falcon has FastRAM installed.

> I know what you mean. I am using a Compaq LTE286 portable at this
> particular moment, and although it's years old, it sure seems to get the
> job done. Guess all PCs don't have to be new to work, eh?

:-)

> > My upgrading choices from the Falcon include the Eagle, the Medusa,
> > and the DirecTT. No need to abandon an efficient and capable platform!
>
> Please.....how about some prices for these systems, full-blown with 1 Gig
> hard drives and 16Megs of RAM and the fastest processors they can put in
> them...then I'll come up with some Pentium prices and Sinclair can come
> up with some Mac prices.

The Medusa T40 costs approx. 1900 Dollars here in Europe with 8 MB RAM and a TrueColor graphic card and a 800 Mb Harddisk.
Don't know the price for the Medusa T60 or the Eagle and DirecTT.

Keep Cool and Flying...

ChainXOR...

3057. Re: Amiga Best Computer??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-07 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <47oc64$66v@gti.gti.net>
Source record: 11062

Henrik Lunardi Weide (chainxor@control.auc.dk) wrote:

: I agree. I mean even the Falcon has lot faster graphics than the A1200 and A4000.

are you sure about this? I love my Falcon, but the graphics speed is horrendous. I run mine in monochrome most of the time, so it displays faster.

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

3058. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-07 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <47obp7$53q@ccshst05.cs.uoguelph.ca>
Source record: 11063

```
: HE he he he he. James, they are in denial land. Its like claiming that the
: LYNX blows away the PlayStation!

For portability, it does blow away the PSX.

>> Mark <<

--
================================================================================
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"... does whatever a spider can!"
================================================================================
```

3059. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-07 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <47obs7$53q@ccshst05.cs.uoguelph.ca>
Source record: 11064

: I have seen the ST many times. From my days of visiting to check out the
: latest in Amiga wares.

You've contradicted your past statements Peter. Previously, you
said that you've only seen an ST once ... when you played on a friend's
machine briefly. You also told us that you couldn't find the ST in your area.

>> Mark <<

--
==
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"... does whatever a spider can!"
==

3060. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-07 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <47ordp$t79@morgoth.sfu.ca>
Source record: 11065

guenther@cabal.shnet.org (Thorsten Guenther) writes:

>BTW, the 7500 would be among the machines of my choice, but I guess I'd
>go for a P100 instead. There's Linux for them, and Nextstep, and I don't
>see much besides MacOS for the Mac :-(.

They way I look at it, linux is useless and NeXTStep is too expensive.

--

Brian Quinlan
quinlan@sfu.ca

3061. Re: (300 lines) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-07 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951107074648.10025G-100000@PEAK.ORG>
Source record: 11066

On Mon, 6 Nov 1995, Thorsten Guenther wrote:

> In <Pine.SUN.3.91.951104200048.9182C-100000@PEAK.ORG> James Wood wrote:
> >Even a 640x480x256
> >screen looks true-to-life
>
> You must have pretty bad eyesight.
>
> Thorsten

No, you pea-brained simpleton. My eyesight is fine. I just happen to be under the opinion that 640x480x256 gives some pretty nice screens and if you don't like that you can sit and spin.

James

3062. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-07 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951107075038.10025H-100000@PEAK.ORG>
Source record: 11067

Note to readers: Please excuse the namecalling but ol boy Thorston started it by calling me "stupid", evident of his inability to maintain a difference of opinion without calling the other guy 'stupid.' That's fine, I'll deal with him on his own terms. If anyone wants to maintain a discussion without namecalling on my part, they need only refrain from doing so themselves.

On Mon, 6 Nov 1995, Thorsten Guenther wrote:

> >that will allow it to achieve more than a 16Mhz 68030 will do.
>
> You should perhaps check for the other components of the Falcon. The
> Falcon _was_ running a Mandelbrot brute force algorithm in 16 bit colour
> depth faster than the other machines.

As someone else mentioned here, it probably had a more clever algorithm. The purpose of the benchmark was to put the processor to work and measure the brute force of its ability. It is possible to rewrite a benchmark with a different algorithm that works better and make it appear that the computer is what is faster. When Falcons start beating DEC ALPHAS than it's time to raise such eyebrows.

>
> >All I can tell you is that if you **really** believe that a 16Mhz 68030
> >will outperform those other processors
>
> The MC68030 isn't an issue. Please try again.

The DEC ALPHA is an issue, and when a little Falcon starts beating out a Alpha, and of course it's Atari who did the benchmark, then it sounds like a crock. The mC68030 is certainly a part of the issue, dummy.

>
> It was neither disk nor processor based. And yes, the comparison _is_
> stupid. But that doesn't mean the figures given to you aren't true, just
> that something essential was left out.

It wasn't disk or processor based? You mean it didn't run on one of the Falcon's processors? What the hell are you talking about - do not benchmarks run on processors? What else is the code going to run on?

>
> >Have you ever heard of "not
> >believing everything you read?"
>
> The data given is correct.

Oh gee - thanks for your opinion. That's all that counts.

>
> [more obsession of the MC68030's speed cut out, was too bopirng and
> didn't point into the right direction]

Yeah and more denial on your part that your computer is a puss by even
1992 standards.

>
> >>
> >> 256-byte data cache. 256-byte instruction cache. (Source: Atari
> >> Falcon flyer dated 1992). Wrong!
> >
> >So there's 512K of cache?
>
> Of course. 256 bytes and 256 bytes are 512 KBytes. Perhaps you should
> start to think before posting. You are looking stupid.

It was late and I was tired of all the posting, you stupid f*cking
dickhead. It didn't make me look stupid; it made me look tired. You are
a certifiable, undeniable prick. Of course I know the difference, I just
misread the screen and if you had any tact yourself, you'd be smart
enough to realize it wasn't stupidity at all. Blow me.

>
> Read Motorola's data sheet for the MC68030 CPU.

Blow it out your ass. I'm not the one claiming the Falcon's faster than
a DEC Alpha so I have nothing to prove. Let the guys who are trying to
prove the impossible (and expecting anyone else to believe them) post
the answer to the questions directed at them. He was the one blowing off
about the Falcon's cache. If he knows so much about it, let him tell
us. You can stick your suggestion where the sun don't shine, buster.

>
> Atari used SIMMs in the STE of 1989. At that time, SIPPs were cheaper (I
> assume beacuse they were more widespread).

And I can just buy standard SIMMS for all the Atari machines, right?

>
> >> You forgot the Digital Signal Processor & Port. Add $250.00
> >
> >Well, deduct the $100 for the 16-bit sound card and add Sound Blaster
> >ASP for about another $50
>
> You are not only looking stupid...
>

Up your ass, nimrod. You're the one who looks stupid and think your
ignorant opinion is of any consequence.

> >> You forgot the SCSI II port. Add $100.00
> >

> >What for? (Wrong!). I use EIDE CD-ROMS and hard disks.
>
> you _are_ stupid. EIDE is crap, as IDE was. All my friends who own PCs get
> SCSI instead.

F*ck you dummy. EIDE is not crap and works well as IDE. All your
friends must be pricks like you. You know what your biggest problem is,
you vacuous blowhard? The fact that you THINK YOUR SO CORRECT and so
highly opinionated on matters such as EIDE and call someone stupid for
using it, when they've had nothing but good experiences with it. You are
a complete f*cking dumbass.

>
> >> You forgot the composite video output. Add $ 50.00
> >
> >Compisite video sucks and can't display 1024x768.
>
> It can be synced with a VCR/TV set. That is a nice feature for genlocking
> etc..

It looks like crap on a TV and if you get a Genlock (which is the most
expensive part anyway) they come with RF output. try again.

>
> >> C-Lab Falcon Mark II, 4 Meg of RAM,
> >> 350 Meg Internal Hard Drive $1,349.00
> >> Color Monitor $ 250.00
> >> -----------
> >> Grand Total, Falcon $1,599.00
> >
> > add 4x CD-ROM 180.00
> > add external case and power supply/cables 100.00
> > add 4 more megs of RAM (if you can) 150.00
> > add 190 megs of hard drive space 100.00
> > add 32Mhz upgrade (pay someone else, cons. est) 100.00
> > ----------------
> > $2,229.00
> >
> >Now....even if that's not completely accurate, it's close enough to prove
> >my point....IT'S ALMOST DOUBLE THE PRICE!!!!! YOU LOSE!!!!
> >And then there's these things the PC will do:
> >
> >1) run at 100Mhz
> >2) L1 and L2 caches
> >3) on-chip match co-processor
> >4) open VLB or PCI slots
> >5) Run 1024x768 non-interlaced hi-color
> >
> >What amount of money would let your Falcon do that, when it's already
> >almost twice the price?
>

> What amount of money will let your PC do what the Falcon w/ Cubase Audio
> 16 does?
>

I'll just get the GEMULATOR and run it under emulation, you pinheaded
penishead.

3063. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov7.210530.50430@cobra.uni.edu>
Source record: 11068

In article <FKDRFHFDUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
> In <478iqj$j3s@morgoth.sfu.ca> Brian Quinlan wrote:
>>chainxor@control.auc.dk (Henrik Lunardi Weide) writes:
>>
>>>What ? You say that the 630-line is more expanable than the Falcon ?
>>
>>The 630 line was designed for people who have no intention of expanding.
>>Compare the expansion capability of the Falcon to a 7100/7200/8500/9500.
> ^^^^^^^^^^^^^^^^^^
> Great idea. You know that these machines are in the price range of current
> Pentiums, don't you? Of course, they are much better than a Falcon, but
> Petey-boy is so proud of his el cheapo Mac because he doesn't realise he's
> bought a dead-end machine.

What so dead end about the Mac 630's? I have a cheap upgrade solution to PPC.

>
> BTW, the 7500 would be among the machines of my choice, but I guess I'd
> go for a P100 instead. There's Linux for them, and Nextstep, and I don't
> see much besides MacOS for the Mac :-(.
>
> Thorsten
>
>
> --
> - guenther@cabal.shnet.org (Thorsten G�nther) - _O
> ----�=ae--�=oe--�=ue--�=Ae--�=Oe--�=Ue--�=sz---- /
> \
>)

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3064. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov7.210751.50431@cobra.uni.edu>
Source record: 11069

In article <47g2ra$8a2@news.iesd.auc.dk>, chainxor@control.auc.dk (Henrik Lunardi Weide) writes:
>> In what way? Fact: the fastest Falcon is a 16 mhz. 030, costs $1349 without
>> monitor and is behind the curve. Plus very little Falcon specific software.
>>
> That's complete bullshit! It's easy to get faster Falcon's.
> And by the way, there is a LOT of Falcon specific software, but that something
> your biased nut-brain doesn't know anything about - mother ho!

And you believe that Santa Claus exists...So how much do faster Falcons cost?

>
>> BeBox(?)
>> Peter Sinclair-Day Macintosh Performa 636
>
>
> Keep Cool and Flying....
>
> ChainXOR...
>
>

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a
third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

3065. Re: Atari..It's time to call it quits!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov7.211033.50432@cobra.uni.edu>
Source record: 11070

In article <47gabo$oih@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Atari...You blew it!! It's time for you to leave the console market. Your
> : funding from Sega is depleting with no improved sales in sight. Leave the
> : market and live off the royalties from the patents.
>
> Why ... so Pippin might actually squeeze in somewhere? Petey's
> being an ass again. Notice how this is (rudely) crossposted to
> rec.games.video.atari.

Okay, I will say that Apple blew it with the Pippin. Could of been a nice web browser console. Maybe 1996 will see it.

>
> >> Mark <<
>
> --
> ===
> M A R K A R A T H W E L L The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "... does whatever a spider can!"
> ===

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

3066. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov7.210048.50429@cobra.uni.edu>
Source record: 11071

In article <FKDRFHEYUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
> In <1995Oct29.221604.50205@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>In article <FJ3IBIARUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>>> In <46napk$o4q@morgoth.sfu.ca> Brian Quinlan wrote:
>>>>khaley@nova.gmi.edu (Kevin Haley) writes:
>>>>
>>>>>Wrong, idiot. Call Netscape. Their products aren't freeware.
>>>>
>>>>Netscape is freeware if you are a student. I beleive that Peter is a student.
>>>
>>> No, he's the university's janitor.
>>
>>And you?
>
> Wood wholesaler and former comp. sci. student.

He he he he..Soon to be a media specialist..

>
> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O
> ----&#65533;=ae--&#65533;=oe--&#65533;=ue--&#65533;=Ae--&#65533;=Oe--&#65533;=Ue--&#65533;=sz---- /
> \
>)

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a
third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

3067. Re: (very long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-07 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <47n1p8$lpu@news2.cts.com>
Source record: 11072

Realizing that he has lost the system comparison discussion, the
thoughtful James Wood (jamesw@PEAK.ORG) attempts to change the
subject with:

: At this point, let's just consider the Falcon a 16Mhz 68030. Forget
: about the fact that it's an Atari for a moment - sorry, there's no magic
: that will allow it to achieve more than a 16Mhz 68030 will do.

Here's where we can clarify the system comparison! Not only does
the Falcon have a 16 MHz 68030 microprocessor, but it's also got:
a standard 32 MHz 56001 Digital Signal Processor,
a standard Blitter graphics accelerator chip (believed to
operate at 16 MHz), and
an optional 16 MHz 68882 math coprocessor.

These four chips operating in concert make it reasonable to believe
the benchmark results are accurate, especially when you consider that
the other three systems are likely to omit the DSP and Blitter.

When you suggested a price comparison of a '486 with equivalent
hardware to the Falcon, I attempted to add these to the '486 to
make things equal (accidentally forgetting the Blitter, which
would add another $200.00 to the '486 system cost according to
CompUSA), but you refused.

Now I understand that you're comparing theoretical central processor
performance and not real-world system performance. No wonder we
can't agree!

: You'd better be prepared to explain how something like that can
: occur, or shut up.

There's your explanation -- I've been discussing system performance,
you've been discussing theoretical microprocessor performance.

: > 256-byte data cache. 256-byte instruction cache. (Source: Atari
: > Falcon flyer dated 1992). Wrong!

: So there's 512K of cache? Are you claiming this to be L1 or L2? Where
: is this cache, and in what form of chips? How many nanoseconds are the
: cache chips rated at?

As far as I can tell, the 256-byte data cache and 256-byte instruction
cache are built-in to the 68030.

: > Falcon RAM can be increased from 1 Megabyte to 4 Megabytes or to
: > 14 Megabytes. Wrong!

: No, not "Wrong!" I didn't say that the Falcon couldn't be expanded.
: I was simply stating that when you boast of the Falcon's SIMM slots,
: understand that other computers used SIMMS years before Atari, so I just
: meant to say that it's not a big deal and certainly no credit to the
: Atari. I NEVER SAID THE FALCON DIDN'T USE SIMMS, BOZO. Go back and
: re-read my comments on the matter before you spout "Wrong!" so much.

In responding to the claim that the Falcon was "non expandable", I
replied "Like the system RAM that can be expanded from 1 Meg to 4 Meg
or 14 Meg." [among the other available expansions that were listed].

You then noted "Like the fact that EVERY PC comes with SIMM slots...
they're not unique."

Since we were discussing expandability, I understood your comment to
be that the RAM was not expandable and replied "Falcon RAM can be
increased from 1 Megabyte to 4 Megabytes or to 14 Megabytes. Wrong!"
In attempting to stick to the subject at hand, I made no mention of
SIMMs in any of my answers, but referred to the expandability of RAM.

So my "Wrong!" reflects my answer to your apparent claim that Falcon
RAM is not expandable.

: Incidentally, 1, 4, and 14 megabytes are some lame choices.

It *would* be nice to have an 8 megabyte option. I agree.

: Seems like I recall the Falcon only using 12 of the 14 megabytes...
: but I never fully understood the criticism.

Here's the techie answer:
The installed RAM chips have a 16 megabyte capacity. RAM locations
below 0x000005B4 are reserved for system variables, while locations
just above this point are used for various OS features (most likely
stacks and GEM stuff). Locations above 0x00DFFFFF are reserved for
the operating system ROMs (ever since TOS 1.06).

The non-technie answer:
The missing two-megabytes are used to provide GEM/TOS features in
much the same way the MS-DOS/Windows requires several megabytes
of RAM for proper operation.

: > : Like the fact that you can't just drop a 66Mhz or 100Mhz
: > : (or 120Mhz) clock multiplied chip in the same hole as your
: > : present one....
: >
: > The 32 MHz upgrade isn't just a drop-in-the-hole replacement, true.
: > But the clock speed can be increased. Wrong!

: Put that "Wrong!" where the sun don't shine. You say "True" that it's
: not a drop-in-the-hole upgrade, then call me "Wrong!" That is a
: dichotomy. Perhaps it illustrates your ongoing predilection in this
: thread to eagerly accuse others of being "Wrong!" without understanding
: their statements, much less know what you are talking about.

Since we were on the topic of "Exactly nonexpandable how?", I
understood your comment to be "You can't increase the clock speed
of the Falcon." You can do so, but not by the method you
described. In answer to your claim that the clock speed on the
Falcon cannot be increased, I conceded that it could not be done
the way you describe, but noted that it could be done.

: So basically you're up to speed now with a 386/33 from 1989?

No, the 520 ST from 1985 is generally considered to have processing
power equivalent to a '386 running at 33 MHz. Good guess, however.

: > : Yeah right. All over Computer Shopper (on cover too) are $999
: > : (and less) systems. Please take the time to attempt to
: > : construct a Falcon system to these specs, and list the
: > : prices from the Toad catalog. Naturally, you can't match
: > : it, but come as close as possible, starting with a brand new
: > : Falcon. Then add hard drive, RAM, CD-ROM, co-processor, etc.
: > : Please list the prices and prove your point:
: >
: > You forgot the Localtalk(tm) Network port. Add $100.00

: A cheap network card is more like $50. However, Atari would have done
: well to omit it from the Falcon since most people don't use it and the
: Falcon is so voraciously overpriced with such unused junk.
: oh yeah....."Wrong!"

If the systems are to be comparable, then the '486 must have the
Localtalk(tm) Network port.

: > You forgot the Digital Signal Processor & Port. Add $250.00

: Well, deduct the $100 for the 16-bit sound card and add Sound Blaster
: ASP for about another $50

Don't forget that you must have a connector ("port") for the
general-purpose DSP. The sound card isn't "general-purpose"
like the DSP is. Nice try.

: > You forgot the SCSI II port. Add $100.00

: What for? (Wrong!). I use EIDE CD-ROMS and hard disks.
: Add nothing. Wrong!

If you want the '486 to have the same equipment as the Falcon
for a fair comparison, it must be included. Nice try.

: > You forgot the composite video output. Add $ 50.00

: Compisite video sucks and can't display 1024x768.
: Add nothing. SVGA video output is superior.

If you want the '486 to have the same equipment as the Falcon
for a fair comparison, it must be included. Again, nice try.

: > You forgot the MIDI ports. Add $100.00

: Add $25 for a little "dongle" that converts the joystick
: port into MIDI ports. Wrong!

MIDI is for music and is generally associated with sound cards.
Every sound card I've ever seen on a PClone does not have the
MIDI ports.

: > You forgot the stereo microphone input. Add $ 50.00

: Even the cheapest PC sound cards have these, and the
: stereo ones have stereo inputs. Shows what you
: know. Wrong!!! add nothing.

One of the big drawbacks to PClone purchasing is that
you only get what is specified. You did not specify
the stereo microphone input in your system description,
and given your efforts to cobble together a bargain-
basement system, there is good reason to believe you
left them out.

: > You forgot the Jaguar-compatible joystick ports. Add $ 50.00
: > (that's in addition to the standard joystick ports)

: What the hell would anyone want this for? PCs use the best
: analog joyticks you could want, like the Flightstick Pro.

First of all, to be compatible with the Falcon for a fair
comparison. Second of all, the Jaguar plug-in card for
PClones is under development and will probably require
them.

: > You forgot the operating system Add $179.95
: > (Windows 95 Initial Installation) -----------

: Wrong!!!! That $999 includes Win 95. Wrong!!
: add nothing.

Unlike the Atari, which has a standard built-in operating
system, PClones require you to specify the OS (MS-DOS,
DR-DOS, MS-Windows, OS-2, Linux, etc.) and install it on
your hard drive. Since it wasn't specified, there is no
way to tell if it's included.

Since this is a new system receiving an operating system
for the first time, the $179.00 for the Microsoft Windows
Initial Installation is correct (source: CompUSA).

: > Total Add-On Cost For Falcon Goodies To '486 Add $879.95
Plus Blitter Graphics Accelerator (forgot!) $200.00
Plus Mouse (how did I miss that?) $ 50.00
: > Plus Cost of '486 $999.99
: > -----------
New Sub Total $2,129.94
: > Less Quad-Speed CD-ROM Drive (Reveal CDQ100) $ 179.99
: > -----------

: Why the hell would anyone want to delete the CD-ROM? Just add one
: to the Falcon. Then good luck finding discs.

Since I'm adjusting the '486 to reflect the standard Falcon
configuration, and since the Falcon does not come with a
CD-ROM drive standard, it seemed reasonable to remove it from
the '486.

New Grand Total, '486 With Falcon Goodies $1,949.95

: > C-Lab Falcon Mark II, 4 Meg of RAM,
: > 350 Meg Internal Hard Drive $1,349.00
68882 Math Coprocessor (forgot!) $ 60.00
: > Color Monitor $ 250.00
: > -----------
New Grand Total, Falcon $1,659.00

Falcon savings with respect to comparable '486: $ 290.95

Regarding Falcon storage: generally speaking, a 10K "C" source file
will compile to approximately 5K of executable program on the Atari,
while the same source file will compile to about 20K on a PClone.

This four-to-one ratio suggests that 4 Meg of Falcon RAM translates to
16 Meg of PClone RAM, and 350 Meg of Falcon hard drive translates to a
1.24 Gig hard drive on the PClone.

This is why I can compare a Falcon with 4 Megabytes of RAM and 320
Megabytes of hard drive to a PClone with 8 Megabytes of RAM and
820 Megabytes of hard drive. Compact, efficient programs on the
Falcon do not demand as much storage as the equivalent applications
on the PClone.

: > Not only does the Falcon cost less to buy, it costs less to
: > maintain, as shown previously.

: You stand corrected.

True. I had thought the Falcon was $100.00 less expensive. Actually,
it's almost $300.00 less expensive.

: > I have already stated previously that I do not believe that I am
: > immune to depreciation, and that means I do not believe I'm immune
: > to obsolescence, either. What it *does* mean is that I believe you
: > should receive several years of service from your machine before
: > contemplating an upgrade.

: I know what you mean. I am using a Compaq LTE286 portable at this
: particular moment, and although it's years old, it sure seems to get the
: job done. Guess all PCs don't have to be new to work, eh?

The longer you can use your machine, the more cost-effective it becomes.

-- George

3068. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov7.205828.50428@cobra.uni.edu>
Source record: 11073

In article <FKDRFHEVUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
> In <1995Oct29.221457.50204@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>In article <FJ3IBIAOUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>>> In <Pine.SUN.3.91.951026011231.28804F-100000@PEAK.ORG> James Wood wrote:
>>>>> The Falcon has a web browser. Even the 520 ST has a web browser.
>>>>
>>>>How do those color pictures look on a 4-color display (520ST)?
>>>
>>> a) you should switch off the pictures anyway to waste less bandwidth
>>
>>Your precious Atari can't handle it?
>
> My precious Atari is a TT 8/270 w/ Crazy Dots HC. Yes, it can handle it.

So you need a additional video board to make it useful!!!

>
>>Hell, a new 040 $499 LC475 can handle
>>color very well. The whole point of using a web browser is for the color
>>graphics!
>
> html== "hyper coolpics meta language", right? I knew that you're wasting
> bandwidth in Usenet, but you also admit you do so on WWW.

To view the nice pictures is wasting bandwith? What a bunch of bull!!! Such
denial..

>
>>> b) I assume they look as if the've been dithered. On a graphics board they
>>> look quite fine
>>>
>>Don't need a graphics board. I have one meg video memory as standard..
>
> What's the difference (except that a graphics board can be replaced with a
> better one)? Oh, and BTW, 2 meggabytes seem to become standard now, I'd
> advise you to expand your Mac.

16 bit is fine for general use such as web browsing.

>
>>> But sure, pioint b) doesn't bother you, as you have only used an
>>> unexpanded ST and then switched to the great new machines. How could you
>>> have chosen to buy expansions like that?
>

>>What babble is this?
>
> The typical "my new computer is far better" type of guy hasn't bothered
> keeping up with the newest technology when owning an Atari. Of course a 1
> meg STfm is far slower than a P100.

For my needs, my fast 040 is doing fine. I most will likely upgrade to PPC
next year. I see no reason to do so now.

>
>>>>> Earth idiot. And the apps for the Falcon are cheaper than the apps for
>>>>> the PC.
>>>>
>>>>Bullshit. Papyrus is expensive - we've been through that here.
>>>
>>> "Off Axis" costs only 50% of the PC version.
>>
>>Not as cheap as ClarisWorks!
>
> Yep, and much more expensive than "Lemmings", too. But Off Axis isn't
> Claris Works or Lemmings.

Have you seen ClarisWorks?

>
> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G�nther) - _O
> ----�=ae--�=oe--�=ue--�=Ae--�=Oe--�=Ue--�=sz---- /
> \
>)

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a
third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

3069. Its FRIENDLY!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-08 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <47p6sd$7rs@southern.co.nz>
Source record: 11074

I thought I would take a chance at a posting in this group...

I don't care about 100MHz CPU's, 24bit graphics capability, an OS (MSWin95) that is shared among millions or any of the other crud that people in this newsgroup seem to pontificate about. I own my Falcon because it is a DAMNED NICE MACHINE TO USE!!. I use Win95 at work and am already sick to death of the confusing and never ending array of 'This is incorrect, please setup AGAIN' type messages I see.

When will PC users (and certain Mac users too...) admit that the day-to-day operating systems they use are a COMPLETE PIG to use, next to the wonderfully uncomplicated TOS 4.04. TOS 4.04 is admittedly a bit frugal, but when it comes down to it, it runs rings around other OS's for ease of use and ease of learning.

I get told to NOT quote times for 'real-world' benchmarks that use the DSP on my Falcon. I refute that, because the DSP is a STANDARD part of the Falcon. It still takes a DX4/75 or better to decrunch JPEGs/GIFs faster, and it is generally more of a pain in the butt to do so on PC.

Perhaps other Falcon owners can stop getting into hackneyed old arguments about CPU/system clock speed etc...and start looking at the things that we are 'really' concerned with, like USER-FRIENDLINESS etc...

Ciao, Chris Wilkinson. <chriswil@southern.co.nz>

-Falcon030 4meg/340megIDE/32MHz- /|\

"...a bird in the hand is worth a lot lower blood pressure, especially if the 'bird' is a Falcon030..."

3070. All Dem Newsgroups

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-08 00:00:00 UTC
From: bede@newshost.li.net
Message-ID: <47rc8h$34c@linet02.li.net>
Source record: 11075

And why is it that there are all those Chinese and so few Brits?

3071. Re: If Atari were to merge/bought out ? (Apple/SNK/Toshiba)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-08 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov8.170448.50453@cobra.uni.edu>
Source record: 11076
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <47ljmc$rmh@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>
> : This is tough, but I think APPLE should buy Atari. The JAg would become a
> : quality product.
>
> The Jag already is a quality product. And Petey would have a
> heart attack.

If Apple was handling it, the Jagflop would have more of a chance.

>
> >> Mark <<
>
> --
> ==
> M A R K A R A T H W E L L The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "... does whatever a spider can!"
> ==

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a
third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

3072. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-08 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FKIUAAAGUP@cabal.shnet.org>
Source record: 11077

I received a comment on one of my last articles, sent to me by James Wood,
apparently he used e-mail accidentally, so that noone else here gets the
information he is trying to provide us with.

In <Pine.SUN.3.91.951107072955.10025F-100000@PEAK.ORG> you (James Wood) wrote:
>On Mon, 6 Nov 1995, Thorsten Guenther wrote:
>
>> >that will allow it to achieve more than a 16Mhz 68030 will do.
>>
>> You should perhaps check for the other components of the Falcon. The
>> Falcon _was_ running a Mandelbrot brute force algorithm in 16 bit colour
>> depth faster than the other machines.
>
>As someone else mentioned here, it probably had a more clever algorithm.

Even more probably it has a 32 MHz 56001 DSP.

>> The MC68030 isn't an issue. Please try again.
>
>The DEC ALPHA is an issue, and when a little Falcon starts beating out a
>Alpha, and of course it's Atari who did the benchmark,

Nope, they didn't, they didn't even write the program. It was just
coincidence that DEC decided Mandelbrot calculations were great
"benchmarks".

>> It was neither disk nor processor based. And yes, the comparison _is_
>> stupid. But that doesn't mean the figures given to you aren't true, just
>> that something essential was left out.
>
>It wasn't disk or processor based? You mean it didn't run on one of the
>Falcon's processors?

It didn't run on the CPU, usually people refer to the CPU when saying
"processor based". it was my mistake that I didn't use the correct term.

>> The data given is correct.
>
>Oh gee - thanks for your opinion. That's all that counts.

The program is supplied with the BlowUp software. As I owned a Falcon some
years ago and had this software package installed, I have seen it myself.
Pretty impressive what the DSP is capable of.

>Yeah and more denial on your part that your computer is a puss by even
>1992 standards.

Cite me claiming that.

>stupid f*cking
>dickhead

>certifiable, undeniable prick

>Blow it out your ass.

>You can stick your suggestion where the sun don't shine, buster.

>> Atari used SIMMs in the STE of 1989. At that time, SIPPs were cheaper (I
>> assume beacuse they were more widespread).
>
>And I can just buy standard SIMMS for all the Atari machines, right?

Cite me claiming that. You can buy standard SIMMs for the STE and - if
provided with the appropriate daughterboard - the Falcon and TT. I *hated*
the extra cost for the daughterboards, but it shows that it wasn't that
bad, for I can get the aixTT daughterboard for the TT and use PS/2 SIMMs
instead of old 30 pin ones.

>Up your ass, nimrod.

>F*ck you dummy.

>EIDE is not crap and works well as IDE.

That's a self-contradictory sentence.

>All your
>friends must be pricks like you. You know what your biggest problem is,
>you vacuous blowhard? The fact that you THINK YOUR SO CORRECT and so
>highly opinionated on matters such as EIDE and call someone stupid for
>using it, when they've had nothing but good experiences with it. You are
>a complete f*cking dumbass.

>> >> You forgot the composite video output. Add $ 50.00
>> >
>> >Compisite video sucks and can't display 1024x768.
>>
>> It can be synced with a VCR/TV set. That is a nice feature for genlocking
>> etc..
>
>It looks like crap on a TV and if you get a Genlock (which is the most
>expensive part anyway) they come with RF output. try again.
>
>>
>> >> C-Lab Falcon Mark II, 4 Meg of RAM,
>> >> 350 Meg Internal Hard Drive $1,349.00
>> >> Color Monitor $ 250.00
>> >> -----------
>> >> Grand Total, Falcon $1,599.00
>> >
>> > add 4x CD-ROM 180.00

>> > add external case and power supply/cables 100.00
>> > add 4 more megs of RAM (if you can) 150.00
>> > add 190 megs of hard drive space 100.00
>> > add 32Mhz upgrade (pay someone else, cons. est) 100.00
>> > ----------------
>> > $2,229.00
>> >
>> >Now....even if that's not completely accurate, it's close enough to prove
>> >my point....IT'S ALMOST DOUBLE THE PRICE!!!!! YOU LOSE!!!!
>> >And then there's these things the PC will do:
>> >
>> >1) run at 100Mhz
>> >2) L1 and L2 caches
>> >3) on-chip match co-processor
>> >4) open VLB or PCI slots
>> >5) Run 1024x768 non-interlaced hi-color
>> >
>> >What amount of money would let your Falcon do that, when it's already
>> >almost twice the price?
>>
>> What amount of money will let your PC do what the Falcon w/ Cubase Audio
>> 16 does?
>
>I'll just get the GEMULATOR and run it under emulation, you pinheaded
>penishead.

Where's the Gemulator cartridge port for the Cubase dongle, then?
Where's the DSP 56001?
Where's the digital DSP port?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3073. Re: Amiga Best Computer??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-08 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FKIUAAAJUP@cabal.shnet.org>
Source record: 11078

In <47ll0b$rmh@ccshst05.cs.uoguelph.ca> Mark Rathwell wrote:
> Commodore itself is bankrupt. Where are those Escom Amigas (Escom
>is Scottish, I believe)

German

>... I've been waiting to try one yet I've seen
>nothing.

They are in store in Germany, at least A1200s, but I wouldn't buy one. A
Falcon is more fun and used ones cost less here than new A1200s.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3074. Re: All Dem Newsgroups

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-09 00:00:00 UTC
From: cgra@btmaa.bel.alcatel.be
Message-ID: <47t7nk$q0c@btmpjg.god.bel.alcatel.be>
Source record: 11079

In article <47rc8h$34c@linet02.li.net>, bede@newshost.li.net (cliff steward) writes:
> And why is it that there are all those Chinese and so few Brits?

Chinese are a more successful lifeform. (They cook better).

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
http://plato.digiweb.com/kiffer/
Opinions expressed are purely personal unless otherwise stated.

3075. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-09 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0911951358580001@metricom17.ucsc.edu>
Source record: 11080

In article <FKIUAAAGUP@cabal.shnet.org>, guenther@cabal.shnet.org
(Thorsten Guenther) wrote:

>>> The MC68030 isn't an issue. Please try again.
>>
>>The DEC ALPHA is an issue, and when a little Falcon starts beating out a
>>Alpha, and of course it's Atari who did the benchmark,
>
>Nope, they didn't, they didn't even write the program. It was just
>coincidence that DEC decided Mandelbrot calculations were great
>"benchmarks".

I was still heavily into Ataris at the time this whole "benchmark"
happened. At the time I loved it, but I was letting my enthusiasm for the
machine overcome any suspicions I had about what it actually meant about
relative performance.

According to the account I read of the whole thing, DEC and Atari got
stuck pretty close to each other at a trade show. DEC had written a
brute-force Mandelbrot algorithm, and was using it to demonstrate the
Alpha's FP performance advantage over the 040 and 486. Atari, seeing
this, got the idea to embarass DEC. So they had an engineer write a
Mandelbrot generator that ran on the Falcon's DSP. It ran faster, Atari
supposedly got DEC mad, etc.

The difficulty is that the same source code and parameters used in DEC's
tests were not used by the Falcon. This means that the comparison of the
Falcon to the Alpha was bogus.

If Atari had used the same code and parameters, you can bet it would have
ended up being the slowest of the machines. The 56001 does 24-bit fixed
point math. In order to do 32-bit or 64-bit floating point math as used
on the other processors (I don't know which precision they used), the
56001 would have to take a horrible speed hit to emulate FP in software.

+---+
|Tim Seufert, bwanga@cats.ucsc.edu UselessWastedSpace(tm) |
| "I never gave anybody hell. I told them the truth, and they |
| thought it was hell." -Harry S Truman (inexact quote) |
+---+

3076. Thanks to Henrik Lunardi Weide

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-09 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951109094919.18523B-100000@PEAK.ORG>
Source record: 11081

I have to agree with much of what Henrik said about the Falcon. Congrats on his ability to judge fairly and explain his reasons. His claims all seemed reasonable.

The only thing I might tend to disagree with him on is the quality of sound on the PC because the nicer cards are not only "up to snuff" but quite snazzy.

Thorsten Guenther and George Crissman should learn to post reasonable messages and perhaps they would be better received.

James

3077. Thorsen Guenther and name-calling.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-09 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951109100728.18523C-100000@PEAK.ORG>
Source record: 11082

Mr. Guenther (in a rather self-righteous move, I must declare) posted what I had emailed to him. Of course, the reason I emailed it was because I didn't feel obligated to subject everyone to the name-calling content. Of course, I would have refrained from name-calling if he could have been man enough, but since he opened the floodgates of name-calling, I couldn't resist. He then takes particular name-calling elements from my message to him and posts them out of context - taking the response (name-calling) away from the stimulus (his cocky, know-it-all contention). Thorsten: If you're ready to stop the name-calling then I'll follow suit. Best you consider the fact that barbs you throw will only be thrown back harder, and honest, objective, reasonable thinking and explanation of thoughts seem to make people's points clearer to their audience.

James

On Mon, 6 Nov 1995, Thorsten Guenther wrote:

> Perhaps you should start to think before posting. You are looking stupid.
>
>
> You are not only looking stupid...
> you _are_ stupid. EIDE is crap, as IDE was. All my friends who own PCs get
> SCSI instead.
>

3078. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-09 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0911951428320001@metricom17.ucsc.edu>
Source record: 11083

In article <DHM8Bt.70K@ridgecrest.ca.us>, Michael Grove
<mgrove@owens.ridgecrest.ca.us> wrote:

A fellow Crestie! (I'm not in R/C now because I'm at school.)

>You have to draw the same forrest as Brian, but you can use all
>64,000 of your Crayons to color your picture. You probably won't
>have to smear as much as Little Brian to make it pretty.
>None of the "AV for the Masses" cards provide CinPac or Motion
>JPEG compression of any quality for printing purposes. In the quality
>range that you or I could afford, the best we can get at 16 or 24
>bit color,340*240 size is 7 to 10fps, which prints just fine on my
>Falcon. If I remember correctly, the AV's, in stock form, can only
>capture 8bit video.

You remember incorrectly. Apple's 660AV and 840AV machines (their first
out of the box AV machines) digitize in 24-bit YUV, which is converted in
real time by one of the AV chips to 16-bit RGB for playthrough to the
monitor. The bit depth of capture and playthrough is independent of the
computer's bit depth, because they use a split frame buffer architecture -
1/2 of the VRAM is used for computer graphics, 1/2 for the video frame
buffer. You can run the computer's display in 4-color mode, and still get
16-bit playthrough in a window. You can capture in 8, 16, or 24-bit
color. How many FPS you can achieve is limited by the speed of your hard
drive (which is the major bottleneck in any video capture scheme). If you
want to, you can buy a realtime compression card that plugs into the AV
connector on the 660/840AV motherboard, so that it can do full 30fps
capture at 640x480 in 24-bit color. (Of course, such boards cost around
$1000, but that price is inevitable - it's still quite expensive to build
hardware that can do realtime MPEG compression at that frame rate and
picture size.)

The PowerMac 6100AV, 7100AV, and 8100AV retain essentially the same
capture setup as the 660/840AV, with minor enhancements. The new 7500 and
8500 models have an entirely new setup that has lots of improvements over
the old scheme.

The reason I switched to Mac a couple years ago was simple: a Quadra 660AV
provided much more performance than the Falcon, had much better support
built in for sound and video capture, and cost about the same overall.

(Yes, guys, I know the Falcon is soooo great for D2D audio recording. I
don't care; I don't do that.)

+---+
|Tim Seufert, bwanga@cats.ucsc.edu UselessWastedSpace(tm) |

```
| "I never gave anybody hell. I told them the truth, and they |
| thought it was hell." -Harry S Truman (inexact quote) |
+-------------------------------------------------------------+
```

3079. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-09 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <47tvho$icu@morgoth.sfu.ca>
Source record: 11084

Michael Grove <mgrove@owens.ridgecrest.ca.us> writes:

>Why in the Fuck would I want to compair a machine designed 5 years
>ago with the one's you mentioned. Honestly, if you really want abuse
>don't send your personal mail to me again, go to the Atari 8bit
>group. You will find the insults much more mature than here.
>Opps, I just seen the .ca in you address. I guess you won't
>get the 49'er joke. Which way did you vote? Now there is a topic.
>Let's go to a .ca newsgroup concerning seperation and throw your
>name around. Mabey someone will come slap you in the head.

I'm sorry if I send you mail personally. I meant to fallow. I don't get the 49'er joke and you don't get the setup of the referendum. Only people in Quebec were allowed a vote and my address is British Columbia. But thanks for the insults, I'm sure that I deserve them.

--

Brian Quinlan
quinlan@sfu.ca

3080. Re: Atari..It's time to call it quits!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-09 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <47u48o$lln@ccshst05.cs.uoguelph.ca>
Source record: 11085

```
: Okay, I will say that Apple blew it with the Pippin. Could of been a nice web
: browser console. Maybe 1996 will see it.

My god ... I've seen it all. I can die now ...

>> Mark <<

--
================================================================================
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"... does whatever a spider can!"
================================================================================
```

3081. Re: Amiga Best Computer??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov10.190255.50500@cobra.uni.edu>
Source record: 10939

In article <47ll0b$rmh@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Hmmph, pre-emptive Multitasking OS, Colorful GUI Stereo sound, DMA
> : Drives and Busses, Plug N Play sounds quite behind the times.
>
> Not as fast or easily as updated these days. Fine computer though.
>
> : : b) Hard to find
> : Praps.
>
> Yes.
>
> : This is not true, Escom of Germany owns Amiga Technologies and the
> : Commodore Name and is certainly not bankrupt.
>
> Commodore itself is bankrupt. Where are those Escom Amigas (Escom
> is Scottish, I believe) ... I've been waiting to try one yet I've seen
> nothing.

C= is gone...Amiga technologies, a subsidiary of Escom AG are the new owners. At last weeks Video Toaster World in LA, Escom announced the availability of the overpriced A4000. AT also announced that future Amigas will be PPC and will be called Power Amiga. AT and Apple have entered a strategic relationship. Apple showed AT, Quicktime working on the Amiga.

>
> : The Amiga has much more support for software development by the end user
> : than Windoze and is atleast comparable in dev. support to the MAC.
>
> That means it's a good hackers computer (like my CoCo III), but
> not really suited to the general user.

True. Amiga needs a great web browser and productivity apps.
>
> >> Mark <<
>
> --
> ===
> M A R K A R A T H W E L L The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "... does whatever a spider can!"
> ===

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3082. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov10.190724.50501@cobra.uni.edu>
Source record: 10940

In article <47mtn6$nkm@southern.co.nz>, clifton@southern.co.nz (Frieder Guy) writes:
> sinclap wrote:
> : >> I forgot to note that the main system clock in the Falcon runs at
> : >> 16 MHz. And that's what gets most people really excited: why does
> : >> a clone require a main clock frequency of 60+ MHz just to keep up
> : >> with the Falcon? (This is RHETORICAL, gang!)
> : >
> : > A 60Mhz does more than "keep up." It blows it away.
> :
> : HE HE HE HE HE..
> :
> WRONG, don't know what you are laughing about. The Falcon 030 at 16 MHZ
> cannot raytrace as fast as an IBM, but kick in the DSP and it leaves the
> 486/100 or pentium 90 WAY behind.

Prove it!!!

>
> : >> At my friendly local computer dealer, I saw a Mac LC II sitting next
> : >> to an Atari 520 ST. Both were running the default desktop. I played
> : >> with the LC II a bit, and it felt slow compared to the Atari. Then I
> : >> learned that the LC II had a 68030 running at 16 MHz, while the Atari
> : >> was operating a 68000 at 8 MHz.
> : >
> : > Heh.... He "plays with the desktop" and it "feels slow" to him so that's
> : > how he forms his opinion of which is faster....heh heh heh. A real-word
> : > comparison, indeed....barf!
> :
> : HE he he he he. James, they are in denial land. Its like claiming that the
> : LYNX blows away the PlayStation!
>
> It is true that the Desktop isn't the best comparison, but it is known
> that an Atari 520 ST can keep up with the speed of a 486 SX 25 and the ST
> was brought out at least 6 years before the 486 anything.
>

486sx/25? Not a faster 486 and Pentium?

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a
third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.

Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

3083. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov10.191623.50502@cobra.uni.edu>
Source record: 10941

In article <FKGTBBCOUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
> In <1995Nov1.153508.50287@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>In article <95302.121929STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>>I have much knowledge of the Atari line, thank you!.
>
> "mythical web browser" ... yes it shows you know pretty much.

So were is this mythical web browser and how come it is ignored by the media?

>
>>> I am tired about hearing about 4-bit color on STs when I have my
>>> unmodified Falcon running 16-bit color. This is fine for browsing
>>> the Net. You can get a web browser, James Woods!
>>Much of the installed base are four color ST's! But you can't run NetScape
>>2.0!
>
> You can run CAB by Alexander Clauss instead. Do you really are that
> addicted to the Web? I consider it mostly boring.

He he he he..Making excuses. Well, maybe if you had a real web browser on your
Falcon, it wouldn't be boring..

>
>
>>> As far as multimedia goes, there is APEX media and some products from
>>> Lexicor. What do people mean by multimedia? Games? If so, I'll take
>>> my 7800 anyday over crud like the Journeyman Project.
>>
>>But the Mac does it better with hardware and apps!
>
> Oh I forgot, you came with lots of apps!
>

? Nope..the HD came with lots of apps!

>>Plus the Mac is cheaper for
>>multimedia.
>
> Nope, a Pentium is, plus it's cheaper to expand. But yet it is still
> cheaper to keep the hardware one already has and just install some new
> software.

He he he he..A Pentium but not a Falcon?

>
>>Games like DarkForces and Marathon are not available on the Falcon.

>
> Games like Llamazap aren't available on the Mac. Where's your point?

The point is that these games are not available on the falcon..
>
>>The $1349 Falcon does not include a monitor.
>
> Used Falcons 4 megs / small hdd cost about 1000.- DMs (600 US$s) here.
> What would you buy for that amount of money?

New 040 Macs start at $499!

>
> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O
> ----&#65533;=ae--&#65533;=oe--&#65533;=ue--&#65533;=Ae--&#65533;=Oe--&#65533;=Ue--&#65533;=sz---- /
> \
>)

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a
third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

3084. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov10.192208.50503@cobra.uni.edu>
Source record: 10942

In article <47obs7$53q@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : I have seen the ST many times. From my days of visiting to check out the
> : latest in Amiga wares.
>
> You've contradicted your past statements Peter. Previously, you
> said that you've only seen an ST once ... when you played on a friend's
> machine briefly. You also told us that you couldn't find the ST in your area.

Did I? I have never seen the Falcon. When I was living in Connecticut in the 80's, there was a local mom/pop store carrying the Atari/C= line. I made biweekly or monthly visits to the store to see what was new for the Amiga.

In C.F. Iowa, there is no one that sells the ST and now the Amiga.

>
> >> Mark <<
>
> --
> ===
> M A R K A R A T H W E L L The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "... does whatever a spider can!"
> ===

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

3085. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov10.185300.50498@cobra.uni.edu>
Source record: 10943

In article <DHM6Dz.6A2@ridgecrest.ca.us>, Michael Grove <mgrove@owens.ridgecrest.ca.us>
writes:
> mrathwel@uoguelph.ca (Mark Rathwell) wrote:
>>: In what way? Fact: the fastest Falcon is a 16 mhz. 030, costs $1349
> without
>>: monitor and is behind the curve. Plus very little Falcon specific
> software.
>>
>> Tell that to a person who has a Falcon with an accelorator board.
>>
>> >> Mark <<
>>
>
> Give it up. He will never understand why a slightly modified Falcon
> is able to compete with an 040 Mac under system 7.X. He really dosen't
> care. Remember the old Star Trek? There was a show about an alien
> that would feed on the fear of others. SinPlops joy is to try to
> plant a seed and wait to see what havoc it causes. I know how the
> Falcon compairs to an 040 Mac as I use both. I am currently trying
> to find an "old" Quadra 700 or 900. I have yet to find one under
> a grand, and that is used without a monitor to boot.

What is a slightly modified Falcon? One with an 040 board? If so, the cost
would be in stratosphere.

Why would you want a Q700 or 900? New Q950's can be had for $1499.

>
> Mike
>
>>--
>>==
> ======
>> M A R K A R A T H W E L L The University Of
> Guelph
>> mrathwel@uoguelph.ca or
> av999@Freenet.Carleton.CA
>>
>> "... does whatever a spider can!"
>>==
> ======
>
>

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3086. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov10.185642.50499@cobra.uni.edu>
Source record: 10944

In article <DHM8Bt.70K@ridgecrest.ca.us>, Michael Grove <mgrove@owens.ridgecrest.ca.us>
writes:
> quinlan@news.sfu.ca (Brian Quinlan) wrote:
>>Michael Grove <mgrove@owens.ridgecrest.ca.us> writes:
>>
>>>Yes, but then that "quality" factor comes into play when you say MPEG.
>>>Output one of your frames to an Epson Stylus at 720dpi and see what
>>>you get. Or, run it out through your RGB to SVHS converter (you do
>>>have one, don't you) and check the tape quality. Broadcast quality
>>>on the Mac will cost about 8k. Shit, i'm talking about a lowly
>>>Falcon here, not a Video Toaster. Ya, a PPC with all the $$$$$
>>>goodies would be nice, but only after I win the Iowa lotto :)
>>>For "home" use, I can't beat the Falcon.
>>
>>Why would I output the video to a 720dpi printer? It will look like crap
>>just like it would outputed from a Falcon. The Mac video capture
> hardware
>>is limited to the quality of the input data as is the Falcon's. If you
>>capture a frame, at a reasonable size and frame rate then all the data
>>for that frame will be there.
>
> Ok kiddies, let's all get out our Crayons. Little Brian, you color
> us a picture. Because you have broken some of your Crayons, you can
> only use 256 of them to color the pretty forrest. If that is not
> enough, you can smear some of them together and try to make the colors
> look as close as possible to what you see. But you can't end up with
> over 4096 shades, and be sure to mix them carefully, or you'll see dots.
> Mikey, you draw us a picture.
> You have to draw the same forrest as Brian, but you can use all
> 64,000 of your Crayons to color your picture. You probably won't
> have to smear as much as Little Brian to make it pretty.
> None of the "AV for the Masses" cards provide CinPac or Motion
> JPEG compression of any quality for printing purposes. In the quality
> range that you or I could afford, the best we can get at 16 or 24
> bit color,340*240 size is 7 to 10fps, which prints just fine on my
> Falcon. If I remember correctly, the AV's, in stock form, can only
> capture 8bit video. This is fine for viewing on your CRT, but looks
> like shit on tape. Even if I have to go to 240*200 at 15fps, the
> Falcon video animation looks much better at 16bit overlayed onto
> my source tape than what the standard 040 or PPC outputs. I say
> standard as I live in the real world. I have a house payment and
> a 12 year old to support as well as my computer habbits. Even at
> 48k a year, I would be hard pressed to purchase a 275mhz Alpha and
> Video Toaster Flyer to do broadcast quality work, but I'll bet I could

> fool my local cable company with a Ma and Pa Market spot. By the way,
> what do they pay at SFU? (Love those 49'ers, ehh? Who the hell
> was Carolina?:).
> This is my last spot. I just can't justify spending the time
> expressing my views of

Most babble ignored..

For what you may have invested in your Falcon, a Toaster system could of been had.

A3000's can be had for $500-$1000 depending on configuration and used Toaster 4000's can be had for $1000.

>
> "Why in the living hell do people still use Ataris"
>
> especially in an Atari newsgroup.
>
> We use them because we like them.
> No go home.
>
> Mike
>
>>
>>Brian Quinlan
>>quinlan@sfu.ca
>
>

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3087. Re: Amiga Best Computer??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-10 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <47uiiv$1uj@inca01.inca.co.nz>
Source record: 11086

Yes. A Meagre is the best computer.

A mate of mine took me to a computer demolition event recently, and we had immense fun demolishing computers right left and centre.

I eventually got to be fairly good at swinging an axe at various computers and the Meagre was among the best to demolish. If you hit it just right, it just dismantles itself very well.

(From what Dave Small has written in "current Notes" [or was it the Spectre manual?], it is probably something he would have enjoyed as well.)

{[:-]

--

If I am wrong, flame AOL.
If I am right, flame AOL.
What the hell, just flame AOL.

3088. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-10 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <47uiqs$1uj@inca01.inca.co.nz>
Source record: 11087

sinclap2954@cobra.uni.edu wrote:
> And you believe that Santa Claus exists...

And you believe in The Tooth Fairy, judging by the number of teeth you've pulled out.

(Or has your dentist promised you a half-price set of prosthetics if you de-fang yourself?)

--

If I am wrong, flame AOL.
If I am right, flame AOL.
What the hell, just flame AOL.

3089. Re: If Atari were to merge/bought out ? (Apple/SNK/Toshiba)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-10 00:00:00 UTC
From: robert@informix.com
Message-ID: <480omh$1jl@news.informix.com>
Source record: 11088
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu wrote:
: In article <47ljmc$rmh@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
: >
: > : This is tough, but I think APPLE should buy Atari. The JAg would become a
: > : quality product.
: >
: > The Jag already is a quality product. And Petey would have a
: > heart attack.

: If Apple was handling it, the Jagflop would have more of a chance.

Would this be *more* or *less* of a chance than the Pippin?
:-)

Robert C.

--

Disclaimer: My company has not yet seen fit to
elect me as spokesperson. Hmmpf.

3090. Re: If Atari were to merge/bought out ? (Apple/SNK/Toshiba)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-11 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <480qdu$os6@ccshst05.cs.uoguelph.ca>
Source record: 10945
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

: If Apple was handling it, the Jagflop would have more of a chance.

Absolutely. It would also be 12 times as expensive, knowing Apple.

>> Mark <<

--
==========
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"... does whatever a spider can!"
==========

3091. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-11 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <482aiu$2r5@gti.gti.net>
Source record: 10946
Body handling: Inline uuencoded payload not displayed: www108.zip

sinclap2954@cobra.uni.edu wrote:
: In article <FKGTBBCOUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:
: > In <1995Nov1.153508.50287@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
: >>In article <95302.121929STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
: >>I have much knowledge of the Atari line, thank you!.
: >
: > "mythical web browser" ... yes it shows you know pretty much.

: So were is this mythical web browser and how come it is ignored by the media?

Oh come on SinClap, don't be an ass. It's been posted several times
that you can have www108.zip on atari.archive.umich.edu. And just
just incase you're too lazy, I've appended www108.uue, a uuencoded
version of www108.zip to the end of this message.

As for "how come it is ignored by the media?". What media are you talking
about? You don't read any ST mags, and the entire Atari line has been
ignored by all mainstream media for years. But, I belive that STReport
may have recently had an article on the Atari browser. Since I don't
read that, I could be wrong.

[Inline uuencoded payload not displayed: www108.zip]

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

3092. Re: Amiga Best Computer??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov11.140424.50511@cobra.uni.edu>
Source record: 10947

In article <FKIUAAAJUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
> In <47ll0b$rmh@ccshst05.cs.uoguelph.ca> Mark Rathwell wrote:
>> Commodore itself is bankrupt. Where are those Escom Amigas (Escom
>>is Scottish, I believe)
>
> German
>
>>... I've been waiting to try one yet I've seen
>>nothing.
>
> They are in store in Germany, at least A1200s, but I wouldn't buy one. A
> Falcon is more fun and used ones cost less here than new A1200s.

In other words a new Falcon would cost more than a new A1200...

But the A1200 will have a future because Amiga Technologies will provide a PPC
upgrade card solution for it in 1996. Amiga OS will be ported to PPC through
partnership with Apple, IBM and Mortorola...

Plus all new PPC machines will also be available in 1996..

>
> Thorsten
>
>
> --
> - guenther@cabal.shnet.org (Thorsten G[illegible]nther) - _O
> ----[illegible]=ae--[illegible]=oe--[illegible]=ue--[illegible]=Ae--[illegible]=Oe--[illegible]=Ue--[illegible]=sz---- /
> \
>)

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3093. Re: Pricing For '486/66 MHz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-11 00:00:00 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <B7LFS6o.ari2550@delphi.com>
Source record: 10948

What are you smoking?!? The Falcon a better deal than a 486DX-66???

First of all, you need to learn how to shop for a PC.

You almost never go to a chain like CompUSA - their prices suck.
PCs are the most generic computer ever made. The only difference between
a $2000 Compaq and a $1000 Taiwanese clone is that you're paying for
Compaq's marketing and advertising. As long as you verify the components
in the clone PC to be good (i.e. the HD maker, the BIOS, the CD-ROM, etc.)
you're in good shape. PC's don't fail very often and on-site service is
almost always a waste of dough.

Pickup a copy of ComputerShopper and shop around - there's a ton of vendors
that vary in price so shop around. I know for a fact you can pick up
a DX-66 system for well under $1200 fully equipped.

Second, there's no question the Falcon has better built-in sound than the
usual SB-16 card one gets with their PC Clone. However, unless you're
a professional musician and have the expensive, specialized software to
take advantage of it - its no advantage. Almost every PC game and every
PC CD-ROM take advantage of the sound cards.

Third, unless you get ripped by the PC vendor, the PCI or VLB SVGA card
you get bundled with your system will almost always be accelerated with
a co-processor. This is in the very least eqivalent if not superior to
the Falcon's much heralded BLiTter chip (which is just a hardware version
of the TOS Line-A memory-move command). Many modern SVGA cards have
very sophisticated accelerator chips that have hardware versions of
line drawing commands as well as memory-moves. On top of this, many
of these cards can do 16bit and 24bit color. If you shop around, you
might even get a card with a hardware based MPEG decoder!

Fourth, the Falcon may or may not be easier to use but its limited in
what it can do inerms of software selection. With the 486DX-66, you
can run the 30,000 or so commercial PC programs or the countless thousands
of Shareware programs right of the box.

Fifth, I don't remember the Falcon coming with a CD-ROM drive?

Sixth, the PC's HD is usually quite spacious - whether its 540megs or
1.6 gigs, you can outstore the Falcon any day and for cheap.

Seventh, the extra Falcon joystick ports are useless! To my knowledge,
there are only a handful of F030 games that use them!

Finall, with a PC - if you're running DOS and Win 3.1 - you don't usually
need more than 8 megs RAM. On the Falcon you only get 4 and you need

to spend a lot of money to expand your RAM if you want more.

Just my two cents...

Ari

3094. Re: Look at all those newsgroups!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-11 00:00:00 UTC
From: gregor@shelly.goldengate.net
Message-ID: <ba7cb$16111e.167@goldengate>
Source record: 10949

kieron wilkinson (kieron.wilkinson@midkent.ac.uk) wrote:
: Okay, flame me. I can take it, I just want to make it totally clear
: first of all that I am an Amiga User. I also had an STE once (a long
: time ago) so I do know what I am talking about. Its just that why are
: there 4 Atari ST newsgroups and 20 Amiga ones? (Think about it!)

There's a sucker born every minute.
P.T. Barnum

3095. WANTED!: FALCON SOFTWARE DEVELOPMENT & MARKETING COMPANY

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-11 00:00:00 UTC
From: work@tecnation.com
Message-ID: <work-1111951433120001@tdw.vip.best.com>
Source record: 10950
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,z-netz.rechner.atari.hardware,zer.z-netz.rechner.atari.hardware,zer.z-netz.rechner.atari.programmieren,z-netz.rechner.atari.programmieren

WANTED!: FALCON SOFTWARE DEVELOPMENT & MARKETING COMPANY

Nov 11, 1995 - 1.0

---
1. INTRODUCTION

TECNATION DIGITAL WORLD, the creators of the BiT BOPPER Dynamic Graphics from Audio software for the Atari / C-Lab Falcon are seeking a 3rd party company to take over the development and marketing of this innovative product.

The software is at release 1.5b, which is stable and had been well received by our initial customers.

---
2. YOU

If you think you can take on BiT BOPPER and continue to develop it, and market it world-wide on the Atari / C-Lab Falcon, we would like to here from you.

Requirements:

- You must be competent
- Previous experience with the Falcon
- Previous experience with the markets BiT BOPPER is targeted towards
- You must have the financial resources to further develop and promote BiT BOPPER world-wide
- You must have the ability to create high quality marketing material to backup the innovative and eye-catching nature of BiT BOPPER
- You must have a world-wide web site, or you may use our site to promote BiT BOPPER until you get your own. (The URL for ours is shown later in this document.)

---
3. QUESTIONS AND ANSWERS

- Why is Tecnation looking to pass on BiT BOPPER?
We are now too busy with other ventures, but firmly believe the market for BiT BOPPER is ready for exploitation - which is why we are keen to keep the product alive!

- What are the financial details?
We will require an advance payment, followed by royalties. All negotiable.

- What will you receive as part of the deal?
We will provide our development system, and all source code, documentation
and user documentation.

- What technical support will Tecnation provide?
We will provide some up front technical support to help with any transition.

- What about Mac and PC versions of BiT BOPPER?
This is negotiable.

- What specification Falcon does BiT BOPPER require?
4Meg of RAM and at least 10Meg of hard disk space. Audio input. MIDI IN.

- How many Falcons are their in the world?
Approx 100,000. However, now C-Lab are building them, the installed base
will grow.

- Was BiT BOPPER sold under a different name before?
Yes. Falcon BiT BOPPER was previously sold as SONOVISTA, but not any more.
It is known as VIBRAVISION in Germany, however, we ask the name BiT BOPPER
is used globally to simplify matters.

---
4. FOR MORE INFORMATION ON FALCON BiT BOPPER

Use your web browser and surf to:

http://www.tecnation.com/14/

---
5. IF YOU ARE INTERESTED,
OR KNOW A ANYONE THAT MAY BE INTERESTED

Please contact us at:

bitbop@tecnation.com

or via mail to:

Falcon BiT BOPPER licensing
c/o TECNATION DIGITAL WORLD
555 Bryant Street, #322
Palo Alto, California 94301, U.S.A.

BiT BOPPER is a trademark of Tecnation. Falcon is a trademark of Atari
Corp, licensed to C-Lab. Copyright © Tecnation 1995. All Rights Reserved.

END

--
TECNATION DIGITAL WORLD
555 Bryant Street, #322
Palo Alto, California 94301, U.S.A.

http://www.tecnation.com

3096. Re: Pricing For '486/66 MHz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-11 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95315.091023STIRRE31@MAINE.MAINE.EDU>
Source record: 10951

I would like to talk a little about the Falcon's special features
as many people have brushed them off as being worthless.
First of all, the composite TV option is, in my opinion, great.
So you have a copy of Photoshow and you've developed all of your
film on Photo CD, huh? You have a killer slide show produced
complete with music. To show it to your friends, you could
have them gather around your VGA monitor or you could hook it
up to a large television set. Serious presentations at a meeting
could also benefit from this. In fact, Apple sells a presentation
kit that allows Macs to display on a tv. Of course, the biased
people in this group see that Atari did somethin and, so, it must
be bad.
The Jaguar joystick ports are fabuluos. People who knock them have
not used a Jag controller, IMHO. Great games like Llamazap, Steel
Talons, Asteroidia, Bombsquad, Team, Square Off and Frantick (to
name a few) all take advantage of these ports. A four player game
of Super Bomberman is quite a bit of fun, btw. I have never
found an IBM joystick that I like. Furthermore, I have never met a
Mac owner with a joystick.
I do not see how people can claim that the MIDI ports, DSP and
SCSI-II ports are a bad thing. Maybe some people will not use them
but they are good features. I only use my DSP for picture viewing,
MOD playing, and MPEG viewing but just these activities add some
enjoyment to the machine. Audio Fun Machine doesn't exactly suck for
some fun, either.
As far as Tim S.'s post regarding scaling down a Falcon to run at
the PC's level, I have to strongly disagree. Pushing technical
specs aside, my Falcon, for the most part, seems to as fast in most
uses as a fast 486. The sound of the Falcon is also much better.
The ease-of-use is also much better. To make my Falcon act like a
PC, Tim, I would have to rip out my TOS 4.04 ROMS and replace
it with an aggravating, joke of an operating system (Windows).
In sheer computing power, the IBM is a better choice. For fun,
problem-free computing the Falcon is the computer to buy.
-scott tirrell

3097. Re: Pricing For '486/66 MHz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-11 00:00:00 UTC
From: 70322.624@compuserve.com
Message-ID: <481446$4n4@dub-news-svc-5.compuserve.com>
Source record: 10952

dferran@crash.cts.com (George Crissman - Ferran Scientific) wrote:

>Dealer #1: No-name 486DX2-66MHz $1299.00
> 256K Cache
> 540 Meg Hard Drive
> 8 Meg RAM
> VESA Local Bus
> 15" Monitor .28dp non-interlaced
> (believed to be color)
> 2 Serial/1 Parallel/1 Game Ports
> 3.5" Floppy Drive
> (believed to be 1.44 Meg)
> Controller: 2 Floppy, 2 Hard
> Keyboard, Mouse
> MS-DOS 6.22 --------
> Subtotal $1299.00

> Plus Windows 95 Initial Installation $ 180.00
> (CompUSA Price)
> Plus General Purpose DSP w/Connector $ 250.00
> (CompUSA Price)

What for would you need a DSP with connector?

> Plus 3-COM Network Card $ 100.00
> (3-COM Can Cost $135.00!)

Which, unlike Falcon's LAN port is actually useful. There is no
AppleTalk software for Falcon, so its LAN port is not used...

> Plus Future Domain SCSI-II Controller $ 85.00
> (Adaptec Can Cost $225.00!)

IDE would work just as fine, and you can get Fast SCSI-2 for less than
$225

> Plus Reveal Sound Card with Stereo
> Input and Output $ 75.00
> (Soundblaster AWE can cost
> $265.00!)

Which would include MIDI...

> Plus MIDI Connectors $ 75.00

You already got them.

>By cutting corners, then, you can get a '486/66 MHz that only
>costs $102.00 more than a Falcon. But you still won't have
>the extra joyports, the composite TV output, or (in most cases,
>anyway) the Blitter Graphics Coprocessor.

Er, what exactly can you plug into those joyports? Why would you want to go blind with Atari's TV output (which sucked on 8-bit, on ST, and sucks on Falcon just as much)? BLiTTER is just a cute trademark for a graphic accelerator chip that every video adapter has anyway...

>Three years after it's introduction, the Falcon is still the
>better deal.

Pfeh. Even when Falcon was introduced, TT was a better deal. Now, Falcon does not make sense at all.

The views above do not necessarily represent those of my employer, my educational institution, or of myself.

<<Beyond the common pain and pleasure>> The Overfiend

3098. Re: Amiga Best Computer??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-11 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <482eea$r51@dux.dundee.ac.uk>
Source record: 10953

: > Commodore itself is bankrupt. Where are those Escom Amigas (Escom
: > is Scottish, I believe) ... I've been waiting to try one yet I've seen
: > nothing.

Escom is German although they do have a chain of stores and a factory in
Scotland.

--
--
Rod McCall, Senior Honours, Computer Science with Accounting Studies
1994/95 President, University of Dundee Dramatic Society
Try My new web page on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
"Why did 23 Chickens cross the road ?"

3099. Re: (300 lines) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-11 00:00:00 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <B5JmiAr.ari2550@delphi.com>
Source record: 10954

Today comparing the Falcon and a current PC clone is like comparing Apples and Oranges.

Having owned a Falcon I know what it can do and what it can't. Likewise, I own two PCs and I know their capabilities as well...

The Falcon is roughly 80% compatible with ST/E software and it runs most of the ST library quite well. However, most of this software isn't modern and you still can't surf the Web in its full glory on it.

The PC (I'm talking 486 and Pentium) has an incredible wealth of software. On the PC, you're not limited to just one or two selections in each program category - you have hundreds! You can surf the Web quite well and the hardware is DIRT cheap in comparision to the F030.

The gap between how easy the Falcon is the use and how easy the PC is to use is rapidly closing. Windoze sucks as an interface but the programmers are getting better and the software is getting more powerful and easier to use.

If you're using the F030 for sound apps - the PC generally can't touch it. However, for anything else - the PC wins.

I love the ST and Falcon but I grew up and learned the a computer is a tool (and a way to earn a living) but not a religion! Hell, I like Macs better than the PC - I just can't afford to pay $5000 for the system I want when I can get a PC for $2200 which has *roughly* the same capabilities. BTW, so I don't get unecessarily flamed, I USE high-powered Macs EVERYDAY at work so I know what I'm talking about here...

Ari

3100. Sinclap roots for the BeBox?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-11 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <483ls8$f85@gti.gti.net>
Source record: 10955

I can't help but feel that I am baiting Sinclap with this, or
that it'll start yet another war, but I've been going thru some old messages
here in this newsgroup, and something that's been in the back of my mind
hit me today. Here is SinClaps .signature:

: BeBox(?)
: Peter Sinclair-Day Macintosh Performa 636
: University of Northern Iowa PowerBook 150
: Graduate School of Library/Curriculum and Information Science
: Http://w3.nai.net/~asincla/home.htm

Now what I wonder is why Sinclap would would root for the BeBox? I am
still unsure of his almost psycotic aversion to Atari; perhaps he
owned an older computer and felt burned, or perhaps he just doesn't
like diversity, or independent thinking?

I admit the BeBox is a very nice machine, and if I had a few
hucklebucks to toss about ($1,600) I would probably purchase one.
Looks like a fun hackers toy. Of course, this is one reason why I
have a Falcon, cause I like to play.

But I feel that the BeBox is fighting an already lost battle. Where
it competes with PC's, PC's have already won. Where it competes
with Macs, it comes closer to the mark, having a couple of PPCs.

So what happens when he purchases a BeBox, and 5 years down the road
find it's not a viable alternative? Will he be in the comp.sys.bebox
newsgroups shouting the same stuff?

But what I am really after here is to understand the twisted mind
that is Sinclap. Who would devote almost his entire existance
to the goal of seeing one company wiped off the face of the earth?
For those who may not have a Jag, he is also in alt.atari.jaguar-discussion
as well as rec.games.video.atari, railing against the Jag, with as much
enegry as he rails against the ST computer line.

I mean, I don't like Ford automobiles, and would never even consider
purchasing anything remotely related for Ford, but you don't see me
in the rec.auto newsgroups. People have a difference of opinion, and
some people like diversity. Not all follow the crowd.

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

3101. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-12 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <483fkj$7ls$2@mhade.production.compuserve.com>
Source record: 10956

> what kind of motherboard, memory, slots, psu, etc are we getting here.
> Certainly not something that would run OS/2 or Win95, or even Linux!

Absolutely unrelated.

I'm running OS/2 at this very moment on a $95 no-name motherboard

The cost of the hardware has no relation to the software that can be run.

BobR

3102. Re: Look at all those newsgroups!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-12 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <483lma$r40@inca01.inca.co.nz>
Source record: 10957

Bradly Maurer (gregor@shelly.goldengate.net) wrote:
> kieron wilkinson (kieron.wilkinson@midkent.ac.uk) wrote:
> : Okay, flame me. I can take it, I just want to make it totally clear
> : first of all that I am an Amiga User. I also had an STE once (a long
> : time ago) so I do know what I am talking about. Its just that why are
> : there 4 Atari ST newsgroups and 20 Amiga ones? (Think about it!)

> There's a sucker born every minute.
> P.T. Barnum

"Because Quantity Does Not Equal Quality"
Unknown

--

If I am wrong, flame AOL.
If I am right, flame AOL.
What the hell, just flame AOL.

3103. How many Falcons?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-12 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <483h83$9b9@dux.dundee.ac.uk>
Source record: 10958

Just exactly how many are there? I have heard estimates of 15000-10000!!

Come on someone must know!

Rod

--
--
Rod McCall, Senior Honours, Computer Science with Accounting Studies
1994/95 President, University of Dundee Dramatic Society
Try My new web page on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
"I know I read it on the back of a match box!"

3104. Re: Pricing For '486/66 MHz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-12 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <483ep0$7ls$1@mhade.production.compuserve.com>
Source record: 10959

> Three years after it's introduction, the Falcon is still the better deal.
> -- George

Get real...

Computer Shopper just had a cover feature on 486 DX/4 100Mhz systems for LESS than $999.. read it and weep.

I just happen to have a copy of the Tiger Software catalog (not especially noted for their low prices) open to a page listing Packard Bell Pentium systems... try this one on:

-- 75 Mhz Pentium processor
-- 850 Mb hard drive
-- 4x CD ROM drive
-- 8 Mb RAM
-- 14.4 Fax modem
-- MPEG1 Video system
-- 16 bit sound card
-- Stereo speakers

INCLUDES

-- Windows 95
-- Microsoft Works
-- Microsoft Money
-- Microsoft Design
-- Action
-- FaxWorks
-- Workspace
-- Microsoft Encarta 95
-- Mindscape Reference Library
-- Guiness Disc of Records
-- Sports Illustrated 1995 Almanac
-- Microsoft Entertainment Pack
-- Readers Digest Crosswords
-- The Journeyman Project Turbo
-- Silent Steel
-- Mayo Clinic Family Health Book
-- Better Homes and Gardens Healthy Cooking
-- My First Encyclopedia
-- A bunch more I don't want to bother typing in!

Price: $1649

Delude yourself that your Falcon is better, or faster, or whatever.. but don't try to tell anyone that it's cheaper.

BobR

3105. Re: How many Falcons?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-12 00:00:00 UTC
From: dhedberg@zen.kuai.se
Message-ID: <4856a8$r0n@bundy.mdk.se>
Source record: 10960

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Just exactly how many are there? I have heard estimates of 15000-10000!!

What I have heard and as far as I know it's around 100,000 Falcons sold
world wide.

--
// Take Care, Daniel Hedberg of New Beat Development.

TiME BOMB - The Home of New Beat Development and Addiction Software
No Ratios - 392Mb Online - 24h - Call +46-246-60187

3106. Gemulator / MIDI programs - any experiences?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-12 00:00:00 UTC
From: nekosuki@sirius.com
Message-ID: <485n4a$pnj@sun.sirius.com>
Source record: 10961
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech

I was wondering if there are any Gemulator owners who are able to use
MIDI programs with it, specifically Dr.T's Omega (not copy protected).
What are your impressions of the Gemulator regarding MIDI? Thanks.

3107. Re: Pricing For '486/66 MHz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-12 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1111952210010001@metricom07.ucsc.edu>
Source record: 10962

In article <95315.091023STIRRE31@MAINE.MAINE.EDU>,
<STIRRE31@MAINE.MAINE.EDU> wrote:

>To make my Falcon act like a
>PC, Tim, I would have to rip out my TOS 4.04 ROMS and replace
>it with an aggravating, joke of an operating system (Windows).
>In sheer computing power, the IBM is a better choice.

Since when have you been forced to run Windows on a PC? If I had a PC, I
would probably have it set up with a multiple boot configuration, with DOS
(games), OS/2 (cool GUI environment, compatible with most Windows
software), and Linux (free UNIX).

```
+-------------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu UselessWastedSpace(tm) |
| "I never gave anybody hell. I told them the truth, and they |
| thought it was hell." -Harry S Truman (inexact quote) |
+-------------------------------------------------------------+
```

3108. Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-12 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <48449a$16l@news2.cts.com>
Source record: 10963

The thoughtful and polite James Wood (jamesw@PEAK.ORG), a model
of reasonability, wrote:

: Thorsten Guenther and George Crissman should learn to post reasonable
: messages and perhaps they would be better received.

This whole thing started as a result of an uninformed posting that
claimed the Falcon was "underpowered and overpriced". After much
discussion here in c.s.a.a over the last few weeks, that contention
has been proven wrong.

-- George

3109. FS: Falcon with no hard disk and ram

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-12 00:00:00 UTC
From: s925799@mailserv.cuhk.hk
Message-ID: <484p9d$oq7@hpg30a.csc.cuhk.hk>
Source record: 10964
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

For sale: Atari Falcon without harddisk and ram.
US$550/ negotiable

I am selling it because it can't run Cubase audio smoothly.
--
====================================~ Malcolm <=====
| Good Luck! |
| |
| " I am such a peculiar girl |
| have my dreams and thoughts in another world..... |
| So lost in time So lost in space |
| I belong to an unknown human race....." |
| |
| Dreaming Girl, Bel Canto |
==================s925799@mailserv.cuhk.hk===========

3110. For sale: Atari Falcon without harddisk and ram.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-12 00:00:00 UTC
From: s925799@mailserv.cuhk.hk
Message-ID: <484qdn$oq7@hpg30a.csc.cuhk.hk>
Source record: 10965
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

For sale: Atari Falcon without harddisk and ram.
(including NVDI3, and ICD Pro 6.5.5, LlamaZap,Pinball, all with origianl
manuals, plus all the bundled softwares like Atari works)

US$550/ negotiable, you pay shipping.

I am selling it because it can't run Cubase audio smoothly.

--
====================================~ Malcolm <=====
| Good Luck! |
| |
| " I am such a peculiar girl |
| have my dreams and thoughts in another world..... |
| So lost in time So lost in space |
| I belong to an unknown human race....." |
| |
| Dreaming Girl, Bel Canto |
==================s925799@mailserv.cuhk.hk===========

3111. RE: Pricing For '486/66 MHz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov12.213257.50542@cobra.uni.edu>
Source record: 10966

Best Buy's insert this week is advertising a nice Acer Pentium system complete
with stereo monitor for $1699!

Includes:

-Pentium 75 mhz.
-850 mb hd.
-8 mb ram
-14'.28 dpi super vga monitor with integrated speakers and microphone
-1 mb video memory
-4x cdrom
-16 bit stereo sound card
-14.4 internal fax/modem
-telephone answering system
-full-duplex speaker phone
-voice activation
-3 year computer warranty
-pre loaded and cdrom software
-Windows 95 OS installed

Apple offers a similar system called the Performa 6116 for the same price...

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a
third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

3112. PowerMac clone price comparison!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov12.005939.50531@cobra.uni.edu>
Source record: 10967

As usual the Falcon has fallen behind price/performance wise...

PowerComputing the premier PowerMac clone company once again have high quality
and affordable 100% Mac OS compatible PowerMacs.

New pricing: Well at least from MacMall(Macmall.com)

Power 100(PPC 601-100 mhz): includes keyboard, mouse and software bundle.

8/365 $1299
8/840/4x $1699

Power 120(PPC 601-120 mhz): includes keyboard, mouse and software bundle.

8/365 $1499
8/540 $1549
8/540/4x $1699
8/850/4x $1799

However, the Atari jihads will still claim that after all these years that the
Falcon DSP will run rings of anything despite the obvious...

Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

We're in the clutches of a bunch of folks trying to turn the U.S. into a
third world country. Two hundred billionaires and 260 million poor people.
And they haven't done enough damage yet to be beaten.
Garrison Keillor on the Republican Congress.......
Internet-democrats-request@webcom.com / Type subscribe in body of message

3113. A Fully Loaded Atari Mega 2 ST for sale with 50+ original software

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-12 00:00:00 UTC
From: schiu@crl.com
Message-ID: <486qlc$h0b@crl11.crl.com>
Source record: 10968
Cross-posted to: comp.sys.atari.st,alt.atari,comp.sys.atari.advocacy

My ATARI MEGA2 ST
How much can I sell it for?

Mail me an offer and we can see if we can work something out.
If I get a lot of offers, highest price takes it...OR...if you live close
by, you also get higher priority as well as trades.

Of course, I am willing to trade for other stuff like toys I collect or
anime items, etc...
Stuff like Voltron, Macross, Gundam, Visionaries, any old japanese toys, etc..

If this is the wrong group for this, then please point me to the correct one.
I don't believe there is an atari.st.marketplace.

Here's the run down:

Hardware:

Atari Mega ST2 Comes with Internal Floppy drive and mouse and keyboard
Atari SC1224 Monitor (color, old model, made in Japan the "better" one before
they started using the cheap parts one from Malaysia or something...)
Atari SF314 Floppy drive External
2 EPYX 500XJ Joysticks (very tough, uses a STEEL shaft)
All cables...

Software: (all are originals with docs and box unless otherwise noted)
(Condition of box and docs are usually Excellent too)
(a * means I have actually loaded this and made sure it
works)

1 Hex Mark of the Unicorn *
2 Death Sword EPYX *
3 Starglider EPYX *
4 Questron II SSI *
5 Demon's Winter SSI *
6 Final Assault EPYX
7 Winter Games EPYX *
8 Wizard's Crown SSI *
9 Axe of Rage EPIX
10 California Games EPIX
11 Ninja Mission ST Programs
12 Sub Battle Simulator Masteronics EPYX
13 Battleship EPIX
14 Phantasie III SSI *
15 The Sentry (GOLD) Firebird
16 Golden Path Firebird

17 UMS (Universal Military Simulator) Rainbird
18 Knight Orc Rainbird
19 The Pawn Rainbird *
20 Tracker Rainbird
21 Jinxter Rainbird
22 The Guild of Thieves Rainbird
23 The Advanced OCP Art Studio Rainbird
24 Roadwar 2000 SSI *
25 Oblivion EPIX
26 Transylvania Polarware
27 Jewels of Darkness Firebird
28 Oo-Topos Polarware
29 Silicon Dreams Firebird
30 Space Station Oblivion EPYX
31 Art and Film Director EPYX
32 Microsoft Write Microsoft
33 Phantasie I SSI * Docs/disk only
34 Phantasie II SSI * Docs/disk bad
35 10th Frame Access Software Docs only
36 Major Motion Michtron Docs only
37 Vegas Gambler California Dreams Docs only
38 Manhunter Sierra On-line Docs only
39 Super Directory Michtron Docs only
40 Police Quest #? Sierra On-line Docs only
41 Techno Cop US Gold *
42 Carrier Command Rainbird box, docs only
43 Atari ST User Jan. 90 disk only
44 Leatherneck Microdeal
45 Time Bandit Michtron *
46 Typhoon Thompson Broderbund *
47 Falcon Spectrum Holobyte
48 World Karate Championship EPYX
49 Metro Cross US GOLD *
50 Falcon v.2.0 Spectrum Holobyte
51 Falcon: Operation Counter Strike Mission Disk
52 Falcon: Operation Firefight Mission Disk 2
53 Speedball Bitmap Brothers * disk only
54 Oids FTL * disk only
55 Defender of the Crown Mindscape * disk only
56 F-15 Strike Eagle Microprose disk only
57 Gunship Microprose * disk only
58 Arkanoid: Revenge of Doh ?? * disk only

Well, that's about it...I assume most of them work since all the ones I tested worked except for Phantasie II...I and III definitely work...II actually, boots up, but fails when it ask for a data disk..<shrug>

Thanks for listening.

-Simon

3114. Re: Pricing For '486/66 MHz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-12 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951112020643.17478A-100000@PEAK.ORG>
Source record: 10969

On 10 Nov 1995, George Crissman - Ferran Scientific wrote:

> Since it was suggested that I do a little research into
> 486's currently available, I grabbed a copy of the weekly
> ComputorEdge Magazine (11/3/95) to see what was advertised.
>

[SNIP! - removed pages of tripe and un-wise shopping]

YOU IGNORAMUS BUMBLEF*CK!!! I have some simple comments.

1) How many times have I mentioned the $999 DX4/100 systems in the November 1995 Computer Shopper? How many times? Once again, how many times have I mentioned the $999 DX4/100 systems? You DUMBASS!!!!!!! It's very convenient for you to "forget" about this. LOOK ON THE COVER OF THE LARGEST COMPUTER MAGAZINE YOU CAN FIND!!!!!!!!

2) Don't "remove" the CD-ROM from the PC. THe CD-ROM is a very well-utilized piece of hardware. You say "for Falcon equivalency" and take off $75. Why not add $200 for an external CD-ROM for the Falcon instead? Oh, and don't forget the "SARA" software so you can run a few of the popular MS-DOS titles since you won't find many for the Falcon.

3) Quit making yourself look like a complete moron by adding the cost of SCSI cards to PCs that come with EIDE. Hard drives, tape drives, and CD-ROMs can be run without SCSI. If you're building a SERVER with lots of drives, then SCSI may be the way to go. With IDE, you plug it in and turn it on and don't have to F*CK with terminating resistors and LUN numbers....ok? We're talking desktops here. How many Falcons have been used as servers? So let's compare DESKTOP PCs to desktop Falcons and leave the SCSI/IDE debate to the server market. SCSI is fine in a desktop too, but the increased cost and complexity is not worth it for many desktop users, including this one who demands (and receives) high performance from EIDE. Your friends may have trouble with IDE and tell you it sucks but they are probably pricks like you and you're dumb enough to believe them. So it's my word (IDE works) against yours (IDE sucks, as per your friends) and anybody (namely you) is dumb enough to believe that his Atari Falcon is faster than a DEC Alpha is obviously whacked enough to believe such lies.

James

3115. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-12 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FKMVDIAIUP@cabal.shnet.org>
Source record: 10970

In <1995Nov7.205828.50428@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>In article <FKDRFHEVUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>> In <1995Oct29.221457.50204@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>>In article <FJ3IBIAOUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>>>> In <Pine.SUN.3.91.951026011231.28804F-100000@PEAK.ORG> James Wood wrote:
>>>>>> The Falcon has a web browser. Even the 520 ST has a web browser.
>>>>>
>>>>>How do those color pictures look on a 4-color display (520ST)?
>>>>
>>>> a) you should switch off the pictures anyway to waste less bandwidth
>>>
>>>Your precious Atari can't handle it?
>>
>> My precious Atari is a TT 8/270 w/ Crazy Dots HC. Yes, it can handle it.
>
>So you need a additional video board to make it useful!!!

Every PC has an "additional" graphics board. And your outdated Mac isn't
exactly what I consider advanced in it's graphics capabilities.

>>>Hell, a new 040 $499 LC475 can handle
>>>color very well. The whole point of using a web browser is for the color
>>>graphics!
>>
>> html== "hyper coolpics meta language", right? I knew that you're wasting
>> bandwidth in Usenet, but you also admit you do so on WWW.
>
>To view the nice pictures is wasting bandwith?

Correct.

>What a bunch of bull!!!

You don't have any idea what senseless transfers of megabytes of crappy
pictures do to the net, do you?

>>>> b) I assume they look as if the've been dithered. On a graphics board they
>>>> look quite fine
>>>>
>>>Don't need a graphics board. I have one meg video memory as standard..
>>
>> What's the difference (except that a graphics board can be replaced with a
>> better one)? Oh, and BTW, 2 meggabytes seem to become standard now, I'd
>> advise you to expand your Mac.

>
>16 bit is fine for general use such as web browsing.

The colour Macs have 8, 15 or 24 bits colour depth. And yours only has
DRAM, additionally.

>>>>>> Earth idiot. And the apps for the Falcon are cheaper than the apps for
>>>>>> the PC.
>>>>>
>>>>>Bullshit. Papyrus is expensive - we've been through that here.
>>>>
>>>> "Off Axis" costs only 50% of the PC version.
>>>
>>>Not as cheap as ClarisWorks!
>>
>> Yep, and much more expensive than "Lemmings", too. But Off Axis isn't
>> Claris Works or Lemmings.
>
>Have you seen ClarisWorks?

Do you even have the slightest idea what "Off Axis" is?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3116. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-12 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FKMVDIALUP@cabal.shnet.org>
Source record: 10971

In <1995Nov7.210530.50430@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>In article <FKDRFHFDUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>> In <478iqj$j3s@morgoth.sfu.ca> Brian Quinlan wrote:
>>>chainxor@control.auc.dk (Henrik Lunardi Weide) writes:
>>>
>>>>What ? You say that the 630-line is more expanable than the Falcon ?
>>>
>>>The 630 line was designed for people who have no intention of expanding.
>>>Compare the expansion capability of the Falcon to a 7100/7200/8500/9500.
>> ^^^^^^^^^^^^^^^^^^
>> Great idea. You know that these machines are in the price range of current
>> Pentiums, don't you? Of course, they are much better than a Falcon, but
>> Petey-boy is so proud of his el cheapo Mac because he doesn't realise he's
>> bought a dead-end machine.
>
>What so dead end about the Mac 630's? I have a cheap upgrade solution to PPC.

The first PPC Macs are also outdated, NuBus has been replaced by PCI, you
know? And AFAIK you can not upgrade to a 7500.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3117. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-12 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FKMVDIARUP@cabal.shnet.org>
Source record: 10972

In <1995Nov10.191623.50502@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:

>In article <FKGTBBCOUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>> In <1995Nov1.153508.50287@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>>In article <95302.121929STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>>>I have much knowledge of the Atari line, thank you!.
>>
>> "mythical web browser" ... yes it shows you know pretty much.
>
>So were is this mythical web browser and how come it is ignored by the media?

ftp.switch.ch://mirror/atari/Network/Stik/www108.zip

>>>> As far as multimedia goes, there is APEX media and some products from
>>>> Lexicor. What do people mean by multimedia? Games? If so, I'll take
>>>> my 7800 anyday over crud like the Journeyman Project.
>>>
>>>But the Mac does it better with hardware and apps!
>>
>> Oh I forgot, you came with lots of apps!
>
>? Nope..the HD came with lots of apps!

You and the HD have a very special relationship, IMHO.

>>>Plus the Mac is cheaper for
>>>multimedia.
>>
>> Nope, a Pentium is, plus it's cheaper to expand. But yet it is still
>> cheaper to keep the hardware one already has and just install some new
>> software.
>
>He he he he..A Pentium but not a Falcon?

A Falcon can only replay 160*120 MPEGs at 25 frames, AFAIK. I consider
this not enough power to call it "multimedia", but as "multimedia" is a
hype anyways...

>>>Games like DarkForces and Marathon are not available on the Falcon.
>>
>> Games like Llamazap aren't available on the Mac. Where's your point?
>
>The point is that these games are not available on the falcon..

Oh, Great.

>>>The $1349 Falcon does not include a monitor.
>>
>> Used Falcons 4 megs / small hdd cost about 1000.- DMs (600 US$s) here.
>> What would you buy for that amount of money?
>
>New 040 Macs start at $499!

Where? Can't buy one here for that money.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3118. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-12 00:00:00 UTC
From: martin@llanelli.demon.co.uk
Message-ID: <485ua2$f6@llanelli.demon.co.uk>
Source record: 10973

George Crissman - Ferran Scientific (dferran@crash.cts.com) wrote:
: to obsolescence, either. What it *does* mean is that I believe you
: should receive several years of service from your machine before
: contemplating an upgrade.

What is this. Do you think all PC users have brand new machines? Are they all junked after one year? I'm writing this on a 386 clone I bought in 1989.

Martin.
--
| The 'Church' of $cientology has declared war on the Internet, to find |
| out more read alt.religion.scientology, or point your web browser at |
| http://www.cybercom.net/~rnewman/scientology/home.html. Xenu rules, OK! |

3119. Re: Pricing For '486/66 MHz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-12 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FKMVDIAXUP@cabal.shnet.org>
Source record: 10974

In <bwanga-1011952013130001@metricom03.ucsc.edu> Timothy A. Seufert wrote:
>In article <47utlo$evl@news2.cts.com>, dferran@crash.cts.com (George
>Crissman - Ferran Scientific) wrote:
>
>>Three years after it's introduction, the Falcon is still the
>>better deal.
>
>Ha! It was never a better deal. It would have been a good deal and an
>innovative computer for about 1 year had Atari released it on time. By
>the time they actually got around to releasing it, the rest of the world
>had not just caught up, it had passed it by. (Same deal with the TT
>before the Falcon.)

Would you tell me about those "better alternatives" to the TT available in
autumn '89?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3120. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-12 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FKMVDIAFUP@cabal.shnet.org>
Source record: 10975

In <Pine.SUN.3.91.951107075038.10025H-100000@PEAK.ORG> James Wood wrote:
>> >> 256-byte data cache. 256-byte instruction cache. (Source: Atari
>> >> Falcon flyer dated 1992). Wrong!
>> >
>> >So there's 512K of cache?
>>
>> Of course. 256 bytes and 256 bytes are 512 KBytes. Perhaps you should
>> start to think before posting. You are looking stupid.
>
>
>It was late and I was tired of all the posting, you stupid f*cking
>dickhead. It didn't make me look stupid; it made me look tired.

I haven't addressed this point yet, but I can only say that - if you are
tired - you should refrain from posting to .advocacy groups.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3121. Re: Pricing For '486/66 MHz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-12 00:00:00 UTC
From: martin@llanelli.demon.co.uk
Message-ID: <485smi$f6@llanelli.demon.co.uk>
Source record: 10976

STIRRE31@MAINE.MAINE.EDU wrote:
: PC, Tim, I would have to rip out my TOS 4.04 ROMS and replace
: it with an aggravating, joke of an operating system (Windows).

Linux.
FreeBSD.
NetBSD.
OS/2.
Windows NT.

Not all PCs run DOS/Windows.

Martin.
--
| The 'Church' of $cientology has declared war on the Internet, to find |
| out more read alt.religion.scientology, or point your web browser at |
| http://www.cybercom.net/~rnewman/scientology/home.html. Xenu rules, OK! |

3122. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-12 00:00:00 UTC
From: martin@llanelli.demon.co.uk
Message-ID: <485sb4$f6@llanelli.demon.co.uk>
Source record: 10977

STIRRE31@MAINE.MAINE.EDU wrote:
: I also, out of principle,
: do not want to run anything from Microsoft on my home computer.

But you don't have to. There's Linux, Free/NetBSD or OS/2.

: I am also from the old days of computing when people used their
: systems for fun and leisure. The Falcon is not merely a tool for
: me; it is a form of entertainment. I enjoy using it.

Me too. Though the machines I'm using here at home are two networked PC's
running Linux.

Martin.
--
| The 'Church' of $cientology has declared war on the Internet, to find |
| out more read alt.religion.scientology, or point your web browser at |
| http://www.cybercom.net/~rnewman/scientology/home.html. Xenu rules, OK! |

3123. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-12 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FKMVDIAOUP@cabal.shnet.org>
Source record: 10978

In <1995Nov7.210048.50429@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>In article <FKDRFHEYUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>> In <1995Oct29.221604.50205@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>>In article <FJ3IBIARUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>>>> In <46napk$o4q@morgoth.sfu.ca> Brian Quinlan wrote:
>>>>>khaley@nova.gmi.edu (Kevin Haley) writes:
>>>>>
>>>>>Wrong, idiot. Call Netscape. Their products aren't freeware.
>>>>>
>>>>>Netscape is freeware if you are a student. I beleive that Peter is a student.
>>>>
>>>> No, he's the university's janitor.
>>>
>>>And you?
>>
>> Wood wholesaler and former comp. sci. student.
>
>He he he he..Soon to be a media specialist..

Are we discussing media here? BTW, isn't your Mac one of those with IDE
drive?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3124. Re: Pricing For '486/66 MHz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-13 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <48670o$sl9@dux.dundee.ac.uk>
Source record: 10979

: I just happen to have a copy of the Tiger Software catalog (not especially
: noted for their low prices) open to a page listing Packard Bell Pentium
: systems... try this one on:

: -- 75 Mhz Pentium processor

Well considering the Pentium is Intels NEW chip then it should be faster
than an old Motorola chips. Having said that the Falcon does offer all
the power most users will need. Also we had pre-emptive multitasking
3 years ago (Winshit '95 only came out recently) and we can also CHOOSE
which OS we want to run, without having to ditch all our old software. For
example we can go from MultitiTOS/Mint to MagiX, run most of the old
software and experience HUGE speed gains, I doubt this is true of
any Windows based PC. Just try running Windows 3.1 as opposed to '95
on an 8meg 486/33 PC.

Rod
--
--
Rod McCall, Senior Honours, Computer Science with Accounting Studies
1994/95 President, University of Dundee Dramatic Society
Try My new web page on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
"I know, I read it on the back of a match box!"

3125. Re: Amiga Best Computer??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-13 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <486a4h$pej@ccshst05.cs.uoguelph.ca>
Source record: 10980

```
: Escom is German although they do have a chain of stores and a factory in
: Scotland.

Thanks ... that clears up things. I knew Scotland was part of the
equasion.

>> Mark <<

--
===============================================================================
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"... does whatever a spider can!"
===============================================================================
```

3126. Re: Amiga Best Computer??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-13 00:00:00 UTC
From: Richard Koerber <shred@tfh.dssd.sub.org>
Message-ID: <487955$2fh@ux-01.bg.bib.de>
Source record: 10981

mrathwel@uoguelph.ca (Mark Rathwell) wrote:

>: This is not true, Escom of Germany owns Amiga Technologies and the
>: Commodore Name and is certainly not bankrupt.
>
> Commodore itself is bankrupt. Where are those Escom Amigas (Escom
>is Scottish, I believe) ... I've been waiting to try one yet I've seen
>nothing.

Nope... ESCOM is German. They own the Amiga for nearly half a year now.
Nobody can expect from ESCOM to set up the old product line and create
a totally new one in such a short time. It is a miracle that they really
produce A1200 since two month now!

But new PPC Amigas are planned, and i saw a PowerPC processor board for
the Amiga yesterday on the Computer'95 fair in Cologne. They say PowerPC
will be available in about half a year for the existing Amigas!

--

```
__ __ ___ __ __
- * / _\/ /\/__ \/ _\/ \ shred@tfh.dssd.sub.org
. -__/_ / / _ / _// / / -- PGP key available --
_ /_____/_/_/_/|_/___/___/ Windows'95: START_ME.UP
```

3127. Re: Amiga Best Computer??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-13 00:00:00 UTC
From: Richard Koerber <shred@tfh.dssd.sub.org>
Message-ID: <487991$2fh@ux-01.bg.bib.de>
Source record: 10982

ariad@perth.DIALix.oz.au (Ariad Wright) wrote:

>This may only confuse the issue, but Atari and Amiga are both such
>excellent computers - why not get both? I use Atari for all my Music, DTP
>and Word Processing, but for Graphics the Amiga is better.

Why not getting an Amiga with Atari and Macintosh emulator? You'll have
THREE systems for a very low price.

--

```
__ __ ___ __ __
- * / _\/ /\/__ \/ _\/ \ shred@tfh.dssd.sub.org
. -__/_ / / _ / _// / / -- PGP key available --
_ /_____/_/_/_/|_/___/___/ Windows'95: START_ME.UP
```

3128. Re: Pricing For '486/66 MHz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-13 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <xBDlqIy.brimiller@delphi.com>
Source record: 10983

Timothy A. Seufert <bwanga@cats.ucsc.edu> writes:

>Since when have you been forced to run Windows on a PC? If I had a PC, I
>would probably have it set up with a multiple boot configuration, with DOS
>(games), OS/2 (cool GUI environment, compatible with most Windows
>software), and Linux (free UNIX).

Since most people who use computers wouldn't have the time nor the
expertise to configure just such a system.

Boston, MA

3129. Re: Sinclap roots for the BeBox?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-13 00:00:00 UTC
From: waynem1@cq-pan.cqu.edu.au
Message-ID: <4876ni$oj7@janus.cqu.edu.au>
Source record: 10984

I hate to say this, maybe it's becuase just he can't afford one, and he
feels so distressed about it he just has to take it out on the news
group.

azog (azog@gti.gti.net) wrote:

[snip]

: But what I am really after here is to understand the twisted mind
: that is Sinclap. Who would devote almost his entire existance
: to the goal of seeing one company wiped off the face of the earth?
: For those who may not have a Jag, he is also in alt.atari.jaguar-discussion
: as well as rec.games.video.atari, railing against the Jag, with as much
: enegry as he rails against the ST computer line.

: I mean, I don't like Ford automobiles, and would never even consider
: purchasing anything remotely related for Ford, but you don't see me
: in the rec.auto newsgroups. People have a difference of opinion, and
: some people like diversity. Not all follow the crowd.

Wayne

--

3130. RE: Pricing For '486/66 MHz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-13 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <xDEICMy.brimiller@delphi.com>
Source record: 10985

<sinclap2954@cobra.uni.edu> writes:

>Best Buy's insert this week is advertising a nice Acer Pentium system complete
>with stereo monitor for $1699!

And your point is?

Brian-Roland Miller
Boston, MA

3131. Re: Pricing For '486/66 MHz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-13 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <xDEGym0.brimiller@delphi.com>
Source record: 10986

James Wood <jamesw@PEAK.ORG> writes:

>YOU IGNORAMUS BUMBLEF*CK!!! I have some simple comments.

>3) Quit making yourself look like a complete moron by adding the cost of

> is dumb enough to believe that his Atari Falcon is faster than a DEC
> Alpha is obviously whacked enough to believe such lies.

A) Your insulting comments add little to your argument.

B) I don't recall ever reading any post that claimed that the Falcon was faster than an Alpha-equipped computer (the DEC Alpha, BTW, is a chip, not a computer, so the comparison smacks of strangeness to begin with).

C) A few individuals made simple observations about a single iteration of a simple test. Why this has grown into such a strange debate, with you ," and having the audacity to assume that most
Falcon users think that their machines are faster than Alpha-equipped computers, is probably more of a legitimate debate.

Brian-Roland Miller
Boston, MA

3132. Re: Amiga Best Computer??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-14 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <48a8od$g0o@dux.dundee.ac.uk>
Source record: 10889

Richard Koerber (shred@tfh.dssd.sub.org) wrote:
: ariad@perth.DIALix.oz.au (Ariad Wright) wrote:

: >This may only confuse the issue, but Atari and Amiga are both such
: >excellent computers - why not get both? I use Atari for all my Music, DTP
: >and Word Processing, but for Graphics the Amiga is better.

Well the graphics issue of you compare an ST and Amiga500 is certainly
true but when comparing the A1200 and Falcon the situation changes
quite a bit. In terms of number of colours the A1200 certainly is
better, but when you add the Falcons DSP in, the speed of the graphics
probably blows the 1200 off the face of the earth.

The DSP is also useful for sound and other applications.

Rod

--
--
Rod McCall, Senior Honours, Computer Science with Accounting Studies
1994/95 President, University of Dundee Dramatic Society
Try My new web page on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
"I know, I read it on the back of a match box!"

3133. Boston Area Atari Users...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-14 00:00:00 UTC
From: dhbutler@stat.mps.ohio-state.edu
Message-ID: <48arsm$geu@osustat.mps.ohio-state.edu>
Source record: 10890
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

This i sonly going to be of interest to Boston area ST/TT/Falcon owners;

I was pleasently surprised to find, about two weeks ago, that my employer (Micro Center) is now carrying ST Format! At this point we are only receiving 5 copies per month, and I am the only person buying one! Anyone interested should stop by and pick up a copy to help ensure that we continue to carry this product. It is a nice glossy rag from Europe with a fair layout and reasonably good articles, plus a cover disk. We also carry a few Amiga magazines if anyone is interested.

BTW, this is not meant to be an advertisement for Micro Center, just an errrr. public service announcement, yeah, that's it...

It is interesting the number of comments my little Atari emblem on my name badge gets. The most common comment goes something like "Wow, Atari, I still have my ST and love it" or "I wish I could still get products for my ST, it was much better than my PC is." I have even been doing some Technical Support for the ST/TT/Falcon line (usually I do Mac Tech Support). Heck, if you have a question about your system stop by and see me - I work in the Tech Support department.

Long live Atari!
-->
|-! -David Butler- dhbutler@osustat.mps.ohio-state.edu

||| // -Kaleidoscope woman
/ | \ \// in rhinestoned levi's jeans
dancing in the sunset
sketching day's last scene- - Willie Phoenix -

3134. Re: Amiga Best Computer??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-14 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <48ak92$4je@dux.dundee.ac.uk>
Source record: 10891

brimiller@delphi.com wrote:
: Rod McCall <rmccall@mcs.dundee.ac.uk> writes:
:
: >quite a bit. In terms of number of colours the A1200 certainly is
: >better, but when you add the Falcons DSP in, the speed of the graphics
:
: The A1200 has no more colors than the Falcon, and in fact, has less. The
: hold and modify" (HAM) mode which
: allows it to fake 256,000 colors on screen, albeit with fuzzy edges, fringing,
When I meant more colours I simply meant in terms of numbers. Yes,
you are right to point out the falcons TC display is MUCH clearer.

About 18 months ago I had a choice A1200 or Falcon, I suppose my
presence here says which path I chose. At the end of the day, if
you want a fast, hi-spec machine then the Falcon is a better buy.
All the apps you need ARE around, its just the lack of specific games
which is a problem.

It is true that the Falcon has a slightly poorer OS, but simply upgrade
to Magic 4 when it comes out and aswell as having an Amiga beater you'll
also put many PC's to shame.

Rod

--
--
Rod McCall, Senior Honours, Computer Science with Accounting Studies
1994/95 President, University of Dundee Dramatic Society
Try My new web page on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
"I know, I read it on the back of a match box!"

3135. Re: For sale: Atari Falcon without harddisk and ram.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <816319228_OASIS_@swampdog.demon.co.uk>
Source record: 10892

In article <stoute-1411950523540001@01-dynamic-c.rotterdam.luna.net>
stoute@luna.nl (Bob Stoute) said:-

>In article <484qdn$oq7@hpg30a.csc.cuhk.hk>, s925799@mailserv.cuhk.hk
>(Malcolm) wrote:
>
>
>> I am selling it because it can't run Cubase audio smoothly.
>
>I was just wondering what kind of problems you had with Cubase Audio. I'm
>using it myself and I'm also having problems. Do you think Cubase Audio
>will run better on a Mac or PC. I'm just thinking of switching to Mac.

Isn't there a modification that can be done? I understood that the
C-Lab Falcon had this done prior to purchase.

(I don't have a Falcon and I don't have anything to do with Music,
it's just something I think I've read somewhere - may save you both
from selling your machines)

--

Guy Harrison

guy@swampdog.demon.co.uk

3136. Re: For sale: Atari Falcon without harddisk and ram.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-14 00:00:00 UTC
From: jsd617s@cnas.smsu.edu
Message-ID: <48ahd1$4bll@nic.smsu.edu>
Source record: 10893
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

Bob Stoute (stoute@luna.nl) wrote:
: In article <484qdn$oq7@hpg30a.csc.cuhk.hk>, s925799@mailserv.cuhk.hk
: (Malcolm) wrote:

: > I am selling it because it can't run Cubase audio smoothly.

: I was just wondering what kind of problems you had with Cubase Audio. I'm
: using it myself and I'm also having problems. Do you think Cubase Audio
: will run better on a Mac or PC. I'm just thinking of switching to Mac.

That's funny, My brother just sold his Mac and bought a used Falcon because
he couldn't get the Mac version to run properly....

3137. Re: Pricing For '486/66 MHz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-14 00:00:00 UTC
From: martin@llanelli.demon.co.uk
Message-ID: <48avfa$r6@llanelli.demon.co.uk>
Source record: 10894

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: I know MIPS aren't everything bu from what I gather the Falcon operates
: at around 3.6 MIPS on the CPU and around 16 on the DSP.

: What are the comparisons for the 486/66?

I could be wrong about this but I always thought my 20mhz 386 was rated at approx. 4 mips, and Linux reports 3.3 BogoMips. On my 486/66 Linux gives 33.55 BogoMips. However, the bogo in BogoMips stands for bogus... :-)

Regards,

Martin.
--
| The 'Church' of $cientology has declared war on the Internet, to find |
| out more read alt.religion.scientology, or point your web browser at |
| http://www.cybercom.net/~rnewman/scientology/home.html. Xenu rules, OK! |

3138. A Fully Loaded Atari Mega 2 ST for sale *UPDATE*

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-14 00:00:00 UTC
From: schiu@crl.com
Message-ID: <489jcd$54d@crl5.crl.com>
Source record: 10987
Cross-posted to:
comp.sys.atari,comp.sys.atari.st,alt.atari,comp.sys.atari.advocacy,ba.marketplace.computers,comp.sys.amiga.marketplace

Highest and only offer is 250...

My ATARI MEGA2 ST
How much can I sell it for?

Mail me an offer and we can see if we can work something out.
If I get a lot of offers, highest price takes it...

Of course, I am willing to trade for other stuff like toys I collect or
anime items, etc...
Stuff like Voltron, Macross, Gundam, Visionaries, any old japanese toys, etc..

If this is the wrong group for this, then please point me to the correct one.
I don't believe there is an atari.st.marketplace.

Here's the run down:

Hardware:

Atari Mega ST2 Comes with Internal Floppy drive and mouse and keyboard
Atari SC1224 Monitor (color, old model, made in Japan the "better" one before
they started using the cheap parts one from Malaysia or something...)
Atari SF314 Floppy drive External
2 EPYX 500XJ Joysticks (very tough, uses a STEEL shaft)
All cables...

Software: (all are originals with docs and box unless otherwise noted)
(Condition of box and docs are usually Excellent too)
(a * means I have actually loaded this and made sure it
works)

1 Hex Mark of the Unicorn *
2 Death Sword EPYX *
3 Starglider Rainbird *
4 Questron II SSI *
5 Demon's Winter SSI *
6 Final Assault EPYX
7 Winter Games EPYX *
8 Wizard's Crown SSI *
9 Axe of Rage EPIX
10 California Games EPIX
11 Ninja Mission ST Programs
12 Sub Battle Simulator Masteronics EPYX
13 Battleship EPIX
14 Phantasie III SSI *

15 The Sentry (GOLD) Firebird
16 Golden Path Firebird
17 UMS (Universal Military Simulator) Rainbird
18 Knight Orc Rainbird
19 The Pawn Rainbird *
20 Tracker Rainbird
21 Jinxter Rainbird
22 The Guild of Thieves Rainbird
23 The Advanced OCP Art Studio Rainbird
24 Roadwar 2000 SSI *
25 Oblivion EPIX
26 Transylvania Polarware
27 Jewels of Darkness Firebird
28 Oo-Topos Polarware
29 Silicon Dreams Firebird
30 Space Station Oblivion EPYX
31 Art and Film Director EPYX
32 Microsoft Write Microsoft
33 Phantasie I SSI * Docs/disk only
34 Phantasie II SSI * Docs/disk bad
35 10th Frame Access Software Docs only
36 Major Motion Michtron Docs only
37 Vegas Gambler California Dreams Docs only
38 Manhunter Sierra On-line Docs only
39 Super Directory Michtron Docs only
40 Police Quest #? Sierra On-line Docs only
41 Techno Cop US Gold *
42 Carrier Command Rainbird box, docs only
43 Atari ST User Jan. 90 disk only
44 Leatherneck Microdeal
45 Time Bandit Michtron *
46 Typhoon Thompson Broderbund *
47 Falcon Spectrum Holobyte
48 World Karate Championship EPYX
49 Metro Cross US GOLD *
50 Falcon v.2.0 Spectrum Holobyte
51 Falcon: Operation Counter Strike Mission Disk
52 Falcon: Operation Firefight Mission Disk 2
53 Speedball Bitmap Brothers * disk only
54 Oids FTL * disk only
55 Defender of the Crown Mindscape * disk only
56 F-15 Strike Eagle Microprose disk only
57 Gunship Microprose * disk only
58 Arkanoid: Revenge of Doh ?? * disk only

Well, that's about it...I assume most of them work since all the ones I tested worked except for Phantasie II...I and III definitely work...II actually, boots up, but fails when it ask for a data disk..<shrug>

Thanks for listening.

-Simon

3139. Re: Pricing For '486/66 MHz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-14 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <489a4c$err@news2.cts.com>
Source record: 10988

Ari Feldman (ari2550@delphi.com) wrote:
:
: What are you smoking?!? The Falcon a better deal than a 486DX-66???

James Woods asked me to compare similarly-equipped computers
to make a price comparison. After adding all the missing
Falcon stuff, the 486/66 MHz was more expensive.

: First of all, you need to learn how to shop for a PC.

Rule #1: If it isn't included in the ad, it's an extra-cost item.

: You almost never go to a chain like CompUSA - their prices suck.
: PCs are the most generic computer ever made. The only difference between
: a $2000 Compaq and a $1000 Taiwanese clone is that you're paying for
: Compaq's marketing and advertising. As long as you verify the components
: in the clone PC to be good (i.e. the HD maker, the BIOS, the CD-ROM, etc.)
: you're in good shape. PC's don't fail very often and on-site service is
: almost always a waste of dough.

In fact, PClone sellers are now claiming that the no-name machines
are much higher quality than the name-brand machines (or so I was
told over the weekend at my favorite PClone dealer).

: Pickup a copy of ComputerShopper and shop around - there's a ton of vendors
: that vary in price so shop around. I know for a fact you can pick up
: a DX-66 system for well under $1200 fully equipped.

Again, James Wood has been telling me the joys and wonders of shopping
locally. So I looked in a local version of the Computer Shopper.

: Second, there's no question the Falcon has better built-in sound than the
: usual SB-16 card one gets with their PC Clone. However, unless you're
: a professional musician and have the expensive, specialized software to
: take advantage of it - its no advantage. Almost every PC game and every
: PC CD-ROM take advantage of the sound cards.

But for comparably-equipped systems, the general-purpose DSP with
port must be included.

: Third, unless you get ripped by the PC vendor, the PCI or VLB SVGA card
: you get bundled with your system will almost always be accelerated with
: a co-processor. This is in the very least eqivalent if not superior to
: the Falcon's much heralded BLiTter chip (which is just a hardware version
: of the TOS Line-A memory-move command).

That's right, it *is* the hardware equivalent of the Line-A memory-move
command. In fact, the OS code for the software equivalent was removed

from the ROMs when the Blitter became a standard part of the architecture.

Since there has been a lot of improvement in PClone video lately, I
figured that it wouldn't be necessary to add an equivalent to the
Blitter chip.

: Fourth, the Falcon may or may not be easier to use but its limited in
: what it can do in terms of software selection. With the 486DX-66, you
: can run the 30,000 or so commercial PC programs or the countless thousands
: of Shareware programs right of the box.

There was a previous posting of many software categories that
theoretically had *no* available software on the Falcon. I
demonstrated that all but one (the automap function) WAS available
on the Falcon, and I suspect that the automap program is available
in England.

It has also been noted that because of the intense competition
among software suppliers on PCLones, "unfinished" bug-ridden
products tend to be rushed to market, requiring frequent upgrades
and bug-fixes.

: Fifth, I don't remember the Falcon coming with a CD-ROM drive?

That's right. And that's why I delete it's cost from the '486
systems for fair price comparison purposes.

: Sixth, the PC's HD is usually quite spacious - whether its 540megs or
: 1.6 gigs, you can outstore the Falcon any day and for cheap.

Windows95 requires 55 Megabytes of hard drive space (but would like
to have LOTS MORE!) for proper operation. GEM not only doesn't need
a hard drive at all, but it works just fine with only a single floppy
attached. Mention that to the PCloners and some of them will just yell
"LIAR!" because they just can't imagine a useful computer without one.

: Seventh, the extra Falcon joystick ports are useless! To my knowledge,
: there are only a handful of F030 games that use them!

I did point out that the four joysticks (two digital, two analog)
were somewhat controversial, and did not attempt to add the three
extra cards to get them on the '486.

: Finall, with a PC - if you're running DOS and Win 3.1 - you don't usually
: need more than 8 megs RAM. On the Falcon you only get 4 and you need
: to spend a lot of money to expand your RAM if you want more.

Windows REQUIRES 8 Megs of RAM for proper operation. GEM does not.
Previously, I mentioned that source code shrinks by about half when
compiled on the Falcon, but doubles in size when compiled on the
PCLone. This four-to-one ratio implies that 4 Megs of Falcon RAM is
equivalent to 16 Megs of PClone RAM. Since the ratio isn't exact,
and because storage requirements vary from application to application,
I've been giving the 486's the benefit of the doubt and accepting

8 Megs of RAM and 540 Megs of hard drive as equivalent.

: Just my two cents...

And expressed with clarity of thought! It's good to have you in
the discussion.

-- George

3140. Re: What is BeBox?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-15 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <48bl97$20p@inca01.inca.co.nz>
Source record: 10895
Cross-posted to: comp.sys.powerpc,comp.sys.atari.advocacy

kitzler@mibm3.ruf.uni-freiburg.de (Don Kilobyte) wrote:
> WHAT IS BeBox? Never heard about..

A place to keep Bees.

Also known as a "hive" (Shouldn't it be spelt "BeeBox"?)

Oh. I see... you meant the computer... Sorry. {[:-)]

--

If I am wrong, flame AOL.
If I am right, flame AOL.
What the hell, just flame AOL.

3141. Re: Pricing For '486/66 MHz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-15 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <48bqc8ofa3@mhadf.production.compuserve.com>
Source record: 10896

>Thanks, Bob! The Falcon is compatible with my software..

Great.. then it's probably the best system for your specific applications.

>it benchmarks faster than a 486/66 Mhz...

A true benchmark program..? Not just some thrown together graphics demo..?
I truely doubt it.

>and if you equip the 486 with the missing Falcon hardware, the Falcon is
>cheaper than the 486.

Only if you manipulate the figures to favor the Falcon.

Enjoy your Falcon... I enjoy all my computers and don't worry much about
their relative cost or performance... but I don't try to pretend any of
them are something they're not.

BobR

3142. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-15 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <hPPFqzH.brimiller@delphi.com>
Source record: 10897

<sinclap2954@cobra.uni.edu> writes:

>A A3000 with its multitasking capabilites blows away the Falcon. Plus with its
>slots, you can instal graphic video cards and 040 boards.

When I was looking at getting a computer (upgrading), I had the choice of
going with the Falcon030 (and hence the Mega ST route), or stick with
my A1000 (and hence, get an A1200 or A3000).

My primary applications that I use for my business here are Papyrus, Calamus,
and, for interactive presentations, APEX. The Amiga 3000, at the time, lacked
those applications, and the A1200 was simply slower, flimsier construction.
And I also considered the future of the market. At that time (and at the
present), Amiga had one manufacturer: Commodore (now it has Escom). The
Falcon/TOS
market has many manufacturers, including C-LAB, Lexicor (or whoever makes the
Medusa for them), GE-Soft, and a number of others who are entering the market.
For me, the choice was clear.

BTW - The video toaster never fit in the Amiga 3000 without bending the case
(and voiding the warranty in doing so). And the ddisplay speed and color
depth of the A3000, replete with the Amiga's complete inability to provide
a stable, hi-res, flicker-free, compatible resolution, greatly limited
(limits?)my use for it.

>I meant the Toaster 4000 card only...

Irrelevant. If I want to do Video Toaster stuff, I'll need a fast 4000T
with a load of memory. If I want to do publishing, stable graphics work,
photo retouching, and general business apps, the TOS computer line wins
in software quantity and quality, hands down. It's that simple - the Amiga
is a great hacker's machine, and produces great multimedia stuff, but for
any practical business, math, word processing, and DTP, it is the worst
machine in the pack.

3143. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-15 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951115083100.1339B-100000@PEAK.ORG>
Source record: 10898

On 15 Nov 1995, George Crissman - Ferran Scientific wrote:

> Timothy A. Seufert (bwanga@cats.ucsc.edu) wrote:
>
> : The difficulty is that the same source code and parameters used in DEC's
> : tests were not used by the Falcon. This means that the comparison of the
> : Falcon to the Alpha was bogus.
>
> That sounds good until you remember that the purpose of a benchmark
> program is to compare the power of dissimilar machines (or subsystems,
> in some cases). Using the same source code means you would not be
> able to use the unique features of the Falcon architecture. Or the
> unique features of the Mac architecture. Or the unique features of ....
>
> The benchmark program must be written especially for the machine
> (or subsystem) to be tested, or the testing will be inaccurate.
>
> -- George
>

You don't even know ANYTHING about this benchmark other than some results
that Atari (and noone else) claimed. The entire industry ignored
Atari's claims as they've come to recognize that most of what the company
says is bullsh*t. Anyway, back to my point: You don't know ANYTHING
about this so-called "benchmark" now admit it and SHUT UP about it.

James

3144. Ugly Ugly BeBox

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-15 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <48bjp9$rgj@inca01.inca.co.nz>
Source record: 10899

[Article crossposted from comp.sys.powerpc]
[Author was Marat Fayzullin]
[Posted on 10 Nov 1995 17:12:40 GMT]

Alex Kilpatrick (fkilpatr@afit.af.mil) wrote:
: Sometime recently (?) Be updated their Web page (http://www.be.com) with a
: COLOR picture of the BeBox. Blecchh! Acck! Pbbbbtt! It's gross! The case
: is royal blue, and the front panels are bright red and white. Patriotic,
: maybe, but it certainly doesn't *look* like a serious computer with those
: colors. I exected to see a Fisher-Price label on it somewhere.
It looks ok to me, although they do need to paint that ugly red panel
blue and come up with blue peripherals :)

--

If I am wrong, flame AOL.
If I am right, flame AOL.
What the hell, just flame AOL.

3145. Ugly Ugly BeBox

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-15 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <48bjpc$rgj@inca01.inca.co.nz>
Source record: 10900

[Article crossposted from comp.sys.powerpc]
[Author was Dan Lakeland]
[Posted on 12 Nov 95 17:49:06 GMT]

In <d5f_9511120901@nisc.fidonet.org> eric.larson@shockwave.metronj.org (eric larson) writes:

> > COLOR picture of the BeBox. Blecchh! Acck! Pbbbbtt! It's gross!
> > The case is royal blue, and the front panels are bright red and white.
> > Patriotic

>Patriotic, maybe, but patriotic to WHOM? France?

>Vive la tricoleur!

I LIKE IT! Just so someone knows. I want a computer that looks different from other computers. BeSides (no pun intended) it's a great way to get people to ask the question, "what is that funny looking computer?". After all, it's really not UGLY maybe just a little gaudy. (Ugly would be puke green, with brown/orange spots)

--
Daniel Lakeland: Macintosh Hacker, Mathematics Major, Be computing "Hairy Guy", NRA Member, and Libertarian. Prevent the government from disarming, searching, seizing, jailing, beating, and otherwise abusing your rights! THE 9th AMENDMENT:live its message.

--

If I am wrong, flame AOL.
If I am right, flame AOL.
What the hell, just flame AOL.

3146. Ugly Ugly BeBox

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-15 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <48bjpe$rgj@inca01.inca.co.nz>
Source record: 10901

```
[ Article crossposted from comp.sys.powerpc ]
[ Author was Samuel John Kass ]
[ Posted on Mon, 13 Nov 1995 11:58:24 -0500 ]

I still like the "plaid" idea.

--

If I am wrong, flame AOL.
If I am right, flame AOL.
What the hell, just flame AOL.
```

3147. Ugly Ugly BeBox

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-15 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <48bjpg$rgj@inca01.inca.co.nz>
Source record: 10902

[Article crossposted from comp.sys.powerpc]
[Author was James DeBenedetti]
[Posted on 14 Nov 1995 03:04:07 GMT]

If Be wanted to be different, yet traditional, they should have a black box with brushed aluminum bay panels. That way it would stand out next to a traditional computer, yet fit right in with all the A/V equipment their target market should have.

James DeBenedetti (jdredd@ns.net)
Be pure. Be vigilant. BEHAVE!

--

If I am wrong, flame AOL.
If I am right, flame AOL.
What the hell, just flame AOL.

3148. Great ATARI Show in PARIS.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-15 00:00:00 UTC
From: Mathieu Petrovic <oxo@iprolink.ch>
Message-ID: <48bk1h$1chi@fox.iprolink.ch>
Source record: 10903

Press release.

To satisfy both exhibitors and users, Composcan France and Oxo Concept
are proud to announce that they finally found an arrangement.
Composcan France has agreed to cancel the " Atari Show 3 " and has
decided to join and support the " 1St forum of Atari Applications ".

We believe that this decision can only benefit to the Atari community
and will help the Atari world to find a new enthusiasm.

The " 1st forum of Atari Application " will take place on the 16th and
17th December 1995 in Paris (Porte de Versailles). We encourage all
Atari actors to participate and support this show so it can become a
major international event.

For more details about the show, please contact OXO Concept or
use OXO's Homepage (http ://www.oxo.ch).

Composcan France and Oxo Concept.

3149. Re: Pricing For '486/66 MHz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-15 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951115000124.5244A-100000@PEAK.ORG>
Source record: 10904

On 14 Nov 1995, George Crissman - Ferran Scientific wrote:

> The thoughtful and polite James Wood (jamesw@PEAK.ORG), who only
> calls people names when they call him names, wrote:
> ^^^^^^^^^^^^^^^LOOK HE FINALLY GOT SOMETHING RIGHT!!
> : YOU IGNORAMUS BUMBLEF*CK!!! I have some simple comments.
>
> : 1) How many times have I mentioned the $999 DX4/100 systems in the November
> : 1995 Computer Shopper? How many times? Once again, how many times have
> : I mentioned the $999 DX4/100 systems? You DUMBASS!!!!!!! It's very
> : convenient for you to "forget" about this. LOOK ON THE COVER OF THE
> : LARGEST COMPUTER MAGAZINE YOU CAN FIND!!!!!!!!
>
> Not only did I not forget about it, but I responded to your request
> to price comparably-equipped systems. After adding the missing Falcon
> hardware to your $999 system, it was $300 *more* than the Falcon. As
> a followup, I followed your advice about shopping locally and checked
> three systems advertised in the local "ComputorEdge". They were more
> expensive than the Falcon by $100 to $400, depending on the system and
> the dealer.
>

No, as you'll clearly remember (thought I'm sure you'd like to not
admit), I proved that you were wrong on many accounts - from your dumb
assumption that the INCLUDED operating system should tack $180 onto the
price of the system (which alone is over half of you "alleged Falcon
price difference") - to your assinine assumption that the PC must need a
"Jaguar joystick port(s)" to play games on....heh heh. Look at all the
successful PC game players out there. Then continuing to claim that you
don't know of any decent PC joysticks. Wake up and smell the sauder.
Yes, if cheap little Nintendo-style controllers (Jag controller like
Nintendo with keypad) are what bring you off, you can get one. Walk
in to any decent electronics SUPERSTORE (like "The Incredible
Universe") and you'll see more joysticks, flight yokes, even driving
aparatus and floor controls, etc...and funny that they all function just
nicely without "Jaguar Joystick Ports." (hereby known as "JJP" for the
duration of this post for sace considerations) You see, you built up a
bogas list of addons (like Windows and JJP and even adding on for SCSI
cards for EIDE machines that wouldn't need to plug anything into them.)
By pretending that the PC needed to be "charged for" a list of features
that it already had (like charging for the inputs on the sound card,
charging for Windows, etc.) and didn't need (JJP, a 16mHz DSP when it
has 100mHz cached CPU/FPU) and by such tactics as deleting the PC's cheap
plug-in CD-ROM to avoid having to implement a costly and bulky Falcon
external solution and by EVEN COMPARING A 4MB/350MB FALCON SYSTEM TO AN

8MB/540MB, you came up with the most inaccurate, ridiculous thing I'd ever read. You'd nearly DOUBLED the price of the DX4/100 system to try and make a Falcon look like a bargain. I'm surprised that after all the replies you got, you're still oblivious to the fact that nobody could possibly take such nonsense seriously - yet you bring it up again now as if you hadn't been shot down on many points of that arguement. You must have an incredibly thick cranium, son.

> : 2) Don't "remove" the CD-ROM from the PC. THe CD-ROM is a very well-
> : utilized piece of hardware. You say "for Falcon equivalency" and
> : take off $75.
>
> You *did* request similar systems, and using the Falcon as the
> standard system, it's only natural to remove the CD-ROM from the
> PClone. I'm being consistant in my effort to compare similarly
> equipped systems.
>
> : Why not add $200 for an external CD-ROM for the Falcon instead?
>
> Lessee, here, it's okay to use a $75 double-speed CD-ROM on the '486,
> but I'm required to use a $200 quad-speed CD-ROM on the Falcon? That's
> hardly equivalent. Your bias is showing.

No, you got it all WRONG. That $999 included A QUAD SPEED CD-ROM IF YOU WERE SMART ENOUGH TO COMPREHEND AND MEMORIZE THE THINGS THAT WE'VE BEEN SAYING!!!! How many times now have I mentioned that $999 system and referred you to November 1995 Computer Shopper? I put the question to you: How many times? Yet you post DUMB INACCURATE things like this and then call me biased. You are an extremely ungifted debator. Before you even hit that Reply key, I suggest you familiarize yourself with Computer Shopper so as to try and post SOMETHING accurate about PCs of which you know ABSOLUTELY NOTHING!!!!!

>
> : 3) Quit making yourself look like a complete moron by adding the cost of
> : SCSI cards to PCs that come with EIDE. Hard drives, tape drives, and
> : CD-ROMs can be run without SCSI.
>
> For the internal drive, the Falcon Mark I uses IDE and the Falcon
> Mark II uses SCSI. Additional drives and peripherals (scanners,
> laser printers, etc.) all use the SCSI port. For equivalency, the
> '486 must be equipped with a SCSI port.

NO NO WRONG ONCE AGAIN. "For equivalency" a computer only need work with its perhipherals. Since I can have an EIDE system and not miss out on a thing, it's already equivalent. Plus, the fact that I've got PCI slots that can controll anything **MORE** than compensates for your limited SCSI interface and one-drive IDE. You see, PC's EIDE is a hell of a better thing that Falcon's one-drive IDE. Scanners/etc can plug into an ISA slot. So truly "For Equivalency" (if one follows your stupid

contention) then if a PC needs a cheap SCSI card then a Falcon needs a PCI bus, which is both ridiculous and impossible. But since in the real world each computer will successfully operate its drives and peripherals (with hopefully equivalent success) then LET'S DROP IT!! Let's ignore the fact then (in favor of dropping it) that the PCI and ISA slots are still there on the PC).

>
> SCSI is also faster than IDE, at least as implemented on the Atari.

(Yawn!) This is tiresome. Neither SCSI nor IDE have ONE speed. It varies depending on the equipment and type. Both have been constantly improved (at least on the PC). However, what I can assure you is that a good PCI EIDE on a 100mHz PC blows away any disk performance the Falcon can achieve. If you *really* want to go into numbers, then we can research this but it will just end up proving you wrong.

>
> : With IDE, you plug it in and turn it on and don't have to F*CK
> : with terminating resistors and LUN numbers....ok? We're talking
> : desktops here.
>
> I've never had to do anything with terminating resistors on my
> SCSI network, and LUN numbers are a lot easier to work with than
> the jumpers you find on PClone motherboards.

I had to the day I decided to daisy chain two SCSI devices. NOW YOU WANT TO ARGUE AS IF TERMINATING RESISTORS DON'T EXIST. The jumpers on "PClone" motherboards allow PC users to do lots of things you WISH you could do on your Falcon like change CPUs, clock speeds, etc. THE TERMINATING RESISTORS AND JUMPERS AND DIP SWITCES TO CHANGE THE DRIVE ID (etc) IS ON THE DRIVE, YOU MORON, NOT ON THE PC'S MOTHERBOARD!!!! Gees someone get this man some help.

>
> : How many Falcons have been used as servers?
>
> Falcons are personal computers.

My point exactly. The $999 DX4/100 is a "personal computer" so it doesn't need the ability to chain 14 drives when you can get 1.62gig EIDE drives easily.

>
> : So let's compare DESKTOP PCs to desktop Falcons and leave the
> : SCSI/IDE debate to the server market.
>
> Since SCSI allows a variety of peripherals to be easily connected
> to the computer, it's not wise to limit SCSI to the server market.

"It's not wise?" You need it on your Falcon but scanners/etc can plug into a card slot the PC. The end arguement: your peripherals work on your Falcon and PC perhipherals work on a PC and regardless of interface,

they work. Ok?? NOW SHUT UP ABOUT IT!!!

>
> : SCSI is fine in a desktop too, but the increased cost and complexity
> : is not worth it for many desktop users, including this one who demands
> : (and receives) high performance from EIDE.
>
> If you can handle an AUTOEXEC.BAT file, you can handle LUN numbers.
> From a complexity standpoint, it shouldn't be that much of a problem.

The debate is between SCSI and IDE. AUTOEXEC.BAT has nothing to do with it. The fact of the matter is that IDE is easier to use. Damnit, I've been there and use both and I speak from experience. IDE is more limited (but PCs have other things than IDE) but SCSI is more complex. NOW SHUT UP!!!!

>
> : Your friends may have trouble with IDE and tell you it sucks but
> : they are probably [knowledgable computer users] like you and you're
> : [open-minded] enough to believe them.
>
> Lessee, IDE transfers data at 500 Megs and SCSI on the Atari transfers
> at 700 Megs. They may know what they're talking about. :-)

Reference paragraph about differences in IDE types above. They don't know of PCI EIDE Mode 2 on a high-speed PC.

>
> : So it's my word (IDE works) against yours (IDE sucks, as per your
> : friends) and anybody (namely you) is dumb enough to believe that
> : his Atari Falcon is faster than a DEC Alpha is obviously whacked
> : enough to believe such lies.
>
> Do I need to post the results of the Mandelbrot benchmark again,
> showing that the Falcon was one second faster than the DEC Alpha
> machine?

No, you already look like an idiot. You couldn't stand by that s*it anymore and make yourself look worse if you wanted, so save your time. The correct question to ask you, however, is "Do I need to post ALL THE REPLIES that shot down that bencmark?" I have a good idea. Let's break this "Falcon is faster than a DEC Alpha" into its own thread and cross-post it to a "microprocessor newsgroup" and watch you fall on your ass.

James

3150. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-15 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <48c0uh$mkp@news2.cts.com>
Source record: 10905

The thoughtful and polite James Wood (jamesw@PEAK.ORG) wrote:

: Please remember to state what is YOUR OPINION from what has been PROVEN
: ABSOLUTELY. You can't say that it's been proven because lots of people
: disagree with you.

Just because some people disagree with me when I say (for example)
"The earth is round" doesn't automatically make it flat.

: You can state that YOU believe it is not underpowered
: nor overpriced, just as YOU believe that the Atari Falcon is more
: powerful than a DEC Alpha. You'll be hard pressed to find people to
: agree with you, however.

Around 1993, when Digital Equipment Corporation was unveiling their
Alpha machine, it was running the Mendelbrot benchmark in 5 seconds.
Several hundred feet away, at the same trade show, the Atari Falcon
was running the same Mandelbrot benchmark in 4 seconds. When
comparing this benchmark result, the Falcon shows it's power.

In response to your request that I show prices for comparably
equipped '486s and Falcons, I showed that the '486s cost anywhere
from $100 to $400 more when they were equipped with the missing
Falcon hardware. The standard Falcon hardware, BTW.

Based on these facts, then, it has been proven in my opinion that
the Falcon is *not* underpowered and it is *not* underpriced.

: I would like to find an official record of that benchmark published in a
: printed journal that I can look up in our extensive university library.

I do not know of any printed journals that keep records on trade shows.
Have you considered a search of the Lexis/Nexis database?

-- George

3151. Re: Pricing For '486/66 MHz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-15 00:00:00 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <xPNnilK.ari2550@delphi.com>
Source record: 10906

Actually, I have used PCs with just floppies. I computed quite happily with my PCjr and my parent's Leading Edge Model D for many years using floppies UNDER DOS. Yes, using floppies on PCs can be done but just like on the ST, it isn't too pleasant!

Ari

3152. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-15 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951115075826.1339A-100000@PEAK.ORG>
Source record: 10907

On 15 Nov 1995, George Crissman - Ferran Scientific wrote:

> The thoughtful and polite James Wood (jamesw@PEAK.ORG) wrote:
>
> : Please remember to state what is YOUR OPINION from what has been PROVEN
> : ABSOLUTELY. You can't say that it's been proven because lots of people
> : disagree with you.
>
> Just because some people disagree with me when I say (for example)
> "The earth is round" doesn't automatically make it flat.

Very poor analogy. Whether or not the earth is round or flat is an absolute quality that can be measured and proven. Since it has already been proven, then what you say about it has no bearing. What hasn't been proven is that the Falcon is a better bargain than a PC - in my opinion and the opinion of others, it is quite the opposite.

>
> : You can state that YOU believe it is not underpowered
> : nor overpriced, just as YOU believe that the Atari Falcon is more
> : powerful than a DEC Alpha. You'll be hard pressed to find people to
> : agree with you, however.
>
> Around 1993, when Digital Equipment Corporation was unveiling their
> Alpha machine, it was running the Mendelbrot benchmark in 5 seconds.
> Several hundred feet away, at the same trade show, the Atari Falcon
> was running the same Mandelbrot benchmark in 4 seconds. When
> comparing this benchmark result, the Falcon shows it's power.

Just tell me THIS: Evidently, all of my messages have been making it to your site because you reply to them. What about all of the messages written by other people that have addressed this "benchmark" and why it is not an accurate comparison? Why do you (like a stupid signpost who can't argue logically) just repeat this benchmark sh*t after it's been dismissed? I don't understand you.

>
> In response to your request that I show prices for comparably
> equipped '486s and Falcons, I showed that the '486s cost anywhere
> from $100 to $400 more when they were equipped with the missing
> Falcon hardware. The standard Falcon hardware, BTW.

No, you made up a bunch of stuff that you thought you'd add to the price of the PC, and you compared the PC to a Falcon with half the memory and hundreds of megs less hard-drive space. Many people (including myself) told you WHY your "PC pricing" was grossly in error, and yet you come

back with this same $100 to $400 - still charging for the PC's operating system after you were TOLD that it's included in the $999 DX4/100 system. Once again, I question the intelligence of anyone who ignores all that has been said about this yet continues to spout the same stuff. You're too ignorant to use a logical means to convince others of your case, but then again, your case is *completely illogical*; anyone who *truly* believes (as you do) that their Falcon actually is (regardless of what Atari tells you in a SIMULATED "benchmark") is an absolute fool. You are exactly the type of FOOL that Atari had in mind when they dreamed up that bit of pseudo-false advertising. While I must dismiss the "benchmark comparison" as bullsh*t, I must commend the claim on its ability to influence the unlearned such as yourself.

>
> Based on these facts, then, it has been proven in my opinion that
> the Falcon is *not* underpowered and it is *not* underpriced.

If it were based on facts, but in fact it has not been based on facts but based entirely upon bullsh*t. An Atari advertising claim about their Falcon completing a benchmark faster than a DEC Alpha is NOT A FACT. It is a claim. To be a fact, such results would come from more sources than ATARI!!! ARE YOU TOO STUPID TO KNOW A COMPANY TRIES TO PLAY UP THEIR PRODUCTS??????? It is NOT POSSIBLE for a Falcon to outperform a DEC Alpha in a true test of computation. It is possible to write a program that simulates that it is. As Tim Sefert said, it is not a true test of raw computing power but a different exercise in algorithm development. Now quit trying to call your ridiculous claims and contentions "facts" and back off on the arrogance a little. It is certainly possible that you are wrong, thought you're too arrogant to admit it.

>
> : I would like to find an official record of that benchmark published in a
> : printed journal that I can look up in our extensive university library.
>
> I do not know of any printed journals that keep records on trade shows.
> Have you considered a search of the Lexis/Nexis database?

No, you see if the Falcon **really** was faster than the Dec Alpha and every PC and Macintosh as you claim (I'm not sure even you understand the magnitude of your claim) then it would be BIG NEWS and the Power Pc would never comeout and Intel, IBM, Dec, Apple, and everyone would be out of business now because it was revealed that a 16mHz 68030 plus DSP laid everything else to waste. Not just an Atari advertisement, but other independent labs and testers would all be amazed at the sheer power of the Falcon and baffled by its ability to smoke a Dec Alpha, which costs big thousands of dollars. The Falcon would be front cover news on all of the computer magazines and even newspapers as a breakthrough in desktop computing power.

Now, I'm getting tired of wasting time on you, because you must *really* be the simpleton that I accuse you of being if you don't understand and won't admit that if the Falcon ***really*** __really___ !!!really!!!

could outperform a DEC Alpha then the above scenario would be true. You know it. I know it. The fact of the matter is that ALL YOU HAVE IS AN ATARI CLAIM!!!!

Equally outlandish is that YOU are the one SPOUTING OFF about the claim, you seem to know almost nothing about it, you use it as evidence to support your completely absurd contention of the Falcon blowing away a Dec Alpha, and then have the audacity to COCK OFF about "have I considered the Lexis/Nexus database." Boy, it never crossed my mind because I know that what I'd bee seeking is bullsh*t and nothing more than an inaccurate Atari lie which was meant nothing more than to reach its target - a simpleton like you for whom Atari is a religon and every Atari claim is the gospel. Sorry, I don't agree, I'll never agree, and I think the subject is getting stale. Before we continue this discussion anymore, let's narrow it down to the Falcon and the Dec Alpha and let's cross-post it with a microprocessor discussion newsgroup. I don't believe your Alpha-beating Falcon claim, and you're obviously not intelligent enough to discuss microprocessor logistics (I'm not saying I am, but you're the one asking others to believe the impossible) so we need people who know more to set you straight.

James

3153. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-15 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FKPRABHFUP@cabal.shnet.org>
Source record: 10908

In <1995Nov14.222305.50595@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>A A3000 with its multitasking capabilites blows away the Falcon.

Wrong. It is only slightly faster CPU-wise, and a speeded Falcon (and esp.
one with FastRAM) might even turn this advantage.

>Plus with its
>slots, you can instal graphic video cards and 040 boards.

There also are graphics board for the Falcon. No 040 boards yet, AFAIK.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3154. Re: Pricing For '486/66 MHz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-15 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FKPRABHIUP@cabal.shnet.org>
Source record: 10909

In <Pine.SUN.3.91.951115000124.5244A-100000@PEAK.ORG> James Wood wrote:
>Since I can have an EIDE system and not

...recognize the significant slowdown during Multimedia apps that access
CD-ROM and HDD at the same time (HDBench says 100% more time under Win'95
and 20% more under OS/2 for the same data) on the same EIDE channel.
I also don't want to hook a scanner, a CD writer or any external device to
my computer.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3155. Jaguar vs. Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-16 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <48e3nl$4ui@ccshst05.cs.uoguelph.ca>
Source record: 10910

Now to play devil's advocate. Why the heck is the Falcon so expensive?
While I like the computer and would love to have one, $800 is ludicrous.
I mean, compare it with Atari's own Jaguar.

Jaguar Falcon
======= =======

RAM: 2 MEGS 1 MEG
Speed: 27 Mhz 16 Mhz
Colors: 16.8 million 256,000
Processors: 16 bit MC68000 68030
32 bit RISC DSP DSP
32 bit RISC processor
two 64 bit RISC processors

Price: $150.00 $799

This isn't intended as a flame. But seriously, considering that
the Jaguar has more under the hood than the Falcon (in terms of number
crunching, RAM and graphics power), the Falcon should be priced a little
lower.

>> Mark <<

--
==
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"... does whatever a spider can!"
==

3156. Re: Boston Area Atari Users...

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-16 00:00:00 UTC
From: agoold@cix.compulink.co.uk
Message-ID: <DI44pE.327@cix.compulink.co.uk>
Source record: 10911
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

In response to dhbutler@stat.mps.ohio-state.edu's message:
> I was pleasently surprised to find, about two weeks ago, that my
> employer (Micro Center) is now carrying ST Format! At this point we
> are only receiving 5 copies per month, and I am the only person buying
> one! Anyone interested should stop by and pick up a copy to help
> ensure that we continue to carry this product. It is a nice glossy
> rag from Europe with a fair layout and reasonably good articles, plus
> a cover disk. We also carry a few Amiga magazines if anyone is
> interested.

It's a comic compared to Atari World. STF still carries the ST Review
logo on it's cover, but all the STR writers went to AW. Get your store
to stock AW and do all your local Atarians a BIG favour.

All this IMHO of course (but I am right).

```
=======================================
Al (agoold@cix.compulink.co.uk)
=======================================
It's the Land. It is our wisdom.
It's the Land, It shines us through.
It's the Land. It feeds our children.
It's the Land. You cannot own the Land.
The Land owns you.
(C) Dougie MacLean
=======================================
```

3157. Re: Pricing For '486/66 MHz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-16 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1611951236310001@metricom17.ucsc.edu>
Source record: 10912

In article <xBDlqIy.brimiller@delphi.com>, brimiller@delphi.com wrote:

>Timothy A. Seufert <bwanga@cats.ucsc.edu> writes:
>
>>Since when have you been forced to run Windows on a PC? If I had a PC, I
>>would probably have it set up with a multiple boot configuration, with DOS
>>(games), OS/2 (cool GUI environment, compatible with most Windows
>>software), and Linux (free UNIX).
>
>Since most people who use computers wouldn't have the time nor the
>expertise to configure just such a system.

Out of the three operating systems listed, Linux is by far the worst to
install and configure. However, setting up a machine to dual-boot OS/2
and DOS is no worse on average than Windows.

```
+-------------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu UselessWastedSpace(tm) |
| "I never gave anybody hell. I told them the truth, and they |
| thought it was hell." -Harry S Truman (inexact quote) |
+-------------------------------------------------------------+
```

3158. Re: Pricing For '486/66 MHz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-16 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1611951315470001@metricom17.ucsc.edu>
Source record: 10913

In article <FKMVDIAXUP@cabal.shnet.org>, guenther@cabal.shnet.org
(Thorsten Guenther) wrote:

>In <bwanga-1011952013130001@metricom03.ucsc.edu> Timothy A. Seufert wrote:
>>In article <47utlo$evl@news2.cts.com>, dferran@crash.cts.com (George
>>Crissman - Ferran Scientific) wrote:
>>
>>>Three years after it's introduction, the Falcon is still the
>>>better deal.
>>
>>Ha! It was never a better deal. It would have been a good deal and an
>>innovative computer for about 1 year had Atari released it on time. By
>>the time they actually got around to releasing it, the rest of the world
>>had not just caught up, it had passed it by. (Same deal with the TT
>>before the Falcon.)
>
>Would you tell me about those "better alternatives" to the TT available in
>autumn '89?

The TT, so far as I'm aware, could not be bought in autumn '89. Wasn't it
about '91 or '92 before it finally became available?

Even if it had been available by '89, it would still be a clear case of
Atari dragging its heels too long. Apple introduced the Mac II around
1987. By the time Atari got around to introducing a competitor, the Mac
II (and several follow-on machines) had already been on the market for a
couple years. And the machine Atari brought out wasn't as good - you
might make a case for it being faster than some (but not all) of the Mac
II models, but in terms of video resolution/colors and expandability, the
TT is junk. Yeah, sure, those Macs were quite expensive, but Atari needed
to compete in the high-end market as well as the low end, IMO.

+---+
|Tim Seufert, bwanga@cats.ucsc.edu UselessWastedSpace(tm) |
| "I never gave anybody hell. I told them the truth, and they |
| thought it was hell." -Harry S Truman (inexact quote) |
+---+

3159. Re: Pricing For '486/66 MHz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-16 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1611951329430001@metricom17.ucsc.edu>
Source record: 10914

In article <489c5o$f1d@news2.cts.com>, dferran@crash.cts.com (George Crissman - Ferran Scientific) wrote:

>Lessee, IDE transfers data at 500 Megs and SCSI on the Atari transfers >at 700 Megs. They may know what they're talking about. :-)

You seem to be using meaningless performance ratings here. 500 Megs per what? Second? Minute? What precisely do you mean by "Megs"?

FYI, SCSI as implemented on Ataris is limited to 5 MB/s. (None of the machines, so far as I'm aware, does anything better than standard SCSI-II, so you have a 5 MHz 8-bit bus. That means 5 MB/s.) EIDE, on the other hand, can transfer well over 10 MB/s, and there's no command overhead to increase seek times (SCSI has a 1 to 2 ms command overhead on every operation). The cost of an 850 MB to 1 GB EIDE drive and controller is really quite small.

+---+
|Tim Seufert, bwanga@cats.ucsc.edu UselessWastedSpace(tm) |
| "I never gave anybody hell. I told them the truth, and they |
| thought it was hell." -Harry S Truman (inexact quote) |
+---+

3160. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-16 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1611951344240001@metricom17.ucsc.edu>
Source record: 10915

In article <48bvpg$mhq@news2.cts.com>, dferran@crash.cts.com (George Crissman - Ferran Scientific) wrote:

>Timothy A. Seufert (bwanga@cats.ucsc.edu) wrote:
>
>: The difficulty is that the same source code and parameters used in DEC's
>: tests were not used by the Falcon. This means that the comparison of the
>: Falcon to the Alpha was bogus.
>
>That sounds good until you remember that the purpose of a benchmark
>program is to compare the power of dissimilar machines (or subsystems,
>in some cases). Using the same source code means you would not be
>able to use the unique features of the Falcon architecture. Or the
>unique features of the Mac architecture. Or the unique features of ....
>
>The benchmark program must be written especially for the machine
>(or subsystem) to be tested, or the testing will be inaccurate.

Wrong, wrong, wrong! You flunk the class; try again next quarter.

It might almost have been a valid benchmark had Atari taken DEC's source code and changed it enough that the core Mandelbrot calculation could run on the DSP. There is at least one C compiler that generates 56001 code, so it would have been possible. It would have still been somewhat bogus (since the 56001 would have to use fixed-point math instead of FP, and thus you'd be comparing apples and oranges), but it would have been a better comparison than what actually happened.

Atari did not use DEC's code in any way. They wrote their own code to draw Mandelbrot pictures. We have no guarantee that the algorithm, regardless of the number system being used, is the same (very important!). We have no guarantee that the parameters that can drastically affect the running time of Mandelbrot generators were the same (number of pixels, maximum iterations per pixel, and the exact part of the set that's calculated).

Benchmarks can be customized to take advantage of special hardware. However, they cannot be rewritten from the ground up with no use of the original source or algorithm.

+---+
|Tim Seufert, bwanga@cats.ucsc.edu UselessWastedSpace(tm) |
| "I never gave anybody hell. I told them the truth, and they |
| thought it was hell." -Harry S Truman (inexact quote) |
+---+

3161. Re: Amiga Best Computer??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-16 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1611951349510001@metricom17.ucsc.edu>
Source record: 10916

In article <FKPRABAIUP@cabal.shnet.org>, guenther@cabal.shnet.org
(Thorsten Guenther) wrote:

>Falcon sound :-)), all this at an affordable price, I'd buy it. Merely, my
>favourite is a single-CPU BeBox (or a CHRP machine) or similar.

Why would you want a single-CPU BeBox? The whole point of is to have at
least two processors, which greatly benefits an OS that's designed to be
multithreaded from the ground up.

```
+-------------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu UselessWastedSpace(tm) |
| "I never gave anybody hell. I told them the truth, and they |
| thought it was hell." -Harry S Truman (inexact quote) |
+-------------------------------------------------------------+
```

3162. Re: Pricing For '486/66 MHz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-16 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1611951328250001@metricom17.ucsc.edu>
Source record: 10917

In article <48bpnuofa2@mhadf.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> wrote:

>An Atari 800 could be programmed in 6502 machine code to do Mandlebrot
graphics,
>and would probably turn in some pretty impressive performances, due mainly to
>the very much smaller screen resolution and color depth.. possibly even
>rivalling the Falcon...

Actually, I wrote a Mandelbrot generator for my 800XL, once. Programmed
it in Action! and used mode 15 (160x192 with 4 colors, if memory serves).
Trust me, despite the lower graphics resolution and color depth, ain't no
way an 800 is going to beat anything relatively modern on a Mandelbrot
test. :-)

```
+-------------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu UselessWastedSpace(tm) |
| "I never gave anybody hell. I told them the truth, and they |
| thought it was hell." -Harry S Truman (inexact quote) |
+-------------------------------------------------------------+
```

3163. Re: Pricing For '486/66 MHz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-16 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1611951324070001@metricom17.ucsc.edu>
Source record: 10918

In article <48a8fu$g0o@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) wrote:

>I know MIPS aren't everything bu from what I gather the Falcon operates
>at around 3.6 MIPS on the CPU and around 16 on the DSP.
>
>What are the comparisons for the 486/66?

MIPS is a meaningless comparison across processor families; it only applies within a family. It would be perfectly valid to use MIPS when comparing a 68030 to a 68040 on the same code, but not for a 68030/486 test.

+---+
|Tim Seufert, bwanga@cats.ucsc.edu UselessWastedSpace(tm) |
| "I never gave anybody hell. I told them the truth, and they |
| thought it was hell." -Harry S Truman (inexact quote) |
+---+

3164. Re: Amiga Best Computer??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-16 00:00:00 UTC
From: c4sy@dmu.ac.uk
Message-ID: <48fqpb$7o3@macondo.dmu.ac.uk>
Source record: 10919

In article <487991$2fh@ux-01.bg.bib.de>, Richard Koerber
<shred@tfh.dssd.sub.org> writes:
> ariad@perth.DIALix.oz.au (Ariad Wright) wrote:
>
> >This may only confuse the issue, but Atari and Amiga are both such
> >excellent computers - why not get both? I use Atari for all my Music, DTP
> >and Word Processing, but for Graphics the Amiga is better.
>
> Why not getting an Amiga with Atari and Macintosh emulator? You'll have
> THREE systems for a very low price.

Better still dump both systems and get a Falcon ...
That way you can keep all the Atari software and the graphics and sound are
amazing ...

--
Simon Yardley, Leicester, UK

Internet: c4sy@dmu.ac.uk
URL: http://www.cms.dmu.ac.uk/~c4sy *Still under construction*

3165. Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-17 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DI5xpp.KqA@ecf.toronto.edu>
Source record: 10920

In article <95320.104455STIRRE31@MAINE.MAINE.EDU>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
>James,
>Take a few deep breaths. Feel better?
>Regarding the benchmark, you have been flaming Atari about it although
>you have no idea about the entire story. Bill Rehbock (sp?) in a
>GEnie RTC conference said that, yes, the benchmark was silly but it
>was DEC, not Atari, who said that this was a reliable way to compare
>dissimiliar systems' performance. Blame DEC for the benchmark.

Why should anyone blame DEC? The entire point is that the program run on the Alpha was *not* the same as the program run on the Falcon. Algorithmic differences make any such comparison meaningless -- in order for a benchmark to be a benchmark it has to be standard across *all* platforms, and as was stated in an earlier article, it was not.

Here's why your logic is faulty: Suppose I want to compare two machines that are completely identical except for the fact that one machine is using a processor clocked at 32MHz, and the other is using a processor running at 8MHz.

Suppose I want to evaluate the differences in the speeds of the machines by comparing the time it takes to search through a list of 1 000 000 names. On the 32MHz machine, I search this list of 1 000 000 names using a linear search. This algorithm has a worst-case execution time of order n. If we assume the machine can look at one element of the list and determine if there is a match once each clock cycle (an unrealistic assumption) then in the worst case, the search will take approximately 1 000 000 comparisons/32MHz ~= 31.25 millisecs.

Now, we run the search on an 8MHz machine, but this time we search the list of 1 000 000 names using a binary search. A binary search has a worst-case execultion time of order log2(n). If we also assume the processor can compare one element for each clock cycle, then in the worst case, the search will take log2(1 000 000)/8MHz ~= 20/8MHz = 2.5 microseconds.

We just compared two machines using the same processor -- one at 8MHz and one at 32MHz. By your logic, the 8MHz machine is faster than the 32MHz machine even though the 8MHz is slower! Does this explain to you why the algorithmic differences make your DEC-Atari "benchmark" meaningless? Because unless the algorithms are the same, it's more than likely that any differences can be attributed to the differences in the *algorithm*, not the processor.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing

```
|__ |\ | |/\| the public from realising the full extent of our ignorance.
```

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)

```
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.
```

3166. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-17 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95321.102124STIRRE31@MAINE.MAINE.EDU>
Source record: 10921

Dave,
Since when did this benchmark become "mine"? I don't recall rabidly defending it one way or the other.
DEC should be blamed because they set themselves up for humiliation. They said that the Mandlebrot generator was a valid way to compare the power of dissimlar systems. It seems reasonable to me, that a competitor such as Atari would want to show them up. So, they wrote up a program that allowed them to do the same number of iterations in 16-bit color. According to Bill Rehbok, people from DEC took notice of Atari's demonstration :-).
My whole point is that people here are making this benchmark sound like it was conceived and orchestrated by the evil and dasterdly Atari Corporation. However, it was DEC's brilliant idea. If DEC wanted a "fair" comparison, they should've ran the program on a Falcon themselves.
Rehbok called the benchmark "loaded." The feeling I get on this group, though, is that if DEC makes a claim it must be true but Atari, on the other hand, only tells lies. In a way, it was Atari that was proving the pointlessness of another company's benchmark (because, yes, the Falcon is less powerful than an Alpha in raw power). This is not a good thing? Or should we accept DEC's word as gospel as well as Microsoft?
-scott tirrell

3167. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-17 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <48iomb$m03@morgoth.sfu.ca>
Source record: 10922

<STIRRE31@MAINE.MAINE.EDU> writes:

>James,
>Take a few deep breaths. Feel better?
>Regarding the benchmark, you have been flaming Atari about it although
>you have no idea about the entire story. Bill Rehbock (sp?) in a
>GEnie RTC conference said that, yes, the benchmark was silly but it
>was DEC, not Atari, who said that this was a reliable way to compare
>dissimiliar systems' performance. Blame DEC for the benchmark.
>Atari was just beating and embarrassing DEC at their own game. I
>never remember an Atari ad for the Falcon claiming it was more powerful
>than a DEC. They never made that claim. However, you seem to like
>putting words in their mouth.

It wouldn't be a terribly bad example if, aside from the initial UI
code (making widows, etc) the source code was exactly the same.

--

Brian Quinlan
quinlan@sfu.ca

3168. Re: Atari..It's time to call it quits!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov17.163034.50652@cobra.uni.edu>
Source record: 10923

In article <48aeeq$goi@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Atari has been late with everything!!
>
> Everything? Gee ... I don't know ... Pitfall: The Mayan Adventure
> was two months early. NBA Jam TE looks like it's gonna be released ahead
> of schedule.

Why is that the none of the retailers in my area or the state does not have the Jagflop? Well, Atari is overtly late with distribution..I even suspect that Atari has stopped producing the Jagflop..

>
> >> Mark <<
>
> --
> ===
> M A R K A R A T H W E L L The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "... does whatever a spider can!"
> ===

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3169. Re: Pricing For '486/66 MHz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-17 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FKREEHBXUP@cabal.shnet.org>
Source record: 10924

In <bwanga-1611951315470001@metricom17.ucsc.edu> Timothy A. Seufert wrote:
>In article <FKMVDIAXUP@cabal.shnet.org>, guenther@cabal.shnet.org
>(Thorsten Guenther) wrote:
>>Would you tell me about those "better alternatives" to the TT available in
>>autumn '89?
>
>The TT, so far as I'm aware, could not be bought in autumn '89. Wasn't it
>about '91 or '92 before it finally became available?

Sorry, I was mistaken: autumn '90.

>Apple introduced the Mac II around
>1987.

Yes, but the Mac IIvx came quite a bit later.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3170. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-17 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951117081136.18868A-100000@PEAK.ORG>
Source record: 10925

On Thu, 16 Nov 1995 STIRRE31@MAINE.MAINE.EDU wrote:

> James,
> Take a few deep breaths. Feel better?

You just take care of Scott.

> Regarding the benchmark, you have been flaming Atari about it although
> you have no idea about the entire story. Bill Rehbock (sp?) in a
> GEnie RTC conference said that, yes, the benchmark was silly but it
> was DEC, not Atari, who said that this was a reliable way to compare
> dissimiliar systems' performance. Blame DEC for the benchmark.
> Atari was just beating and embarrassing DEC at their own game. I
> never remember an Atari ad for the Falcon claiming it was more powerful
> than a DEC. They never made that claim. However, you seem to like
> putting words in their mouth.
> If you have a bone to pick with Atari, fine. Just don't make up lies
> and post assumptions.
> -scott tirrell

Heh heh heh. Scott, what hole have you had your head up? I suggest you pull it out and wake up. It's not me who's been touting this benchmark and claiming that the Falcon is faster than the DEC Alpha, it is George Crissman, who brought the whole situation up. He says his source of information is an Atari Falcon flyer. So you if you want to accuse someone of making up lies and posting assumptions (you presumptuous little wank) then I suggest you attack George Crissman.

There. Now I feel better, for your information.

James

3171. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov17.163301.50653@cobra.uni.edu>
Source record: 10926

In article <FKMVDIALUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
> In <1995Nov7.210530.50430@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>In article <FKDRFHFDUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>>> In <478iqj$j3s@morgoth.sfu.ca> Brian Quinlan wrote:
>>>>chainxor@control.auc.dk (Henrik Lunardi Weide) writes:
>>>>
>>>>>What ? You say that the 630-line is more expanable than the Falcon ?
>>>>
>>>>The 630 line was designed for people who have no intention of expanding.
>>>>Compare the expansion capability of the Falcon to a 7100/7200/8500/9500.
>>> ^^^^^^^^^^^^^^^^^^
>>> Great idea. You know that these machines are in the price range of current
>>> Pentiums, don't you? Of course, they are much better than a Falcon, but
>>> Petey-boy is so proud of his el cheapo Mac because he doesn't realise he's
>>> bought a dead-end machine.
>>
>>What so dead end about the Mac 630's? I have a cheap upgrade solution to PPC.
>
> The first PPC Macs are also outdated, NuBus has been replaced by PCI, you
> know? And AFAIK you can not upgrade to a 7500.

I what way are they outdated? If so, than the Falcon is way out dated
according to your logic. $1900 for an outdated computer, sheesh..

>
> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O
> ----&#65533;=ae--&#65533;=oe--&#65533;=ue--&#65533;=Ae--&#65533;=Oe--&#65533;=Ue--&#65533;=sz---- /
> \
>)

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3172. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov17.163354.50654@cobra.uni.edu>
Source record: 10927

In article <FKMVDIAOUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
> In <1995Nov7.210048.50429@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>In article <FKDRFHEYUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>>> In <1995Oct29.221604.50205@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>>>In article <FJ3IBIARUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>>>>> In <46napk$o4q@morgoth.sfu.ca> Brian Quinlan wrote:
>>>>>>khaley@nova.gmi.edu (Kevin Haley) writes:
>>>>>>
>>>>>>>Wrong, idiot. Call Netscape. Their products aren't freeware.
>>>>>>
>>>>>>Netscape is freeware if you are a student. I beleive that Peter is a student.
>>>>>
>>>>> No, he's the university's janitor.
>>>>
>>>>And you?
>>>
>>> Wood wholesaler and former comp. sci. student.
>>
>>He he he he..Soon to be a media specialist..
>
> Are we discussing media here? BTW, isn't your Mac one of those with IDE
> drive?

Yep..with scsi to!

>
> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O
> ----&#65533;=ae--&#65533;=oe--&#65533;=ue--&#65533;=Ae--&#65533;=Oe--&#65533;=Ue--&#65533;=sz---- /
> \
>)

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.

-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3173. Saw Jag CD

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-17 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951117224105.10739A-100000@PEAK.ORG>
Source record: 10928

I went back to "The Incredible Universe" and they had Jag CDs on display and even Hover Strike on CD as a demo. It was good to see that there's at least one game on CD now, but too bad it was Hover Strike. The graphics didn't look any better than games I played on my ST 10 years ago - the game reminded me of "Rescue on Fractalus" - a good game on the Atari-8 from years ago. Sure seems like they could have done more.

However, there were more Jag games on the wall than I'd seen before, including Pitfall Mayan Adventure, etc. Hover strike was on ROM too, so perhaps there's still little benefit to the Jag CD. I still think about getting a Jag but I wish they'd have an all-in-one unit with CD in it for less than the Playstation. As it is now, a Jag + CD costs as much as a Playstation and those Playstation games are pretty kick-ass. Anyone know if there's a combo unit in the works?

James

3174. Re: Amiga Best Computer??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-17 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FKRSAJDJUP@cabal.shnet.org>
Source record: 10929

In <1995Nov11.140424.50511@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>In article <FKIUAAAJUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
[A1200]
>> They are in store in Germany, at least A1200s, but I wouldn't buy one. A
>> Falcon is more fun and used ones cost less here than new A1200s.
>
>In other words a new Falcon would cost more than a new A1200...

Yep, but I don't want a new A1200 for the money.

>But the A1200 will have a future because Amiga Technologies will provide a PPC
>upgrade card solution for it in 1996.

C= had also announced many upgrades and boards. RTG, the DSP board, etc..

>Amiga OS will be ported to PPC through
>partnership with Apple, IBM and Mortorola...

Sorry, but yet I don't believe that. I guess it's just a kind of marketing
trick to make Amiga owners hang on to the outdated machines they sell
right now.

>Plus all new PPC machines will also be available in 1996..

Time will tell if they do. Escom is not a developer, it's a company
throwing together PC hardware to bundle them with loads of OEM software.
Any small PC dealer builds better machines of higher quality parts.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3175. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-17 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95321.185404STIRRE31@MAINE.MAINE.EDU>
Source record: 10930

James,
You don't call people names unless you are called them first, huh?
Where did I ever call you a name? Interesting. I find it funny
that you critique others' debating skills when you so often resort
to childish name calling. Quite frankly, if you are not mature
enough to not get so emotionally involved in a discussion on
computers than you'd be doing everyone a favor by just keeping
quiet. I really didn't think my "take a deep breath" comment
was out of line considering I was following up to your post that
was sprinkled with name calling and explanation points. I think
that you might be taking these postings a little too seriously.
I apologize to others for having to read this. I was just a little
peturbed to be called a "little wank" with, what I felt, no
provocation.
-scott tirrell

3176. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov17.163659.50655@cobra.uni.edu>
Source record: 10931

In article <FKMVDIAUUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:
> In <1995Nov10.185300.50498@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>>New Q950's can be had for $1499.
>
> There's no such thing as a "new Q950", the Quadras are obsolete as all
> non-PCI Macs.
There are a few Q850's floating around. Saw the ads in MacWeek..
My 630 runs fine with the apps. Just because I don't have PCI yet doesn't make it obsolete. If you follow your logic than the Falcon is way obsolete!

>
> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O
> ----&#65533;=ae--&#65533;=oe--&#65533;=ue--&#65533;=Ae--&#65533;=Oe--&#65533;=Ue--&#65533;=sz---- /
> \
>)

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3177. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-18 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <BJEG6rz.brimiller@delphi.com>
Source record: 10739

James Wood <jamesw@PEAK.ORG> writes:

>information is an Atari Falcon flyer. So you if you want to accuse
>someone of making up lies and posting assumptions (you presumptuous
>little wank) then I suggest you attack George Crissman.
>
>There. Now I feel better, for your information.

Why do I have this alarming feeling that you are replacing Mr. Sinclair
as the local intellectual void on Comp.sys.atari?

Brian-Roland Miller
Boston, MA

3178. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-18 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DI7zrA.9Lw@ecf.toronto.edu>
Source record: 10932

In article <48h76a$79f@news2.cts.com>,
George Crissman - Ferran Scientific <dferran@crash.cts.com> wrote:
>: It is NOT POSSIBLE for a Falcon to outperform a DEC
>: Alpha in a true test of computation.
>
>And in comparing the benchmark results, did you notice the DEC Alpha
>was only one second faster than the 486/66? If it was really the
>computing powerhouse you claim it to be, it shouldn't be "just barely
>better" than a 486 in this benchmark.

The Atari didn't compete in any benchmark. It simply ran a program that did
a similar thing to a program on another computer. In order for a comparison,
there has to be standardisation. There was none -- we have no idea how
different the alogrithm used on the Falcon was from the one used on the Alpha.
The fact that we can't guarantee that both machines used the same algorithm
renders any such "test" useless.

>I am willing to admit that I do not have all the facts relating to
>the benchmark results, and I make an effort not to make things up
>as I go along. Fortunately, others in the group have added the
>clarifications necessary (it was a Mandelbrot benchmark, the Falcon
>was running in 16-bit color, etc.) to keep this from becoming just
>another *.advocacy shouting match.

When you get the time, respond to my article in which I describe a thought
experiment that proves, using your logic, that an 8MHz processor is faster than
the same processor running at 32MHz.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

3179. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-18 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DI801o.9wu@ecf.toronto.edu>
Source record: 10933

In article <95321.102124STIRRE31@MAINE.MAINE.EDU>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
>Dave,
>Since when did this benchmark become "mine"? I don't recall rabidly
>defending it one way or the other.

Sorry. I haven't been paying too much attention to names in this thread.
If it wasn't you who said all that, OK.

>DEC should be blamed because they set themselves up for humiliation.
>They said that the Mandlebrot generator was a valid way to compare
>the power of dissimlar systems. It seems reasonable to me, that a
>competitor such as Atari would want to show them up. So, they
>wrote up a program that allowed them to do the same number of
>iterations in 16-bit color. According to Bill Rehbok, people from
>DEC took notice of Atari's demonstration :-).

DEC was not humiliated -- anybody who thinks about this so-called benchmark
will realise (yes, I admit that sounds sarcastic, but I don't mean it to be--
I'm just tired and don't want to spend time re-phrasing things) will realise
that this demonstration is totally invalid. The entire point of the article
of mine to which you just responded was that algorithmic differences render
such a test totally meaningless. Why should DEC be humiliated by such a
meaningless demonstration?

>My whole point is that people here are making this benchmark sound
>like it was conceived and orchestrated by the evil and dasterdly
>Atari Corporation. However, it was DEC's brilliant idea. If
>DEC wanted a "fair" comparison, they should've ran the
>program on a Falcon themselves.

It also has nothing to do with DEC or Atari being evil. It has to do with
certain people on this group not understanding the most basic concepts in
Computer Science. As for DEC wanting a "fair" comparison, I don't think DEC
has much to worry about from Atari.

> In a way, it was
>Atari that was proving the pointlessness of another company's
>benchmark (because, yes, the Falcon is less powerful than an
>Alpha in raw power). This is not a good thing?

But no benchmark occurred -- it was simply two companies running programs
that did the same thing! How can this demonstration have been a benchmark
when there was no guarantee that the algorithms used were similar to each
other?

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

3180. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-18 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1811950056520001@metricom04.ucsc.edu>
Source record: 10934

In article <48h76a$79f@news2.cts.com>, dferran@crash.cts.com (George Crissman - Ferran Scientific) wrote:

>We can all dream, can't we? Unfortunately, most people are less
>interested in a powerful computer than they are interested in a
>"compatible" computer. That's probably why the independant press
>hasn't had much to say about the Falcon.

Out of all the things you've posted, this takes the cake. Remove those rosy glasses, and take a look at the real world. 16 MHz 68030 systems with 16-bit data buses and a mediocre DSP just aren't as fast as modern Pentium or PowerMac systems. My 100 MHz PowerMac runs integer-only 680x0 software (the FP instructions aren't emulated) faster than a 40 MHz 68040 can, through emulation! (And you wouldn't believe the speed difference between a 16 MHz 030 and a 40 MHz 040.)

Bleating about how wonderfully efficient GEM is and how small ST programs are won't change some other facts, either - like the fact that GEM and ST programs are woefully lacking in support for many major features needed by large numbers of users. Networking is a real big example.

And for all its efficiency in some areas, GEM's performance and design is often horrible in extremely silly little things. Like the stupid delay between the time you click the mouse button and the time when the system actually registers the click, and the fact that you can't move the mouse cursor off the button that you're trying to click during that time. You know why that happens? Because the original programmers of GEM were too stupid to check for double clicks via an intelligent method, and instead sit and wait until the double click timeout is over to actually get around to reporting the click. Great - the dialogs pop up on the screen real fast (if you have a screen accelerator installed), but an even more crucial element, responsiveness to very low-level user actions, is quite bad.

Don't even get me started on the use of the DOS file system, which is surely one of the dumbest ever invented. Or the interleaved bitmap screen layout, the world's stupidest way to format pixels in memory. I could go on and on...

+---+
|Tim Seufert, bwanga@cats.ucsc.edu UselessWastedSpace(tm) |
| "I never gave anybody hell. I told them the truth, and they |
| thought it was hell." -Harry S Truman (inexact quote) |
+---+

3181. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-18 00:00:00 UTC
From: work@tecnation.com
Message-ID: <work-1811950110480001@tdw.vip.best.com>
Source record: 10935

Peter,

I don't know you, but I have seen some of your postings.

Take a look at our company web site, (read it ALL), and then let me know
your thoughts.

http://www.tecnation.com

Sincerely,

Alex Blok
PRESIDENT

--
TECNATION DIGITAL WORLD
555 Bryant Street, #322
Palo Alto, California 94301, U.S.A.
http://www.tecnation.com

3182. Re: Pricing For '486/66 MHz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-18 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <48lbj1$j0o@news2.cts.com>
Source record: 10936

Right after I claimed that I was careful not to make anything
up in my postings, Timothy A. Seufert (bwanga@cats.ucsc.edu) wrote:

: In article <489c5o$f1d@news2.cts.com>, dferran@crash.cts.com (George
: Crissman - Ferran Scientific) wrote:

: >Lessee, IDE transfers data at 500 Megs and SCSI on the Atari transfers
: >at 700 Megs. They may know what they're talking about. :-)

: You seem to be using meaningless performance ratings here. 500 Megs per
: what? Second? Minute? What precisely do you mean by "Megs"?

While I was certain of the values (IDE=500, ACSI=700), I was uncertain
of the units, so I fudged and said "Megs". I followed that up with a
"correction" in which I claimed the units were "Kilobits per second",
which is also wrong (the ICD utilities show only "K/s" for units).

Actually, the units are kilobytes per second.

Sorry!

-- George

3183. Re: Saw Jag CD

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov18.180547.50690@cobra.uni.edu>
Source record: 10937

In article <Pine.SUN.3.91.951117224105.10739A-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
>
>
> I went back to "The Incredible Universe" and they had Jag CDs on display
> and even Hover Strike on CD as a demo. It was good to see that there's
> at least one game on CD now, but too bad it was Hover Strike. The
> graphics didn't look any better than games I played on my ST 10 years ago
> - the game reminded me of "Rescue on Fractalus" - a good game on the
> Atari-8 from years ago. Sure seems like they could have done more.

Yep..But this is Atari. Seems like they could have done more for their
computer line as well.

>
> However, there were more Jag games on the wall than I'd seen before,
> including Pitfall Mayan Adventure, etc. Hover strike was on ROM too, so
> perhaps there's still little benefit to the Jag CD. I still think about
> getting a Jag but I wish they'd have an all-in-one unit with CD in it for
> less than the Playstation. As it is now, a Jag + CD costs as much as a
> Playstation and those Playstation games are pretty kick-ass. Anyone
> know if there's a combo unit in the works?

Little tibit I like to share with the mere mortals. My brother was at EB or
Software etc., can't remember. He saw piles of returned PlayStations. The
sales droid stated that people were un happy with the game play on the
PlayStation. He than overheard a group of people talking to one another
stating that the Jagflop had the best game play. Didn't mention games or so.
However, the store did not carry the Jagflop..Of well another missed
opportunity by Atari..

>
> James
>

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3184. Re: Pricing For '486/66 MHz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-18 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1811950115150001@metricom04.ucsc.edu>
Source record: 10938

In article <48h9nf$7fn@news2.cts.com>, dferran@crash.cts.com (George Crissman - Ferran Scientific) wrote:

>: > SCSI is also faster than IDE, at least as implemented on the Atari.
>
>: (Yawn!) This is tiresome. Neither SCSI nor IDE have ONE speed.
>
>True. But they do have a rated maximum speed. IDE is around
>500 Kbits/second according to my favorite clone dealer, and
>Atari's ACSI/SCSI runs around 720 Kbits/second according to
>my ICD Utilities.

Methinks you have some problems with the number systems in which drive throughput are measured. For example, a typical 1.44 MB floppy drive is capable of 360 Kb/s (kilobits per second) burst. The numbers you're getting from ICD are probably in KB/s (kilobytes per second). The difference between a bit and a byte is quite significant. (BTW, your drive's a bit slow; I used to get about 1300 KB/s on my 1040STe, which was about the max the STe could do even though SCSI can go a lot faster than that.)

IDE is way, way faster than your dealer thinks it is. Even if the number he's giving you is actually 500 KB/s, he's full of it. Vanilla IDE is capable of at least 3 MB/s, and EIDE can attain 13 to 16 MB/s. (Your mileage, of course, will vary depending on the specific card and drive used.)

+---+
|Tim Seufert, bwanga@cats.ucsc.edu UselessWastedSpace(tm) |
| "I never gave anybody hell. I told them the truth, and they |
| thought it was hell." -Harry S Truman (inexact quote) |
+---+

3185. Re: Sinclap roots for the BeBox?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-19 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FKTACJCVUP@cabal.shnet.org>
Source record: 10740

In <483ls8$f85@gti.gti.net> azog wrote:
>Now what I wonder is why Sinclap would would root for the BeBox?

- he will have a new machine to bash in five years of time
- he is dissatisfied with the memory hog that is called MacOS
- he finally wants to know what "preemptive multitasking" means

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3186. How To Win At Video Games (Atari) - $4.00

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-19 00:00:00 UTC
From: guard@netcom.com
Message-ID: <guardDIAxKo.GzF@netcom.com>
Source record: 10741
Cross-posted to: rec.games.video.marketplace,comp.sys.atari.advocacy,alt.atari.2600,rec.games.video.atari

```
||=========================================================================||
|| How To Win At Video Games (Atari) 168 Pages of Atari Hints/Secrets - $4 ||
||=========================================================================||
--
[)(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<(]
||===========[ Robert S. (Avid Video Game Player And Collector) ]===========||
|| Email: [guard@netcom.com] or Call: [(310)544-1596] If You Are Interested ||
||=====[ In Buying Or Selling: 3DO/Atari 2600/PC/PCEngine/Playstation ]=====||
|| Sega Genesis/Saturn/Super Nintendo/Turbo Duo/"Systems/Games/Accessories" ||
[)(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<>(o)<>(X)<(]
```

3187. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-19 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <48n795$han@studs.sci.kun.nl>
Source record: 10742

Here's my $0.02, for what it's worth:

The Mandelbrot benchmark was run by DEC to show off the power of their Alpha processor. So I would _guess_ that the benchmark would be somehow optimized for this processor.

Secondly, I think it was more or less intended as a joke by Atari to whip up a DSP mandelbrot generator and produce the pictures faster than DEC. I am sure they didn't want to state that the Falcon had more horsepower than a DEC. If I would be showing a computer with a DSP (the ultimate fractal processor!) and somebody else had their computer show off its fractal capabilities, I would do exactly the same as Atari did.

I don't recall any advertizing by Atari (ab)using these data. It's just a funny anecdote. Take it easy!

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

3188. Re: Saw Jag CD

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-19 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <48n7mj$hgk@studs.sci.kun.nl>
Source record: 10743

In <1995Nov18.180547.50690@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>Little tibit I like to share with the mere mortals. My brother was at EB or
>Software etc., can't remember. He saw piles of returned PlayStations. The
>sales droid stated that people were un happy with the game play on the
>PlayStation. He than overheard a group of people talking to one another
>stating that the Jagflop had the best game play. Didn't mention games or so.
>However, the store did not carry the Jagflop..Of well another missed
>opportunity by Atari..

Sinclap? Is that you?

Next thing you know Linda McCartney will be eating meat or something.
Strange world this is.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

3189. Re: Jaguar vs. Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-20 00:00:00 UTC
From: vdleij@phil.ruu.nl
Message-ID: <vdleij-2708561356120001@ana-dyn-27.mac.phil.ruu.nl>
Source record: 10744

The great differnce is indeed the open architecture of the Falcon agaist
the closed archtecture of the Jaguar. One of the big costs for developping
the Falcon is the Operating System absent in the Jaguar.

Joost.

--
Holland Game Design Original Designs for next gen games
's Gravelandseweg 127 Demos available
1217 ER Hilversum Licenses available
The Netherlands
e-mail: Joost.vanderleij@phil.ruu.nl

3190. Re: Its FRIENDLY!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-20 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95324.211333STIRRE31@MAINE.MAINE.EDU>
Source record: 10745

Bob,
What I do on my Falcon is to install a JPEG viewer application under
GEM so that I can merely double-click on a JPEG to view it :-).
Very simple. Your method sounds simple as well although there is
more typing. If you have TOS 2.06 on your STe you should be able
to do this. I don't think 1.62 could.
-scott tirrell

3191. Re: Its FRIENDLY!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-20 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <48qtev$ca9$2@mhafc.production.compuserve.com>
Source record: 10746

>and is generally more of a pain in the butt to do so on PC. (decrunching JPEGs)

Oh, I dunno... all I do to decrunch JPEGs on my PC is type "J"...

How much of a pain in the butt is that..?

Of course, that's because I'm running a batch file named J.BAT (sorry, no batch files on a Falcon) which actually saves me the tremendous effort of typing in "DJPEG *.JPG".

ALL computers and operating systems have their good points, and their bad points... I find myself wishing my STe had some of the things I've come to take for granted on my PCs, and vice versa.

That doesn't make either of them better or worse.. only different.

BobR

3192. Re: Atari..It's time to call it quits!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-20 00:00:00 UTC
From: Kevin Pigman <Kevin.Pigman@ColumbiaSC.ATTGIS.COM>
Message-ID: <DICvBB.A4D@ncrcae.ColumbiaSC.ATTGIS.COM>
Source record: 10747

```
>==========PETER SINCLAIR-DAY, 11/17/95==========
>
>In article <48aeeq$goi@ccshst05.cs.uoguelph.ca>,
>mrathwel@uoguelph.ca (Mark Rathwell) writes:
>> : Atari has been late with everything!!
>>
>> Everything? Gee ... I don't know ... Pitfall: The Mayan
Adventure
>> was two months early. NBA Jam TE looks like it's gonna be
>released ahead
>> of schedule.
>
>Why is that the none of the retailers in my area or the state
>does not have the
>Jagflop? Well, Atari is overtly late with distribution..I even
>suspect that
>Atari has stopped producing the Jagflop..
>

No actually Peter, Atari has shut down. They have decided they
cannot continue producing the Jaguar nor run their business
since it is such a personal burden to you....
```

3193. Re: Amiga Best Computer??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-20 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <48qrc2$h6b@dux.dundee.ac.uk>
Source record: 10748

```
: Time will tell if they do. Escom is not a developer, it's a company
: throwing together PC hardware to bundle them with loads of OEM software.
: Any small PC dealer builds better machines of higher quality parts.

I heard that the new base Amiga is #399 with 2meg and NO hard disk.
Even more clever is the #499 bundle which has 2meg a HD and Scala. However
Scala needs 3.5 meg to run!!

Rod
--
--
Rod McCall, Senior Honours, Computer Science with Accounting Studies
1994/95 President, University of Dundee Dramatic Society
Try My new web page on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
"I know, I read it on the back of a match box!"
```

3194. FS: Atari Portfolio...cheap!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-21 00:00:00 UTC
From: karl miller <klmiller@ouray.cudenver.edu>
Message-ID: <48st35$l36@carbon.cudenver.edu>
Source record: 10749

Greetings,

It has come time to sell my Portfolio and I'm passing the
savings on to you! You get: Portfolio, card drive for IBM, and
2 32k memory cards for $150/obo. Interested? Drop me a line!

karl.

3195. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-21 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <48s4t8$foo@studs.sci.kun.nl>
Source record: 10750

In <95324.102636STIRRE31@MAINE.MAINE.EDU> <STIRRE31@MAINE.MAINE.EDU> writes:

>Sander,
>You put that very well. Thanks! I have been trying to say essentially
>the same thing but have been tripping over the words.

Thanks...

>Speaking of Linda McCartney, enjoy the Beatles Anthology (btw, I
>happened to be listening to Wings when I read your messege :-)).

Ummm, sorry, I was just looking for something equally improbable as
Sinclap saying something positive about the Jag. I'm not that much
into the Beatles, I'm afraid. To speak more in my terms I would have
written something like `next thing you know, Debussy would be writing
a baroque fugue' but I don't think that would have as much impact...
:-)

Keep enjoying your Falcon! BTW, when people see my Falcon generating
zooming mandelbrots on a rotating cube in real-time (in the Experience
demo, IIRC) they're pretty impressed...

...and they should!

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

3196. Re: Its FRIENDLY!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-21 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <48s5ic$gc9@studs.sci.kun.nl>
Source record: 10751

In <48qtev$ca9$2@mhafc.production.compuserve.com> BobR <76702.1466@CompuServe.COM> writes:

>>and is generally more of a pain in the butt to do so on PC. (decrunching
>JPEGs)

>Oh, I dunno... all I do to decrunch JPEGs on my PC is type "J"...
>How much of a pain in the butt is that..?

I _think_ he meant that the Falcons DSP does a better job in
decrunching JPEGs.

>Of course, that's because I'm running a batch file named J.BAT (sorry, no
>batch files on a Falcon) which actually saves me the tremendous effort of
>typing in "DJPEG *.JPG".

You could configure your desktop in a way that you'd only have to
press, say, F1 to decrunch JPEGs. Even simpler... You won't even
have to press RETURN... :-)

>ALL computers and operating systems have their good points, and their bad
>points... I find myself wishing my STe had some of the things I've come to
>take for granted on my PCs, and vice versa.

Indeed. The one thing I like of PCs are the dirt cheap peripherals.
A 2M Video card for my Falcon costs about $540, the same 64bit
technology for PCs would only be about $150.

>That doesn't make either of them better or worse.. only different.

I suspect many Atari users just keep on using Ataris is because of
this. I'm one of them, and though everytime I walk into one of these
big computer stores it hurts to see the current Pentium prices. But I
won't give in!! I _don't_ want to have the same computer as
everybody else...

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

3197. Re: Its FRIENDLY!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-22 00:00:00 UTC
From: clifton@southern.co.nz
Message-ID: <48upeh$e7n@orm.southern.co.nz>
Source record: 10752

```
: What I do on my Falcon is to install a JPEG viewer application under
: GEM so that I can merely double-click on a JPEG to view it :-).
: Very simple. Your method sounds simple as well although there is
: more typing. If you have TOS 2.06 on your STe you should be able
: to do this. I don't think 1.62 could.

TOS 1.62 by itself wont do it but...
All you have to do is to get a replacement desktop program (like Terra
Desk or Multi TOS) and then it's drag and drop too.
```

3198. Re: Pricing For '486/66 MHz

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-22 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <48v0h3$8ov@turing.fwi.uva.nl>
Source record: 10753

brimiller@delphi.com wrote:

:Timothy A. Seufert <bwanga@cats.ucsc.edu> writes:
:
:>Since when have you been forced to run Windows on a PC? If I had a PC, I
:>would probably have it set up with a multiple boot configuration, with DOS
:>(games), OS/2 (cool GUI environment, compatible with most Windows
:>software), and Linux (free UNIX).
:
:Since most people who use computers wouldn't have the time nor the
:expertise to configure just such a system.

I was a complete novice when I installed a slackware version of linux in
just over 20 minutes.

hope this helps.

--
Martijn Dekker
Math department | PFF:
University of Amsterdam | latest product: Ishido for X Window System
http://www.fwi.uva.nl/~mdekker/ | http://www.fwi.uva.nl/~mdekker/pff.html

3199. Jag CD combo again

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-22 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951122083840.11550A-100000@PEAK.ORG>
Source record: 10754

Well, after all this discussion and reading Mark Rathwell's post that the CD/combo unit has been discontinued, I was thumbing through a videogame magazine and read a little blurb about what's coming out for all the new systems.

It said that the Jaguar 2 is the combo unit, and that it's "real 64-bit" (don't mean to start that up again). According to the article, the Jag2 has 64-bits on one chip, not more than one. If it's different architecture like that, I wonder if it will be completely compatible? Anyway - it sounds good. I think it's great to be able to buy one (Jag) and the other (CD) seperately, but then software makers have a two-headed beast to feed - almost like two different markets to cater to. If something is *standard* equipment like a built-in CD, it will get total support. Look at the Sega CD for Genesis - and the 32X -now there are two expensive peripherals for the Genesis that are headed absolutely nowhere in the future with the Saturn in the spotlight!

James

3200. Re: Sinclap roots for the BeBox?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov22.204518.50765@cobra.uni.edu>
Source record: 10755

In article <FKTACJCVUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
> In <483ls8$f85@gti.gti.net> azog wrote:
>>Now what I wonder is why Sinclap would would root for the BeBox?

More choices..

>
> - he will have a new machine to bash in five years of time

And you? I raise questions about the company--Atari..

> - he is dissatisfied with the memory hog that is called MacOS

I have plenty of memory. MacOS does more costs less!!

> - he finally wants to know what "preemptive multitasking" means

And TOS has preemptive multitasking? He he he. I bet when you do a side by
side comparison between Mac OS and TOS to Joe consumer, guess which one will
likes?
>
> Thorsten
>
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O
> ----&#65533;=ae--&#65533;=oe--&#65533;=ue--&#65533;=Ae--&#65533;=Oe--&#65533;=Ue--&#65533;=sz---- /
> \
>)

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3201. Re: Atari..It's time to call it quits!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov22.204819.50766@cobra.uni.edu>
Source record: 10756

In article <48niee$mk3@gti.gti.net>, azog@gti.gti.net (azog) writes:
> PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
>
> : Why is that the none of the retailers in my area or the state does not have the
> : Jagflop? Well, Atari is overtly late with distribution..I even suspect that
> : Atari has stopped producing the Jagflop..
>
> Why is it I find it hard to belive you visited every shop in Iowa? I

Would be impossible to check every shop..I have not seen an advertisement for
the Jagflop from the major retailers. Plenty of SNES, Genesis, PlayStation,
3do and Saturn. Why is it that the above is widely available and I have to
look real hard to find the Atari console?

> --
> Billy D'Augustine
> azog@gti.gti.net
> http://www.gti.net/azog/
>

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3202. Re: Atari..It's time to call it quits!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov22.205641.50768@cobra.uni.edu>
Source record: 10757

In article <48p1gr$3ao@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Why is that the none of the retailers in my area or the state does not have the
> : Jagflop?
>
> Why don't you write Atari and ask them where in your state the
> Jaguar is sold? The address is atari@genie.geis.com. Someone recently
> wrote and told you where to by Jaguar products in Iowa.

Where?

>
> Well, Atari is overtly late with distribution..I even suspect that
> : Atari has stopped producing the Jagflop..
>
> Late with distribution? The only one they are late with is
> Walmart and that is because new Walmart brass has taken over. As for
> Atari not producing the Jaguar, that is hogwash.
>

Quit making excuses for Atari. Does Atari have enough inventory to supply Wal-Mart stores? I doubt it because Tramiel is always conservative with production and stock..Thats why Atari is always in trouble by not supplying the suppose demand..

> >> Mark <<
>
> --
> ===
> M A R K A R A T H W E L L The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "I spent my life believing it would not end this way" - Robert Lamm
> ===

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3203. Re: (very long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-23 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <492bqu$6a1@news2.cts.com>
Source record: 10758

Martin Thomas (martin@llanelli.demon.co.uk) spent some time and effort
to post the following :

: George Crissman - Ferran Scientific (dferran@crash.cts.com) wrote:
: : No, the 520 ST from 1985 is generally considered to have processing
: : power equivalent to a '386 running at 33 MHz. Good guess, however.

: Umm.. don't think that's correct. Well not according to the July 1987
: issue of BYTE which benchmarked the 80386 & 68020. I've summarized the
: results below. The Compaq Deskpro & MAC SE/Hypercharger ran the CPUs at
: 16mhz, FPUs at 8mhz. The standard SE was a 68000 clocked at 7.83mhz, no
: FPU, which would be closest to an ST in raw processing terms.

: TEST ITERATIONS DESKPRO SE/HYPER SE
: Fibonacci 100 3.10 71.60 264.00
: Float 10,000 5.41 4.16 229.98
: Sieve 100 5.98 14.94 64.70
: Sort 100 9.67 19.82 111.30
: Savage 25,000 35.10 8.78 1884.30
: Dhrystones/sec500,000 3703.70 2114.00 574.00

: As with all benchmarks, it's sometimes hard to tell what's being tested,
: the machine or the compiler.

True. However, those benchmarks do not include the system overhead
of Microsoft Windows (for the PClone) and GEM (for the ST). The
Microsoft product is so inefficient, that the 8 MHz 520 ST running
GEM feels like a '386 @ 33 MHz running Windows.

: : Regarding Falcon storage: generally speaking, a 10K "C" source file
: : will compile to approximately 5K of executable program on the Atari,
: : while the same source file will compile to about 20K on a PClone.

: This is surely compiler dependent and not processor dependent (maybe we
: should try comparing some compiler output? :-). I have the Zortech, MS,
: Turbo and GNU C/C++ compilers here and each produces executables of
: varying speed/size.

It is somewhat compiler dependent, slightly processor dependent (because
Motorola processors are more efficient), architecture dependent, and
compatibility dependent. The crazy-quilt of PClone "standards" dating
back to 1982 requires bloated code to ensure the software will run on
the greatest number of "compatibles".

: : This four-to-one ratio suggests that 4 Meg of Falcon RAM translates to
: : 16 Meg of PClone RAM, and 350 Meg of Falcon hard drive translates to a
: : 1.24 Gig hard drive on the PClone.

: I don't know how true your 4-1 ratio is, but data is the same size no
: matter what system you use, and if your into hard disk recording it's
: gonna take up a lot of hard disk.

If you were to fill the hard drive with executable programs, you would approach the 4-to-1 ratio. Since this is an unreasonable extreme (there must be data SOMEwhere!), I've been allowing PClones a more-reasonable 2-to-1 ratio for comparison purposes.

-- George

(This was an excellent, thoughtful posting!)

3204. Re: Its FRIENDLY!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-23 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-2211952023070001@metricom05.ucsc.edu>
Source record: 10759

In article <48s5ic$gc9@studs.sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) wrote:

>I suspect many Atari users just keep on using Ataris is because of
>this. I'm one of them, and though everytime I walk into one of these
>big computer stores it hurts to see the current Pentium prices. But I
>_won't_ give in!! I _don't_ want to have the same computer as
>everybody else...

Then buy a BeBox when they become more available. http://www.be.com

```
+-------------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu UselessWastedSpace(tm) |
| "I never gave anybody hell. I told them the truth, and they |
| thought it was hell." -Harry S Truman (inexact quote) |
+-------------------------------------------------------------+
```

3205. Re: Japanese business practice & Video Game magazine Bias

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-23 00:00:00 UTC
From: acarter1@osf1.gmu.edu
Message-ID: <490i7p$mdb@portal.gmu.edu>
Source record: 10760
Cross-posted to: rec.games.video.advocacy,rec.games.video.misc,comp.sys.atari.advocacy,comp.sys.atari.st

: > In a previous article I wrote, it is said that Japanese business practice
: > is stiffling U.S. penetration of the Japanese Video Game industry.
: > Is this, true ?

Yes. Now I don't usually believe in conspiracy theories, but the
fact that the magazines have been spreading so much misinformation about
the Jaguar is pretty suspicious. Japanese companies also make it their
general practice to do things by which American standards would be called
unethical (flooding the market, blocking American companies in Japan, etc.)

: > If this is true, why haven't magazines done a full spread on this topic ?

Because every other system (besides the Jaguar) is made by a Japanese
company. That's a LOT of advertising dollars.

> Are U.S. Video Gaming Magazines anti-Atari

See above :)
?
: > If so name specifics ... (my personal of course is EGM).

Yeah, probably the worse offender.

: > In general MOST AMERICAN magazines suffer from this. I believe it is due
: > to the kind of people these magazines employ (some articles make me
: > question the level of qualification/education of these
: > "reporters/writers"). These people are thus allowed to hold onto hier bias

Most video game magazine "writers" (and I use the term loosely) don't
seem to have any qualifications whatsoever. There are exceptions, of course,
but I buy magazines mainly for the advertisements.

: > I personally prefer reading British gaming mags, as they are more in depth
: > of reporting, and provide more factual content, rather than a pile of
: > hype, and trash reporting.
: > U.S. magazines I read ? Definately NextGen, and sometimes GamePro.
: > NOTE: I think this is genuine discussion topic, do not regard it as
: flame bait.

Well, you're probably going to get flamed anyway (so will I, probably:P).
The only system I own (the only system still being manufactured, that is) is
the Jaguar. However, I feel no need to flame the other systems (or their
owners). Honestly, hardware-wise there are no bad systems (not something
that's been true in console history) out, and the fact that most of these
magazines for some mind-boggling reason take sides is ridiculous. Where
do they recruit the writers? Junior high schools across the country?

3206. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-23 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <492b1e$68o@news2.cts.com>
Source record: 10761

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
: In article <48h76a$79f@news2.cts.com>,

: When you get the time, respond to my article in which I describe a
: thought experiment that proves, using your logic, that an 8MHz
: processor is faster than the same processor running at 32MHz.

I've been discussing the performance of computer systems, not the
theoretical performance of the central processor. And we haven't
been discussing the "...same processor...", since PClones use
Intel-designed processors and Ataris use Motorola-designed processors.

Since Intel processors use an internal microcomputer architecture
that is less efficient than the minicomputer architecture of the
Motorola processors, a direct comparison of clock speeds will not
be a good comparison of system power.

-- George

3207. Untrue Rumours

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-23 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <492cva$7ro@dux.dundee.ac.uk>
Source record: 10762
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

The rumours regarding Atari dropping the Jaguar, as untrue a
message I received from Atari UK under the topic "Death of Atari
Hardware" can be found comp.sys.atari.st under "Death of Atari Hardware".

--
--
Rod McCall, Senior Honours, Computer Science with Accounting Studies
1994/95 President, University of Dundee Dramatic Society
Try My new web page on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
"I know, I read it on the back of a match box!"

3208. Re: Its FRIENDLY!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-23 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <492uv4$p7f@gti.gti.net>
Source record: 10763

BobR (76702.1466@CompuServe.COM) wrote:

: Oh, I dunno... all I do to decrunch JPEGs on my PC is type "J"...

: How much of a pain in the butt is that..?

Hell, all I do is drag the .JPG file to SPEED OF LIGHT that is installed
on my desktop. I've also got JPEGD.PRG in my AUTO folder to help speed
up uncrunching...

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

3209. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-23 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FKXUDFCFUP@cabal.shnet.org>
Source record: 10764

In <1995Nov22.205359.50767@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>In article <FKTTCHAIUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>> In <1995Nov17.163301.50653@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>>>In article <FKMVDIALUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>>>> The first PPC Macs are also outdated, NuBus has been replaced by PCI, you
>>>> know? And AFAIK you can not upgrade to a 7500.
>>>
>>>I what way are they outdated?
>>
>> No CPU daughter board, no PCI bus.
>
>A 6300 logic bord does not count?

Does it add PCI?

>The ones who buy a non PCI one does not
>need

...expandability.

>There is at least 20 models in the Mac line to chose from..

And only few who are upgradeable for the future.

>Tell me where I can find a cheap fast 040 or risc ST for professional desktop
>publishing, multimedia and video production?

DTP: it's called the "Apple PowerMac x500" with "MagiCMac" and "NVDI for Mac".
Calamus users are Calamus users, not Atari users. And MagiCMac also runs
word processors, spreadsheets, databases, etc..

Multimedia and video production are not very strong on the ST line, with
the exception of special Falcon software.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3210. WANTED!: FALCON SOFTWARE DEVELOPMENT & MARKETING COMPANY

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-23 00:00:00 UTC
From: work@tecnation.com
Message-ID: <work-2311952332520001@tdw.vip.best.com>
Source record: 10765
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,z-netz.rechner.atari.hardware,zer.z-netz.rechner.atari.hardware,zer.z-netz.rechner.atari.programmieren,z-netz.rechner.atari.programmieren

WANTED!: FALCON SOFTWARE DEVELOPMENT & MARKETING COMPANY

Nov 23, 1995 - 1.3

---
1. INTRODUCTION

TECNATION DIGITAL WORLD, the creators of the BiT BOPPER Dynamic Graphics
from Audio software for the Atari / C-Lab Falcon are seeking a 3rd party
company to take over the development and marketing of this innovative
product.

The software is at release 1.51, which is stable and had been well
received by our initial customers.

If you're on the web, surf to:
http://www.tecnation.com
and choose CHANNEL 14

---
2. YOU

If you think you can take on BiT BOPPER and continue to DEVELOP it, and
MARKET it world-wide on the Atari / C-Lab Falcon, we would like to hear
from you.

Requirements:

- You must be competent
- Previous experience with the Falcon
- Previous experience with the markets BiT BOPPER is targeted towards
- You must have the financial resources to further develop and promote BiT
BOPPER world-wide
- You must have the ability to create high quality marketing material to
backup the innovative and eye-catching nature of BiT BOPPER
- You must have a world-wide web site, or you may use our site to promote
BiT BOPPER until you get your own. (The URL for ours is shown later in
this document.)

---
3. QUESTIONS AND ANSWERS

- Why is Tecnation looking to pass on BiT BOPPER?
We are now too busy with other ventures, but firmly believe the market for

BiT BOPPER is ready for exploitation - which is why we are keen to keep
the product alive!

- What are the financial details?
We will require an advance payment, followed by royalties. All negotiable.

- What will you receive as part of the deal?
We will provide our development system, and all source code, documentation
and user documentation.

- What technical support will Tecnation provide?
We will provide some up front technical support to help with any transition.

- What about Mac and PC versions of BiT BOPPER?
This is negotiable.

- What specification Falcon does BiT BOPPER require?
4Meg of RAM and at least 10Meg of hard disk space. Audio input. MIDI IN.

- How many Falcons are their in the world?
Unsure. However, now C-Lab are building them, the installed base will grow.

- Does it matter where you are based?
No! Although we would prefer a German company due to the popularity of the
Falcon in Germany, we welcome anyone from anywhere.

- Was BiT BOPPER sold under a different name before?
Yes. Falcon BiT BOPPER was previously sold as SONOVISTA, but not any more.
It is known as VIBRAVISION in Germany, however, we ask the name BiT BOPPER
is used globally to simplify matters.

---
4. FOR MORE INFORMATION ON FALCON BiT BOPPER

Use your web browser and surf to:

http://www.tecnation.com/14/

---
5. IF YOU ARE INTERESTED,
OR KNOW A ANYONE THAT MAY BE INTERESTED

Please contact us at:

bitbop@tecnation.com

or via mail to:

Falcon BiT BOPPER licensing
c/o TECNATION DIGITAL WORLD
555 Bryant Street, #322
Palo Alto, California 94301, U.S.A.

BiT BOPPER is a trademark of Tecnation. Falcon is a trademark of Atari
Corp, licensed to C-Lab. Copyright © Tecnation 1995. All Rights Reserved.

END

--
TECNATION DIGITAL WORLD
555 Bryant Street, #322
Palo Alto, California 94301, U.S.A.
http://www.tecnation.com

3211. Re: Sinclap roots for the BeBox?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-23 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FKXUDFCIUP@cabal.shnet.org>
Source record: 10766

In <1995Nov22.204518.50765@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>In article <FKTACJCVUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:
>> In <483ls8$f85@gti.gti.net> azog wrote:
>>>Now what I wonder is why Sinclap would would root for the BeBox?

>> - he will have a new machine to bash in five years of time
>
>And you? I raise questions about the company--Atari..

What machine am I bashing? Nope, you are not raising questions about Atari
but about the hardware people are satisfied with.

>> - he is dissatisfied with the memory hog that is called MacOS
>
>I have plenty of memory.

Of course you have. MacOS is a memory hog and swapping becomes terrible
very quickly without it.

>MacOS does more costs less!!

What "more" are you referring to? And "costs less" is not what I'd say
when being advised to get at least 24 megs of RAM.

>> - he finally wants to know what "preemptive multitasking" means
>
>And TOS has preemptive multitasking?

MultiTOS and MagiC have, yes.

>He he he. I bet when you do a side by
>side comparison between Mac OS and TOS to Joe consumer, guess which one will
>likes?

Windows '95.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3212. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-24 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DIIv5E.Mz9@ecf.toronto.edu>
Source record: 10767

In article <492dd2$6d3@news2.cts.com>,
George Crissman - Ferran Scientific <dferran@crash.cts.com> wrote:
>: It's not me who's been touting this benchmark
>: and claiming that the Falcon is faster than the DEC Alpha, it is George
>: Crissman, who brought the whole situation up.
>
>I was responding to a posting by the one and only Peter Sinclair-Day.
>
>Since the DEC alpha completed the Mandelbrot benchmark in 5 seconds
>and the Atari Falcon completed it in 4 seconds, the Falcon is obviously
>faster than the Alpha when running this benchmark.

It wasn't a benchmark. In a benchmark, the code is standard so that the differences in performance can be attributed to the hardware only. (Yes, compilers can affect the results, but that's another story.) The point here is that there was no standardisation. DEC wrote a program. Atari wrote a program that did the same thing. Atari's program ran faster. What does that prove? Nothing. We have no way of knowing whether the Atari ran the program faster because the hardware is better, or because the algorithm was better.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

3213. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-25 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <496f7k$en3@inca01.inca.co.nz>
Source record: 10768

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
> In article <492b1e$68o@news2.cts.com>,
> George Crissman - Ferran Scientific <dferran@crash.cts.com> wrote:
> >Since Intel processors use an internal microcomputer architecture
> >that is less efficient than the minicomputer architecture of the
> >Motorola processors, a direct comparison of clock speeds will not
> >be a good comparison of system power.

> As for "microcomputer" versus "minicomputer" architecture, that's nonsense.
> The inefficiencies in the Intel architecture are due to its lack of general-
> purpose registers, its harvard architecture memory scheme, the fact that
> current Intel x86's have to remain backwards-compatible with old processors,
> and many other factors.

"Harvard Architecture" is _A_GOOD_THING_ as any first year computer
science student will tell you.

In Harvard architecture, code and data areas are kept separate, even
though they are in contiguous memory locations.

This allows the use of one bus interface to load instructions to be
executed, and another bus interface to load data. Both code and adata
buses can operate independently of one another. And both can operate
simultaneously.

The Motorola 68030 is a good example of such an architecture.

The Intel 16- and 32-bit protected mode architecture (80286, 80386, 80486,
Pentium, Pentium Pro), theoretically allow for this, but the system
implementations I have seen do not seem to be intelligent enough to
exploit it.

The register starvation of the intel architecture does not allow for
common big-iron programs to run efficiently on such architecture.

[end ranting]

--

If I am wrong, flame AOL.
If I am right, flame AOL.
What the hell, just flame AOL.

3214. Floppy drive for atari520st

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-25 00:00:00 UTC
From: naderr@topaz.cqu.edu.au
Message-ID: <1995Nov25.214619@topaz>
Source record: 10769

Hi,

We have an atari 520ST that is to have the internal 3.5 dd floppy drive replaced. What is the best possible drive to place in it? Also, what format compatabilty would this drive have? (msdos, mac, unix)?

TIA,

Rob -

3215. Re: Atari..It's time to call it quits!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-26 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <498f13$grr@ccshst05.cs.uoguelph.ca>
Source record: 10770

: Where?

Write to Atari and ask. I don't live in Iowa.

: Quit making excuses for Atari.

Who's making excuses? If Atari was ready to ship to Walmart, but
the Walmart execs wanted to review the deal then I see no reason why
Atari should be blamed. Word has it that Atari has begun shipping to them
finally.

Does Atari have enough inventory to supply
: Wal-Mart stores?

I'm not in charge of the production of the Jaguar and I doubt
that anyone knows how much inventory Atari has.

>> Mark <<

--
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I spent my life believing it would not end this way" - Robert Lamm

3216. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-26 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <498imf$nrt@news3.cts.com>
Source record: 10771

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
: In a benchmark, the code is standard so that the
: differences in performance can be attributed to the hardware only.

No, but close. The method used to perform the benchmark is
standard. If you were comparing different versions of the
same computer system (say a '386 vs a '486 vs a '586), your
method would be correct. However, you cannot run a program
on a Mac that was written for a PClone and vice versa (assuming
you're not using an emulator of some sort, which would add it's
own inefficiencies if used). The program won't run on another
system because the architecture of the other system is different,
the op codes are different, and the operating system is different.

Using "standard code" also makes it impossible to include the added
computing power of, say, a Digital Signal Processor, unless
that feature is available in all of the computer systems tested.
Standard code would give inaccurate results in this situation, since
not all of the computers tested contain all of the standard Falcon
hardware features. For the most accurate results, the benchmark
must be custom-written using the standard method for each machine
it's to be used on.

: DEC wrote a program. Atari wrote a program that did the same thing.
: Atari's program ran faster. What does that prove?

In the case of this one benchmark, it proves that the Falcon is
slightly faster than the Alpha that was being demonstrated. Your
comment that these programs "...did the same thing..." makes it
pretty clear that it's reasonable to compare the results between
the various incompatible systems.

-- George

3217. Re: Sinclap roots for the BeBox?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-26 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov26.021124.50791@cobra.uni.edu>
Source record: 10772

In article <FKXUDFCIUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
> In <1995Nov22.204518.50765@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>>In article <FKTACJCVUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>>> In <483ls8$f85@gti.gti.net> azog wrote:
>>>>Now what I wonder is why Sinclap would would root for the BeBox?
>
>>> - he will have a new machine to bash in five years of time
>>
>>And you? I raise questions about the company--Atari..
>
> What machine am I bashing? Nope, you are not raising questions about Atari
> but about the hardware people are satisfied with.

Just countering outrageous claims made by Atari advocates..

>
>>> - he is dissatisfied with the memory hog that is called MacOS
>>
>>I have plenty of memory.
>
> Of course you have. MacOS is a memory hog and swapping becomes terrible
> very quickly without it.

Swapping? We Mac users have harddrives unlike ST users..

>
>>MacOS does more costs less!!
>
> What "more" are you referring to? And "costs less" is not what I'd say
> when being advised to get at least 24 megs of RAM.

I have 16 megs and my set up still costs way less than the four meg Falcon.
Considering that the Mac OS and apps have more features and functionality than
the zero Atari equevelant ones..

>
>>> - he finally wants to know what "preemptive multitasking" means
>>
>>And TOS has preemptive multitasking?
>
> MultiTOS and MagiC have, yes.
>
>>He he he. I bet when you do a side by
>>side comparison between Mac OS and TOS to Joe consumer, guess which one will

>>likes?
>
> Windows '95.
>

Not according to new sales figures from Dataquest. Mac sales have gone through
the stratosphere after Wintel 95 became available..

> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O
> ----&#65533;=ae--&#65533;=oe--&#65533;=ue--&#65533;=Ae--&#65533;=Oe--&#65533;=Ue--&#65533;=sz---- /
> \
>)

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3218. Re: Atari..It's time to call it quits!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-26 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov26.021659.50792@cobra.uni.edu>
Source record: 10773

In article <498f13$grr@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Where?
>
> Write to Atari and ask. I don't live in Iowa.
>
> : Quit making excuses for Atari.
>
> Who's making excuses? If Atari was ready to ship to Walmart, but
> the Walmart execs wanted to review the deal then I see no reason why
> Atari should be blamed. Word has it that Atari has begun shipping to them
> finally.

What ever..About time considering that Atari missed the after Thanksgiving sales. I was in Best Buy on Friday...Still no Jagflop but the others were out in force..

>
> Does Atari have enough inventory to supply
> : Wal-Mart stores?
>
> I'm not in charge of the production of the Jaguar and I doubt
> that anyone knows how much inventory Atari has.

Not enough to supply all of the Wal-Mart stores..

>
> >> Mark <<
>
> --
> ==
> M A R K A R A T H W E L L The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "I spent my life believing it would not end this way" - Robert Lamm
> ==

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki

Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3219. Re: Jag CD combo again

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-26 00:00:00 UTC
From: Joe Walsh <ransom@connect.iconnect.net>
Message-ID: <Pine.BSD/.3.91.951126141600.29407C-100000@connect.iconnect.net>
Source record: 10774

On Wed, 22 Nov 1995, James Wood wrote:

> Anyway - it sounds good. I think it's great to be able to buy one (Jag)
> and the other (CD) seperately, but then software makers have a two-headed
> beast to feed - almost like two different markets to cater to. If

I agree that having the two distinct platforms has it's problems
. . .

> something is *standard* equipment like a built-in CD, it will get total
> support. Look at the Sega CD for Genesis - and the 32X -now there are
> two expensive peripherals for the Genesis that are headed absolutely
> nowhere in the future with the Saturn in the spotlight!

. . . but I don't agree that CD-ROM is the way to go. I much
prefer cartridge-based games, because of the speed of access. Videogame
units offer only double-speed CD-ROM, which isn't even close to being as
fast as a cart. True, they're far cheaper to produce, which is nice for
the publishing houses. But the consumer doesn't win there - CD-ROM's
cost the same as carts do, at the retail level. Sure, you can get
full-motion video (or something close to it), but I have yet to see a
CD-ROM game that uses FMV in such a way that it enhances playability. At
this point, with these access speeds, it falls under the "bells and
whistles" category.
So, I'm happy with the way Atari handled that aspect of the
Jaguar.

-Joe

Joseph E. Walsh | Atari 8-Bit User and Programmer Since 1982
ransom@iconnect.net | Classic Traveller Referee Since 1983
Stuck in the '80's | Microsoft-Free and Loving It! :)

3220. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-26 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <49aq5gsps1@mhade.production.compuserve.com>
Source record: 10775

>The benchmark program must be written especially for the machine
>... or the testing will be inaccurate.

Er.. no..

(Look up "benchmarking" in Computer 101 text books)

The purpose of running a benchmark is to run a STANDARDIZED program on
dissimilar hardware to gain a appreciation of the relative efficiency
with which the DIFFERENT hardware runs the SAME program.

It's similar to running different cars on a Dynomometer under a STANDARDIZED
set of conditions to determine how the different vehicles perform under
SIMILAR conditions.

Optimizing a PROGRAM to make a computer perform better than another may be
good PR, but it's NOT "benchmarking".

BobR

3221. Re: (very long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-26 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <49ar11sps2@mhade.production.compuserve.com>
Source record: 10776

>True. However those benchmarks do not include the system overhead
>of MicroSoft Windows (for the PClone) and GEM (for the ST).

That's right... that's why they are called "benchmarks".

They test the relative performance of the CPUs, as was the intention.

>The MicroSoft product is so inefficient, that the 8 Mhz 520 ST running
>GEM feels like a '386 @ 33 Mhz running Windows.

It's precisely this kind of SUBJECTIVE assessment that "benchmarks" are
designed to avoid.

It has also already been explained that there are OTHER reasons for perceived
differences in operating speed than "inefficiencies", including the fact that
GEM on the ST is only updating 32K of screen RAM, while the typical Windows
screen has to update more like 614K of screen RAM, a difference of almost
20 times.

This fact has been conveniently ignored.

I seriously doubt ANYONE would try to say an ST "appears" to run almost 20
times faster than a Windows system, so based on this "benchmark", you'd
have to say that the Windows system is MORE efficient than the ST.. right..?

Sorry... biased opinions and benchmarks do not mix.

BobR

3222. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-26 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <49arcqsps3@mhade.production.compuserve.com>
Source record: 10777

>Why do I have this alarming feeling that you are replacing Mr. Sinclair
>as the local intellectual void on Comp.sys.atari?

Because he's saying something you don't happen to agree with..?

BobR

3223. Atari Portfolio File Traansfers

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-26 00:00:00 UTC
From: af580@freenet.toronto.on.ca
Message-ID: <DIoB1z.4L9.0.bloor@torfree.net>
Source record: 10778
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari,comp.sys.palmtops

Could someone please tell me how to transfer files from my PC to my Portfolio and vice-versa? I have the parallel interface, parallel file transfer cables and the File Transfer software. Every time I try to start an upload, the program just says "Waiting for connection..." and does nothing from there. The cable is hooked up to the parallel port of my PC and to the parallel interface. The internal Portfolio software is set on server and the PC's software transmits. What is going wrong?

Thanks,

Dave
af580@torfree.net
--
Dave Shory
Board of Directors Candidate
af580@torfree.net

3224. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-26 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DInv2I.MHI@ecf.toronto.edu>
Source record: 10779

In article <498imf$nrt@news3.cts.com>,
George Crissman - Ferran Scientific <dferran@crash.cts.com> wrote:
>PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
>: In a benchmark, the code is standard so that the
>: differences in performance can be attributed to the hardware only.
>
>No, but close. The method used to perform the benchmark is
>standard. If you were comparing different versions of the
>same computer system (say a '386 vs a '486 vs a '586), your
>method would be correct. However, you cannot run a program
>on a Mac that was written for a PClone and vice versa (assuming
>you're not using an emulator of some sort, which would add it's
>own inefficiencies if used). The program won't run on another
>system because the architecture of the other system is different,
>the op codes are different, and the operating system is different.

That's why you write the code in a high-level language and use as few
operating system calls as possible. (If you are testing only raw processor
performance, that is, and are trying to eliminate any variations cause by
software.)

Tell me, why can't I run this program written on a PC on some other machine?

```
main{}
{
printf("Starting\n");
/* some mathematical calculation here */
printf("Done\n");
}
```

>Using "standard code" also makes it impossible to include the added
>computing power of, say, a Digital Signal Processor, unless
>that feature is available in all of the computer systems tested.

If you're trying to measure the holisitic performance of the machine, then
you'd better include stuff which doesn't depend on the DSP. That's another
story, though. The point is that it's OK to use the DSP, as long as we can
be sure that the algorithm used is the same as the other machines. Of
course, the result will still be misleading -- it will only tell you about
the speed of the DSP, not the speed of the CPU, which has a much greater
impact on system performance.

>: DEC wrote a program. Atari wrote a program that did the same thing.
>: Atari's program ran faster. What does that prove?
>
>In the case of this one benchmark, it proves that the Falcon is

>slightly faster than the Alpha that was being demonstrated. Your
>comment that these programs "...did the same thing..." makes it
>pretty clear that it's reasonable to compare the results between
>the various incompatible systems.

Did you even understand that thought experiment I talked about a few weeks ago? The point is that we don't know if the algorithms used in the two programs are the same, so we have no way of knowing that the results for the Falcon indicate that the Falcon is faster *SIMPLY BECAUSE IT USED A MORE EFFICIENT ALGORITHM*.

Let me compare two machines that are exactly identical in every way, except that one uses a processor at 8MHz and the other uses a processor at 32MHz, and try to do a benchmark that compares the time it takes to search through a sorted list of 1 000 000 names. On the 32MHz machine I search through the list linearly. On the 8MHz machine I do a binary search. As I proved in that thought experiment, the 8MHz machine will complete the search much, much faster than the 32MHz machine.

Clearly, this test is invalid. Why? Because THE SAME PROGRAM WAS NOT BEING TESTED. THE DIFFERENCES IN EXECUTION TIME WERE DUE TO THE DIFFERENT ALGORITHMS, AND NOT DUE TO DIFFERENCES IN THE PROCESSOR.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

3225. Re: Amiga Best Computer??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-26 00:00:00 UTC
From: Martin Thomas <martin@llanelli.demon.co.uk>
Message-ID: <30B8F164.2ED2E0A@llanelli.demon.co.uk>
Source record: 10780

Rod McCall wrote:
> The other point
> I was making is that most home owners are unlikely to either want
> to try and install Linux and are unlikely for whatever reason to think
> NT is worthwhile, likewise OS/2 is likely to be given a wide bearth.

Well my home machines run just NT & Linux. BTW, Linux is not difficult to
install, PC owners who have messed around with autoexec.bat's & config.sys
will find themselves at home :-).

Martin.
--
| The 'Church' of $cientology has declared war on the Internet, to find
| out more read alt.religion.scientology, or point your web browser at
| http://www.cybercom.net/~rnewman/scientology/home.html. Xenu rules, OK!

3226. fs: ATARI 800XL + accessories

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-26 00:00:00 UTC
From: pmf2@Lehigh.EDU
Message-ID: <49b0t8$r1a@ns3-1.CC.Lehigh.EDU>
Source record: 10781

We've got an 800XL system we're looking to get rid of. Included with the system:

1050 disk drive
CX77 Touch Tablet
1020 plotter
410 tape drive
several disks/software
several books/magazines -- manuals,etc.

We're thinking maybe $100 for all. For more info or to make an offer, please write Joe at JFabregas@aol.com or respond to my message. Thank you.

Pete

3227. Re: SM 124 (us)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-26 00:00:00 UTC
From: danny.lynch@pcms.com
Message-ID: <95112716014959@pcms.com>
Source record: 10782

BRADLY MAURER wrote to ALL: about SM 124 (us)

BM> Anyone have a SM124 to sell. Mine is about to die!

Contact CeeJay Software PO Box 1303, Mt. Vernon, IL, 62864
Phone: (618)242-0405

They sell all sorts of used ATARI gear at reasonable prices. I think a mono monitor will cost you about 55 bucks. Good luck!

---
* Kivi (unregistered) 1.41 *

3228. Re: Its FRIENDLY!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-26 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <49asfjsps4@mhade.production.compuserve.com>
Source record: 10783

>Hell, all I do is drag the .JPG file to SPEED OF LIGHT that is installed
>on my desktop.

I could do that too, under Windows or OS/2.. it's just easier for me to simply press "J" (for JPG) than to open a directory window, scroll down to find the file, then drag it to the viewer... (as you'd have to do on a Falcon as well).

The point is, "user friendly" is a subjective term. If you'd rather go through all that on a Falcon than simply press "J", then that's fine... maybe it's more "user friendly" for you. Everyone's different...

BobR

3229. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-27 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <49bqfr$8nb@news3.cts.com>
Source record: 10784

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
: You haven't responded.

Sorry, I'll try again.

: My thought experiment involved two machines that
: were EXACTLY THE SAME except that one was clocked at 8MHz and the other
: was clocked at 32MHz. They could have been 68000s, 80486s, DEC Alphas,
: Intel 4004's, or PowerPC's for all I care -- the processor type was
: irrelevant. The entire point of the thought experiment, which you didn't
: respond to, and apparently didn't read, was that a variation in the
: algorithm used on one machine's test from the machine used on the other
: machine's test can produce the result that a 32MHz machine is slower than
: the same machine at 8MHz! There was nothing in there that was beyond first-
: year computer science. This thought experiment clearly showed how invalid
: the DEC Alpha Mandelbrot "benchmark" is.

I'm always cautious around thought experiments, because there are
unstated suppositions that affect the outcome.

In discussing the "variation in the algorithm" above, I believe that
you're stating that the performance of the benchmark is directly
related to the skill of the programmer. This is true, and I agree
with you if this is what you're saying.

As a real world example of the "skill of the programmer" affecting
the outcome of software development: I was visiting some friends at
another company one day, and discovered they were in a panic. It was
necessary for them to implement a nibble-to-ascii function on an
Intel MCS-51, and the system PROM was so full they had less than
50 bytes to do the whole thing. The smallest code size they could
achieve for the patch using their methods exceeded 200 bytes, leaving
them with a very expensive hardware redesign to get the job done.

I suggested they put one nibble in the accumulator, perform a
Decimal Adjust Accumulator (normally used in BCD math operations),
then add an ASCII '0' if the carry was a zero or add an ASCII 'A'
if the carry was a one, then send the result out to the UART. It
was simple, easy, and fit the PROM space available. The only problem
is that it was "clever", which is major violation of standard
programming discipline.

After much discussion of the technique with the rest of the team
(some of it involving Roman Numerals, for reasons that still aren't
clear :-) and careful examination of various data books, they
implemented the technique and tested it. It worked just fine.

Although execution speed wasn't the primary issue here, it *does* illustrate the importance of the "skill of the programmer" to get the best performance out of a system.

That's why, when comparing dissimilar systems, it's necessary to have a programmer that is aware of the system details custom-write the benchmark for each machine to make best use of the features available. Only in this way can the full power of each system be compared.

-- George

3230. Mailing List

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-27 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <DIpAAq.B12@cix.compulink.co.uk>
Source record: 10785

I am starting, in fact already have, a mailing list to keep people informed of all new Falcon and Atari product that 16/32 Systems will be handling. This list is intended as a first information post not as a general selling area. We will obviously be putting all prices in where needed but we will also be carrying fixes and cheats, level codes for our games and other general information donated by other users for other product.

If you are interested in this mailing list please mail me direct at nharlow@cix.compulink.co.uk

Nick
****
16/32 Systems TEL 01634 710788 *FOR SALE*
173 High Street FAX 01634 295895 INTERNET
Strood 30 Million
Kent ME2 4TW Careful Users
****

3231. Re: Sinclap roots for the BeBox?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-27 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <49cn4p$6j3@ccshst05.cs.uoguelph.ca>
Source record: 10786

: Just countering outrageous claims made by Atari advocates..

Yeah ... like the claim that Atari would be bankrupt by January
1995 or that the Jaguar is 16 bit? There are very few Atari fanatics that
are as crazy as a certain fanatic Atari basher I know. This person (I
wonder who it is????) rudely posts in newsgroups, parades around on stock
newsgroups about Atari and will doubtlessly be waiting to pounce on
passersby who enter the Jaguar sections at his local Walmart or Radio
Shack. Three guesses who this person is ...

: Swapping? We Mac users have harddrives unlike ST users..

Most ST users I know have a hard disk.

>> Mark <<

--
==========
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I spent my life believing it would not end this way" - Robert Lamm
==========

3232. Re: Atari..It's time to call it quits!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-27 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <49cn7b$6j3@ccshst05.cs.uoguelph.ca>
Source record: 10787

```
: What ever..About time considering that Atari missed the after Thanksgiving
: sales. I was in Best Buy on Friday...Still no Jagflop but the others were out
: in force..

Considering US Thangsgiving just passed, that point is moot.

: Not enough to supply all of the Wal-Mart stores..

You've tallied their production run? I think not.

>> Mark <<

--
================================================================================
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I spent my life believing it would not end this way" - Robert Lamm
================================================================================
```

3233. Re: Its FRIENDLY!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-27 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95331.103414STIRRE31@MAINE.MAINE.EDU>
Source record: 10788

Actually, instead of using drag and drop I would use the install
application option in GEM. Then I would merely have to double-
click on a JPEG. To avoid having to find it I could always just
throw the JPEG folder onto my desktop. My point is that this saves
typing. You would also have to know the name of your JPEG, right,
Bob? If you were unsure I believe that you'd have to find it
in MS-DOS to make sure. Just a small point. Again, it is subjective.
-scott tirrell

3234. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-27 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951126170256.16633B-100000-100000@PEAK.ORG>
Source record: 10839

On 23 Nov 1995, George Crissman - Ferran Scientific wrote:

> The thoughtful and polite James Wood (notlikely@PEAK.ORG) wrote:
>
> : It's not me who's been touting this benchmark
> : and claiming that the Falcon is faster than the DEC Alpha, it is George
> : Crissman, who brought the whole situation up.
>
> I was responding to a posting by the one and only Peter Sinclair-Day.
>
> Since the DEC alpha completed the Mandelbrot benchmark in 5 seconds
> and the Atari Falcon completed it in 4 seconds, the Falcon is obviously
> faster than the Alpha when running this benchmark.

After all of the commotion over this, and all of the people who know more about benchmarks than you and I (and who have more common sense than you) you still call this a "benchmark" and that the "Falcon is faster than a DEC Alpha." THAT IS THE BIGGEST LIE/ASSUMPTION I've ever seen on any computer-related newsgroup, and you earn an honorary dunce cap for such drivel. Let's drop it now.

>
> : He says his source of information is an Atari Falcon flyer.
>
> Not for the benchmark results. I'm using the Atari Falcon flyer
> as a reference when equipping PClones with the missing Falcon
> hardware for a fair price comparison. A comparison that you
> requested, BTW.
>
> You need to pay closer attention.

You need to come down to reality or realize you have zero credibility if you still think it's a benchmark and that the Falcon is faster than a DEC Alpha.

>
> : So you if you want to accuse someone of making up lies and posting
> : assumptions then I suggest you attack George Crissman.
>
> I think the biggest lies and assumptions posted in this discussion
> have been:

I think the biggest lie/assumption is your "Falcon faster than DEC Alpha" arguement. Period.

>
> 1. Only 20% of the games run on the Falcon. (Falcon owners
> have reported a 50% rate here in c.s.a.a, and also note
> that an overall 80% compatibility claim for all ST software
> sounds reasonable and believable).

I don't know where you got that 20%. However, all I can vouch for is that in the Toad Catalog, very few titles are advertised as "Falcon compatible." Sorry, I can't argue with a printed page or a signpost as you may.

>
> 2. That Toad Computers is dumping non-working software and
> overpriced computers on unsuspecting buyers. (There has
> been no evidence presented that Toad knowingly or
> intentionally engages in deceptive sales practices. My
> experience with Toad has been exceptionally positive!).

You are totally unbelieveable. My point was that if 80% of the games run on the Falcon, then 80% of the games that Toad sells should be marked "Falcon compatible" when in fact it's a minority of games that they have advertised as indeed "tested with Falcon." It seems pretty straightforeward and reasonable. As far as "dumping non-working software" - that is your assumption that I said that. I never said that they intentionally engage in deceptive sales practices - more Crissman hogwash. If they run on the Falcon, they should be advertised as Falcon compatible. If they don't, then they shouldn't. If a place sells software that is "supposedly" Falcon-compatible and they sell Falcons, yet some of the software says for sure it is compatible and others don't say, then there shouldn't be any ambiguity or guesswork. Titles should be tested. That's all I have to say on the matter and I won't comment further.

>
> 3. Typing in ALL CAPITAL LETTERS, misconstruing ideas and
> concepts (as I've had to respond to in this very posting),
> and slandering others who post in this group as if it were
> an appropriate response to reasoned thought and factual data.
> (According to Emily Postnews, all of these tactics are
> considered bad netiquette).
>
> Since you have been responsible for all three of these, you should
> check the mirror before you accuse others of wrongdoing, James.
>
> -- George

All I can do is laugh at that last paragraph because it means no more to me.

James

3235. Re: (very long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-27 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951126171707.16633C-100000-100000@PEAK.ORG>
Source record: 10840

On 23 Nov 1995, George Crissman - Ferran Scientific wrote:

> Martin Thomas (martin@llanelli.demon.co.uk) spent some time and effort
> to post the following :
>
> : George Crissman - Ferran Scientific (dferran@crash.cts.com) wrote:
> : : No, the 520 ST from 1985 is generally considered to have processing
> : : power equivalent to a '386 running at 33 MHz. Good guess, however.
>
> : Umm.. don't think that's correct. Well not according to the July 1987
> : issue of BYTE which benchmarked the 80386 & 68020. I've summarized the
> : results below. The Compaq Deskpro & MAC SE/Hypercharger ran the CPUs at
> : 16mhz, FPUs at 8mhz. The standard SE was a 68000 clocked at 7.83mhz, no
> : FPU, which would be closest to an ST in raw processing terms.
>
> : TEST ITERATIONS DESKPRO SE/HYPER SE
> : Fibonacci 100 3.10 71.60 264.00
> : Float 10,000 5.41 4.16 229.98
> : Sieve 100 5.98 14.94 64.70
> : Sort 100 9.67 19.82 111.30
> : Savage 25,000 35.10 8.78 1884.30
> : Dhrystones/sec500,000 3703.70 2114.00 574.00
>
> : As with all benchmarks, it's sometimes hard to tell what's being tested,
> : the machine or the compiler.
>
> True. However, those benchmarks do not include the system overhead
> of Microsoft Windows (for the PClone) and GEM (for the ST). The
> Microsoft product is so inefficient, that the 8 MHz 520 ST running
> GEM feels like a '386 @ 33 MHz running Windows.

This is a typical "Crissman Comeback" - someone posts factual evidence
that he's wrong, and he comes back with "it feels (!!) like a 386/33
running Windows."

>
> It is somewhat compiler dependent, slightly processor dependent (because
> Motorola processors are more efficient), architecture dependent, and
> compatibility dependent. The crazy-quilt of PClone "standards" dating
> back to 1982 requires bloated code to ensure the software will run on
> the greatest number of "compatibles".

No - to insure it runs on the greatest number of clones, it's written to
run on an old 8086. The bloated code is because the programmers get lazy
since they think they have such a fast machine to work with - unlike the

days when we all ran 6502s at less than 2mHz.

> : I don't know how true your 4-1 ratio is, but data is the same size no
> : matter what system you use, and if your into hard disk recording it's
> : gonna take up a lot of hard disk.
>
> If you were to fill the hard drive with executable programs, you would
> approach the 4-to-1 ratio. Since this is an unreasonable extreme (there
> must be data SOMEwhere!), I've been allowing PClones a more-reasonable
> 2-to-1 ratio for comparison purposes.
>
> -- George

Oh....YOU'VE been allowing. Ok...you're the supreme PC authority here.
You are PC God. You call the shots. Forgive that poor fellow for
doubting your excellence....heh heh.

James

3236. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-27 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DIpxsv.E44@ecf.toronto.edu>
Source record: 10841

In article <49bqfr$8nb@news3.cts.com>,
George Crissman - Ferran Scientific <dferran@crash.cts.com> wrote:
>I'm always cautious around thought experiments, because there are
>unstated suppositions that affect the outcome.

Please tell me what assumptions or suppositions I made that invalidate the outcome. The entire point was that unless we can be sure that both machines used the same algorithm, we can't be sure that the differences in execution time are because of the hardware and not differences in algorithms.

>Although execution speed wasn't the primary issue here, it *does*
>illustrate the importance of the "skill of the programmer" to get
>the best performance out of a system.

The point is not relevant to this discussion. If we want to make a comparison between two machines, we have to use *the same algorithm.* It has nothing to do with "special features." If I implement a search benchmark on machine A, I must use the same search algorithm on machine B. It's the same principle as with scientific experiments -- control all variables except the one you want to examine.

>That's why, when comparing dissimilar systems, it's necessary to
>have a programmer that is aware of the system details custom-write
>the benchmark for each machine to make best use of the features
>available. Only in this way can the full power of each system be
>compared.

You missed the point entirely. We have no idea if the program Atari ran on the Falcon was the same algorithm or something totally different. A more efficient algorithm on the Falcon will make the Falcon appear faster! It has nothing to do with special features. That's why the 32MHz machine in the thought experiment appeared slower than the 8MHz machine -- because the differences in execution time are due to the MORE EFFICIENT ALGORITHM, not the differences in hardware. I feel like this is becoming my new mantra.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

3237. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-27 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FK2TCJAJUP@cabal.shnet.org>
Source record: 10842

In <1995Nov26.020511.50790@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>In article <FKXUDFCFUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>> In <1995Nov22.205359.50767@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>>>In article <FKTTCHAIUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>>>> In <1995Nov17.163301.50653@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>>>>>In article <FKMVDIALUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>>>>>> The first PPC Macs are also outdated, NuBus has been replaced by PCI, you
>>>>>> know? And AFAIK you can not upgrade to a 7500.
>>>>>
>>>>>I what way are they outdated?
>>>>
>>>> No CPU daughter board, no PCI bus.
>>>
>>>A 6300 logic bord does not count?
>>
>> Does it add PCI?
>
>Nope..

See?

>If you need PCI,

Macs without PCI are dead-end machines.

>than there are plenty of PCI models to chose from.

4.

>Apple is selling a shit load of Performas from what I saw from Best Buy on
>Friday.

A load of shit, yep, that's pretty exact for what Performas are.

>>>The ones who buy a non PCI one does not
>>>need
>>
>> ...expandability.
>
>The 6XXX line has plenty of expandability. Much more than the Falcon.

The Falcon is not very good in that respect, you know? Not impressive,
your "plenty" expandability.

>>>There is at least 20 models in the Mac line to chose from..
>>
>> And only few who are upgradeable for the future.
>
>True..Thats life...Than again the Falcon has no future..

Yep, except for the music/MIDI market. But I am not going to spend
thousands of dollars for a Falcon, they are cheap.

>>>Tell me where I can find a cheap fast 040 or risc ST for professional desktop
>>>publishing, multimedia and video production?
>>
>> DTP: it's called the "Apple PowerMac x500" with "MagiCMac" and "NVDI for Mac".
>> Calamus users are Calamus users, not Atari users. And MagiCMac also runs
>> word processors, spreadsheets, databases, etc..

>> Multimedia and video production are not very strong on the ST line, with
>> the exception of special Falcon software.
>>
>So not a good choice..

Right, it's like buying a Mac for programming.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3238. Re: Atari..It's time to call it quits!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-27 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <49cgfk$1jj@dux.dundee.ac.uk>
Source record: 10843

Stuart Thorpe (sthorpe@wasatch.com) wrote:
: I don't think Atari knows how much inventory they have, they just found
: some warehouses in Cal. that had tons of Atari 8 bit machine sitting in
: them...

I remember hearing that when the Tramiels took over Atari, there were hugr
stocks of the old VCS systems and cartridges. However when Atari needed
new warehouse space, rather than selling them they dumped them all into
landfill sites.

Rod

--
Rod McCall, Senior Honours, Computer Science with Accounting Studies
1994/95 President, University of Dundee Dramatic Society
Try My new web pages on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
(they include Sinclair C5, Atari and a few other silly pages)
"I know, I read it on the back of a match box!"

3239. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-27 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <BFJkDvY.brimiller@delphi.com>
Source record: 10844

James Wood <jamesw@PEAK.ORG> writes:

>First off, I'm not "local" since I don't live in Boston, MA.

Local as in net local (you know, this "cyberspace" thing).

Brian-Roland Miller
Boston, MA

3240. Re: Sinclap roots for the BeBox?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-27 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <BHDFjjd.brimiller@delphi.com>
Source record: 10845

Thorsten Guenther <guenther@cabal.shnet.org> writes:

>>And you? I raise questions about the company--Atari..
>
>What machine am I bashing? Nope, you are not raising questions about Atari
>but about the hardware people are satisfied with.

Why's Atari even an issue? C-LAB and GE Soft are the primary makers of
TOS machines. Atari's computer people left years ago anyway!

Brian-Roland Miller
Boston, MA

3241. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-27 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <BnDmj7Y.brimiller@delphi.com>
Source record: 10846

James Wood <jamesw@PEAK.ORG> writes:

>I don't know where you got that 20%. However, all I can vouch for is
>that in the Toad Catalog, very few titles are advertised as "Falcon
>compatible." Sorry, I can't argue with a printed page or a signpost as

Read the small print - it says that these are programs that Toad has tested and found to be compatible with a Falcon. It is incorrect to assume that unmarked software titles don't work (most do, especially when one uses a utility like Backwards). A more reliable source of information would be one of the man compatibility lists circulating in online magazines and FTP sites.

>I think the biggest lie/assumption is your "Falcon faster than DEC
>Alpha" arguement. Period.

Again, the DEC Alpha is a microprocessor, the Falcon is a computer architecture.The comparison is flawed to begin with (and it was never stated by the
original poster that the Falcon was faster in all areas, simply that it demonstrated higher speed in this particular area).

If I take the tires off a Pontiac Firebird, and place it next to a Honda Civic with tires, who would win the race? The Civic, of course. Had Honda performed this test and advertised that a Civic beat a Firebird in a race, it would be unethical. If, however, Pontiac hadtaken the tires off the Firebird in a demo, and because of this, the Civic won, whose fault would it be that the Civic "outperformed" the Firebird?

Suffice to say, DEC is Pontiac (for the sake of this comparison), and Atari was Honda. DEC presumptuously tried to infer that a system was superior due to its ability to process this sort of algorithm. Some of the fun-lovers who worked at Atari back then decided to put egg on DEC's face. Very simple. Very straightforward. It doesn't require insults or high blood pressure to register.

Brian-Roland Miller
Boston, MA

3242. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-27 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <BICmDpa.brimiller@delphi.com>
Source record: 10847

James Wood <jamesw@PEAK.ORG> writes:

>Second, to answer your question - it's because you're a pompous ass.

It's been said that the first person to insult another in an argument has lost the argument, regardless of how "valid" his or her points are. How "pompous" that is is up to question. . . Whether or not you are correct is immaterial since you have lost any debate with me already by tossing out the insult.

>Third, you need to learn something about the thread before you ignorantly
>butt-in and blow-hard. If you want to call someone an intellectual void,

Know what about the thread? As a frequent reader of these conferences, I am aware of the entire debate, including your mischaraterizations of people's arguments. The argument was primarily degenerating into a series of insults (which you started first). In order to bring the absurdity of your remarks to light, I posted the message (and received the reply utterly free of substance that I anticipated).

>CLAIMING THAT HIS FALCON IS FASTER THAN A DEC ALPHA. If you don't know
>what I'm talkig about, then I suggest you refrain from posting on threads
>of which you don't understand the arising circumstances.

When was this statement used? I believe the argument was not over whether a Falcon was "faster" generally than a DEC Alpha (again, a MICROPROCESSOR, not a computer, so the argument is invalid), but over whether a benchmark conducted by Atari was valid for stating that in certain *limited* areas, the Falcon has an edge over a DEC Alpha-equipped computer. Your attempt to mischaracterize the argument, place words in someone else's mouth, and insult earned you the negative accolades you received from folks like Steve Tirrell (sp).

Also, even if you were correct in saying that this person claimed a Falcon was faster than an Alpha, in the interest of debate, why even waste your time? Noone with any iota of knowledge (especially someone who knows an Alpha is a chip, while a Falcon is a computer architecture) and limited time would waste said time on such a foolish argument.

Brian-Roland Miller
Boston, MA

3243. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-28 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-2711951903540001@metricom16.ucsc.edu>
Source record: 10848

In article <492b1e$68o@news2.cts.com>, dferran@crash.cts.com (George Crissman - Ferran Scientific) wrote:

>Since Intel processors use an internal microcomputer architecture
>that is less efficient than the minicomputer architecture of the
>Motorola processors,

"Less efficient?" Define efficient. Also, neither processor uses a "microcomputer" or "minicomputer" architecture - those are meaningless words in the context of a microprocessor, which is what both the Intel x86 series and Motorola 680x0 series are.

> a direct comparison of clock speeds will not
>be a good comparison of system power.

This much is true.

```
+-------------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu UselessWastedSpace(tm) |
| "I never gave anybody hell. I told them the truth, and they |
| thought it was hell." -Harry S Truman (inexact quote) |
+-------------------------------------------------------------+
```

3244. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-28 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <49ef66$e1o@news3.cts.com>
Source record: 10849

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
: In article <498imf$nrt@news3.cts.com>,
: George Crissman - Ferran Scientific <dferran@crash.cts.com> wrote:
: >PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
: >: In a benchmark, the code is standard so that the
: >: differences in performance can be attributed to the hardware only.
: >
: >No, but close. The method used to perform the benchmark is
: >standard. If you were comparing different versions of the
: >same computer system (say a '386 vs a '486 vs a '586), your
: >method would be correct. However, you cannot run a program
: >on a Mac that was written for a PClone and vice versa (assuming
: >you're not using an emulator of some sort, which would add it's
: >own inefficiencies if used). The program won't run on another
: >system because the architecture of the other system is different,
: >the op codes are different, and the operating system is different.

: That's why you write the code in a high-level language and use as few
: operating system calls as possible. (If you are testing only raw processor
: performance, that is, and are trying to eliminate any variations cause by
: software.)

But when you use a compiler, you're automatically delegating all
your programming decisions to another group of people* who had to
decide on the tradeoffs between code size and execution speed,
the need for portability, and the defensive programming necessary
to ensure the compiled code has the greatest liklihood of running
properly. Since they cannot know you'll be using their product
for benchmark testing, it's a good bet that the final product won't
give you the best possible performance.

* (i.e., the people who wrote the compiler.)

: Tell me, why can't I run this program written on a PC on some other machine?

: main{}
: {
: printf("Starting\n");
: /* some mathematical calculation here */
: printf("Done\n");
: }

Once it's compiled into native code for the target machine, it
should run just fine (assuming all the normal #includes, etc.).
Even if you can find C compilers for each of the target machines
from the same company (Lattice springs to mind as a broad-line

supplier), there is no guarantee that each implementation of the compiler will make the best use of each computer's architectural features for benchmarking purposes.

Even relatively low level languages such as C introduce their own inefficiences to the final executable program, which probably varies from machine to machine. For a truly accurate indication of system power, writing the benchmark in assembler (customized for each target machine) is the way to go.

: >Using "standard code" also makes it impossible to include the added
: >computing power of, say, a Digital Signal Processor, unless
: >that feature is available in all of the computer systems tested.

: If you're trying to measure the holistic performance of the machine, then
: you'd better include stuff which doesn't depend on the DSP. That's another
: story, though. The point is that it's OK to use the DSP, as long as we can
: be sure that the algorithm used is the same as the other machines. Of
: course, the result will still be misleading -- it will only tell you about
: the speed of the DSP, not the speed of the CPU, which has a much greater
: impact on system performance.

In the case of the Falcon, the DSP is clocked at 32 MHz while the CPU runs at 16 MHz. Since the DSP can perform two moves, a 24-bit multiply, and an accumulate in a single operation using it's own private program and data RAM space, it is clearly the powerhouse during math-intensive operations and can have a *significant* effect on system performance. I would assume that the CPU would be mostly an event manager in such a situation, doling out tasks to the DSP, the blitter, and/or the 68882 math coprocessor (if installed).

The general-purpose DSP is a standard feature included in all Falcons. It is a part of the computer, and may properly be included in benchmark testing of system performance. To the extent that you are testing CPU performance only, you are correct that using the DSP will provide misleading results. But for system comparisons, the DSP must be included in the test for an accurate determination of system power.

-- George

3245. Re: Sinclap roots for the BeBox?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov28.143704.50852@cobra.uni.edu>
Source record: 10850

In article <49cn4p$6j3@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Just countering outrageous claims made by Atari advocates..
>
> Yeah ... like the claim that Atari would be bankrupt by January
> 1995 or that the Jaguar is 16 bit? There are very few Atari fanatics that
> are as crazy as a certain fanatic Atari basher I know. This person (I
> wonder who it is????) rudely posts in newsgroups, parades around on stock
> newsgroups about Atari and will doubtlessly be waiting to pounce on
> passersby who enter the Jaguar sections at his local Walmart or Radio
> Shack. Three guesses who this person is ...

Yep, I was wrong on that count. I didn't suspect that Sega would bail out Atari. But, Atari is not a factor in the market anyways. The Sega money is drying up and Atari has no chance of ever recouping all that money that went into the Jag.

>
> : Swapping? We Mac users have harddrives unlike ST users..
>
> Most ST users I know have a hard disk.
>
> >> Mark <<
>
> --
> ==
> M A R K A R A T H W E L L The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "I spent my life believing it would not end this way" - Robert Lamm
> ==

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3246. Re: Atari..It's time to call it quits!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov28.143957.50853@cobra.uni.edu>
Source record: 10851

In article <49cn7b$6j3@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : What ever..About time considering that Atari missed the after Thanksgiving
> : sales. I was in Best Buy on Friday...Still no Jagflop but the others were out
> : in force..
>
> Considering US Thangsgiving just passed, that point is moot.

The day after Thanksgiving at BEST BUY was overwhelming. Mac Performas and Pentiums loaded into carts. All the video consoles minus the Jag were out in force..

>
> : Not enough to supply all of the Wal-Mart stores..
>
> You've tallied their production run? I think not.
>

Knowing Atari, they will piss off Wal-Mart with inadequate inventory. Shades of the ST here..

> >> Mark <<
>
> --
> ==
> M A R K A R A T H W E L L The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "I spent my life believing it would not end this way" - Robert Lamm
> ==

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3247. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-28 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-2711951909100001@metricom16.ucsc.edu>
Source record: 10852

In article <DIIqp8.JxG@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) wrote:

>As for "microcomputer" versus "minicomputer" architecture, that's nonsense.
>The inefficiencies in the Intel architecture are due to its lack of general-
>purpose registers, its harvard architecture memory scheme,

Harvard architectures are generally faster than other memory systems, actually, because they sidestep the instruction/data memory bandwidth problem. Simply put, if your instruction memory and data memory are the same, there is contention for access to that unified memory. Harvard architectures use separate memory buses for instructions and data to improve speed.

Intel x86 processors don't use a Harvard architecture, either. (The internal processor cache might be Harvard-ized on the 486 or later, but the main memory bus is unified.)

+---+
|Tim Seufert, bwanga@cats.ucsc.edu UselessWastedSpace(tm) |
| "I never gave anybody hell. I told them the truth, and they |
| thought it was hell." -Harry S Truman (inexact quote) |
+---+

3248. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-28 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-2811950127320001@metricom04.ucsc.edu>
Source record: 10853

In article <49ebpb$c8d@news3.cts.com>, dferran@crash.cts.com (George Crissman - Ferran Scientific) wrote:

>Since all systems were running a Mandelbrot benchmark, the algorithms
>are at least "similar", if not exactly identical. The difference is
>in the implementation of the coding as it uses the hardware to perform
>the task.

[...]

>That's why, when comparing dissimilar systems, it's necessary to
>have a programmer that is aware of the system details custom-write
>the benchmark for each machine to make best use of the features
>available. Only in this way can the full power of each system be
>compared.

I don't quite know how to put it, but you are just plain, flat-out, *wrong*! Not because it's bad to take advantage of special hardware. That's great, that's OK. Many valid benchmarks can be constructed where one machine uses its special capabilities and the other has no comparable capabilities (I'll go more into that later). You're wrong because, in this case, the special capability in question does not require any kind of fundamental change in the algorithm used.

A DSP is more or less like an ordinary CPU, but optimized for certain kinds of math operations (the core DSP operation is to multiply two numbers and add a third number to that result very quickly). Its design philosophy sacrifices general purpose performance to get large benefits on a limited range of programs. This is typically done by using lots of hardware on the multiply-add instruction, and using a memory bus that goes overboard in bandwidth. Neither of these things really make a big difference in how you program a DSP compared to a CPU.

Because of that, a DSP does not need algorithmic tweaks to get benefits from running things on the DSP instead of the CPU. You simply recompile with the DSP as the target, or translate the machine code without changing the algorithm. If you change the algorithm, that change almost always gives benefits on the ordinary CPU as well.

Mandelbrot set calculations are fairly well suited to DSPs. In them, the equation z=z^2+c (where z and c are complex numbers) is iterated many times on each pixel to determine whether the pixel is in or out of the set. This equation is easily broken into a few multiply-add operations, which DSPs excel at. Algorithmic improvements to the Mandelbrot set calculation always involve things not related to this fundamental operation, and apply equally well across processors.

Therefore, to have a valid comparison between the DEC Alpha and the Falcon with the Falcon using the DSP, the source code used in the DEC benchmark *must* be used for the Falcon. There is no reasonable way I know of to argue that a DSP must use algorithmic changes to perform well when calculating the Mandelbrot set. The only changes I would consider justified are those needed to get it running. You have to separate the actual Mandelbrot routine from the rest of the program, add small amounts of code to handle shipping finished pixels to the 68030 (no algorithmic changes to the actual Mandelbrot code are needed), compile it for the DSP, and make a shell that runs on the 030 to display the results and track how long things take.

What do you do when algorithmic changes really are needed to take advantage of hardware?

Often this means that a piece of hardware was designed to entirely replace a software subroutine. A common example: accelerated graphics cards. In this case, the card completely takes over functions normally handled by the OS, like line draws, blits, text drawing, and even more. To get around this problem, you consider each call a fundamental unit to be benchmarked. For example, one benchmark might report that System X with just software does 50,000 TextRenders per second, while the same System X with the Ronco MiracleText2000 card does 2,000,000 identical TextRenders per second.

Such comparisons can break down easily, and when they do, what you end up with is an application benchmark, not a low-level performance benchmark. Sometimes you're comparing application A against app B (on the same or different hardware). Other times you're comparing A on one platform to A on a different platform, and anything goes in terms of optimizing A for each platform. In such a test you can't make a general statement about the performance of the two machines; you can only conclude that one is faster than the other when each runs its version of the same program. A good example: the latest versions of the programs in the Microsoft Office suite run much faster on PC clones than they do on comparable Macintoshes, because Microsoft did the Mac ports very poorly. That doesn't make the Macs slow, it just means that if you want to run Office, you're probably better off with a PC.

Several times you have strongly implied (maybe even explicitly stated) that the Falcon is faster than a DEC Alpha and almost any Mac or PC, and you have repeatedly used this so-called benchmark as support for the idea. I hope that idea is now firmly laid to rest in your mind. If not, please explain. To the best of my knowledge, the whole incident proved just one thing: Mandelbrot Program A on the Atari Falcon ran faster than Mandelbrot Program D on a DEC Alpha system. There is a world of difference between that and a conclusion that the Falcon is "faster." You can't even say that the Falcon is generally faster at computing the Mandelbrot set, because no common code was used. There are too many variables to draw good conclusions about the relative performance of the two machines.

```
+-------------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu UselessWastedSpace(tm) |
| "I never gave anybody hell. I told them the truth, and they |
| thought it was hell." -Harry S Truman (inexact quote) |
+-------------------------------------------------------------+
```

3249. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov28.144538.50854@cobra.uni.edu>
Source record: 10854

In article <FK2TCJAJUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:
> In <1995Nov26.020511.50790@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>>In article <FKXUDFCFUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:
>>> In <1995Nov22.205359.50767@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>>>>In article <FKTTCHAIUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:
>>>>> In <1995Nov17.163301.50653@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>>>>>>In article <FKMVDIALUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:
>>>>>>> The first PPC Macs are also outdated, NuBus has been replaced by PCI, you
>>>>>>> know? And AFAIK you can not upgrade to a 7500.
>>>>>>
>>>>>>I what way are they outdated?
>>>>>
>>>>> No CPU daughter board, no PCI bus.
>>>>
>>>>A 6300 logic bord does not count?
>>>
>>> Does it add PCI?

The next version does.

>>
>>Nope..
>
> See?

See what?

>
>>If you need PCI,
>
> Macs without PCI are dead-end machines.
>

In what way? Unless you need the expansion. Most Mac users have their
expansion slots unfilled.

Apple has their market segments covered with their different customers in mind.

>>than there are plenty of PCI models to chose from.
>
> 4.
>

Nope..6 plus the new PowerWave ones from PowerComputing.

>>Apple is selling a shit load of Performas from what I saw from Best Buy on
>>Friday.
>
> A load of shit, yep, that's pretty exact for what Performas are.

Not to the ones who were leaving Best Buy's shlves bare..
>
>>>>The ones who buy a non PCI one does not
>>>>need
>>>
>>> ...expandability.
>>
>>The 6XXX line has plenty of expandability. Much more than the Falcon.
>
> The Falcon is not very good in that respect, you know? Not impressive,
> your "plenty" expandability.

Yep..

>
>>>>There is at least 20 models in the Mac line to chose from..
>>>
>>> And only few who are upgradeable for the future.
>>
>>True..Thats life...Than again the Falcon has no future..
>
> Yep, except for the music/MIDI market. But I am not going to spend
> thousands of dollars for a Falcon, they are cheap.

Not as cheap as some of the Mac models here.

>
>>>>Tell me where I can find a cheap fast 040 or risc ST for professional desktop
>>>>publishing, multimedia and video production?
>>>
>>> DTP: it's called the "Apple PowerMac x500" with "MagiCMac" and "NVDI for Mac".
>>> Calamus users are Calamus users, not Atari users. And MagiCMac also runs
>>> word processors, spreadsheets, databases, etc..
>
>>> Multimedia and video production are not very strong on the ST line, with
>>> the exception of special Falcon software.
>>>
>>So not a good choice..
>
> Right, it's like buying a Mac for programming.
>
> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G�nther) - _O

> ----&#65533;=ae--&#65533;=oe--&#65533;=ue--&#65533;=Ae--&#65533;=Oe--&#65533;=Ue--&#65533;=sz---- /
> \
>)

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3250. WANTED!: ATARI SC1224 MONITOR

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-28 00:00:00 UTC
From: ryals@qns2.qns.com
Message-ID: <49gihh$2vh@qns2.qns.com>
Source record: 10855

I'm looking for a replacement monitor so for my atari, the subject of this message states it all. If you have one available let me know and how much your asking.

Thanks.

3251. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-28 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <49ebpb$c8d@news3.cts.com>
Source record: 10856

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
: >That's why, when comparing dissimilar systems, it's necessary to
: >have a programmer that is aware of the system details custom-write
: >the benchmark for each machine to make best use of the features
: >available. Only in this way can the full power of each system be
: >compared.

: You missed the point entirely. We have no idea if the program Atari
: ran on the Falcon was the same algorithm or something totally different.

Since all systems were running a Mandelbrot benchmark, the algorithms
are at least "similar", if not exactly identical. The difference is
in the implementation of the coding as it uses the hardware to perform
the task.

: A more efficient algorithm on the Falcon will make the Falcon appear
: faster! It has nothing to do with special features. That's why the
: 32MHz machine in the thought experiment appeared slower than the 8MHz
: machine -- because the differences in execution time are due to the
: MORE EFFICIENT ALGORITHM, not the differences in hardware.

That's why, when comparing dissimilar systems, it's necessary to
have a programmer that is aware of the system details custom-write
the benchmark for each machine to make best use of the features
available. Only in this way can the full power of each system be
compared.

: I feel like this is becoming my new mantra.

Join the club!

-- George

3252. Re: Sinclap roots for the BeBox?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Nov28.145203.50855@cobra.uni.edu>
Source record: 10857

In article <FK2TCJAMUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
> In <1995Nov26.021124.50791@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>>In article <FKXUDFCIUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>>> In <1995Nov22.204518.50765@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>>>>In article <FKTACJCVUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>>>>> In <483ls8$f85@gti.gti.net> azog wrote:
>>>>>>Now what I wonder is why Sinclap would would root for the BeBox?
>>>
>>>>> - he will have a new machine to bash in five years of time
>>>>
>>>>And you? I raise questions about the company--Atari..
>>>
>>> What machine am I bashing? Nope, you are not raising questions about Atari
>>> but about the hardware people are satisfied with.
>>
>>Just countering outrageous claims made by Atari advocates..
>
> Fine, then: why do you post in rec.games.video.atari, which is not an
> advocacy group?

Answering the threads. Goes both ways..

>
>>>>> - he is dissatisfied with the memory hog that is called MacOS
>>>>
>>>>I have plenty of memory.
>>>
>>> Of course you have. MacOS is a memory hog and swapping becomes terrible
>>> very quickly without it.
>>
>>Swapping? We Mac users have harddrives unlike ST users..
>
> You don't know what "swapping" means, then?
>
Swapping?

>>>>MacOS does more costs less!!
>>>
>>> What "more" are you referring to? And "costs less" is not what I'd say
>>> when being advised to get at least 24 megs of RAM.
>>
>>I have 16 megs and my set up still costs way less than the four meg Falcon.

>
> *ROTFL*
>
> 16 megs alone cost more than a 4 meg Falcon.
>

You need more than four megs on the Falcon..Lets be realistic.
My 16 megs ram - 8 megs real plus Ram doubler = 16 megs ram is sufficient for
my needs. My set up costs way less than the Falcon being advertised from Toad.

>>Considering that the Mac OS and apps have more features and functionality than
>>the zero Atari equevelant ones..
>
> Yes, zero Atari software has less features than Mac applications, but of
> course, if you have Atari software, this might change.
>
>>>>> - he finally wants to know what "preemptive multitasking" means
>>>>
>>>>And TOS has preemptive multitasking?
>>>
>>> MultiTOS and MagiC have, yes.
>>>
>>>>He he he. I bet when you do a side by
>>>>side comparison between Mac OS and TOS to Joe consumer, guess which one will
>>>>likes?
>>>
>>> Windows '95.
>
>>Not according to new sales figures from Dataquest. Mac sales have gone
>>through the stratosphere after Wintel 95 became available..
>
> Dream on, the Mac will go the same way that Atari's and Commodore's
> computers went, it's just a question of time. And according to the c't,
> Apple has serious problems satisfying the demand for their machines,
> practically reducing the number of new Mac owners.

Dream on. Most PC companies are having problems satisfying demand. How is Mac
owners being reduced when Apple had a 25% gain in Mac unit sales in Q3 and
expected 50% gain in unit sales in Q4.

>
> Thorsten
>
>
>
> --
> - guenther@cabal.shnet.org (Thorsten G�nther) - _O
> ----�=ae--�=oe--�=ue--�=Ae--�=Oe--�=Ue--�=sz---- /
> \
>)

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3253. Atari stoops to new low (Was Re: Untrue Rumours)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-28 00:00:00 UTC
From: ggranger@bithevn.nl2k.edmonton.ab.ca
Message-ID: <PUnuwAoNBh107h@bithevn.nl2k.edmonton.ab.ca>
Source record: 10858
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In <492cva$7ro@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>The rumours regarding Atari dropping the Jaguar, as untrue a
>message I received from Atari UK under the topic "Death of Atari
>Hardware" can be found comp.sys.atari.st under "Death of Atari Hardware".

>--
>--
>Rod McCall, Senior Honours, Computer Science with Accounting Studies
>1994/95 President, University of Dundee Dramatic Society
>Try My new web page on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
>"I know, I read it on the back of a match box!"

I certainly doubt that Atari will soon drop the Jaguar, as they
have an infomercial selling the Jaguar. You know things at Atari
are grim when they have to stoop to that marketing ploy. YIPES!

--
Gregeory C. (Greg) Granger
Bit Heaven Consulting
System Support & Troubleshooting
DOS Windows Windows 95
WWW: http://www.nl2k.edmonton.ab.ca/~ggranger
Email: ggranger@bithevn.nl2k.edmonton.ab.ca
5516-190A Street Edmonton, AB Canada T6M 2L3
+ 1 (403) 483-2049 or (403) 481-5110

3254. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-29 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <49geg8$8rj@morgoth.sfu.ca>
Source record: 10859

dferran@crash.cts.com (George Crissman - Ferran Scientific) writes:

>PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
>: >That's why, when comparing dissimilar systems, it's necessary to
>: >have a programmer that is aware of the system details custom-write
>: >the benchmark for each machine to make best use of the features
>: >available. Only in this way can the full power of each system be
>: >compared.

>: You missed the point entirely. We have no idea if the program Atari
>: ran on the Falcon was the same algorithm or something totally different.

>Since all systems were running a Mandelbrot benchmark, the algorithms
>are at least "similar", if not exactly identical. The difference is
>in the implementation of the coding as it uses the hardware to perform
>the task.

Nope. And even if the algorithms are similar then there are still some
benchmarking issues that need to be dealt with. What sizes of floats
were used (if floats and not fixed were used)? What sizes were the
loop counters? What was the accuracy of the math libraries that were
used? <= this is a big one. if you know how much precision you will need
then you can write routines that only give that much precision. I
suspect that DEC was using "Math.h" for itself and the PC and SANE for
the Mac. The Falcon was probably using "good enough" math routines.

recursion or iteration.
>: A more efficient algorithm on the Falcon will make the Falcon appear
>: faster! It has nothing to do with special features. That's why the
>: 32MHz machine in the thought experiment appeared slower than the 8MHz
>: machine -- because the differences in execution time are due to the
>: MORE EFFICIENT ALGORITHM, not the differences in hardware.

>That's why, when comparing dissimilar systems, it's necessary to
>have a programmer that is aware of the system details custom-write
>the benchmark for each machine to make best use of the features
>available. Only in this way can the full power of each system be
>compared.

>: I feel like this is becoming my new mantra.

>Join the club!

>-- George

--

Brian Quinlan
quinlan@sfu.ca

3255. Re: Sinclap roots for the BeBox?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-29 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FK4SFEAGUP@cabal.shnet.org>
Source record: 10860

In <1995Nov28.145203.50855@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>>>>> - he is dissatisfied with the memory hog that is called MacOS
>>>>>
>>>>>I have plenty of memory.
>>>>
>>>> Of course you have. MacOS is a memory hog and swapping becomes terrible
>>>> very quickly without it.
>>>
>>>Swapping? We Mac users have harddrives unlike ST users..
>>
>> You don't know what "swapping" means, then?
>>
>Swapping?

Yes, swapping is done by the VMM when a program accesses parts of the RAM
that are in fact on the hard disk drive. Then, a page from RAM is saved to
the disk and the page on the disk is moved to RAM, this process is called
swapping.

>>>>>MacOS does more costs less!!
>>>>
>>>> What "more" are you referring to? And "costs less" is not what I'd say
>>>> when being advised to get at least 24 megs of RAM.
>>>
>>>I have 16 megs and my set up still costs way less than the four meg Falcon.
>>
>> *ROTFL*
>>
>> 16 megs alone cost more than a 4 meg Falcon.

>My 16 megs ram - 8 megs real plus Ram doubler = 16 megs ram

ROTFLBTCSTR

Ram "doublers" are only available on the Mac becaus MacOS has horrible
memory management, it is a _memory_hog_, as stated above. In fact, SoftRAM
(for MS-Windork) has been proven to be placebo software, and I doubt any
of the other programs is that much better.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3256. Re: Atari..It's time to call it quits!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-29 00:00:00 UTC
From: sthorpe@wasatch.com
Message-ID: <49g9f8$l1h@lonepeak.wasatch.com>
Source record: 10861

```
: I remember hearing that when the Tramiels took over Atari, there were hugr
: stocks of the old VCS systems and cartridges. However when Atari needed
: new warehouse space, rather than selling them they dumped them all into
: landfill sites.

That won't surprise me at all. It is amazing the waste they did when they
were really hot.. The Jag is bring them back, but I wondering if the Jag
is enough to really bring them back.

Stuart
```

3257. Atari and Web Browsing

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-29 00:00:00 UTC
From: TBUF76B@prodigy.com
Message-ID: <49gi1s$13rg@usenetw1.news.prodigy.com>
Source record: 10862

I'm posting this for a friend who is trying to get on line with her ST.
Anyone know of PPP connection software for the Atari? Please Email me
and I'll pass along what you say.

3258. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-29 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951129195644.15077B-100000@PEAK.ORG>
Source record: 10863

On Mon, 27 Nov 1995 brimiller@delphi.com wrote:

> James Wood <jamesw@PEAK.ORG> writes:
>
> >Second, to answer your question - it's because you're a pompous ass.
>
> It's been said that the first person to insult another in an argument
> has lost the argument, regardless of how "valid" his or her points
> are. How "pompous" that is is up to question. . . Whether or not you
> are correct is immaterial since you have lost any debate with me
> already by tossing out the insult.

You're a hypocrite too....trying to preach such tripe after you jumped in
calling me names because I said something you disagreed with.

>
>
> >Third, you need to learn something about the thread before you ignorantly
> >butt-in and blow-hard. If you want to call someone an intellectual void,
>
> Know what about the thread? As a frequent reader of these conferences, I
> am aware of the entire debate, including your mischaraterizations of
> people's arguments.

Yes, I'm sure you think you know everything that's going on. However,
spare me your opinions because they mean nothing to me. By the way, how
about some hard examples of this alleged "mischaracterization?"

> The argument was primarily degenerating into a series
> of insults (which you started first).

I apologize to Scott Tirrell - I jumped in and called him names first.
He's actually been a nice guy and I'm sorry. However, Thorston Guenther
was calling me "dumb" first and even you (in a bout of hypocricy) jumped
in saying something like "I'm replacing Sinclair" in a derogatory
statement about me. I really don't care what either of you think; the
point is that I wasn't the first - exception to Mr. Tirrell. I wouldn't
expect you to apologize for your poignant name-calling, because you
wouldn't be a hypocrite if you did.

> In order to bring the absurdity of
> your remarks to light, I posted the message (and received the reply
> utterly free of substance that I anticipated).

You shouldn't undertake such endeavors that you are clearly incapable
of. There was *no* substance (and only name-calling criticism) in your
post. You act like you should get a nobel prize. Sorry.

>
> >CLAIMING THAT HIS FALCON IS FASTER THAN A DEC ALPHA. If you don't know
> >what I'm talkig about, then I suggest you refrain from posting on threads
> >of which you don't understand the arising circumstances.
>
> When was this statement used? I believe the argument was not over whether
> a Falcon was "faster" generally than a DEC Alpha (again, a MICROPROCESSOR,
> not a computer, so the argument is invalid), but over whether a benchmark
> conducted by Atari was valid for stating that in certain *limited* areas,
> the Falcon has an edge over a DEC Alpha-equipped computer. Your attempt
> to mischaracterize the argument, place words in someone else's mouth, and
> insult earned you the negative accolades you received from folks like
> Steve Tirrell (sp).

It's pretty damned obvious that the Alpha was installed in a computer for
the comparison. Do you have any other brilliant insights that you'd like
to share with us? I don't have time to quibble over such simplistic
arguements as whether or not it was a Alpha chip of Alpha-eqipped
computer. You must have lots of spare time on your hands an very little
substance to argue if you're going to reduce it to that. The point was
that George Crissman has repeately posted OVER AND OVER what he believes
to be a "benchmark" that demonstrates the Falcon is faster than the Alpha
computer. Myself, David Pishke, Tim Seufert and others have taken issue
with that belief. THAT'S THE ISSUE - now damnit comment on that issue
and quit trying to muddy the water in an attempt to smear me. No doubt
you're willing to take things to any extent (at this point) to try and
save face, but please - take a stance on the Falcon vs. Alpha arguement
that is paramount to this entire situation if you want part of it.
Otherwise, take it to email with me and I'll either ignore you or give
you a good mud-slinging if that's what you want.

>
> Also, even if you were correct in saying that this person claimed a Falcon
> was faster than an Alpha, in the interest of debate, why even waste your time?
> Noone with any iota of knowledge (especially someone who knows an Alpha is
> a chip, while a Falcon is a computer architecture) and limited time would
> waste said time on such a foolish argument.

That arguement makes more sense than yours in this message. What I see
in you is someone who feels threatened because of a hypocritical
name-calling post and is now resorting to several K-bytes of ascii
diatribe that's off-subject as a last-resort attempt to save face. Take
it to email. You call the whole thing foolish, but I keep seeing posts
from you. Perhaps it is foolish after all, then.

James

3259. Re: Atari..It's time to call it quits!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-29 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951129195114.15077A-100000@PEAK.ORG>
Source record: 10864

On 27 Nov 1995, Rod McCall wrote:

> Stuart Thorpe (sthorpe@wasatch.com) wrote:
> : I don't think Atari knows how much inventory they have, they just found
> : some warehouses in Cal. that had tons of Atari 8 bit machine sitting in
> : them...
>
>
> I remember hearing that when the Tramiels took over Atari, there were hugr
> stocks of the old VCS systems and cartridges. However when Atari needed
> new warehouse space, rather than selling them they dumped them all into
> landfill sites.
>
> Rod

Heh. I remember hearing the same, except as I understood it, the majority of the stock was Atari's "E.T." cartridge for which it paid so many MILLIONS for the rights of, yet flopped terribly in the marketplace. They probably couldn't have done anything more with the carts!

James

3260. Re: Atari stoops to new low (Was Re: Untrue Rumours)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-29 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <RzNGb5p.brimiller@delphi.com>
Source record: 10865

Greg Granger <ggranger@bithevn.nl2k.edmonton.ab.ca> writes:

>I certainly doubt that Atari will soon drop the Jaguar, as they
>have an infomercial selling the Jaguar. You know things at Atari
>are grim when they have to stoop to that marketing ploy. YIPES!

I seem to remember Commodore airing a number of infomercials for the CD-32 shortly before they went under. . . I think this is another example of Atari's business plan. Start out with the hottest, best, fastest hardware on the market, price it cheaply, make no real effort to market it or encourage developers to develop for it, refuse to pay for shelf space (Atari doesn't pay that much for shelf space as opposed to competitors, which is why their stuff is always in the corner instead of up front), wait until competitors pass you by technologically, drop the product, go with something new, repeat cycle.

The only employees that really endeared the userbase to the company when it was still making computers were engineers like Shiraz Shivji, Alan Pratt, Richard Miller, Bill Rehbock, and John Townsend (all now departed), and Bob Brodie, marketing manager, also departed.

I think that Atari has shot its foot off by abandoning computers - before, loyal users would always buy the next Atari product, and keep it afloat (and in the $100 million + sales range). However, not many ST users are buying Jaguars - I'd bet more are buying C-LAB Falcon MK I's.

A shame, really - I used to believe in Atari.

Brian-Roland Miller
Boston, MA

3261. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-29 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <49icfd$5p9@morgoth.sfu.ca>
Source record: 10866

guenther@cabal.shnet.org (Thorsten Guenther) writes:

>Right, it's like buying a Mac for programming.

Actually, I recently got into a discussion with a PC user about the merits
of the Mac. The only point he was willing to concede is that, short of
a workstation, the Mac has the best C++ development tools around.

NB We were not considering PCs using NeXTStep.

--

Brian Quinlan
quinlan@sfu.ca

3262. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-29 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <49h1ca$229@inca01.inca.co.nz>
Source record: 10867

George Crissman - Ferran Scientific (dferran@crash.cts.com) wrote:
> PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:

> : That's why you write the code in a high-level language and use as few
> : operating system calls as possible. (If you are testing only raw processor
> : performance, that is, and are trying to eliminate any variations cause by
> : software.)

> But when you use a compiler, you're automatically delegating all
> your programming decisions to another group of people* who had to
> decide on the tradeoffs between code size and execution speed,
> the need for portability, and the defensive programming necessary
> to ensure the compiled code has the greatest liklihood of running
> properly. Since they cannot know you'll be using their product
> for benchmark testing, it's a good bet that the final product won't
> give you the best possible performance.

"How valid are benchmarks, anyway?"

Exactly this debate has raged over the last few weeks in the intel
newsgroups.

Intel recompiled their SPEC95 benchmarks for the Pentium Pro (aka P6)
using their Reference Compiler (a highly-touted, and, I believe, _very_
expensive C compiler for the x86 chip) and got a 23% improvement.

Both sides in the argument waged war over if the 23% improvement was
"true" or simply faked due to the near zero-availability of the Reference
Compiler.

The only way to truly compare benchmarks is to change just one item.
Cross platform benchmarks are just plain stupid due to the million and
one differences between the items being compared.

An Intel x86 system would likely only have the RAM SIMMs and perhaps
diskette drives in common with a 68k system.

If one was to uproot the x86 processor and plug in a different x86
processor, then the benchmarks can be believed. Plugging in a 68k (with
an x86 personality module) might also be believable.

--

If I am wrong, flame AOL.
If I am right, flame AOL.
What the hell, just flame AOL.

3263. Re: Sinclap roots for the BeBox?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-30 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-2911951640450001@metricom17.ucsc.edu>
Source record: 10868

In article <FK4SFEAGUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) wrote:

>Ram "doublers" are only available on the Mac becaus MacOS has horrible >memory management, it is a _memory_hog_, as stated above. In fact, SoftRAM >(for MS-Windork) has been proven to be placebo software, and I doubt any >of the other programs is that much better.

Note that "RAM Doubler" for the Mac is actually just a more intelligent version of VM that replaces Apple's horrible VM. (It's got to be one of the worst implementations of VM ever invented.) RAM Doubler uses several strategies to make disk access as rare as possible, including the compression of seldom-accessed pages (it's quicker to compress or decompress than it is to swap with the disk). Unlike Apple's VM, RAM Doubler uses a variable-size swapfile, and always sets the apparent virtual memory size to twice the physical memory. (Some people have written patchers to change the multiplier, so that RAM Doubler becomes a tripler or quadrupler, or even higher.)

There is another memory enhancer for the Mac, OptiMem RAM Charger. It does not give you extra virtual RAM. Instead, it gets around the Mac's ancient static application memory allocation scheme, so you get more out of your RAM. Normally, Mac apps get a fixed amount of RAM when they start, and can't get any more. If an app needs to do dynamic allocation, it can only dynamically allocate memory within its own heap. The size of the app's heap can be set by doing a Get Info in the Finder and changing the values shown. With RAM Charger installed, app heaps more or less disappear - it grafts true dynamic allocation into the system. It can retain conventional heaps for programs that don't work well with its enhancements, while still doing its job for all other programs running at the same time.

Both Doubler and Charger will be made completely obsolete by Copland.

The Windows RAM doublers actually do accomplish more than a placebo effect, though they're misleadingly named - they don't really double anything. (The specific program you name might be a scam, though - I haven't heard about it.) Most of them are basically fixes for the Windows 3.x resource bugs. Win3.x maintains a 64K block of resource memory that contains window and other GUI data structures. Unfortunately, the code that manages this memory is buggy as hell, and contains numerous memory leaks. So if you just open and close a program several times, the 64K resource block will slowly fill, because Windows fails to properly deallocate things. You can also kill it by trying to run too many programs at once, particularly if they hog lots of resource memory (Microsoft Office programs are common culprits). When the resource memory

fills up, Windows typically croaks over and dies - Microsoft, being Microsoft, didn't try to put in code to gracefully handle running out.

Anyway, the WIndows RAM doubler products try to get around that problem. Some of them do it very crudely - they just force 128K of resource memory to be allocated instead of 64K, or some such thing. Others try to patch Windows so it handles the resource memory better.

+---+
|Tim Seufert, bwanga@cats.ucsc.edu UselessWastedSpace(tm) |
| "I never gave anybody hell. I told them the truth, and they |
| thought it was hell." -Harry S Truman (inexact quote) |
+---+

3264. Re: fs: ATARI 800XL + accessories

Newsgroup: comp.sys.atari.advocacy
Date: 1995-11-30 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <49j5b9$77k@ccshst05.cs.uoguelph.ca>
Source record: 10869

: We're thinking maybe $100 for all. For more info or to make an offer, please
: write Joe at JFabregas@aol.com or respond to my message. Thank you.

1040STe's sell for about $150 used around here. You might want to
reconsider your price. This is an 800XL after all. I bought a complete
130XE set two years ago for $45 (with drive and other goodies).

>> Mark <<

--
==
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I spent my life believing it would not end this way" - Robert Lamm
==

3265. Re: Atari stoops to new low (Was Re: Untrue Rumours)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-01 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <49llth$j5q@ccshst05.cs.uoguelph.ca>
Source record: 10870
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

```
: I certainly doubt that Atari will soon drop the Jaguar, as they
: have an infomercial selling the Jaguar. You know things at Atari
: are grim when they have to stoop to that marketing ploy. YIPES!

Why is that grim? Sega has done the same thing twice! It's
becoming more of a (yikes) trendy thing.

>> Mark <<

--
================================================================================
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I spent my life believing it would not end this way" - Robert Lamm
================================================================================
```

3266. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-01 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-01129512372500001@metricom09.ucsc.edu>
Source record: 10871

In article <49mker$js@news3.cts.com>, dferran@crash.cts.com (George Crissman - Ferran Scientific) wrote:

>: In such a test you can't make a general statement about
>: the performance of the two machines; you can only conclude that one is
>: faster than the other when each runs its version of the same program.
>
>Which is exactly what I mean when I say "On a system basis, and with
>respect to the benchmark that was run, the Falcon was faster than the
>Mac Quadra, the '486@66MHz, and the DEC Alpha."

I still have a problem with this statement. Calling what happened a benchmark is just not accurate. In a benchmark test, some effort is expended to make sure that all variables but one are as controlled as possible. In this case, no such effort was made. It is an invalid test, and should not be called a benchmark.

You could call it an applications test - Atari's Mandelbrot program vs. DEC's. But in that case, it is misleading to say that "the Falcon was faster", because whether you intend to or not, it implies that the Falcon hardware is absolutely faster than DEC Alpha, Quadra, etc.

After all, think about what would happen if you tossed a low-end PC running Fractint into the fray. Fractint is bloody fast, because they use extremely aggressive techniques to optimize Mandelbrot calculation. It doesn't even matter if the PC it runs on has a FPU. A low end 386 is probably sufficient to beat all the other times. Would that make you ever conclude, in any way, that the 386 was faster than the 486 used in DEC's test?

+---+
|Tim Seufert, bwanga@cats.ucsc.edu UselessWastedSpace(tm) |
| "I never gave anybody hell. I told them the truth, and they |
| thought it was hell." -Harry S Truman (inexact quote) |
+---+

3267. Re: Sinclap roots for the BeBox?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-01 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <49nmt1$nut@morgoth.sfu.ca>
Source record: 10872

bwanga@cats.ucsc.edu (Timothy A. Seufert) writes:

>Note that "RAM Doubler" for the Mac is actually just a more intelligent
>version of VM that replaces Apple's horrible VM. (It's got to be one of
>the worst implementations of VM ever invented.) RAM Doubler uses several
>strategies to make disk access as rare as possible, including the
>compression of seldom-accessed pages (it's quicker to compress or
>decompress than it is to swap with the disk). Unlike Apple's VM, RAM
>Doubler uses a variable-size swapfile, and always sets the apparent
>virtual memory size to twice the physical memory. (Some people have
>written patchers to change the multiplier, so that RAM Doubler becomes a
>tripler or quadrupler, or even higher.)

Actually, RAM Doubler will try to compressed unused RAM which sets it apart
from a mere VM scheme. This will minimize swaps and speed things up.
Connetrix has also stated that they have plans for a Copland version
of RAM Doubler.
--

Brian Quinlan
quinlan@sfu.ca

3268. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-01 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <49nn69$o4i@morgoth.sfu.ca>
Source record: 10873

dferran@crash.cts.com (George Crissman - Ferran Scientific) writes:

>And: a "benchmark" is "a reference point serving as a standard
>for comparing or judging other things." Running a Mandelbrot
>routine on a variety of computers allows a method of comparison.

You can use the colour of the computers case as "a reference point
serving as a standard for comparing or judging other things". But it
wouldn't tell you anything just like this Mandelbrot comparison doesn't
tell you anything.

--

Brian Quinlan
quinlan@sfu.ca

3269. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-01 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <hZMmTv2.brimiller@delphi.com>
Source record: 10874

James Wood <jamesw@PEAK.ORG> writes:

>You're a hypocrite too....trying to preach such tripe after you jumped in
>calling me names because I said something you disagreed with.

You said nothing I inherently disagreed with - you did engage in continuous obscenity directed at someone who disagrees with you. Regardless of who is correct or incorrect in the debate, you lost your "ethos" or ethical ground (as well as credibility) by engaging in obscene insults. My commentary simply reflected the absurdity of this by quoting about five obscenities in a single post of yours. Again, by engaging in obscenities, you _lost the argument_ in the eyes of most people - if indeed, you had a logical argument, there would be no need to stoop to such lows.

>with that belief. THAT'S THE ISSUE - now damnit comment on that issue
>and quit trying to muddy the water in an attempt to smear me. No doubt

I've already commented on the issue. And have you seen me make any comments about any of the other individuals engaged in this argument on either side? This is not a "smear" campaign, simply a note that "arrogant, lousy, stupid piece of _fill in the blank_" does not add to credibility, and in fact, causes you to lose the argument by stooping to social lows.

3270. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-01 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <49mker$js@news3.cts.com>
Source record: 10875

Timothy A. Seufert (bwanga@cats.ucsc.edu) provided a detailed
and literate overview of the Falcon performance discussion when
he wrote:

[Many good points edited to save bandwidth]

: Such comparisons can break down easily, and when they do, what you end up
: with is an application benchmark, not a low-level performance benchmark.

That's been my point all along. I've been discussing system
performance, not CPU performance.

: In such a test you can't make a general statement about
: the performance of the two machines; you can only conclude that one is
: faster than the other when each runs its version of the same program.

Which is exactly what I mean when I say "On a system basis, and with
respect to the benchmark that was run, the Falcon was faster than the
Mac Quadra, the '486@66MHz, and the DEC Alpha."

: Several times you have strongly implied (maybe even explicitly stated)
: that the Falcon is faster than a DEC Alpha and almost any Mac or PC, and
: you have repeatedly used this so-called benchmark as support for the
: idea.

Actually, it's been James Woods that has claimed the Falcon's
superior performance in this one benchmark makes the Falcon a
superior computer in all areas. But instead of acknowledging
that it's his claim, he chooses to blame me for it instead.

: I hope that idea is now firmly laid to rest in your mind. If not,
: please explain.

That should just about clear up any lingering doubts.

-- George

PS: You obviously put a lot of thought into that posting. Thanks!

3271. Re: (very long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-01 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <49mkm3$k2@news3.cts.com>
Source record: 10876

The thoughtful and polite James Wood (really?@PEAK.ORG) wrote:

: > True. However, those benchmarks do not include the system overhead
: > of Microsoft Windows (for the PClone) and GEM (for the ST). The
: > Microsoft product is so inefficient, that the 8 MHz 520 ST running
: > GEM feels like a '386 @ 33 MHz running Windows.

: This is a typical "Crissman Comeback" - someone posts factual evidence
: that he's wrong, and he comes back with "it feels (!!) like a 386/33
: running Windows."

Since I am discussing system performance and the reply dealt
with low-level CPU performance, there is no error.

: Ok...you're the supreme PC authority here. You are PC God.

: James

Thanks, James.

-- George

3272. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-01 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <49mlq8$145@news3.cts.com>
Source record: 10877

The thoughtful and polite James Wood (jamesw@PEAK.ORG) wrote:

: > Since the DEC alpha completed the Mandelbrot benchmark in 5 seconds
: > and the Atari Falcon completed it in 4 seconds, the Falcon is obviously
: > faster than the Alpha when running this benchmark.

: After all of the commotion over this, and all of the people who know more
: about benchmarks than you and I (and who have more common sense than you)
: you still call this a "benchmark" and that the "Falcon is faster than a
: DEC Alpha." THAT IS THE BIGGEST LIE/ASSUMPTION I've ever seen on any
: computer-related newsgroup, and you earn an honorary dunce cap for such
: drivel. Let's drop it now.

You still haven't seen the "...when running this benchmark" qualifier?

And: a "benchmark" is "a reference point serving as a standard
for comparing or judging other things." Running a Mandelbrot
routine on a variety of computers allows a method of comparison.

: I think the biggest lie/assumption is your "Falcon faster than DEC
: Alpha" arguement. Period.

Hmmm ... a one-word sentence containing two "periods" usually indicates
dogma from a closed mind. I wonder if that's true here.

And: have you seen the "...when running this benchmark" qualifier?

: > 1. Only 20% of the games run on the Falcon. (Falcon owners
: > have reported a 50% rate here in c.s.a.a, and also note
: > that an overall 80% compatibility claim for all ST software
: > sounds reasonable and believable).

: I don't know where you got that 20%.

From you in a prior posting.

: You are totally unbelieveable. My point was that if 80% of the games run
: on the Falcon, then 80% of the games that Toad sells should be marked
: "Falcon compatible" when in fact it's a minority of games that they have
: advertised as indeed "tested with Falcon."

Falcon owners have reported a 50% rate here in c.s.a.a for games,
and also note that an overall 80% compatibility claim for **all**
ST software (spreadsheets, word processors, data bases, route
finders [on Hensa], etc.) sounds reasonable and believable.

: As far as "dumping non-working
: software" - that is your assumption that I said that. I never said that

: they intentionally engage in deceptive sales practices - more Crissman
: hogwash.

Actually I quoted your word-for-word comment in which you claimed
that Toad was dumping non-working software and overpriced Falcons.
(You never responded to it, BTW.) And it's true that you never
said they intentionally engage in deceptive sales practices, but
when you accuse them of dumping non-working software and selling
overpriced computers you are in effect making that accusation.

: That's all I have to say on the matter and I won't comment further.

Just like you said you weren't going to be following up my postings
anymore?

-- George

3273. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-01 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FLBPAGAQUP@cabal.shnet.org>
Source record: 10878

In <49icfd$5p9@morgoth.sfu.ca> Brian Quinlan wrote:
>guenther@cabal.shnet.org (Thorsten Guenther) writes:
>
>>Right, it's like buying a Mac for programming.
>
>Actually, I recently got into a discussion with a PC user about the merits
>of the Mac. The only point he was willing to concede is that, short of
>a workstation, the Mac has the best C++ development tools around.

How does one write an OS for the Mac?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3274. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-01 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <hbMn7L1.brimiller@delphi.com>
Source record: 10879

George Crissman - Ferran Scientific <dferran@crash.cts.com> writes:

>Actually, it's been James Woods that has claimed the Falcon's
>superior performance in this one benchmark makes the Falcon a
>superior computer in all areas. But instead of acknowledging
>that it's his claim, he chooses to blame me for it instead.

Precisely, which is why Mr. Woods' argument, replete with obscenities,
is wholly invalid - he misquoted you, and proceeded to spout obscenities
when you refused to assume this role that he assigned to you. As a seasoned
debater in APDA, I've come to be very keen at analyzing these things.

BTW: The Falcon Mandelbrot demo WAS a joke by Atari, I believe Bill Rehbock
as a matter of fact. I remember that at the WAACE show, during the Falcon
unveiling, during a smaller showing of Falcon capabilities, Bill even said
that Atari simply wished to prove the foolishness of using fractals as a
benchmark of performance. It certainly worked! Now - can we all agree that
the Falcon is NOT generally faster on a processor basis, and that it
SHOULDN'T BE? (After all, it starts at under $800, as opposed to
+- $10,000 for an Alpha machine. I doubt many people will be using Alphas
in their homes, or will jump to a Falcon instead of purchasing an Alpha-based
machine.)

BR Miller
Boston

3275. Re: Sinclap roots for the BeBox?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-01 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FLBPAGATUP@cabal.shnet.org>
Source record: 10880

In <bwanga-2911951640450001@metricom17.ucsc.edu> Timothy A. Seufert wrote:
>In article <FK4SFEAGUP@cabal.shnet.org>, guenther@cabal.shnet.org
>(Thorsten Guenther) wrote:

>The Windows RAM doublers actually do accomplish more than a placebo
>effect, though they're misleadingly named - they don't really double
>anything.

That's what I presumed, too.

> (The specific program you name might be a scam, though - I
>haven't heard about it.)

SoftRAM by Syncronys Softcorp. is ranked ninth of the alltime top-selling
computer programs in the U.S..

And yes, it _is_ a scam.

Tells me much about Windows users.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3276. Re: Untrue Rumours

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-01 00:00:00 UTC
From: psd@eworld.com
Message-ID: <49p0kl$9a3@hp5.online.apple.com>
Source record: 10881
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

And you believe what Atari saids? If the Jag sales do not improve, than Atari will not continue to invest their dwindling Sega money.. Does anybody believe that Atari will make up the money that has been invested in the Jag? Must be at least $100 million that has been spent on this console..

Peter Sinclair-Day
University of Northern Iowa

Peter Sinclair-Day Performa 636 PowerBook 150

e-mail: sinclap2954@uni.edu
psd@eworld.com

3277. Re: Sinclap roots for the BeBox?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-01 00:00:00 UTC
From: psd@eworld.com
Message-ID: <49p02h$99u@hp5.online.apple.com>
Source record: 10882

I do not use vm. Ram doubler is the best solution and works perfectly!!
Yes the the Mac memory scheme of things sucks, but Ram Doubler solves it
and it is not an issue.

However, the Mac OS is many times more refined in functionality and
features than the Atari TOS. Mac OS is constantly being refined while TOS
is dead..

Mac software can't be matched in general by ST ones..Thats the fact Jack..

Peter Sinclair-Day
University of Northern Iowa

Peter Sinclair-Day Performa 636 PowerBook 150

e-mail: sinclap2954@uni.edu
psd@eworld.com

3278. Were is the $99 Jagflop??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-01 00:00:00 UTC
From: psd@eworld.com
Message-ID: <49p0ec$9a2@hp5.online.apple.com>
Source record: 10883

Wasn't Atari suppose to release a new $99 core Jagflop console? I doubt Atari will sell that many $199 Jagflop console with three lousy and one decent title. The GoldStar 3do with two titles is $50 more and can be upgradeable to the M2. Atari's only hope is the $99 core..

Peter Sinclair-Day
University of Northern Iowa
Peter Sinclair-Day Performa 636 PowerBook 150

e-mail: sinclap2954@uni.edu
psd@eworld.com

3279. Re: Atari stoops to new low (Was Re: Untrue Rumours)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Dec2.230855.50960@cobra.uni.edu>
Source record: 10789
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <49pq3p$b2n@cxc1.cl.msu.edu>, molin@cxc1.cl.msu.edu (Michael Olin) writes:
> ggranger@bithevn.nl2k.edmonton.ab.ca (Greg Granger) writes:
>
>>>The rumours regarding Atari dropping the Jaguar, as untrue a
>>>message I received from Atari UK under the topic "Death of Atari
>>>Hardware" can be found comp.sys.atari.st under "Death of Atari Hardware".
>
>
>>I certainly doubt that Atari will soon drop the Jaguar, as they
>>have an infomercial selling the Jaguar. You know things at Atari
>>are grim when they have to stoop to that marketing ploy. YIPES!
>
>
> Things at Atari have been grim practically since the Tramiels came on
> board. They launch a revolution with the ST lineup, then consistently
> and unwaveringly set about to destroy it.

Yep..

>
> I really would like to meet one of them someday... I've never met a real
> Laughing Stock.

ROTFLMAO!!! Try the case studies in business text books.

> --
> =-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
> |||
> Keep up the fight ||| I love my country
> or lose the right... / | \ but I fear my government

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3280. Re: Atari stoops to new low (Was Re: Untrue Rumours)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-02 00:00:00 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <49pq3p$b2n@cxc1.cl.msu.edu>
Source record: 10884
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

ggranger@bithevn.nl2k.edmonton.ab.ca (Greg Granger) writes:

>>The rumours regarding Atari dropping the Jaguar, as untrue a
>>message I received from Atari UK under the topic "Death of Atari
>>Hardware" can be found comp.sys.atari.st under "Death of Atari Hardware".

>I certainly doubt that Atari will soon drop the Jaguar, as they
>have an infomercial selling the Jaguar. You know things at Atari
>are grim when they have to stoop to that marketing ploy. YIPES!

Things at Atari have been grim practically since the Tramiels came on
board. They launch a revolution with the ST lineup, then consistently
and unwaveringly set about to destroy it.

I really would like to meet one of them someday... I've never met a real
Laughing Stock.
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

3281. Re: Untrue Rumours

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-02 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <49q05v$nmp@dux.dundee.ac.uk>
Source record: 10885
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

PSD (psd@eworld.com) wrote:
: And you believe what Atari saids? If the Jag sales do not improve, than
: Atari will not continue to invest their dwindling Sega money.. Does
: anybody believe that Atari will make up the money that has been invested
: in the Jag? Must be at least $100 million that has been spent on this
: console..

I doubt Atari will axe the Jag in the short term, it is the ONLY substantial
;-) business that they have. Basically if they stick with it then they have
a chance of recovering some if not all of the costs. Basically the profits
come from selling the games, NOT the consoles, these sales should improve
substantially after Christmas.

Rod

--
Rod McCall, Senior Honours, Computer Science with Accounting Studies
1994/95 President, University of Dundee Dramatic Society
Try My new web pages on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
(they include Sinclair C5, Atari and a few other silly pages)
"I know, I read it on the back of a match box!"

3282. Re: Untrue Rumours

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Dec2.231032.50961@cobra.uni.edu>
Source record: 10886
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <49q05v$nmp@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
> PSD (psd@eworld.com) wrote:
> : And you believe what Atari saids? If the Jag sales do not improve, than
> : Atari will not continue to invest their dwindling Sega money.. Does
> : anybody believe that Atari will make up the money that has been invested
> : in the Jag? Must be at least $100 million that has been spent on this
> : console..
>
> I doubt Atari will axe the Jag in the short term, it is the ONLY substantial
> ;-) business that they have. Basically if they stick with it then they have
> a chance of recovering some if not all of the costs. Basically the profits
> come from selling the games, NOT the consoles, these sales should improve
> substantially after Christmas.

Not unless they can sell a lot of consoles to fuel the sales of titles.
Something Atari has failed to do so.

>
> Rod
>
> --
> Rod McCall, Senior Honours, Computer Science with Accounting Studies
> 1994/95 President, University of Dundee Dramatic Society
> Try My new web pages on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
> (they include Sinclair C5, Atari and a few other silly pages)
> "I know, I read it on the back of a match box!"
>

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks
like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3283. 3do now $199..What will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Dec2.234541.50965@cobra.uni.edu>
Source record: 10887

Well sports fans, it's the bottom of the ninth with two outs, two strikes and Atari is down by five. GoldStar has inflected two strikes on Atari with a new $199 price on the their 3do with two controllers and two titles.

What will Atari do? The 3do is a much better deal since it costs less now..

Hopefuly Sony will reduce the PlayStation price if GoldStar's new pricing has an effect. 3do titles are about $10 more than PlayStation ones.

BeBox(?)
Peter Sinclair-Day Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

Saying Windows 95 is equal to Macintosh is like finding a potato that looks like Jesus and believing you've witnessed the second comming.
-Guy Kawasaki
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3284. Re: Sinclap roots for the BeBox?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-02 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FLCVEDBQUP@cabal.shnet.org>
Source record: 10888

In <49p02h$99u@hp5.online.apple.com> PSD wrote:

Lost your account, eh?

>I do not use vm. Ram doubler is the best solution and works perfectly!!
>Yes the the Mac memory scheme of things sucks, but Ram Doubler solves it
>and it is not an issue.

Of course, for mac owners money never is an issue.

>However, the Mac OS is many times more refined in functionality and
>features than the Atari TOS. Mac OS is constantly being refined while TOS
>is dead..

Right, people today use MagiC or MiNT with an AES and a VDI plus a
replacement desktop.

>Mac software can't be matched in general by ST ones..Thats the fact Jack..

Prove it.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3285. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-03 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <49qt6i$90c@morgoth.sfu.ca>
Source record: 10790

guenther@cabal.shnet.org (Thorsten Guenther) writes:

>How does one write an OS for the Mac?

One gets hired by Apple :) But I assumed that you meant application
developement. If you want to develop your own OS then get linux.

--

Brian Quinlan
quinlan@sfu.ca

3286. Re: Atari stoops to new low (Was Re: Untrue Rumours)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-03 00:00:00 UTC
From: Eric Noss <enoss@planetx.bloomu.edu>
Message-ID: <Pine.SUN.3.91.951203173008.1026B-100000@planetx.bloomu.edu>
Source record: 10791
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

On 1 Dec 1995, Mark Rathwell wrote:

> : I certainly doubt that Atari will soon drop the Jaguar, as they
> : have an infomercial selling the Jaguar. You know things at Atari
> : are grim when they have to stoop to that marketing ploy. YIPES!

Why not? In the early 80's, Atari had "specials" about current
technology where they had nothing but commericals about the 2600 and the
800 computers. They even have a web page with those ads stored as
QuickTime movies :)

> Why is that grim? Sega has done the same thing twice! It's
> becoming more of a (yikes) trendy thing.

So did CD-I, fat lot of good it did :)

Eric Noss
a.k.a
Mr. Maddog

3287. Re: 3do now $199..What will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-04 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <hNNHUIT.brimiller@delphi.com>
Source record: 10792

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>What will Atari do? The 3do is a much better deal since it costs less now..

If I were Atari's chief stockholder, seeing as Mr. Tramiel has given up on internal development and fired every person that made Atari Atari other than Don Thomas (and if Bill Rehbock was considered "expendable", who ISN'T??), I would have a little sale.

First on the auction block: the Jaguar, lock stock and barrel. All rights to the hardware, any relevant software, licenses, agreements (all that are transferable). Starting price: $40 million.

Second on the auction block: exclusive rights to all of Atari's video game patents (the same that cost Sega and Nintendo dearly). These include rights to all future royalty payments from both or any other party. Starting price: $30 million.

Third on the list: the 8-bit computers. All licenses, patents, rights, etc. Start at $50,000 (not a typo). At least get something out of it.

Fourth on the list: the TOS computers. Sell all licenses, technologies, and patents to the TOS line. Start at $5 million. (Be willing to break into chunks and sell to different parties).

Fifth on the list: the Atari name and logo, with right to use for perpetuity. Start the price at $20 million (recognizable worldwide!)

Use the cash to pay off all creditors.

Liquad
Liquidate and disburse all remaining assets between shareholders. This would be the most lucrative way for a profit-taker to "cash in" on Atari. Whether it is a good move in the long run is tricky - it just may be if Jaguar sales don't heat up soon.

Brian-Roland Miller
Boston, MA

3288. Re: Untrue Rumours

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-04 00:00:00 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <4a0d00$42o@cxc1.cl.msu.edu>
Source record: 10793
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>a chance of recovering some if not all of the costs. Basically the profits
>come from selling the games, NOT the consoles, these sales should improve
>substantially after Christmas. ^^^^^^^^^^^^^^^^^^^^
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Sounds all too familiar... WE've been hearing this same tired line from
Atari for the past 6 years.

Can you say, "Same Shit, Different Day" ???
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

3289. Re: Sinclap roots for the BeBox?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-04 00:00:00 UTC
From: work@tecnation.com
Message-ID: <work-0412951534520001@tdw.vip.best.com>
Source record: 10794

> TOS is NOT dead, it is still ACTIVELY being developed!!

You guys should check out our Falcon product on the web at:

http://www.tecnation.com

Channel 14

Regards,

Alex

--
TECNATION DIGITAL WORLD
555 Bryant Street, #322
Palo Alto, California 94301, U.S.A.
http://www.tecnation.com

3290. Re: Sinclap roots for the BeBox?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-04 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <49uuq1$5j@news.iesd.auc.dk>
Source record: 10795

[No readable article body recovered]

3291. Re: Sinclap roots for the BeBox?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-04 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <49uvci$5j@news.iesd.auc.dk>
Source record: 10796

In article <49p02h$99u@hp5.online.apple.com>, psd@eworld.com (PSD) writes:
> I do not use vm. Ram doubler is the best solution and works perfectly!!
> Yes the the Mac memory scheme of things sucks, but Ram Doubler solves it
> and it is not an issue.
>
> However, the Mac OS is many times more refined in functionality and
> features than the Atari TOS. Mac OS is constantly being refined while TOS
> is dead..
>

You don't know shit, what you're talking about.

TOS is NOT dead, it is still ACTIVELY being developed!!
C-Lab is developing TOS, while Application Systems is developing MagiC (a TOS-equivalent,
which also is avaiable for the Mac) - they have just released a
new version of MagiC, which is version 4. And it's FAAASST!!! Much much faster
than TOS 4.04 and features pre-emtive multitasking like MultiTOS but still faster.

> Mac software can't be matched in general by ST ones..Thats the fact Jack..

No??

Take CalamusSL for example - it beats the guts out of QuarkXpress!!

And generally, Atari programs are running a LOT faster than Mac programs.
If you wan't proof, just install MagiCMac on your Performa and see how Atari
programs fly compared to Mac programs - and by the way MagiC and MagiCMac
are PRE-EMTIVE multitasking OS's !!

Keep Cool and Flying...

ChainXOR...

// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-Rom //
// E-Mail: chainxor@control.auc.dk //
// Homepage: http://www.control.auc.dk/~chainxor/ //

3292. SWAP: ICD internal->M2 for 1040 icd/or dead older external HD.

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-05 00:00:00 UTC
From: helling@uwindsor.ca
Message-ID: <DJ3HrD.6s6@news.uwindsor.ca>
Source record: 10797
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.advocacy

OK... I'm looking for something Hard drive like to hook to a 1040stfm.
a bare icd board- adscsi, etc...
OR:
An older megafile, or similar external Atari HD, with a pooched drive
mechanism, but the adapter electronics still ok... I can come up with
whatever ancient MFM-whatever was in it....
(read below for swap, but I can pony up a bit'o $$ instead, if not
interested...)

I have.... (here come the random inquiries....)
something by ICD called an ADVANTAGE MICRO HOST ADAPTER. ICD sez it will
"allow you to easily install a 3.5" hard drive inside your Mega
computer". Comes with a power take off wire, a mount bracket, and a
little circuit board that clips onto the drive socket, and has a ribbon
cable that connects "to the DMA connector in the back left corner of the
computer" (inside the case).
(all quotes from manual)
There... that's ALL I know about it....
Want more info???? Call ICD. I don't have a Mega computer.
Also comes with manual and disk...

So..... you got some older ICD or whatever board to hook to the DMA
port,
OR:
one of those megafile external HD's, or similar with a seized drive
mechanism, and want to swap, drop a line....
Or If you have one of these for mucho cheap, and don't need a micro
whatever, drop a line too....

cheers...

B/H.
helling@server.uwindsor.ca
Windsor, On. Canada

3293. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-05 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <4a1b98$lu@studs.sci.kun.nl>
Source record: 10798

In <49qt6i$90c@morgoth.sfu.ca> quinlan@news.sfu.ca (Brian Quinlan) writes:

>>How does one write an OS for the Mac?

>One gets hired by Apple :) But I assumed that you meant application
>developement. If you want to develop your own OS then get linux.

Umm, I thought that MacLinux died a horrible death.
Too bad, if there were a Linux for PowerPC I'd definately take a
look...

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

3294. Re: Untrue Rumours

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-05 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <4a1f98$qu6@dux.dundee.ac.uk>
Source record: 10799
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Michael Olin (molin@cxc1.cl.msu.edu) wrote:

: >come from selling the games, NOT the consoles, these sales should improve
: >substantially after Christmas. ^^^^^^^^^^^^^^^^^^^^
: ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

: Sounds all too familiar... WE've been hearing this same tired line from
: Atari for the past 6 years.

: Can you say, "Same Shit, Different Day" ???

Well it WOULD make sense, think about it. Say that 100,000 Jaguar packs are
sold over Christmas, now say that in each case the buyers dont buy any
additional games till after Christams. It therefore follows that
they may buy more games over next year. This is simple human nature,
not many people can stand only having ONE games to play!!

Rod

--
Rod McCall, Senior Honours, Computer Science with Accounting Studies
1994/95 President, University of Dundee Dramatic Society
Try My new web pages on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
(they include Sinclair C5, Atari and a few other silly pages)
"I know, I read it on the back of a match box!"

3295. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-05 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <4a0k5u$krj@news2.cts.com>
Source record: 10800

Timothy A. Seufert (bwanga@cats.ucsc.edu) wrote:
: In article <49mker$js@news3.cts.com>, dferran@crash.cts.com (George
: Crissman - Ferran Scientific) wrote:

: >: In such a test you can't make a general statement about
: >: the performance of the two machines; you can only conclude that one is
: >: faster than the other when each runs its version of the same program.
: >
: >Which is exactly what I mean when I say "On a system basis, and with
: >respect to the benchmark that was run, the Falcon was faster than the
: >Mac Quadra, the '486@66MHz, and the DEC Alpha."

: I still have a problem with this statement. Calling what happened a
: benchmark is just not accurate. In a benchmark test, some effort is
: expended to make sure that all variables but one are as controlled as
: possible. In this case, no such effort was made. It is an invalid test,
: and should not be called a benchmark.

In responding to a comment from Bob Retelle, I've separtely posted
several definitions of "benchmark". The most compelling statement was:

"You usually want to compare factors such as throughput and response
time in an environment that closely represents the systems that
will be run on the machine." (From "Systems Analysis and Design"
by H. L. Capron, (c) 1986 by The Benjamin/Cummings Publishing Co,
page 158).

Since the controlling factor was the "Mandelbrot" test, it is
not necessary to control any other factors when comparing system
performance. In fact, using "standard code" that ignores the
special architectural features of a machine will give an inaccurate
result.

: You could call it an applications test - Atari's Mandelbrot program vs.
: DEC's.

And in each case, it was recognized as a Mandelbrot program. It's
the controlling factor in this particular system comparison test.

: But in that case, it is misleading to say that "the Falcon was
: faster", because whether you intend to or not, it implies that
: the Falcon hardware is absolutely faster than DEC Alpha, Quadra, etc.

Ah -- now we have a question of whether I am "implying" something
or whether someone else is "inferring" something from my statements.

[This is one of those fine points of the English language that
many school teachers have given up on, BTW....]

Yes, I did say "the Falcon was faster when running this benchmark",
but it was James Wood who claimed that the Falcon was absolutely
faster than the DEC Alpha, Mac Quadra, etc for all applications,
although his claim was implied by his determined efforts to refute
it.

: After all, think about what would happen if you tossed a low-end PC
: running Fractint into the fray. Fractint is bloody fast, because they use
: extremely aggressive techniques to optimize Mandelbrot calculation. It
: doesn't even matter if the PC it runs on has a FPU. A low end 386 is
: probably sufficient to beat all the other times. Would that make you ever
: conclude, in any way, that the 386 was faster than the 486 used in DEC's
: test?

This is why I've been saying that the routine must be specifically
written for each target machine using an experienced programmer
with good knowledge of the computer the benchmark will run on.

-- George

3296. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-05 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <4a0lgj$l0c@news2.cts.com>
Source record: 10801

brimiller@delphi.com wrote:
: Now - can we all agree that
: the Falcon is NOT generally faster on a processor basis, and that it
: _SHOULDN'T BE_? (After all, it starts at under $800, as opposed to
: +- $10,000 for an Alpha machine. I doubt many people will be using
: Alphas in their homes, or will jump to a Falcon instead of purchasing
: an Alpha-based machine.)

Hmmm ... but we haven't been comparing *only* central
processors. We've been comparing system performance,
which includes coprocessors such as the DSP and overhead
such as GEM and MS-Windows.

This whole thing started from my response to a "Falcon is
underpowered and overpriced" posting here in C.S.A.A. Now
that most of the shouting has died down, I believe it's
important to point out that people are most concerned with
system performance and not necessarily internal processor
performance.

If a 16 MHz 68030 Mac LC II feels slower to the user than
an 8 MHz 68000 Atari 520 ST, then the Mac user is not
receiving the benefits of the apparent "extra power" of
the higher clock speed or the improved processor.

Does the Falcon do some thing(s) well? Sure!
Does the PClone do some thing(s) well? Sure!
Does the MacIntosh do some thing(s) well? Sure!
(Don't tell sinclap I said that, BTW....)
Does the Alpha do some thing(s) well? Sure!
Does the Amiga do some thing(s) well? Sure!

The key is to match the computer to the user and the task.

-- George

3297. Re: Were is the $99 Jagflop??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-05 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4a239f$qep@ccshst05.cs.uoguelph.ca>
Source record: 10802

: Wasn't Atari suppose to release a new $99 core Jagflop console?

That was a rumour that originated on the net.

>> Mark <<

--
==
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I spent my life believing it would not end this way" - Robert Lamm
==

3298. Benchmark Defined

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-05 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <4a0hfd$kha@news2.cts.com>
Source record: 10803

It hasn't been that long since the illustrious Bob Retelle
suggested that my usage of the term "benchmark" was incorrect,
yet it has already scrolled of my service provider's disk.

Here are the results of my research into the meaning of the word:

Benchmarks are used to compare software packages:

1. "Computer professionals in a company often develop a series of
benchmark tests to help evaluate and compare software packages.
These tests are designed to ensure that the software product
can perform all of the processing required. Benchmark tests
allow potential users to compare the results obtained by
different packages under similar circumstances."
Computing Concepts for End Users [textbook]
by Nancy & Robert Stern, (c) 1990 by John Wiley & Sons, p. 218.

Benchmarks are used to compare computer throughput:

2. "Comparing computers involves more than just reading glossy
brochures and talking to vendors. At some point, some serious
efforts must be made to compare one machine to another in terms
of performance. A _benchmark_ is a formal performance test.
All kinds of benchmark tests are available, or you can invent
your own. You usually want to compare factors such as throughput
and response time in an environment that closely represents the
systems that will be run on the machine."
Systems Analysis and Design [textbook]
by H. L. Capron, (c) 1986 by The Benjamin/Cummings
Publishing Company, p. 158.

Benchmarks are used to compare equipment performance:

3. "Benchmark routine: A set of routines or problems that will help
determine the performance of a given piece of equipment."
Computer Dictionary by Charles Sippl, (c) 1985 by Howard W. Sams
Company, Inc., p. 36.

Benchmarks are used to compare system performance:

4. "Benchmark (benchmark problem): A problem that has been designed
to evaluate the performance of a system (hardware and software).
In a _benchmark_ _test_, a system is subjected to a known workload
and the performance of the system against this workload is
measured. Typically the purpose is to compare the measured
performance with that of other systems that have been subject to
the same benchmark test."

Dictionary of Computing by the Oxford University Press, (c) 1986.

5. "Benchmark: A benchmark program is a program used to test the performance of a computer or a piece of software. For example, the speed with which computers do arithmetic is often measured by running a prime-number-finding algorithm called the _Sieve_ _of_ _Eratosthenes_.
"Benchmark results are always somewhat untrustworthy because no single program tests all aspects of a computer's ooperation. A particular benchmark may exaggerate a difference between two machines that is unimportant in practice, or it may conceal an important differance."
Dictionary of Computer Terms, 2nd Edition, by Douglas Downing and Michael Covington, (c) 1989 by Barron's Educational Series, Inc., p. 38.

(The second paragraph reinforces my statements that the benchmark must be separately written for each machine by a skilled programmer who is knowledgable about the system to be used.)

... and for those who think "computer" or "equipment" means "CPU", the definition of computer is:

6. "A computer is a machine capable of executing instructions on data. .... Modern computers are made of high-speed electronic components that enable to computer to perform thousands of operations each second."
Dictionary of Computer Terms, 2nd Edition, by Douglas Downing and Michael Covington, (c) 1989 by Barron's Educational Series, Inc.

(The key word here is "components", or all the parts working together as a system.)

=-=-=-=-=-=-=-=-=-=-=-=-=-=

Given these souces of information, my usage of the word "benchmark" to compare system performance is correct.

-- George

3299. Re: Were is the $99 Jagflop??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-06 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Dec6.013304.51055@cobra.uni.edu>
Source record: 10804

In article <4a239f$qep@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>
> : Wasn't Atari suppose to release a new $99 core Jagflop console?
>
> That was a rumour that originated on the net.

To bad..Considering that the 3do console with two titles is now $199 from GoldStar.

>
> >> Mark <<
>
> --
> ==
> M A R K A R A T H W E L L The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "I spent my life believing it would not end this way" - Robert Lamm
> ==

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3300. TT with 19" monitor for sale cheap

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-06 00:00:00 UTC
From: Tom Thompson <tthompso@pcshs.com>
Message-ID: <4a58f9$in5@globe.indirect.com>
Source record: 10805

I have a TT with 4 meg of memory, a 19 inch monitor that I would love to sell before christmas. It has been sitting lonely for the last
several months waiting for someone to use it. No one does. This system is going cheap. If you are interested, leave e-mail to
tthompso@pcshs.com.

I have alot of software to send if you are willing to pay the freight. (ie. Pure C. many terminal programs and a list will be made for the
buyer of the system.)

I also have an old ST 520 1meg machine, with mono monitor.

leave e-mail to tthompso@pcshs.com
~~~~~~
Thomas C. Thompson R.Ph. "Tom" tthompso@pcshs.com
Care Manager, Managed Care Infusion tsquare@indirect.com
Phone (Work):(602)314-8436 Fax(Work):(602)661-4690
Phone (Home):(602)964-6371 Fax(Home):(602)964-6371
WWW Home Page: http://www.indirect.com/www/tsquare
Thought for the day: Everywhere you go, there you are!
~~~~~~

3301. Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-07 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DJ74I5.K73@ecf.toronto.edu>
Source record: 10806

In article <4a0lgj$l0c@news2.cts.com>,
George Crissman - Ferran Scientific <dferran@crash.cts.com> wrote:
>This whole thing started from my response to a "Falcon is
>underpowered and overpriced" posting here in C.S.A.A. Now
>that most of the shouting has died down, I believe it's
>important to point out that people are most concerned with
>system performance and not necessarily internal processor
>performance.
>
>If a 16 MHz 68030 Mac LC II feels slower to the user than
>an 8 MHz 68000 Atari 520 ST, then the Mac user is not
>receiving the benefits of the apparent "extra power" of
>the higher clock speed or the improved processor.

"Feelings" have nothing to do with it. We are talking about quantitative
measures here.

>Does the Falcon do some thing(s) well? Sure!
>Does the PClone do some thing(s) well? Sure!
>Does the MacIntosh do some thing(s) well? Sure!
>Does the Alpha do some thing(s) well? Sure!
>Does the Amiga do some thing(s) well? Sure!

Do you realise that you've just said that we're concerned with system
performance and not just CPU performance, and then gone and compared the
DEC Alpha (a CPU) to the Falcon, Macintosh, Amiga, and PC Clone?

Nobody can argue that it's not just the CPU that affects the computer's
speed -- of course it isn't! But there's still no way any sane person can
claim that a 68030-based Falcon at 16MHz with a 16-bit data bus is faster than
an Alpha-based machine, which runs at clock speeds of between 200 and 300MHz.

--
David Pischke | "Freedom to differ is not limited to things that do
pischke@ecf.toronto.edu | not matter much. That would be a mere shadow of
------------------------| of freedom. The test of its substance is the right
University of Toronto | to differ as to things that touch the heart of the
Toronto, Ontario | existing order." --United States Supreme Court

3302. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-07 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0712950233110001@tsa-33.ucsc.edu>
Source record: 10807

In article <4a1b98$lu@studs.sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks)
wrote:

>In <49qt6i$90c@morgoth.sfu.ca> quinlan@news.sfu.ca (Brian Quinlan) writes:
>
>>>How does one write an OS for the Mac?
>
>>One gets hired by Apple :) But I assumed that you meant application
>>developement. If you want to develop your own OS then get linux.
>
>Umm, I thought that MacLinux died a horrible death.
>Too bad, if there were a Linux for PowerPC I'd definately take a
>look...

As far as I can tell, MacLinux is in an undead state. It could be going
great, except Apple is being very boneheaded about releasing hardware
register information for the PowerMac. At this point, what I'm
anticipating is the switch to CHRP: I am sure that the PowerPC Linux
project will target a version for CHRP, because Apple is going to sell a
lot of CHRP Macs and the CHRP specs are public information. Once that
happens, I will be a happy guy: I'll probably be able to run MacOS, Linux,
and BeOS all on the same machine.

+---+
|Tim Seufert, bwanga@cats.ucsc.edu UselessWastedSpace(tm) |
| "I never gave anybody hell. I told them the truth, and they |
| thought it was hell." -Harry S Truman (inexact quote) |
+---+

3303. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-07 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0712950329420001@tsa-33.ucsc.edu>
Source record: 10808

In article <4a0k5u$krj@news2.cts.com>, dferran@crash.cts.com (George Crissman - Ferran Scientific) wrote:

> "You usually want to compare factors such as throughput and response
> time in an environment that closely represents the systems that
> will be run on the machine." (From "Systems Analysis and Design"
> by H. L. Capron, (c) 1986 by The Benjamin/Cummings Publishing Co,
> page 158).
>
>Since the controlling factor was the "Mandelbrot" test, it is
>not necessary to control any other factors when comparing system
>performance.

Wrong. The exact algorithm used was not controlled, and this is a very important factor.

>In fact, using "standard code" that ignores the
>special architectural features of a machine will give an inaccurate
>result.

In very rare circumstances, your "standard code" argument might be valid. In this case, it is not. A DSP does not require the use of nonstandard algorithms to obtain its peak performance. It is just a processor optimized for certain math operations. By happy coincidence, Mandelbrot set calculations heavily use those same math operations.

>: You could call it an applications test - Atari's Mandelbrot program vs.
>: DEC's.
>
>And in each case, it was recognized as a Mandelbrot program. It's
>the controlling factor in this particular system comparison test.

You don't get the picture, do you? Differing algorithms can be used to implement a Mandelbrot program. (Surprisingly different, given how simple calculating the Mandelbrot set seems!) For a meaningful test, the same algorithm must be used in each Mandelbrot program.

[...]

>: After all, think about what would happen if you tossed a low-end PC
>: running Fractint into the fray. Fractint is bloody fast, because they use
>: extremely aggressive techniques to optimize Mandelbrot calculation. It
>: doesn't even matter if the PC it runs on has a FPU. A low end 386 is
>: probably sufficient to beat all the other times. Would that make you ever
>: conclude, in any way, that the 386 was faster than the 486 used in DEC's
>: test?
>

>This is why I've been saying that the routine must be specifically
>written for each target machine using an experienced programmer
>with good knowledge of the computer the benchmark will run on.

And you are wrong. If you want to know what you're actually measuring when you compare two machines, you can't use completely different algorithms. You must use the same algorithms.

Now, Fractint is written by experienced programmers with detailed knowledge of the PC - just what you profess to like. So, by your logic, DEC should have run Fractint on the 486 they were using for their demonstration, and their own program on the Alpha and the Mac Quadra. If they had done so, they would have been forced to conclude that a 486 was faster than their own Alpha processor, since Fractint on a 486DX2-66 is easily capable of drawing full-set 256 color 1024x768 Mandelbrot pictures in under 2 seconds.

But do you know something? None of the techniques used in Fractint are PC-specific. Various ports to other architectures (including the ST) have existed from time to time. The reasons why it is fast have nothing at all to do with any special features of PC hardware or the x86 processor series.

Please read a basic computer science text that covers benchmarks and performance metrics. I haven't been able to get the concepts through to you; maybe a book can. I recommend "Computer Organization and Design" by Patterson and Hennessy, published by Morgan Kaufmann.

+---+
|Tim Seufert, bwanga@cats.ucsc.edu UselessWastedSpace(tm) |
| "I never gave anybody hell. I told them the truth, and they |
| thought it was hell." -Harry S Truman (inexact quote) |
+---+

3304. Re: Were is the $99 Jagflop??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-07 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <4a72vs$9a2@news.iesd.auc.dk>
Source record: 10809

In article <1995Dec6.013304.51055@cobra.uni.edu>, sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
> In article <4a239f$qep@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> >
> > : Wasn't Atari suppose to release a new $99 core Jagflop console?
> >
> > That was a rumour that originated on the net.
>
> To bad..Considering that the 3do console with two titles is now $199 from
> GoldStar.

And ?? The 3DO sucks big time!

Keep Cool and Flying....

ChainXOR...

// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-Rom //
// E-Mail: chainxor@control.auc.dk //
// Homepage: http://www.control.auc.dk/~chainxor/ //

3305. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-07 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <4a73ah$9a2@news.iesd.auc.dk>
Source record: 10810

In article <4a1b98$lu@studs.sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
> In <49qt6i$90c@morgoth.sfu.ca> quinlan@news.sfu.ca (Brian Quinlan) writes:
>
> >>How does one write an OS for the Mac?
>
> >One gets hired by Apple :) But I assumed that you meant application
> >developement. If you want to develop your own OS then get linux.
>
> Umm, I thought that MacLinux died a horrible death.

It did. They dropped it because of the lack of information on the Mac hardware.

> Too bad, if there were a Linux for PowerPC I'd definately take a
> look...

Me too. If you wan't UNIX on a PowerMac, you have to pay big time for a commercial version. And LiNUX is more or less free for all other plarforms, so I guess I'll just take LiNUX.

Keep Cool and Flying...

ChainXOR...

// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-Rom //
// E-Mail: chainxor@control.auc.dk //
// Homepage: http://www.control.auc.dk/~chainxor/ //

3306. Re: Untrue Rumours

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-07 00:00:00 UTC
From: Eric Noss <enoss@planetx.bloomu.edu>
Message-ID: <Pine.SUN.3.91.951207124049.4848A-100000@planetx.bloomu.edu>
Source record: 10811
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

On 5 Dec 1995, Rod McCall wrote:

> Michael Olin (molin@cxc1.cl.msu.edu) wrote:
>
> : >come from selling the games, NOT the consoles, these sales should improve
> : >substantially after Christmas. ^^^^^^^^^^^^^^^^^^^^
> : ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>
> : Sounds all too familiar... WE've been hearing this same tired line from
> : Atari for the past 6 years.
>
> : Can you say, "Same S***, Different Day" ???
>

The Jag's been out for what two years now, and there barely any decent games for it. Between the lazy game programers, the biased media who still remember that stupid thing with the 2600(that was over 10 years ago folks) and the way the Tramiels run the business(I loved how they "drop" the ST's to support the Jag only to have the stock tumble the next day); is it any wonder why the Jag is not doing so well? The empty promises over the years don't exactly help either.

> Well it WOULD make sense, think about it. Say that 100,000 Jaguar packs are
> sold over Christmas, now say that in each case the buyers dont buy any
> additional games till after Christams. It therefore follows that
> they may buy more games over next year. This is simple human nature,
> not many people can stand only having ONE games to play!!

But what if the games are not as good as, say the ones from the 8-bit NES? Jeff Minter can't continue to carry the Jag on his games alone. The designers should put alot more effort in design excellent games for the Jag, I mean we should see lots of texture-mapping that the other guys have. And maybe if Atari Corp would stop treating their programmers like garbage, we can see some real output here.

As it stands for me, the Jag is only worth getting for the stuff Minter wrote. :)

Eric Noss
a.k.a
Mr. Maddog

3307. Re: Were is the $99 Jagflop??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Dec7.152609.51100@cobra.uni.edu>
Source record: 10812

In article <4a72vs$9a2@news.iesd.auc.dk>, chainxor@control.auc.dk (Henrik Lunardi Weide) writes:
> In article <1995Dec6.013304.51055@cobra.uni.edu>, sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>> In article <4a239f$qep@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>> >
>> > : Wasn't Atari suppose to release a new $99 core Jagflop console?
>> >
>> > That was a rumour that originated on the net.
>>
>> To bad..Considering that the 3do console with two titles is now $199 from
>> GoldStar.
>
> And ?? The 3DO sucks big time!

In what way? I may even buy one as an X-mas gift to my self..

>
> Keep Cool and Flying....
>
> ChainXOR...
>
> // Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
> // 40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-Rom //
> // E-Mail: chainxor@control.auc.dk //
> // Homepage: http://www.control.auc.dk/~chainxor/ //
>
>

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3308. Re: Benchmark Defined

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-07 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DJ6wB9.20M@ecf.toronto.edu>
Source record: 10813

In article <4a0hfd$kha@news2.cts.com>,
George Crissman - Ferran Scientific <dferran@crash.cts.com> wrote:
>It hasn't been that long since the illustrious Bob Retelle
>suggested that my usage of the term "benchmark" was incorrect,
>yet it has already scrolled of my service provider's disk.
>
>Here are the results of my research into the meaning of the word:

Here is what Webster's online dictionary says:

bench mark or bench-mark n. 1. A surveyor's mark made on a stationary
object of previously determined position and elevation and used as a
reference point in tidal observations and surveys. 2. benchmark. A
standard by which something can be measured or judged.

Obviously definition 1 doesn't apply to us. Look at definition 2 -- a
standard. If I test computer A by performing a linear search on 1000
elements in an array, and computer B by performing a binary search on 1000
elements in an array, that is not a benchmark of performance because there
is no standardisation.

Here's a non-computer analogy: Suppose Joe and Fred want to figure out who
has the faster car. They decide to race from New York to Los Angeles to see
who gets there first -- the person who gets there first will be deemed the
person with the fastest car. Fair, right?

Joe drives from New York to Los Angeles straight (as straight as possible)
across the US. Fred drives south from New York to the southern tip of Chile
and then north from Chile to Los Angeles. Joe arrives in a few days. Fred
arrives in a few months. Does that mean that Fred has the slower car? No,
because Fred drove a totally different route! The different arrival times
have nothing to do with the cars. It's exactly like the fable of the tortoise
and the hare: the tortoise didn't win the race because he was faster.
It's obvious to anyone that tortoises are slower than hares!

>1. "Computer professionals in a company often develop a series of
> benchmark tests to help evaluate and compare software packages.
> These tests are designed to ensure that the software product
> can perform all of the processing required. Benchmark tests
> allow potential users to compare the results obtained by
> different packages under similar circumstances."

What would happen if you want to compare the performance of Microsoft Word
to the performance of Novell Wordperfect? You would devise a series of tests
that test the features whose speeds you are interested in comparing. For
example, your series of tests might includes searching a large text file,

printing a file, opening files, changing fonts, and so on. You would then proceed to run these tests, making sure that you are using the same files. It wouldn't be fair to ask Microsoft Word to search through a 500-page file and ask WordPerfect to search through a 1-page file, would it? Of course not. You try to control as many variables as possible.

So suppose I run WordPerfect on a 4.77MHz 8086 and Microsoft Word on a 133MHz Pentium. Will my results be accurate? Obviously Microsoft Word will be the winner, all jokes about Microsoft's programming aside. Is this comparison fair? Of course not. Microsoft Word wins not because it is better written or because it is more efficient, it wins because it is running on a much faster machine. In other words, Word's fast execution time has nothing to do with Word itself!

>4. "Benchmark (benchmark problem): A problem that has been designed
> to evaluate the performance of a system (hardware and software).
> In a _benchmark_ _test_, a system is subjected to a known workload
> and the performance of the system against this workload is
> measured. Typically the purpose is to compare the measured
> performance with that of other systems that have been subject to
> the same benchmark test."

Exactly. The system is subjected to a KNOWN WORKLOAD. In the Atari-DEC test, this did not happen. We have no guarantee that the workload in the Atari Mandelbrot problem was the same as in the DEC program. Special features have nothing to do with this. The point is that since there was no attempt to ensure that the algorithm used on the Falcon was exactly the same as the one used on the Alpha machine (and the agorithm can be the same without the code being the same, thus allowing these "special features" to which you refer to be used) we have no way of knowing whether the fast Atari results are due to the fact that the Falcon is faster than an Alpha, or the fact that the alogrithm Atari used was inherently faster than the one used on the Alpha machine.

> "Benchmark results are always somewhat untrustworthy because no
> single program tests all aspects of a computer's ooperation. A
> particular benchmark may exaggerate a difference between two
> machines that is unimportant in practice, or it may conceal an
> important differance."
>
> (The second paragraph reinforces my statements that the benchmark
> must be separately written for each machine by a skilled
> programmer who is knowledgable about the system to be used.)

It does no such thing. It just says that no benchmark can provide a true measure of how the computer reacts as a whole. Suppose computer A does operation X very quickly and operation Y slowly, and computer B does operation X very slowly and operation Y very quickly. It's easy to write a benchmark that tests only operation X -- in such a benchmark, computer A would come out looking very fast, and computer B would come out looking very slow. But if operation X only once in an average program, and operation Y is used hundreds of times in an average program, then it will be computer that will be faster

in real life. That's all the quote is trying to say -- than benchmarks can
easily be manipulated.

--
David Pischke | "Freedom to differ is not limited to things that do
pischke@ecf.toronto.edu | not matter much. That would be a mere shadow of
------------------------| of freedom. The test of its substance is the right
University of Toronto | to differ as to things that touch the heart of the
Toronto, Ontario | existing order." --United States Supreme Court

3309. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-07 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DJ6wLH.27y@ecf.toronto.edu>
Source record: 10814

In article <4a0k5u$krj@news2.cts.com>,
George Crissman - Ferran Scientific <dferran@crash.cts.com> wrote:
>Since the controlling factor was the "Mandelbrot" test, it is
>not necessary to control any other factors when comparing system
>performance. In fact, using "standard code" that ignores the
>special architectural features of a machine will give an inaccurate
>result.

No. The controlling factor is not "The Mandelbrot test," because there is
no such thing as "The Mandelbrot test." That's a vague and nebulous term.
Benchmarks must be strictly defined in order to be meaningful.

You have to specify the algorithm that is to be used, not the type of task
to be performed. I could perform another Atari/DEC test and call the
controlling factor "A Search through a list of a million elements." That's
useless, because there are many algorithms that can be used to search through
a list of a million elements -- each of which will have different execution
times *on the same machine*.

>: You could call it an applications test - Atari's Mandelbrot program vs.
>: DEC's.
>
>And in each case, it was recognized as a Mandelbrot program. It's
>the controlling factor in this particular system comparison test.

No it's not. See above.

>: After all, think about what would happen if you tossed a low-end PC
>: running Fractint into the fray. Fractint is bloody fast, because they use
>: extremely aggressive techniques to optimize Mandelbrot calculation. It
>: doesn't even matter if the PC it runs on has a FPU. A low end 386 is
>: probably sufficient to beat all the other times. Would that make you ever
>: conclude, in any way, that the 386 was faster than the 486 used in DEC's
>: test?
>
>This is why I've been saying that the routine must be specifically
>written for each target machine using an experienced programmer
>with good knowledge of the computer the benchmark will run on.

Would you re-read what he said? It has nothing to do with routines being
"specifically written" and "experienced programmers with good knowledge."
It has to do with algorithms being totally different. If you don't control
the algorithm, then any variation in execution time can be attributed to
either the algorthmic differences or hardware differences.

--
David Pischke | "Freedom to differ is not limited to things that do
pischke@ecf.toronto.edu | not matter much. That would be a mere shadow of
------------------------| of freedom. The test of its substance is the right
University of Toronto | to differ as to things that touch the heart of the
Toronto, Ontario | existing order." --United States Supreme Court

3310. Re: Were is the $99 Jagflop??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-08 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4a8ke7$oeg@ccshst05.cs.uoguelph.ca>
Source record: 10815

: To bad..Considering that the 3do console with two titles is now $199 from
: GoldStar.

Sounds like a clearence item to me.

>> Mark <<

--
==
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I spent my life believing it would not end this way" - Robert Lamm
==

3311. the threat of a monopoly is gone

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-08 00:00:00 UTC
From: mvdk@euronet.nl
Message-ID: <mvdk-0812950320390001@p302.asd.euronet.nl>
Source record: 10816

The threat of a monopoly is gone. Microsoft announced their Network will become a part of the Internet instead of a closed and fully M$ controlled Lemmingworld. The freemarket forced them to let go their dream of total control on information.
The concept of the open interface is winning. In the future any system will do as long as it is able to interpret HTML and Java.
In the near future people can look for quality and productivity instead of compatibility to old fashioned standards. In the network of the future (office and Internet alike) nobody at no office will care if you use either a Compaq, a Bebox, a Macintosh, an Amiga, an Atari, or your televisionset. You may even build your own computer and use an operating system you've written yourself. Nobody will care.

3312. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-08 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951208104758.17259A-100000@PEAK.ORG>
Source record: 10817

On 5 Dec 1995, George Crissman - Ferran Scientific wrote:

>
> Since the controlling factor was the "Mandelbrot" test, it is
> not necessary to control any other factors when comparing system
> performance. In fact, using "standard code" that ignores the
> special architectural features of a machine will give an inaccurate
> result.

The point was that the algorithms aren't known to be the same; the Falcon program most likely produced what looked to be the same thing with more time-efficient techniques. In the original DEC comparison, relative times are somewhat consistent with reality; it simply defies reality that the Falcon could outperform all those platforms (let alone the Alpha). If it did, it would be hailed as "Mandelbrot Computer of the Year" and we'd have read about it in BYTE magazine by now.

>
> Ah -- now we have a question of whether I am "implying" something
> or whether someone else is "inferring" something from my statements.

Remember this advice of yours, because a few lines down, I'll call upon you to heed your own word.

>
> [This is one of those fine points of the English language that
> many school teachers have given up on, BTW....]
>
> Yes, I did say "the Falcon was faster when running this benchmark",
> but it was James Wood who claimed that the Falcon was absolutely
> faster than the DEC Alpha, Mac Quadra, etc for all applications,
> although his claim was implied by his determined efforts to refute
> it.

This is completely untrue; this is pure and complete inference on your part. I claimed that you believe the Falcon to be faster. In how many ways do you believe it to be faster? I don't know, and I really don't care. All I know of now is at least one, and I disagree. I don't beleive the Falcon is faster than a DEC Alpha in **any** way and therefore I am forced to disagree with you on the basis that you believe the Falcon faster than the Alpha on what you term to be a "mandelbrot benchmark." Can we lay this issue to rest now?

Just for clarification, I'd like to make my closing remarks:

1) I apologize to those who have claimed to be offended. More than one person called names, and therefore more than one person is guilty.

If I called names, evidently I was frustrated at the time because of what seems to be a communication failure that will always endure. We gave it a shot, but we'll never see it each other's way so let's drop it.

2) If the "who called names first" label is important to you, I found the one most noteworthy incident to be when Brian Quimland jumped in the thread and accused me of "replacing Sinclair as the intellectual void" (I think it was; I really didn't pay close attention to exactly what was said). As far as I know, that was the first posting he had in thread concerning me and it was certainly taking a shot at me. Yet all the while, he's screamed the loudest and pointed the most fingers at me for such behavior? What gives? I concluded that he was a hypocrite immediately. I don't really care what he thinks, and his criticisms may as well be internalized since they'll do nothing but bait flame. (I mean please....does he really think I'm going to respect the opinion of a hypocrite?

3. I never said that George Crissman argues the Falcon faster than the Alpha in all ways. I said that he argues the Falcon faster than the Alpha, and I don't know in how many ways. I know of at least one - what he beleives to be the Mandelbrot "benchmark" - and that's all I need to qualify the sentence "George Crissman argues the Falcon is faster than a DEC Alpha" while it does not qualiify the statement "George Crissman argues the Falcon is faster than the Alpha in all ways." This is ridiculous that maintaining your stance has come to the point of trying to hide in little ambiguities such as this. "How many ways you believe" or "how many ways I've said" doesn't help the real jist of this thread (1) The Falcon is not faster than the Alpha (in any ways) and (2) The Atari advertisement Falcon Mandelbrot time is not known to be an accurate benchmark to qualify your belief in the minds of others. I'm not trying to distort your arguement, I want to say that I disagree, and I see a hell of a lot more people who disagree with you than who agree.

4. I really want out of this particular thread, but I keep finding references to ME - and they're misrepresentive of me. It would be really nice if you could quit and I could get out. Let's try and both take a step down and back; you have plenty of other challengers.

James

3313. Re: 3do now $199..What will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-08 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951208113037.17259C-100000@PEAK.ORG>
Source record: 10818

On Mon, 4 Dec 1995 brimiller@delphi.com wrote:

> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>
> >What will Atari do? The 3do is a much better deal since it costs less now..
>
> If I were Atari's chief stockholder, seeing as Mr. Tramiel has given up on
> internal development and fired every person that made Atari Atari other than
> Don Thomas (and if Bill Rehbock was considered "expendable", who ISN'T??), I
> would have a little sale.
>
> First on the auction block: the Jaguar, lock stock and barrel. All rights to
> the hardware, any relevant software, licenses, agreements (all that are
> transferable). Starting price: $40 million.

To whom? To whom else would the Jaguar be worth anything, let alone $40
million? Where did you get that figure from anyway? Why would they want
to sell the Jaguar? Why not just sell Atari? What would their business
comprise if not for the Jaguar?

> ___
> Second on the auction block: exclusive rights to all of Atari's video game
> patents (the same that cost Sega and Nintendo dearly). These include rights
> to all future royalty payments from both or any other party. Starting price:
> $30 million.

How do yo get that price? How can you determine
what they are worth? Who knows how far this can go? I've read reports
that Atari may even own patents on concepts as basic as a scolling video
game screen. Maybe there's even more patent infringement litgation that
could generate untold revenue for Atari, maybe not. Unless they've sued
all they're going to, why would they sell, and for $30 million?

> ___
> Third on the list: the 8-bit computers. All licenses, patents, rights, etc.
> Start at $50,000 (not a typo). At least get something out of it.

I think 8-bit users have taken enough of a beating, as have those few who
have struggled to exist as hardware/software developers for these beloved
machines. There is almost no profit margin at all in making 8-bit Atari
hardware, and this stuff should have been GIVEN (not a typo either) to
the 8-bit community in public domain a long time ago. The most Atari can
hope for (rather than $50,000) is that maybe a group of die-hard
8-bitters will reciprocate by raising their opinions of the company and
move a step closer to buying Atari hardware in the future. Why $50,000?

> ___
> Fourth on the list: the TOS computers. Sell all licenses, technologies, and
> patents to the TOS line. Start at $5 million. (Be willing to break into
> chunks and sell to different parties).

Agreed, they should sell this, unless they plan to start making computers
again in the future. However, why $5 million? You sound like you're
trying to be a corporate CEO here. Where do you get your information,
and what criteria do you bring into generating your specific sale prices?

> ___
> Fifth on the list: the Atari name and logo, with right to use for perpetuity.
> Start the price at $20 million (recognizable worldwide!)

Perhaps one of the Jaguar's biggest flaws is that it bears this very
logo. There are lots of users who have felt alienated and others
(retailers, etc) who felt screwed by this name and logo. Why would
anyone want this name for a whopping $20 million? Maybe in the early
eighties, but again, where do you get these specific figures?

>
> Use the cash to pay off all creditors.

One would hope they'd use the cash in the most appropriate manner, would
one not?

> ___
> Liquad
> Liquidate and disburse all remaining assets between shareholders. This would
> be the most lucrative way for a profit-taker to "cash in" on Atari. Whether
> it is a good move in the long run is tricky - it just may be if Jaguar sales
> don't heat up soon.

You must be a very wealthy investor, then? You seem to be full of good
advice. I don't mean to flamebait you, but what are your credentials in
this area?

James

3314. Re: Sinclap roots for the BeBox?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-08 00:00:00 UTC
From: martin@llanelli.demon.co.uk
Message-ID: <4a8td1$19u@llanelli.demon.co.uk>
Source record: 10819

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: Swapping?

Virtual memory.

: >>I have 16 megs and my set up still costs way less than the four meg Falcon.

: My 16 megs ram - 8 megs real plus Ram doubler = 16 megs ram is sufficient for
: my needs.

Then be honest, you only have 8MB of RAM. If everyone starts playing that
game we won't know where we are. BTW, hasn't it ever occurred to you that
some users find their <insert favourite computer here> sufficient for their
needs?

: Saying Windows 95 is equal to Macintosh is like finding a potato that looks

Windows 95 is an operating system (software), the Mac, as if you didn't
know, is a piece of hardware. Why do some people get confused about this?
At least PC owners have some choice about what OS to run on their machines.

Regards,

Martin.
--
| The 'Church' of $cientology has declared war on the Internet, to find |
| out more read alt.religion.scientology, or point your web browser at |
| http://www.cybercom.net/~rnewman/scientology/home.html. Xenu rules, OK! |

3315. Re: Were is the $99 Jagflop??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-08 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Dec8.181214.51134@cobra.uni.edu>
Source record: 10820

In article <4a8ke7$oeg@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : To bad..Considering that the 3do console with two titles is now $199 from
> : GoldStar.
>
> Sounds like a clearence item to me.

Probably, to make room for the M2 console.

>
> >> Mark <<
>
> --
> ===
> M A R K A R A T H W E L L The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "I spent my life believing it would not end this way" - Robert Lamm
> ===

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3316. MultiTOS II

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-08 00:00:00 UTC
From: <>
Message-ID: <4a9ein$f1r@btmpjg.god.bel.alcatel.be>
Source record: 10821
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I read something about MultiTOS II.
Does anyone know when Atari will release it?

regards, Peter.

3317. Re: MultiTOS II

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-08 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Dec8.181340.51135@cobra.uni.edu>
Source record: 10822
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

In article <4a9ein$f1r@btmpjg.god.bel.alcatel.be>, hofman@NLEV00@btmv56.se.bel.alcatel.be (Peter Hofman) writes:
>
> Hi,
>
> I read something about MultiTOS II.
> Does anyone know when Atari will release it?

Atari is OUT of the computer market, so no TOS II by Atari!

>
> regards, Peter.

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3318. Big Correction

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-08 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951208112706.17259B-100000@PEAK.ORG>
Source record: 10823

In that last message - it was Brian Miller (brmiller) to whom I should have referenced. It was my mistake and I knoweth not where I got that name, but I'm afraid I didn't pay sufficient attention to Mr. Miller's name to later recall it, and I was careless in my attempted recollection of his name. Apologies to all offended parties.

James

3319. Re: Untrue Rumours

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-08 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Dec8.181656.51136@cobra.uni.edu>
Source record: 10824
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <4a9e1k$8eq@hpscit.sc.hp.com>, clausb@hpbbn.bbn.hp.com (Claus Brod) writes:
> Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
> : Well it WOULD make sense, think about it. Say that 100,000 Jaguar packs are
> : sold over Christmas,
>
> Judging from the Jaguar's market presence here in Germany (virtually none,
> you never see this thing in ads or even stores), I'd say Atari would
> have to have a pretty good marketing attack under way in the US if they
> wanted to sell 100000 Jaguars. Are there any commercials for the Jaguar
> in the US? Can you actually see Jaguars in the toy and video game
> stores?

Just on the miniscule cable channels. Isn't it sad that the $129 SNES continues
to outsell the supposely 64 bit Jag for a few dollars more...

>
> --clausb@bbn.hp.com--
> Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
> --#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
> Explicit permission required for distribution in Microsoft Network.

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush
Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3320. Re: Untrue Rumours

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-08 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <4a9e1k$8eq@hpscit.sc.hp.com>
Source record: 10825
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Well it WOULD make sense, think about it. Say that 100,000 Jaguar packs are
: sold over Christmas,

Judging from the Jaguar's market presence here in Germany (virtually none,
you never see this thing in ads or even stores), I'd say Atari would
have to have a pretty good marketing attack under way in the US if they
wanted to sell 100000 Jaguars. Are there any commercials for the Jaguar
in the US? Can you actually see Jaguars in the toy and video game
stores?

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
Explicit permission required for distribution in Microsoft Network.

3321. Re: ---Please Read This---

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-09 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4ab1go$9hm@ccshst05.cs.uoguelph.ca>
Source record: 10826

Man ... looks like the pushy salesman has finally become a technocrat.
Get off this group!

>> Mark <<

--
==========
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Suddenly he had the strength of ten grinches plus two!"
==========

3322. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-09 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <4abob4$mpf@news.iesd.auc.dk>
Source record: 10827

In article <DJ74I5.K73@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
> In article <4a0lgj$l0c@news2.cts.com>,
> George Crissman - Ferran Scientific <dferran@crash.cts.com> wrote:

> Nobody can argue that it's not just the CPU that affects the computer's
> speed -- of course it isn't! But there's still no way any sane person can
> claim that a 68030-based Falcon at 16MHz with a 16-bit data bus is faster than
> an Alpha-based machine,
> which runs at clock speeds of between 200 and 300MHz.

Of course not. At the time where Atari made that MandelBrot-demonstration, it was
meant as a practical joke. Of course Atari knew that the Falcon wasn't
nearly as fast as an DEC Alpha-machine. As I said, it was a pratical joke!

And by the way, the Falcon's BUS is not entirely 16-bit, the expansion BUS is 32-bit.

> --
> David Pischke | "Freedom to differ is not limited to things that do
> pischke@ecf.toronto.edu | not matter much. That would be a mere shadow of
> ------------------------| of freedom. The test of its substance is the right
> University of Toronto | to differ as to things that touch the heart of the
> Toronto, Ontario | existing order." --United States Supreme Court

Keep Cool and Flying...

ChainXOR...

// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-Rom //
// E-Mail: chainxor@control.auc.dk //
// Homepage: http://www.control.auc.dk/~chainxor/ //

3323. Re: Were is the $99 Jagflop??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-09 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4acgpf$rsm@ccshst05.cs.uoguelph.ca>
Source record: 10828

: Probably, to make room for the M2 console.

Two years on the market and the (originally $700) 3DO is being
replaced. What a way to instill confidence.

>> Mark <<

--
==
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Suddenly he had the strength of ten grinches plus two!"
==

3324. Re: 3do now $199..What will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-09 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <xTGls3N.brimiller@delphi.com>
Source record: 10829

James Wood <jamesw@PEAK.ORG> writes:

>> transferable). Starting price: $40 million.
>
>To whom? To whom else would the Jaguar be worth anything, let alone $40
>million? Where did you get that figure from anyway? Why would they want

Not just Jaguar, but licenses and patents as well. The figure is based on approximate cost of development, potential licensing agreements that could be engaged in, net revenues from a properly marketed and supported Jaguar. Originally, the price would be much higher, since the only other method of gaining the Jaguar would be to buy controlling interest in Atari (which would cost between $30 and $50 million, depending on stock prices, and probably even higher, since when takeover bids start, prices expand dramatically. It also assumes that Tramiel would sell part of his holding, and if he would, it would be at a very high price.

>> $30 million.
>
>How do yo get that price? How can you determine
>what they are worth? Who knows how far this can go? I've read reports
>that Atari may even own patents on concepts as basic as a scolling video
>game screen. Maybe there's even more patent infringement litgation that
>could generate untold revenue for Atari, maybe not. Unless they've sued
>all they're going to, why would they sell, and for $30 million?

Remember, this is not a "maximize value" concept, in which we wait over time to get the most revenue possible. This is strictly a "maximize my revenue _NOW_" from a major investor holding Atari stock's standpoint. Waiting for years for Atari to maximize revenue is foolishness. Incidentally, the selling price is less than the money value of Atari's current settlements and doesn't include future settlements. From a time-value of money standpoint, and this historical Atari screw-up factor, this is about the minimum price I would set at an auction (where the price could be bid up).

>I think 8-bit users have taken enough of a beating, as have those few who
>have struggled to exist as hardware/software developers for these beloved
>machines. There is almost no profit margin at all in making 8-bit Atari
>hardware, and this stuff should have been GIVEN (not a typo either) to
>the 8-bit community in public domain a long time ago. The most Atari can
>hope for (rather than $50,000) is that maybe a group of die-hard
>8-bitters will reciprocate by raising their opinions of the company and
>move a step closer to buying Atari hardware in the future. Why $50,000?

Actually, the eight-bit hardware has a well-documented development system, which could make it valuable in embedded-control applications, and thus, to developers (albeit, this hardware _IS_ dated, which is the reason for the lower price). The remaining 8-bit developers could manufacture clones under license to the new owner (who may have a higher tendency to do this than someone else). Remember again, we aren't looking at future values here, just at how a shareholder could get guaranteed money NOW, instead of vapourous money (like 8-bitters buying Atari products) later. Under this scenario, Atari would cease trading, and would be in full liquidation (and many of its best products would be in better hands).

>> patents to the TOS line. Start at $5 million. (Be willing to break into
>> chunks and sell to different parties).
>
>Agreed, they should sell this, unless they plan to start making computers
>again in the future. However, why $5 million? You sound like you're
>trying to be a corporate CEO here. Where do you get your information,
>and what criteria do you bring into generating your specific sale prices?

I base this number on the amount of Falcons sold. With 100,000 Falcons, $5 million is not an unreasonable profit number if they are marketed correctly. Also, $5 million would be generated probably by selling different rights to different parties (like selling VIDEL rights for $100,000 [a complete video subsystem for $100K is a steal]), etc.

>> Start the price at $20 million (recognizable worldwide!)
>
>Perhaps one of the Jaguar's biggest flaws is that it bears this very
>logo. There are lots of users who have felt alienated and others
>(retailers, etc) who felt screwed by this name and logo. Why would
>anyone want this name for a whopping $20 million? Maybe in the early
>eighties, but again, where do you get these specific figures?

Atari has name recognition that many other companies would _KILL_ for. The ATari name, worldwide, since its inception, has sold over $4.5 billion in products since the beginning. Atari still commands strong brand recognition. Again, this is an auction, and if the price is too high for SOMEONE to bid on (which I doubt), it could always be reduced at the end. The primary goal here is to get money for the shareholders, before Tramiels flush the value of the company completely down the toilet.

>> Use the cash to pay off all creditors.
>
>
>One would hope they'd use the cash in the most appropriate manner, would
>one not?

Of course - we're maximizing immediate returns, right?

>You must be a very wealthy investor, then? You seem to be full of good
>advice. I don't mean to flamebait you, but what are your credentials in
>this area?

My financial status would not be an accurate reflection of this proposal (Tramiels are very wealthy, but are hardly barometers for wise business decisions). My point was that, if I were a major stockholder, I would sell the assets NOW, while they still have value. If the Jaguar fails and Atari goes bankrupt, the value of the company would be FAR less (just look at Commodore - it had market cap of $99 million before liquidation, yet sold for about $12
million when all was said and done.)

As to my status, I am a student in the top 5% of my class at a certain business school ranked as the best business specialty school for 6 years (I'll let you research that latter remark since it captivates you so).

Brian-Roland Miller
Boston, MA

3325. Re: MultiTOS II

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-09 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <4ac3eu$lvh@infa.central.susx.ac.uk>
Source record: 10830
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:
: It is also said, that C-Lab are working on TOS 5.0, but until sth. is
: shown, one can't say anything about this; as NAES and Magic4 prove are
: good quality work, there is no need for TOS 5.0.

I though TOS 5 has got things like list boxes, toolbars in windows, file
selector that supports long filenames etc etc.. Does NAES have any of these?

3326. Re: MultiTOS II

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-09 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <4abto2$eeu@osiris.wu-wien.ac.at>
Source record: 10831
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: In article <4a9ein$f1r@btmpjg.god.bel.alcatel.be>,
hofman@NLEV00@btmv56.se.bel.alcatel.be (Peter Hofman) writes:
: >
: > Hi,
: >
: > I read something about MultiTOS II.
: > Does anyone know when Atari will release it?

: Atari is OUT of the computer market, so no TOS II by Atari!

Atari will not release any new TOS version, true. However, MultiTOS
development is "continued" by Overscan in Germany, who developed N AES,
an AES replacement for the buggy and slow GEM.SYS of MultiTOS; it will be
shipped together with Thing (a Desktop replacement) and MinT; shippment
will begin on Dexcember 11, 95. The program was shown on the ProTOS show
in Heneff, Germany, and performed very well.
Upgrades for MultiTOS 1.0x users are available, so you can say NAES is
the sucessor of MultiTOS
Alterbatively, ypu can buy Magic 4.0
It is also said, that C-Lab are working on TOS 5.0, but until sth. is
shown, one can't say anything about this; as NAES and Magic4 prove are
good quality work, there is no need for TOS 5.0.

: >
: > regards, Peter.

:
: Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
: University of Northern Iowa PowerBook 150
: Graduate School of Library/Curriculum and Information Science
: Http://w3.nai.net/~asincla/home.htm

: They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush
: Limbaugh's Reign of Error. 'De-program a dittohead'
: -FAIR(Fairness & Accuracy in Reporting)
: Internet-democrats-request@webcom.com / Type 'subscribe' in body of message
:

3327. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-09 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <xRDIMtK.brimiller@delphi.com>
Source record: 10832

PISCHKE DAVID <pischke@ecf.toronto.edu> writes:

>speed -- of course it isn't! But there's still no way any sane person can
>claim that a 68030-based Falcon at 16MHz with a 16-bit data bus is faster than
>an Alpha-based machine, which runs at clock speeds of between 200 and 300MHz.

Well, then, quick question: why are you arguing with an "insane" person?
Perhaps because he isn't making that claim, and that you simply threw that
in as a red herring?

I believe the inherent conflict here is not which computer is faster on a
mathematical basis, but simply, which computer is fastest on an everyday
basis (not that this really matters either).

The primary reason why I use a Falcon is that it gives me a competitive edge:
in this college, competition is everything, and beating out the competition
is easy with a Falcon. After one sees the hundredth PowerPoint presentation
given, we all yawn and say "that's nice, I already know how much time you
spent preparing that and how you did it." My multimedia videotaped
presentations using the Falcon and initially the lowly Ani-ST, later, Apex
Media, leaves
them guessing. Not only is the output superior, but the versatility is there,
and the DIFFERENCE is there - making my presentations memorable in a positive
fashion. Does this make _fill_in_the_blank_ worse/slower/whatever than the
Falcon? Definitely, for my applications. Knowledge of a 16-MHz Falcon's
software and way of doing things has helped me consistently beat other
people with the fastest Pentiums and PPC's on the market.

Brian-Roland Miller
Boston, MA

3328. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-09 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <xREGMzF.brimiller@delphi.com>
Source record: 10833

Timothy A. Seufert <bwanga@cats.ucsc.edu> writes:

>great, except Apple is being very boneheaded about releasing hardware
>register information for the PowerMac. At this point, what I'm

Attempting to maintain a monopoly on hardware register information in this day and age is akin to denying developers any kind of development tools until they "register" with you and pay $100 or so a year (even Atari abandoned this requirement years ago).

Brian-Roland Miller
Boston, MA

3329. Re: Were is the $99 Jagflop??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-09 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FLJLFBEFUP@cabal.shnet.org>
Source record: 10834

In <1995Dec7.152609.51100@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>In article <4a72vs$9a2@news.iesd.auc.dk>, chainxor@control.auc.dk (Henrik Lunardi Weide) writes:
>> In article <1995Dec6.013304.51055@cobra.uni.edu>, sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>>> To bad..Considering that the 3do console with two titles is now $199 from
>>> GoldStar.
>>
>> And ?? The 3DO sucks big time!
>
>In what way?

In almost every way, especially because twits tend to buy it.

>I may even buy one as an X-mas gift to my self..

See what I mean?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3330. Re: MultiTOS II

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-09 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FLJVAFBOUP@cabal.shnet.org>
Source record: 10835
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

In <1995Dec8.181340.51135@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>In article <4a9ein$f1r@btmpjg.god.bel.alcatel.be>, hofman@NLEV00@btmv56.se.bel.alcatel.be (Peter Hofman) writes:

>> I read something about MultiTOS II.
>> Does anyone know when Atari will release it?
>
>Atari is OUT of the computer market, so no TOS II by Atari!

But there is a product one might refer to as "MTOS II", it's N.AES, a replacement for the slow AES 4.x that shipped with the original MTOS.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3331. Re: Were is the $99 Jagflop??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-09 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Dec9.220836.51156@cobra.uni.edu>
Source record: 10836

In article <4acgpf$rsm@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Probably, to make room for the M2 console.
>
> Two years on the market and the (originally $700) 3DO is being
> replaced. What a way to instill confidence.

If the M2 is backwards compatible with the existing library, who cares! What will you say if a miracle happens that Atari releases the Jag II.

Just bought a GoldStar 3do for $199. A X-mas gift for myself..FIFA Soccer is awesome..

>
> >> Mark <<
>
> --
> ===
> M A R K A R A T H W E L L The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "Suddenly he had the strength of ten grinches plus two!"
> ===

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3332. Re: 3do now $199..What will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-10 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <RVNkkbU.brimiller@delphi.com>
Source record: 10689

Timothy A. Seufert <bwanga@cats.ucsc.edu> writes:

>today want to use a good version of C that outputs decently optimized
>code, and I don't think there ever was such a thing for the Atari 8-bit

I think Deep Blue C did a decent job of compilation, but your point is well taken. There would have to be some way of getting some money out of the 8-bit (even though they should have done it many, many years ago, instead of waiting until it was virtually worthless).

I seem to remember reading about TI/994a users buying the DOS that TI originally owned for that machine. If a few thousand TI users could do it, isn't it possible that a few thousand 8-bit users could do it? I just have a problem with giving away technology that cost millions to develop, that's all.
Brian-Roland Miller
Boston, MA

3333. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-10 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <RVGG0LZ.brimiller@delphi.com>
Source record: 10690

PISCHKE DAVID <pischke@ecf.toronto.edu> writes:

>No, I'm not. He claimed that the Falcon was faster calculating the Mandelbrot
>set than a DEC Alpha-based machine. I am saying that it cannot and is not.

Ah, but not that, and I quote, "a 68030-based Falcon at 16 MHz with a 16-bit data bus is faster than an Alpha based machine..." Obviously, that was thrown in as a red herring - the suggestion that he was arguing that the Falcon is faster in all areas, instead of in this specific area.

Again, (how many times does this point have to be made?), it is purely DEC's fault that this happened the way it did. It was none other than DEC who inferred that Mandelbrot fractal generation was an accurate test of processor and system performance. Atari proved them wrong by generating a Mandelbrot program that performed faster than the DEC one, leaving a little egg on their face. By DEC's own logic, sine the Alpha-based machine was slower at generating fractals, it is slower, period. Of course this isn't true, but I do remind
you that DEC was the original propogator of this contention. Of course, in a real world environment, a person would care not whether the "algorithm was more optimized for the Falcon." A person who would buy a computer solely for fractal generation (uh, probably not many) would buy the machine that performed fastest at that application, in this case, the Falcon. So either DEC's programmers write atrocious, bloated code, or Atari writes VERY fast code, or both. Either way, in a real world environment, the Falcon performed faster, and that's all that matters to the end user. Looks like DEC will have to program a little tighter, or they may have an A1200 beating them in fractal generation at the next major trade show. :')

Brian-Roland Miller
Boston, MA

3334. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-10 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <RVOnsdX.brimiller@delphi.com>
Source record: 10691

Timothy A. Seufert <bwanga@cats.ucsc.edu> writes:

>Not releasing hardware register info is not unique to Apple, either. For
>a long time Linux did not support an entire brand of video card in any
>mode better than VGA (VGA registers are standard across all cards),
>because the vendor refused to tell them the information they needed to
>create a SVGA driver.

This is why Be, Inc.'s project is so exciting - creating an open platform, fully documented, and available to everyone, will allow optimization of code like no-one's business (I can just see the debate on comp.sys.be.advocacy in 1999 - "The Be is faster in making Mandelbrot fractals than a 500MHz P7. No it's not, bonehead. Yes it is, &*&*!).

I think the days of sacred tomes of registers, available only to a chosen few are over - and that if Apple, etc. don't recognize this, developers will abandon them for developer-friendly platforms (like the Be).
Brian-Roland Miller
Boston, MA

3335. Re: Untrue Rumours

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Dec10.143419.51160@cobra.uni.edu>
Source record: 10692
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <4ad92g$90a@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Just on the miniscule cable channels. Isn't it sad that the $129 SNES continues
> : to outsell the supposely 64 bit Jag for a few dollars more...
>
> It's pretty sad because the Super NES is outselling every next
> generation console.

True, Nintendo will come out with the N64 next year and clean up the market!

>
> >> Mark <<
>
> --
> ==
> M A R K A R A T H W E L L The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "Suddenly he had the strength of ten grinches plus two!"
> ==

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3336. Re: Were is the $99 Jagflop??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Dec10.144246.51161@cobra.uni.edu>
Source record: 10693

In article <4ado29$evh@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : If the M2 is backwards compatible with the existing library, who cares! What
> : will you say if a miracle happens that Atari releases the Jag II.
>
> Atari probably won't release the Jaguar II for another year or
> two at least. Consider how much the M2 cost. Consider how quickly Trip
> pushed to have it brought out. If you bought one of the original $700
> 3DO's and had to suddenly fork out another couple hundred for an M2 to
> play games, wouldn't you be pissed.

The M2 upgrade and console will not be widely available until next fall. So that will be three years for the life span of the M1. What about computer owners who bought Pentiums this period when price cuts next month will result upto a 50% price reduction? Thats life. Never be an early adopter to anything.

I should beable to buy a fast closeout Powermac model in the next two months close to $1000 with 4x cdrom. I suppose I am patient now. Its nice to receive a free subscription of MacWeek!

If the the Jag falls below $100, I may swing one with Defender and Missle Command. I miss the old classics.

>
> : Just bought a GoldStar 3do for $199. A X-mas gift for myself..FIFA Soccer is
> : awesome..
>
> I'm thinking about picking one up myself. What is your opinion of
> Shockwave? I've tried FIFA and it is excellent. Too bad it doesn't come
> with Road Rash.

Shockwave is awesome if you like shoot em ups. I think the game play is a little too fast. Its like a computer game program and not a video console one. You will like it. I bougt the last GoldStar one. Looks like Panasonic will have to reduce prices.

>
> >> Mark <<
>
> --
> ===
> M A R K A R A T H W E L L The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "Suddenly he had the strength of ten grinches plus two!"

> ==========

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3337. Re: MultiTOS II

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-10 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FLKIBEBIUP@cabal.shnet.org>
Source record: 10694
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

In <4ac3eu$lvh@infa.central.susx.ac.uk> James Cox wrote:
>Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:
>: It is also said, that C-Lab are working on TOS 5.0, but until sth. is
>: shown, one can't say anything about this; as NAES and Magic4 prove are
>: good quality work, there is no need for TOS 5.0.
>
>I though TOS 5 has got things like list boxes, toolbars in windows, file
>selector that supports long filenames etc etc.. Does NAES have any of these?

I own Freedom, so I don't need another File Selector with these features,
e.g..

I don't know about the other features of N.AES yet, though.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3338. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-10 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DJE5MJ.H31@ecf.toronto.edu>
Source record: 10695

In article <RVGG0LZ.brimiller@delphi.com>, <brimiller@delphi.com> wrote:
>PISCHKE DAVID <pischke@ecf.toronto.edu> writes:
>
>>No, I'm not. He claimed that the Falcon was faster calculating the Mandelbrot
>>set than a DEC Alpha-based machine. I am saying that it cannot and is not.
>
>Ah, but not that, and I quote, "a 68030-based Falcon at 16 MHz with a 16-bit
>data bus is faster than an Alpha based machine..." Obviously, that was thrown
>in as a red herring - the suggestion that he was arguing that the Falcon is
>faster in all areas, instead of in this specific area.

Don't put words in my mouth. I never claimed that George Crissman made any such statement. He stated several times that this Mandelbrot demonstration indicated that the Falcon was faster at this benchmark than the Alpha. My point was that this is *not* a benchmark.

>Again, (how many times does this point have to be made?), it is purely DEC's
>fault that this happened the way it did. It was none other than DEC who
>inferred that Mandelbrot fractal generation was an accurate test of processor
>and system performance. Atari proved them wrong by generating a Mandelbrot
>program that performed faster than the DEC one, leaving a little egg on their
>face. By DEC's own logic, sine the Alpha-based machine was slower at
>generating fractals, it is slower, period. Of course this isn't true, but I do
>remind
>you that DEC was the original propogator of this contention.

There are two issues here: You are putting words in DEC's mouth when you say that "since the Alpha-based machine was slower at generating fractals, it is slower, period." DEC never said that.

When you say that "Atari proved [DEC] wrong by generating a Mandelbrot program that performed faster that the DEC one," you are wrong. Atari didn't prove anyone wrong. You have missed the point. If Atari wrote a Mandelbrot program that *used the same algorithm as DEC's* and still performed faster, then I would be inclined to agree. Calculation of the Mandelbrot set can be used to benchmark processor performance *IF* the algorithm is controlled. (Whether or not the test will indicate the performance of real applications is another issue entirely, although it still should give a general idea of the performance that can be expected.)

The second point is that this was *not* a benchmark. Mandelbrot may or may not be a meaningful test of processor and system performance -- that is a separate issue. The point, *once again*, is that any comparison of system performance based on calculation of the Mandelbrot set will be meaningless unless we make sure that everybody uses the same algorithm! Otherwise, we can't be sure that differences are attributed to the software or the hardware!

> Of course, in a
>real world environment, a person would care not whether the "algorithm was
>more optimized for the Falcon."

You don't understand. Algorithms have nothing to do with Falcons, Alphas,
or 486s. Algorithms are not optimised for hardware; programs are.

An algorithm is an abstract concept that exists independently of any hardware
in the real world. An algorithm can be said to be faster than some other
algorithm if that algorithm gives the same results in fewer steps. It has
nothing to do with the Falcon. Speaking in terms *only* of the basic
instructions required to execute any algorithm, there is nothing that a Falcon
can do that can't be done by other computers. The DSP may be able do so some
things faster, but it isn't doing anything *different*.

You seem to be confusing harware benchmarks (*that* is the issue here) and
software benchmarks. If you are writing a hardware benchmark, you attempt
to keep the software the same. If you are writing a software benchmark,
you attempt to keep the hardware the same. It is much easier to control
hardware than software, but it's still possible to do a reasonable job of
making sure that the hardware is the *only* factor that affects performance--
no such attempt was made here.

In any case, we're not talking about a "real world environment." We're not
talking about how fast a machine runs real applications. We're talking about
the inability of certain people on this newsgroup to understand why this
particular Mandelbrot demonstration is not a valid indication of processor (or
system, for that matter) performance.

>A person who would buy a computer solely
>for fractal generation (uh, probably not many) would buy the machine that
>performed fastest at that application, in this case, the Falcon. So either
>DEC's programmers write atrocious, bloated code, or Atari writes VERY fast
>code, or both.

The point was not to write a commercial Fractal generating package; the point
of DEC's test (and please note that DEC's test did *not* include the Falcon;
Atari wrote their own Mandelbrot generator later) was to test CPU performance.
In a benchmark, it doesn't matter how bloated the code is. All that matters
is the *relative* performance. Benchmarks are not real-world applications.
They are tests of processor performance. They are *not* tests of programming
skill. (Note that the task of designing a meaningful benchmark and the
actual programming of it are two different things.)

DEC could easily have rewritten their program to use faster code. Then the
Alpha-based machine would have ended up beating the Falcon again. The point
ist that DEC was not trying to write the world's fastest Mandelbrot algorithm,
they were trying to demonstrate differences in processor performance!

> Either way, in a real world environment, the Falcon performed
>faster, and that's all that matters to the end user. Looks like DEC will
>have to program a little tighter, or they may have an A1200 beating them
>in fractal generation at the next major trade show. :')

This was not a real world environment.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

3339. CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-10 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DJE5rK.H7o@ecf.toronto.edu>
Source record: 10696

In article <RVOnsdX.brimiller@delphi.com>, <brimiller@delphi.com> wrote:
>Timothy A. Seufert <bwanga@cats.ucsc.edu> writes:
>This is why Be, Inc.'s project is so exciting - creating an open platform,
>fully documented, and available to everyone, will allow optimization of
>code like no-one's business (I can just see the debate on comp.sys.be.advocacy
>in 1999 - "The Be is faster in making Mandelbrot fractals than a 500MHz P7.
>No it's not, bonehead. Yes it is, &*&*!).
>---
>I think the days of sacred tomes of registers, available only to a chosen
>few are over - and that if Apple, etc. don't recognize this, developers will
>abandon them for developer-friendly platforms (like the Be).

Uh... Apple does support an open platform. You've heard of CHRP (now called
the PowerPC Platform), haven't you?

Followups redirected to comp.sys.mac.advocacy.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

3340. Re: Untrue Rumours

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-10 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4ad92g$90a@ccshst05.cs.uoguelph.ca>
Source record: 10697
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

```
: Just on the miniscule cable channels. Isn't it sad that the $129 SNES continues
: to outsell the supposely 64 bit Jag for a few dollars more...

It's pretty sad because the Super NES is outselling every next
generation console.

>> Mark <<

--
================================================================================
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Suddenly he had the strength of ten grinches plus two!"
================================================================================
```

3341. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-10 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0912952039360001@metricom05.ucsc.edu>
Source record: 10698

In article <4abob4$mpf@news.iesd.auc.dk>, chainxor@control.auc.dk wrote:

>And by the way, the Falcon's BUS is not entirely 16-bit, the expansion
BUS is 32-bit.

You are wrong - it's 16-bit, and has only 24 address lines (=16 MB address space). Stupid, but true. I talked about this once with Jim Allen (I think that's his last name), of FAST Technology (he was its owner and only employee). He said that basically the only way to get at all the data lines of the 68030 in the Falcon is to plant a test clip on the chip itself - the upper 16 bits just aren't connected to anything in the system.

```
+-----------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-----------------------------------------------------------+
```

3342. Re: (long) Cost of Ownership

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-10 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0912952100440001@metricom05.ucsc.edu>
Source record: 10699

In article <xREGMzF.brimiller@delphi.com>, brimiller@delphi.com wrote:

>Timothy A. Seufert <bwanga@cats.ucsc.edu> writes:
>
>>great, except Apple is being very boneheaded about releasing hardware
>>register information for the PowerMac. At this point, what I'm
>
>Attempting to maintain a monopoly on hardware register information in this
>day and age is akin to denying developers any kind of development tools
>until they "register" with you and pay $100 or so a year (even Atari
>abandoned this requirement years ago).

Atari abandoned seriously trying to make computers years ago.

You need to distinguish better between development tools and development documentation. Tools (i.e. compilers) are not now, and probably never will be, free. No matter what OS you're talking about you gotta buy them. Documentation is also usually charged for, and support is most definitely not free.

In Apple's case, the only developers who actually do need hardware register info are those trying to write new operating systems for the computer. Otherwise, you just FTP to ftp.info.apple.com, and grab as much of the Inside Macintosh documentation in electronic form as you want. Free. You'll get everything you need to know about programming under the MacOS from those books. Apple just isn't interested in offering its internal hardware documentation to the public, and probably from their standpoint there's no reason to do so. They do have plenty of hardware documentation for things that are meant to be expansion interfaces - i.e. NuBus, PCI, processor direct slots, modem slots, etc. I happen to think they're being stupid in not telling us anything about the inner workings of the hardware on their own boards, but that doesn't equate to them being evil and nasty to *all* developers.

Not releasing hardware register info is not unique to Apple, either. For a long time Linux did not support an entire brand of video card in any mode better than VGA (VGA registers are standard across all cards), because the vendor refused to tell them the information they needed to create a SVGA driver.

+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

3343. Re: MultiTOS II

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-10 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <4aefpq$ib8@osiris.wu-wien.ac.at>
Source record: 10700
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

James Cox (jamesco@cogs.susx.ac.uk) wrote:
: Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:
: : It is also said, that C-Lab are working on TOS 5.0, but until sth. is
: : shown, one can't say anything about this; as NAES and Magic4 prove are
: : good quality work, there is no need for TOS 5.0.

: I though TOS 5 has got things like list boxes, toolbars in windows, file
: selector that supports long filenames etc etc.. Does NAES have any of these?

Yep! N AES is fully AES 4.1 compatible, the last unreleased version of
Ataris AES; the file selector in AES is, however, a very simple one, and
the package inckludes and alternative fileselector (with all the features
you might want, including long file names).
NAEs has also improvements such as the ability to switch the menubar off.
Magic4.0 has also lots of AES imorpvemnets such as an enormously improved
file selector boy, the ability to put dialogs in windows and an
integrated font selector for GDOS that can be used by applications like
the file selector.

Regards,

Alfred

3344. Re: Were is the $99 Jagflop??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-10 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4ado29$evh@ccshst05.cs.uoguelph.ca>
Source record: 10701

: If the M2 is backwards compatible with the existing library, who cares! What
: will you say if a miracle happens that Atari releases the Jag II.

Atari probably won't release the Jaguar II for another year or
two at least. Consider how much the M2 cost. Consider how quickly Trip
pushed to have it brought out. If you bought one of the original $700
3DO's and had to suddenly fork out another couple hundred for an M2 to
play games, wouldn't you be pissed.

: Just bought a GoldStar 3do for $199. A X-mas gift for myself..FIFA Soccer is
: awesome..

I'm thinking about picking one up myself. What is your opinion of
Shockwave? I've tried FIFA and it is excellent. Too bad it doesn't come
with Road Rash.

>> Mark <<

--
==
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Suddenly he had the strength of ten grinches plus two!"
==

3345. Re: 3do now $199..What will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-10 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0912952026440001@metricom05.ucsc.edu>
Source record: 10702

In article <xTGls3N.brimiller@delphi.com>, brimiller@delphi.com wrote:

>Actually, the eight-bit hardware has a well-documented development system,
>which could make it valuable in embedded-control applications, and thus, to
>developers (albeit, this hardware _IS_ dated, which is the reason for the
>lower price).

The Atari 8-bit hardware is worthless for embedded control It has all sorts of baggage that is needed for a home computer but is just extra cost, power consumption, and size for an embedded control computer. It has limited amounts of control I/O - bidirectional digital port bits and a couple of *very* crude analog inputs - so if you need more you have to add in new decoding logic and more chips, which can be quite expensive as it could involve redesigning the board. If you designed out the junk not needed for the control application at the same time, you wouldn't have an Atari 8-bit computer any more, and you would have been better off just doing it yourself from scratch. Small boards built around a microcontroller are very simple and cheap to design and build.

The development system argument is not really that great, either - people today want to use a good version of C that outputs decently optimized code, and I don't think there ever was such a thing for the Atari 8-bit series. There are many good C compiler packages for the major microcontrollers (HC11, 8051, etc.) already out there.

+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

3346. Re: MultiTOS II

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-10 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <4aefm2$hic@news.iesd.auc.dk>
Source record: 10837
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

In article <4a9ein$f1r@btmpjg.god.bel.alcatel.be>, hofman@NLEV00@btmv56.se.bel.alcatel.be (Peter Hofman) writes:
>
> Hi,
>
> I read something about MultiTOS II.
> Does anyone know when Atari will release it?
>
Never. Go for MagiC 4 or Geneva instead.

Keep Cool and Flying...

ChainXOR...

// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-Rom //
// E-Mail: chainxor@control.auc.dk //
// Homepage: http://www.control.auc.dk/~chainxor/ //

3347. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-10 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DJDopM.4J0@ecf.toronto.edu>
Source record: 10838

In article <xRDlMtK.brimiller@delphi.com>, <brimiller@delphi.com> wrote:
>PISCHKE DAVID <pischke@ecf.toronto.edu> writes:
>
>>speed -- of course it isn't! But there's still no way any sane person can
>>claim that a 68030-based Falcon at 16MHz with a 16-bit data bus is faster than
>>an Alpha-based machine, which runs at clock speeds of between 200 and 300MHz.
>
>___
>Well, then, quick question: why are you arguing with an "insane" person?
>Perhaps because he isn't making that claim, and that you simply threw that
>in as a red herring?

No, I'm not. He claimed that the Falcon was faster calculating the Mandelbrot
set than a DEC Alpha-based machine. I am saying that it cannot and is not.
I'm saying that the fact that the Falcon appeared to calculate the Mandelbrot
set faster is because the algorithm it used was more efficient, and not because
a 16MHz 68030 with 32MHz Motorola DSP is faster than a 300MHz DEC Alpha.

>I believe the inherent conflict here is not which computer is faster on a
>mathematical basis, but simply, which computer is fastest on an everyday
>basis (not that this really matters either).

It is not.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

3348. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-11 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <4ag2go$3st@morgoth.sfu.ca>
Source record: 10703

brimiller@delphi.com writes:

>Again, (how many times does this point have to be made?), it is purely DEC's
>fault that this happened the way it did. It was none other than DEC who
>inferred that Mandelbrot fractal generation was an accurate test of processor
>and system performance. Atari proved them wrong by generating a Mandelbrot
>program that performed faster than the DEC one, leaving a little egg on their
>face. By DEC's own logic, sine the Alpha-based machine was slower at
>generating fractals, it is slower, period. Of course this isn't true, but I do
>remind
>you that DEC was the original propogator of this contention. Of course, in a
>real world environment, a person would care not whether the "algorithm was
>more optimized for the Falcon." A person who would buy a computer solely
>for fractal generation (uh, probably not many) would buy the machine that
>performed fastest at that application, in this case, the Falcon. So either
>DEC's programmers write atrocious, bloated code, or Atari writes VERY fast
>code, or both. Either way, in a real world environment, the Falcon performed
>faster, and that's all that matters to the end user. Looks like DEC will
>have to program a little tighter, or they may have an A1200 beating them
>in fractal generation at the next major trade show. :')

This argument is getting silly. DEC was trying to show the speed of their
processor and not the cleverness of their software designers. By your logic
their would be no way of standardizing the testing of hardware. The
contest would often go to the cleverest software designer and not the
best hardware. If you gave both the DEC team and the Atari team a week
to write slick code then I'm sure that DEC would cream Atari. But DEC,
because they really wanted to test hardware performance, didn't do that.
As for what system to buy, you should go with the best overall performer,
in both hardware and software. That means real applications, not hacks
that that some engineer thought up one night.
--

Brian Quinlan
quinlan@sfu.ca

3349. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-11 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4ag60q$k7e$1@mhafm.production.compuserve.com>
Source record: 10704

>The key is to match the computer to the user and the task.

Ah..!

Ok then... if all you want to do is run Mandelbrot calculations, with an unspecified degree of precision and an unspecified number of iterations, then for sure, buy a Falcon...

Makes those buying decisions a lot easier to know that...

BobR

3350. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-11 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4ag6ra$k7e$2@mhafm.production.compuserve.com>
Source record: 10705

>In responding to a comment from Bob Retelle...

My comment was that calling the comparison a "benchmark" was inaccurate.

Regardless of the selected quotations George has provided us with, I still stand by that statement.

George still hasn't provided any details as to the specifics of the algorithms used, the precision of the calculations or the number of iterations run for each different machine.

Without carefully controlled methodology, there is no "benchmark", only a contrived demonstration.

George's use of the word "benchmark" continues to be inaccurate.

BobR

3351. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-11 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <xDKmkdU.brimiller@delphi.com>
Source record: 10706

PISCHKE DAVID <pischke@ecf.toronto.edu> writes:

>Uh... Apple does support an open platform. You've heard of CHRP (now called
>the PowerPC Platform), haven't you?
>
>Followups redirected to comp.sys.mac.advocacy.

If Apple was so gung-ho about open platforms, Linux for Mac would be complete
by now. It's been mostly Apple's malevolent machinations that have prevented
the "Mac OS box with common hardware" from coming about. View their refusal to
allow Gateway to clone Mac hardware.

Supposing that I was a developer of an alternative OS (like Linux), and I
approached Apple and Be seperately, who would give me register-level info
willingly? Be, of course. Who would withhold information? Apple, of course.
Until Apple is truly ready to make register-level calls available for
developers, I view the CHRP hype by Apple as having as much validity as
a Tramiel marketing promise.

BTW: The first company to really get on the CHRP bandwagon is none other than
Be, and Apple will have to change their strategy toward open systems to
resemble Be, dropping the imperious, secretive nature of restricting
development information.

Brian-Roland Miller

3352. Re: MultiTOS II

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-11 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <4ahi2v$nci@studs.sci.kun.nl>
Source record: 10707
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

In <4a9ein$f1r@btmpjg.god.bel.alcatel.be> hofman@NLEV00@btmv56.se.bel.alcatel.be (Peter Hofman) writes:

>I read something about MultiTOS II.
>Does anyone know when Atari will release it?

I bet you read that in the ACN mag. I've seen it too - it looks suspiciously much like they've got a copy of AES 4.1. All the features they mention are in that. AES 4.1 is, however, not completely bug-free (and not `completely legally' available...) but there is now N.AES, fully compatible with it, and (hopefully) soon XaAES by Craig Graham, which will be published under GPL. (How's it going, Craig?) I will probably get them both.

PS. don't believe everything ACN says. There are often blatant errors and nonsense in their reviews.

PPS. Julian Reschke, are you reading this? Your name was mentioned in that article as `one of the advisors' of Atari's programming team making MultiTOS II, which allegedly had Eric Smith and Bill Rehbock (or that other famous Atarian) in it. How much is true of that?

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

3353. Re: Were is the $99 Jagflop??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-11 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4ahutg$djv@ccshst05.cs.uoguelph.ca>
Source record: 10708

: The M2 upgrade and console will not be widely available until next fall. So
: that will be three years for the life span of the M1. What about computer
: owners who bought Pentiums this period when price cuts next month will result
: upto a 50% price reduction? Thats life. Never be an early adopter to
: anything.

True, though Game systems tend to evolve at a muchg slower rate
than computers.

: If the the Jag falls below $100, I may swing one with Defender and Missle
: Command. I miss the old classics.

Sinclap ... are you feeling okay? *YOU* are interested in buying
a Jaguar? Where would you get one? If you do, you might understand why
we're all so into Tempest 2000, Aliens Vs. Predator, Doom, Iron Soldier,
Rayman, Super Burnout and others.

: Shockwave is awesome if you like shoot em ups.

Is it anything like "Hoverstrike: The Unconquered Lands?"

>> Mark <<

--
==
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Suddenly he had the strength of ten grinches plus two!"
==

3354. Re: MultiTOS II

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-11 00:00:00 UTC
From: davidw@rd.bbc.co.uk
Message-ID: <4ah7n2$ss@bbcnews.rd.bbc.co.uk>
Source record: 10709
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

```
Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:
: James Cox (jamesco@cogs.susx.ac.uk) wrote:
: : Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:
:
: : I though TOS 5 has got things like list boxes, toolbars in windows, file
: : selector that supports long filenames etc etc.. Does NAES have any of these?
:
: Yep! N AES is fully AES 4.1 compatible.../*snip*/

So ... where can I get it from (an ENGLISH version!).

-David White

//standard disclaimer//
```

3355. Re: MultiTOS II

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-11 00:00:00 UTC
From: ersmith@netcom.com
Message-ID: <ersmithDJG468.66J@netcom.com>
Source record: 10710
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

In article <4ahi2v$nci@studs.sci.kun.nl>,
Sander Stoks <sanders@sci.kun.nl> wrote:
>In <4a9ein$f1r@btmpjg.god.bel.alcatel.be> hofman@NLEV00@btmv56.se.bel.alcatel.be (Peter Hofman) writes:
>>I read something about MultiTOS II.
>>Does anyone know when Atari will release it?

>I bet you read that in the ACN mag. I've seen it too - it looks
>suspiciously much like they've got a copy of AES 4.1.

>PPS. Julian Reschke, are you reading this? Your name was mentioned in
>that article as `one of the advisors' of Atari's programming team
>making MultiTOS II, which allegedly had Eric Smith and Bill Rehbock
>(or that other famous Atarian) in it. How much is true of that?

It does indeed sound like ACN is describing AES 4.1, which is pretty old news. Julian certainly gave us good advice about that, and Bill Rehbock and I were among the people at Atari who worked on it.

Since neither Bill nor I are currently working for Atari, you may safely assume that ACN's information is out of date. I do not know what plans, if any, Atari may have for AES 4.1.

(I've set followups to comp.sys.atari.st, since I don't read .advocacy and the topic doesn't quite seem to fit in .tech.)
--
Eric R. Smith
ersmith@netcom.com

3356. Atari Clone Names

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-12 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4aiunk$764@inca01.inca.co.nz>
Source record: 10711
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Has anyone noticed that the names of Atari clones are based on old (usually Greek) mythology?

For example, take Medusa. She was one of the three Gorgon sisters [Stheno, Euryale, Medusa] with snakes for hair that would turn you to stone if you looked at her.

Or, for that matter Hades.

Hades :
"(1) The gloomy subterranean abode of departed spirits or shades over which Pluto [lord of the underworld] ruled.
(2) [in the Revised Version of the New Testament] the abode or state of the dead.
(3) [colloquially] Hell"

Not an exactly warming name for the product, is it?

if you were to buy a computer, and were given three choices 1) Model 2349/23A, 2) "Medusa" or 3) "Hades", which would you pick?

If it were me, I would shy away from the negatively-named products.

And what is wrong with using names from Greek mythology that have positive names? "Zeus" [the chief god of the Ancient Greeks, ruler of the heavens] for example?

--

If I am wrong, flame AOL.
If I am right, flame AOL.
What the hell, just flame AOL.

3357. Re: Untrue Rumours

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-12 00:00:00 UTC
From: Eric Noss <enoss@planetx.bloomu.edu>
Message-ID: <Pine.SUN.3.91.951212130441.914B-100000@planetx.bloomu.edu>
Source record: 10712
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

On 10 Dec 1995, Mark Rathwell wrote:

> : Just on the miniscule cable channels. Isn't it sad that the $129 SNES continues
> : to outsell the supposely 64 bit Jag for a few dollars more...
>
> It's pretty sad because the Super NES is outselling every next
> generation console.

Only if the games are more fun to play, what good is buying a $300
machine if the games are crap? I'm surprised that no one ditch the new
systems and decided to buy a 2600 at a flea market instead :)

Eric Noss
a.k.a
Mr. Maddog

3358. Re: Untrue Rumours

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-12 00:00:00 UTC
From: Eric Noss <enoss@planetx.bloomu.edu>
Message-ID: <Pine.SUN.3.91.951212132236.914E-100000@planetx.bloomu.edu>
Source record: 10713
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

On 10 Dec 1995, PETER SINCLAIR-DAY wrote:

> In article <4ad92g$90a@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
> > : Just on the miniscule cable channels. Isn't it sad that the $129 SNES continues
> > : to outsell the supposely 64 bit Jag for a few dollars more...
> >
> > It's pretty sad because the Super NES is outselling every next
> > generation console.
>
> True, Nintendo will come out with the N64 next year and clean up the market!

You mean like how Virtual Boy wiped out the handheld market?

I just love how people will worship a new game system, saying it's the
world's greatest, when it's not even out yet.

Have a nice Sinclair-Day :)

Eric Noss
a.k.a
Mr. Maddog

3359. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-12 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1212951330180001@tsa-01.ucsc.edu>
Source record: 10714

In article <xDKmkdU.brimiller@delphi.com>, brimiller@delphi.com wrote:

>If Apple was so gung-ho about open platforms, Linux for Mac would be complete
>by now.

They are gung-ho about open platforms. Their current hardware is emphatically not an open platform. I don't know why they choose to do that, but they do. Their future hardware is, on the other hand, very open.

>It's been mostly Apple's malevolent machinations that have prevented
>the "Mac OS box with common hardware" from coming about. View their refusal to
>allow Gateway to clone Mac hardware.

See my earlier message for Apple's (completely understandable) reasons for refusing Gateway. "Malevolent machinations" indeed!

If Apple was hell-bent, as you seem to think, on completely disallowing cloning, then why in the world did they give tremendous amounts of engineering assistance, and engineers, to Power Computing? (Power Computing is currently the largest Macintosh cloner; visit their Web site at http://www.powercc.com/ .) In order to allow Power Computing to start up well in advance of CHRP's advent, Apple has essentially allowed them to copy the first-generation NuBus and PCI PowerMacs.

>Supposing that I was a developer of an alternative OS (like Linux), and I
>approached Apple and Be seperately, who would give me register-level info
>willingly? Be, of course. Who would withhold information? Apple, of course.
>Until Apple is truly ready to make register-level calls available for
>developers, I view the CHRP hype by Apple as having as much validity as
>a Tramiel marketing promise.

Be could not possibly help giving you hardware info. As you so vociferously point out, they use CHRP (actually, the current developer BeBoxes don't - CHRP wasn't set in stone when they designed them). CHRP is an open standard; you can just go and download it. Whether Be would give you info or not is immaterial, since you can get it elsewhere.

>BTW: The first company to really get on the CHRP bandwagon is none other than
>Be, and Apple will have to change their strategy toward open systems to
>resemble Be, dropping the imperious, secretive nature of restricting
>development information.

What a jackass. Apple is pretty damn open - you can download their development documentation from their Web site for free. The only thing they won't tell you is how to use the hardware registers of recent Macs directly. Other than to support alternative operating systems like Linux,

can you think of any reason why they should?

Furthermore, Apple is one of the two companies (the other is IBM) that brought CHRP into _existence_. I don't know how you can paint them as imperious, secretive bastards when they're one of the major forces behind a standardized and open PowerPC platform.

+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

3360. Re: 3do now $199..What will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-12 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <4ak053$fvc@osiris.wu-wien.ac.at>
Source record: 10715

brimiller@delphi.com wrote:
: >
: >To whom? To whom else would the Jaguar be worth anything, let alone $40
: >million? Where did you get that figure from anyway? Why would they want
:
: Not just Jaguar, but licenses and patents as well. The figure is based on
: approximate cost of development, potential licensing agreements that could
: be engaged in, net revenues from a properly marketed and supported Jaguar.
: Originally, the price would be much higher, since the only other method of
: gaining the Jaguar would be to buy controlling interest in Atari (which would
: cost between $30 and $50 million, depending on stock prices, and probably
: even higher, since when takeover bids start, prices expand dramatically. It
: also assumes that Tramiel would sell part of his holding, and if he would, it
: would be at a very high price.

Agreed. But keep in mind that by now Jaguar technolgoy could be
considered fairly standard, as the dozens of 64bit blitters for PCs
prove; if it is worth that much money than it is because of the already
available deleoment systems, games etc that willmake it more costly to
develop a new system from scratch.

: >How do yo get that price? How can you determine
: >what they are worth? Who knows how far this can go? I've read reports
: >that Atari may even own patents on concepts as basic as a scolling video
: >game screen. Maybe there's even more patent infringement litgation that
: >could generate untold revenue for Atari, maybe not. Unless they've sued
: >all they're going to, why would they sell, and for $30 million?
:
: Remember, this is not a "maximize value" concept, in which we wait over
: time to get the most revenue possible. This is strictly a "maximize my
: revenue _NOW_" from a major investor holding Atari stock's standpoint.
: Waiting for years for Atari to maximize revenue is foolishness. Incidentally,
: the selling price is less than the money value of Atari's current settlements
: and doesn't include future settlements. From a time-value of money standpoint,
: and this historical Atari screw-up factor, this is about the minimum price I
: would set at an auction (where the price could be bid up).
: ---

agreed.

: Also, $5 million would be generated probably by selling different rights to
: different parties (like selling VIDEL rights for $100,000 [a complete video
: subsystem for $100K is a steal]), etc.

The VIDEL system is not a steal. You alawys have to view the Atari
components in context with the competition. The VIDEl is by far inferior

to most graphic controlers in the PC market (such as the old ET 4000
chip)
It is much less of a steal as the operating system provides for hardware
independent graphic routines, so there is no need to bind the Atari VIDEl
chip with the Atari system. However, the DSP part of the Falcon could carry
some value and actually does, as the licensing to C-Lab shows.
The rest of the Atari hardware licenses do only carry profits as to
replacement parts production and repairs for existing machines.
The revival of TOS machines depends SOLELY on TOS; there are clones
available; the operating system is
being reprogrammed and supported by people different from Atari and is
sold well (Magic and shortly, MinT-NAES);
So continuing the computer line is much cheaper and better WO. Atari than
WITH Atari.
Conclusion: The rights to TOS and TOS hardware are by far not worth the
sum you are mentioning.

: Atari has name recognition that many other companies would _KILL_ for. The
: ATari name, worldwide, since its inception, has sold over $4.5 billion in
: products since the beginning. Atari still commands strong brand recognition.
: Again, this is an auction, and if the price is too high for SOMEONE to bid on
: (which I doubt), it could always be reduced at the end. The primary goal here
: is to get money for the shareholders, before Tramiels flush the value of the
: company completely down the toilet.
: ---

Absolutely agreed. The Atari brand will make most of the money, but I
doubt Tramiels will go so far; it seems they are in transition to
becoming a small game manufacturer for PC.

: >You must be a very wealthy investor, then? You seem to be full of good
: >advice. I don't mean to flamebait you, but what are your credentials in
: >this area?
:
: My financial status would not be an accurate reflection of this proposal
: (Tramiels are very wealthy, but are hardly barometers for wise business
: decisions). My point was that, if I were a major stockholder, I would sell
: the assets NOW, while they still have value. If the Jaguar fails and Atari
: goes bankrupt, the value of the company would be FAR less (just look at
: Commodore - it had market cap of $99 million before liquidation, yet sold for
: about $12
: million when all was said and done.)

Agreed. Only the numbers are (especially with the TOS computers) FAR too
high.

: As to my status, I am a student in the top 5% of my class at a certain business
: school ranked as the best business specialty school for 6 years (I'll let
: you research that latter remark since it captivates you so).

:-)
I thought that people in Boston are similar to the British, with an

inclination to understatement :-)
the rankings and reputation of my business school are also VERY acceptable.
:-)

Regards

Alfred

3361. Re: Were is the $99 Jagflop??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Dec12.170620.51218@cobra.uni.edu>
Source record: 10716

In article <4ahutg$djv@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : The M2 upgrade and console will not be widely available until next fall. So
> : that will be three years for the life span of the M1. What about computer
> : owners who bought Pentiums this period when price cuts next month will result
> : upto a 50% price reduction? Thats life. Never be an early adopter to
> : anything.
>
> True, though Game systems tend to evolve at a muchg slower rate
> than computers.

I think those days are over. Next year, the N64 and M2 maybe a must have.

>
> : If the the Jag falls below $100, I may swing one with Defender and Missle
> : Command. I miss the old classics.
>
> Sinclap ... are you feeling okay? *YOU* are interested in buying
> a Jaguar? Where would you get one? If you do, you might understand why
> we're all so into Tempest 2000, Aliens Vs. Predator, Doom, Iron Soldier,
> Rayman, Super Burnout and others.

Doom is available on the 3do. I like the 3do because of the computer feel in the titles.
>
> : Shockwave is awesome if you like shoot em ups.
>
> Is it anything like "Hoverstrike: The Unconquered Lands?"
>

Never seen Hooverstrike. Shockwave II is out.

> >> Mark <<
>
> --
> ===
> M A R K A R A T H W E L L The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "Suddenly he had the strength of ten grinches plus two!"
> ===

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3362. CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-12 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DJG694.Hx7@ecf.toronto.edu>
Source record: 10717

In article <xDKmkdU.brimiller@delphi.com>, <brimiller@delphi.com> wrote:
>PISCHKE DAVID <pischke@ecf.toronto.edu> writes:
>If Apple was so gung-ho about open platforms, Linux for Mac would be complete
>by now. It's been mostly Apple's malevolent machinations that have prevented
>the "Mac OS box with common hardware" from coming about. View their refusal to
>allow Gateway to clone Mac hardware.

So it's only an open platform if you can get Linux for it? That makes no
sense. Apple provides all the documentation software or hardware designers
need -- all they don't provide is information needed for OS designers. Is
that a "closed" platform? Proprietary in some respects -- but closed?
As for Gateway, my understanding was not that Apple refused to allow Gateway
to clone Macs, but that Apple and Gateway couldn't agree to terms. Those are
two different things.

>Supposing that I was a developer of an alternative OS (like Linux), and I
>approached Apple and Be seperately, who would give me register-level info
>willingly? Be, of course. Who would withhold information? Apple, of course.
>Until Apple is truly ready to make register-level calls available for

Uh, they're not "register-level calls." Function calls have nothing to do
with what was being talked about. What was being talked about was the
documentation of the registers of Apple's custom chips -- documentation only
OS designers should need.

>developers, I view the CHRP hype by Apple as having as much validity as
>a Tramiel marketing promise.

Apple has clearly committed to CHRP. Isn't the fact that they've already
spent all that money designing it, developing documentation for it, revising
their OS for it (yes, System 7.5 for CHRP as well as Copland for CHRP are
both in the works) tell you that they are committed to it?

>BTW: The first company to really get on the CHRP bandwagon is none other than
>Be, and Apple will have to change their strategy toward open systems to
>resemble Be, dropping the imperious, secretive nature of restricting
>development information.

You really must be kidding. The first company to really get on the CHRP
bandwagon is Be? Are you serious? CHRP wouldn't *exist* if not for Apple!
CHRP was designed by both IBM *and* Apple! Get it -- *AND APPLE*. Read up
some more on CHRP (now called the PowerPC Platform) at http://chrp.apple.com/

Second of all, Apple does not restrict development information. The way
you have phrased your statment implies that Apple is restrictive about all
development information. They are not. If you want, you can buy the Inside
Macintosh series, or you get can get it *FOR FREE* in electronic form (and

it's exactly the same as the print version) by FTP'ing to Apple. Apple provides information on how to develop software for its operating system, and how to develop expansion cards and peripherals for all the slots and ports Apple supports. The only thing it doesn't do is release information on its custom chips, something only needed for people developing an OS. Your statement is a misrepresentation.

Why didn't Apple support Linux? Simply. The Linux people require that all versions of Linux -- source code included -- are available free to anyone who wants it. If Apple gave the Linux people all the low-level hardware and MacOS information, then Apple would also be forced to agree to release all that information for everyone to see. Apple doesn't want to release its proprietary information to the world, something which is understandable. With CHRP, all of this will be moot anyway. Not that it matters to most people. Real people buy applications, not operating systems.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

3363. Re: Untrue Rumours

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-12 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DJGpGp.81F@ridgecrest.ca.us>
Source record: 10718
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

It's a cool toy, if you can afford it. With the CAT box,
it makes a nice addition to multimedia work on the Falcon
with Expose. I don't think I can be considered a pirate for
grabbing images off VLM from music CD's, or can I? It dosen't
have the PlayStation's software, but then again, the Sony dosen't have
RGB, and to me that is an important feature. The Hacking on it's (JAGS)
hardware has already started, so if Atari gives up, I think you
will see more "Falcon-Jag" interfaces being developed (hacked).
That would be fine by me.

Mike

3364. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-12 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1212951258020001@tsa-01.ucsc.edu>
Source record: 10719

In article <DJG694.Hx7@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) wrote:

>As for Gateway, my understanding was not that Apple refused to allow Gateway >to clone Macs, but that Apple and Gateway couldn't agree to terms. Those are >two different things.

According to the stories I read, Apple's refusal of Gateway was a direct consequence of their supply problems - for the past several months they've really been hurting for a sufficient supply of the custom ASICs and PowerPC processors, resulting in $1 billion in backorders for their new PCI Macs. By the time Apple could get its suppliers to crank up production, CHRP would be here anyway - so Apple just told Gateway to wait until people started making CHRP boards. Gateway can then do clones without having to get any kind of engineering assistance from Apple at all - they need only buy CHRP boards, slap them in a case with sundry hardware, and license the MacOS.

+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

3365. Re: Were is the $99 Jagflop??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-13 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4almg5$f8n@ccshst05.cs.uoguelph.ca>
Source record: 10720

: I think those days are over. Next year, the N64 and M2 maybe a must have.

I don't know about that. I think the whole industry is struggling
to regain it's former momentum. Nothing is selling as well as it used to.
The crash of '84 was caused by a glut of software. Perhaps a crash of '96
will be caused by a glut of hardware.

: Doom is available on the 3do. I like the 3do because of the computer feel in
: the titles.

That's why I bought the Jaguar. I don't own a PC at the moment
and I liked to option of buying Syndicate, Theme Park, Cannon Fodder and
other strategy games. The 15-button controller helps. Ever tried playing
a flight simulator on one of the older systems? I had "F-14 Tomcat" on my
7800 and man was that a pain to play. They tried to make too many options
possible on a limited controller and it got really, REALLY confusing.

>> Mark <<

--
==
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Suddenly he had the strength of ten grinches plus two!"
==

3366. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-13 00:00:00 UTC
From: c4sy@dmu.ac.uk
Message-ID: <4an0ok$t12@macondo.dmu.ac.uk>
Source record: 10721

In article <DJG694.Hx7@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
> In article <xDKmkdU.brimiller@delphi.com>, <brimiller@delphi.com> wrote:
> >PISCHKE DAVID <pischke@ecf.toronto.edu> writes:
>
> Why didn't Apple support Linux? Simply. The Linux people require that all
> versions of Linux -- source code included -- are available free to anyone
> who wants it. If Apple gave the Linux people all the low-level hardware
> and MacOS information, then Apple would also be forced to agree to release
> all that information for everyone to see.

And if that happened someone with half a brain would be able to re-write System 7.0 into a proper OS which was five times as fast and quite memory efficient !

I'm sure that's the main reason for not releasing the OS specs ...

--
Simon Yardley, Leicester, UK

Internet: c4sy@dmu.ac.uk
URL: http://www.cms.dmu.ac.uk/~c4sy/ *Have a peek !*

3367. Re: Untrue Rumours

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-13 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4al7dc$88g@ccshst05.cs.uoguelph.ca>
Source record: 10722
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

: I just love how people will worship a new game system, saying it's the
: world's greatest, when it's not even out yet.

I agree here ... especially when it comes to the Ultra 64. While Nintendo is known for excellent marketing and good games, they have never been innovative in terms of hardware. The NES wasn't the first console to feature computer quality graphics (the Atari 7800 was), the Gameboy debuted at the same CES as the Lynx ('nuff said), the Super NES came out two years later than the Genesis, yet in all that time they barely improved on the Genesis. Couple that with Nintendo's crappy business tactics which border on illegal and one wonders how people can be lauding everything that Nintendo does.

>> Mark <<

--
==
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Suddenly he had the strength of ten grinches plus two!"
==

3368. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-13 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <hDIIMxx.brimiller@delphi.com>
Source record: 10723

Timothy A. Seufert <bwanga@cats.ucsc.edu> writes:

>If Apple was hell-bent, as you seem to think, on completely disallowing
>cloning, then why in the world did they give tremendous amounts of

I never said Apple was "hell-bent on completely disallowing cloning."
Please don't attempt to put words in my mouth or make broad assumptions
about my philosophy (since you are greatly wrong in this case). I simply
stated that Apple's monopoly and tight-fistedness with hardware information
simply is not conducive with the attitude of a company "serious" about
open computing - and until their actions change, they will remain a
de facto closed system. Perhaps their actions will change - but I have no
evidence of current change at all. I never mentioned anything about my
perception of their attitude toward cloning. Stick to the issues.

Brian-Roland Miller
Boston, MA

3369. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-13 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <hDAHkv2.brimiller@delphi.com>
Source record: 10724

Timothy A. Seufert <bwanga@cats.ucsc.edu> writes:

>up well in advance of CHRP's advent, Apple has essentially allowed them to
>copy the first-generation NuBus and PCI PowerMacs.

Whoopee, so PC can sell obsolete technology to the masses.

>is an open standard; you can just go and download it. Whether Be would
>give you info or not is immaterial, since you can get it elsewhere.

Yep, you can - but can you get it about Macintosh? Linux developers couldn't.
The point is, Be would encourage these developments - all Apple is doing at
the present time is constraining or thwarting them.

3370. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-13 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <hhMGMj0.brimiller@delphi.com>
Source record: 10725

<STIRRE31@MAINE.MAINE.EDU> writes:

>CAB (where is WWW115.ZIP, btw?) and the new Hades computer.

It's available here on Delphi, the world's finest on-line-service! I believe it can also be found at ftp: micros.hensa.ac.uk (cannot remember if that's the exact address). It is quite an improvement, a great aid, even running locally, a great way to test my web pages before I put them up.

Brian-Roland Miller
Boston, MA

3371. Re: Untrue Rumours

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-13 00:00:00 UTC
From: Eric Noss <enoss@planetx.bloomu.edu>
Message-ID: <Pine.SUN.3.91.951213114815.3130B-100000@planetx.bloomu.edu>
Source record: 10726
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

On Tue, 12 Dec 1995, Michael Grove wrote:

> It's a cool toy, if you can afford it. With the CAT box,
> it makes a nice addition to multimedia work on the Falcon
> with Expose. I don't think I can be considered a pirate for
> grabbing images off VLM from music CD's, or can I?

I doubt that very much, when Minter came out with Colourspace for the
8-bit Atari, the ad said you can use it for video presentations. The
music is copyright, but not the images.

> It dosen't have the PlayStation's software, but then again, the Sony dosen't
> have RGB, and to me that is an important feature. The Hacking on it's
> (JAGS) hardware has already started, so if Atari gives up, I think you
> will see more "Falcon-Jag" interfaces being developed (hacked).
> That would be fine by me.

If you can hack it and add new products while the company no longer
supports it, than it's an Atari :)

I would rather see "STe-Jag" Interfaces as well. Wouldn't be cool if you
can use the ST to load and store Jag PD games? Heck, I would love to
interface VLM with Trip-A-Tron :)

Eric Noss
a.k.a
Mr. Maddog

3372. Re: Atari Clone Names

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-13 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <4am4fg$636@m1.cs.man.ac.uk>
Source record: 10727
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <4aiunk$764@inca01.inca.co.nz>, gmiller@inca.co.nz (Gaven Miller) writes:
> Has anyone noticed that the names of Atari clones are based on old
> (usually Greek) mythology?

[snip]

> if you were to buy a computer, and were given three choices 1) Model
> 2349/23A, 2) "Medusa" or 3) "Hades", which would you pick?

Medusa. Sounds powerful and to be respected.

S.Lai

3373. Re: 3do now $199..What will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-13 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <hjLk875.brimiller@delphi.com>
Source record: 10728

Alfred Radauer <h9250467@idefix.wu-wien.ac.at> writes:

>Agreed. But keep in mind that by now Jaguar technolgoy could be
>considered fairly standard, as the dozens of 64bit blitters for PCs
>prove; if it is worth that much money than it is because of the already
>available deleoment systems, games etc that willmake it more costly to
>develop a new system from scratch.

Agreed, absolutely. I would say that's its more the game library,
the fact that the system is already developed, and that there are parties
working on developing titles for it.

>: Remember, this is not a "maximize value" concept, in which we wait over

>agreed.

Glad you do. :')

>The VIDEL system is not a steal. You alawys have to view the Atari
>components in context with the competition. The VIDEl is by far inferior

True, VIDEL isn't state of the art, but it's a fully-integrated video
susbsystem that provides decent-quality output. I'd say it would fetch
some money (certainly more than Atari's making with it now).

>So continuing the computer line is much cheaper and better WO. Atari than
>WITH Atari.

Also agreed - however, selling "official rights" to the OS, etc. would
eliminate certain "legal uncertainties" about look and feel, etc. and also
give the owner a degree of power over the TOS market (and repeat buyers),
as he would have the rights to the OS that a majority of them use.

>Absolutely agreed. The Atari brand will make most of the money, but I
>doubt Tramiels will go so far; it seems they are in transition to
>becoming a small game manufacturer for PC.

I don't think that Atari's creditors will allow it to shrink much more -
I believe they borrowed money using recallable bond issues around 1992
(when they decided to cease trying to make it in computers to save money,
and in the end, lost far more than they "saved"). This would mean that
in the event of too much shrinkage, Atari's debt (or a large portion
thereof) would be called in. This would be enough to kill the company,
certainly what's left of "shareholder value."

>Agreed. Only the numbers are (especially with the TOS computers) FAR too
>high.

That's why I used the "auction method" - if they were too high (which they may be), at the end of the auction, items not bid on could be reduced until they are sold. However, a sale such as this would probably still generate more value for shareholders than a shriveled Atari Corp., constantly downsizing, with negative cash flow and heavy losses, trying to make it in videogames and computer gaming, where its competitors are at least ten times its size.

>:-)
>I thought that people in Boston are similar to the British, with an
>inclination to understatement :-)

Hey, we're the ones that kicked the Brits out, in Concord, Mass, so we can't be too similar, can we? ;') I simply included that comment to refute the sarcastic suggestion that one need be wealthy to evaluate maximization of shareholder value.

>the rankings and reputation of my business school are also VERY acceptable.
>:-)

I go Babson (sorry, James, if you already figured that out). Where do you go?

I must say I am anxiously awaiting Mr. Woods' proposal to maximize shareholder value at Atari Corp. in the short run.

Brian-Roland Miller
Boston, MA
***
BTW: Re: Bostonian attitudes, I have a phrase here that works well. It says: Bostonians pontificte, New Yorkers rush, Los Angelenos do lunch, and Philadelphians complain. Seems that I do fit the profile of a typical New Englander after all. :')

3374. Re: Were is the $99 Jagflop??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-13 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <hjDlcv0.brimiller@delphi.com>
Source record: 10729

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>I think those days are over. Next year, the N64 and M2 maybe a must have.

Actually, Peter, I think that as computer prices plunge downward, and
Internet access becomes a must-have, computers will replace video game
systems as "must haves," since computers have all the necessary hardware
and software to play games, do web access, etc. What do you think?

Brian-Roland Miller
Boston, MA

3375. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-13 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FLNPAFAIUP@cabal.shnet.org>
Source record: 10730

In <DJG694.Hx7@ecf.toronto.edu> PISCHKE DAVID wrote:
>Apple provides all the documentation software or hardware designers
>need -- all they don't provide is information needed for OS designers. Is
>that a "closed" platform?

Yes.

Thorsten
--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3376. Re: Atari Clone Names

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-13 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <4anbpi$sj6@studs.sci.kun.nl>
Source record: 10731
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In <4am4fg$636@m1.cs.man.ac.uk> lais@cs.man.ac.uk (S94) writes:

>> if you were to buy a computer, and were given three choices 1) Model
>> 2349/23A, 2) "Medusa" or 3) "Hades", which would you pick?

>Medusa. Sounds powerful and to be respected.

Me too. Appealing names mostly have a ring of power to it - you
achieve that simpler with a slightly negative bias. A computer called
`Hercules' or `Zeus' even has a bit of an old-fashioned ring to it.
Cf video cards: `Stealth', `Viper' etc.

Would you rather have a 64 bit home entertainment system called
`Kitten'? :-)

P.S. I really think some chip names are badly chosen. The most
powerful microprocessor on earth is ATM some Alpha called 21164/blabla
(See? Forgot the name already). And though PPC sounds OK, the code
numbers 601 and 603 do _not_. They sound like Peugeut car names :-)

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

3377. Re: Covered A Lot Of Ground

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-13 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95347.100041STIRRE31@MAINE.MAINE.EDU>
Source record: 10732

BobR,
Actually, one thing we do know about the Mandlebrot debate is that
the number of iterations was the same for the Falcon and the Alpha.
Just thought I'd drag this debate out longer :-). But seriously,
the whole benchmark debate is old. I think we should start talking
about some cool Falcon developments like Apex, Expose, Bad Mood,
CAB (where is WWW115.ZIP, btw?) and the new Hades computer.
Also, I heard that C-Lab has recased the Falcon. What are their
other plans? Anyone who went to ProTOS know? Thanks!
-scott tirrell

3378. Re: MultiTOS II

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-13 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <4amuj2$fgl@osiris.wu-wien.ac.at>
Source record: 10733
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

David White (davidw@rd.bbc.co.uk) wrote:
: Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:
: : James Cox (jamesco@cogs.susx.ac.uk) wrote:
: : : Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:
: :
: : : I though TOS 5 has got things like list boxes, toolbars in windows, file
: : : selector that supports long filenames etc etc.. Does NAES have any of these?
: :
: : Yep! N AES is fully AES 4.1 compatible.../*snip*/

: So ... where can I get it from (an ENGLISH version!).

Donno about the English Version; the German version is distributed by
Overscan, Berlin.

: -David White

: //standard disclaimer//

3379. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-13 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <hjAkEf4.brimiller@delphi.com>
Source record: 10734

PISCHKE DAVID <pischke@ecf.toronto.edu> writes:

>So it's only an open platform if you can get Linux for it? That makes no

No, but any platform for which it is impossible to program an alternate
OS for due to refusal of the manufacturer to disclose register-level
information can hardly be called "an open platform," can it? Lack of
Linux is more of a symptom than a barometer of the problem.

>documentation of the registers of Apple's custom chips -- documentation only
>OS designers should need.

"Should" is a very judgmental term. If Apple (or any computer manufacturer)
subjectively withholds critical information about sections of their computing
hardware because developers only "need" to know certain things, and "shouldn't"
know other things, it can hardly call itself "an open platform." Does Be
withhold information selectively in order to maintain an OS monopoly on its
machine? Wouldn't Apple _BENEFIT_ greatly if the Mac were a truly open
platform, instead of the closed-ended one it is today, with OS choices
only available from Apple?

>Apple has clearly committed to CHRP. Isn't the fact that they've already
>spent all that money designing it, developing documentation for it, revising
>their OS for it (yes, System 7.5 for CHRP as well as Copland for CHRP are
>both in the works) tell you that they are committed to it?

Note that the money spent was primarily aimed to allow Apple to shore up its
fading MacOS software, which has become bloated or inefficient. If Apple was
truly committed to an open platform, it would be inviting SCO, Sun, Be, Linux,
NeXT, and many other OS developers to port their OS to Mac CHRP. Instead, Apple
wishes to maintain a monopoly on OS's, and maintain a say on who "may or may
not" develop OS software for Macintosh, and who "should or shouldn't" have
information on certain chips. By trying to control its userbase, Apple
alienates users who WANT to run less-common OSes. Now, for the Linux-exclusive
user, a Falcon030 is a far more viable Linux platform than a PPC-equipped
Macintosh, all because of Apple's heavy-handedness.

>You really must be kidding. The first company to really get on the CHRP
>bandwagon is Be? Are you serious? CHRP wouldn't *exist* if not for Apple!

So Apple developed CHRP. That's very well and good, but the only firm I
see taking the concept and running with it is Be. Apple right now is
primarily using the PPC/CHRP architecture as a springboard to shore up the
bloated, slow MacOS - not as a revolutionary platform to give its users more

choice in OSes and hardware. Tell me that I am wrong, not based on what
Apple _SAYS_, but on what is _DOES_.

>it's exactly the same as the print version) by FTP'ing to Apple. Apple
>provides information on how to develop software for its operating system, and

^^^^^^^^^^^^^^^^^^^

That's Apple's problem. How can they call Macintosh an "open system" when
register-level calls aren't available, and developers are restricted to
programming under a single, proprietary OS on the Mac, dominated by the
company that makes the hardware? Again, Apple is enforcing a monopoly, and
shooting itself in the foot in the process. Even if MacOS became unviable,
if Apple had a truly open system, Macs would sell, because a user could
buy one to run another OS, like Solaris. Look at the availablity of
OSes in the PC and even Atari platforms. Look at the dearth of them in
the Apple camp.

>Why didn't Apple support Linux? Simply. The Linux people require that all
>versions of Linux -- source code included -- are available free to anyone

And what is wrong with this?

>who wants it. If Apple gave the Linux people all the low-level hardware
>and MacOS information, then Apple would also be forced to agree to release
>all that information for everyone to see. Apple doesn't want to release

A weak excuse, to be sure. If Apple called up the Linux people and said "we
will provide you with register-level information, provided that your license
to use it includes a provision not to release it to anyone else," Linux would
be on Mac in a matter of months.
-
Secondly, what is wrong with releasing Mac hardware registers to the public?
Even Commodore made the AGA registers available. The result of making the
ation would be other OSes coming onto the Mac platform - making it open.
If Apple is truly committed to open systems, why worry? Because Apple is
supporting CHRP so that MacOS will sell on _OTHER_ platforms, not so that
Mac becomes an open system.

>With CHRP, all of this will be moot anyway. Not that it matters to most
>people. Real people buy applications, not operating systems.

An OS is an application in a sense, providing the user with the "look and
feel" (and applications) that he wants. Most people want a system without
limitations, restrictions, etc. imposed by the manufacturer on development.
Until Apple changes its tune (through actions, not words), it will remain
a closed, minority platform. It really is that simple.

Brian-Roland Miller
Boston, MA

3380. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-13 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <hBJGsDy.brimiller@delphi.com>
Source record: 10735

Timothy A. Seufert <bwanga@cats.ucsc.edu> writes:

>What a jackass. Apple is pretty damn open - you can download their
>development documentation from their Web site for free. The only thing

Thank you for allowing me to win the argument by insulting me. :')
--
Again, your point is moot - I'm not talking about developing WITHIN MacOS,
I am talking about developing other OSes, and programs external to the MacOS.
That's all I've talked about, that's all I EVER was talking about.

I think it's interesting that the most vociferous foes of TOS seem to defend
Apple as the last bastion of truth and justice when a simple, factual
observation about Apple's past practices puts the hallowed firm in a
negative light. To think that I actually angered someone enough to
insult me simply by noting Apple's efforts to prevent alternate OS development
on the Macintosh is truly amusing!

Thanks for a good laugh,
Brian-Roland Miller
Boston, MA

3381. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-13 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <hDBG855.brimiller@delphi.com>
Source record: 10736

Simon Yardley <c4sy@dmu.ac.uk> writes:

>And if that happened someone with half a brain would be able to re-write System
>7.0 into a proper OS which was five times as fast and quite memory efficient !
>
>I'm sure that's the main reason for not releasing the OS specs ...
>
>--
>Simon Yardley, Leicester, UK

You've hit the nail on the head. Apple is interested in CHRP only as a
vehicle to sell MacOS, not as a vehicle to allow Mac users to use other OS's.
If it were, Apple would be an open company _right now_, and Linux would be
available to the general public using Macintoshes.

Brian-Roland Miller
Boston, MA

3382. Re: Atari Clone Names

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-13 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FLNPAFAFUP@cabal.shnet.org>
Source record: 10737
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In <4aiunk$764@inca01.inca.co.nz> Gaven Miller wrote:
>if you were to buy a computer, and were given three choices 1) Model
>2349/23A, 2) "Medusa" or 3) "Hades", which would you pick?
>
>If it were me, I would shy away from the negatively-named products.

Well, that is _you_.

I only stay away from anything sounding ridiculous, such as "Ultra 64" or
"Pippin".

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3383. WANTED: WEB & HTML Publishing SoftWare for Atari ST/TT!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-13 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4ambre$ld5@kelly.teleport.com>
Source record: 10738
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

Wanted: SoftWare to write Web Pages and HTML on an Atari ST/TT. I'm
not looking for a Simple Editor like Everest. I'd like something that would go
through all the steps so even a Dummy like me can make a good web page using
HTML. I heard such software like this exists for the TT030. I think it's from
Canada. I may be able to use such software.

Whatever I get, I'd like P.D., ShareWare or something I can try before
I buy. Hopefully, no CrippleWare.

Could someone please reply. Please tell me where I can get such
software or if I can get it from you.

Please Direct all Replies to E-Mail as I
Often do not Read NewsGroups. So if you
want me to read it, Send E-Mail to:
bensmith@teleport.com or write down this
number down and Call WeekDays between:
3 PM - 3 AM Pacific Time @(503)256-9974!
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com

3384. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-14 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1312952150000001@metricom15.ucsc.edu>
Source record: 10639

In article <hDAHkv2.brimiller@delphi.com>, brimiller@delphi.com wrote:

>Timothy A. Seufert <bwanga@cats.ucsc.edu> writes:
>
>>up well in advance of CHRP's advent, Apple has essentially allowed them to
>>copy the first-generation NuBus and PCI PowerMacs.
>
>Whoopee, so PC can sell obsolete technology to the masses.

The POINT was that Apple went way out of its way to get a clone company healthy, since CHRP wasn't ready a year ago when Power Computing came into existence.

>>is an open standard; you can just go and download it. Whether Be would
>>give you info or not is immaterial, since you can get it elsewhere.
>
>Yep, you can - but can you get it about Macintosh? Linux developers couldn't.
>The point is, Be would encourage these developments - all Apple is doing at
>the present time is constraining or thwarting them.

I doubt very much that Apple's policy has anything to do with wanting to specifically disallow the writing of other operating systems (i.e. "thwarting"). Ever since the Quadra was released, Apple has been releasing fewer and fewer details about the inner workings of their computers - it's been going on for a lot longer than Linux has. Personally, I think they're trying to discourage developers of Mac software from writing to hardware registers. That's caused many application compatability problems in the past. Regardless, they have a blanket policy: do not release HW register info for Quadras and PowerMacs. And because of the nature of Apple's bureaucracy, it's unlikely that a freeware organization can convince them to cough up the info. (If there's one thing Apple has a big problem with, it's too much bureaucracy and management.)

+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

3385. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-14 00:00:00 UTC
From: cgra@btmaa.bel.alcatel.be
Message-ID: <4apjeo$e4i@btmpjg.god.bel.alcatel.be>
Source record: 10640
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy

In article <4ao21v$elh@inca01.inca.co.nz>, gmiller@inca.co.nz (Gaven Miller) writes:

> I believe that Linux is released under the Gnu Public License - meaning
> all sources area available to everyone, and that you must not withhold
> anything if asked for it.

> To live up to the GPL, one must break Apple's licensing conditions. To
> live up to Apple's licensing terms, one must break the GPL. It is this
> deadlock which prevents Linux porting to the Mac.

> There may be other reasons, but I believe this is the biggie.

Another related reason is the League for Programming Freedom (LPF)'s
boycott of Apple, and the Free Software Foundation (FSF)'s support for
said boycott. This has led the FSF to discourage porting of its soft-
ware to Apple platforms, so any version of (say) Emacs or the GNU
utilities you could run on you Linuxed Mac would technically be, um,
scabware.

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
http://plato.digiweb.com/kiffer/chris_gray/welcome.html
Opinions expressed are purely personal unless otherwise stated.

3386. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-14 00:00:00 UTC
From: dmm264@psu.edu
Message-ID: <4apvs7$15dq@hearst.cac.psu.edu>
Source record: 10641
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy

In article <4apjeo$e4i@btmpjg.god.bel.alcatel.be>
cgra@btmaa.bel.alcatel.be (Chris Gray) writes:

> Another related reason is the League for Programming Freedom (LPF)'s
> boycott of Apple, and the Free Software Foundation (FSF)'s support for
> said boycott. This has led the FSF to discourage porting of its soft-
> ware to Apple platforms, so any version of (say) Emacs or the GNU
> utilities you could run on you Linuxed Mac would technically be, um,
> scabware.

Didn't they end that boycott? I think I remember hearing about that...

Is there anywhere we can check?

-- Dave M.

3387. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-14 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4ao21v$elh@inca01.inca.co.nz>
Source record: 10642
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy

brimiller@delphi.com wrote:
> PISCHKE DAVID <pischke@ecf.toronto.edu> writes:
>
> >Why didn't Apple support Linux? Simply. The Linux people require that all
> >versions of Linux -- source code included -- are available free to anyone
>
> And what is wrong with this?

Nothing. An admirable notion in todays "Take The Punters For Every Penny
They Have" market (Selling bugfixes, selling pre-release betas, selling
support, selling [your soul]...)

> >who wants it. If Apple gave the Linux people all the low-level hardware
> >and MacOS information, then Apple would also be forced to agree to release
> >all that information for everyone to see. Apple doesn't want to release
>
> A weak excuse, to be sure. If Apple called up the Linux people and said "we
> will provide you with register-level information, provided that your license
> to use it includes a provision not to release it to anyone else," Linux would
> be on Mac in a matter of months.

I doubt that.

I believe that Linux is released under the Gnu Public License - meaning
all sources area available to everyone, and that you must not withhold
anything if asked for it.

To live up to the GPL, one must break Apple's licensing conditions. To
live up to Apple's licensing terms, one must break the GPL. It is this
deadlock which prevents Linux porting to the Mac.

There may be other reasons, but I believe this is the biggie.

--

If I am wrong, flame AOL.
If I am right, flame AOL.
What the hell, just flame AOL.

3388. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-14 00:00:00 UTC
From: damir@mindspring.com
Message-ID: <damir-1412951857580001@damir.mindspring.com>
Source record: 10643
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy

In article <4apjeo$e4i@btmpjg.god.bel.alcatel.be>,
grayc@btmaa.bel.alcatel.be wrote:

- Another related reason is the League for Programming Freedom (LPF)'s
- boycott of Apple, and the Free Software Foundation (FSF)'s support for
- said boycott.

As an aside, the boycott was lifted some time ago.

--
damir smitlener |
damir@mindspring.com |
gt7092d@prism.gatech.edu |

3389. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-14 00:00:00 UTC
From: christw@meaddata.com
Message-ID: <4apqs5$dh2@meaddata.lexis-nexis.com>
Source record: 10644
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy

In article <4apjeo$e4i@btmpjg.god.bel.alcatel.be>, cgra@btmaa.bel.alcatel.be (Chris Gray) writes:

|> Another related reason is the League for Programming Freedom
|> (LPF)'s boycott of Apple, and the Free Software Foundation (FSF)'s
|> support for said boycott. This has led the FSF to discourage
|> porting of its soft- ware to Apple platforms, so any version of
|> (say) Emacs or the GNU utilities you could run on you Linuxed Mac
|> would technically be, um, scabware.

Old news: the boycott was lifted over a year ago. FSF treats MacOS
just like any other proprietary OS (like Solaris).

Chris
--
Speaking only for myself, of course.
Chris Wood christw@lexis-nexis.com ChrisCWood@eworld.com

3390. Re: 3do now $199..What will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-14 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1312952314170001@metricom15.ucsc.edu>
Source record: 10645

In article <hjLk875.brimiller@delphi.com>, brimiller@delphi.com wrote:

>True, VIDEL isn't state of the art, but it's a fully-integrated video
>susbsystem that provides decent-quality output. I'd say it would fetch
>some money (certainly more than Atari's making with it now).

VIDEL doesn't hold a candle to the current ultra-cheap SVGA chipsets,
which offer high integration and low cost. For example, it's possible to
make a very cheap accelerated VLB or PCI video card with a single video
controller chip, a single video DAC chip (sometimes the DAC and controller
are integrated), and some DRAM or VRAM for a frame buffer. Nobody will
buy the unaccelerated low-res VIDEL when they could buy a much more
capable S3 chipset cheaper.

VIDEL is a classic example of Atari's bungling - had Atari released the
Falcon on time, the VIDEL chip would have given the Falcon much better
graphics capability than the vast majority of PCs then being sold. But
Atari sat on its hands, and let the world pass VIDEL (and the Falcon) by.

```
+-----------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-----------------------------------------------------------+
```

3391. Re: Untrue Rumours

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-14 00:00:00 UTC
From: ad329@freenet.hamilton.on.ca
Message-ID: <4apq55$okp@main.freenet.hamilton.on.ca>
Source record: 10646
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

```
Eric Noss (enoss@planetx.bloomu.edu) wrote:
: Only if the games are more fun to play, what good is buying a $300
: machine if the games are crap? I'm surprised that no one ditch the new
: systems and decided to buy a 2600 at a flea market instead :)
~^~^~^~^~^^~^~^~^~
```

3392. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-14 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DJKxLw.2vA@ecf.toronto.edu>
Source record: 10647

In article <hDBG855.brimiller@delphi.com>, <brimiller@delphi.com> wrote:
>You've hit the nail on the head. Apple is interested in CHRP only as a
>vehicle to sell MacOS, not as a vehicle to allow Mac users to use other OS's.

So? What does it matter what Apple is interested in? Why should Apple be interested in selling competitors' operating systems? Just like every other computer manufacturer, they're in this to make money! In any case, it's irrelevant why Apple is interested in CHRP. The fact it that once CHRP machines come out, users will be able to choose the OS they want.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

3393. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-14 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DJKyFv.3KF@ecf.toronto.edu>
Source record: 10648

In article <hjAkEf4.brimiller@delphi.com>, <brimiller@delphi.com> wrote:
>No, but any platform for which it is impossible to program an alternate
>OS for due to refusal of the manufacturer to disclose register-level
>information can hardly be called "an open platform," can it? Lack of
>Linux is more of a symptom than a barometer of the problem.

Why can't it be called open? Apple provides all the documentation anyone
needs to develop any hardware or software they might want -- *except* for
operating systems.

>>documentation of the registers of Apple's custom chips -- documentation only
>>OS designers should need.
>
>"Should" is a very judgmental term. If Apple (or any computer manufacturer)
>subjectively withholds critical information about sections of their computing
>hardware because developers only "need" to know certain things, and "shouldn't"
>know other things, it can hardly call itself "an open platform."

No, "should" is not a very judgemental term. The fact is that application
and card designers don't need documentation on Apple's custom chips. Period.
Only OS designers have any need for this information. How can you say that
there is any judgement going on?

> Does Be
>withhold information selectively in order to maintain an OS monopoly on its
>machine?

This statement makes no sense. If Be is developing a CHRP machine, they
can't withhold information, because the CHRP specification is *public*.
By definition, there can be no OS monopoly on a CHRP machine.

>Note that the money spent was primarily aimed to allow Apple to shore up its
>fading MacOS software, which has become bloated or inefficient. If Apple was
>truly committed to an open platform, it would be inviting SCO, Sun, Be, Linux,
>NeXT, and many other OS developers to port their OS to Mac CHRP.

You don't understand. CHRP is not "Mac." Anyone who wants to write an
operating for CHRP can write it *now*. The documentation required is public.
You can read it yourself at http://chrp.apple.com/"

>So Apple developed CHRP. That's very well and good, but the only firm I
>see taking the concept and running with it is Be. Apple right now is
>primarily using the PPC/CHRP architecture as a springboard to shore up the
>bloated, slow MacOS - not as a revolutionary platform to give its users more
>choice in OSes and hardware. Tell me that I am wrong, not based on what
>Apple _SAYS_, but on what is _DOES_.

Of course Apple wants to sell more copies of MacOS. Any business will want to sell its own products! You seem to be missing the fact that CHRP is totally open. All the documentation is available. If you wanted to, you could start writing your own operating system right now. Nobody has to ask Apple anything. CHRP is out there. As for "the only firm taking the concept and runnning with it" being Be, that makes no sense. Be wouldn't have a concept to run with if not for Apple. How can you say "So, Apple developed CHRP. But they are not intersted in a new, open platform."

>>Why didn't Apple support Linux? Simply. The Linux people require that all
>>versions of Linux -- source code included -- are available free to anyone
>
>And what is wrong with this?

Why do you assume that I think something is wrong with it?

>A weak excuse, to be sure. If Apple called up the Linux people and said "we
>will provide you with register-level information, provided that your license
>to use it includes a provision not to release it to anyone else," Linux would
>be on Mac in a matter of months.

So Apple calls up the Linux people, and they refuse to agree to Apple's condition. Then what?

>Secondly, what is wrong with releasing Mac hardware registers to the public?
>Even Commodore made the AGA registers available. The result of making the
>ation would be other OSes coming onto the Mac platform - making it open.
>If Apple is truly committed to open systems, why worry? Because Apple is
>supporting CHRP so that MacOS will sell on _OTHER_ platforms, not so that
>Mac becomes an open system.

To quote you, "And what is wrong with this?"

Maybe Apple is supporting CHRP for two reasons: (1) It wants to sell more MacOS and (2) it realises that users want a choice in operating systems. You make it sound like Apple is some evil company that wants to keep everything to itself, and all these other companies do things out of the goodness of their hearts. The fact is that all these companies you mention do things only because they increase profits.

At this point, the whole Linux debate is moot. CHRP is out and CHRP machines and operating systems will be out on the market in force next year.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

3394. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-14 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1312952154190001@metricom15.ucsc.edu>
Source record: 10649

In article <hBJGsDy.brimiller@delphi.com>, brimiller@delphi.com wrote:

>Timothy A. Seufert <bwanga@cats.ucsc.edu> writes:
>
>>What a jackass. Apple is pretty damn open - you can download their
>>development documentation from their Web site for free. The only thing
>
>Thank you for allowing me to win the argument by insulting me. :')

That doesn't win you the argument. I call's 'em as I see's 'em - you were
being a jackass.

>I think it's interesting that the most vociferous foes of TOS

I'm not a vociferous foe of TOS (indeed, I used to be one of the biggest
Atari fanatics you could ever find) - I just hate it when people believe
utterly silly things about it.

> seem to defend
>Apple as the last bastion of truth and justice when a simple, factual
>observation about Apple's past practices puts the hallowed firm in a
>negative light.

I also hate it when people bash Apple for things they really aren't guilty
of, or imply that Apple is being horrible and stifling because they don't
release register info, etc.

>To think that I actually angered someone enough to
>insult me simply by noting Apple's efforts to prevent alternate OS development
>on the Macintosh is truly amusing!

You angered me by being obtuse.

```
+-----------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-----------------------------------------------------------+
```

3395. Re: Untrue Rumours

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-14 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <4apcd8$89v@studs.sci.kun.nl>
Source record: 10650
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

On Tue, 12 Dec 1995, Michael Grove wrote:

> (JAGS) hardware has already started, so if Atari gives up, I think you
> will see more "Falcon-Jag" interfaces being developed (hacked).
> That would be fine by me.

Ummm... `more' interfaces? Is there a way to interface a Jag to my
Falcon? Why don't I know this? Tell me all about it! I'd _love_ to
use the Jag as a cheap (!) Mega-DSP card (and it comes in a nice box,
too! :-)

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

3396. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-14 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <4apcp0$8l1@studs.sci.kun.nl>
Source record: 10651

In <hjAkEf4.brimiller@delphi.com> brimiller@delphi.com writes:

>machine? Wouldn't Apple _BENEFIT_ greatly if the Mac were a truly open
>platform, instead of the closed-ended one it is today, with OS choices
>only available from Apple?

They would have sold at least one more PowerMac if MacLinux existed. :-)

I might check out the BeBox now, instead. Now _there's_ a company
that truly supports developers. (Not that Atari is one, oh no...)

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

3397. Re: Were is the $99 Jagflop??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Dec14.164908.51271@cobra.uni.edu>
Source record: 10652

In article <hjDlcv0.brimiller@delphi.com>, brimiller@delphi.com writes:
> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>
>>I think those days are over. Next year, the N64 and M2 maybe a must have.
>
> Actually, Peter, I think that as computer prices plunge downward, and
> Internet access becomes a must-have, computers will replace video game
> systems as "must haves," since computers have all the necessary hardware
> and software to play games, do web access, etc. What do you think?

Probably true..If Apple can get the pippin out, than they can sell it as a web engine plus entertainment. The price has to be right at under $500. But there will always be demand for a high powered dedicated game console.

> ---
> Brian-Roland Miller
> Boston, MA

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3398. Sinclap: Farewell to you all!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Dec14.203253.51274@cobra.uni.edu>
Source record: 10653
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Happy Christmas and may the Jag cd-rom show up in your stockings..

I am off to Southern California for a badly needed R&R...

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3399. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-14 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1312952301420001@metricom15.ucsc.edu>
Source record: 10654

In article <hjAkEf4.brimiller@delphi.com>, brimiller@delphi.com wrote:

>Wouldn't Apple _BENEFIT_ greatly if the Mac were a truly open
>platform, instead of the closed-ended one it is today, with OS choices
>only available from Apple?

Actually, there are other OS choices on Macs. There is, for instance, a version of FreeBSD that runs on most Mac II-class machines. It is only since the advent of the Quadras that Apple has begun to be tight-lipped about hardware register info; the people who wrote FreeBSD . There is also a Mach-kernel OS called MachTen that runs on the Mac II series, Quadras, and PowerMacs.

What's the difference between MachTen and Linux? Likely two things: Money and confidentiality. The company that makes MachTen won't show you their source. They probably signed an agreement with Apple to not release the hardware register info they got. Linux, since it's distributed under the copyleft, must make all its source available for free.

Would Apple benefit? I doubt if they'd see huge sales increases, which is what they're after. The current Mac hardware is a poor vehicle for running operating systems other than the Mac OS, since it lacks industry standard I/O. It'd be hard to attract ports of commercially significant operating systems. (Linux is very cool but is not a way to get lots of sales - it's a hobbyist OS only. MachTen is for people who absolutely must run a stable, feature-complete UNIX on a Mac.)

>Note that the money spent was primarily aimed to allow Apple to shore up its
>fading MacOS software, which has become bloated or inefficient.

What?! Where'd you pull THAT one from? In what way will moving to CHRP do anything, pro or con, for the MacOS (aside from the question of whether it's bloated, inefficient, or fading)? It'll still be much the same code - just adapted to use CHRP hardware instead of Mac.

>If Apple was
>truly committed to an open platform, it would be inviting SCO, Sun, Be, Linux,
>NeXT, and many other OS developers to port their OS to Mac CHRP.

Uh... Apple doesn't have to invite them. They can just go out and grab the CHRP specs, buy a few boxes (Apple-built or not), and write the code. No licensing is required.

>>You really must be kidding. The first company to really get on the CHRP
>>bandwagon is Be? Are you serious? CHRP wouldn't *exist* if not for Apple!
>
>So Apple developed CHRP. That's very well and good, but the only firm I

>see taking the concept and running with it is Be.

Be is running with it about as fast as Apple is. The main difference is that you can see Be's prototype / development machines right now; Apple's prototypes aren't for public consumption. The only reason Be's are is that Be needs to have developers working on software _today_, not tomorrow, and they need lots of publicity. (BTW, you can't buy a BeBox right now unless you are a developer and show some kind of serious intent to write software for it. Also, the machines they're making right now are not CHRP compliant - it was only very recently that the standard was finished and made public, so there was no way for Be to do anything but make their hardware sorta-but-not-quite CHRP.)

Apple probably has CHRP prototypes in the hands of some developers, but it's undoubtedly low-key, like any of their past developer seedings.

>Apple right now is
>primarily using the PPC/CHRP architecture as a springboard to shore up the
>bloated, slow MacOS - not as a revolutionary platform to give its users more
>choice in OSes and hardware. Tell me that I am wrong, not based on what
>Apple _SAYS_, but on what is _DOES_.

I'll tell you that you're wrong solely because you're way out in left field with this argument. As I said above, what in the world does the shift to CHRP do to solve the problems you perceive with the MacOS? Even from your viewpoint, it doesn't make sense.

>That's Apple's problem. How can they call Macintosh an "open system" when
>register-level calls aren't available,

Pedant point: there is no such thing as a "register-level call". A call refers to calling a software subroutine. Hardware registers refer to memory-mapped registers that control peripheral hardware (like video, SCSI, etc.). When you use hardware registers, you don't call them, you read from and write to them.

>Secondly, what is wrong with releasing Mac hardware registers to the public?
>Even Commodore made the AGA registers available.

Apple probably wants to avoid having to go through as many applications compatability problems as possible. (This is of course speculation, based on the fact that there have been such problems for Apple in the past.)

+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

3400. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-14 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DJKyzw.409@ecf.toronto.edu>
Source record: 10655

In article <hBJGsDy.brimiller@delphi.com>, <brimiller@delphi.com> wrote:
>Again, your point is moot - I'm not talking about developing WITHIN MacOS,
>I am talking about developing other OSes, and programs external to the MacOS.
>That's all I've talked about, that's all I EVER was talking about.

No, you were talking about developing for Macintosh. Macintosh != MacOS.
Macintosh is the Macintosh hardware *plus* MacOS -- the hardware-software
system that works together.

>I think it's interesting that the most vociferous foes of TOS seem to defend
>Apple as the last bastion of truth and justice when a simple, factual
>observation about Apple's past practices puts the hallowed firm in a
>negative light.

You're the one who seems to be projecting motives on Apple. Apple, just like
other companies, does things because they want to make a profit, no more,
no less.

>To think that I actually angered someone enough to
>insult me simply by noting Apple's efforts to prevent alternate OS development
>on the Macintosh is truly amusing!

Their effort to prevent alternate OS development. Yeah, those horible people
at Apple... how dare they go and develop CHRP!

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

3401. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-14 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DJKytt.3vL@ecf.toronto.edu>
Source record: 10656

In article <hDAHkv2.brimiller@delphi.com>, <brimiller@delphi.com> wrote:
>>up well in advance of CHRP's advent, Apple has essentially allowed them to
>>copy the first-generation NuBus and PCI PowerMacs.
>
>Whoopee, so PC can sell obsolete technology to the masses.

Stick to the issues. The fact is that Apple has allowed clones.

>>is an open standard; you can just go and download it. Whether Be would
>>give you info or not is immaterial, since you can get it elsewhere.
>
>Yep, you can - but can you get it about Macintosh? Linux developers couldn't.
>The point is, Be would encourage these developments - all Apple is doing at
>the present time is constraining or thwarting them.

In two years, "Macintosh" will not exist as we know it today. Apple will
manufacture CHRP machines. How can you claim that Apple is constraining or
thwarting when they *developed* CHRP. The way I see it, Be is just like
any other company riding on Apple's CHRP coat-tails.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

3402. Hey Sinclap ... looks like you're joining the ranks!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-15 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4aqs27$8p2@ccshst05.cs.uoguelph.ca>
Source record: 10657

Hey Peter,

I just heard that the Jaguar will be $99 in time for X-Mas.
Welcome to the club.

>> Mark <<

--
==
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Suddenly he had the strength of ten grinches plus two!"
==

3403. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-15 00:00:00 UTC
From: elias@omicron.se
Message-ID: <4arjgo$dnr@sargas.omicron.se>
Source record: 10658

pischke@ecf.toronto.edu (PISCHKE DAVID) writes:

>>"Should" is a very judgmental term. If Apple (or any computer manufacturer)
>>subjectively withholds critical information about sections of their computing
>>hardware because developers only "need" to know certain things, and "shouldn't"
>>know other things, it can hardly call itself "an open platform."

>No, "should" is not a very judgemental term. The fact is that application
>and card designers don't need documentation on Apple's custom chips. Period.
>Only OS designers have any need for this information. How can you say that
>there is any judgement going on?

That makes the OS Open, but not the platform, since "platform" means both
hardware and OS.
--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

3404. Re: Sinclap: Farewell to you all!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-15 00:00:00 UTC
From: int078@onyx.southwind.net
Message-ID: <4asfd3$dti@opal.southwind.net>
Source record: 10659
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: Happy Christmas and may the Jag cd-rom show up in your stockings..

: I am off to Southern California for a badly needed R&R...

:
: Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
: University of Northern Iowa PowerBook 150
: Graduate School of Library/Curriculum and Information Science
: Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

: They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush
: Limbaugh's Reign of Error. 'De-program a dittohead'
: -FAIR(Fairness & Accuracy in Reporting)
: Internet-democrats-request@webcom.com / Type 'subscribe' in body of message
:

Maybe the drive by shooters and the carjackers will catch a deadly case
of Sinclap. Mother nature has a fucntion for everybody.

Charlie....
--

3405. Re: Sinclap: Farewell to you all!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-15 00:00:00 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <4arqpe$onl@madeline.INS.CWRU.Edu>
Source record: 10660
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In a previous article, sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) says:

>Happy Christmas and may the Jag cd-rom show up in your stockings..
>
>I am off to Southern California for a badly needed R&R...
>
>
> Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
> University of Northern Iowa PowerBook 150
> Graduate School of Library/Curriculum and Information Science
> Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

It will be a Merry Christmas after all! Just what I asked Santa for!

Len
>
--

3406. Re: Sinclap: Assasins en Route

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-15 00:00:00 UTC
From: aoyake@inst-sun1.jpl.nasa.gov
Message-ID: <aoyake-1512950027310001@oyakea.stu.rpi.edu>
Source record: 10661
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <1995Dec14.203253.51274@cobra.uni.edu>,
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:

> Happy Christmas and may the Jag cd-rom show up in your stockings..
>
> I am off to Southern California for a badly needed R&R...
>

En route to Southern California, Peter Sinclair, a University of
Northern Iowa student, was waylaid by Atari seperatists. His badly
mangled body was found on the side of the highway, and a "fuji" was found
tape to his buttocks.
The motive behind this vicious attack is linked to Mr. Sinclair's
anti-Atari activities. It is believed Mr. Sinclair was on his way to
deliver a speech towards his followers at a propaganda rally in Southern
California. It was also mentioned his speech was to call to arms all
Macintosh and 3dO owners to obliterate the Atari seperatists.
With the loss of thier great leader, the anti-Atari movement has
suffered a crippling blow.

snick

3407. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-15 00:00:00 UTC
From: cgra@btmaa.bel.alcatel.be
Message-ID: <4arakp$g3v@btmpjg.god.bel.alcatel.be>
Source record: 10662
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy

In article <4apqs5$dh2@meaddata.lexis-nexis.com>, christw@meaddata.com (Christopher C. Wood) writes:

> Old news: the boycott was lifted over a year ago. FSF treats MacOS
> just like any other proprietary OS (like Solaris).

I used some pretty funny tenses in my article because I was pretty sure the boycott had been lifted, but I couldn't get through to www.lpf.org to check. (I still can't). The story still serves to illustrate the philosophical gulf between the Linux and Mac ways-of-life.

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

3408. Re: Atari Clone Names

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-15 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4arokq$a55@inca01.inca.co.nz>
Source record: 10663
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Sander Stoks (sanders@sci.kun.nl) wrote:
> P.S. I really think some chip names are badly chosen. The most
> powerful microprocessor on earth is ATM some Alpha called 21164/blabla

(I believe the latest and fastest is the 21164/300 [300Mhz 21164 CPU]. Or at least it was about 6 months ago when I last looked. Current talk is that they will ramp that up to 600Mhz in the next 18-24 months.)

True. But for those of us in the software industry [and possibly the hardware industry as well], the name "Alpha" has a ring of "first attempt, badly buggy, poor performance, bloated beyond belief". All negative.

(BTW, those of you who frequent the PC newsgroups, the name "Microsoft" may have popped into your mind when reading that expansion of the meaning of "Alpha". It's a common enough comment to read there)

And in todays market, names mean more than product specs. Especially when Joe Consumer goes to buy a product. Frequently, the customer will ask for a _type_ of item they want, and then make the decision of the basis of the look of the box, the name of the product, or the salesmans spiel.

The market itself is populated with large numbers of people wanting to buy products without knowing what the product does, and with sales people who (often) know even less than the buyers.

Thankfully, the Atari users that I have met do not fit this scenario.

The (dull, boring, unimaginitive) named products often do more than the (bright, alive, inspiring) named ones. But sell less. Would you have bought an Atari Sparrow? I dont think so - it is a rather anaemic, limp and rather weak sounding name. That is why they changed it to Falcon.

--

Quote For The Month: "With Friends Like You, I'd Rather Have Enemies"

3409. Re: covered a lot of ground (snicker)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-15 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951215162441.27410A-100000@PEAK.ORG>
Source record: 10664

I purposefully avoided the newsgroup for several days so I wouldn't even see the last responses to this thread. Just wanted to inform my counterparts why I haven't come back with any retorts - never saw 'em. Just wanted it to end. Appears that it has! Mission accomplished, time saved, wasn't worth it anyway, same outcome regardless.

Thank God it's over.
Yippeee!!!

James

3410. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-16 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1512951718360001@metricom01.ucsc.edu>
Source record: 10665
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy

In article <lunaslide-1612950330470001@pma70.loop.com>, lunaslide@loop.com (Jeffrey E. Conn) wrote:

>I don't believe that GNU would have to break Apples licence agreement.
>The GNU licence says that the source code for Linux must be free for all,
>not the Apple specs.

Uh - if Linux source is free to all, that means that anybody can read the source of the Mac version to find out all they want about Apple's hardware registers.

```
+-----------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-----------------------------------------------------------+
```

3411. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-16 00:00:00 UTC
From: lunaslide@loop.com
Message-ID: <lunaslide-1612950330470001@pma70.loop.com>
Source record: 10666
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy

In article <4ao21v$elh@inca01.inca.co.nz>, gmiller@inca.co.nz (Gaven Miller) wrote:

>brimiller@delphi.com wrote:
>> PISCHKE DAVID <pischke@ecf.toronto.edu> writes:
>>
>> >Why didn't Apple support Linux? Simply. The Linux people require that all
>> >versions of Linux -- source code included -- are available free to anyone
>>
>> And what is wrong with this?
>
>Nothing. An admirable notion in todays "Take The Punters For Every Penny
>They Have" market (Selling bugfixes, selling pre-release betas, selling
>support, selling [your soul]...)
>
>> >who wants it. If Apple gave the Linux people all the low-level hardware
>> >and MacOS information, then Apple would also be forced to agree to release
>> >all that information for everyone to see. Apple doesn't want to release
>>
>> A weak excuse, to be sure. If Apple called up the Linux people and said "we
>> will provide you with register-level information, provided that your license
>> to use it includes a provision not to release it to anyone else," Linux would
>> be on Mac in a matter of months.
>
>I doubt that.
>
>I believe that Linux is released under the Gnu Public License - meaning
>all sources area available to everyone, and that you must not withhold
>anything if asked for it.
>
>To live up to the GPL, one must break Apple's licensing conditions. To
>live up to Apple's licensing terms, one must break the GPL. It is this
>deadlock which prevents Linux porting to the Mac.
>
>There may be other reasons, but I believe this is the biggie.

I don't believe that GNU would have to break Apples licence agreement.
The GNU licence says that the source code for Linux must be free for all,
not the Apple specs. I am very hopeful for a Linux release for Power
Macs. What could be better than running my two favorite OS's on my one
PowerPC.

Jeff

"Saying Windows 95 is equal to Macintosh is like finding a potato
that looks like Jesus and believing you've seen the Second Coming."
-Guy Kawasaki

3412. Re: Untrue Rumours

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-16 00:00:00 UTC
From: cliffl@mail.netshop.net
Message-ID: <4avirk$85h@news.netshop.net>
Source record: 10667
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

clausb@hpbbn.bbn.hp.com (Claus Brod) wrote:

>Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
>: Well it WOULD make sense, think about it. Say that 100,000 Jaguar packs are
>: sold over Christmas,

>Judging from the Jaguar's market presence here in Germany (virtually none,
>you never see this thing in ads or even stores), I'd say Atari would
>have to have a pretty good marketing attack under way in the US if they
>wanted to sell 100000 Jaguars. Are there any commercials for the Jaguar
>in the US? Can you actually see Jaguars in the toy and video game
>stores?

>--clausb@bbn.hp.com--
> Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
>--#include <std_disclaimer>----------http://hpbmdd28.bbn.hp.com/~clausb---
> Explicit permission required for distribution in Microsoft Network.

I know one thing, I've never seen one here in Canada. The first I
heard of it was here on the internet. Surprises the heck out of me
that its been out for two years! I used to be be a big 8-bit fan
(still am I guess, just juiced it up again). I would have been more
than interested in a game system by Atari. I'd been contemplating
buying a SNES, Sega, etc., but had never even heard Atari had the Jag
out. There certainly hasn't been any marketing here in Canada.
Haven't even seen it in Wal-Mart.

Cliff
cliffl@mail.netshop.net

3413. Saw Jaguar paid TV ad

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-16 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.951216104643.23243A-100000@PEAK.ORG>
Source record: 10668

Early this Saturday morning, I was channel surfing for Looney Tunes when I saw a Jaguar on the TV. Turns out it was paid TV by Atari for direct marketing of the Jaguar. For $199, the package came with a Jag, 2 controllers, and 4 games. I think the games were Kasumi Ninja, Cybermorph, Tempest 2000, and _damn_ I can't remember the 4th.

I was surprised. The whole thing was almost ridiculously juvenile, but so is "Nintendo TV" which you see at the Nintendo booths in department stores. It was a lengthy presentation. They did a good job of showing many of the games available for the Jag and indeed I am glad to see there is a whole shelf of Jag games now at most stores which carry the Jag. Most curious was screen shots from "Missile Command 3-D" and "Fight for Life" and others. It appears these are just around the corner.

I'm going Xmas shopping today - going to check out pricing locally on the a Jag for myself. Seems like the Atari direct deal is a buy. However, there's an electronic superstore with a returned Jag (sans box and manuals) at a Markdown. Was in there looking at it the other day where the lonely unit was like an animal forelorned at the pound. I wonder if I could get a manual and warranty from Atari for it?

Has anyone played Rayman or Super Burnout on the Jag? They look like good games. Also: What happened to the "Catbox" deal? Is it still available? Is it necessary to link to another Jag? Is there really a Jag modem?

James

3414. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-16 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <hrDm9MZ.brimiller@delphi.com>
Source record: 10669

PISCHKE DAVID <pischke@ecf.toronto.edu> writes:

>Stick to the issues. The fact is that Apple has allowed clones.

Actually, the above advice is helpful for you. I never argued that they
didn't allow cloning. My cynical comment merely reflected the fact that
"current clones" are all machines Apple will soon regard as obsolete.

>thwarting when they *developed* CHRP. The way I see it, Be is just like
>any other company riding on Apple's CHRP coat-tails.

But a coat-tail rider providing a truly open system without withheld information
, doing it today, and doing it in force, unlike Apple's current line of
"just wait, we'll completely change into pro-open-platform, just give us some
time." Pardon me if I don't believe them until I see it happen.

Brian-Roland Miller
Boston, MA

3415. Re: Were is the $99 Jagflop??

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-16 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <hpNEFQR.brimiller@delphi.com>
Source record: 10670

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>Probably true..If Apple can get the pippin out, than they can sell it as a web
>engine plus entertainment. The price has to be right at under $500. But there
>will always be demand for a high powered dedicated game console.

A Pippin-style system, if marketed, could sell in fabulously huge quantities,
and give the maker control over many Internet connection suppliers and trends.

Commodore's CDTV was a (crude) first attempt at this, the CD32 was nary
better, but in their time, they were revolutionary (and are probably
capable of providing net access).

Perhaps an investor could buy the TOS technology (including VIDEL :')) from
Atari, bundle it into a cheap, tiny box, provide web software and some games,
and do it all for under $400. They could make a fortune.

Brian-Roland Miller
Boston, MA

3416. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-16 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <hpEkIIZ.brimiller@delphi.com>
Source record: 10671

Timothy A. Seufert <bwanga@cats.ucsc.edu> writes:

>Uh - if Linux source is free to all, that means that anybody can read the
>source of the Mac version to find out all they want about Apple's hardware
>registers.

And my question, again, is "what is wrong with that." My second question is "If Apple is interested in open systems, why is it withholding this information." My third question is, "how is Apple benefitting from the withholding of this information."

If the answer to the last question is "so it can maintain a monopoly," that's fair and reasonable. Just don't call Macintosh an open system.

Brian-Roland Miller
Boston, MA

3417. Re: Untrue Rumours

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-16 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <4aundr$4ne@news.iesd.auc.dk>
Source record: 10672
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <4apcd8$89v@studs.sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
>
> On Tue, 12 Dec 1995, Michael Grove wrote:
>
> > (JAGS) hardware has already started, so if Atari gives up, I think you
> > will see more "Falcon-Jag" interfaces being developed (hacked).
> > That would be fine by me.
>
> Ummm... `more' interfaces? Is there a way to interface a Jag to my
> Falcon? Why don't I know this? Tell me all about it! I'd _love_ to
> use the Jag as a cheap (!) Mega-DSP card (and it comes in a nice box,
> too! :-)

I've heard about a card that connects to the Falcon, so you develop Jag games
and demos and such.

But I can't remember the name of that card or if it was Atari who made it or somebody else
- sorry.

Anyone else in here who knows about it ???

Keep Cool and Flying...

ChainXOR...

// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-Rom //
// Running MagiC 4 OS //
// E-Mail: chainxor@control.auc.dk //
// Homepage: http://www.control.auc.dk/~chainxor/ //

3418. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-16 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <hJCnd8R.brimiller@delphi.com>
Source record: 10673

Timothy A. Seufert <bwanga@cats.ucsc.edu> writes:

>>If Apple was
>>truly committed to an open platform, it would be inviting SCO, Sun, Be, Linux,
>>NeXT, and many other OS developers to port their OS to Mac CHRP.
>
>Uh... Apple doesn't have to invite them. They can just go out and grab
>the CHRP specs, buy a few boxes (Apple-built or not), and write the code.

Why hasn't Apple already committed to doing this, and started the process?
If Apple was truly interested in opening up the Macintosh, it would grab
these "accounts" before Intel got them. Apple certainly isn't the only
game in town, and as a small piece of overall marketshare, it's fighting
an uphill battle. If it were interested, we'd see a bit more action toward
this end.

>Be is running with it about as fast as Apple is. The main difference is
>that you can see Be's prototype / development machines right now; Apple's
>prototypes aren't for public consumption. The only reason Be's are is
>that Be needs to have developers working on software _today_, not
>tomorrow, and they need lots of publicity. (BTW, you can't buy a BeBox

I agree about Be's need for publicity. however, Apple's secrecy and "inner
sanctum" philosophy reminds me of Atari's old methods, restricting developer
access to prototypes until they were released, albeit with a dearth of software.
Be is taking the actions necessary as a minority player to grab and hold
marketshare, mainly at the expense of Intel. Apple is making no such effort
to attract developers, acting coy and arrogant. If Apple is devoted to open
systems, why not usurp the competition and release them (or at least developer
prototypes) NOW? Because Apple views CHRP as a way to sell MacOS to others,
not as a way to bring other OSes onto Mac.

Brian-Roland Miller
Boston, MAS

3419. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-16 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <hrLkNma.brimiller@delphi.com>
Source record: 10674

PISCHKE DAVID <pischke@ecf.toronto.edu> writes:

>So? What does it matter what Apple is interested in? Why should Apple be
>interested in selling competitors' operating systems? Just like every other
>computer manufacturer, they're in this to make money! In any case, it's
>irrelevant why Apple is interested in CHRP. The fact it that once CHRP
>machines come out, users will be able to choose the OS they want.

If that's Apple's goal, than why not simply say "Apple isn't interested in
open systems, but merely in selling MacOS to other open systems." Then,
we wouldn't have this argument. I think you're trying to sit on both
sides of the fence right now. And I don't believe selling MacOS to other
platforms is an incredible way for Apple to make money.

Brian-Roland Miller
Boston, MA

3420. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-16 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <hrDH1Ef.brimiller@delphi.com>
Source record: 10675

PISCHKE DAVID <pischke@ecf.toronto.edu> writes:

>You're the one who seems to be projecting motives on Apple. Apple, just like
>other companies, does things because they want to make a profit, no more,
>no less.

How? I simply hypothesized that Apple's control over this information restricted alternative OS development (and limited the user's choices). If Apple was "dedicated to open platforms," these restrictions would not exist. Thus, Apple MUST have motives for withholding this information. If not, perhaps you can enlighten me as to why they withold it - for pleasure, perhaps?

>other companies, does things because they want to make a profit, no more,
>no less.

This is the fourth time that I've seen it suggested that I want Apple to enter into business agreements that will destroy it and make its profits disappear. Au contraire, I am simply asking for honesty from Apple - either open up the Mac, or admit it is closed and that its strategy is primarily to sell OSes on other platforms. You've got to do more than talk the talk, you've got to walk the walk.

Brian-Roland Miller
Boston, MA

3421. Re: 3do now $199..What will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-16 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <hJEndgS.brimiller@delphi.com>
Source record: 10676

Timothy A. Seufert <bwanga@cats.ucsc.edu> writes:

>VIDEL doesn't hold a candle to the current ultra-cheap SVGA chipsets,
>which offer high integration and low cost. For example, it's possible to

Then price it lower than SVGA chipsets. VIDEL is already developed and
has specs available. For this alone, it is valuable. Not as valuable as
SVGA chipsets, perhaps, but certainly saleable.

Brian-Roland Miller
Boston, MA

3422. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-16 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <hJKkFqZ.brimiller@delphi.com>
Source record: 10677

Timothy A. Seufert <bwanga@cats.ucsc.edu> writes:

>That doesn't win you the argument. I call's 'em as I see's 'em - you were
>being a jackass.

Sure it does. It means that you ran out of factual arguments and inserted
a red herring into the argument in an attempt to cover your floundering
hypothesis. If I say I call 'em like I see 'em - you're incorrect, have
I just won the argument? Insults are something for juveniles, not people
discussing a prevailing issue.

>I also hate it when people bash Apple for things they really aren't guilty
>of, or imply that Apple is being horrible and stifling because they don't

I simply noted that the Macintosh is not an open platform. With proprietary
hardware information under wraps, Apple maintains a powerful monopoly on
info that allows them to guide development as they wish. Where I started
opining was when I stated that this isn't helping Apple or the Macintosh. I
have yet to see an effective argument stating that it is.

Brian-Roland Miller
Boston, MA

3423. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-17 00:00:00 UTC
From: damir@mindspring.com
Message-ID: <damir-1712950012000001@damir.mindspring.com>
Source record: 10678
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.os.linux.advocacy

In article <bwanga-1512951718360001@metricom01.ucsc.edu>,
bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:

- In article <lunaslide-1612950330470001@pma70.loop.com>, lunaslide@loop.com
- (Jeffrey E. Conn) wrote:
-
- >I don't believe that GNU would have to break Apples licence agreement.
- >The GNU licence says that the source code for Linux must be free for all,
- >not the Apple specs.
-
- Uh - if Linux source is free to all, that means that anybody can read the
- source of the Mac version to find out all they want about Apple's hardware
- registers.

Ever feel like you know you're walking into a trap, but you go ahead and
do it anyway...? _What_ mac version of linux are you talking about?

--
damir smitlener |
damir@mindspring.com |
gt7092d@prism.gatech.edu |

3424. Re: Atari Clone Names

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-17 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <4b1hhe$gl5@gti.gti.net>
Source record: 10679
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Gaven Miller (gmiller@inca.co.nz) wrote:
: Has anyone noticed that the names of Atari clones are based on old
: (usually Greek) mythology?

: Not an exactly warming name for the product, is it?

Quite the contrary, the names (to me) bring up visions on awesome
power.

: if you were to buy a computer, and were given three choices 1) Model
: 2349/23A, 2) "Medusa" or 3) "Hades", which would you pick?

I would choose "Hades"! I sure as hell would NOT choose "2349/23A".
What kinda name is that? Just a generic marketing type name to give
the machine a feeling of "oh, it's just the same as everyone else's".
We purchase Dell systems at work: the XMT590 series. Bleagh. How
corperate.

: If it were me, I would shy away from the negatively-named products.

If I were to name machines, I would choose evil names from various
mythologies. How about Yog-Sothoth or Morgoth. I want the machine
known as a serious, kick-ass, no quarter given, and no prisioners,
system.

: And what is wrong with using names from Greek mythology that have positive
: names? "Zeus" [the chief god of the Ancient Greeks, ruler of the heavens]
: for example?

Boring :-)

--
Billy D'Augustine, azog@gti.gti.net
"Isn't that cute ... BUT IT'S WRONG!!!!"
http://www.gti.net/azog/

3425. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-17 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <BPLn9KI.brimiller@delphi.com>
Source record: 10680

PISCHKE DAVID <pischke@ecf.toronto.edu> writes:

>You don't seem to understand. The reason why Be is not withholding information
>is simple: Apple was the company that made the information public.

I understand that Apple has made the CHRP spec public - what I am talking
about is the lack of information for the current Apple platform, the
Macintosh. I'm talking about Apple-branded hardware here, not Apple
produced specifications for machines which Apple does not yet produce.
CHRP is a wonderful concept - I am just skeptical about Apple's willingness
to support it based on current and past actions.

Brian-Roland Miller
Boston, MA

3426. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-17 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DJqsJz.C4v@ecf.toronto.edu>
Source record: 10681

In article <hJCnd8R.brimiller@delphi.com>, <brimiller@delphi.com> wrote:
>Timothy A. Seufert <bwanga@cats.ucsc.edu> writes:
>>Uh... Apple doesn't have to invite them. They can just go out and grab
>>the CHRP specs, buy a few boxes (Apple-built or not), and write the code.
>
>Why hasn't Apple already committed to doing this, and started the process?

You seem to miss the point. Apple *HAS* already done this. CHRP specs are already public. They are out there! You can buy the book, which is in print and should be on bookstore shelves now, or you can look at it free on the web at http://chrp.apple.com/. Anyone can go out RIGHT NOW and start building a CHRP machine and writing a CHRP-compliant OS. Why can't you understand this. Do you think we're lying or something?

>I agree about Be's need for publicity. however, Apple's secrecy and "inner
>sanctum" philosophy reminds me of Atari's old methods, restricting developer
>access to prototypes until they were released, albeit with a dearth of software.

How is Apple Restricting developer access? The CHRP spec is completely public.

>Be is taking the actions necessary as a minority player to grab and hold
>marketshare, mainly at the expense of Intel. Apple is making no such effort
>to attract developers, acting coy and arrogant. If Apple is devoted to open
>systems, why not usurp the competition and release them (or at least developer
>prototypes) NOW? Because Apple views CHRP as a way to sell MacOS to others,
>not as a way to bring other OSes onto Mac.

First of all, Apple has no need to attract software developers, at least for its own OS, since CHRP MacOS will be compatible with the current MacOS. As for new operating systems, there are already several companies out there committed to porting their products to CHRP. And you have no way of knowing how many other manufacturers Apple is trying to court. Just because the details aren't public doesn't mean Apple isn't trying to attract hardware and OS developers.

If Apple really wanted to sell MacOS to others, they could have simply ported MacOS to other machines for a lot less money than they've spent on CHRP.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

3427. Re: Untrue Rumours

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-17 00:00:00 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <DJq9HJ.8H@zumdick.rhein-main.de>
Source record: 10682
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Henrik Lunardi Weide (chainxor@control.auc.dk) wrote:
: > Ummm... `more' interfaces? Is there a way to interface a Jag to my
: > Falcon? Why don't I know this? Tell me all about it! I'd _love_ to
: > use the Jag as a cheap (!) Mega-DSP card (and it comes in a nice box,
: > too! :-)

: I've heard about a card that connects to the Falcon, so you develop Jag games
: and demos and such.

: But I can't remember the name of that card or if it was Atari who made it or somebody else - sorry.

: Anyone else in here who knows about it ???

Just web around for the "Jaguar Server Homepage".

Nat!
--

Bang that bit that doesn't bang!

3428. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-17 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DJqsn6.C7x@ecf.toronto.edu>
Source record: 10683

In article <hrDm9MZ.brimiller@delphi.com>, <brimiller@delphi.com> wrote:
>PISCHKE DAVID <pischke@ecf.toronto.edu> writes:
>But a coat-tail rider providing a truly open system without withheld information
>, doing it today, and doing it in force, unlike Apple's current line of
>"just wait, we'll completely change into pro-open-platform, just give us some
>time." Pardon me if I don't believe them until I see it happen.

You don't seem to understand. The reason why Be is not withholding information
is simple: Apple was the company that made the information public.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

3429. Re: Atari Clone Names

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-17 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <BPMkVYt.brimiller@delphi.com>
Source record: 10684

azog <azog@gti.gti.net> writes:

>I would choose "Hades"! I sure as hell would NOT choose "2349/23A".
>What kinda name is that? Just a generic marketing type name to give
>the machine a feeling of "oh, it's just the same as everyone else's".
>We purchase Dell systems at work: the XMT590 series. Bleagh. How
>corperate.

Well, one would have to be careful of backlashes from consumers - if one were to name a computer "Satan" or such, a large contingent of consumers would avoid it, and one would risk encountering the Procter & Gamble syndrome.

Brian-Roland Miller
Boston, MA

3430. Re: MultiTOS II

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-18 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <seimet.819274864@aix8.rhrk.uni-kl.de>
Source record: 10539
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

hofman@NLEV00@btmv56.se.bel.alcatel.be (Peter Hofman) writes:

>I read something about MultiTOS II.
>Does anyone know when Atari will release it?

Atari? Atari won't release anything related to TOS. TOS development was
stopped more than two years ago.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
* *
* WWW: http://bamsoft.software.bruker.de/people/us.html *
****

3431. Jaguar programming from Atari computer

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-18 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <4b3gav$llt@nyheter.chalmers.se>
Source record: 10685
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <DJq9HJ.8H@zumdick.rhein-main.de>,
Nat! <nat@zumdick.rhein-main.de> wrote:
>Henrik Lunardi Weide (chainxor@control.auc.dk) wrote:
>: > Ummm... `more' interfaces? Is there a way to interface a Jag to my
>: > Falcon? Why don't I know this? Tell me all about it! I'd _love_ to
...
>: I've heard about a card that connects to the Falcon, so you develop Jag

I got my modified Jaguar back a couple of days ago and keep it connected
to my old STE since the connection cable (for the ROM port) is _very_ short.

The setup works fine, but I've not yet had the time to do write anything
for the Jaguar.

>Just web around for the "Jaguar Server Homepage".

It's at http://www-und.ida.liu.se/~t94patsa/jserver.html

--
Chalmers University | Why are these | e-mail: d8klojo@dtek.chalmers.se
of Technology | .signatures | rand@cd.chalmers.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

3432. Re: Untrue Rumours

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-18 00:00:00 UTC
From: G.Moran@ee.qub.ac.uk
Message-ID: <1995Dec18.165556.4792@queens-belfast.ac.uk>
Source record: 10686
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

clausb@hpbbn.bbn.hp.com (Claus Brod) wrote:

>Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
>: Well it WOULD make sense, think about it. Say that 100,000 Jaguar packs are
>: sold over Christmas,

>Judging from the Jaguar's market presence here in Germany (virtually none,
>you never see this thing in ads or even stores), I'd say Atari would
>have to have a pretty good marketing attack under way in the US if they
>wanted to sell 100000 Jaguars. Are there any commercials for the Jaguar
>in the US? Can you actually see Jaguars in the toy and video game
>stores?

With the PSX and Saturn out and selling, and the Nintendo 64-bit machine due along with the M2 sometime next year, Atari's chances of shitfting large numbers of Jaguars _this_ Xmas would look to be very, very, slim. Lets face it, if they couldn't make the Jaguar a sucess when it only had the SNES and Genesis/Megadrive as competition, what on earth makes you think its going to be a winner when the PSX and Saturn are actually out with better games?

gavan

--
email: G.Moran@ee.qub.ac.uk | "There can be only one"
or gmoran@nyx.cs.du.edu | - the Highlander

3433. Re: CHRP--an open platform (was Re: (long) Cost of Ownership)

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-18 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <4b4qtg$ih8@morgoth.sfu.ca>
Source record: 10687

brimiller@delphi.com writes:

>I understand that Apple has made the CHRP spec public - what I am talking
>about is the lack of information for the current Apple platform, the
>Macintosh. I'm talking about Apple-branded hardware here, not Apple
>produced specifications for machines which Apple does not yet produce.
>CHRP is a wonderful concept - I am just skeptical about Apple's willingness
>to support it based on current and past actions.

Apple would probably get their heads kicked in if they didn't adopt CHRP.
They've been using it as an excuse for Copland delays so they had better
come through.

--

Brian Quinlan
quinlan@sfu.ca

3434. Re: Untrue Rumours

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-18 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <xzAFlim.brimiller@delphi.com>
Source record: 10688

Gavan Moran <G.Moran@ee.qub.ac.uk> writes:

> With the PSX and Saturn out and selling, and the Nintendo 64-bit machine
>due along with the M2 sometime next year, Atari's chances of shitfting
>large numbers of Jaguars _this_ Xmas would look to be very, very, slim.

Under current management, you're right. However, a $99 Jaguar could
fare excellently if properly marketed.

Atari's biggest problem is its lack of understanding of industries it
"competes" in. I simply designs fantastic hardware, prices it cheaply,
and expects millions of people to buy it (despite the fact that it is
in the back shelf at the far corner of the games store.

Really, what Atari needs to do is to begin doing what other companies
interested in primary shelf space do - buy shelf space. When people
enter stores, seeing Saturn and Sony stuff in the front, they naturally
assume that these are big-selling systems. When (if) they see the tiny
Atari display, they think "niche box without any titles." Atari needs
that SHELF SPACE to grab impulse buyers more than anything right now,
and Tramiels would be unwilling to buy it.

Ever since Atari dropped computers, it's been too small and had too much
of a negative cash flow to be able to compete in this fashion. Guess the
chips have fallen.

Brian-Roland Miller
Boston, MA

3435. Re: Falcon Vs Amiga 1200

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-19 00:00:00 UTC
From: krlawson@xgw5.pal.xgw.fi
Message-ID: <4b76tg$v77@news.xgw.fi>
Source record: 10540

Henrik Lunardi Weide (chainxor@control.auc.dk) wrote:

: > --
: > _____ krlawson@xgw.fi _____
: > Setok / Aggression
: > Helsinki University, Computer Sciences
: > Contact Kasvua: kasvua@clinet.fi
: > -- . Kristoffer Lawson . --

: Hmmmmm, you're an Aggression member - cool!!!

Yup, just joined them this autumn..

: I respect you guys, you're the coolest. Looking forward to see your contribution to the
: Aggression-Party II :-)

Thanks ;-) I hope you'll like it.. it's looking great.
The aggressive party is the place to be to see it released!

--
_____ krlawson@xgw.fi _____
Setok / Aggression
Helsinki University, Computer Sciences
Contact Kasvua: kasvua@clinet.fi
-- . Kristoffer Lawson . --

3436. ***MUST SELL ATARI 1040 STE***

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-19 00:00:00 UTC
From: xpitcadet@aol.com
Message-ID: <4b6o0d$bmm@newsbf02.news.aol.com>
Source record: 10541

FOR SALE: ATARI 1040 STE WITH CUBASE NOTATION/SEQUENCING SOFTWARE

$200.00 or B/O

4 Meg. Ram
Midi Ports
Atari SC Monitor
Cubase Software
Tons of software, manuals, and original boxes

E-mail ASAP: xpitcadet@aol.com

3437. Atari 130XE

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-19 00:00:00 UTC
From: BShields@Bangate.Compaq.Com
Message-ID: <DJuMKC.LK4@twisto.eng.hou.compaq.com>
Source record: 10542

My Mom needs some help finding some software or a good home for her
130XE.

Thanks.

Wanted: Educational cartridges (ages 4-8) for Atari 130XE.

If unable to find them, will give unit to a charity.

Atari 130XE
1050 floppy drive
Mavnox green 80 col. Monitor
Software includes an Atari word processor cartridge and Synfile

E-Mail responses to: BShields@Bangate.Compaq.Com

3438. Re: Atari Clone Names

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-21 00:00:00 UTC
From: Xavier Gallahgher <x-gallag@nimr.mrc.ac.uk>
Message-ID: <4bc1u4$jj2@mercury.hgmp.mrc.ac.uk>
Source record: 10543

brimiller@delphi.com wrote:
>azog <azog@gti.gti.net> writes:
>
>>I would choose "Hades"! I sure as hell would NOT choose "2349/23A".
>>What kinda name is that?
>
>Well, one would have to be careful of backlashes from consumers - if
>one were to name a computer "Satan" or such, a large contingent of
>consumers would avoid it, and one would risk encountering the Procter &
>Gamble syndrome.

I always wanted a system called "The Master`". where the system was advertised by bulky hairy men in leather or bearded maniacs laughing over the corpses of Tom Baker, Peter Davison and Sylvester McCoy with the line "Some Masters Are More Sinister Than Others"

I can see why it would put some people off, though.

Xavier

3439. STIK CAB.OVL and CAB !

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-22 00:00:00 UTC
From: Geburah@kether.snafu.de
Message-ID: <FLWQFDAFUP@kether.snafu.de>
Source record: 10544

High All !

I have a big problem with that programms on my FALCON !
It realy goin on my nervs .-(((

I realy get often a massage like this :

RUNTIME ERROR 162 (-165) IN ADRESS .....

I wrote all you programmers, but nobody answer.

So Please leave just only a little massage to me, if you
recognize this massage and the problem too.

I have an IP account for 35,- German Marks and i pay it
all month, but i couldn't use it very much, because CAB
dosen't work ! So Please Please Please Please (no i'm not
ripping off my cloth) do something !!!

Ciao
Rene

-*- Geburah@kether.snafu.de -*-

3440. Re: STIK CAB.OVL and CAB !

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-22 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-2212952152160001@tdw.vip.best.com>
Source record: 10545

In article <FLWQFDAFUP@kether.snafu.de>, Geburah@kether.snafu.de (Rene Ceron Palomino) wrote:

> High All !
>
> I have a big problem with that programms on my FALCON !

I can't help you with your problem, but as a Falcon owner, I thought you may be interested in our software. You can read all about it on the web at:

http://www.tecnation.com/14/

Alex

--
TECNATION DIGITAL WORLD
555 Bryant Street, #322
Palo Alto, California 94301, U.S.A.
http://www.tecnation.com

3441. Looking for 130 XE

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-27 00:00:00 UTC
From: sthorpe@wasatch.com
Message-ID: <4brqde$d08@twin.wasatch.com>
Source record: 10546

Anyone have a 130XE they are selling, I am asking for a friend, Needs to replace one that just died on him and asked me if I knew where to get another.

Stuart Thorpe - sthorpe@wasatch.com

3442. Atari Medusa 68040 for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-28 00:00:00 UTC
From: tobler3@dial.centralnet.ch
Message-ID: <820154612_OASIS_@dial.centralnet.ch>
Source record: 10547

```
IMPORTANT:
Instead of contacting me, write a mail to jcaprez@compunet.ch
He's the seller of the stuff.

------------------------------------------------------------------------
FOR SALE: Medusa T40 (because of switching to PC)

Technical indications: MC68040 Processor, 64 MHz
16 MB RAM
540 MB Harddisk IDE
170 MB Harddisk SCSI
CDROM SCSI
1.44 MB Floppy Disk
14" Screen AOC, MPR2-conform
Keyboard and Logitech-Mouse

Operating system: TOS 3.06

Prize: CHF 2'100 / DEM 2'500 / GBP 1'000 / USD 1'800
without delivery fees
------------------------------------------------------------------------
so long,

Roland

O ================================================== O
=== Real name: Roland Tobler ===
=== InterNet: o- tobler3@centralnet.ch ===
=== o- wis9417@hwns02.hwvlu.ch ===
=== FidoNet: o- 2:301/701.20 ===
O ================================================== O
```

3443. Submit High Scores

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-29 00:00:00 UTC
From: Rick Archer <rick_archer@fcsmpt.mum.edu>
Message-ID: <30E3D964.774A@fcsmpt.mum.edu>
Source record: 10548

The Twin Galaxies Intergalactic Scoreboard is "the Official Scoreboard for the World of Videogame and Pinball Playing."

Since 1982, Twin Galaxies has been compiling scores and organizing contests which have appeared on national shows like ABC-TV's "That's Incredible" and "Entertainment Tonight."

Twin Galaxies' high-score charts were carried by the Guinness Book of World Records in the 1984, 1985, and 1986 editions.

During each of many years since 1982, Twin Galaxies has hosted two major contests: "The Videogame Masters Tournament" is a high-score contest on hundreds of current and classic games; The "North American Videogame Challenge" is an invitation only "player-of-the-year" contest featuring competition between hand-picked players. To be considered as a contestant you must register your scores with Twin Galaxies.

Many magazines, newspapers and news services regularly ask for our high-score charts in order to publish the top scores achieved on today's hottest games. To be included in these top score lists you must register your scores with Twin Galaxies.

To submit your scores on arcade or homegames, fill out the following information and send to:
Twin Galaxies
P.O. Box 1556
Fairfield, Iowa 52556
(515) 472-3882

Player Information: Name, address, birthdate, today's date

Game Information: Name of Game, Name of Arcade, (except if homegame)

e-mail address

All score submissions must include photograph of final screen showing score. Three witnesses must sign the submission verifying that they saw you achieve the score. Also, the attendant of the arcade location must sign, too. These four signatures are imperative for the score to be accepted.

Our Twin Galaxies Web site is now under construction! It will enable you to obtain up-to-date high score charts for any game. Be sure to send us your e-mail address so that we may notify you when the site is up and running! E-mail to walter_day@fcsmtp.mum.edu.

If you would like to be a correspondent for the scoreboard and function as an official witness for high-score attempts in your area, contact Walter Day at Twin Galaxies (515) 472-3882.

3444. Jag for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1995-12-31 00:00:00 UTC
From: sthorpe@wasatch.com
Message-ID: <4c4k53$pmb@twin.wasatch.com>
Source record: 10549

I am selling my Jag, with 2 control pads and 4 games.
Pitfall, Tempest 2000, Burnout, Cyberspace

Asking $200.00 plus shipping or best offer.. Need to get rid of this.

Stuart Thorpe - sthorpe@wasatch.com

3445. Re: Jag for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-02 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4cbog7$ein@ccshst05.cs.uoguelph.ca>
Source record: 10550

```
: I am selling my Jag, with 2 control pads and 4 games.
: Pitfall, Tempest 2000, Burnout, Cyberspace

Don't you mean Cybermorph? The other games are Super Burnout and
Pitfall: The Mayan Adventure.

>> Mark <<

--
================================================================================
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Suddenly he had the strength of ten grinches plus two!"
================================================================================
```

3446. Sheesh....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan2.132031.51479@cobra.uni.edu>
Source record: 10551

I go on a badly needed R&R and I comback to a near empty area.

I suppose its my duty to start a new thread.

Will the Jag be pulled into heaven by Atari?

Does 3do and Sony rule?

Flames welcome...

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

use GS/OS

3447. Does the Jag exist?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan2.181517.51487@cobra.uni.edu>
Source record: 10552
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Well sports fans, I am back from R&R in the Southland. I am surprised I did not see any pro jaggers. However, it felt like being in the Roger and Me flick. I tried to find the elusive Jag but failed. I looked in Claremont, West Covina, Montclair Mall and Ontario. I thought the Jag is widely available in Southern Calif. Looks like Cedar Falls is not alone.

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3448. Re: Does the Jag exist?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-02 00:00:00 UTC
From: "Keith H." <khuffstu@ix.netcom.com>
Message-ID: <30EA28B5.51D0@ix.netcom.com>
Source record: 10553
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

PETER SINCLAIR-DAY wrote:
>
> Well sports fans, I am back from R&R in the Southland. I am surprised I did not
> see any pro jaggers. However, it felt like being in the Roger and Me flick. I
> tried to find the elusive Jag but failed. I looked in Claremont, West Covina,
> Montclair Mall and Ontario. I thought the Jag is widely available in Southern
> Calif. Looks like Cedar Falls is not alone.
> OK, Peter:

Montclair Mall (mojor mall in the Inland Empire) has Jags at the Babbages there. Also, in Montclair, The Good Guys also carry the Jag (they are located in an adjacent shopping center). Ontario, a pretty good sized city (where I live now, BTW), doesn't have a major mall right now, but in the neighboring city, Rancho Cucamonga, they have Jags at The Warehouse.

They are building a "Mills" mall here in Ontario, they are huge, and will probably have a Software Etc., the Gurney Mills mall north of Chicago has one.

So, what you have done here, is effectively show an area that has relatively few video game stores, and show it as having no Jag coverage. So here, both you logic, and your facts, are wrong.

Keith.
--
<<

3449. Re: Does the Jag exist?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-03 00:00:00 UTC
From: mor@well.com
Message-ID: <4cdhbk$8vj@nkosi.well.com>
Source record: 10554
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Good ol' sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:

>Well sports fans, I am back from R&R in the Southland. I am surprised I did not
>see any pro jaggers. However, it felt like being in the Roger and Me flick. I
>tried to find the elusive Jag but failed. I looked in Claremont, West Covina,
>Montclair Mall and Ontario. I thought the Jag is widely available in Southern
>Calif. Looks like Cedar Falls is not alone.

Hey! Welcome back Peter. It's been hell without you. We've been
absent-mindedly enjoying Atari Karts, Supercross 3D, Battlemorph and
Primal Rage lately. I think these new games almost made us forget
what fun it is to banter nonsensically with the mentally destitute.
Whew. Enough of the Jaguar, let's all bash Peter now! That's what I
live for!

|m.o.r.
|
|DON'T YOU
|don't you wish you'd NEVER
| never met her!

3450. Re: Sheesh....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-03 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4cee5u$o8e@ccshst05.cs.uoguelph.ca>
Source record: 10555

: I go on a badly needed R&R and I comback to a near empty area.

Ahh ... Sinpop! We missed you around here (NOT). Did you get
assaulted by anyone while in California?

: Will the Jag be pulled into heaven by Atari?

Not suddenly. Atari has a tendency to slowly pull out. I
personally think it's smart for Atari to look for another source of
income.

: Does 3do and Sony rule?

Sony sold 500K units as of last X-Mas. They originally targeted 700K. The
PSX is certainly doing well, but looks to me like to whole industry is in
trouble. The Goldstar 3DO sold well, the Panasonic one did not. The
Jaguar also (surpisingly) sold quite well at many stores. The new $99
list price and a library of close to 50 games put it in a better state
than it was in last X-Mas (17 games and a list price of $160).

>> Mark <<

--
==
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Suddenly he had the strength of ten grinches plus two!"
==

3451. Re: Does the Jag exist?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-03 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan3.154941.51506@cobra.uni.edu>
Source record: 10556
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <30EA28B5.51D0@ix.netcom.com>, "Keith H." <khuffstu@ix.netcom.com> writes:
> PETER SINCLAIR-DAY wrote:
>>
>> Well sports fans, I am back from R&R in the Southland. I am surprised I did not
>> see any pro jaggers. However, it felt like being in the Roger and Me flick. I
>> tried to find the elusive Jag but failed. I looked in Claremont, West Covina,
>> Montclair Mall and Ontario. I thought the Jag is widely available in Southern
>> Calif. Looks like Cedar Falls is not alone.
>> OK, Peter:
>
> Montclair Mall (mojor mall in the Inland Empire) has Jags at the Babbages there.

I was at Babbages in the Montclair mall and there was no Jag...

> Also, in Montclair, The Good Guys also carry the Jag (they are located in an adjacent
> shopping center). Ontario, a pretty good sized city (where I live now, BTW), doesn't
> have a major mall right now, but in the neighboring city, Rancho Cucamonga, they have
> Jags at The Warehous
>
> have a Software Etc., the Gurney Mills mall north of Chicago has one.
>
> So, what you have done here, is effectively show an area that has relatively few video
> game stores, and show it as having no Jag coverage. So here, both you logic, and your
> facts, are wrong.

Every game store I went to had 3do, PlayStation and Saturn. You have to look
hard to find the Jag.

>
> Keith.
> --
> <<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>
> < Keith W. Huffstutler >
> < Atari Jaguar 64, Lynx, and IBM PC >
> <<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush
Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3452. Re: Does the Jag exist?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-03 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan3.155201.51507@cobra.uni.edu>
Source record: 10557
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <4cdhbk$8vj@nkosi.well.com>, mor@well.com (Master of Reality) writes:
> Good ol' sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>
>>Well sports fans, I am back from R&R in the Southland. I am surprised I did not
>>see any pro jaggers. However, it felt like being in the Roger and Me flick. I
>>tried to find the elusive Jag but failed. I looked in Claremont, West Covina,
>>Montclair Mall and Ontario. I thought the Jag is widely available in Southern
>>Calif. Looks like Cedar Falls is not alone.
>
> Hey! Welcome back Peter. It's been hell without you. We've been
> absent-mindedly enjoying Atari Karts, Supercross 3D, Battlemorph and
> Primal Rage lately. I think these new games almost made us forget
> what fun it is to banter nonsensically with the mentally destitute.
> Whew. Enough of the Jaguar, let's all bash Peter now! That's what I
> live for!

I have been playing FIFA and ShockWave. I came upon a Jag brochure, the titles
shown looked like 8-16 bit ish..

>
> |m.o.r.
> |
> |DON'T YOU
> |don't you wish you'd NEVER
> | never met her!
>

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush
Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3453. ATARI 520

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-03 00:00:00 UTC
From: jaxuncle@aol.com
Message-ID: <4cfkh5$crj@newsbf02.news.aol.com>
Source record: 10558

```
Complete 1MB system for sale.
Includes color monitor, 30MB hard drive, software...
```

3454. Re: Does the Jag exist?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-04 00:00:00 UTC
From: blizzard@xmission.com
Message-ID: <4cf6i8$336@news.xmission.com>
Source record: 10559
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <1996Jan3.155201.51507@cobra.uni.edu>,
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>
>
>I have been playing FIFA and ShockWave. I came upon a Jag brochure,
the titles
>shown looked like 8-16 bit ish..
>
So you found a store that carried Jag brochures, but don't actually
carry the system, eh? Funny that! Gee- I wonder if they might have
been sold out? You probably asked the clerk but were unable to cope
with the information so you have subconciously repressed it- yeah,
thats the ticket! ;) Welcome back to your obsession Peter- best wishes
for a complete recovery in 96!
Your friend,
Curtis J.

3455. Re: Does the Jag exist?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-04 00:00:00 UTC
From: blizzard@xmission.com
Message-ID: <4cf72j$336@news.xmission.com>
Source record: 10560
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <1996Jan3.154941.51506@cobra.uni.edu>,
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>
>I was at Babbages in the Montclair mall and there was no Jag...
>
Aw c'mon Peter! Any Jag basher that can hold his water knows that you
have to look in the very back of a Babbages (hidden under a rug or
something) to find the Jaguar section! Those geniuses still haven't
figured out that if you hide something (and as an ace in the hole
claim that the Jag "sucks" in case any customer is lucky enough to
stumble across their "display") it probably won't set many sales
records. Duh! I just love hammering on salesdroids that feed me the
"Jaguar doesn't sell at all!" line. What a frigging joke!
Curtis J.

3456. Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-04 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.820776678@gmi.edu>
Source record: 10561

Hey Sinplop! You want a new thread, I'll start one here.

Did you see the recent January issue of Computer Shopper? They have a very nice article titled "Apple gets Bitten". The article states that the future of the Mac is in doubt with it's marketshare falling from 15% to less than 8% in just the last 14 months alone!

It also talks about how the company is suffering from mismanagement of supplies and that it's move to lisence the hardware to other manufacturers is too little, too late. They see the trend in declining marketshare continuing. Will the Mac be in the same place as the ST? Perhaps!

Ha! And you bash Atari while the object of your own fantasies goes down the tubes?!

You're a real wonder, Sinflop. I never hated Apple before. In fact, I enjoyed using Macs. But nowadays, I laugh at every problem Apple faces. People who ask me for recommendations on buying PCs nowadays and I tell them to stay away from Macs.

And it's all because of you, Peter! See what you have done? Your fanaticism is hurting the very company you support!

Hilarious!

/Kevin

3457. Re: Does the Jag exist?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-04 00:00:00 UTC
From: rjung@netcom.com
Message-ID: <rjungDKn6ED.DFK@netcom.com>
Source record: 10562
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <1996Jan3.154941.51506@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>In article <30EA28B5.51D0@ix.netcom.com>, "Keith H." <khuffstu@ix.netcom.com> writes:
>>So, what you have done here, is effectively show an area that has relatively
>>few video game stores, and show it as having no Jag coverage.
>
>Every game store I went to had 3do, PlayStation and Saturn. You have to look
>hard to find the Jag.

Peter, it'd probably have been a lot easier if you had opened your eyes
when you entered the stores...

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

3458. Re: Does the Jag exist?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-04 00:00:00 UTC
From: robertm@jagunet.com
Message-ID: <4cfimi$h5@skydiver.jaguNET.com>
Source record: 10563
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

This spork scribble is by sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY)

>In article <30EA28B5.51D0@ix.netcom.com>, "Keith H." <khuffstu@ix.netcom.com> writes:
>> PETER SINCLAIR-DAY wrote:
>>>
>>> Well sports fans, I am back from R&R in the Southland. I am surprised I did not
>>> see any pro jaggers. However, it felt like being in the Roger and Me flick. I
>>> tried to find the elusive Jag but failed. I looked in Claremont, West Covina,
>>> Montclair Mall and Ontario. I thought the Jag is widely available in Southern
>>> Calif. Looks like Cedar Falls is not alone.
>>> OK, Peter:
>>
>> Montclair Mall (mojor mall in the Inland Empire) has Jags at the Babbages there.
>
>I was at Babbages in the Montclair mall and there was no Jag...

You mean you WASTE time that you could be looking at systems you enjoy by
searching for a system that you loathe so much?????

>Every game store I went to had 3do, PlayStation and Saturn. You have to look
>hard to find the Jag.

And the point is?

Rob M
///email: robertm@jagunet.com | MBT Web Board: Comming Soon\\\
/ Moon Base Tycho BBS Open Apr 1st 1990 Closed Jan 1st 1996 \
\\\ Clever Sig t fill this space soon! ///

3459. Re: Does the Jag exist?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-04 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4cgtfo$3fn@ccshst05.cs.uoguelph.ca>
Source record: 10564
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

```
: I have been playing FIFA and ShockWave. I came upon a Jag brochure, the titles
: shown looked like 8-16 bit ish..

Yeah ... name the games. Letsee your 8-bit NES pull off Doom,
Iron Soldier, Aliens Vs. Predator, Highlander, Dragon's Lair,
Hoverstrike, Rayman, PowerDrive Rally, Pinball Fantasies or any others.
Most of the alleged "16-bit looking games" actually look better than their 16-bit
counterparts. A few games could be duplicated pixel for pixel on the
16-bitters, but most could not.

>> Mark <<

--
================================================================================
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Suddenly he had the strength of ten grinches plus two!"
================================================================================
```

3460. Re: Why flame Jag? Post facts.

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-04 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <x5PHGLa.brimiller@delphi.com>
Source record: 10565

James Wood <jamesw@PEAK.ORG> writes:

>#1 - Layoffs at Atari
>---------------------
>The bashers keep talking about the Atari layoffs. How extensive were the
>layoffs? How many people are left?

There are 75 employees at Atari's operations internationally - the same number was the number of ENGINEERS that Atari had as late as 1993. Key employees have been fired or quit, and little if any internal engineering knowhow remains (the departure of Bill Rehbock is a particular example of this).

>#2 - Falling stock
>------------------
>What gives?

Sales of the Jaguar are not great, losses are high, cash flow is negative. Investors are viewing Atari as a poor investment because of these factors. Atari's decision to convert itself from an international multi-product corporation, with name brand recognition and sales offices across the Americas and Europe, with 1200 employees, a well-selling computer line, #1 market share in the UK and Germany into a company with less than 100 employees, sales offices in only two countries, oriented around a single product hasn't paid off.

>#4 - Babbages is dropping the Jag
>---------------------------------
>I heard that when current stock clears, there'll be no more. Substance
>to this arguement?

Don't know, but I wouldn't doubt it - Atari is too far gone to rescue the Jaguar, and has no products to fall back on (hence the announcement that Atari may be entering PC games - Atari probably is trying to convince customers and investors that it can stay afloat repackaging and selling other companies' games on the PC).

>-----------------------
>Negative Jag press is nothing new, but I read in one of the Anti-Atari
>rags that Atari is becoming a software-only company and that the PC will
>be the primary platform they support.

Who knows? Can't trust those magazines, but how many of we old Atarians can trust what Atari says either?

>#6 - $99 price to clear remaining stocks of Jags
>---
>This could be complete hogwash, or it could be true. True, the SNES and

Sure seems to be shades of the Falcon here - "No, we really do mean to support it." While Atari coyly told the investment community that it was exiting the computer market, the message it gave its dealers, distributors, developers, and users was completely different. Of course, when Atari was selling Falcons, sales per quarter were in the $10 - $20 million range, and after the first quarter of '94, when Falcons first hit the US market, Atari posted $10 million in sales, with a $1 million loss. They'd love to be able to quote numbers that good today.

By screwing their userbase, they abandoned folks who kept them afloat through bad times. This is why Atari isn't miraculously avoiding going down the drain like it used to - without engineers or any of the folks who used to be Atari's reps to its userbase, Atari is just a discount manufacturing operation with poor financial results.

BR Miller
Boston, MA

3461. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-04 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <x5HF+7U.brimiller@delphi.com>
Source record: 10566

Kevin Haley <khaley@nova.gmi.edu> writes:

>Did you see the recent January issue of Computer Shopper? They
>have a very nice article titled "Apple gets Bitten". The
>article states that the future of the Mac is in doubt with
>it's marketshare falling from 15% to less than 8% in just
>the last 14 months alone!

Apple's collapse will make room for newer computer makers devoted to open systems. Microsoft's recent Java calamities and rout over errors in Windows '95 (and sales well below expectations) continue to boost my contention that systems will diversify, not consolidate on a single OS, and that multiple file formats will condense into universal ones (so that your boss at work, where you telecommute to, doesn't care whether your work is done on a Medusa, TT, Falcon, Mac, Amiga, Draco, BeBox, or system yet to be invented and marketed).

BR Miller
Boston, MA

3462. Why flame Jag? Post facts.

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-04 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960104075223.14945A-100000@PEAK.ORG>
Source record: 10567

I hear all these rumors about Atari. Someone confirm or deny them.

#1 - Layoffs at Atari

The bashers keep talking about the Atari layoffs. How extensive were the layoffs? How many people are left?

#2 - Falling stock

What gives?

#3 - The Wal*Mart story

Does Walmart, or does Walmart NOT carry the Jag? Why don't any of the Walmarts here in the Portland/Salem (OR) area carry the Jag? I hardly see any space for a display in the electronics section of the store. From what I've read over the net from those who have seen Jags in Walmart, most claim that the system is stuck way up high on a shelf, not set up for demo, and the games are locked away in a case without display cards hanging as the Sony/Sega systems have. True or false? Are there no Atari representatives touring the retailers to set up displays and promote their products?

#4 - Babbages is dropping the Jag

I heard that when current stock clears, there'll be no more. Substance to this arguement?

#5 - The magazine press

Negative Jag press is nothing new, but I read in one of the Anti-Atari rags that Atari is becoming a software-only company and that the PC will be the primary platform they support.

#6 - $99 price to clear remaining stocks of Jags

This could be complete hogwash, or it could be true. True, the SNES and Genesis met their greatest success at this price point, but one has to admit that the margins must be *very* small on a $99 RETAIL price. It's only now - after five years of production - that the 16-bit systems have come down to this price. They sell TONS more SNES and Genesis systems than Atari does Jags, and of course the 16-bit systems are cheaper to produce with their dated technology and enormous quantites of production.

These could be just BS rumors, but if they are all considered together, each rumor seems to reinforce the others. I hear Tempest 2000 is coming

out on PC????

Food for comment....

James

3463. Re: Does the Jag exist?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-04 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4cgl28$dd6@inca01.inca.co.nz>
Source record: 10568
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Curtis J. Hepworth (blizzard@xmission.com) wrote:
> Welcome back to your obsession Peter- best wishes
> for a complete recovery in 96!
> Your friend,
> Curtis J.

Don't say that!

You know the only reason most of us visit comp.sys.atari.advocacy is to partake of the comic relief that "Programmable Sound Device" (aka Peter Sinclair Day) provides.

Without him here, it'll be a tad too mundane. We might just have to call back our old friend Roger. And put up with the illegitimate illiteracy he parcels out with abundance.

So, Petey, please do not "recover". We need you.

{[:-)]

--

Quote For The Month: "I'd horse-whip you if I had a horse"

3464. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-04 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan4.193703.51538@cobra.uni.edu>
Source record: 10569
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <khaley.820776678@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> Hey Sinplop! You want a new thread, I'll start one here.
>
> Did you see the recent January issue of Computer Shopper? They
> have a very nice article titled "Apple gets Bitten". The
> article states that the future of the Mac is in doubt with
> it's marketshare falling from 15% to less than 8% in just
> the last 14 months alone!

Really..Must be based upon a crystal ball reading. According to the recent
International Data Group and DataQuest Apple's share is above 11%.

>
> It also talks about how the company is suffering from mismanagement
> of supplies and that it's move to lisence the hardware to other
> manufacturers is too little, too late. They see the trend in
> declining marketshare continuing. Will the Mac be in the same place
> as the ST? Perhaps!

Really. 20%+ unit growth annual. Mac sales in 1995 amounted to 5 million
units. Indeed, Apple is in trouble.

>
> Ha! And you bash Atari while the object of your own fantasies goes
> down the tubes?!

Bashing? No, the truth..
>
> You're a real wonder, Sinflop. I never hated Apple before. In fact,
> I enjoyed using Macs. But nowadays, I laugh at every problem Apple
> faces. People who ask me for recommendations on buying PCs nowadays
> and I tell them to stay away from Macs.

Same with the Jag too..I recommend to people the PlayStation and 3do..
>
> And it's all because of you, Peter! See what you have done? Your
> fanaticism is hurting the very company you support!

I am very critical with Apple at times. But there are alternatives now to
choose..

>
> Hilarious!
>
> /Kevin
>

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3465. Re: Does the Jag exist?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-04 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan4.192302.51534@cobra.uni.edu>
Source record: 10570
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <4cf6i8$336@news.xmission.com>, blizzard@xmission.com (Curtis J. Hepworth) writes:
> In article <1996Jan3.155201.51507@cobra.uni.edu>,
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>>
>>
>>I have been playing FIFA and ShockWave. I came upon a Jag brochure,
> the titles
>>shown looked like 8-16 bit ish..
>>
> So you found a store that carried Jag brochures, but don't actually
> carry the system, eh? Funny that! Gee- I wonder if they might have
> been sold out? You probably asked the clerk but were unable to cope
> with the information so you have subconciously repressed it- yeah,
> thats the ticket! ;) Welcome back to your obsession Peter- best wishes
> for a complete recovery in 96!
> Your friend,
> Curtis J.

No, I received the Jag brochure when I ordered Lynx titles from Atari way back than..

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3466. Re: Does the Jag exist?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-04 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan4.192422.51535@cobra.uni.edu>
Source record: 10571
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <4cf72j$336@news.xmission.com>, blizzard@xmission.com (Curtis J. Hepworth) writes:
> In article <1996Jan3.154941.51506@cobra.uni.edu>,
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>>
>>I was at Babbages in the Montclair mall and there was no Jag...
>>
> Aw c'mon Peter! Any Jag basher that can hold his water knows that you
> have to look in the very back of a Babbages (hidden under a rug or
> something) to find the Jaguar section! Those geniuses still haven't
> figured out that if you hide something (and as an ace in the hole
> claim that the Jag "sucks" in case any customer is lucky enough to
> stumble across their "display") it probably won't set many sales
> records. Duh! I just love hammering on salesdroids that feed me the
> "Jaguar doesn't sell at all!" line. What a frigging joke!
> Curtis J.

They must have done a great job of hiding the Jag...I am impressed!!

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3467. Re: Does the Jag exist?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-04 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan4.192753.51537@cobra.uni.edu>
Source record: 10572
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <4cfimi$h5@skydiver.jaguNET.com>, robertm@jagunet.com (Robert Merritt) writes:
> This spork scribble is by sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY)
>
>>In article <30EA28B5.51D0@ix.netcom.com>, "Keith H." <khuffstu@ix.netcom.com> writes:
>>> PETER SINCLAIR-DAY wrote:
>>>>
>>>> Well sports fans, I am back from R&R in the Southland. I am surprised I did not
>>>> see any pro jaggers. However, it felt like being in the Roger and Me flick. I
>>>> tried to find the elusive Jag but failed. I looked in Claremont, West Covina,
>>>> Montclair Mall and Ontario. I thought the Jag is widely available in Southern
>>>> Calif. Looks like Cedar Falls is not alone.
>>>> OK, Peter:
>>>
>>> Montclair Mall (mojor mall in the Inland Empire) has Jags at the Babbages there.
>>
>>I was at Babbages in the Montclair mall and there was no Jag...
>
> You mean you WASTE time that you could be looking at systems you enjoy by
> searching for a system that you loathe so much?????

Actually I was shopping for 3do titles. No problem there!!

>
>>Every game store I went to had 3do, PlayStation and Saturn. You have to look
>>hard to find the Jag.
>
> And the point is?

And you wonder why Atari is in the trouble it is..
>
>
> Rob M
> ///email: robertm@jagunet.com | MBT Web Board: Comming Soon\\\
> / Moon Base Tycho BBS Open Apr 1st 1990 Closed Jan 1st 1996 \
> \\\ Clever Sig t fill this space soon! ///
>

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush
Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)

Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3468. Re: Sheesh....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-04 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan4.192105.51533@cobra.uni.edu>
Source record: 10573

In article <4cee5u$o8e@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : I go on a badly needed R&R and I comback to a near empty area.
>
> Ahh ... Sinpop! We missed you around here (NOT). Did you get
> assaulted by anyone while in California?

I gave the Jag Southlanders every chance...

>
> : Will the Jag be pulled into heaven by Atari?
>
> Not suddenly. Atari has a tendency to slowly pull out. I
> personally think it's smart for Atari to look for another source of
> income.

Were did I hear this before?

>
> : Does 3do and Sony rule?
>
> Sony sold 500K units as of last X-Mas. They originally targeted 700K. The
> PSX is certainly doing well, but looks to me like to whole industry is in
> trouble. The Goldstar 3DO sold well, the Panasonic one did not. The
> Jaguar also (surpisingly) sold quite well at many stores. The new $99
> list price and a library of close to 50 games put it in a better state
> than it was in last X-Mas (17 games and a list price of $160).

I counted 44 PlayStation titles at my local Software Etc. Not bad for three months on the market. Did you also read in that same article that only 200,000 Jags were sold?

>
> >> Mark <<
>
> --
> ===
> M A R K A R A T H W E L L The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "Suddenly he had the strength of ten grinches plus two!"
> ===

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science

Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3469. Re: Does the Jag exist?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-04 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan4.192600.51536@cobra.uni.edu>
Source record: 10574
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <rjungDKn6ED.DFK@netcom.com>, rjung@netcom.com (Robert A. Jung) writes:
> In article <1996Jan3.154941.51506@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>>In article <30EA28B5.51D0@ix.netcom.com>, "Keith H." <khuffstu@ix.netcom.com> writes:
>>>So, what you have done here, is effectively show an area that has relatively
>>>few video game stores, and show it as having no Jag coverage.
>>
>>Every game store I went to had 3do, PlayStation and Saturn. You have to look
>>hard to find the Jag.
>
> Peter, it'd probably have been a lot easier if you had opened your eyes
> when you entered the stores...

Why? I found all of the other consoles with a blink!

>
> --R.J.
> B-)
>
> ////////////////////////////////////|\\
> Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
> -------------------------------------+-----------------------------Lynx up!
> "You weren't chosen because you are the best pilot in the Air Force. You were
> chosen because you are the class clown and frankly, you're expendable."

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3470. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-04 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0401962308120001@metricom09.ucsc.edu>
Source record: 10575

In article <khaley.820776678@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) wrote:

>Hey Sinplop! You want a new thread, I'll start one here.
>
>Did you see the recent January issue of Computer Shopper? They
>have a very nice article titled "Apple gets Bitten". The
>article states that the future of the Mac is in doubt with
>it's marketshare falling from 15% to less than 8% in just
>the last 14 months alone!

Unfortunately for Computer Shopper, Apple's market share wasn't at 15% 14 months ago (I don't think it's ever been higher than maybe 10-11%). They are currently neck-and-neck with Compaq and Dell for percentage of new computer sales (they are third, but the percentage difference between the three is extremely small).

CS is worth reading if you want to bargain shop, but their editorial and columns are crap.

>It also talks about how the company is suffering from mismanagement
>of supplies

This is true. This fall, they had about $1 billion in backorders, due to misprediction of demand for their new line of PCI PowerMacs.

> and that it's move to lisence the hardware to other
>manufacturers is too little, too late.

That remains to be seen. It's a little early to completely discount it.

> They see the trend in
>declining marketshare continuing. Will the Mac be in the same place
>as the ST? Perhaps!

No. The ST died because Atari didn't ever care about supporting it; I think the Tramiel family never learned that computer companies require large R&D budgets or they will inevitably fade away. The only thing that kept the ST going after it became obvious that Atari didn't care was the incredible devotion and loyalty of ST fans, many of whom were willing to keep buying the slow trickle of new designs in hopes that someday the company would wise up.

>Ha! And you bash Atari while the object of your own fantasies goes
>down the tubes?!
>
>You're a real wonder, Sinflop. I never hated Apple before. In fact,
>I enjoyed using Macs. But nowadays, I laugh at every problem Apple

>faces. People who ask me for recommendations on buying PCs nowadays
>and I tell them to stay away from Macs.
>
>And it's all because of you, Peter! See what you have done? Your
>fanaticism is hurting the very company you support!

You're a real wonder. For no other reason than Peter's liking of Apple, you have decided that Apple is scum and root against it. I guess this means that Peter now controls your thoughts; he can simply post support for the inverse of whatever he wants you to believe and you will adopt it wholeheartedly. If that isn't totally irrational fanaticism, I don't know what is. Furthermore, you've revealed to the world that you actually care what Peter thinks of you.

Having observed Peter's posts for some time, I would have to say that he's at least a little strange; I don't know why he feels the need to go into advocacy groups and slug it out. The responses he provokes are much more interesting, though. By no means does he justify the level of hatred that is often directed towards him. He's just a troller, and a particularly inept one at that (most of the time he cannot form a very logical argument, and just bashes). I don't think he even consciously intends to troll, he just gets some form of satisfaction from stirring up flames in advocacy groups. It never fails to surprise me that people fall for it. And when they do, all too often they really fall in the trap, becoming nearly a mirror image of Peter in their quest to oppose him.

>Hilarious!

Indeed.

+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

3471. Re: Why flame Jag? Post facts.

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-05 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4ciadh$1vn@ccshst05.cs.uoguelph.ca>
Source record: 10576

: The bashers keep talking about the Atari layoffs. How extensive were the
: layoffs? How many people are left?

About ten people laid off. More than 100 left.

: What gives?

Competition from Sony and Sega. The stock is rising again though.

: #3 - The Wal*Mart story
: ----------------------
: Does Walmart, or does Walmart NOT carry the Jag? Why don't any of the
: Walmarts here in the Portland/Salem (OR) area carry the Jag?

Some Walmarts carry the Jaguar. It's restricted to the larger
stores in kind of a test run.

: cards hanging as the Sony/Sega systems have. True or false? Are there
: no Atari representatives touring the retailers to set up displays and
: promote their products?

There are reps, but probably not as many as the bigger guys have.

: Negative Jag press is nothing new, but I read in one of the Anti-Atari
: rags that Atari is becoming a software-only company and that the PC will
: be the primary platform they support.

A rumour that has (for now) been stretched out of proportion.

: This could be complete hogwash, or it could be true. True, the SNES and
: Genesis met their greatest success at this price point, but one has to
: admit that the margins must be *very* small on a $99 RETAIL price.

Most companies sell their machines at cost and try to make it up
on software. It seems unlikely that the Jag gas been axed, though Atari
has probably scaled back.

>> Mark <<

--
==
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Suddenly he had the strength of ten grinches plus two!"
==

3472. Re: Sheesh....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-05 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <4cip0t$5cd@news.iesd.auc.dk>
Source record: 10577

In article <1996Jan2.132031.51479@cobra.uni.edu>, sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
> I go on a badly needed R&R and I comback to a near empty area.
>
> I suppose its my duty to start a new thread.
>
> Will the Jag be pulled into heaven by Atari?
>
> Does 3do and Sony rule?

The Sony PlayStation is definitly a coooool console, I've tried it several times - I love it!! :-)

The 3do still sucks however...

> Flames welcome...

:-)

Keep Cool and Flying...

ChainXOR...

// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 36/40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-ROM //
// Running MagiC 4 OS //
// E-Mail: chainxor@control.auc.dk //
// Homepage: http://www.control.auc.dk/~chainxor/ //
// Star Trek rules! //

3473. Re: Sheesh....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-05 00:00:00 UTC
From: kensmall@MCS.COM
Message-ID: <4cjvbo$9od@Mars.mcs.com>
Source record: 10578
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <4cee5u$o8e@ccshst05.cs.uoguelph.ca>,
Mark Rathwell <mrathwel@uoguelph.ca> wrote:
>
>Sony sold 500K units as of last X-Mas. They originally targeted 700K. The

Eh? I haven't heard any numbers yet, except from NGOnline, which
was much higher (and probably overly optimistic). Where did the
500K figure come from?

--
Ken Small
kensmall@mcs.com Death wears a big hat, cuz he's a big bloke.

Magic 8-BALL sez: Outlook good

3474. Re: Does the Jag exist?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-05 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <4cj2vi$kcq@gti.gti.net>
Source record: 10579
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:

: No, I received the Jag brochure when I ordered Lynx titles from Atari way
: back than..
^^^^
!!!! ARRGH. I *HATE* that!

--
Billy D'Augustine, azog@gti.gti.net
"Isn't that cute ... BUT IT'S WRONG!!!!"
http://www.gti.net/azog/

3475. Re: Does the Jag exist?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan5.174414.51550@cobra.uni.edu>
Source record: 10580
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <4cj2vi$kcq@gti.gti.net>, azog@gti.gti.net (azog) writes:
> PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
>
> : No, I received the Jag brochure when I ordered Lynx titles from Atari way
> : back than..
> ^^^^
> !!!! ARRGH. I *HATE* that!

To bad!

>
> --
> Billy D'Augustine, azog@gti.gti.net
> "Isn't that cute ... BUT IT'S WRONG!!!!"
> http://www.gti.net/azog/

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush
Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3476. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-06 00:00:00 UTC
From: mattc@moaner.sps.mot.com
Message-ID: <4ckfta$n2n@talos4.sps.mot.com>
Source record: 10581
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <1996Jan4.193703.51538@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>In article <khaley.820776678@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
>> Hey Sinplop! You want a new thread, I'll start one here.
>>
>> Did you see the recent January issue of Computer Shopper? They
>> have a very nice article titled "Apple gets Bitten". The
>> article states that the future of the Mac is in doubt with
>> it's marketshare falling from 15% to less than 8% in just
>> the last 14 months alone!
>
>Really..Must be based upon a crystal ball reading. According to the recent
>International Data Group and DataQuest Apple's share is above 11%.
>
>>
>> It also talks about how the company is suffering from mismanagement
>> of supplies and that it's move to lisence the hardware to other
>> manufacturers is too little, too late. They see the trend in
>> declining marketshare continuing. Will the Mac be in the same place
>> as the ST? Perhaps!
>
>Really. 20%+ unit growth annual. Mac sales in 1995 amounted to 5 million
>units. Indeed, Apple is in trouble.
>

Peter,

I think you need to re-evaluate Apples situation. Once you do you will see how much trouble they are really in. Their sales are going throught the roof but they are making no money. When you sell everything you can make but have nothing at the bottom line to show for it then you have major problems. Apple can not continue to operate in this mannor. You will see certain product lines dis-continued because they were two expensive to manufacture. Here in Austin TX, Apple has plans to build a huge support complex. It is now on hold. Why ? Because Apple is about to lay off workers that were going to fill that complex.

You can spout sales figures and market share all you want. If the bottom line is in the red then you can expect that to have multiple effect though out the company. One area that Apple is going to hit is R&D. They spend a hugh amout of money on R&D and have been for the last few years but they have only seen marginal return on the expenditure. Their are a lot of products that will never get out of Apples R&D labs due to the above problem. The way I see it. By the end of 1996, Apple will probably merge

will another company.

Regards,

--
Matt Costanza
Motorola Inc - Information Systems
Network Analyst - Site Networks and Computing
Mattc@Moaner.Sps.Mot.Com IRC Nick - Menacer

3477. Re: Does the Jag exist?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-06 00:00:00 UTC
From: blizzard@xmission.com
Message-ID: <4clba6$372@news.xmission.com>
Source record: 10582
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <1996Jan5.174414.51550@cobra.uni.edu>,
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>In article <4cj2vi$kcq@gti.gti.net>, azog@gti.gti.net (azog) writes:
>> PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
>>
>> : No, I received the Jag brochure when I ordered Lynx titles from
Atari way
>> : back than..
>> ^^^^
>> !!!! ARRGH. I *HATE* that!
>
>To bad!
^^
!! ARRGH again! and I *HATE* that!

(Can you make it three in a row Sinflop?)
Your friend, <g>
Curtis J.

3478. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-06 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0601960210450001@metricom02.ucsc.edu>
Source record: 10583

In article <khaley.820849826@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) wrote:

>bwanga@cats.ucsc.edu (Timothy A. Seufert) writes:
>
>Obviously, I touched a nerve with other Apple supporters.

Wrongo.

>Ever hear of the word sarcasm? You seemed to miss the evidence of it
>in my post.

Guess I did; you sounded too much like the average slobbering Usenet moron. My sensitivity to sarcasm on the Net goes down every time some loser posts something like that and means it, which happens all too frequently. My apologies for flaming you.

>And it's
>amazing to me that you would even think I could possibly care what
>that filth-ridden worm thinks of me!

It's a logical consequence of what you posted. Of course, since it was sarcasm, you almost certainly don't care.

```
+-----------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-----------------------------------------------------------+
```

3479. Assistance with an Older atari system....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-06 00:00:00 UTC
From: rob.mcgillen@uoknor.edu
Message-ID: <4cmu5g$18m@norm.uoknor.edu>
Source record: 10584

I am need of some assistance for my elderly grandfather-

He has owned an atari system (the best info. I have is a
Disk OS of 2.0 ????) for approx. 10 years-

Over the holidays, it has mysteriously quit working ....

This is the kind of system that has two cartridge slots
on the main chassis above the keyboard.... an external single/double
density drive and 4 peripheral ports up front for game playing.

The normal boot up process is having a boot cartridge (BASIC) in
a cartridge slot and a 5 1/4" Floppy (single density) in the external
floppy drive.... once booted- any of the programs can be accessed....

At this point... the system boots... but when he goes to run
the programs- nothing works- it does not run any of the software.

I am recalling most of the above from memory-
the last I looked at it was approx. 5 years ago....

Anyway- his "life" is on this machine and being without his
financial records,etc. etc. is really frustrating him...
and at his age, the technical concepts escape him...

I am 2000 miles away.... and will not get a chance to look
at this machine... but he definitely needs help....

I have racked up over 3 hours of long distance bills trying to help to no
avail.....

Help- if you have any suggestions- please drop me a line....

My apologies if this is in the wrong group.... I would appreciate any
and all suggestions, assistance.....

Thanks
Rob Mcgillen
rob.mcgillen@uoknor.edu

3480. Re: Does the Jag exist?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-06 00:00:00 UTC
From: tbird4play@aol.com
Message-ID: <4cm1dg$o3o@newsbf02.news.aol.com>
Source record: 10585
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

I've never seen Petey Sinpoop.

Therefore, he must not exist.

Q.E.D.

_____
\hunderbird

3481. Re: Sheesh....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-06 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4cm7sp$27j@ccshst05.cs.uoguelph.ca>
Source record: 10586
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

```
: Eh? I haven't heard any numbers yet, except from NGOnline, which
: was much higher (and probably overly optimistic). Where did the
: 500K figure come from?

Someone posted a press release or something a few days ago. I'll
see if I can dig it up for you.

>> Mark <<

--
================================================================================
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Suddenly he had the strength of ten grinches plus two!"
================================================================================
```

3482. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-06 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GAFXDAAOUP@cabal.shnet.org>
Source record: 10587

In <x5HF+7U.brimiller@delphi.com> brimiller@delphi.com wrote:
>Java

Java is great, it allows the development of the system independent macro
virus.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3483. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-07 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <4cn8l5$i65@morgoth.sfu.ca>
Source record: 10588

brimiller@delphi.com writes:

>Apple's collapse will make room for newer computer makers devoted to open
>systems. Microsoft's recent Java calamities and rout over errors in
>Windows '95 (and sales well below expectations) continue to boost my
>contention that systems will diversify, not consolidate on a single OS,
>and that multiple file formats will condense into universal ones
>(so that your boss at work, where you telecommute to, doesn't care
>whether your work is done on a Medusa, TT, Falcon, Mac, Amiga, Draco,
>BeBox, or system yet to be invented and marketed).

That's what CHRP is for. So far I think that you can expect ports of BeOS,
MacOS, NT, linux and Solarus. I bet NeXT will pledge support soon, as well.

--

Brian Quinlan
quinlan@sfu.ca

3484. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-07 00:00:00 UTC
From: lordelren@aol.com
Message-ID: <4co98f$jlv@newsbf02.news.aol.com>
Source record: 10589
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

I have been using Macs for close to a decade now; and I like them much better than PC's. My newest Mac is a Power Macintosh 7200/90 with Soft Windows 2.0 (if I ever need to use PC software).

I happy with my Mac and my Jaguar.

3485. Re: Does the Jag exist?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-07 00:00:00 UTC
From: hysteria@gti.gti.net
Message-ID: <4cnpe4$f93@gti.gti.net>
Source record: 10590
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Master of Reality (mor@well.com) wrote:
: Good ol' sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:

: >Well sports fans, I am back from R&R in the Southland. I am surprised I did not
: >see any pro jaggers. However, it felt like being in the Roger and Me flick. I
: >tried to find the elusive Jag but failed. I looked in Claremont, West Covina,
: >Montclair Mall and Ontario. I thought the Jag is widely available in Southern
: >Calif. Looks like Cedar Falls is not alone.

: Hey! Welcome back Peter. It's been hell without you. We've been
: absent-mindedly enjoying Atari Karts, Supercross 3D, Battlemorph and
: Primal Rage lately. I think these new games almost made us forget
: what fun it is to banter nonsensically with the mentally destitute.
: Whew. Enough of the Jaguar, let's all bash Peter now! That's what I
: live for!

Wait. Isn't it obvious that Sinclap harbors a deep desire to purchase the
Jaguar? Apparently, he tried for ages to keep this desire a secret, but
by admitting he was in the store looking for the Jaguar, we now know of
his true intentions to join the growing ranks of happy Jaguar owners
everywhere.

Petey boy, call 1-800-GO-ATARI, and they'll be happy to set you up with a
shiny new Jaguar system. :)

--
Sal Manfredonia (hysteria@gti.net) Heh heh heh! _
\ (=)
"January 1996: I'm gonna rock your world!" -- Lander /|\

3486. Re: Sheesh....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan7.140859.51594@cobra.uni.edu>
Source record: 10591
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <4cm7sp$27j@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Eh? I haven't heard any numbers yet, except from NGOnline, which
> : was much higher (and probably overly optimistic). Where did the
> : 500K figure come from?
>
> Someone posted a press release or something a few days ago. I'll
> see if I can dig it up for you.

I read the same, was not a press release but an article on the video console market. In that same article also stated that only 200,000 Jagflops were sold.

>
> >> Mark <<
>
> --
> ==
> M A R K A R A T H W E L L The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "Suddenly he had the strength of ten grinches plus two!"
> ==

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3487. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan7.135326.51593@cobra.uni.edu>
Source record: 10592

In article <khaley.820850477@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
>>> Did you see the recent January issue of Computer Shopper? They
>>> have a very nice article titled "Apple gets Bitten". The
>>> article states that the future of the Mac is in doubt with
>>> it's marketshare falling from 15% to less than 8% in just
>>> the last 14 months alone!
>
>>Really..Must be based upon a crystal ball reading. According to the recent
>>International Data Group and DataQuest Apple's share is above 11%.
>
> HAHA! Is YOUR data accurate? Computer Shopper's numbers are quoted
> from Dataquest. In denial about the 8% eh, Sinplop? I'll have to
> grab the article, I'll quote it here if I have time to post it.
> Although I'd doubt that it will change your twisted view of reality-
> you see only what you want to see.
>

I don't know what Computer Shopper stated, but DataQuest, IDG and Apple
released press announcements touting the 11% and above share.

>>Really. 20%+ unit growth annual. Mac sales in 1995 amounted to 5 million
>>units. Indeed, Apple is in trouble.
>
> Because their market share is still in decline. The IBM PC platform is
> growing at a much faster rate. Check out software selections... at
> my local Best Buy, IBM software takes up 5 shelves while Apple has less
> than 1/2.
>

How can their share decline when Apple is maintaining the industry growth rate
until their fourth quarter. There is evidence that their growth slowed in the
Christmas quarter due to not having the proper mix of profucts available.

>>> Ha! And you bash Atari while the object of your own fantasies goes
>>> down the tubes?!
>
>>Bashing? No, the truth..
>
> So one person's bashing is truth while another's is lies? That's how it
> is always with you, Peter. It's hilarious to watch your behavior; it's
> a continuous set of contradictions. But, I guess that's why
> you exist, eh? To be the mascot on these groups.

Oh please..

>
> Yeah, you were right, Peter. It was getting quite boring while you
> were gone. We had no one to laugh at.
>

I constantly amused about how you glorify Atari and predicitng revenues based upon figures that you do not have an understanding..My preictions of Atari's handling of the Jag have been right on the nail..

> /Kevin
>
>> Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
>> University of Northern Iowa PowerBook 150
>

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3488. Re: Does the Jag exist?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan7.092818.51589@cobra.uni.edu>
Source record: 10593
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <4cnpe4$f93@gti.gti.net>, hysteria@gti.gti.net (Sal Manfredonia) writes:
> Master of Reality (mor@well.com) wrote:
> : Good ol' sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>
> : >Well sports fans, I am back from R&R in the Southland. I am surprised I did not
> : >see any pro jaggers. However, it felt like being in the Roger and Me flick. I
> : >tried to find the elusive Jag but failed. I looked in Claremont, West Covina,
> : >Montclair Mall and Ontario. I thought the Jag is widely available in Southern
> : >Calif. Looks like Cedar Falls is not alone.
>
> : Hey! Welcome back Peter. It's been hell without you. We've been
> : absent-mindedly enjoying Atari Karts, Supercross 3D, Battlemorph and
> : Primal Rage lately. I think these new games almost made us forget
> : what fun it is to banter nonsensically with the mentally destitute.
> : Whew. Enough of the Jaguar, let's all bash Peter now! That's what I
> : live for!
>
> Wait. Isn't it obvious that Sinclap harbors a deep desire to purchase the
> Jaguar? Apparently, he tried for ages to keep this desire a secret, but
> by admitting he was in the store looking for the Jaguar, we now know of
> his true intentions to join the growing ranks of happy Jaguar owners
> everywhere.

I wanted to see what the hoopla was all about. I also had another reason as
well, shopping for 3do titles.

You have me, I will admitt it that I have a desire for the Jag->....Once the
price of the base console falls to $50, maybe.

>
> Petey boy, call 1-800-GO-ATARI, and they'll be happy to set you up with a
> shiny new Jaguar system. :)

Knowing Atari, I may take a year to get my order. No thanks, Toad may do.
>
>
> --
> Sal Manfredonia (hysteria@gti.net) Heh heh heh! _
> \ (=)
> "January 1996: I'm gonna rock your world!" -- Lander /|\

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3489. Re: Does the Jag exist?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-07 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4cpltt$he9@ccshst05.cs.uoguelph.ca>
Source record: 10594
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

: You have me, I will admitt it that I have a desire for the Jag->....Once the
: price of the base console falls to $50, maybe.

You said the same thing about the $99 Jaguar.

: Knowing Atari, I may take a year to get my order. No thanks, Toad may do.

I guess you haven't ordered from Atari in the last two years?
They've always been super prompt with my Jag, Lynx, and more recent 7800
stuff. And I don't live in the U.S. This is one area Atari has really
improved, IMHO.

>> Mark <<

--
==
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Suddenly he had the strength of ten grinches plus two!"
==

3490. Re: Does the Jag exist?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan7.000407.51587@cobra.uni.edu>
Source record: 10595
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <4clba6$372@news.xmission.com>, blizzard@xmission.com (Curtis J. Hepworth) writes:
> In article <1996Jan5.174414.51550@cobra.uni.edu>,
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>>In article <4cj2vi$kcq@gti.gti.net>, azog@gti.gti.net (azog) writes:
>>> PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
>>>
>>> : No, I received the Jag brochure when I ordered Lynx titles from
> Atari way
>>> : back than..
>>> ^^^^
>>> !!!! ARRGH. I *HATE* that!
>>
>>To bad!
> ^^
> !! ARRGH again! and I *HATE* that!
>
> (Can you make it three in a row Sinflop?)

What be up!!

> Your friend, <g>
> Curtis J.

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3491. Re: Sheesh....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-07 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4cpkss$guc@ccshst05.cs.uoguelph.ca>
Source record: 10596
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

```
: I read the same, was not a press release but an article on the video console
: market. In that same article also stated that only 200,000 Jagflops were sold.

Then forget it's validity. Probably EGM, no doubt.

>> Mark <<

--
================================================================================
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Suddenly he had the strength of ten grinches plus two!"
================================================================================
```

3492. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-07 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <xZOIW35.brimiller@delphi.com>
Source record: 10597

Timothy A. Seufert <bwanga@cats.ucsc.edu> writes:

>Guess I did; you sounded too much like the average slobbering Usenet
>moron. My sensitivity to sarcasm on the Net goes down every time some

Unfortunately, Tim, you've lost again through insults. I still recall the
open system debate where you called me a "jackass" because I noted that
Apple has made it impossible for developers to make an alternative OS
for the Mac.

The simple fact of the matter is, Apple's shipments of Macintoshes have been
primarily low-end systems like Performas, with no margin for the dealer and
less for Apple. High-end PPC systems aren't selling as projected, and in
order to make bigger margins, dealers are steering users away from $1400
Performas with no margin to Packard-Bell and Aptiva systems with greater
margins at a similar price. Apple is now suffering from the ST/Amiga syndrome:
systems growing comparitively more expensive, with smaller sources of software.
Apple has also announced that it expects to post a loss with "material
financial impact" (read: a pretty big loss) due to slow sales of PowerMacs
and inability to supply enough lower-end machines to meet demand. This is
EXACTLY what killed Commodore - A1200's were indeed selling VERY well, even
at the time of liquidation, but Commodore didn't have the resources to
bring production in line with demand. Losses mounted, first small ones,
later, larger ones. Efforts to sell the company failed, and with an inability
to pay its bills due to heavily negative cash flow and credit on the rocks,
they closed.

Apple may not liquidate, but sunny days are not in the forecast for Cupertino.
BR Miller
Boston, MA

3493. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-07 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0701961646220001@metricom23.ucsc.edu>
Source record: 10598

In article <xZOlW35.brimiller@delphi.com>, brimiller@delphi.com wrote:

>Timothy A. Seufert <bwanga@cats.ucsc.edu> writes:
>
>>Guess I did; you sounded too much like the average slobbering Usenet
>>moron. My sensitivity to sarcasm on the Net goes down every time some
>
>Unfortunately, Tim, you've lost again through insults.

I don't buy into the whole concept of losing arguments just because I insulted the opponent. If I refute all your points, and call you a jackass, does that mean I lost? I think not. You may claim such a victory if and only if my entire argument consists of calling somebody a name.

> I still recall the
>open system debate where you called me a "jackass" because I noted that
>Apple has made it impossible for developers to make an alternative OS
>for the Mac.

I called you a jackass because you were acting like one.

>The simple fact of the matter is, Apple's shipments of Macintoshes have been
>primarily low-end systems like Performas, with no margin for the dealer and
>less for Apple.

Here is the list of top selling Macs in December, as reported by the most recent MacWeek.

Nov. Dec. CPUs

1 1 Performa 6300/100 16/1200
2 2 Power Mac 7500/100 16/1000/CD
* 3 PowerBook 5300ce/117 32/1100
4 4 Power Mac 8500/120 16/1000/CD
* 5 Performa 6205CD 8/1000

Note that it isn't until #5, the Performa 6205, that we get a relatively low-cost system. (The 6300/100 sells for well over $2000, and is quite a nice machine; it's got a 100 MHz 603e processor.) In fact, here's how I would rank each one on a touchy-feely scale of high-endness:

1. 6300/100 16/1200 Midrange
2. 7500/100 16/1000/CD High-midrange
3. PB 5300ce/117 32/1100 High-end (>$6000!)
4. 8500/120 16/1000/CD High-end
5. 6205CD 8/1000 Low-end

> High-end PPC systems aren't selling as projected, and in
>order to make bigger margins, dealers are steering users away from $1400
>Performas with no margin to Packard-Bell and Aptiva systems with greater
>margins at a similar price.

Are you kidding me? The PC clone market has very small margins.

> Apple is now suffering from the ST/Amiga syndrome:
>systems growing comparitively more expensive, with smaller sources of software.

Actually, it wasn't until the advent of the PowerMac that Apple started to compete in price/performance. Prior to that, they had underpowered systems with prices that were consistently higher than the PC/clone market. Right now, their model of operation is to bring out new CPUs that have comparable price/performance with good brand-name PC clones *at that moment*, but they don't subsequently cut prices fast enough to keep up with the PC market. I would say this is much better than the pre-PowerMac situation.

As for software - what are you smoking? Yes, the Mac software market is smaller than the PC (always has been), but the same-ol-same-ol major packages continue to be released for both platforms. It is interesting to note that in the games market, more and more of the major PC titles have ports planned or completed, and many games are now coming out for both machines simultaneously (Descent II, for instance). This would seem to indicate better penetration into the home market.

+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

3494. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-07 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4cpkvu$guc@ccshst05.cs.uoguelph.ca>
Source record: 10599

: upon figures that you do not have an understanding..My preictions of Atari's
: handling of the Jag have been right on the nail..

You predicted that Atari themselves would be bankrupt by X-Mas
1995. You also predicted there would never be more than 20 Jaguar games
and that the CD ROM would never come out.

>> Mark <<

--
==========
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Suddenly he had the strength of ten grinches plus two!"
==========

3495. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-08 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <4crmtk$38e@morgoth.sfu.ca>
Source record: 10600

guenther@cabal.shnet.org (Thorsten Guenther) writes:

>Java is great, it allows the development of the system independent macro
>virus.

Without direct access to memory and without access to the file system, how
are you going to write a virus?

--

Brian Quinlan
quinlan@sfu.ca

3496. Need help with installing HD

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-08 00:00:00 UTC
From: khaine@itn.is
Message-ID: <4cs8pj$1eog@itn.is>
Source record: 10601

Could anyone tell me how to install an old Atari drive on the ST, it seems like you need some special drivers but these didn't come with the drive and it doesn't boot up normally. Can't be more specific with this, I know next to nothing about the ST. But since a friend gave me his old ST and Atari-made 20mb hard drive I wanted to see if I could get it up and running.

can anyone help?

3497. software, um eine web-homepage zu gestalten

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-08 00:00:00 UTC
From: tobler3@dial.centralnet.ch
Message-ID: <148tobler3@dial.centralnet.ch>
Source record: 10602

Hi Leute

weiss jemand, obs Software fuer den Atari gibt, um eine WEB-Homepage zu gestalten??

so long,

Rol

--

3498. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-09 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan9.180101.51659@cobra.uni.edu>
Source record: 10603

In article <xZOlW35.brimiller@delphi.com>, brimiller@delphi.com writes:
> Timothy A. Seufert <bwanga@cats.ucsc.edu> writes:
>
>>Guess I did; you sounded too much like the average slobbering Usenet
>>moron. My sensitivity to sarcasm on the Net goes down every time some
>
> Unfortunately, Tim, you've lost again through insults. I still recall the
> open system debate where you called me a "jackass" because I noted that
> Apple has made it impossible for developers to make an alternative OS
> for the Mac.
> ---
> The simple fact of the matter is, Apple's shipments of Macintoshes have been
> primarily low-end systems like Performas, with no margin for the dealer and
> less for Apple. High-end PPC systems aren't selling as projected, and in
> order to make bigger margins, dealers are steering users away from $1400
> Performas with no margin to Packard-Bell and Aptiva systems with greater
> margins at a similar price. Apple is now suffering from the ST/Amiga syndrome:
> systems growing comparitively more expensive, with smaller sources of software.
> Apple has also announced that it expects to post a loss with "material
> financial impact" (read: a pretty big loss) due to slow sales of PowerMacs
> and inability to supply enough lower-end machines to meet demand. This is
> EXACTLY what killed Commodore - A1200's were indeed selling VERY well, even
> at the time of liquidation, but Commodore didn't have the resources to
> bring production in line with demand. Losses mounted, first small ones,
> later, larger ones. Efforts to sell the company failed, and with an inability
> to pay its bills due to heavily negative cash flow and credit on the rocks,
> they closed.

Here we go again.. Apple's sales will be up in the past period. True, Apple's
margins are small in the 20% range, but soo is the Wintel platform. Apple did
not have the right product mix to compensate the low margins due to component
shortages. But, component shortages are no more according to Apple in a press
release and that ALL models will be available in supply according to market
needs this period. Apple is reportedly will lose $11 million for the past
period but may take a $100 million charge to cover layoffs. Apple needs to
redo their business model to compensate for low margins. One target is their
bloated R&D..

> ---
> Apple may not liquidate, but sunny days are not in the forecast for Cupertino.
> BR Miller

According to you..

> Boston, MA

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3499. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-09 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <4cu2oc$st3@news.iesd.auc.dk>
Source record: 10604
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <4co98f$jlv@newsbf02.news.aol.com>, lordelren@aol.com (Lord Elren) writes:
> I have been using Macs for close to a decade now; and I like them much
> better than PC's. My newest Mac is a Power Macintosh 7200/90 with Soft
> Windows 2.0 (if I ever need to use PC software).
>
> I happy with my Mac and my Jaguar.

Now that's quite a dilemma - eh! Peter ???

Will you flame him or love him ?? :-)

Keep Cool and Flying...

ChainXOR...

// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 36/40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-ROM //
// Running MagiC 4 OS //
// E-Mail: chainxor@control.auc.dk //
// Homepage: http://www.control.auc.dk/~chainxor/ //
// Star Trek rules! //

3500. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-09 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan9.180427.51661@cobra.uni.edu>
Source record: 10605

In article <4cpkvu$guc@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : upon figures that you do not have an understanding..My preictions of Atari's
> : handling of the Jag have been right on the nail..
>
> You predicted that Atari themselves would be bankrupt by X-Mas
> 1995. You also predicted there would never be more than 20 Jaguar games
> and that the CD ROM would never come out.

I predicted Atari would be out of money but did not compensate for the Sega extortion money. I never said that Atari would not have 20 titles by X-mas 95. I predicted that Atari would miss the continous market dates for their cdrom.

>
> >> Mark <<
>
> --
> ===
> M A R K A R A T H W E L L The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "Suddenly he had the strength of ten grinches plus two!"
> ===

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3501. Re: Why flame Jag? Post facts.

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-09 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4csk7oeiu1@mhafc.production.compuserve.com>
Source record: 10606

The only thing I can comment on with any assurance is the WalMart thing...

The ONLY WalMart stores that are carrying the Jaguar are their big "megastores" that have integrated grocery sections along with the regular KMart stuff.

Oh.. and yes, Tempest 2000 PC is a reality. It's going to be sold as ShareWare for $29.95 on CD.

I've played the demo (never saw the Jaguar version, but people have been saying that it's virtually identical except there's no "Melt-O-Vision" effects), and my only comment is:

Does the word "Livewire" mean anything to anyone..?

BobR

3502. Re: Sheesh....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-09 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan9.180150.51660@cobra.uni.edu>
Source record: 10607
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <4cpkss$guc@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : I read the same, was not a press release but an article on the video console
> : market. In that same article also stated that only 200,000 Jagflops were sold.
>
> Then forget it's validity. Probably EGM, no doubt.

Newspaper article..

>
> >> Mark <<
>
> --
> ==
> M A R K A R A T H W E L L The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "Suddenly he had the strength of ten grinches plus two!"
> ==

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3503. Re: Sheesh....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-10 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.821288552@gmi.edu>
Source record: 10608
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>> Then forget it's validity. Probably EGM, no doubt.

>Newspaper article..

It was an article focused on Atari's entry into the PC market; they do
not have any experts quoted on the sales figures. Dataquest and others
have estimated the number of Jags sold to be close to 450,000 as of
right now.

Peter, you've been quoting 150,000 and 200,000 figures for the past
8 months now. Use your couple of brain cells for a minute. If sales
were still at this mark, that would mean that 0 Jaguars have
been sold in the last 8 months. Does that make sense? Not really.

/Kevin

> Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
> University of Northern Iowa PowerBook 150

3504. Re: Sheesh....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-10 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4d0o3t$esc@ccshst05.cs.uoguelph.ca>
Source record: 10609
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

: Newspaper article..

Reprint it!

>> Mark <<

==
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Suddenly he had the strength of ten grinches plus two!"
==

3505. Re: Need help with installing HD

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-10 00:00:00 UTC
From: martin@krischik.demon.co.uk
Message-ID: <821323530_OASIS_@krischik.demon.co.uk>
Source record: 10610

In article <4cs8pj$1eog@itn.is>
khaine@itn.is (Ingolfur Arnar Joakimsson) said:-

>Could anyone tell me how to install an old Atari drive on the ST, it seems
>like you need some special drivers but these didn't come with the drive
>and it doesn't boot up normally. Can't be more specific with this, I know
>next to nothing about the ST. But since a friend gave me his old ST and
>Atari-made 20mb hard drive I wanted to see if I could get it up and running.

You need the HD Driver. Now this one should be on the Harddrive itself (the
bootsector will then load it for you). If not, you need a disk which has
got the driver inside its auto folder.

--

Martin Krischik martin@krischik.demon.co.uk
Microsoft should stop making operating systems and concentrate on
Mice, Joysticks and Keyboards.

3506. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-10 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GAKPFBAIUP@cabal.shnet.org>
Source record: 10611

In <4crmtk$38e@morgoth.sfu.ca> Brian Quinlan wrote:

>guenther@cabal.shnet.org (Thorsten Guenther) writes:
>
>>Java is great, it allows the development of the system independent macro
>>virus.
>
>Without direct access to memory and without access to the file system, how
>are you going to write a virus?

Well, I believed Prof. Klaus Brunnstein when he said it was possible.

And I still guess he's enough of an expert on that topic to know what he
speaks about.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3507. Re: Sheesh....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan10.161040.51688@cobra.uni.edu>
Source record: 10612
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <khaley.821288552@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
>>> Then forget it's validity. Probably EGM, no doubt.
>
>>Newspaper article..
>
> It was an article focused on Atari's entry into the PC market; they do
> not have any experts quoted on the sales figures. Dataquest and others
> have estimated the number of Jags sold to be close to 450,000 as of
> right now.
>
> Peter, you've been quoting 150,000 and 200,000 figures for the past
> 8 months now. Use your couple of brain cells for a minute. If sales
> were still at this mark, that would mean that 0 Jaguars have
> been sold in the last 8 months. Does that make sense? Not really.

Why doesn't Atari set the record on unit sales? Sony has...

>
> /Kevin
>
>> Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
>> University of Northern Iowa PowerBook 150
>

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush
Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3508. Re: Does Petey Exist?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-10 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4d0hch$h7v@inca01.inca.co.nz>
Source record: 10613
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

TBird4Play (tbird4play@aol.com) wrote:
> I've never seen Petey Sinpoop.

> Therefore, he must not exist.

> Q.E.D.

Hence the new thread "Does Petey Exist" (TM) (C)

--

Quote For The Month: "I'd horse-whip you if I had a horse"

3509. Re: Need help with installing HD

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-10 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.292.0009335B@cfcsc.dnd.ca>
Source record: 10614

In article <4cs8pj$1eog@itn.is> khaine@itn.is (Ingolfur Arnar Joakimsson) writes:
>Could anyone tell me how to install an old Atari drive on the ST, it seems
>like you need some special drivers but these didn't come with the drive
>and it doesn't boot up normally. Can't be more specific with this, I know
>next to nothing about the ST. But since a friend gave me his old ST and
>Atari-made 20mb hard drive I wanted to see if I could get it up and running.
>can anyone help?

Download the latest Atari (I think it's 5.04) version of hard disk utilities
from Umich /diskutil/hdx504
or Hensa /p074 /p017
good luck.bonne chance

Atari/TOS 4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp
Kenneth Macdonald/ Coinneach Domhnullaich -speaking only for myself
CFCollege, Toronto, Ontario, Canada===Qu&#65533;bec dit oui, Qu&#65533;bec dit non===
ken.macdonald@canrem.com, Qu&#65533;bec, la nation dans le pays du Canada

3510. Re: Sheesh....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan10.160651.51687@cobra.uni.edu>
Source record: 10615
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <4d17d8$or7@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : were still at this mark, that would mean that 0 Jaguars have
> : been sold in the last 8 months. Does that make sense? Not really.
>
> Especially since many stores have been selling out of $99
> Jaguars over the holidays.

Well have to wait what Atari has to say..I am surprised Atari has not announced their total unit sales now that Sony has..

>
> >> Mark <<
>
> --
> ==
> M A R K A R A T H W E L L The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "Suddenly he had the strength of ten grinches plus two!"
> ==

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3511. Re: Sheesh....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan10.230342.51696@cobra.uni.edu>
Source record: 10616
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <4d1qa2$747@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Why doesn't Atari set the record on unit sales? Sony has...
>
> Last April, Atari announced that they had sold 150,000 Jaguars in
> the United States (ie. it is *NOT* a worldwide figure). Your comment that
> the Jaguar has only sold 200K worldwide is really stupid, especially
> when you consider that half of Atari's sales are in Europe, that X-Mas
> just passed and that the Jaguar was reduced to $99. The Jag isn't going
> to touch the PSX, but your figures are still way out of date, given all
> the variables involved.

Last April, that was nine months ago. Why hasn't Atari updated the unit sales recently? By the way what is Toads Web page address?

>
> >> Mark <<
>
>
> --
> ===
> M A R K A R A T H W E L L The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "Suddenly he had the strength of ten grinches plus two!"
> ===

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3512. Re: Sheesh....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-10 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4d17d8$or7@ccshst05.cs.uoguelph.ca>
Source record: 10617
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

```
: were still at this mark, that would mean that 0 Jaguars have
: been sold in the last 8 months. Does that make sense? Not really.

Especially since many stores have been selling out of $99
Jaguars over the holidays.

>> Mark <<

--
================================================================================
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Suddenly he had the strength of ten grinches plus two!"
================================================================================
```

3513. Re: Need help with installing HD

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-10 00:00:00 UTC
From: odierna@oto.ico.olivetti.com
Message-ID: <odierna.33.01A0B553@oto.ico.olivetti.com>
Source record: 10618

In article <4cs8pj$1eog@itn.is> khaine@itn.is (Ingolfur Arnar Joakimsson)
wrote:

>Could anyone tell me how to install an old Atari drive on the ST, it seems
>like you need some special drivers but these didn't come with the drive
>and it doesn't boot up normally. Can't be more specific with this, I know
>next to nothing about the ST. But since a friend gave me his old ST and
>Atari-made 20mb hard drive I wanted to see if I could get it up and running.

>can anyone help?

You need the ATARI Hard Disk Utility floppy with the formatting program
(HDX.PRG) and the driver (AHDI.PRG).

For more info feel free to email me at one of the following address:

odierna@oto.ico.olvetti.com
odierna@mbox.vol.it
odierna@eworld.com

3514. Re: Sheesh....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-11 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4d1qa2$747@ccshst05.cs.uoguelph.ca>
Source record: 10619
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

: Why doesn't Atari set the record on unit sales? Sony has...

Last April, Atari announced that they had sold 150,000 Jaguars in
the United States (ie. it is *NOT* a worldwide figure). Your comment that
the Jaguar has only sold 200K worldwide is really stupid, especially
when you consider that half of Atari's sales are in Europe, that X-Mas
just passed and that the Jaguar was reduced to $99. The Jag isn't going
to touch the PSX, but your figures are still way out of date, given all
the variables involved.

>> Mark <<

--
==
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Suddenly he had the strength of ten grinches plus two!"
==

3515. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-11 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <4d35jd$amf@osiris.wu-wien.ac.at>
Source record: 10620

Brian Quinlan (quinlan@news.sfu.ca) wrote:

Just wanted to put into discussion that the 11% market share seems to be
for the US only. Over here, number below 5% are reported for some areas
of Europe. Considering world wide sales, Apples market share should be
well below 10%. and considering that the markets in Europe and asia have
an enormpus growth potential as compared to the US, and PCs become more
and more popular over here, this isn't good news.
During the last year, several imortnat Mac dealers had to close down over
here. I really have to think my decision for my next computer to be Mac
severely over.

Regards,

Alfred

3516. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-11 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <R9Dn30v.brimiller@delphi.com>
Source record: 10621

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>Here we go again.. Apple's sales will be up in the past period. True, Apple's
>margins are small in the 20% range, but soo is the Wintel platform. Apple did

"Margins of 20%" that translate into atrocious financial results PROMISED by Apple during the biggest sales period of the year? Hardly.

Time to face it, folks, Apple is in fairly dire straits, especially with the downscaling of Mac sections in most every computer store I've been in. I interrupted a sales drone at Computer City "explaining" to a customer that the Macintosh "can't do CD-ROM" as well as the wonderful Packard-Bell Pentium he was trying to sell the poor soul. I asked what he meant by that, and he stated that Mac sales were so poor in the store that it was scaling down software and hardware sales, and that the only people buying Macs at this location were current Mac owners. Of course, the "can't do CD-ROM" was nonsense, but a walk into any Computer City or other computer superstore will show Mac sections (hardware and software) shrinking in favor of PC clones.

I still remember the Commodore enthusiasts who were told by ex-employees that C= was in dire straits despite its "record sales performance" - that it wasn't ready for PC clones. Three years later, they proved right. How, Mr. Sinclair, is Apple going to rescue itself from these doldrums in computer superstores and other retail locations? How is it going to explain the Christmas season losses?

Apple's current situation reminds me of the lesson we Atari people have known all along - putting faith in a single company to "do the right thing" is fatal. Now that TOS and the hardware are in the hands of multiple hardware and software companies, there will always be a market for us. Who knows about Mac. . .

BR Miller
Boston, MA

3517. Re: software, um eine web-homepage zu gestalten

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-11 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <R9MG3Gs.brimiller@delphi.com>
Source record: 10622

Roland Tobler <tobler3@dial.centralnet.ch> writes:

>Hi Leute
>
>weiss jemand, obs Software fuer den Atari gibt, um eine WEB-Homepage zu
>gestalten??
>
>so long,
>
>Rol

http://www.toad.net/

3518. Re: Sheesh....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-11 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <4d35r3$amf@osiris.wu-wien.ac.at>
Source record: 10623
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : Why doesn't Atari set the record on unit sales? Sony has...

: Last April, Atari announced that they had sold 150,000 Jaguars in
: the United States (ie. it is *NOT* a worldwide figure). Your comment that
: the Jaguar has only sold 200K worldwide is really stupid, especially
: when you consider that half of Atari's sales are in Europe, that X-Mas

Why do you insist on that? I told you, and you can ask any die hard Atari
fan in Germany, France, austria, etc...
ATARI SALES IN EUROPE ARE MINISCULE TO NON EXISTANT.
Simply, because there are only some couple of small shops that still have
sth with "atari" on it.

: just passed and that the Jaguar was reduced to $99. The Jag isn't going
: to touch the PSX, but your figures are still way out of date, given all
: the variables involved.

: >> Mark <<

: --
: ===
: M A R K A R A T H W E L L The University Of Guelph
: mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

: "Suddenly he had the strength of ten grinches plus two!"
: ===

3519. Re: Sheesh....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-11 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4d398u$1oc@ccshst05.cs.uoguelph.ca>
Source record: 10624
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

```
: Why do you insist on that? I told you, and you can ask any die hard Atari
: fan in Germany, France, austria, etc...
: ATARI SALES IN EUROPE ARE MINISCULE TO NON EXISTANT.

And looking at Atari's company reports, I see that nearly half of Atari's
sales are in Europe.

>> Mark <<

--
================================================================================
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Suddenly he had the strength of ten grinches plus two!"
================================================================================
```

3520. Re: Sheesh....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-12 00:00:00 UTC
From: mpawlett@atcon.com
Message-ID: <4d4o33$v6t@thor.atcon.com>
Source record: 10625
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

kensmall@MCS.COM (Ken Small) wrote:

>In article <4cee5u$o8e@ccshst05.cs.uoguelph.ca>,
>Mark Rathwell <mrathwel@uoguelph.ca> wrote:
>>
>>Sony sold 500K units as of last X-Mas. They originally targeted 700K. The

>Eh? I haven't heard any numbers yet, except from NGOnline, which
>was much higher (and probably overly optimistic). Where did the
>500K figure come from?

According to IGO, Sony sold 800,000 (whereas Sega only sold 400,000)

-Murray Pawlett mpawlett@atcon.com

3521. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan12.181046.51747@cobra.uni.edu>
Source record: 10626
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <R9Dn30v.brimiller@delphi.com>, brimiller@delphi.com writes:
> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>
>>Here we go again.. Apple's sales will be up in the past period. True, Apple's
>>margins are small in the 20% range, but soo is the Wintel platform. Apple did
>
> "Margins of 20%" that translate into atrocious financial results PROMISED by
> Apple during the biggest sales period of the year? Hardly.

Yes, Apple screwed up..But management will take the necessary steps to shore up
the margins. Expect the plans next Wednesday.

> ---
> Time to face it, folks, Apple is in fairly dire straits, especially with the
> downscaling of Mac sections in most every computer store I've been in. I
> interrupted a sales drone at Computer City "explaining" to a customer that
> the Macintosh "can't do CD-ROM" as well as the wonderful Packard-Bell Pentium
> he was trying to sell the poor soul. I asked what he meant by that, and
> he stated that Mac sales were so poor in the store that it was scaling down
> software and hardware sales, and that the only people buying Macs at this
> location were current Mac owners. Of course, the "can't do CD-ROM" was
> nonsense, but a walk into any Computer City or other computer superstore
> will show Mac sections (hardware and software) shrinking in favor of PC
> clones.

Really, in contrast with the increased sections at the Best Buy's I have been
in as well as the local Software Etc..However, most Mac users buy from the
big three; MacConnection, MacWarehouse and MacZone. I have yet to purchase at
my local Software ETC, unless their prices are in line with the Big Three.

This I don't get.."Only people buying Macs are current owners" Isn't that true
with PC users as well?

> ---
> I still remember the Commodore enthusiasts who were told by ex-employees that
> C= was in dire straits despite its "record sales performance" - that it
> wasn't ready for PC clones. Three years later, they proved right. How,
> Mr. Sinclair, is Apple going to rescue itself from these doldrums in computer
> superstores and other retail locations? How is it going to explain the
> Christmas season losses?

He he he he he..I remember this going back to 1981...Commodore's situation was
vastly different than Apple's current woes. C= was in heavly debt and had no
money to pay back their creditors. Suppliers who were owed money from previous
years refused to provide component parts on credit to C=. Apple has hardly any

debt and component shortages for their higher margin products have eased considerably. C='s record sales were somewhat exagerated with huge supplies of Amiga 600..

> ---
> Apple's current situation reminds me of the lesson we Atari people have known
> all along - putting faith in a single company to "do the right thing" is
> fatal. Now that TOS and the hardware are in the hands of multiple
> hardware and software companies, there will always be a market for us. Who
> knows about Mac.

We Mac people are not in the same situation. We can choose from Radius, Umax, SuperMac(soon), DayStar and PowerComputing.
. .
> ---
> BR Miller
> Boston, MA

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3522. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-13 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4d8tc8$b27@julie.teleport.com>
Source record: 10627
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my new Web Page for Bravo Sierra Computers. Resellers of fine New and Used Atari Goods. My Web Address is below. On-Line Catalogs that you can View and Contact me via my Web Page!

WWW: http://www.teleport.com/~bensmith/bscomputers.shtml Bravo's Atari Store

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com WWW:
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo's Atari Store

3523. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-13 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.821570548@gmi.edu>
Source record: 10628

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>needs this period. Apple is reportedly will lose $11 million for the past
>period but may take a $100 million charge to cover layoffs.

NOT! See below.

>> Apple
>> may not liquidate, but sunny days are not in the forecast for Cupertino.

>According to you..

What dream world are you living in, dork? Check this out:

--- begin press release ---

CUPERTINO, California--January 10, 1996--Apple Computer, Inc. today said that it has completed a preliminary review of its financial results for its first fiscal quarter which ended December 29, 1995. The Company stated that while unit shipments and revenues increased, compared to the same quarter a year ago, gross margins declined significantly, resulting in an operating loss for the Company. Apple had disclosed on December 15, 1995 that unit shipments, revenues and gross margins were not meeting internal expectations, and a loss could result if the trend continued.

For the quarter, unit shipments increased 12% over the year-ago quarter and revenues increased 11%. However, gross margins dropped to approximately 15% compared to 20.7% last quarter and 28.7% in the year-ago quarter. The Company's net sales and gross margins as a percentage of sales were both below the Company's internal projections, and as a result, the Company now expects to record a net operating loss of approximately $68 million after taxes, or $.55 per share before restructuring charges.

The Company is evaluating the quarter's results closely while it undertakes a thorough review of its operations. Among the actions the Company will take is a restructuring of its business, and record a related charge against earnings in the final first quarter financial results. The Company will be prepared to discuss the details of its financial results as well as the initial phase of its restructuring when it announces first quarter results on January 17, 1996.

The Company attributed the shortfall in gross margins and operating profits to price reductions the Company implemented in response to intense price competitiveness in the personal computer industry, especially in Japan, as well as inventory adjustments of approximately $80 million before taxes to reflect current pricing pressures.

"We are obviously disappointed about the results for the quarter and are taking actions to meet our challenges," said Michael Spindler, Apple's chief executive officer. "It is our top priority to return the Company to profitability and provide value to shareholders.

[spin doctoring from Spindler deleted]

* Source: JD Power and Associates, 1995, Desktop personal computer, end user satisfaction study and CI Infocorp. 1995 brand loyalty study.

--- end press release ---

/Kevin

> Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
> Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

Hey Peter! Didn't you get the Goldstar 3DO? Ha! Goldstar is dropping their 3DO! The $199 price was liquidation after all! You flame people about them choosing the Jaguar system while your own choice is going down the tubes. No upgrade path for you, Sindork.

3524. Re: Sheesh....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan14.150915.51770@cobra.uni.edu>
Source record: 10629
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <4db3sc$68s@daryl.scsn.net>, rik@ns2 writes:
> mrathwel@uoguelph.ca (Mark Rathwell) wrote:
>
>>: were still at this mark, that would mean that 0 Jaguars have
>>: been sold in the last 8 months. Does that make sense? Not really.
>
>> Especially since many stores have been selling out of $99
>>Jaguars over the holidays.
>
> Not too hard, considering most stores only keep one Jag in stock.

ROTFLMAO!!!

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush
Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3525. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan14.124308.51766@cobra.uni.edu>
Source record: 10630

In article <khaley.821570548@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
>>needs this period. Apple is reportedly will lose $11 million for the past
>>period but may take a $100 million charge to cover layoffs.
>
> NOT! See below.
>
>>> Apple
>>> may not liquidate, but sunny days are not in the forecast for Cupertino.
>
>>According to you..
>
> What dream world are you living in, dork? Check this out:

You should answer your own..Getting personal I see. Its different with Atari when the firm has contious losses quarter after quarter, but when Apple has temporary woes, its gloom and doom. Apple is a $12 BILLION firm. $68 million is nothing. And management is making the appropriate steps to get back into the black..

>
> --- begin press release ---
>
> CUPERTINO, California--January 10, 1996--Apple Computer, Inc. today said
> that it has completed a preliminary review of its financial results for
> its first fiscal quarter which ended December 29, 1995. The Company
> stated that while unit shipments and revenues increased, compared to the
> same quarter a year ago, gross margins declined significantly, resulting
> in an operating loss for the Company. Apple had disclosed on December 15,
> 1995 that unit shipments, revenues and gross margins were not meeting
> internal expectations, and a loss could result if the trend continued.
>
> For the quarter, unit shipments increased 12% over the year-ago quarter
> and revenues increased 11%. However, gross margins dropped to
> approximately 15% compared to 20.7% last quarter and 28.7% in the
> year-ago quarter. The Company's net sales and gross margins as a
> percentage of sales were both below the Company's internal projections,
> and as a result, the Company now expects to record a net operating loss
> of approximately $68 million after taxes, or $.55 per share before
> restructuring charges.
>
> The Company is evaluating the quarter's results closely while it
> undertakes a thorough review of its operations. Among the actions the
> Company will take is a restructuring of its business, and record a

> related charge against earnings in the final first quarter financial
> results. The Company will be prepared to discuss the details of its
> financial results as well as the initial phase of its restructuring when
> it announces first quarter results on January 17, 1996.
>
> The Company attributed the shortfall in gross margins and operating
> profits to price reductions the Company implemented in response to
> intense price competitiveness in the personal computer industry,
> especially in Japan, as well as inventory adjustments of approximately
> $80 million before taxes to reflect current pricing pressures.
>
> "We are obviously disappointed about the results for the quarter and are
> taking actions to meet our challenges," said Michael Spindler, Apple's
> chief executive officer. "It is our top priority to return the Company to
> profitability and provide value to shareholders.
>
> [spin doctoring from Spindler deleted]
>
> * Source: JD Power and Associates, 1995, Desktop personal computer, end
> user satisfaction study and CI Infocorp. 1995 brand loyalty study.
>
> --- end press release ---
>
> /Kevin
>
>> Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
>> Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-
>
> Hey Peter! Didn't you get the Goldstar 3DO? Ha! Goldstar is
> dropping their 3DO! The $199 price was liquidation after all!
> You flame people about them choosing the Jaguar system while your
> own choice is going down the tubes. No upgrade path for you,
> Sindork.

Goldstar has stopped producing their 32 bit console because current
inventory will last until M2 comes out. I am happy with the $199 GoldStar with
two awesome titles. Plus Panasonic will stop production of their 32 bit console
soon to make room for M2 as well. I could say that Atari is liquidating the
Jag because of the new lower price. No upgrade? I may have one because
Panasonic has invested $100 million plus in M2, I am sure they want to recoup
their investment. Time will tell. No upgrade path to Jagflop II for you,
Kevindork..
>
>
>
Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3526. Re: Sheesh....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-14 00:00:00 UTC
From: rik@ns2
Message-ID: <4db3sc$68s@daryl.scsn.net>
Source record: 10631
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

mrathwel@uoguelph.ca (Mark Rathwell) wrote:

>: were still at this mark, that would mean that 0 Jaguars have
>: been sold in the last 8 months. Does that make sense? Not really.

> Especially since many stores have been selling out of $99
>Jaguars over the holidays.

Not too hard, considering most stores only keep one Jag in stock.

3527. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-15 00:00:00 UTC
From: toadeatr@ix.netcom.com
Message-ID: <30fa2987.10322549@nntp.ix.netcom.com>
Source record: 10632
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:

>Really, in contrast with the increased sections at the Best Buy's I have been
>in as well as the local Software Etc..However, most Mac users buy from the
>big three; MacConnection, MacWarehouse and MacZone. I have yet to purchase at
>my local Software ETC, unless their prices are in line with the Big Three.

I thought they were called PC Connection, PC Warehouse & PC Zone? It's
funny but that's the catalogs I get at my job. These Mac versions
must be some boiler-room operation. ;^)

>This I don't get.."Only people buying Macs are current owners" Isn't that true
>with PC users as well?

Yeah, and with 80x86-based Unix users as well.

>> I still remember the Commodore enthusiasts who were told by ex-employees that
>> C= was in dire straits despite its "record sales performance" - that it
>> wasn't ready for PC clones. Three years later, they proved right. How,
>> Mr. Sinclair, is Apple going to rescue itself from these doldrums in computer
>> superstores and other retail locations? How is it going to explain the
>> Christmas season losses?

They're going to join C= that's how and hold a 1 year long auction in
which some German company will buy them.

>He he he he he..I remember this going back to 1981...Commodore's situation was
>vastly different than Apple's current woes. C= was in heavly debt and had no
>money to pay back their creditors. Suppliers who were owed money from previous
>years refused to provide component parts on credit to C=. Apple has hardly any
>debt and component shortages for their higher margin products have eased
>considerably. C='s record sales were somewhat exagerated with huge supplies of
>Amiga 600..

Apple's problem is keeping prices down. It's about equivalent to C='s
situation. Well anyway, C= went out of business and the Amiga was
bought by someone else and is starting up again, the same thing could
happen to Apple. It would be good to see an advanced OS come out
from a new owner. Maybe then I'd get a Mac too.

>> Apple's current situation reminds me of the lesson we Atari people have known
>> all along - putting faith in a single company to "do the right thing" is
>> fatal. Now that TOS and the hardware are in the hands of multiple
>> hardware and software companies, there will always be a market for us. Who
>> knows about Mac.

Once again, the Amiga was dead for over a year & now it's back in
business. Who knows what will happen? Maybe Bill Gates will get hit by
a truck, that would solve alot of problems.

>We Mac people are not in the same situation. We can choose from Radius, Umax,
>SuperMac(soon), DayStar and PowerComputing.

This doesn't help Apple itself out much.

++
+ Send $5 to stash@escape.com for complete signature +
++
Disclaimer: I am sovereign entity on the world-wide network known
as the internet. This network is not controlled by the whims of
any government, judicial or law enforcement organization. As a
sovereign I am granted complete and universal freedom of speech
as defined by my own beliefs. I shall not be held accountable for
any actions or information transmitted on this network by anyone
for any reason at any time. P.S. Windoze - the world's most
profitable joke.

3528. Re: Why flame Jag? Post facts.

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-15 00:00:00 UTC
From: jgoebel@olivet.edu
Message-ID: <4de90j$iij@cougar.olivet.edu>
Source record: 10633

James Wood <jamesw@PEAK.ORG> wrote:

>These could be just BS rumors, but if they are all considered together,
>each rumor seems to reinforce the others. I hear Tempest 2000 is coming
>out on PC????

>Food for comment....

>James

If you go to www.atari.com they have a demo of Tempest 2000 for the
PC ready for download.. it's great!

3529. Will the Jag become the next SNES?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-15 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan15.170959.51802@cobra.uni.edu>
Source record: 10634

Now that the Jag is $99, will the Jag become the next Nintendo SNES? What titles will make the Jag excel and the buying public to take notice?

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3530. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-15 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <4ddp0v$of7@news.iesd.auc.dk>
Source record: 10635

In article <4d35jd$amf@osiris.wu-wien.ac.at>, h9250467@idefix.wu-wien.ac.at (Alfred Radauer) writes:
> Brian Quinlan (quinlan@news.sfu.ca) wrote:
>
>
> Just wanted to put into discussion that the 11% market share seems to be
> for the US only. Over here, number below 5% are reported for some areas
> of Europe. Considering world wide sales, Apples market share should be
> well below 10%. and considering that the markets in Europe and asia have
> an enormpus growth potential as compared to the US, and PCs become more
> and more popular over here, this isn't good news.
> During the last year, several imortnat Mac dealers had to close down over
> here. I really have to think my decision for my next computer to be Mac
> severely over.

I'm afraid you're right. I have sensed the same here in Denmark.

I'll stick with my Falcon, and maybe buy a PC later on.

I'll NEVER sell my Falcon though.

Keep Cool and Flying...

ChainXOR...

// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 36/40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-ROM //
// Running MagiC 4 OS //
// E-Mail: chainxor@control.auc.dk //
// Homepage: http://www.control.auc.dk/~chainxor/ //
// Star Trek rules! //

3531. Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-16 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan16.230309.51828@cobra.uni.edu>
Source record: 10489
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

According to MMWIRE, Atari will ship 75,000 Jags in 1996 down from 200,000 in 1995. Looks like Atari is letting the Jag die an agonizing death. You figure with a $99 price tag, would fly off the shelf. Even Don Thomas stated that Jag fans should get the word out to their friends about what a wonderful console the Jag is. Even Sam Tramiel also stated that durring the ST era. You know what happened!! Looks like Atari will give up or curtail Jag advertisement. I see shades of the Lynx, ST, Mega ST, Stacy, TT/030, Portfolio, Falcon and now the Jag...

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3532. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-16 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan16.230930.51829@cobra.uni.edu>
Source record: 10490

In article <khaley.821809611@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
>>You should answer your own..Getting personal I see. Its different with Atari
>>when the firm has contious losses quarter after quarter, but when Apple has
>>temporary woes, its gloom and doom. Apple is a $12 BILLION firm. $68
>>million is nothing. And management is making the appropriate steps to get back
>>into the black..
>
> You wish... Apple is dead! GET OVER IT!

You are right, Apple is dead.....-> I guess my next PowerMac will come from
PowerComputing or Umac or Pioneer or Bandai or Radius or Digital DayStar or
others on the way!

>
>>> Hey Peter! Didn't you get the Goldstar 3DO? Ha! Goldstar is
>>> dropping their 3DO! The $199 price was liquidation after all!
>>> You flame people about them choosing the Jaguar system while your
>>> own choice is going down the tubes. No upgrade path for you,
>>> Sindork.
>
>>Goldstar has stopped producing their 32 bit console because current
>>inventory will last until M2 comes out. I am happy with the $199 GoldStar with
>>two awesome titles. Plus Panasonic will stop production of their 32 bit console
>>soon to make room for M2 as well.
>
> More denial. Can't accept the truth, can you?

Accept what? Like Atari has given up on the Jag!!
>
>> I could say that Atari is liquidating the
>>Jag because of the new lower price. No upgrade? I may have one because
>>Panasonic has invested $100 million plus in M2, I am sure they want to recoup
>>their investment. Time will tell. No upgrade path to Jagflop II for you,
>>Kevindork..
>
> Heh heh heh! You seem a little disturbed, Petey! What's wrong?
> I've never seen you worked up like this before. It's really
> frustrating to deal with your own logic, isn't it?
>

He he he he he..According to MMWIRE, Atari will ship the $99 Jag in 1996 down
from 200,000 in 1995. Reduce the price and the bottom falls..Its pathetic that
a $99 16 bit console is kicking the $99 Jag in the ass!!

> /Kevinflop
>
>> Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
>> University of Northern Iowa PowerBook 150

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3533. Jag advertising

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-16 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4dg8oa$ihr@inca01.inca.co.nz>
Source record: 10491

Here's an idea for advertising the Jag that I bet Atari wont take up.

Get a group of people together, and have them talk about what great new things thay have just bought.

One says "Nintendo", another "Sega"...

Then have one say "I just bought a Jag".

Fade to image of person driving Jaguar car, and then back to group.

Group looks enviously at Jag owner.

(Hey, it'll work well for the highly class-oriented, "I'm better than my neighbour" Americans).

And there is a tie-in to a "buy a Jag and win the car" promo that Americans are so fond of.

{ Okay, you can stop laughing at that idea now }

--

Quote For The Month: "I'd horse-whip you if I had a horse"

3534. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-16 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.821809611@gmi.edu>
Source record: 10636

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>You should answer your own..Getting personal I see. Its different with Atari
>when the firm has contious losses quarter after quarter, but when Apple has
>temporary woes, its gloom and doom. Apple is a $12 BILLION firm. $68
>million is nothing. And management is making the appropriate steps to get back
>into the black..

You wish... Apple is dead! GET OVER IT!

>> Hey Peter! Didn't you get the Goldstar 3DO? Ha! Goldstar is
>> dropping their 3DO! The $199 price was liquidation after all!
>> You flame people about them choosing the Jaguar system while your
>> own choice is going down the tubes. No upgrade path for you,
>> Sindork.

>Goldstar has stopped producing their 32 bit console because current
>inventory will last until M2 comes out. I am happy with the $199 GoldStar with
>two awesome titles. Plus Panasonic will stop production of their 32 bit console
>soon to make room for M2 as well.

More denial. Can't accept the truth, can you?

> I could say that Atari is liquidating the
>Jag because of the new lower price. No upgrade? I may have one because
>Panasonic has invested $100 million plus in M2, I am sure they want to recoup
>their investment. Time will tell. No upgrade path to Jagflop II for you,
>Kevindork..

Heh heh heh! You seem a little disturbed, Petey! What's wrong?
I've never seen you worked up like this before. It's really
frustrating to deal with your own logic, isn't it?

/Kevinflop

> Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
> University of Northern Iowa PowerBook 150

3535. Re: Will the Jag become the next SNES?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-16 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4df352$foh@ccshst05.cs.uoguelph.ca>
Source record: 10637

: Now that the Jag is $99, will the Jag become the next Nintendo SNES?

Nope. They kinda need Nintendo's marketing muscle to do that.

What
: titles will make the Jag excel and the buying public to take notice?

NBA Jam TE, Aliens Vs. Predator, Rayman, Mortal Kombat 3, Phase
Zero, Fight For Life, Primal Rage, Battlemorph, Dragon's Lair,
Hoverstrike CD, Myst and quite a few others are looking good.

>> Mark <<

--
==
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Suddenly he had the strength of ten grinches plus two!"
==

3536. Re: Will the Jag become the next SNES?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-16 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan16.172515.51825@cobra.uni.edu>
Source record: 10638

In article <4df352$foh@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Now that the Jag is $99, will the Jag become the next Nintendo SNES?
>
> Nope. They kinda need Nintendo's marketing muscle to do that.
>
> What
> : titles will make the Jag excel and the buying public to take notice?
>
> NBA Jam TE, Aliens Vs. Predator, Rayman, Mortal Kombat 3, Phase
> Zero, Fight For Life, Primal Rage, Battlemorph, Dragon's Lair,
> Hoverstrike CD, Myst and quite a few others are looking good.

How much do these titles cost? Cheapest mailorder?

>
> >> Mark <<
>
> --
> ==
> M A R K A R A T H W E L L The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> "Suddenly he had the strength of ten grinches plus two!"
> ==

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3537. Re: Will the Jag become the next SNES?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-17 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4dhj6u$5to@ccshst05.cs.uoguelph.ca>
Source record: 10492

```
: > NBA Jam TE, Aliens Vs. Predator, Rayman, Mortal Kombat 3, Phase
: > Zero, Fight For Life, Primal Rage, Battlemorph, Dragon's Lair,
: > Hoverstrike CD, Myst and quite a few others are looking good.

: How much do these titles cost? Cheapest mailorder?

It really depends where you shop. About ten minutes from my house
is an Electronic Boutiques which sells games at various prices (same for
all systems). Older games like Dino Dudes and Trevur McFurr go for around
$20. Next up are games like Kasumi Ninja, Wolfenstein 3-D, Val Di'Sierre
Skiing which go for $30. After that, some of the older 3rd party games
such as Syndicate, Theme Park, Flashback and Cannon Fodder go for $35 to
$50. Rayman is $55, and it goes up from there. The newer games go for
about $78 and this includes the latest releases as well as CD-ROM games.
The most expensive games are the TWI games which go for $90. <prices in
Canadian dollars>

As for mail-order, Bits-o-Fun and Chips & Bits supposedly both
have good prices. I've never had to mail-order, so I wouldn't know for sure.

>> Mark <<

--
================================================================================
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Suddenly he had the strength of ten grinches plus two!"
================================================================================
```

3538. Re: Sheesh....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-17 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4dhssflun1@mhafn.production.compuserve.com>
Source record: 10493
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

Actually, Atari just released some figures...

They "sold though" 150,000 Jaguars in 1995 (that means actually bought by consumers).

The total number sold to stores in 1995 was 200,000.

Atari expects to sell 75,000 Jaguars during 1996.

BobR

3539. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-17 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4djbr9$3vl@ccshst05.cs.uoguelph.ca>
Source record: 10494

: Accept what? Like Atari has given up on the Jag!!

If they had, there would be no new Jaguar games coming out, no
new Jags manufactured, no advertisements in mags and on TV.

: He he he he he..According to MMWIRE, Atari will ship the $99 Jag in 1996 down
: from 200,000 in 1995. Reduce the price and the bottom falls..Its pathetic that
: a $99 16 bit console is kicking the $99 Jag in the ass!!

Petey ... the Sega Genesis which is supposedly a dying machine
sold more units last year than all the next generation machines put
together.

>> Mark <<

--
==
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

If you ...

Have ever taken a fishing pole to Sea World,
Own a home that's mobile and four cars that aren't,
Have a mother who's Christmas list contains the word "ammo",

... you might be a REDNECK!
==

3540. Re: Sheesh....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-17 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4djbv7$3vl@ccshst05.cs.uoguelph.ca>
Source record: 10495
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

: They "sold though" 150,000 Jaguars in 1995 (that means actually bought by
: consumers).

These are US figures, so that would put the overall base of the
Jaguar pretty close to what analysts predicted ... 450K. They had sold
about 130K in the US as of January 1, 1995, plus another 80K in Europe
around the same time. That equals 380K sold, not counting what machines
have been sold in Europe this year. 450K sounds about right.

>> Mark <<

--
==
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

If you ...

Have ever taken a fishing pole to Sea World,
Own a home that's mobile and four cars that aren't,
Have a mother who's Christmas list contains the word "ammo",

... you might be a REDNECK!
==

3541. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-18 00:00:00 UTC
From: Clinton Keith <clint@angel.com>
Message-ID: <4dm0bf$ggs@news.cerf.net>
Source record: 10496
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>According to MMWIRE, Atari will ship 75,000 Jags in 1996 down from 200,000 in
>1995. Looks like Atari is letting the Jag die an agonizing death. You figure
>with a $99 price tag, would fly off the shelf.

Atari just announced that they are leaving the video game business.
Completely.

3542. Ted Hoff on Atari in Press article..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan18.122246.51852@cobra.uni.edu>
Source record: 10497
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

To the Jagownersindenial, read below..

Copyright 1996 Daily Variety Ltd.
All Rights Reserved

Daily Variety

January 18, 1996 Thursday

SECTION: NEWS; Pg. 42

LENGTH: 330 words

HEADLINE: Atari topper Hoff ankles following layoffs of 20

BYLINE: KATHARINE STALTER

BODY:
Atari Corp. president of North American operations Ted Hoff ankled his post
Wednesday, following layoffs of 20 employees and amid reports that the company is liquidating its videogame assets. Those assets include Jaguar, Jaguar CD, and
According to a report that first appeared in Bethesda, Md.-based Multimedia
Wire, Jack Tramiel, who purchased Atari from Warner Communications in 1985, plans to use $ 50 million in cash currently tied up in Atari to make an investment in a computer hardware firm.

Sources close to the company said lack of interest in the business on the part of Tramiel and his family -- not lackluster sales -- is behind the move.

Hoff told Daily Variety he resigned because of the direction the company was taking with the layoffs: "It was an indication that Atari's long-term intentions
were not to continue in pursuit of videogame developing or publishing, neither for Jaguar nor Atari Interactive."

Hoff said the layoffs include staffers from the engineering, testing, production, customer service, marketing, merchandising and advertising areas.

Those left, he said, don't constitute "the ranks you would need to continue in the videogame industry."

Before joining Atari in June, Hoff had been VP and general manager of Fox
Atari chief financial officer August Liguori denied any assets are being

liquidated. "We're not going out of the videogame business. We have $ 50 million, and we're going to continue making strategic investments and developing
and publishing for all our platforms," he said.

But sources said it's unlikely that development deals already under way will proceed, and said the Jaguar vidgame hardware and CDs no longer are being manufactured. In addition, sources said, Atari plans to vacate its office space by the end of next month, and its warehouse must be emptied by the end of April.

LANGUAGE: ENGLISH

LOAD-DATE: January 18, 1996

Daily Variety, January 18, 1996

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3543. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-18 00:00:00 UTC
From: Clinton Keith <clint@angel.com>
Message-ID: <4dmf3l$rur@news.cerf.net>
Source record: 10498
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

I wrote:
> Atari just announced that they are leaving the video game business.
> Completely.

Which is mistaken. Apparently this was not an announcement, but
rumours that have been published in some prominent places. The
reports have indicated that this information comes from company
sources. Atari's rebuttal is located at: http://www.imagine-inc.com/ng/

Time will tell.

3544. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan18.202852.51863@cobra.uni.edu>
Source record: 10499

In article <4dm4p5$hsf@newsbf02.news.aol.com>, tbird4play@aol.com (TBird4Play) writes:
> In article <4dm0bf$ggs@news.cerf.net>, Clinton Keith <clint@angel.com>
> writes:
>
>>Atari just announced that they are leaving the video game business.
>>Completely.
>
> Atari did no such thing. "Rumors" are not "Announcments".
>
> In fact, they "announced" that they vehemently denied these viscious
> rumors.
>
> My feeling on the matter is that whoever was responsible for spreading the
> "Atari to drop Jaguar" rumors a few weeks back was outraged that their
> sabotage didn't destroy Atari, so they took advantage of the recent
> resignation of Ted Hoff and made a more viscious rumor...
>
Jesus.....Are you so in denial?

Ted Hoff who was recently interviewed after he left Atari stated that the
people remaining after the layoffs do not constitute a company remaining in the
video game market. Atari fired engineers, game testers and support people.

> ___________________
> \hunderbird

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush
Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3545. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan18.203411.51864@cobra.uni.edu>
Source record: 10500

In article <khaley.821994590@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
>>He he he he he..According to MMWIRE, Atari will ship the $99 Jag in 1996 down
>>from 200,000 in 1995. Reduce the price and the bottom falls..Its pathetic that
>>a $99 16 bit console is kicking the $99 Jag in the ass!!
>
> This statement proves that you have absolutely no understanding
> whatsoever of market economics. Tell me, Peter, which will sell
> better:

Atari had many opportunities to make the ST, Lynx and the Jag a success.
Intuit, the publishers of Quicken with the fraction of resources successfuly
took on Microsoft and clobbered MS Money.

>
> A. A game console priced at $99 with a huge advertising presence,
> a cash-rich company to back it up, and stocked in every single
> mass market location across North America;
>
> OR
>
> B. A game console priced at $99 with a nonexistant advertising
> presence, backed by a company with little cash and few resources,
> and stocked only in small retail chains and specialty stores.

Atari burned to many bridges with retailers in the past and who presently
refuse to deal with Atari and the Jag.
>
> Considering this, and the fact that Atari's sold base of Jaguars
> total stands at approx. 325,000, they did pretty well with what
> they have.

If you say so....Considering it took Atari 2.5 years to achieve those sales
while Sony USA sold 800,000 PlayStations in three months.

>
> /Kevin
>

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3546. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-18 00:00:00 UTC
From: tbird4play@aol.com
Message-ID: <4dm4p5$hsf@newsbf02.news.aol.com>
Source record: 10501

In article <4dm0bf$ggs@news.cerf.net>, Clinton Keith <clint@angel.com>
writes:

>Atari just announced that they are leaving the video game business.
>Completely.

Atari did no such thing. "Rumors" are not "Announcments".

In fact, they "announced" that they vehemently denied these viscious
rumors.

My feeling on the matter is that whoever was responsible for spreading the
"Atari to drop Jaguar" rumors a few weeks back was outraged that their
sabotage didn't destroy Atari, so they took advantage of the recent
resignation of Ted Hoff and made a more viscious rumor...

____
\hunderbird

3547. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-18 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.821994590@gmi.edu>
Source record: 10502

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>He he he he he..According to MMWIRE, Atari will ship the $99 Jag in 1996 down
>from 200,000 in 1995. Reduce the price and the bottom falls..Its pathetic that
>a $99 16 bit console is kicking the $99 Jag in the ass!!

This statement proves that you have absolutely no understanding whatsoever of market economics. Tell me, Peter, which will sell better:

A. A game console priced at $99 with a huge advertising presence, a cash-rich company to back it up, and stocked in every single mass market location across North America;

OR

B. A game console priced at $99 with a nonexistant advertising presence, backed by a company with little cash and few resources, and stocked only in small retail chains and specialty stores.

Considering this, and the fact that Atari's sold base of Jaguars total stands at approx. 325,000, they did pretty well with what they have.

/Kevin

3548. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-19 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4dms3m$4ds$1@mhafc.production.compuserve.com>
Source record: 10503

Well, er... actually it *IS* Ted Hoff who's been saying a lot of
this stuff about Atari and their plans for the future.

Reuters just ran a story tonight talking about why Hoff quit.

BobR

3549. Re: Ted Hoff on Atari in Press article..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-19 00:00:00 UTC
From: rik@ns2
Message-ID: <4dmk4f$13h@daryl.scsn.net>
Source record: 10504
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:

> Sources close to the company said lack of interest in the business on the
>part of Tramiel and his family -- not lackluster sales -- is behind the move.

No shit...and their lack of interest is part of the reason behind the
lackluster sales.

3550. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan19.003454.51872@cobra.uni.edu>
Source record: 10505
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <4dmoh7$1h9@opal.southwind.net>, int078@onyx.southwind.net (Charles Andrade) writes:
> PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
> : According to MMWIRE, Atari will ship 75,000 Jags in 1996 down from 200,000 in
> : 1995. Looks like Atari is letting the Jag die an agonizing death. You figure
> : with a $99 price tag, would fly off the shelf. Even Don Thomas stated that Jag
> : fans should get the word out to their friends about what a wonderful console
> : the Jag is. Even Sam Tramiel also stated that durring the ST era. You know
> : what happened!! Looks like Atari will give up or curtail Jag advertisement. I
> : see shades of the Lynx, ST, Mega ST, Stacy, TT/030, Portfolio, Falcon and now
> : the Jag...
> :
> : Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
> : University of Northern Iowa PowerBook 150
> : Graduate School of Library/Curriculum and Information Science
> : Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-
>
> : They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush
> : Limbaugh's Reign of Error. 'De-program a dittohead'
> : -FAIR(Fairness & Accuracy in Reporting)
> : Internet-democrats-request@webcom.com / Type 'subscribe' in body of message
> :
> : Use GS/OS
>
> Hey dork! Don't pop open the champagne bottle yet. That report has been
> denied by Atari's August Ligori. Atari's CFO.

What has Atari denied? Ted Hoff stated that Atari does not have the
infrastructure to be in the market anymore when Atari fired these people.

You look stupid! Da!!

>
> Charlie....
>
>
> --
>

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3551. Re: Ted Hoff on Atari in Press article..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-19 00:00:00 UTC
From: Charles Andrade <int078@southwind.net>
Message-ID: <4dn8ji$h4c@opal.southwind.net>
Source record: 10506
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Every time you write, you only reassure us of what a real asshole you are.

Get your head examined.

Charlie....

3552. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-19 00:00:00 UTC
From: kensmall@MCS.COM
Message-ID: <4doioa$t2e@Mars.mcs.com>
Source record: 10507

In article <4dm4p5$hsf@newsbf02.news.aol.com>,
TBird4Play <tbird4play@aol.com> wrote:

>My feeling on the matter is that whoever was responsible for spreading the
>"Atari to drop Jaguar" rumors a few weeks back was outraged that their
>sabotage didn't destroy Atari, so they took advantage of the recent
>resignation of Ted Hoff and made a more viscious rumor...

That's really a paranoid fantasy. I think a more likely scenario
is that

a) Atari's cutting of the Jag price + laying off some programmers
inspired the first rumors and

b) Ted Hoff's commetns about Atari's actions being "inconsistent"
with staying in the videogame business has inspired the
current rumor.

Denials to the contrary, I think both a and b are indicative of
Atari at least abandoning the Jag, and probably the business as
well. But that's just my view, as a long-time Atari-watcher.
I certainly could be wrong.

--
Ken Small
kensmall@mcs.com Death wears a big hat, cuz he's a big bloke.

Magic 8-BALL sez: Signs point to yes

3553. Re: Ted Hoff on Atari in Press article..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-19 00:00:00 UTC
From: WOODSS <sam.woodson@daytonoh.attgis.com>
Message-ID: <DLG6G9.BJA@ranger.daytonoh.attgis.com>
Source record: 10508
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

NCR>==========rik@ns2, 1/18/96==========
NCR>
NCR>sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
NCR>
NCR>
NCR>
NCR>
NCR>
NCR>> Sources close to the company said lack of interest in the
NCR>business on the
NCR>>part of Tramiel and his family -- not lackluster sales -- is
NCR>behind the move.
NCR>
NCR>No shit...and their lack of interest is part of the reason behind the
NCR>lackluster sales.
NCR>

That works both ways, it could the lack luster sales are what caused
their lack of interest!

And NO, I'm not a Jag basher, I'll be glad when the current
rumors are
over with. Of course there will be more! There are more Jag bashers than
Jag owners! : - (

3554. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-19 00:00:00 UTC
From: int078@onyx.southwind.net
Message-ID: <4dmoh7$1h9@opal.southwind.net>
Source record: 10509
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: According to MMWIRE, Atari will ship 75,000 Jags in 1996 down from 200,000 in
: 1995. Looks like Atari is letting the Jag die an agonizing death. You figure
: with a $99 price tag, would fly off the shelf. Even Don Thomas stated that Jag
: fans should get the word out to their friends about what a wonderful console
: the Jag is. Even Sam Tramiel also stated that durring the ST era. You know
: what happened!! Looks like Atari will give up or curtail Jag advertisement. I
: see shades of the Lynx, ST, Mega ST, Stacy, TT/030, Portfolio, Falcon and now
: the Jag...
:
: Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
: University of Northern Iowa PowerBook 150
: Graduate School of Library/Curriculum and Information Science
: Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

: They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush
: Limbaugh's Reign of Error. 'De-program a dittohead'
: -FAIR(Fairness & Accuracy in Reporting)
: Internet-democrats-request@webcom.com / Type 'subscribe' in body of message
:
: Use GS/OS

Hey dork! Don't pop open the champagne bottle yet. That report has been
denied by Atari's August Ligori. Atari's CFO.

Charlie....

--

3555. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-20 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4dpdir$1ju@ccshst05.cs.uoguelph.ca>
Source record: 10510

: Atari had many opportunities to make the ST, Lynx and the Jag a success.

Atari did make the ST a success in Europe. It was the number #1
machine there for many years. The Lynx was a total screw up on their
part. As for the Jag, they really didn't have the opportunity to make it
a success. Why? They had too few resources and had burned to many bridges
as a result of the Lynx fiasco to really make the most of the Jaguar. If
the Jaguar went into X-Mas 1994 with a much larger library, the Jaguar
would definitely be in a better state given a) it's price, and b) the
state of the art technology (which it was prior to the PSX and Saturn).
Unfortunately, they didn't have enough $$$ to get the ball moving well
enough before Sony and Sega jumped into the pond.

: Intuit, the publishers of Quicken with the fraction of resources successfuly
: took on Microsoft and clobbered MS Money.

Software is very different than hardware Peter.

: Atari burned to many bridges with retailers in the past and who presently
: refuse to deal with Atari and the Jag.

I thought that Ted Hoff did an admirable job rebuilding some of
those bridges, but now that he's gone, the Tramiel's don't seem
interested in pursuing his work. Sad, really.

: If you say so....Considering it took Atari 2.5 years to achieve those sales
: while Sony USA sold 800,000 PlayStations in three months.

How big is Sony? How big is Atari? 'Nuff said. In all honesty,
the PSX really isn't selling that well either. Seems like the whole
Industry is struggling. Sega sold 20 million Genesis consoles, yet barely
moved 400K Saturns. How many Virtual Boys did mighty Nintendo sell? 3DO
is ready to jump to the M2 after only 2 years with a console that
originally sold for $700. Something is up. Maybe it's 1984 all over again.

>> Mark <<

--
==
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

If you ...

Have ever taken a fishing pole to Sea World,
Own a home that's mobile and four cars that aren't,
Have a mother who's Christmas list contains the word "ammo",

... you might be a REDNECK!
==========

3556. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-20 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4dq4li$6t3$1@mhadg.production.compuserve.com>
Source record: 10511
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

>Atari just announced that they are leaving the video game business.
>Completely.

No.

You mis-read the MMWIRE article. It was NOT an announcement from Atari Corp.
in any way. It WAS based on an interview with Ted Hoff and gave his views
of the situation and his projections for the future.

Atari Corp HAS released a denial of the information contained in the MMWIRE
report.

In other words, the "Atari announcement" was that they DO plan to continue in
the video game business.

BobR

3557. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-20 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4dq9gc$1b9@linda.teleport.com>
Source record: 10512
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my new Web Page for Bravo Sierra Computers. Resellers of
fine New and Used Atari Goods. My Web Address is below. On-Line Catalogs that
you can View and Contact me via my Web Page!

WWW: http://www.teleport.com/~bensmith/bscomputers.shtml Bravo's Atari Store

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com WWW:
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo's Atari Store

3558. HELP SAVE ATARI -- Please Read!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-20 00:00:00 UTC
From: brettf@izzy.net
Message-ID: <4drnqa$avo@izzy4.izzy.net>
Source record: 10513

Atari is in a state of turmoil. I know that many of you LOVE to flame Atari, but the person (or persons) that SHOULD be flamed are the Trramiels! Don't!!! Tell them EXACTLY WHAT YOU THINK. Atari has been with us for 25 years, from Nolan Bushnell to Jack Tramiel to Sam Tramiel to ?????. Atari INSPIRED the video game business. If it hadn't been for the ATARI we used to know, video games wouldn't have come around until 1990 or so. Even back in the early days of video gaming history, Nintento's owner approached Atari to market the NES. True, Atari has made some stupid moves over the course of history, but without them, where would we be???

If there hadn't been an Atari VCS, where would the Intellivision, Colecovision, NES, SNES, Sega Master System, Genesis, VideoMax, Saturn, CD-i, 3DO, GameBoy, GameGear, PlayStation, and Ultra 64 have come from??? Sure, the respective owners could make them, but Market Competition speeds development, and without Atari being there, there would have been LESS PUSH! Some of you would tend to disagree, I know, but here is a small list:

Atari spawns the: Atari 2600 VCS

others follow: Intellivision, Colecovision, VideoMax, NES, SNES, Master System, Genesis

Atari spawns the: Lynx Handheld Game System

others follow: GameBoy, GameGear, VirtualBoy, Nomad

Atari spawns the: Jaguar

others follow: Saturn, 3DO, Playstation, U64

Now, I'm not sure about the 3DO part, but the rest I'm quite sure followed Atari.

I'm NOT SAYING that ATARI IS THE BEST! What I'm saying is that, with the lead on innovation, NEWER and BETTER products followed. If Atari were to shrivel up and die (as it seems they might) I'm sure that a few would CHEER, but there are many more that I'm sure would see the END OF INNOVATION and the eventual death of video gaming as we all know it!

********** IMPORTANT **********

I am asking that you read the article below. I am asking that you "DO THE MATH" and see what is to become of the video game industry. I'm asking that you HELP US and YOURSELVES and tell Atari NOT to leave the video game business, or, SELL Atari to someone who could carry on the name and make it GREAT again!!! Fax Atari, send them e-mail, send them

snail-mail!!! Here are the addresses and numbers:

Jack Tramiel, Chairman of the Board
Atari Corporation
1196 Borregas Avenue
Sunnyvale, CA 94089-1302

Fax: 408-745-2088

Phone: 800-GO ATARI

e-mail: atari@aol.com - General Customer Support
75300.1267@compuserve.com - Don Thomas (Dir. of Customer
Supp.)

Now, read this article, visit rec.games.video.atari and search the net
and SEE for yourselves what is going on!

****

In article <4dr3nl$ou1@madeline.INS.CWRU.Edu>,
aa399@cleveland.Freenet.Edu says...
>
>
**********SAVE OUR ATARI CAMPAIGN - FAX**********
>
>OK folks, Ted Hoff is now gone, the guy that was suppose to put Atari
>back on the map and make the company profitable again. He did not leave
>simply due to layoffs. He knew something. And MMWIRE and other
>publications are reporting that the Tramiels want to use the $50 million
>at Atari to use it as an investment towards a computer components
>manufacturer. Essentially leaving you on your own. The question here
>is will you just roll over and die? Let the Tramiels do with Atari, the
>company you supported all of these years, what they please even though
>it will mean the end of Atari?
>
>NO WAY. Don't let it happen. Tell Jack Tramiel, majority shareholder,
>that you don't want Atari to end this way. If he wants to make an
>investment, tell him to sell his shares in the company and make it a
>personal investment in the computer component manufacturer. Tell him
>that Atari was your company long before it was his.
>
>Don't trust the reports about August Liguori, Atari's Chief Financial
>Officer and long time Tramiel Family friend stating that the company is
>not getting out of the video game industry. Because if you trust these
>reports, it may be too late.
>
>I want to see Atari's FAX machine run out of paper this weekend. You
>all have fax modems and if you don't, go to your local store and have
>them fax a letter to Atari for you. Let Jack Tramiel know that you
>don't want to hear anything about using the $50 million to invest in
>another company.

>
>Address the fax to:
>
>Jack Tramiel, Chairman of the Board
>Atari Corporation
>408-745-2088
>
>Atari's money is Atari's money. The fuji shall not die.
>
>Make the fax run out of paper. Spread this text file around and ask
>others to fax a letter as well. Tell Mr. jack Tramiel that you want
>Atari to stay in the video game industry and if he doesn't want to stay,
>he can get out.
>
>Atari fans are the best. They don't disappoint. Show Tramiel that it
>would be a big mistake to let Atari be anything other than Atari.
>
>
>--
>
>"Mr. Potato Head is only a potato until given a face." -Len Stys

-- Rapier Wit
(also known as: Brett A. Fattori)

3559. Re: Ted Hoff on Atari in Press article..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-20 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <hXOpoaJ.dpj@delphi.com>
Source record: 10514

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>
>
>
>
>To the Jagownersindenial, read below..
>
>
>
>--
>

I hate to ruin your day, Peter, but I read another report which stated
that Ted Hoff denied even _talking_ to Variety, much less making those
statements. I think that Ted Hoff is more intelligent than that to
burn any bridges that could result in not being to build new ones.

Dana @ STReport International Online Magazine

3560. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-20 00:00:00 UTC
From: ad329@freenet.hamilton.on.ca
Message-ID: <4drh1d$9hq@main.freenet.hamilton.on.ca>
Source record: 10515

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: BobR (76702.1466@CompuServe.COM) wrote:
: : >Atari just announced that they are leaving the video game business.
: : >Completely.
: : In other words, the "Atari announcement" was that they DO plan to continue in
: : the video game business.
: Sam Tramiel once said that the Falcon was still current and Atari was
: continuing to support it. Four weeks later he ditched it.
~^~^~^

3561. Re: Hey, Peter! Apple down the Tubes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-20 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960120131254.22359E-100000@PEAK.ORG>
Source record: 10516

On 20 Jan 1996, Mark Rathwell wrote:

> : Atari had many opportunities to make the ST, Lynx and the Jag a success.
>
> Atari did make the ST a success in Europe. It was the number #1
> machine there for many years.

Indeed it was. There must not have been much fierce competition in the market. Who is the great success in Europe NOW, I ask you? ONLY ATARI could neglect their userbase and market and SQUANDER such a lead.

> The Lynx was a total screw up on their
> part.

UNDERSTATEMENT OF THE DAY!!!! Say it a few more times in capitals for emphasis. They screwed it up BAD!!! The Lynx was so cool.....brings tears to my eyes and I wonder how it could have happened.....OH...wait a minute...this is Atari and Tramiels....they could screw up a wet dream.

> As for the Jag, they really didn't have the opportunity to make it
> a success. Why? They had too few resources and had burned to many bridges
> as a result of the Lynx fiasco to really make the most of the Jaguar. If
> the Jaguar went into X-Mas 1994 with a much larger library, the Jaguar

So blame it on the Lynx.....and whose fault was that?? ATARIS!!!! So what you're trying to say is that it wasn't their fault because it was caused by another of their total blunders? I have difficulty seeing how you can defend them on this account unless you're totally Atari-obscessed or possessed (beyond a reasonable level of objectivity). Yes...if only the Jaguar went into Xmas 94 with a much larger library, if only the price cuts came sooner than the week before Xmas when the print ads were all out at $149, if only they hadn't made SO MANY PROMISES with release dates (X number of games before such-and-such date which wasn't met), if only vaporware hadn't turned off more customers (hook Lynx to Jaguar with this cable we're coming out with, here are the VR goggles we're coming out with), if only the infomercial hadn't been pitched at mentally-challenged, if only this if only that....it's all Atari's fault. Who else are you going to blame it on? Can't you for once admit that this company is killing the Jag like they did the Lynx? Can you not stop sifting through the ashes of the wreckage for nonexistant evidence to disprove what was clearly a crash caused by pilot error?

> would definitely be in a better state given a) it's price, and b) the
> state of the art technology (which it was prior to the PSX and Saturn).
> Unfortunately, they didn't have enough $$$ to get the ball moving well
> enough before Sony and Sega jumped into the pond.

Wait a minute......if they hadn't BOFFO'd the 7800 system and XEGS back
when they had a fighting prayer, your story might have some merit. Back
when there was no Sony and Sega was losing already (SMS), Nintendo was a
small company and clobbered them the same. Atari had the $$$ to "get the
ball rolling" and all they got was a bunch of OLD 8-bit computer titles
burned into ROM (circa 1983-1985) while Nintendo had Mario as popular as
Mickey Mouse. Whatever $$$ they had back then were not used effectively,
and what $$$ they have (had??) now are not. They just don't put enough
into software development, whereas Nintendo does the opposite. The U64
was only delayed (the last time) so a great launch could be made with
fantastic games at the start. We got Cybermorph from Atari and a slew of
duds with a couple decent games, until more recent times. Too little too
late? Could it be Atari is too quick to jump the gun on everything?
Hardware debuts with too little software. Vaporware announced before
it's even a light year from the dealer's shelves. Promises for "X"
number of games by "such and such" date made with no basis in reality.

>
> : Intuit, the publishers of Quicken with the fraction of resources successfuly
> : took on Microsoft and clobbered MS Money.
>
> Software is very different than hardware Peter.
>

There are two sides to that arguement. We could make a complex theory
that "software is different than hardware"(how many factors would such a
theory involve?) or a simple one that compared an innovative and
fast-moving small firm (Intuit) against a huge, slower-moving firm
(Microsoft) and then use the simpler theory to differentiate Atari from
Intuit because while Atari is small, they are not as
fast-moving (Jag's tremendous market lead time squandered, for example)
nor as innovative as their competition (Trevor Mc Fur, Club Drive (!!!)
Highlander, etc.) as opposed to Intuit, and Atari is in the software
business too (even if only for their own console) and in the console
market, software is more important than hardware and if Atari would have
handled the software right, the hardware would have been taken care of and
of course this is where Atari goofed. It isn't difficult to see how they
repeatedly blundered; a child could do it and in fact many have (hence
all the childish JagBash bickering and name-calling). I just can't
believe anyone would still defend Atari, no matter how much they love the
hardware and the "cute little Atari logo."

> : Atari burned to many bridges with retailers in the past and who presently
> : refuse to deal with Atari and the Jag.
>
> I thought that Ted Hoff did an admirable job rebuilding some of
> those bridges, but now that he's gone, the Tramiel's don't seem
> interested in pursuing his work. Sad, really.
>

Sad? Perhaps for some. Surprising? No! (well, maybe to that same some)

> : If you say so....Considering it took Atari 2.5 years to achieve those sales
> : while Sony USA sold 800,000 PlayStations in three months.
>
> How big is Sony? How big is Atari? 'Nuff said.

I disagree. Not 'nuff said. How long was Atari's market lead with the Jag over the PSX? How long was Atari's market lead with the lag over the PSX? Once again, I put the question to you: How long of a head start did they have? When did they go to $99? A couple days before Christmas with $149 ads flying all over the place(!!??!) instead of sometime earlier during that TREMENDOUS lead. Ok. Now 'nuff said.

> In all honesty,
> the PSX really isn't selling that well either. Seems like the whole
> Industry is struggling. Sega sold 20 million Genesis consoles, yet barely
> moved 400K Saturns. How many Virtual Boys did mighty Nintendo sell? 3DO
> is ready to jump to the M2 after only 2 years with a console that
> originally sold for $700. Something is up. Maybe it's 1984 all over again.

Good points here. However, Atari-lovers better hope there's another "Tramiel" coming around the pike to buy out (bail out?) Atari. On the other hand, do end users want to be Tramiel whipping-boys for another decade? Maybe they should just put that bastardized name and logo to rest as honorably as they can, but they've stripped it of most of its honor already.

James

3562. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-20 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960120130345.22359C-100000@PEAK.ORG>
Source record: 10517
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

On 19 Jan 1996, Chris Wilkinson wrote:

> Well well well...
>
> PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
> : what happened!! Looks like Atari will give up or curtail Jag advertisement. I
> : see shades of the Lynx, ST, Mega ST, Stacy, TT/030, Portfolio, Falcon and now
> : the Jag...
>
> The Jag will go the same way as my Falcon? I hope so!! I hope to still be
> using it in -=TEN=- years time, long after the current generation of
> PC/Mac machines have been buried and forgotten. I bet that even then, my
> Falcon will be nicer to use than ANYTHING that has any semblance of
> Micro$oft/Intel or even Apple about it...
>

At least you can type a different article on your Falcon's word processor
or download some shareware and read new email messages.... With your
Jag, are you really going to be entertained by the same games in 10
years? If so, good for ya. You probably still drive a VW Beetle and
think it's modern!!

James

3563. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-20 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960120130659.22359D-100000@PEAK.ORG>
Source record: 10518
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

On 19 Jan 1996, Chris Wilkinson wrote:

> Shame really...I don't really expect an ageing architecture such as
> Wintel to even approach what Jag can do...

Agreed, the Wintel platform is agin, but with steroids in the arm all the time. Somehow I don't share your viewpoint after playing Wipeout on the PC (I was a nay-sayer at first about this game) and considering the new P5/150 mHz, P5/166mHz, and future potential of the P6 and all of this in combination with new 3-D cards. On the flip-side, yes they will be damn expensive (only at first, as with all PC innovations) and always cost more than a Jaguar (many times) but you weren't considering price in the above and only stated that the Wintel platform will never match the Jag, which is false.

3564. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-21 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960121174452.23230A-100000@PEAK.ORG>
Source record: 10519
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

On Sun, 21 Jan 1996, Robert A. Jung wrote:

> In article <Pine.SUN.3.91.960120130345.22359C-100000@PEAK.ORG> James Wood
<jamesw@PEAK.ORG> writes:
> >At least you can type a different article on your Falcon's word processor
> >or download some shareware and read new email messages.... With your
> >Jag, are you really going to be entertained by the same games in 10
> >years?
>
> Sounds like someone who only plays video games where the EXACT same thing
> occurs at the EXACT same moment in EVERY game.
>
> --R.J.
> B-)

And you sound like someone who plays the same games over and over. Looks
like before long, you'll have little choice. Forgive me for wanting new
and innovative games.

James

3565. Re: HELP SAVE ATARI -- Please Read!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-21 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <4dtkft$njc@dux.dundee.ac.uk>
Source record: 10520

I know Atari has often led the way but that was in the past. If you
were Sam Tramiel sitting on your faxmachine was a load of mail
complaining at you and your style, I think you probably just ignore it.
Face it Atari is dead ot dying and will only survive as a parent to
some other outfit, not as a mainstream hardware supplier.

Sorry, but thats the way it is.

Rod

--
Rod McCall, Senior Honours, Computer Science with Accounting Studies
1994/95 President, University of Dundee Dramatic Society
Try My new web pages on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
(they include Sinclair C5, Atari and a few other silly pages)
"I know, I read it on the back of a match box!"

3566. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-21 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <4dtkmp$njc@dux.dundee.ac.uk>
Source record: 10521

: : Sam Tramiel once said that the Falcon was still current and Atari was
: : continuing to support it. Four weeks later he ditched it.
: ~^~^~^

3567. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-21 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan21.170235.51910@cobra.uni.edu>
Source record: 10522
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <4dnhak$98u@orm.southern.co.nz>, chriswil@southern.co.nz (Chris Wilkinson) writes:
> Well well well...
>
> PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
> : what happened!! Looks like Atari will give up or curtail Jag advertisement. I
> : see shades of the Lynx, ST, Mega ST, Stacy, TT/030, Portfolio, Falcon and now
> : the Jag...
>
> The Jag will go the same way as my Falcon? I hope so!! I hope to still be
> using it in -=TEN=- years time, long after the current generation of
> PC/Mac machines have been buried and forgotten. I bet that even then, my
> Falcon will be nicer to use than ANYTHING that has any semblance of
> Micro$oft/Intel or even Apple about it...

Unless it needs out of warranty repairs. Than you are up sh t's creek..
I will be using my Performa for along time and is planning a inexpensive 6300 upgrade board..
>
> Just to show I care...
>

Me too!

> Chris W.
> /|\

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3568. Re: Ted Hoff on Atari in Press article..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-21 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <RnEIQyW.dpj@delphi.com>
Source record: 10523

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>He he he he. He must want his severance pay and shot his mouth to early. What
>makes you think he did not talk to Variety?

I didn't say that I didn't think he talked with Variety; only that I had
heard that he had denied it. There was allegedly a call or fax to Atari,
from Hoff after the article appeared.

Dana @ STReport International Online Magazine

3569. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-21 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <RnELI8X.dpj@delphi.com>
Source record: 10524

Rod McCall <rmccall@mcs.dundee.ac.uk> writes:

>Atari simply doesn't have the resources now to continue with the Jag,
>perhaps if they had actually done some marketing two years ago, they
>would be in the black now. However its too late, too pointless and
>too unprofitable for them to even bother marketing the Jaguar anymore.
>They are actually better off doing nothing, yes thats right nothing.
>The annual fee from Sega, will make them profitable for the first
>time in years.

It's my understanding that Atari has received all of the Sega money already,
and it's gone. Atari has $50 million, and that's it. Supposedly,
according to reports, that money is tied up in the alleged new venture.

Dana @ STReport International Online Magazine

3570. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-21 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan21.171804.51913@cobra.uni.edu>
Source record: 10525
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <rjungDLIG2s.5F7@netcom.com>, rjung@netcom.com (Robert A. Jung) writes:
> In article <Pine.SUN.3.91.960120130345.22359C-100000@PEAK.ORG> James Wood
<jamesw@PEAK.ORG> writes:
>>At least you can type a different article on your Falcon's word processor
>>or download some shareware and read new email messages.... With your
>>Jag, are you really going to be entertained by the same games in 10
>>years?
>
> Sounds like someone who only plays video games where the EXACT same thing
> occurs at the EXACT same moment in EVERY game.

Please explain..

>
> --R.J.
> B-)
>
> ////////////////////////////////////|\\
> Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
> ------------------------------------+-----------------------------Lynx up!
> "You weren't chosen because you are the best pilot in the Air Force. You were
> chosen because you are the class clown and frankly, you're expendable."

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush
Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3571. Re: HELP SAVE ATARI -- Please Read!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-21 00:00:00 UTC
From: aoyake@inst-sun1.jpl.nasa.gov
Message-ID: <aoyake-2101961633230001@oyakea.stu.rpi.edu>
Source record: 10526

This save Atari thing is sad.

3572. Re: HELP SAVE ATARI -- Please Read!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-21 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960121174735.23230B-100000@PEAK.ORG>
Source record: 10527

On 20 Jan 1996, Rapier Wit wrote:

> Atari is in a state of turmoil. I know that many of you LOVE to flame
> Atari, but the person (or persons) that SHOULD be flamed are the
> Trramiels! Don't!!! Tell them EXACTLY WHAT YOU THINK. Atari has been
> with us for 25 years, from Nolan Bushnell to Jack Tramiel to Sam Tramiel
> to ?????. Atari INSPIRED the video game business. If it hadn't been for
> the ATARI we used to know, video games wouldn't have come around until
> 1990 or so.

That was then....this is now. If not for the VCS, something along the
lines of the Fairchild Channel F would have been a big deal.

> Even back in the early days of video gaming history,
> Nintento's owner approached Atari to market the NES. True, Atari has
> made some stupid moves over the course of history, but without them,
> where would we be???

Nintendo must not have learned anything from Atari, because Nintendo
knows how to develop new, exciting games and market them. Nintendo knows
how to make money and Atari knows how to lose it. Nobody owes anybody
(such as Atari) a debt of gratitude. Atari didn't make the 2600 as a
service to us; it was a profitable product.

> If there hadn't been an Atari VCS, where would the Intellivision,
> Colecovision, NES, SNES, Sega Master System, Genesis, VideoMax, Saturn,
> CD-i, 3DO, GameBoy, GameGear, PlayStation, and Ultra 64 have come from???

The VCS is ancient history and has little or no bearing on what happens
today. May as well herald the cavement who invented the wheel when
Lamborghini releases a drop-top Diablo (instead of heralding Lamborghini).

> Sure, the respective owners could make them, but Market Competition
> speeds development, and without Atari being there, there would have been
> LESS PUSH! Some of you would tend to disagree, I know, but here is a
> small list:
>
> Atari spawns the: Atari 2600 VCS
>
> others follow: Intellivision, Colecovision, VideoMax, NES, SNES, Master
> System, Genesis

Atari spawns the 5200; it dies.
Atari spawns the 7800; it dies.
Atari spawns the XE Game system; it dies.

>
> Atari spawns the: Lynx Handheld Game System

It dies.

>
> others follow: GameBoy, GameGear, VirtualBoy, Nomad

These have nothing to do with the Lynx as a Porsche has nothing to do
with a Lada.

[snip!]

> I'm NOT SAYING that ATARI IS THE BEST! What I'm saying is that, with the
> lead on innovation, NEWER and BETTER products followed. If Atari were to
> shrivel up and die (as it seems they might) I'm sure that a few would
> CHEER, but there are many more that I'm sure would see the END OF
> INNOVATION and the eventual death of video gaming as we all know it!
>

This is the most assinine thing I have ever seen. Atari products
(particularly software) aren't any more innovative than the competition
anymore. I'm quite sure that the industry that Atari pioneered will live
on quite well through others that know better how to do what Atari used to.

>
> I am asking that you read the article below. I am asking that you "DO
> THE MATH" and see what is to become of the video game industry. I'm
> asking that you HELP US and YOURSELVES and tell Atari NOT to leave the
> video game business, or, SELL Atari to someone who could carry on the
> name and make it GREAT again!!! Fax Atari, send them e-mail, send them
> snail-mail!!! Here are the addresses and numbers:

What is the point? The purpose of being in business is to seek profits
and this kind of thing is meaningless.

[snip]
> >publications are reporting that the Tramiels want to use the $50 million
> >at Atari to use it as an investment towards a computer components
> >manufacturer. Essentially leaving you on your own. The question here

Atari knows how to leave users on their own, alright.

[snip]

> >personal investment in the computer component manufacturer. Tell him
> >that Atari was your company long before it was his.
^^
This is ridiculous!!!

> >
> >Don't trust the reports about August Liguori, Atari's Chief Financial
> >Officer and long time Tramiel Family friend stating that the company is
> >not getting out of the video game industry. Because if you trust these
> >reports, it may be too late.

Don't trust ANYTHING Atari says.

> >Let Jack Tramiel know that you
> >don't want to hear anything about using the $50 million to invest in
> >another company.
> >

As if Jack Tramiel is going to start giving a rat's ass about us all now,
on the verge of multi-million dollar deals.

Atari will either keep a wastebasket under the FAX or turn it off.

[snip]

> >Atari's money is Atari's money. The fuji shall not die.

Who cares if the fuji dies? What difference does it make? Why so
obscessed with this one company? Can't you just enjoy games regardless
of who the manufacturer is? Must allegiance be pleged to one company,
especially one that has such a history of screwing its users? I suppose
I just don't see the motivation here.

> >
> >Atari fans are the best. They don't disappoint. Show Tramiel that it
> >would be a big mistake to let Atari be anything other than Atari.

Atari fans have been a loyal group, alright (including me). We've been
like whipping boys to the Tramiels, punishing ourselves by becoming
dependent upon Atari. Break the cycle.

3573. Re: Ted Hoff on Atari in Press article..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-21 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan21.170348.51911@cobra.uni.edu>
Source record: 10528
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <4dn8ji$h4c@opal.southwind.net>, Charles Andrade <int078@southwind.net> writes:
> Every time you write, you only reassure us of what a real asshole you are.
>
> Get your head examined.

And you?

>
> Charlie....
>

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush
Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3574. Re: Ted Hoff on Atari in Press article..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-21 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan21.171552.51912@cobra.uni.edu>
Source record: 10529

In article <hXOpoaJ.dpj@delphi.com>, dpj@delphi.com writes:
> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>
>>
>>
>>
>>
>>To the Jagownersindenial, read below..
>>
>>
>>
>>--
>>
>
>
> I hate to ruin your day, Peter, but I read another report which stated
> that Ted Hoff denied even _talking_ to Variety, much less making those
> statements. I think that Ted Hoff is more intelligent than that to
> burn any bridges that could result in not being to build new ones.

He he he he. He must want his severance pay and shot his mouth to early. What
makes you think he did not talk to Variety?
>
> Dana @ STReport International Online Magazine

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush
Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3575. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan22.190335.51946@cobra.uni.edu>
Source record: 10439
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <4e0maq$an2@opal.southwind.net>, int078@onyx.southwind.net (Charles Andrade) writes:
> PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
> : In article <4dmoh7$1h9@opal.southwind.net>, int078@onyx.southwind.net (Charles Andrade) writes:
> : > PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
> : > : According to MMWIRE, Atari will ship 75,000 Jags in 1996 down from 200,000 in
> : > : 1995. Looks like Atari is letting the Jag die an agonizing death. You figure
> : > : with a $99 price tag, would fly off the shelf. Even Don Thomas stated that Jag
> : > : fans should get the word out to their friends about what a wonderful console
> : > : the Jag is. Even Sam Tramiel also stated that durring the ST era. You know
> : > : what happened!! Looks like Atari will give up or curtail Jag advertisement. I
> : > : see shades of the Lynx, ST, Mega ST, Stacy, TT/030, Portfolio, Falcon and now
> : > : the Jag...
> : > :
> : > : Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
> : > : University of Northern Iowa PowerBook 150
> : > : Graduate School of Library/Curriculum and Information Science
> : > : Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-
> : >
> : > : They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush
> : > : Limbaugh's Reign of Error. 'De-program a dittohead'
> : > : -FAIR(Fairness & Accuracy in Reporting)
> : > : Internet-democrats-request@webcom.com / Type 'subscribe' in body of message
> : > :
> : > : Use GS/OS
> : >
> : > Hey dork! Don't pop open the champagne bottle yet. That report has been
> : > denied by Atari's August Ligori. Atari's CFO.
>
> : What has Atari denied? Ted Hoff stated that Atari does not have the
> : infrastructure to be in the market anymore when Atari fired these people.
>
> : You look stupid! Da!!
>
> Can you read English moron? Atari's CFO denied that they are shutting down
> the Jaguar.

Atari's CFO is not exactly a saint. He has been with Atari since Jack T bought and is a close confident. What else do you think he would say?

>
> Charlie.......
>

>
> --
>

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use Gs/OS

3576. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-22 00:00:00 UTC
From: int078@onyx.southwind.net
Message-ID: <4e0maq$an2@opal.southwind.net>
Source record: 10440
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: In article <4dmoh7$1h9@opal.southwind.net>, int078@onyx.southwind.net (Charles Andrade)
writes:
: > PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: > : According to MMWIRE, Atari will ship 75,000 Jags in 1996 down from 200,000 in
: > : 1995. Looks like Atari is letting the Jag die an agonizing death. You figure
: > : with a $99 price tag, would fly off the shelf. Even Don Thomas stated that Jag
: > : fans should get the word out to their friends about what a wonderful console
: > : the Jag is. Even Sam Tramiel also stated that durring the ST era. You know
: > : what happened!! Looks like Atari will give up or curtail Jag advertisement. I
: > : see shades of the Lynx, ST, Mega ST, Stacy, TT/030, Portfolio, Falcon and now
: > : the Jag...
: > :
: > : Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
: > : University of Northern Iowa PowerBook 150
: > : Graduate School of Library/Curriculum and Information Science
: > : Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-
: >
: > : They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush
: > : Limbaugh's Reign of Error. 'De-program a dittohead'
: > : -FAIR(Fairness & Accuracy in Reporting)
: > : Internet-democrats-request@webcom.com / Type 'subscribe' in body of message
: > :
: > : Use GS/OS
: >
: > Hey dork! Don't pop open the champagne bottle yet. That report has been
: > denied by Atari's August Ligori. Atari's CFO.

: What has Atari denied? Ted Hoff stated that Atari does not have the
: infrastructure to be in the market anymore when Atari fired these people.

: You look stupid! Da!!

Can you read English moron? Atari's CFO denied that they are shutting down
the Jaguar.

Charlie.......

--

3577. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-22 00:00:00 UTC
From: rik@ns2
Message-ID: <4e0j1l$g7d@daryl.scsn.net>
Source record: 10441
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

James Wood <jamesw@PEAK.ORG> wrote:

>And you sound like someone who plays the same games over and over. Looks
>like before long, you'll have little choice. Forgive me for wanting new
>and innovative games.

No shit! Only children can play games over and over... adults tend
to need further stimulus over time.

3578. Re: HELP SAVE ATARI -- Please Read!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-22 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <4e0meg$96a@dux.dundee.ac.uk>
Source record: 10530

Andrew Owen (andrew.owen@gecm.com) wrote:
: I agree.

: If you want to support 'ATARI' forget Atari Corp. and the terrible Tramiels. Instead support
: the companies which are still developing Software and Hardware for the 'ATARI' platform. It'll
: survive better without the interference caused by the Tramiels vapourware.

If as I suspect Atari drops the Jag in the next 2-3 months, then it is
likely that someone may try and take over the rights. After all there
is a small user base there plus some good games available now and in
the pipeline. I would be inclined to say that the Jag is likely to break
even in the next 12-18 months, perhaps even sooner. All it takes is a little
will power from whoever ends up with the rights.

Rod

--
Rod McCall, Senior Honours, Computer Science with Accounting Studies
1994/95 President, University of Dundee Dramatic Society
Try My new web pages on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
(they include Sinclair C5, Atari and a few other silly pages)
"I know, I read it on the back of a match box!"

3579. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-22 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960122200829.26121A-100000@PEAK.ORG>
Source record: 10531

On 22 Jan 1996, Mark Rathwell wrote:

> : It's my understanding that Atari has received all of the Sega money already,
> : and it's gone. Atari has $50 million, and that's it. Supposedly,
> : according to reports, that money is tied up in the alleged new venture.
>
> The money is still there in part. The 50 mill is leftover from
> the Sega deal (Atari has been posting losses since the deal went
> through). There are conflicting reports. Some people say that the
> Tramiel's want to liquidate Atari and merge with a new company. Other's
> say they are buying up software houses. Whatever the case, if they just
> "dropped" the Jaguar after all the promises and BS and unfinished things,
> they will never be able to re-enter the market. The sudden dumping of the
> Jaguar is too sudden ... even for Atari.

Unless the Jaguar actually becomes a successful product (if it isn't dropped), then Atari will never be able to re-enter the market. What little credibility that the company had (in the eyes of the general public, not the Atari loyalists) will have been completely consumed in the burning of the Jag and Lynx owners and resellers. If the Tramiels want to continue in business (let's hope not), they'd probably have better luck doing it with another name and logo.

James

3580. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-22 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4dv638$pv5@ccshst05.cs.uoguelph.ca>
Source record: 10532

```
: It's my understanding that Atari has received all of the Sega money already,
: and it's gone. Atari has $50 million, and that's it. Supposedly,
: according to reports, that money is tied up in the alleged new venture.

The money is still there in part. The 50 mill is leftover from
the Sega deal (Atari has been posting losses since the deal went
through). There are conflicting reports. Some people say that the
Tramiel's want to liquidate Atari and merge with a new company. Other's
say they are buying up software houses. Whatever the case, if they just
"dropped" the Jaguar after all the promises and BS and unfinished things,
they will never be able to re-enter the market. The sudden dumping of the
Jaguar is too sudden ... even for Atari.

>> Mark <<

--
================================================================================
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

If you ...

Have ever taken a fishing pole to Sea World,
Own a home that's mobile and four cars that aren't,
Have a mother who's Christmas list contains the word "ammo",

... you might be a REDNECK!
================================================================================
```

3581. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-22 00:00:00 UTC
From: rjung@netcom.com
Message-ID: <rjungDLK5CD.7Ar@netcom.com>
Source record: 10533
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <1996Jan21.170235.51910@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>In article <4dnhak$98u@orm.southern.co.nz>, chriswil@southern.co.nz (Chris Wilkinson) writes:
>> The Jag will go the same way as my Falcon? I hope so!! I hope to still be
>> using it in -=TEN=- years time, long after the current generation of
>> PC/Mac machines have been buried and forgotten.
>
>Unless it needs out of warranty repairs. Than you are up sh t's creek..
>I will be using my Performa for along time and is planning a inexpensive 6300
>upgrade board..

Don't tell me your Performa (Performa? What loser uses a Performa?!) will never need warranty work, either. Last I looked, a Jaguar has fewer moving parts than a Mac -- at a minimum, that floppy drive's not going to last indefinitely...

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

3582. Computers vs. Consoles

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-22 00:00:00 UTC
From: Rich Perna <pernar@river.it.gvsu.edu>
Message-ID: <31031F1C.A1F@river.it.gvsu.edu>
Source record: 10534

First, let me comment on the Jag situation. I'm not going to comment on the FUD that's been spread all over this group as of late. It doesn't matter whether Atari is "officially" dropping the Jag or not. What matters is the lack of new games coming out for it. That pretty much speaks for itself, don't you think?

This letter is a partial reply to whoever wondered why it is that console systems (Saturn, Playstation, etc.) are selling less than their predecessors did. I believe it is because people who have traditionally been buyers of these systems (teens-twentysomethings) are beginning to realize the advantages of owning a PC. In the past, it was difficult for people who didn't really give a damn about computers to justify paying ~$1000 more for a PC, when you could get a console for a fifth of the price. Console games usually cost more, but it is inconsequential when you look at the overall system prices.

Well, then the Internet happened. And Pentiums. And fast video. And decent sound. Finally, it has gotten to the point where the advantages of owning a PC surpassed those of owning a console system. The WWW, AOL, and the Internet in general have become solid substitutions for playing video games. And if you want new video games, there is no need to go plunk down $50+; Just hop on the net, and download the latest crop of PC games. For a quick example; I recently grabbed the demo of EA's NHL '96. This thing was a virtual clone of the Playstation(or was it 3DO? I forget) version; except the graphics were much sharper.

I don't see video game systems going away *immediately*; I do think computers will get easier and easier to use, and ~5 years consoles and computer systems will be one in the same.

Rich

3583. Re: HELP SAVE ATARI -- Please Read!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-22 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <h5BIQSd.brimiller@delphi.com>
Source record: 10535

James Wood <jamesw@PEAK.ORG> writes:

>Atari fans have been a loyal group, alright (including me). We've been
>like whipping boys to the Tramiels, punishing ourselves by becoming
>dependent upon Atari. Break the cycle.

Absolutely. We were suppoed to "keep the faith" in Atari, buy their products, and in exchange, get support and new products. What happens? Atari tells us "we're still in computers" while telling investors that they no longer were. They sell remaining machines at full price, and then "surprise" us with a discontinuation.

What made Atari Atari? Engineers like Shiraz Shivji (gone), Richard Miller (gone), Allen Pratt (gone), Bill Rehbock (gone). Customer relations people like Bob Brodie (gone). What's left? A name? A logo? A failing video game system? What about the company that was once one of the largest, most innovative, and most important computer suppliers in the world?

Any reason to support Atari these days is history. The TOS-related technology and development are in the hands of skilled third parties, which means that the developers and userbase who kept (and are keeping) TOS chugging along are receiving the profits, rather than Atari.

Folks, Atari is gone, dead, history. The flame wars with Amiga, Mac, and IBM users are in the dust bin of history. It's time for us to turn our backs on this comedy called Atari Corporation and begin to take technology it spawned (TOS) where we want it to go, rather than wait for a savior in Fuji form.

BR Miller
Boston, MA

3584. Re: HELP SAVE ATARI -- Please Read!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-22 00:00:00 UTC
From: Andrew Owen <andrew.owen@gecm.com>
Message-ID: <4e0599$utf@gcsin3.geccs.gecm.com>
Source record: 10536

I agree.

If you want to support 'ATARI' forget Atari Corp. and the terrible Tramiels. Instead support
the companies which are still developing Software and Hardware for the 'ATARI' platform. It'll
survive better without the interference caused by the Tramiels vapourware.

As they say ï¿½Itï¿½s human to err, but to completely f*** things up requires ï¿½ATARIï¿½ ï¿½

Andy.

3585. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-22 00:00:00 UTC
From: Andrew Owen <andrew.owen@gecm.com>
Message-ID: <4e042q$utf@gcsin3.geccs.gecm.com>
Source record: 10537

>>Atari just announced that they are leaving the video game business.
>>Completely.

>Atari did no such thing. "Rumors" are not "Announcments".

>In fact, they "announced" that they vehemently denied these viscious
>rumors.

"Never believe it until it is officially denied" - TV program : Yes Minister 1984

Nuff said...

3586. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan22.204156.51947@cobra.uni.edu>
Source record: 10538
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <rjungDLK5CD.7Ar@netcom.com>, rjung@netcom.com (Robert A. Jung) writes:
> In article <1996Jan21.170235.51910@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>>In article <4dnhak$98u@orm.southern.co.nz>, chriswil@southern.co.nz (Chris Wilkinson) writes:
>>> The Jag will go the same way as my Falcon? I hope so!! I hope to still be
>>> using it in -=TEN=- years time, long after the current generation of
>>> PC/Mac machines have been buried and forgotten.
>>
>>Unless it needs out of warranty repairs. Than you are up sh t's creek..
>>I will be using my Performa for along time and is planning a inexpensive 6300
>>upgrade board..
>
> Don't tell me your Performa (Performa? What loser uses a Performa?!) will
> never need warranty work, either. Last I looked, a Jaguar has fewer moving
> parts than a Mac -- at a minimum, that floppy drive's not going to last
> indefinitely...

Performa? Well I bought a close out model from MacWarehouse I could not refuse. Much cheaper than the Quadra version. As for the floppy drive, it's rarely used..

>
> --R.J.
> B-)
>
> ////////////////////////////////////|\\
> Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
> ------------------------------------+-----------------------------Lynx up!
> "You weren't chosen because you are the best pilot in the Air Force. You were
> chosen because you are the class clown and frankly, you're expendable."

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3587. Re: HELP SAVE ATARI -- Please Read!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-23 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <4e2sd4$1b0@osiris.wu-wien.ac.at>
Source record: 10442

Rapier Wit (brettf@izzy.net) wrote:

Speaking frankly I think there are a lot of more important things on this world and in anyone's personal life to worry and pity about than the Tramiels and Atari.

Regards

Alfred

3588. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-23 00:00:00 UTC
From: rjung@netcom.com
Message-ID: <rjungDLMCCK.3KD@netcom.com>
Source record: 10443
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <4e0j1l$g7d@daryl.scsn.net> rikki@ns2.scsn.net writes:
>James Wood <jamesw@PEAK.ORG> wrote:
>>And you sound like someone who plays the same games over and over. Looks
>>like before long, you'll have little choice. Forgive me for wanting new
>>and innovative games.
>
>No shit! Only children can play games over and over... adults tend
>to need further stimulus over time.

There you have it, folks -- two tragic victims who have never known the
joy of playing a game that's different every time. All those tightly-scripted
Nintendo titles have brainwashed what little brains they have...

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

3589. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-23 00:00:00 UTC
From: int078@onyx.southwind.net
Message-ID: <4e1sk0$h69@opal.southwind.net>
Source record: 10444
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: In article <4e0maq$an2@opal.southwind.net>, int078@onyx.southwind.net (Charles Andrade) writes:
: > PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: > : In article <4dmoh7$1h9@opal.southwind.net>, int078@onyx.southwind.net (Charles Andrade) writes:
: > : > PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: > : > : According to MMWIRE, Atari will ship 75,000 Jags in 1996 down from 200,000 in
: > : > : 1995. Looks like Atari is letting the Jag die an agonizing death. You figure
: > : > : with a $99 price tag, would fly off the shelf. Even Don Thomas stated that Jag
: > : > : fans should get the word out to their friends about what a wonderful console
: > : > : the Jag is. Even Sam Tramiel also stated that durring the ST era. You know
: > : > : what happened!! Looks like Atari will give up or curtail Jag advertisement. I
: > : > : see shades of the Lynx, ST, Mega ST, Stacy, TT/030, Portfolio, Falcon and now
: > : > : the Jag...
: > : > :
: > : > : Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
: > : > : University of Northern Iowa PowerBook 150
: > : > : Graduate School of Library/Curriculum and Information Science
: > : > : Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-
: > : >
: > : > : They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush
: > : > : Limbaugh's Reign of Error. 'De-program a dittohead'
: > : > : -FAIR(Fairness & Accuracy in Reporting)
: > : > : Internet-democrats-request@webcom.com / Type 'subscribe' in body of message
: > : > :
: > : > : Use GS/OS
: > : >
: > : > Hey dork! Don't pop open the champagne bottle yet. That report has been
: > : > denied by Atari's August Ligori. Atari's CFO.
: >
: > : What has Atari denied? Ted Hoff stated that Atari does not have the
: > : infrastructure to be in the market anymore when Atari fired these people.
: >
: > : You look stupid! Da!!
: >
: > Can you read English moron? Atari's CFO denied that they are shutting down
: > the Jaguar.

: Atari's CFO is not exactly a saint. He has been with Atari since Jack T bought
: and is a close confident. What else do you think he would say?

And therefore I should believe a "holly" saint like you? HA!
When hell freezes over. You should stick to enjoying your 3D0 games

and forget about the Jag. You will sleep better in the long run.

Charlie.....

3590. Atari Flamer Rob Jung flamin Nintendo players

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-23 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960123185028.3741A-100000@PEAK.ORG>
Source record: 10445
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari,rec.games.video.nintendo

rjung@netcom.com (Robert A. Jung) wrote:

> >In article <4e0j1l$g7d@daryl.scsn.net> rikki@ns2.scsn.net writes:
> >>James Wood <jamesw@PEAK.ORG> wrote:
> >>>And you sound like someone who plays the same games over and over. Looks
> >>>like before long, you'll have little choice. Forgive me for wanting new
> >>>and innovative games.
> >>
> >>No shit! Only children can play games over and over... adults tend
> >>to need further stimulus over time.
>
>
>
> There you have it, folks -- two tragic victims who have never known the
>joy of playing a game that's different every time. All those tightly-scripted
>Nintendo titles have brainwashed what little brains they have...

Here you have it, folks - all hail Robert Jung as the current
"know-it-all" on the newsgroup. The very idea of attempting to assess
"what little brains" the other poster and I have - merely based on our
assertions that we like new and innovative games - is completely
assinine. Thank you, Robert, for demonstrating what a driving intellect
you possess.

The subject was GAMES, and you (in your typical childish fashion) had to
turn it into a personal attack that might spark off a new pissing contest
- a technique you are rather practiced at. Furthermore, you take an
unwarranted shot at Nintendo games in your ridiculous claim that they
have "brainwashed" us.

While on the subject of brains, it should be obvious to anyone with
half a brain that a LARGE number of Nintendo games are of
good-to-excellent quality. For a 65816 system that's as old as Super Nintendo
to pull off many of the games that it does indicates devotion to the
cause on the part of Nintendo developers. When I play Club Drive or see
untextured, unshaded characters in Highlander, I have difficulty feeling
the same way. Games like Donkey Kong Country make it obvious that in
terms of thoroughly utilizing SNES hardware (which does make a great
game), Nintendo deserves recognition, as does Genesis. Interestingly, many
of my favorite Nintendo and Sega games are titles by TENGEN, which (you should
know) is Atari Games. I assure you that they have not "brainwashed" me, nor
are they "too scripted." If the Jaguar was a piece of Nintendo hardware
(hypothetical sense), I assure you that many of the lame Jag games wouldn't
exist, or would have been improved to take advantage of the console. You'll be

playing Club Drive and Checkered Flag while NU64 owners will be playing Cruis'n USA. That's a fact, not taking a shot.

I have yet to see any postings from you that would indicate to anyone that you are a genius. The "reasons" that you feel you are competent to judge "how little brains" I have based on my video game preferences must be the product of your solitary delusion. I suggest that you refrain from falling victim to the emotion that your fanatical Atari addiction stirs in you. Try a little harder and try not to take ascii so seriously. Try to realize that I (and others) like Atari games too, but also Nintendo and others; I don't share in your one-track (one horse) perspective in this regard. I see that Jag for what it is, not for what I want it to be. Judging from what I've seen of your posts, you consider the Jag to be a premier gaming platform of the future, and you consider yourself to be some authority on the subject. While I disagree on both counts, I do enjoy the Jag to an extent, as well as a host of others. The most good you can do is to agree that you disagree with many people (as most fanatics do) and move on. Don't attempt to assess the intelligence of others because you have proven what a poor judge of it you are by trying to use video game preferences as your sole criteria. I laugh in your general direction.

James Wood

3591. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-23 00:00:00 UTC
From: Almo! <ewl@inferno.physics.uiowa.edu>
Message-ID: <4e3pgu$iii@flood.weeg.uiowa.edu>
Source record: 10446
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

rjung@netcom.com (Robert A. Jung) wrote:
>In article <4e0j1l$g7d@daryl.scsn.net> rikki@ns2.scsn.net writes:
>>James Wood <jamesw@PEAK.ORG> wrote:
>>>And you sound like someone who plays the same games over and over. Looks
>>>like before long, you'll have little choice. Forgive me for wanting new
>>>and innovative games.
>>
>>No shit! Only children can play games over and over... adults tend
>>to need further stimulus over time.
>
> There you have it, folks -- two tragic victims who have never known the
>joy of playing a game that's different every time. All those tightly-scripted
>Nintendo titles have brainwashed what little brains they have...
>

-R.J.

No kidding. I have played 7800 Asteroids for more hours than I ever care to know, and I still can't beat 80,000 on advanced. Exper=
t's even worse! But the exact situation is always a little different, so it retains its fun. When a game is good, You can play it =
over and over and over. Like Gravity Force 2 for the Amiga. That's Freeware! We logged several hundred thousand shots (it keeps t=
rak of games played, time spent, and shots fired and other stuff).

Visit http://inferno.physics.uiowa.edu/~ewl/
Video game hints, riddles, jokes,
my original comic strip, and other stuff.
ewl@inferno.physics.uiowa.edu
Go Atari Jaguar!!! Woof!

3592. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-23 00:00:00 UTC
From: fkeylard@on-ramp.ior.com
Message-ID: <31045d17.4427854@news>
Source record: 10447
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

```
>> Hey dork! Don't pop open the champagne bottle yet. That report has been
>> denied by Atari's August Ligori. Atari's CFO.
>
>What has Atari denied? Ted Hoff stated that Atari does not have the
>infrastructure to be in the market anymore when Atari fired these people.
>
>You look stupid! Da!!
>
>
> Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
> University of Northern Iowa PowerBook 150
> Graduate School of Library/Curriculum and Information Science
> Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

Sorry Peter, Ted Hoff denied ever doing that interview. Don't believe
everything you read...

Frans

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
ATARI EXPLORER ONLINE - The Premier Online Resource
AEO WWW page: http://www.ior.com/~fkeylard/aeo.htm
Atari Corp.: http://www.atcon.com/jagwire/menu.html
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

3593. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-23 00:00:00 UTC
From: kensmall@MCS.COM
Message-ID: <4e386s$dls@Venus.mcs.com>
Source record: 10448

In article <4e2vig$h67@newsbf02.news.aol.com>,
TBird4Play <tbird4play@aol.com> wrote:
>In article <Pine.SUN.3.91.960121174452.23230A-100000@PEAK.ORG>, James Wood
><jamesw@PEAK.ORG> writes:
>
>> Forgive me for wanting new
>>and innovative games.
>
>Too bad all the popular systems don't get any...

Yeah, Twisted Metal, Jumping Flash, Philosoma, Destruction Derby,
Defcon 5, X-Com UFO Defense, Jupiter Strike, Lemmings 3d-- just
the same-old same-old. Nothing innovative there.

(And that's just a few for the PSX-- I don't even follow the Saturn
or SNES library very closely. I'm sure there are plenty of new
and different games on those machines, too. Just because the
big-name games are the familiar genres doesn't mean that the unique
games don't exist.)

TBird, you know, for about the last month your posts have gotten
really childish and defensive. Do you feel that attacked? That
attached to the Jag that you have to be snippy in its defense?

--
Ken Small
kensmall@mcs.com Death wears a big hat, cuz he's a big bloke.

Magic 8-BALL sez: Yes

3594. Re: HELP SAVE ATARI -- Please Read!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-23 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4e31vj$dd3@ccshst05.cs.uoguelph.ca>
Source record: 10449

: 1) IBM Plans to purchase the Jag when Atari drops it and release it both
: as a stand alone consol and as a card for the PC.

Possible, though I don't know if IBM would do a better job.
They've never made a console before.

: 2) Electronic Arts plans to buy the Jag.

Wouldn't that be ironic! :-)

: 3) Nobody will buy the Jag because god is just waiting for Atari to drop
: it and then he's going to come destroy the planet.

ROTFLMAO

>> Mark <<

--
==
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

If you ...

Have ever taken a fishing pole to Sea World,
Own a home that's mobile and four cars that aren't,
Have a mother who's Christmas list contains the word "ammo",

... you might be a REDNECK!
==

3595. Re: HELP SAVE ATARI -- Please Read!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-23 00:00:00 UTC
From: ad329@freenet.hamilton.on.ca
Message-ID: <4e24eo$795@main.freenet.hamilton.on.ca>
Source record: 10450

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: If as I suspect Atari drops the Jag in the next 2-3 months, then it is
: likely that someone may try and take over the rights.
~^~^~^

3596. Sun makes bid for Apple, deal imminent

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-23 00:00:00 UTC
From: sanson@galaxie.int-evry.fr
Message-ID: <4e3c8u$16v@news.cict.fr>
Source record: 10451

```
Go check the news at http://www.cnet.com/Content/News/Files/0,16,494,00.html
```

3597. Re: HELP SAVE ATARI -- Please Read!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-23 00:00:00 UTC
From: Clinton Keith <clint@angel.com>
Message-ID: <4e385m$icn@news.cerf.net>
Source record: 10452

rmccall@mcs.dundee.ac.uk (Rod McCall) wrote:
>
>If as I suspect Atari drops the Jag in the next 2-3 months, then it is
>likely that someone may try and take over the rights. After all there
>is a small user base there plus some good games available now and in
>the pipeline. I would be inclined to say that the Jag is likely to break
>even in the next 12-18 months, perhaps even sooner. All it takes is a little
>will power from whoever ends up with the rights.
>
I see a few problems with this. First, if the Atari name and logo is not sold
with the Jaguar, then you'd probably lose the recognition that has driven
many Jag sales. Also, the new company would be faced with starting or
inheriting development for the next generation Jaguar. This costs alot of
money and takes alot of time. Frankly, I just don't see smart money doing
this when all indications are that there will be a big shakedown of 32/64
bit consoles between the true giants in the hardware arena. $50 million,
although alot of money for Atari, is a drop in the bucket for Nintendo, Sega
or Sony. Faced with being out-advertised and out-titled, the Jag doesn't
seem to be a good investment.

3598. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-23 00:00:00 UTC
From: tbird4play@aol.com
Message-ID: <4e2vig$h67@newsbf02.news.aol.com>
Source record: 10453

In article <Pine.SUN.3.91.960121174452.23230A-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:

> Forgive me for wanting new
>and innovative games.
>
>

Too bad all the popular systems don't get any...

____
\hunderbird

3599. Re: Atari Flamer Rob Jung flamin Nintendo players

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-24 00:00:00 UTC
From: Kent Frechette <Frechette@msn.com>
Message-ID: <3106C1F7.6B29@msn.com>
Source record: 10454
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari,rec.games.video.nintendo

> so funny that the guy actually believed his own bullshit! But now that
> I've discovered Kent Frechette's bullshit-induced reality, there are no
> reasons for me to keep reading Peter!"
>

More proof that Atari zealots have a problem accepting the beliefs of others. Hey little, Mikey, we all are entitled to opinions. Here are a couple more of mine: (1) You're a bonehead (Evident from your "post") (2) The Jaguar is a dead system (3) Atari as a whole should be taken out back and be put out of its misery.

If you have a problem dealing with any of my opinons, then all the better for me (I always enjoy it when my opinions piss people off).

Hugs and kisses,
Kent

mwahahahahahahahahahhahahahahaha

3600. Re: Atari Flamer Rob Jung flamin Nintendo players

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-24 00:00:00 UTC
From: mstclair@iglou2.iglou.com
Message-ID: <DLp8ro.K94@iglou.com>
Source record: 10455
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari,rec.games.video.nintendo

Kent Frechette <Frechette@msn.com> writes:

>I don't really care that much for Nintendo games, but they do put out
>some wonderful titles, most of which have more lasting power than the
>average Atari title. The Jaguar had one game that had lasting power, and
>that was T2000, beyond that, I saw no other reason to own the Jag. And
>now that T2000 is out for the PC, there are no reasons for me to own
>a Jag.

BWAHAHAHAHAHAHAHAH!!!!!!!

Yeah, and when 2600 Defender came out, I had no reason to play the arcade
version anymore. <snicker>

I'm dropping my Comedy Central subscription, you guys crack me up enough!

"You know, I used to read Peter Sinclair's posts for one reason: It was
so funny that the guy actually believed his own bullshit! But now that
I've discovered Kent Frechette's bullshit-induced reality, there are no
reasons for me to keep reading Peter!"

--

```
_____________________________________________________________________
/___Mike_St._Clair___/ "You want some more? Well, here's some more!" /
/_mstclair@iglou.com_/_____________________Frank_Zappa___________/
/____irc:_SaintMick__/_"Homepage_coming_soon_*music*vidgames*etc*etc"_/
```

3601. Re: HELP SAVE ATARI -- Please Read!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-24 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960124093353.21951B-100000@PEAK.ORG>
Source record: 10456

On 23 Jan 1996, Chris Cracknell wrote:

> Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
> : If as I suspect Atari drops the Jag in the next 2-3 months, then it is
> : likely that someone may try and take over the rights.
> ~^~^~^

3602. Re: Atari Flamer Rob Jung flamin Nintendo players

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-24 00:00:00 UTC
From: Kent Frechette <Frechette@msn.com>
Message-ID: <3106450C.7396@msn.com>
Source record: 10457
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari,rec.games.video.nintendo

James,

Very good points. Robert is a snotty punk. If you don't agree with him, you're wrong. Ignore him.

I don't really care that much for Nintendo games, but they do put out some wonderful titles, most of which have more lasting power than the average Atari title. The Jaguar had one game that had lasting power, and that was T2000, beyond that, I saw no other reason to own the Jag. And now that T2000 is out for the PC, there are no reasons for me to own a Jag.

Kent

3603. Re: Atari Flamer Rob Jung flamin Nintendo players

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-25 00:00:00 UTC
From: rik@ns2
Message-ID: <4e62vc$bqn@daryl.scsn.net>
Source record: 10458
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari,rec.games.video.nintendo

James Wood <jamesw@PEAK.ORG> wrote:

>I have yet to see any postings from you that would indicate to anyone
>that you are a genius. The "reasons" that you feel you are competent to
>judge "how little brains" I have based on my video game preferences must
>be the product of your solitary delusion. I suggest that you refrain
>from falling victim to the emotion that your fanatical Atari addiction
>stirs in you. Try a little harder and try not to take ascii so
>seriously. Try to realize that I (and others) like Atari games too, but
>also Nintendo and others; I don't share in your one-track (one horse)
>perspective in this regard. I see that Jag for what it is, not for what
>I want it to be. Judging from what I've seen of your posts, you consider
>the Jag to be a premier gaming platform of the future, and you consider
>yourself to be some authority on the subject. While I disagree on both
>counts, I do enjoy the Jag to an extent, as well as a host of others.
>The most good you can do is to agree that you disagree with many people
>(as most fanatics do) and move on. Don't attempt to assess the
>intelligence of others because you have proven what a poor judge of it
>you are by trying to use video game preferences as your sole criteria. I
>laugh in your general direction.

Well said. I should post a few of the flame mails he has sent me.
He will not budge at all and insists he is always right. If he cannot
argue a point, he simply ignores it.

3604. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan25.215240.52019@cobra.uni.edu>
Source record: 10459
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <rjungDLMCCK.3KD@netcom.com>, rjung@netcom.com (Robert A. Jung) writes:
> In article <4e0j1l$g7d@daryl.scsn.net> rikki@ns2.scsn.net writes:
>>James Wood <jamesw@PEAK.ORG> wrote:
>>>And you sound like someone who plays the same games over and over. Looks
>>>like before long, you'll have little choice. Forgive me for wanting new
>>>and innovative games.
>>
>>No shit! Only children can play games over and over... adults tend
>>to need further stimulus over time.
>
> There you have it, folks -- two tragic victims who have never known the
> joy of playing a game that's different every time. All those tightly-scripted
> Nintendo titles have brainwashed what little brains they have...

You know R.J. you sound like a classic dittohead. Nintendo has done a swell job
of supporting their consoles to the full extent. Can't blame the gamming
public for voting their dollars and cents!
>
> --R.J.
> B-)
>
> ////////////////////////////////////|\\
> Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
> ------------------------------------+-----------------------------Lynx up!
> "You weren't chosen because you are the best pilot in the Air Force. You were
> chosen because you are the class clown and frankly, you're expendable."

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush
Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3605. Re: Atari Flamer Rob Jung flamin Nintendo players

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-25 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <xzMKA2y.brimiller@delphi.com>
Source record: 10460

Kent Frechette <Frechette@msn.com> writes:

>Very good points. Robert is a snotty punk. If you don't agree with him,
>you're wrong. Ignore him.

Robert Jung has been one of the biggest boosters of Atari gaming hardware
since the days of AtariUser Magazine. You may disagree with him, but I
would certainly hesitate before calling him "a snotty punk" - he's quite
in the know in a number of different game-oriented areas.

BR Miller
Boston, MA

3606. Re: Atari Flamer Rob Jung flamin Nintendo players

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-25 00:00:00 UTC
From: Rich Perna <pernar@river.it.gvsu.edu>
Message-ID: <310843CE.6840@river.it.gvsu.edu>
Source record: 10461
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari,rec.games.video.nintendo

> Yeah, and when 2600 Defender came out, I had no reason to play the arcade
> version anymore. <snicker>

Look dumbass, have you actually seen the PC version? It's not too terribly
different from the Jag version, with a hell of a lot better control...

Rich

3607. Sun shoul buy apple

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-25 00:00:00 UTC
From: aoyake@inst-sun1.jpl.nasa.gov
Message-ID: <aoyake-2401962339070001@oyakea.stu.rpi.edu>
Source record: 10462

Sun Microsystems is currently in negotiations to acquire Apple Computer, according to a Wall Street Journal report.

The report cites sources close to the deal who say
Sun CEO Scott McNealy has been holed up with his staff for the last few days, hammering out an offer. One source is quoted as saying, "There will be an
offer on the table soon." Another undisclosed source close to Apple says the struggling Cupertino, California, firm is expected to accept it.
Although details are sketchy, the report states the
deal could take the form of a $4 billion stock swap, which would translate to $33 for each Apple share.
Although Apple chief executive Michael Spindler is set to face the music at the company's annual shareholders meeting in Cupertino today, it is unlikely that a takeover offer will be presented at that time. Sources cited in the WallStreet Journal report say it will probably take a few more days for the deal to be in place.

3608. Re: Atari Flamer Rob Jung flamin Nintendo players

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-25 00:00:00 UTC
From: mor@well.com
Message-ID: <4e6uh2$gvd@nkosi.well.com>
Source record: 10463
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari,rec.games.video.nintendo

Good ol' James Wood <jamesw@PEAK.ORG> wrote:

> rjung@netcom.com (Robert A. Jung) wrote:

>> >In article <4e0j1l$g7d@daryl.scsn.net> rikki@ns2.scsn.net writes:
>> >>James Wood <jamesw@PEAK.ORG> wrote:
>> >>>And you sound like someone who plays the same games over and over. Looks
>> >>>like before long, you'll have little choice. Forgive me for wanting new
>> >>>and innovative games.
>> >>
>> >>No shit! Only children can play games over and over... adults tend
>> >>to need further stimulus over time.
>>
>> There you have it, folks -- two tragic victims who have never known the
>>joy of playing a game that's different every time. All those tightly-scripted
>>Nintendo titles have brainwashed what little brains they have...
>
>Here you have it, folks - all hail Robert Jung as the current
>"know-it-all" on the newsgroup. The very idea of attempting to assess
>"what little brains" the other poster and I have - merely based on our
>assertions that we like new and innovative games - is completely
>assinine. Thank you, Robert, for demonstrating what a driving intellect
>you possess.

>The subject was GAMES, and you (in your typical childish fashion) had to
>turn it into a personal attack that might spark off a new pissing contest
>- a technique you are rather practiced at. Furthermore, you take an
>unwarranted shot at Nintendo games in your ridiculous claim that they
>have "brainwashed" us.

Well James, you have apparently been brainwashed to the point that you
felt compelled to add r.g.v.nintendo to the newsgroups line and change
the subject header in an attempt to froth up support from your fellow
Nintendo fans. Given the fact that you have been in r.g.v.atari
trolling for a while now, this would be one of the most intricate
flame-baiting projects I've run across in quite some time.

Try and get back to your beloved games before this new hobby consumes
you and you fail to queue up in time to get your U64 on release
date... I'm sure you're getting antsy and just trying to stay
occupied. It won't be long now, I hear.

| m.o.r.
| WITH MY BIG BLACK BOOTS AND AN OLD SUITCASE...

3609. Re: Atari Flamer Rob Jung flamin Nintendo players

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-25 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960125230444.2693C-100000@PEAK.ORG>
Source record: 10464
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari,rec.games.video.nintendo

On Thu, 25 Jan 1996, Master of Reality wrote:
^^^^^^^^^^^^^^^^^

My suspicions are that it is futile to attempt intelligent conversation
with users who masquerade behind childish handles. I admit I used to do
it when I was 15 and got my first modem.

> Good ol' James Wood <jamesw@PEAK.ORG> wrote:
>
> > rjung@netcom.com (Robert A. Jung) wrote:
>
> >> >In article <4e0j1l$g7d@daryl.scsn.net> rikki@ns2.scsn.net writes:
> >> >>James Wood <jamesw@PEAK.ORG> wrote:
> >> >>>And you sound like someone who plays the same games over and over. Looks
> >> >>>like before long, you'll have little choice. Forgive me for wanting new
> >> >>>and innovative games.
> >> >>
> >> >>No shit! Only children can play games over and over... adults tend
> >> >>to need further stimulus over time.
> >>
> >> There you have it, folks -- two tragic victims who have never known the
> >>joy of playing a game that's different every time. All those tightly-scripted
> >>Nintendo titles have brainwashed what little brains they have...
> >
> >Here you have it, folks - all hail Robert Jung as the current
> >"know-it-all" on the newsgroup. The very idea of attempting to assess
> >"what little brains" the other poster and I have - merely based on our
> >assertions that we like new and innovative games - is completely
> >assinine. Thank you, Robert, for demonstrating what a driving intellect
> >you possess.
>
> >The subject was GAMES, and you (in your typical childish fashion) had to
> >turn it into a personal attack that might spark off a new pissing contest
> >- a technique you are rather practiced at. Furthermore, you take an
> >unwarranted shot at Nintendo games in your ridiculous claim that they
> >have "brainwashed" us.
>
> Well James, you have apparently been brainwashed to the point that you
> felt compelled to add r.g.v.nintendo to the newsgroups line and change
> the subject header in an attempt to froth up support from your fellow
> Nintendo fans.

Actually, you're wrong. This is not an attempt to "froth up support"
from Nintendo fans; they're proabably too busy playing new games. I

figured they should be witness to Jung's antics, since I frequently see his posts there (crossposts) and I wouldn't want Mr. Jung's character misrepresented (by omitting his flames) to my fellow Nintendo readers who regularly read replies by Jung. What I replied to (and quoted of Jung) were his own words, and following his quotes, I made replies in direct reference to them. Did you read what I was saying? Did you understand it? DID I SAY ANYTHING UNTRUE? If you wish to take issue with me, dispute what I said, rather than where I said it. What business is it of yours if I want to post on rgv nintendo? "Frothing up support" isn't the point; I don't need support. I make my own arguements.

> Given the fact that you have been in r.g.v.atari
> trolling for a while now, this would be one of the most intricate
> flame-baiting projects I've run across in quite some time.

Given the fact that I have been in rgv atari for a while???? What about it? What's your point? Did I lie? Did I misquote Jung? You were starving to take a shot at me for opposing your beloved fuji-waving Jung, eh? Couldn't dispute what I said, so you flamed on the basis of where I said it....heh heh heh. Hope you had as much fun writing that as I did reading it.

>
> Try and get back to your beloved games before this new hobby consumes
> you and you fail to queue up in time to get your U64 on release
> date... I'm sure you're getting antsy and just trying to stay
> occupied. It won't be long now, I hear.

Mind your business and don't speculate about that which you know nothing about. It might improve your image.

James

3610. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan25.214905.52018@cobra.uni.edu>
Source record: 10465
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <31045d17.4427854@news>, fkeylard@on-ramp.ior.com (Frans Keylard) writes:
>
>>> Hey dork! Don't pop open the champagne bottle yet. That report has been
>>> denied by Atari's August Ligori. Atari's CFO.
>>
>>What has Atari denied? Ted Hoff stated that Atari does not have the
>>infrastructure to be in the market anymore when Atari fired these people.
>>
>>You look stupid! Da!!
>>
>>
>> Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
>> University of Northern Iowa PowerBook 150
>> Graduate School of Library/Curriculum and Information Science
>> Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-
>
>
> Sorry Peter, Ted Hoff denied ever doing that interview. Don't believe
> everything you read...

Ted can deny it but he was quoted..Why would Variety lie?
>
>
> Frans
>
>
> ~~~~~~
> ATARI EXPLORER ONLINE - The Premier Online Resource
> AEO WWW page: http://www.ior.com/~fkeylard/aeo.htm
> Atari Corp.: http://www.atcon.com/jagwire/menu.html
> ~~~~~~

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush
Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3611. Wanted: Atari Portfolio Leather Case

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-25 00:00:00 UTC
From: dean ibelle <dibelle@deltanet.com>
Message-ID: <31084BC7.7A84@deltanet.com>
Source record: 10466

Hi, sorry for posting here but this its the only newsgroup my
service gets with Atari postings - Im looking for a new or very
new condition leather belt case for the Atari Portfolio - these
sold for about $30.00 and fit a Newton (and of course a
Portfolio) perfectly - anyone have one for sale at a decent price
E-mail me back thanks
dibelle@deltanet.com

3612. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan25.215417.52020@cobra.uni.edu>
Source record: 10467

In article <4e2vig$h67@newsbf02.news.aol.com>, tbird4play@aol.com (TBird4Play) writes:
> In article <Pine.SUN.3.91.960121174452.23230A-100000@PEAK.ORG>, James Wood
> <jamesw@PEAK.ORG> writes:
>
>> Forgive me for wanting new
>>and innovative games.
>>
>>
>
> Too bad all the popular systems don't get any...

Don't get any? Do you own all of the consoles?
>
> _____________________
> \hunderbird

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush
Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3613. Re: Atari Flamer Rob Jung flamin Nintendo players

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan25.215708.52021@cobra.uni.edu>
Source record: 10468
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari,rec.games.video.nintendo

In article <DLp8ro.K94@iglou.com>, mstclair@iglou2.iglou.com (Mike St. Clair) writes:
> Kent Frechette <Frechette@msn.com> writes:
>
>>I don't really care that much for Nintendo games, but they do put out
>>some wonderful titles, most of which have more lasting power than the
>>average Atari title. The Jaguar had one game that had lasting power, and
>>that was T2000, beyond that, I saw no other reason to own the Jag. And
>>now that T2000 is out for the PC, there are no reasons for me to own
>>a Jag.
>
> BWAHAHAHAHAHAHAHAH!!!!!!!
>
> Yeah, and when 2600 Defender came out, I had no reason to play the arcade
> version anymore. <snicker>
>
> I'm dropping my Comedy Central subscription, you guys crack me up enough!
>
> "You know, I used to read Peter Sinclair's posts for one reason: It was
> so funny that the guy actually believed his own bullshit! But now that
> I've discovered Kent Frechette's bullshit-induced reality, there are no
> reasons for me to keep reading Peter!"

Bullshit? I have been right!!

>
>
> --
> ____
> /___Mike_St._Clair___/ "You want some more? Well, here's some more!" /
> /_mstclair@iglou.com_/_____________________Frank_Zappa____________/
> /____irc:_SaintMick__/_"Homepage_coming_soon_*music*vidgames*etc*etc"_/

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush
Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3614. Re: Atari Flamer Rob Jung flamin Nintendo players

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-25 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960125225147.2693B-100000@PEAK.ORG>
Source record: 10469

On Thu, 25 Jan 1996 brimiller@delphi.com wrote:

> Kent Frechette <Frechette@msn.com> writes:
>
> >Very good points. Robert is a snotty punk. If you don't agree with him,
> >you're wrong. Ignore him.
>
> Robert Jung has been one of the biggest boosters of Atari gaming hardware
> since the days of AtariUser Magazine. You may disagree with him, but I
> would certainly hesitate before calling him "a snotty punk" - he's quite
> in the know in a number of different game-oriented areas.

I would have to agree that he is a snotty punk. In evidence of this belief, I reiterate what a flamer he is; attempting to assess the intelligence of others solely through their preference for different games to what he likes - and concluding that these people (of which I was one) must have "little brains" and are "brainwashed" because of different video game preferences. I thought I made this clear. Is this the behavior of someone "in the know" of gaming, or a fanatic who takes offense (and takes issue) with anyone who disagrees with him? I'd say it's more a case of "know-it-all" than "in the know," but each of us is entitiled to his or her opinion. However, I won't call you "brainwashed" or comment on "how little brains" you have, 'cause then I'd be just as bad.

James

3615. Re: Atari Flamer Rob Jung flamin Nintendo players

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-26 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4e9t3e$818@ccshst05.cs.uoguelph.ca>
Source record: 10470
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari,rec.games.video.nintendo

```
: Look dumbass, have you actually seen the PC version? It's not too terribly
: different from the Jag version, with a hell of a lot better control...

You've played the Jaguar version? Pretty impressive, considering
it ain't out yet ...

>> Mark <<

--
================================================================================
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

If you ...

Have ever taken a fishing pole to Sea World,
Own a home that's mobile and four cars that aren't,
Have a mother who's Christmas list contains the word "ammo",

... you might be a REDNECK!
================================================================================
```

3616. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-26 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4e9tci$818@ccshst05.cs.uoguelph.ca>
Source record: 10471
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

```
: You know R.J. you sound like a classic dittohead. Nintendo has done a swell job
: of supporting their consoles to the full extent. Can't blame the gamming
: public for voting their dollars and cents!

I wouldn't go that far Peter. They death knelled the NES a year
after the Super NES came out, leaving 35 million users out in the cold.
How many games are available for VirtualBoy?

>> Mark <<

--
================================================================================
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

If you ...

Have ever taken a fishing pole to Sea World,
Own a home that's mobile and four cars that aren't,
Have a mother who's Christmas list contains the word "ammo",

... you might be a REDNECK!
================================================================================
```

3617. Re: Atari Flamer Rob Jung flamin Nintendo players

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-26 00:00:00 UTC
From: sinawe@hncnet.co.kr
Message-ID: <4e9mi9$32b@apple.hnc.net>
Source record: 10472
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari,rec.games.video.nintendo

Rich Perna (pernar@river.it.gvsu.edu) wrote:
: > Yeah, and when 2600 Defender came out, I had no reason to play the arcade
: > version anymore. <snicker>

: Look dumbass, have you actually seen the PC version? It's not too terribly
: different from the Jag version, with a hell of a lot better control...

: Rich

How come all anit-Atari , anti-Jag people get Jag games before the release
and know about the control?
Unfair and sucks.....hehe >-)
--
Jean Kim == sinawe@hnc.net (and @various.places.on.the.net)
The one and only(?) Jaguar(the game console, not the car, the sports teams)
supporter in Korea.
"Take out the pointers, use C just like Pascal"

3618. Re: Atari Flamer Rob Jung flamin Nintendo players

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-26 00:00:00 UTC
From: brettf@izzy.net
Message-ID: <4e9cd9$oeu@izzy4.izzy.net>
Source record: 10473
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari,rec.games.video.nintendo

In article <3106C1F7.6B29@msn.com>, Frechette@msn.com says...

{Degrading stuff deleted}

>(2) The Jaguar is a dead system (3) Atari as a whole should be taken out
>back and be put out of its misery.
>
>Hugs and kisses,
>Kent

1)Atari is still a decent company.
2)The Jaguar is not dead YET (maybe limping and entrails dragging behind)

Just my 0.025636776 cents worth.

-- Rapier Wit

vwahahahahahahahahahahahahahhhhhhhhhhhhh... 'Urp! :)

3619. Re: Atari Flamer Rob Jung flamin Nintendo players

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-26 00:00:00 UTC
From: mstclair@iglou2.iglou.com
Message-ID: <DLssEJ.GEz@iglou.com>
Source record: 10474
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari,rec.games.video.nintendo

Rich Perna <pernar@river.it.gvsu.edu> writes:

>> Yeah, and when 2600 Defender came out, I had no reason to play the arcade
>> version anymore. <snicker>

>Look dumbass, have you actually seen the PC version? It's not too terribly
>different from the Jag version, with a hell of a lot better control...

Yes, butt-french-kisser-boy, I have played it. Its about 80% of the way
there. 80% doesn't cut it. Kinda like trying to imagine 80% of an
orgasm. Accept no substitutes!

--

_____
/___Mike_St._Clair___/ "You want some more? Well, here's some more!" /
/_mstclair@iglou.com_/_____Frank_Zappa_____/
/____irc:_SaintMick__/_"Homepage_coming_soon_*music*vidgames*etc*etc"_/

3620. Re: Atari Flamer Rob Jung flamin Nintendo players

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-26 00:00:00 UTC
From: rik@ns2
Message-ID: <4eb1j9$3op@daryl.scsn.net>
Source record: 10475
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari,rec.games.video.nintendo

>Rich Perna (pernar@river.it.gvsu.edu) wrote:
>: > Yeah, and when 2600 Defender came out, I had no reason to play the arcade
>: > version anymore. <snicker>

>: Look dumbass, have you actually seen the PC version? It's not too terribly
>: different from the Jag version, with a hell of a lot better control...

>: Rich

What are you people talking about? Defender 2000 isnt out for any
system just yet. Someone here is full of shit, or is confused.

3621. Re: Atari Flamer Rob Jung flamin Nintendo players

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-26 00:00:00 UTC
From: rik@ns2
Message-ID: <4eb1o2$3op@daryl.scsn.net>
Source record: 10476
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari,rec.games.video.nintendo

mstclair@iglou2.iglou.com (Mike St. Clair) wrote:

>Rich Perna <pernar@river.it.gvsu.edu> writes:

>>> Yeah, and when 2600 Defender came out, I had no reason to play the arcade
>>> version anymore. <snicker>

>>Look dumbass, have you actually seen the PC version? It's not too terribly
>>different from the Jag version, with a hell of a lot better control...

>Yes, butt-french-kisser-boy, I have played it. Its about 80% of the way
>there. 80% doesn't cut it. Kinda like trying to imagine 80% of an
>orgasm. Accept no substitutes!

Its funny yo watch both of you lie to each other. Defender 2000 has
not even been ported over to the PC yet. No demo, nothing. Not even
a release date...no mention from Yak (as we did over a year ago on
Tempest 2000).. so please just shut up.
>--
> ____
> /___Mike_St._Clair___/ "You want some more? Well, here's some more!" /
> /_mstclair@iglou.com_/_____________________Frank_Zappa_____________/
>/____irc:_SaintMick__/_"Homepage_coming_soon_*music*vidgames*etc*etc"_/

3622. Re: Atari Flamer Rob Jung flamin Nintendo players

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-26 00:00:00 UTC
From: tanatoes@netcom.com
Message-ID: <tanatoesDLsKHB.C6J@netcom.com>
Source record: 10477
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari,rec.games.video.nintendo

James Wood (jamesw@PEAK.ORG) wrote:

: On Thu, 25 Jan 1996, Master of Reality wrote:
: ^^^^^^^^^^^^^^^^^

: My suspicions are that it is futile to attempt intelligent conversation
: with users who masquerade behind childish handles. I admit I used to do
: it when I was 15 and got my first modem.

Hey! I object to that on the grounds that I frequently use a childish handle. I hope there are some people who can see that childishness and creativity do not preclude the existance of common sense and intelligence. (Of course when I allow my spelling to become creative people often take it as a sign that I'm just stupid...)

-Silverblade the Grey Wanderer
-aka Andrew Wheat in the "real world"

obatari: Has ANYBODY got the NBA Jam TE codes yet? MacGyver? I saw this game on the SNES yesterday and was amazed by how much better the Jag version is. I hope and pray daily that Adisak has not abandoned the Jaguar dispite rumors that High Voltage has not been contracted by Atari for another game.

3623. Re: Atari Flamer Rob Jung flamin Nintendo players

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-26 00:00:00 UTC
From: Rich Perna <pernar@river.it.gvsu.edu>
Message-ID: <31099E79.566E@river.it.gvsu.edu>
Source record: 10478
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari,rec.games.video.nintendo

> : > Yeah, and when 2600 Defender came out, I had no reason to play the arcade
> : > version anymore. <snicker>
>
> : Look dumbass, have you actually seen the PC version? It's not too terribly
> : different from the Jag version, with a hell of a lot better control...

> How come all anit-Atari , anti-Jag people get Jag games before the release
> and know about the control?
> Unfair and sucks.....hehe >-)

Ok, ENOUGH already. I have gotten enough flames in my e-mail box today to burn down an entire country. I was tired when I posted that message; if I had quoted more than I did, it would be quite obvious I was talking about TEMPEST 2000 for the the PC/Jag, *not* some fictitious "Defender" game. This is nobody's fault but mine, so I apologize to those who misunderstood my message and actually took the time and effort out of their busy schedules to call me "clueless". Thank you.

Rich

3624. Re: Atari Flamer Rob Jung flamin Nintendo players

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-26 00:00:00 UTC
From: scruggs@cis.ohio-state.edu
Message-ID: <4eau1vlNNqfr@cabin.cis.ohio-state.edu>
Source record: 10479
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari,rec.games.video.nintendo

In article <310843CE.6840@river.it.gvsu.edu> Rich Perna <pernar@river.it.gvsu.edu> writes:
|| Yeah, and when 2600 Defender came out, I had no reason to play the arcade
|| version anymore. <snicker|
|
|Look dumbass, have you actually seen the PC version? It's not too terribly
|different from the Jag version, with a hell of a lot better control...
Did they suddenly start supporting digital controllers
when we weren't looking???
--
||| mmm...Yoda of Borg am I. Futile is resistance.
/ | \ Assimilate you, I will...

3625. Re: Atari Flamer Rob Jung flamin Nintendo players

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-26 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan26.232339.52052@cobra.uni.edu>
Source record: 10480
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <xzMKA2y.brimiller@delphi.com>, brimiller@delphi.com writes:
> Kent Frechette <Frechette@msn.com> writes:
>
>>Very good points. Robert is a snotty punk. If you don't agree with him,
>>you're wrong. Ignore him.
>
> Robert Jung has been one of the biggest boosters of Atari gaming hardware
> since the days of AtariUser Magazine. You may disagree with him, but I
> would certainly hesitate before calling him "a snotty punk" - he's quite
> in the know in a number of different game-oriented areas.
> ---

AtariUser magazine, that explains it. So he is so blind to reality. Calling Nintendo users being brainwashed because his precious Jag has failed market wise like I predicted all along.

> BR Miller
> Boston, MA

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3626. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-26 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan26.232816.52053@cobra.uni.edu>
Source record: 10481
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <4e9tci$818@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : You know R.J. you sound like a classic dittohead. Nintendo has done a swell job
> : of supporting their consoles to the full extent. Can't blame the gamming
> : public for voting their dollars and cents!
>
> I wouldn't go that far Peter. They death knelled the NES a year
> after the Super NES came out, leaving 35 million users out in the cold.
> How many games are available for VirtualBoy?

Those 35 million NES users at least have titles to boot around. Same with the SNES. The SNES is still racking up sales because Nintendo replenishes it with new titles constantly. Atari's owners were never serious about making the Jag a success. Pretty sad and a shame..

I don't know how many games are available for Virtual Boy, do you?

>
> >> Mark <<
>
> --
> ==
> M A R K A R A T H W E L L The University Of Guelph
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> If you ...
>
> Have ever taken a fishing pole to Sea World,
> Own a home that's mobile and four cars that aren't,
> Have a mother who's Christmas list contains the word "ammo",
>
> ... you might be a REDNECK!
> ==

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3627. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-27 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <B-HogfT.brimiller@delphi.com>
Source record: 10389

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>You know R.J. you sound like a classic dittohead. Nintendo has done a swell job

Such a shame, these partisan, off-topic ramblings. Of course, anyone who
disagrees with Peter must be a Rush Limbaugh, right-wing Republican. :')

BR Miller (an Irv Homer, freedom-loving Libertarian)
Boston, MA

3628. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-27 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960127220310.9789A-100000@PEAK.ORG>
Source record: 10390
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

On 26 Jan 1996, Mark Rathwell wrote:

> : You know R.J. you sound like a classic dittohead. Nintendo has done a swell job
> : of supporting their consoles to the full extent. Can't blame the gamming
> : public for voting their dollars and cents!
>
> I wouldn't go that far Peter. They death knelled the NES a year
> after the Super NES came out, leaving 35 million users out in the cold.
> How many games are available for VirtualBoy?
>
> >> Mark <<

TOTALLY inacurate. I see NES tiles with copyright dates of '93 and maybe
even '94. At this particular time 1/27/96 there are **STILL** a few NES
titles new - leftovers - at Toys R Us and Kay Bee Toys. It wasn't until
1995 that Nintendo "officially" declared they were dropping support.
The fact is that 8 or 9 years after its introduction, I can still buy NEW
NES carts at Toys R Us....and you call it "leaving 35 million users out
in the cold." I call it "giving 35 million users 8-9 years of support."
If what you say is true, the past 3 years of NES support wouldn't have
taken place, as the Super NES debuted in 1991.

JW

3629. Re: Atari Flamer Rob Jung flamin Nintendo players

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-27 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4ec64n$l6f$1@mhafc.production.compuserve.com>
Source record: 10482
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari,rec.games.video.nintendo

>Someone here is full of shit, or is confused.

Sounds like a lot of people are confused... they're not talking about
Defender 2000, they're talking about Tempest 2000.

The original messages weren't awfully clear either...

BobR

3630. Atari 2600/5200/7800/Lynx and Atari 8-BIT Computers - FREE Catalog

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-27 00:00:00 UTC
From: ice@skypoint.com
Message-ID: <4ech8l$341@stratus.skypoint.net>
Source record: 10483

```
**************************************************************************
* Have you ever thought there was no place on earth to get stuff *
* for your 2600/5200/7800/Lynx and Atari 8-Bit computers? *
* *
* Well look no further! *
* *
* To receive a FREE catalog of all Atari 8-bit and game machine products, *
* email your full name and postal mailing address to: ice@skypoint.com *
**************************************************************************
```

3631. Re: Atari Flamer Rob Jung flamin Nintendo players

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-27 00:00:00 UTC
From: Rich Perna <pernar@river.it.gvsu.edu>
Message-ID: <3109D468.7954@river.it.gvsu.edu>
Source record: 10484
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari,rec.games.video.nintendo

|Look dumbass, have you actually seen the PC version? It's not too terribly
> |different from the Jag version, with a hell of a lot better control...

> Did they suddenly start supporting digital controllers
> when we weren't looking???

Uhh.. yes. Microsoft makes a couple different models, actually. I believe they make an analog version of their new joystick as well as digital...check out their home page and look it up, if you don't believe me.

I'm sure others make them too (Gravis, etc.). Game controllers aren't really that exciting, so who cares. Yawn.

Rich

3632. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-27 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4ecvr8$50d@kelly.teleport.com>
Source record: 10485
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My Web Address is below. On-Line Catalogs that you can View and Contact me via my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

3633. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-27 00:00:00 UTC
From: robertm@jagunet.com
Message-ID: <4edkd7$2lk@skydiver.jaguNET.com>
Source record: 10486
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

This spork scribble is by rjung@netcom.com (Robert A. Jung)

>In article <1996Jan21.170235.51910@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>>In article <4dnhak$98u@orm.southern.co.nz>, chriswil@southern.co.nz (Chris Wilkinson) writes:
>>> The Jag will go the same way as my Falcon? I hope so!! I hope to still be
>>> using it in -=TEN=- years time, long after the current generation of
>>> PC/Mac machines have been buried and forgotten.
>>
>>Unless it needs out of warranty repairs. Than you are up sh t's creek..
>>I will be using my Performa for along time and is planning a inexpensive 6300
>>upgrade board..

> Don't tell me your Performa (Performa? What loser uses a Performa?!) will
>never need warranty work, either. Last I looked, a Jaguar has fewer moving
>parts than a Mac -- at a minimum, that floppy drive's not going to last
>indefinitely...

> --R.J.
> B-)

Ahhh.. this is a pale argument. While hard disk do tend to ware out within 10 years, floppy drives, if clean can last up to 30. In either case, my 13 year old atari floppy is still working. :)

Rob M
///email: robertm@jagunet.com | MBT Web Board: Comming Soon\\\
/ Moon Base Tycho BBS Open Apr 1st 1990 Closed Jan 1st 1996 \
\\\ Clever Sig to fill this space soon! ///

3634. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-27 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4ee7js$mf8@ccshst05.cs.uoguelph.ca>
Source record: 10487
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

: Those 35 million NES users at least have titles to boot around.

I don't argue that the NES had a large number of titles. However,
within a year of the SNES's release, Nintendo cut the price of the Super
NES to $99 without cutting the price of the NES (which was at $79). This
spelled disaster for the machine that had built them. At that price,
nearly all NES developers jumped ship and the software rate collapsed
very quickly. Some time later, Nintendo released the cheaper NES with a
new design, but it was not enough to save the machine.

: new titles constantly. Atari's owners were never serious about making the Jag
: a success. Pretty sad and a shame..

Atari's owners were very serious about making the Jaguar a
success. Even you cannot debate that! They just didn't have the resources
to do so.

: I don't know how many games are available for Virtual Boy, do you?

This has been hard to determine. I've looked around for Virtual
Boy in many places and it is hard to determine what games are available
for it. I think I've seen about ten titles in total. The number is *VERY*
small, especially considering this is a Nintendo machine.

>> Mark <<

--
==
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

If you ...

Have ever taken a fishing pole to Sea World,
Own a home that's mobile and four cars that aren't,
Have a mother who's Christmas list contains the word "ammo",

... you might be a REDNECK!
==

3635. Re: Atari Flamer Rob Jung flamin Nintendo players

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-27 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <B9HqIzV.brimiller@delphi.com>
Source record: 10488

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>AtariUser magazine, that explains it. So he is so blind to reality. Calling
>Nintendo users being brainwashed because his precious Jag has failed market
>wise like I predicted all along.

"That explains it," eh, Peter?

Quick question, as Macintosh/Apple apologist in this newsgroup, how do you
explain this weeks BusinessWeek, with the Apple logo on the cover, entitled
"Death of an American Legend" or some other similar term? There are a few
interesting notes in this article, all of which agree with my prognosis:
--
1. Apple is running out of cash - they have $200 million left, (not including
cash equivalents, many of which won't mature to help save Apple in the short
term), and lack the resources to continue discounting Macs to compete with
PC clones.
--
2. Appl'e strategy to encourage "cloning" of the Mac has resulted in total
clone unit shipments of under 200,000 units - as opposed to 4.5 million
Apple-badged Macs.
--
3. Major business accounts like Lockheed-Martin are dropping Apple because
of its lack of attentiveness to corporate clients.
--
4. Apple of Europe and Apple Japan, once Apple's profit leaders, are now
suffering from weak business and are either barely breaking even, or in the
red.
--
5. Apple's projections of sales were so conservative that parts shortages
remain now and throughout 1996, into 1997.
--
6. Sales of high-end Macintoshes are sliding due to competition from Pentium
machines.
--
7. Apple's non-Mac-related divisions, including Newton, peripherals,
Pippin, and other projects, are all money-losers.
--
8. Apple's Internet connection strategies (for products) are falling behind
competitors.
---
9. At the current cash burn rate, Apple will be out of cash by 1997 (and the
$200 million it has now in pure cash is borrowed in a deal made last year).

Currently, Sun is bidding to rescue Apple, at $4 billion, half of what it

would have fetched last year. Key executives are resigning or are being fired for disagreeing with Spindler's strategy to kill cloning of Macs and other foolish decisions. The article concludes with [on the mark] speculation that Apple will either have to jettison assets and shrink to a niche supplier in DTP, or merge with another company capable of funding its current money-losing operations. Either way, it's not likely to ever be the market leader again.
I actually find this news heartening - an Apple/Sun merger would threaten Microsoft and allow greater competition to enter the market, and if Apple shrinks, it will allow more technically and business-oriented companies to take its place.

My, how the mighty have fallen. AtariUser might no longer publish, but he who denies that Apple is in serious trouble is truly "blind to reality," Peter.

BR Miller
Boston, MA

3636. Re: Atari Flamer Rob Jung flamin Nintendo players

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-28 00:00:00 UTC
From: mor@well.com
Message-ID: <4eepet$61l@nkosi.well.com>
Source record: 10391
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari,rec.games.video.nintendo

Good ol' James Wood <jamesw@PEAK.ORG> wrote:

>On Thu, 25 Jan 1996, Master of Reality wrote:
^^^^^^^^^^^^^^^^^
>My suspicions are that it is futile to attempt intelligent conversation
>with users who masquerade behind childish handles. I admit I used to do
>it when I was 15 and got my first modem.

Well I thought we had a nice little intelligent conversation going in email James, but apparently you've got a lot more time on your hands than I realized. My current pet peeve is childish cross-posting of system advocacy by hot-headed blowhards. About half of the messages I get these days are along those lines, and I wanted you and everyone to know that I don't like it. I didn't care much for the exchange between you and Jung when it was in the Atari group. But I thought it was ultra lame for you to expand it at a time when these newsgroups are already being bogged down with senseless arguing on the "objective truth" about video gaming. I won't bother the people who, like myself, are tired of this crap by responding to this thread again. Send me email if your feelings are still hurt.

Ciao.

| m.o.r.
| WITH MY BIG BLACK BOOTS AND AN OLD SUITCASE...

3637. Re: HELP SAVE ATARI -- Please Read!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-28 00:00:00 UTC
From: cgood@cix.compulink.co.uk
Message-ID: <DLwC6n.Jt0@cix.compulink.co.uk>
Source record: 10392

Why should I care about saving them? After all the money they've had off me (and every other Atari owners) and look at the way we've been treated? There are plenty of other third parties who've done far more than Atari have ever done. I think I prefer to stick with them thanks you very much.

'til the next time:)

Chris Good cgood@cix.compulink.co.uk
marvin@42bbs.conqueror.co.uk/NeST 90:102/166.3

3638. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-28 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4egjso$im@ccshst05.cs.uoguelph.ca>
Source record: 10393
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

: TOTALLY inacurate. I see NES tiles with copyright dates of '93 and maybe
: even '94.

Take a look at the number of NES titles coming out right when the
Super NES was released. Take a look at the number of games axed right
when the Super NES was lowered in price. Nintendo bottlenecked the market.

At this particular time 1/27/96 there are **STILL** a few NES
: titles new - leftovers - at Toys R Us and Kay Bee Toys. It wasn't until
: 1995 that Nintendo "officially" declared they were dropping support.

In 1992, Nintendo lowered the price of the Super NES to $99
without simultaniously lowering the price of the NES from $79 to a lower
price. If that isn't a death knell, I don't know what is. As VG & CE put
it, "Who is going to buy a $79 NES when the SNES is selling for $99. We
all knew the NES was going to die eventually, but this is too soon"

: The fact is that 8 or 9 years after its introduction, I can still buy NEW
: NES carts at Toys R Us....and you call it "leaving 35 million users out
: in the cold."

What I'm saying is that Nintendo didn't pull away from a dying
market (the NES was going very, VERY strong up until the price cut of the
SNES). They shot a healthy system in the jugular. The support for the NES
should have been (and could have been) much greater, but Nintendo was too
greedy to move on with the SNES.

>> Mark <<

--
==
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

If you ...

Have ever taken a fishing pole to Sea World,
Own a home that's mobile and four cars that aren't,
Have a mother who's Christmas list contains the word "ammo",

... you might be a REDNECK!
==

3639. Re: Atari Flamer Rob Jung flamin Nintendo players

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-28 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4egjvk$im@ccshst05.cs.uoguelph.ca>
Source record: 10394
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

```
: AtariUser magazine, that explains it. So he is so blind to reality. Calling
: Nintendo users being brainwashed because his precious Jag has failed market
: wise like I predicted all along.

As I recall, RJ is a Super NES owner and user. Does that mean
he's brainwashed too? He's probably just picking on a few zealous
Nintendo addicts. As for blindness, RJ has always pointed out Atari's faults.

>> Mark <<

--
================================================================================
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

If you ...

Have ever taken a fishing pole to Sea World,
Own a home that's mobile and four cars that aren't,
Have a mother who's Christmas list contains the word "ammo",

... you might be a REDNECK!
================================================================================
```

3640. Re: Atari Flamer Rob Jung flamin Nintendo players

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-28 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960128134523.27537A-100000@PEAK.ORG>
Source record: 10395
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari,rec.games.video.nintendo

On Sun, 28 Jan 1996, Master of Reality wrote:

> Good ol' James Wood <jamesw@PEAK.ORG> wrote:
>
> >On Thu, 25 Jan 1996, Master of Reality wrote:
> ^^^^^^^^^^^^^^^^^
> >My suspicions are that it is futile to attempt intelligent conversation
> >with users who masquerade behind childish handles. I admit I used to do
> >it when I was 15 and got my first modem.
>
> Well I thought we had a nice little intelligent conversation going in
> email James, but apparently you've got a lot more time on your hands
> than I realized.

Sorry to let you down. Don't operate on assumption (i.e. speculate about
my spare time).

> My current pet peeve is childish cross-posting of
> system advocacy by hot-headed blowhards. About half of the messages I
> get these days are along those lines, and I wanted you and everyone to
> know that I don't like it.

Point noted; but what difference does it make?

> I didn't care much for the exchange
> between you and Jung when it was in the Atari group. But I thought it
> was ultra lame for you to expand it at a time when these newsgroups
> are already being bogged down with senseless arguing on the "objective
> truth" about video gaming.

Again, point noted for my "expanding" of the exchange. However, I'm
still waiting for you to dispute WHAT I SAID in my exchange, rather than
continuing to whine about WHERE I SAID IT.

> I won't bother the people who, like
> myself, are tired of this crap by responding to this thread again.

Good, unless you can reference my original posting and find something
wrong with WHAT I SAID, rather than where I said it (again). I suspect
you'll say nothing in this regard.

> Send me email if your feelings are still hurt.

Sounds to me like your feelings are hurt, based on the opening of this
reply, but I can't say for sure because I don't operate on assumption as
do you.

James

3641. Okami help req

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-28 00:00:00 UTC
From: rarozijn@xs4all.nl
Message-ID: <4eh0bk$mkf@news.xs4all.nl>
Source record: 10396

Hi everyone,

I have got a problem with my Okami offline-newsreader that I can't seem to solve, whatever I try. The program works perfectly as far as I know (including
gathering and importing news and mail through scripts using the "soup"option) except for one thing: I can't export my replies.
Everytime I try this, in the right place comes a file with no name, consisting
of 13 bytes. If I rename the file, I'm able to look at the file, which always consists the following line:

NEWS news Bn

I've tried every option I could think of.
My system is a Mega STE4, with a
Quantum 425 Mb harddisk, TOS version 2.06. All the internet things are on a 97.9 Mb partition.
I've tried putting the whole setup on a 8.2 Mb partition,
this makes no difference.
I've tried to throw the whole program away, FTPing it again, same result.
Does this problem ring a bell to anyone? I would really appreciate any suggestions you might have.

Thanks a lot !!

Sander.

3642. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-29 00:00:00 UTC
From: scruggs@cis.ohio-state.edu
Message-ID: <4eiiafINNhqe@anaconda.cis.ohio-state.edu>
Source record: 10397
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <4egjso$im@ccshst05.cs.uoguelph.ca> mrathwel@uoguelph.ca (Mark Rathwell) writes:
|
|: TOTALLY inacurate. I see NES tiles with copyright dates of '93 and maybe
|: even '94.
|
| Take a look at the number of NES titles coming out right when the
|Super NES was released. Take a look at the number of games axed right
|when the Super NES was lowered in price. Nintendo bottlenecked the market.
|
| At this particular time 1/27/96 there are **STILL** a few NES
|: titles new - leftovers - at Toys R Us and Kay Bee Toys. It wasn't until
|: 1995 that Nintendo "officially" declared they were dropping support.
|
| In 1992, Nintendo lowered the price of the Super NES to $99
|without simultaniously lowering the price of the NES from $79 to a lower
|price. If that isn't a death knell, I don't know what is. As VG & CE put
|it, "Who is going to buy a $79 NES when the SNES is selling for $99. We
|all knew the NES was going to die eventually, but this is too soon"

So, they orphaned an $80 console. While this may be a great
tragedy to some, it does seem really microcopic compared the
orphaning of hardware that is actually significant in price
when compared to average software cost. Atari is famous for
this.

Also, just what kinda support does one need for a console
anyways? It's not exactly a SparcStation. Forgo that extra
game or 2 and get the current hardware, geesh...

|
|: The fact is that 8 or 9 years after its introduction, I can still buy NEW
|: NES carts at Toys R Us....and you call it "leaving 35 million users out
|: in the cold."
|
| What I'm saying is that Nintendo didn't pull away from a dying
|market (the NES was going very, VERY strong up until the price cut of the
|SNES). They shot a healthy system in the jugular. The support for the NES
|should have been (and could have been) much greater, but Nintendo was too
|greedy to move on with the SNES.
molehill -> mountain...
--
||| mmm...Yoda of Borg am I. Futile is resistance.
/ | \ Assimilate you, I will...

3643. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-29 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960129160425.16216B-100000@PEAK.ORG>
Source record: 10398
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

On 28 Jan 1996, Mark Rathwell wrote:

>
> : TOTALLY inacurate. I see NES tiles with copyright dates of '93 and maybe
> : even '94.
>
> At this particular time 1/27/96 there are **STILL** a few NES
> : titles new - leftovers - at Toys R Us and Kay Bee Toys. It wasn't until
> : 1995 that Nintendo "officially" declared they were dropping support.
>
> In 1992, Nintendo lowered the price of the Super NES to $99
> without simultaniously lowering the price of the NES from $79 to a lower
> price. If that isn't a death knell, I don't know what is. As VG & CE put
> it, "Who is going to buy a $79 NES when the SNES is selling for $99. We
> all knew the NES was going to die eventually, but this is too soon"

Evidently it that didn't kill it, since it's still in stores in 1996.
They were wrong; even though it wasn't an attractive bargain, it lasted 4
more years, an eternity for a 6502-based system. VG and CE were wrong,
or it wouldn't still be at Toys R Us today.

>
> : The fact is that 8 or 9 years after its introduction, I can still buy NEW
> : NES carts at Toys R Us....and you call it "leaving 35 million users out
> : in the cold."
>
> What I'm saying is that Nintendo didn't pull away from a dying
> market (the NES was going very, VERY strong up until the price cut of the
> SNES). They shot a healthy system in the jugular.

Evidently they didn't shoot it in the jugular. It was still making profit
at that price point, or it wouldn't have continued to sell for 4 more
years. How can you call it "shooting it in the jugular" (synonymous with
instant death) when it continued on the market for 4 more years? All you
can say is that it wasn't an attractive bargain compared to the 16-bit
systems, but you can't say that it was "shot in the jugular" or "killed"
back then; once again, the fact that it is in stores today disproves
that. Will you not even concede that which the evidence is in favor of?

> The support for the NES
> should have been (and could have been) much greater

Once again, the facts speak otherwise. The NES has been hailed as the
world's most popular video game system, a title once held by Atari's 2600
VCS. It's in stores 9 years after its introduction. Nearly a decade

later, Kay Bee Toys and Toys R Us still have games. How much more could it have been? Will the Jag still be in stores in the year 2002? Is the Sega Master system in stores? Is the Atari 7800? IS the XE Game System? THose are all from the same era and "died" earlier and I think you should speak of those systems the same way.

Sounds to me like you have a grudge against Nintendo. You may freely dislike Nintendo and its practices and games, but please don't ask us to believe that it wasn't a well-supported system; it has been video game of the century worldwide. The facts back this up.

The Super NES had a VERY slim profit margin after the price cut. That was necessary to facilitate competition with the Sega Genesis. Prices and profit margins on CONSOLES are almost irrelevant to the state of the particular platform, because even Hiroshi Yamauchi (pres. of Nintendo) stated: "Forgo the profits on hardware because it is really just a tool to sell software. That is where we shall make our money." Therefore all of this analysis that you're making into the price of the console has relatively little meaning. The price of the actual console hardware isn't necessarily indication of the state of the platform. If that wasn't the case, the NES would have indeed died in 1992, but we all know that wasn't the case since it's in stores now.

James

3644. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-29 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan29.161325.52124@cobra.uni.edu>
Source record: 10399
Body handling: HTML body converted to readable text

In article , brimiller@delphi.com writes:
> PETER SINCLAIR-DAY writes:
>
>>You know R.J. you sound like a classic dittohead. Nintendo has done a swell job
>
> Such a shame, these partisan, off-topic ramblings. Of course, anyone who
> disagrees with Peter must be a Rush Limbaugh, right-wing Republican. :')

Dam right----->
> ---
> BR Miller (an Irv Homer, freedom-loving Libertarian)
> Boston, MA

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush
Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3645. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-30 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4ejtlj$iup@ccshst05.cs.uoguelph.ca>
Source record: 10400
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

: Evidently it that didn't kill it, since it's still in stores in 1996.

My locals stores have them too. They've been trying to clear out
the same machines for the last four years.

: They were wrong; even though it wasn't an attractive bargain, it lasted 4
: more years, an eternity for a 6502-based system.

Take a look at what the sales and support were before the SNES
was priced at just $20 more and then look at the same sales and support
after. It's a death knell if there ever was one.

VG and CE were wrong,
: or it wouldn't still be at Toys R Us today.

Why don't you ask your
retailers when they last re-ordered NES's or how quickly NES stuff moved.
Ever think that they might have been trying to clear those things out for
a long time? I can go down to my Toys R Us back home and still buy an
Atari XE Video Game system too ...

: Evidently they didn't shoot it in the jugular. It was still making profit
: at that price point, or it wouldn't have continued to sell for 4 more
: years.

It didn't selll well at all for "four more years." The NES was
discontinued two years ago. Sales collapsed two years before that.

: can say is that it wasn't an attractive bargain compared to the 16-bit

You obviously aren't listening.

: Once again, the facts speak otherwise.

What facts! Look at the number of developers that jumped ship
after Nintendo's move! Look at how the sales collapsed. You ducked this
point several times!

The NES has been hailed as the
: world's most popular video game system, a title once held by Atari's 2600
: VCS.

The sales for both are pretty close. Atari didn't pull some of
the questionable "bully" tactics that Nintendo did, so that pulled
Nintendo ahead.

It's in stores 9 years after its introduction. Nearly a decade
: later, Kay Bee Toys and Toys R Us still have games. How much more could

: it have been?

1) Ever hear of clearence items that won't move? There are so
many NES systems and games around, it will take forever to get rid of
them all.

2) There could have been a lot more support and the phasing of
the NES could have been handled much better than Nintendo saying "Thanks
for making us the king ... now dump our old machine and buy our SNES."

Will the Jag still be in stores in the year 2002?

No.

Is the
: Sega Master system in stores? Is the Atari 7800? IS the XE Game
: System?

See my earlier point about leftover XE stuff being at my Toys R.
Us. Same idea.

: Sounds to me like you have a grudge against Nintendo. You may freely
: dislike Nintendo and its practices and games, but please don't ask us to
: believe that it wasn't a well-supported system; it has been video game
: of the century worldwide. The facts back this up.

Jesus Christ MAN! Did you hear anything I said? Are you freakin
deaf! I never said the NES wasn't well supported! I said that Nintendo's
way of "phasing" it out was really shitty! That has been my point all
along!!!!!!! And yes ... I do hold a grudge against Nintendo. They're
business practices are unethical, their hardware is unninovative and I
don't like the way they death knelled the NES. As you pointed out, the
NES was *HUGE*. Yet, Nintendo all but dumped it as soon as the SNES was
released. Yes, there were new games (but only a tiny fraction the number
their had been) and new machines but Nintendo virtually shot the market
in the head so that they could proceed with the SNES. To give Nintendo
credit, they have made some great games, but I detest the company!

>> Mark <<

--
==
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

If you ...

Have ever taken a fishing pole to Sea World,
Own a home that's mobile and four cars that aren't,
Have a mother who's Christmas list contains the word "ammo",

... you might be a REDNECK!
==

3646. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-30 00:00:00 UTC
From: brimiller@delphi.com
Message-ID: <BjOIIZ7.brimiller@delphi.com>
Source record: 10401

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>> Such a shame, these partisan, off-topic ramblings. Of course, anyone who
>> disagrees with Peter must be a Rush Limbaugh, right-wing Republican. :')
>
>Dam right----->

Point is, Peter, I frequently disagree with you, and I am neither.
--

>> BR Miller (an Irv Homer, freedom-loving Libertarian)
>> Boston, MA

(Repeating signature for your edification).

BR Miller
Boston, MA

3647. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-31 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4emtcoruo1@mhafn.production.compuserve.com>
Source record: 10402
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

>How many games are available for the VirtualBoy?

At release there were something like 5 games available.

A couple of weeks ago I was in a Toys R Us store (no Jaguar stuff anywhere, naturally) and was interested to see that SEVERAL new Virtual Boy games have been added to the VB section in the video games aisle.

There are now MORE games available for the VB at this point in its market lifetime than there were for the Jaguar at the comparable point in its lifetime.

The VB games area is now about the same size as the Atari Lynx display area EVER was during the entire lifetime of the Lynx.

Your mileage may vary, this is my experience in the store near me.

BobR

3648. Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-31 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.823105419@gmi.edu>
Source record: 10403

I'd post this to a Mac advocacy group, but I don't see Peter posting there (he obviously likes to curse the Atari groups) so I'm starting this thread here. :-)

Apple just announced that they have frozen their funding for R&D. How will this affect Copland? R&D is a company's future, seems as though Apple is undermining it's future now! Excellent move by Apple's management, right Petey?

Also, Standard and Poor downgraded Apple's debt rating, which will now make it more difficult for Apple to take on debt. The deal with Sun is snagged now and rumors have it that Apple is looking for other buyout/merge opportunities with IBM or Motorola. Apple's stock fell to a new low. (see http://www.cnet.com)

Can you imagine if IBM, Apple's historical nemesis, were to take over Apple!? It would be symbolic of the ultimate victory for the IBM PC line, right Sinflop? :-)

Looks like really tough times are in store for Apple. Petey has been bashing Atari's mismanagement of products into the grave and it looks like his favorite company is doing the same thing! Apple obviously wants to follow the Atari model of management. GO APPLE!

/Kevin

3649. Atari 2600/5200/7800/Lynx and Atari 8-Bit Catalog

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-31 00:00:00 UTC
From: ice@skypoint.com
Message-ID: <4en85j$8f6@stratus.skypoint.net>
Source record: 10404

```
**************************************************************************
* Have you ever thought there was no place on earth to get stuff *
* for your 2600/5200/7800/Lynx and Atari 8-Bit computers? *
* *
* Well look no further! *
* *
* To receive a FREE catalog of all Atari 8-bit and game machine products, *
* email your full name and postal mailing address to: ice@skypoint.com *
**************************************************************************
```

3650. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-31 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jan31.230142.52200@cobra.uni.edu>
Source record: 10405
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <khaley.823105419@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> I'd post this to a Mac advocacy group, but I don't see Peter posting
> there (he obviously likes to curse the Atari groups) so I'm starting
> this thread here. :-)
>
> Apple just announced that they have frozen their funding for R&D. How
> will this affect Copland? R&D is a company's future, seems as though
> Apple is undermining it's future now! Excellent move by Apple's
> management, right Petey?

Eh, Beavis..Apple did not freeze their R&D funding. Apple through MacWeek's
investigation of Apple VP of R&D Nagle's memo did not say that R&D is frozen.
Nagle told his managers to curb expenses in travel, conferences and so on..
OOOPS, I am sure that the egg on your face will peel off..

>
> Also, Standard and Poor downgraded Apple's debt rating, which will
> now make it more difficult for Apple to take on debt. The deal with
> Sun is snagged now and rumors have it that Apple is looking for other
> buyout/merge opportunities with IBM or Motorola. Apple's stock fell
> to a new low. (see http://www.cnet.com)

So? Does Apple need to borrow? looks like Apple stock is a bargain..

>
> Can you imagine if IBM, Apple's historical nemesis, were to take over
> Apple!? It would be symbolic of the ultimate victory for the IBM PC
> line, right Sinflop? :-)

Why? Why would IBM buy a firm and not continue the line? Will not affect
PowerComputing, SuperMac, DayStar and many more...
>
> Looks like really tough times are in store for Apple. Petey has been
> bashing Atari's mismanagement of products into the grave and it looks
> like his favorite company is doing the same thing! Apple obviously
> wants to follow the Atari model of management. GO APPLE!

He he he he he...Atari model of management? You sure? Apple moved volume like
1.3 million units each in the last two quarters. How much volume did Atari
move in the last six months?

Nice try kevinpoop!!

>
> /Kevin
>

Soon: PowerMacintosh 6100/66
Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3651. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-31 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960131201956.19560C-100000@PEAK.ORG>
Source record: 10406
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

On 30 Jan 1996, Mark Rathwell wrote:

> : Evidently it that didn't kill it, since it's still in stores in 1996.
>
> My locals stores have them too. They've been trying to clear out
> the same machines for the last four years.

Ok, so we agree, then, that the NES is still in stores 8-9 years after
intro to the U.S.

>
> : They were wrong; even though it wasn't an attractive bargain, it lasted 4
> : more years, an eternity for a 6502-based system.
>
> Take a look at what the sales and support were before the SNES
> was priced at just $20 more and then look at the same sales and support
> after. It's a death knell if there ever was one.

The point is that the NES system lasted a long
time. Of course the grunt of Nintendo's drive
went towards the Super NES to compete with the 16-bit Sega Genesis. I
don't know what point you're trying to make, other than to point out that
the NES "wasn't a bargain" after 1991. It probably wasn't, but it was
(is) still available to those who want one bad enough. Looks like you're
trying to accuse Nintendo of "abandoning" its user base like Atari
frequently does, but the difference is that Atari does it MUCH more often.
I would have thought even a die-hard Atari-only fanatic like you
could be dispassionate enough to admit what is obvious: The NES enjoyed a
long life for a console. However, it appears that all you're after is to
try to accuse Nintendo of "abandoing" its users in Atari fashion in an
attempt to make two wrongs equal a right for Atari - or what is your point?

>
> VG and CE were wrong,
> : or it wouldn't still be at Toys R Us today.
>
> Why don't you ask your
> retailers when they last re-ordered NES's or how quickly NES stuff moved.
> Ever think that they might have been trying to clear those things out for
> a long time? I can go down to my Toys R Us back home and still buy an
> Atari XE Video Game system too ...
>

My Toys R US was built just in time for the Christmas season '95. I
bought the last NES they had; they couldn't have lasted that long since

the store just opened. If you want to talk about "trying to clear out"
old video game junk, looks like they couldn't even give away XE Game
Systems since I haven't seen them in stores since '89 or '90. Have they
really been trying to dump them for six years? Which store is this??

> : Evidently they didn't shoot it in the jugular. It was still making profit
> : at that price point, or it wouldn't have continued to sell for 4 more
> : years.
>
> It didn't selll well at all for "four more years." The NES was
> discontinued two years ago. Sales collapsed two years before that.
>

I guess it just proves my point then. They continued to support it for 2
years (since you above say sales collapsed 2 years prior to its
discontinuance) after "sales collapsed." If a console is still supported
for 2 years after sales collapsed, looks like pretty good support to me.
Of course, you'd beg to differ, no doubt. That's fine; we have
drastically different ideas of what constitutes "good support" I see.

> : can say is that it wasn't an attractive bargain compared to the 16-bit
>
> You obviously aren't listening.

No, I obviously disagree and you obviously assume its because I'm not
listening and you're obviously wrong.

>
> : Once again, the facts speak otherwise.
>
> What facts! Look at the number of developers that jumped ship
> after Nintendo's move! Look at how the sales collapsed. You ducked this
> point several times!

I'm not "ducking" anything. What is your point? The system was old and
the money was in the Super NES games, the hot setup at the time. The
developers wanted money and the Super NES was the ticket to hot game
sales - not because the NES was "only" $20 cheaper, but because game
players wanted hot new graphics and sound. What point is there to
"duck?" In fact, what point are you trying to make again; these
arguements are so obvious that not only do I not see what you're accusing
me of "ducking," I don't even know what you contend about the whole
scenario. Please restate it in as few words as possible, as long as
whatever you are accusing me of "ducking."

>
> The NES has been hailed as the
> : world's most popular video game system, a title once held by Atari's 2600
> : VCS.
>
> The sales for both are pretty close. Atari didn't pull some of
> the questionable "bully" tactics that Nintendo did, so that pulled

> Nintendo ahead.

The Nintendo games were also better, which had something to do with it,
or nobody would have put up with the bully tactics.

>
> It's in stores 9 years after its introduction. Nearly a decade
> : later, Kay Bee Toys and Toys R Us still have games. How much more could
> : it have been?
>
> 1) Ever hear of clearence items that won't move? There are so
> many NES systems and games around, it will take forever to get rid of
> them all.

Yes, I've heard of clearance items. I've been buying them lately, very
cheaply, and enjoying them. If (as you indicate above) the TRU at your
locale still has XE game systems, then THAT is an item that fits the
description you give above (more so than ANY Nintendo product).

>
> 2) There could have been a lot more support and the phasing of
> the NES could have been handled much better than Nintendo saying "Thanks
> for making us the king ... now dump our old machine and buy our SNES."

If they continued to support it for 2 years after "sales collapsed" as
you said earlier in this message, I don't know what you expected. It was
time to move to the SNES, and that was where the money was. Sorry that
you can't understand the eventual need to upgrade, but:

1) Eventually, there is a need to move to next-generation system.
2) The NES had a _very_ long life before "upgrade time" came
3) Nintendo continued to support the NES for years after "upgrade" time
4) I don't know what point you are trying to dispute.

> : Sega Master system in stores? Is the Atari 7800? IS the XE Game
> : System?
>
> See my earlier point about leftover XE stuff being at my Toys R.
> Us. Same idea.

Talk about old hardware that is hard to unload, then.

>
> : Sounds to me like you have a grudge against Nintendo. You may freely
> : dislike Nintendo and its practices and games, but please don't ask us to
> : believe that it wasn't a well-supported system; it has been video game
> : of the century worldwide. The facts back this up.
>
> Jesus Christ MAN! Did you hear anything I said? Are you freakin
> deaf! I never said the NES wasn't well supported!

Settle down, Beavis, it's only ASCII. Earlier in this post you say that
"There could have been a lot more support" then you say (above) that you

didn't say this. You are contradicting yourself.....and you swear at me???

> I said that Nintendo's
> way of "phasing" it out was really shitty! That has been my point all
> along!!!!!!!

But gees....you admitted that after "sales collapsed" they continued to support it officially for two years. What more did you want? Should they have paid buyers $100 to take off their hands? That has been your point all along?

> And yes ... I do hold a grudge against Nintendo. They're
> business practices are unethical, their hardware is unninovative and I
> don't like the way they death knelled the NES.

Their business practices may have been "unethical," but you must be a communist if you think business is run for some other purpose than for profit. Whether or not their hardware is "uninnovative" is a matter of opinion, but the 8-bit NES has better graphics and sound than any other 8-bit game system (including XEGS and 7800) and the 16-bit Super NES has better graphics and sound than any other 16-bit system. So I guess that's your basis for it, then; you think graphics and sound have nothing to do with innovation in video games. You must be a die-hard Atari fanatic, which would explain everything. Likewise, continuing to produce and support a system two years after "sales collapse" is a "death knell" by your (il)logic.

> As you pointed out, the
> NES was *HUGE*.

Must have had something to do with all that "uninnovative" hardware and "unethical" business practices.

> Yet, Nintendo all but dumped it as soon as the SNES was
> released.

Once more.....you said yourself that it was continued for 2 more years after "sales collapsed."

> Yes, there were new games (but only a tiny fraction the number
> their had been) and new machines but Nintendo virtually shot the market
> in the head so that they could proceed with the SNES. To give Nintendo
> credit, they have made some great games, but I detest the company!
>
> >> Mark <<

Whatever!

James

3652. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-01-31 00:00:00 UTC
From: briankim@chelsea.ios.com
Message-ID: <briankim-3101960111240001@ppp-49.ts-8.nyc.idt.net>
Source record: 10407
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <4emtcoruo1@mhafn.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> wrote:

>>How many games are available for the VirtualBoy?
>
>At release there were something like 5 games available.
>
>A couple of weeks ago I was in a Toys R Us store (no Jaguar stuff anywhere,
>naturally) and was interested to see that SEVERAL new Virtual Boy games
>have been added to the VB section in the video games aisle.
>
>There are now MORE games available for the VB at this point in its market
>lifetime than there were for the Jaguar at the comparable point in its
>lifetime.
>
>The VB games area is now about the same size as the Atari Lynx display
>area EVER was during the entire lifetime of the Lynx.
>
so?
>Your mileage may vary, this is my experience in the store near me.
>
>BobR

3653. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-01 00:00:00 UTC
From: Gameboy@ix.netcom.com
Message-ID: <4eq4ar$i35@cloner3.netcom.com>
Source record: 10408
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:

Apparently BusinessWeek seems to think there is something terribly
wrong with Apple. The latest issue has the Apple logo on the cover
and the words "The Fall of An American Icon (or something like that)."
Inside they go into more detail about Apple's pathetic mismanagement
of its resources for the last 2+ years, and how it seems to be
relinquishing any hope of being a major player in the p.c. market.

But that's just Business Week, and what would a bunch of professionals
know anyway...

3654. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-01 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4eqpvu$9bi@ccshst05.cs.uoguelph.ca>
Source record: 10409
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

: Ok, so we agree, then, that the NES is still in stores 8-9 years after
: intro to the U.S.

We agree, though you're definitely missing my point. Yes, it's
still in stores but the fact is that many stores could not get rid of the
thing.

: The point is that the NES system lasted a long
: time.

Yes. However, Nintendo shot it in the head as soon as they
released the SNES. They could have (and should have) given more support
to the older machine considering how huge the market was.

: I would have thought even a die-hard Atari-only fanatic like you

Now you're being an imbecile. If you knew anything about me,
you'd know that I've owned Sega Master Systems, an NES, a Genesis, a
TG-16 as well as Atari products. I'm also a big fan of the 3DO and
Playstation.

: could be dispassionate enough to admit what is obvious: The NES enjoyed a
: long life for a console.

The NES could have enjoyed a longer life.

However, it appears that all you're after is to
: try to accuse Nintendo of "abandoing" its users in Atari fashion in an
: attempt to make two wrongs equal a right for Atari - or what is your point?

My point is this ... Atari generally drops products when people
are no longer interested in them. Nintendo forced people to move from the
NES to the SNES by pricing the two machines to within $20 of each other.
The NES was (at that time) the hottest selling toy.

: Systems since I haven't seen them in stores since '89 or '90. Have they
: really been trying to dump them for six years? Which store is this??

The store is in Ottawa. They also had some Sega Master system
games, the last time I was there.

: I guess it just proves my point then. They continued to support it for 2
: years (since you above say sales collapsed 2 years prior to its
: discontinuance) after "sales collapsed."

A bare smattering of support. The NES had tons of games being
released before the introduction of the SNES. When the SNES came out,

virtually all support stopped. How many games did Nintendo release?

: Of course, you'd beg to differ, no doubt. That's fine; we have
: drastically different ideas of what constitutes "good support" I see.

We do. My problem is that the NES was extremely popular and yet
Nintendo drop kicked it.

: I'm not "ducking" anything. What is your point? The system was old and
: the money was in the Super NES games, the hot setup at the time.

The NES was still the hottest toy around. It was going very
strong. Nintendo drop kicked it.

: The Nintendo games were also better, which had something to do with it,
: or nobody would have put up with the bully tactics.

I agree partly here, though Nintendo's "quality control" is very
questionable in my opinion. There were fewer duds, but Nintendo didn't
police the "quality of playability" as many would have you believe.

: If they continued to support it for 2 years after "sales collapsed" as
: you said earlier in this message, I don't know what you expected.

Again, (and for the last time) the NES was a humungous hit. Sales
were still astronimical when the SNES was out. Support was also
phenomenal. Yet Nintendo drained all that by lowering the price of the
new machine without also reducing the older one.

It was
: time to move to the SNES, and that was where the money was.

The NES (at that point) had a userbase of 35 million users and
was still going extremely strong. The money was on the NES.

: Settle down, Beavis, it's only ASCII. Earlier in this post you say that
: "There could have been a lot more support" then you say (above) that you
: didn't say this. You are contradicting yourself.....and you swear at me???

You accused me of saying that the NES was never well supported.
It was all the way through it's life ... until Nintendo released the
SNES. Then they killed it. My problem with Nintendo is that they suddenly
(and unceremoniously) dropped such a huge machine. Yes, there were a
couple of games. But considering how big the NES was and how well it was
selling, they should have done more.

: Their business practices may have been "unethical," but you must be a
: communist if you think business is run for some other purpose than for
: profit.

Businesses are run for a profit, but there are also racketeering
laws to protect companies from monopoly practices (which Nintendo was
infamous for). I did my OAC Economics paper on the topic and we can
debate this if you like ((though let's take it to E_Mail).

Whether or not their hardware is "uninnovative" is a matter of
: opinion, but the 8-bit NES has better graphics and sound than any other
: 8-bit game system (including XEGS and 7800)

1) The Atari 7800 had worse sound than the NES, but better
graphics capabilities. It had five times the number of colors, higher
resolution and could put twice as many colors on screen. It also had
sprite hardware which absolutely destroyed the NES. (ie. I've seen 7800
games with dozens of sprites on screen and no flickering whatsoever).

2) If you think the NES had better graphics and sound than the
Sega Master system, you really are smoking something. Take a look at the
SMS version of Mortal Kombat II and then try to tell me which machine had
the best graphics.

3) The Super NES does indeed have the best graphics and sound of
the 16-bit systems. However, it came out two years after the Genesis.
Sega did the ground-breaking work in that arena ... all Nintendo did was
improve slightly upon the Genesis. Two years is a LONG time in the world
of electronics. The fact that the SNES design was all that Nintendo could
come up with in two years is a laughable joke. The SNES has some nice
games, but the system susre isn't innovative.

: to do with innovation in video games. You must be a die-hard Atari
: fanatic, which would explain everything. Likewise, continuing to produce
:

Take another look at my previous comments before making such an
assumption. If I was such a "die hard Atari fanatic", I wouldn't own
other systems and I wouldn't be as critical of Atari as I am. Are you
such a die-hard Nintendo fanatic that you can't accept Nintendo's faults?

: Must have had something to do with all that "uninnovative" hardware and
: "unethical" business practices.

The unethical business practices did have a lot to do with the
high sales of the machine.

>> Mark <<

--
==
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

If you ...

Have ever taken a fishing pole to Sea World,
Own a home that's mobile and four cars that aren't,
Have a mother who's Christmas list contains the word "ammo",

... you might be a REDNECK!
==

3655. Re: HELP SAVE ATARI -- Please Read!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-01 00:00:00 UTC
From: patrickb@usa1.com
Message-ID: <patrickb-0102960053180001@wmn1-120.usa1.com>
Source record: 10410

In article <DLwC6n.Jt0@cix.compulink.co.uk>, cgood@cix.compulink.co.uk ("Christopher Good") wrote:

> Why should I care about saving them? After all the money they've had off
> me (and every other Atari owners) and look at the way we've been treated?
> There are plenty of other third parties who've done far more than Atari
> have ever done. I think I prefer to stick with them thanks you very much.
>
> 'til the next time:)

Well said, Mr Good;
I am, sadly, a former Atari user. I bought 3 different Atari computers (for music applications), and really enjoyed them. However, after I spent big bucks (for me) on a Falcon, Atari pulled the plug on all their computer work. Everyone here's heard it all before.....
I'm beyond flaming Atari- what's the point? It's too bad, though; I was a big booster. But I got tired of driving 50 miles cause all the dealers dropped Atari, and I got tired of software companies going out of business or dropping support for the platform. Hey, I just couldn't see spending any more money on a dying computer.
I might've hung in there, if it hadn't been for the way Atari screwed their customer base, the third party developers, and their own dealers. Absolutely no sense of commitment to people who'd spent years making the Atari platform viable. I remember reading the press releases for the Falcon when it came out- all that nifty stuff "coming real soon": the DSP modem, onboard video, voice recognition.....with no app.s at all! They just expected everyone else to make their computer do all these great things with no help. They would announce a "product" or application and then it never came out! One time I posted a message questioning this approach on Genie, and an Atari rep actually answered me! He said "just because we announce a product in no way obligates us to release it"
Well that's about it in a nutshell, I'd say.....

3656. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-01 00:00:00 UTC
From: wesleyp@wam.umd.edu
Message-ID: <4epl7n$irm@cville-srv.wam.umd.edu>
Source record: 10411
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <Pine.SUN.3.91.960129160425.16216B-100000@peak.org>,
James Wood <jamesw@PEAK.ORG> wrote:
>
>Evidently it that didn't kill it, since it's still in stores in 1996.
>They were wrong; even though it wasn't an attractive bargain, it lasted 4
>more years, an eternity for a 6502-based system. VG and CE were wrong,
>or it wouldn't still be at Toys R Us today.
>
>

Not to nitpick but I'm pretty sure the processor in the NES was the 6809
not the 6502. (same processor as was in the Atari 8-bits' floppy drives
(at least the Percoms). :)

I could be wrong.. my memory isn't very good (got one o' them
simm-verters but it hangs too heavy in the slot and doesn't get a great
connection :)
--

3657. Re: Atari is letting the Jag die!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-01 00:00:00 UTC
From: dmb2339@tntech.edu
Message-ID: <1996Feb1.214139.18471@atlas.tntech.edu>
Source record: 10412
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Those 35 million NES users at least have titles to boot around.
>
> I don't argue that the NES had a large number of titles. However,
> within a year of the SNES's release, Nintendo cut the price of the Super
> NES to $99 without cutting the price of the NES (which was at $79). This
> spelled disaster for the machine that had built them. At that price,
> nearly all NES developers jumped ship and the software rate collapsed
> very quickly. Some time later, Nintendo released the cheaper NES with a
> new design, but it was not enough to save the machine.

Was it possible for Nintendo to sell the NES for a lower price without
taking a big loss? I'm an idiot and know nothing about such things, but
I wonder if the old NES cost as much as the SNES to make. The old NES
is a nightmare in some ways, it's nowhere near as simple as the SNES.
I guess this is why the new NES came out. The SNES had to go down in
price because of the price war with the Genesis, which was doing okay
with Sonic looking better than Super Mario World (but not playing as
well).

One of the cooler things Nintendo did for NES fans was redistribute
some of their cooler games like Final Fantasy. I can go into any
Kaybee and find Final Fantasy, Zelda, Punch-Out!! and Metroid. I'm
actually thinking about buying an NES to play some of the games I
missed like Final Fantasy and Crash and the Boys' Street Challenge.

> : new titles constantly. Atari's owners were never serious about
> : making the Jag a success. Pretty sad and a shame..
>
> Atari's owners were very serious about making the Jaguar a
> success. Even you cannot debate that! They just didn't have the
> resources to do so.

> : I don't know how many games are available for Virtual Boy, do you?

> This has been hard to determine. I've looked around for
> Virtual Boy in many places and it is hard to determine what games
> are available for it. I think I've seen about ten titles in total.
> The number is *VERY* small, especially considering this is a
> Nintendo machine.

It is, I mean this is Nintendo so you except some original game to
be on it! Of course it needs an RPG too but it doesn't have one.
No Nintendo classics like Zelda or Metroid either. Forget it for
now! Hopefully NOJ's president will successfully reintroduce it

with some good software. Some new games are Waterworld, which should suck because it is an Ocean/Acclaim game, Jack Brothers (originally Devil Busters from Kemco), and a Bomberman/Tetris game from Hudson. No RPGS! I'd love to play an RPG on this system. There's a new shooting game too. You're absolutely right about the lack of software on the Virtual Boy, you expect Nintendo to be able to make it a decent system on their own by putting their in-house developers to work on it.

By the way the Jaguar relatively well at the Wal-Mart around here; it's titles now occupy as much space as the 3DO and Playstation. The SNES still rules the shelf space though. I think the cheap price for the Jaguar worked! I'd like to see one but none of the games interest really interest me. Well, Temepest 2000, but only sort of. The Jaguar needs a Blockbuster deal like the Virtual Boy.
---Daryel

3658. Need Pompey Packer v2.1+

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-01 00:00:00 UTC
From: khaine@itn.is
Message-ID: <4erap6$r86@itn.is>
Source record: 10413

I've got a lot of menu programs on floppy disks that are packed by the old Pompey Packer. I've searched around for it but so far I've only located versions older than the one I need, which is v2.1 or newer.
Does anyone know where I could ftp it from or otherwise locate it?

3659. Apple/Airforce meet(boom!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Feb1.222157.52257@cobra.uni.edu>
Source record: 10414

OFFICE MEMO
Date:1/18/96

SPINDLER CALLS IN AIR STRIKE, DESTROYS APPLE TO SAVE IT

Stock Price Increases 50%

"We'll do it better," Says Microsoft

CUPERTINO, Calif. ------- JANUARY 18, 1996 ------
The massive pile of smoking rubble near Interstate 280 here in Cupertino was not the result of an earthquake or natural gas explosion, as officials first believed.

It now appears that the terrific explosion and fire at Apple Computer headquarters was the result of the first corporate-initiated airstrike on U.S. or California soil in U.S. history.

Sources within Apple have told newspapers that, in an effort to save Apple from an internal coup that would result in the breakup and sale of the company, embattled Apple CEO Michael Spindler called in elements of the California Air National Guard, based at Moffet Federal Air Station in Mountain View, Calif. to bomb and strafe his own headquarters.

Spindler allegedly called the California Air National Guard late last night and ordered the airstrike, using an Apple Macintosh Quadra A/V with experimental sound cards to simulate the voice of California Governor Pete Wilson.

Within Apple, Spindler is seen as a hero. "Cool! He called in an airstrike on his own position to save his company," said one internal Apple applications developer, who gave his name as "Scooter." "It was like one of those cool movies about, like, you know, Viet Nam, that I read about it on the Web, dude."

A memo to key staffers, reportedly written by Spindler himself, explained the need for the sir strike to counter moves by Apple managers and board members to oust him in a corporate coup and to simultaneously increase the company's marginal revenue. "Existing Macintoshes, both those in use and those in warehouses, will instantly become collector's items and therefore increase dramatically in value," according to the memo, which went on to explain that "this action will therefore increase our margins on existing stock with no cost to our sales and manufacturing operations." Spindler, said to be ailing, is in seclusion. Attempts to reach him by phone mail and fax were unsuccessful.

Apple stock shot up 50% on the news, as Wall Street apparently agreed with Spindler's strategy. "Blowing up his own headquarters was a stroke of genius," said one Wall Street analyst. "This is the kind of pure creative, self-destructive genius we used to see when Steve Jobs was at Apple. It's like the old days. Mac is back!" Overall, computer stock

stocks rose 75% as a result of the Apple news, then plunged 80% later in the day on rumors that Dan Dorfman had been seen having lunch with Jim Clark and Marc Andreeson.

The Spindler airstrike memo, obtained via Internet e-mail by this reporter, was fragmented and missing key information. Apparently, the strike was planned for January 1, but key aides to Spindler did not receive the e-mail until yesterday due to routing table buffer problems and addressing errors.
calling the air strike "an unfortunate incident that, while we hope we any race, creed, color, religion, thought process or emotional state, and we must emphasize that the City of Cupertino had no role in this incident if it did." Class-action lawsuits against Apple and the city, alleging emotional trauma resulting in a lost train of thought, loss of computing resources and interrupted Internet access have already been filed in California State Court.

Later, when told by federal officials that the city will qualify for both federal disaster relief funds and labor department funds for unemployment and job training programs as a result of the destruction, Mayor Bob Mellow said, "Cool. We applaud Apple and Mike Spindler for having the vision and courage to take this decisive action, and hope that our earlier statement was taken in the spirit in which it was meant."

In Redmond, Wash., Microsoft announced plans to build and detonate several networked low-yield nuclear devices at its own headquarters some time in 1997. "This is a project we already had underway," said a spokeswoman for Microsoft chairman Bill Gates. "We just decided that the marketplace won't be ready for it until 1997. Or 1998, if we decide that's when we really want to do it. Or maybe later. Right now, we're hiring additional staff, developing new technology and getting ready to copy Apple's idea, strategy and execution. Oops, I meant to say that we're evaluating previously extant competitive actions." The project, dubbed Curtains `97, is expected by analysts to be complete some time in 1999.

Apple announced it will sue Microsoft in federal court over the "look and feel" of the use of explosive devices in business and home computing product strategies.

3660. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-01 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.823203533@gmi.edu>
Source record: 10415

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>> Apple just announced that they have frozen their funding for R&D. How
>> will this affect Copland? R&D is a company's future, seems as though
>> Apple is undermining it's future now! Excellent move by Apple's
>> management, right Petey?

>Eh, Beavis..Apple did not freeze their R&D funding. Apple through MacWeek's
>investigation of Apple VP of R&D Nagle's memo did not say that R&D is frozen.

Yeah, right. Read www.cnet.com. The info is direct from Reuters!
You propogate negative news stories about Atari, but when the shoe's
on the other foot, it's a different story, isn't it? HYPOCRITE!

And I don't think MacWeek would be an objective source of news from
Apple in this matter. They cater to the markets that have a bias for Apple.

>Nagle told his managers to curb expenses in travel, conferences and so on..
>OOOPS, I am sure that the egg on your face will peel off..

The only egg around here is the stuff you're swimming in, Peter.

>> Also, Standard and Poor downgraded Apple's debt rating, which will
>> now make it more difficult for Apple to take on debt. The deal with
>> Sun is snagged now and rumors have it that Apple is looking for other
>> buyout/merge opportunities with IBM or Motorola. Apple's stock fell
>> to a new low. (see http://www.cnet.com)

>So? Does Apple need to borrow? looks like Apple stock is a bargain..

No business sense, eh? Do you know what that means? Do you know
what the financial institutions are going to say to Apple now if they
look for financing or borrowing in the short term?

>> Can you imagine if IBM, Apple's historical nemesis, were to take over
>> Apple!? It would be symbolic of the ultimate victory for the IBM PC
>> line, right Sinflop? :-)

>Why? Why would IBM buy a firm and not continue the line? Will not affect
>PowerComputing, SuperMac, DayStar and many more...

The only change is that OS/2 will be the new bundle with the MacAptiva.
Heh heh! :-)

>> Looks like really tough times are in store for Apple. Petey has been
>> bashing Atari's mismanagement of products into the grave and it looks
>> like his favorite company is doing the same thing! Apple obviously
>> wants to follow the Atari model of management. GO APPLE!

>He he he he he...Atari model of management? You sure? Apple moved volume like
>1.3 million units each in the last two quarters. How much volume did Atari
>move in the last six months?

Still trying to wipe egg of your face? As a proportion of the company's
wealth, I'd say that Atari is shipping more volume than Apple right now:

Apple value $8 billion / 1.3 million = $6153 per unit of volume shipped
Atari value $100 million / 200,000 = $500 per unit of volume shipped

Numbers that don't mean anything in reality, but still prove my point.

How do you like them Apples, Sinpoop!

/Kevin

> Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
> University of Northern Iowa PowerBook 150

3661. ATARI ST

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-01 00:00:00 UTC
From: DEAN ANTHONY TUCKER <dat2>
Message-ID: <4er754$1pn@zephyrus.coventry.ac.uk>
Source record: 10416

I HAD AN ST AND IM SO GLAD I GOT A P.C.

3662. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Feb2.143357.52273@cobra.uni.edu>
Source record: 10417

In article <khaley.823203533@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
>>> Apple just announced that they have frozen their funding for R&D. How
>>> will this affect Copland? R&D is a company's future, seems as though
>>> Apple is undermining it's future now! Excellent move by Apple's
>>> management, right Petey?
>
>>Eh, Beavis..Apple did not freeze their R&D funding. Apple through MacWeek's
>>investigation of Apple VP of R&D Nagle's memo did not say that R&D is frozen.
>
> Yeah, right. Read www.cnet.com. The info is direct from Reuters!
> You propogate negative news stories about Atari, but when the shoe's
> on the other foot, it's a different story, isn't it? HYPOCRITE!
>
> And I don't think MacWeek would be an objective source of news from
> Apple in this matter. They cater to the markets that have a bias for Apple.

MacWeek not being objective? MacWeek has been Apple's harsh critic. MacWeek
seves the Mac users not APPLE!

>
>>Nagle told his managers to curb expenses in travel, conferences and so on..
>>OOOPS, I am sure that the egg on your face will peel off..
>
> The only egg around here is the stuff you're swimming in, Peter.
>

MacWeek got a hold of Nagle's memo which never mentioned freeze.

>>> Also, Standard and Poor downgraded Apple's debt rating, which will
>>> now make it more difficult for Apple to take on debt. The deal with
>>> Sun is snagged now and rumors have it that Apple is looking for other
>>> buyout/merge opportunities with IBM or Motorola. Apple's stock fell
>>> to a new low. (see http://www.cnet.com)
>
>>So? Does Apple need to borrow? looks like Apple stock is a bargain..
>
> No business sense, eh? Do you know what that means? Do you know
> what the financial institutions are going to say to Apple now if they
> look for financing or borrowing in the short term?

With a new CEO from National Semiconductor who turned around that firm three
years ago, Wall ST will give Apple breathing space. Considering that Apple's
new Chairman and CEO Gilbert Amileo is highly regarded and supported on Wall
ST..

To bad Atari can't jettison the Tramiels..

>
>>> Can you imagine if IBM, Apple's historical nemesis, were to take over
>>> Apple!? It would be symbolic of the ultimate victory for the IBM PC
>>> line, right Sinflop? :-)
>
>>Why? Why would IBM buy a firm and not continue the line? Will not affect
>>PowerComputing, SuperMac, DayStar and many more...
>
> The only change is that OS/2 will be the new bundle with the MacAptiva.
> Heh heh! :-)

He he he he Ha..Not a chance..

>
>>> Looks like really tough times are in store for Apple. Petey has been
>>> bashing Atari's mismanagement of products into the grave and it looks
>>> like his favorite company is doing the same thing! Apple obviously
>>> wants to follow the Atari model of management. GO APPLE!
>
>>He he he he he...Atari model of management? You sure? Apple moved volume like
>>1.3 million units each in the last two quarters. How much volume did Atari
>>move in the last six months?
>
> Still trying to wipe egg of your face? As a proportion of the company's
> wealth, I'd say that Atari is shipping more volume than Apple right now:

ROTFLMAO!!

>
> Apple value $8 billion / 1.3 million = $6153 per unit of volume shipped
> Atari value $100 million / 200,000 = $500 per unit of volume shipped
>
> Numbers that don't mean anything in reality, but still prove my point.
>

Prove what. Apple sales = $11 billion/4.5 million units plus monitors,
printers, software and video addons and so on..

> How do you like them Apples, Sinpoop!

Look promising....

>
> /Kevin
>
>> Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
>> University of Northern Iowa PowerBook 150

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3663. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-02 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4eult1$pch@linda.teleport.com>
Source record: 10418
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both
Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My
Web Address is below. On-Line Catalogs that you can View and Contact me via
my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

3664. C-Lab succes?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-02 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <4et3ol$31g@dux.dundee.ac.uk>
Source record: 10419

How are C-Lab doing with the Falcon these days?

Rod

--
--
Rod McCall, Senior Honours, Computer Science with Accounting Studies
1994/95 President, University of Dundee Dramatic Society
Try My new web pages on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
(they include Sinclair C5, Atari and a few other silly pages)
"I know, I read it on the back of a match box!"

3665. Re: Bad news at GEnie...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-03 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <5VOKReb.dpj@delphi.com>
Source record: 10420

Robert J Goos <goos@badlands.NoDak.edu> writes:

>Electric to new owners. The first official act of these new owners
>apparently was to double the minimum monthly connect fee to about $20 a
>month.

Where did you hear that the monthly rates are going up? I haven't seen
a word about this. I've been planning to close my account for months
now - maybe this will be the final justification!

-Dana

3666. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-03 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <pdDJxcd.brimiller@delphi.com>
Source record: 10421

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>With a new CEO from National Semiconductor who turned around that firm three
>years ago, Wall ST will give Apple breathing space. Considering that Apple's
>new Chairman and CEO Gilbert Amileo is highly regarded and supported on Wall
>ST..

What this means is that Apple will be reorganized in much the same style
as NS was - retreating to key markets and building up there. Thus, Macintosh
will become what Mac critics blast Amigas and TOS machines for - niche boxes.
Macs will serve DTP and education, and pull out of corporate markets, where
they've been sagging for years. Low end will eventually go as PC prices
collapse, replaced by other firms. In short, Apple and MacOS will be less of a
all Street - the samer
folks whop put Chrysler in the hole THREE times in the past twenty years, and
are now complaining about Chrysler's large cash reserves, despite the fact
that sales have doubled over four years, and profits this year will be HIGHER
than Ford's (who is doing roughly double the sales volume). Apple's cash will
be parceled out to satisfy investors, and it will be sliced and diced,
shrinking. When it eventually
meets financial hardship, its cash will be in shareholders' packets rather than
in the bank, and Apple will equal Chrysler 1981. But this time, the
government won't bail it out.

A couple points:
1) Most folks here don't care about Atari - we care about the machines and
software. Atari gave up on those. In order to rile us up these days, you
should attack C-LAB and software designers (something you would probably not
do, since you know nothing about either).
-
2) You have yet to respond to my message outlining all of Apple's current
woes. These are all factual bits of info, that together, paint a less than
rosy picture. Oh, man, doesn't it _SUCK_ being on the receiving end? Now
Mac users know what it's like to be ambushed by ignorant scores of users
of a larger platform when troubles pop up! How's it like? Will TOS and
AMiga users receive any apologies, though? I doubt it. Mac users will simply
continue to call upon Guy Kawasaki and other spin-jobbers to put a far better
veneer on a bad situation than anyone in Amigadom or TOSland ever could.
The more things change, the more they stay the same.

BR Miller
Boston, MA

3667. Re: C-Lab succes?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-03 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <4f0prr$8kd@gti.gti.net>
Source record: 10422

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: How are C-Lab doing with the Falcon these days?

I can't answer this one directly, but I have heard that there is
or will be an MK-III, an even better model! I probably read this
in STReport (as it's the only onliner that I read)

--
Billy D'Augustine, azog@gti.gti.net
"Isn't that cute ... BUT IT'S WRONG!!!!"
http://www.gti.net/azog/

3668. Bad news at GEnie...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-03 00:00:00 UTC
From: goos@badlands.NoDak.edu
Message-ID: <4f0ql0$af0@daily-planet.nodak.edu>
Source record: 10423

The online service GEnie was long a stronghold for the Amiga and Atari communities. Recently, it seems that GEnie has been sold by General Electric to new owners. The first official act of these new owners apparently was to double the minimum monthly connect fee to about $20 a month.

I cancelled my GEnie subscription the day I heard of this change. Access via Sprintnet was impossible after 5 PM. I've been forced to use an old 2400 baud GEnie line for several months. I wasn't willing to pay almost $20 a month for an online service accessible only at 2400 baud.

It seems like lots of GEnie subscribers are going to bail out in the next month or so. I'm sure this will affect the Atari community, as these users will be looking for different online services to use.

3669. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-04 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Feb4.142434.52306@cobra.uni.edu>
Source record: 10424

In article <pdDJxcd.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>
>>With a new CEO from National Semiconductor who turned around that firm three
>>years ago, Wall ST will give Apple breathing space. Considering that Apple's
>>new Chairman and CEO Gilbert Amileo is highly regarded and supported on Wall
>>ST..
>
> What this means is that Apple will be reorganized in much the same style
> as NS was - retreating to key markets and building up there. Thus, Macintosh
> will become what Mac critics blast Amigas and TOS machines for - niche boxes.
> Macs will serve DTP and education, and pull out of corporate markets, where
> they've been sagging for years. Low end will eventually go as PC prices
> collapse, replaced by other firms. In short, Apple and MacOS will be less of a
> all Street - the samer

Where have you been? The Mac has been a niche platform for the last 12 years.
And don't compare C= and Atari to the Mac. Both machines never sold in the
volumes to support their developers and none of them updated their products in
a timely fashion.

I don't know about the lowend, but Apple will bring out new Performa(s) this
week..

Plus Mac clone makers will drive more of the market this year..

> folks whop put Chrysler in the hole THREE times in the past twenty years, and
> are now complaining about Chrysler's large cash reserves, despite the fact
> that sales have doubled over four years, and profits this year will be HIGHER
> than Ford's (who is doing roughly double the sales volume). Apple's cash will
> be parceled out to satisfy investors, and it will be sliced and diced,
> shrinking. When it eventually
> meets financial hardship, its cash will be in shareholders' packets rather than
> in the bank, and Apple will equal Chrysler 1981. But this time, the
> government won't bail it out.

He he he he he..Evidence please..

> ---
> A couple points:
> 1) Most folks here don't care about Atari - we care about the machines and
> software. Atari gave up on those. In order to rile us up these days, you
> should attack C-LAB and software designers (something you would probably not
> do, since you know nothing about either).

No C-lab machines in my lake of the woods..

> -
> 2) You have yet to respond to my message outlining all of Apple's current
> woes. These are all factual bits of info, that together, paint a less than
> rosy picture. Oh, man, doesn't it _SUCK_ being on the receiving end? Now
> Mac users know what it's like to be ambushed by ignorant scores of users
> of a larger platform when troubles pop up! How's it like? Will TOS and
> AMiga users receive any apologies, though? I doubt it. Mac users will simply
> continue to call upon Guy Kawasaki and other spin-jobbers to put a far better
> veneer on a bad situation than anyone in Amigadom or TOSland ever could.
> The more things change, the more they stay the same.

Receiving end? The difference is Apple sold in volume while C= and Atari did
not..

> ---
> BR Miller
> Boston, MA

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush
Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3670. rayman?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-04 00:00:00 UTC
From: collins@upanet.uleth.ca
Message-ID: <4f1f85$78g@holly.cc.uleth.ca>
Source record: 10425

Does anyone have the secrete for rainman (rayman)???
thanks for any answers.

****
Libby & Patric Collins-April

"And I said, with my net I can get
them I bet, with my net, I can get
those Things yet!" The Cat In The Hat

3671. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-04 00:00:00 UTC
From: ve1@cec.wustl.edu
Message-ID: <4f1qn9$lhf@oldfart.ecl.wustl.edu>
Source record: 10426
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: In article <khaley.823105419@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
: > I'd post this to a Mac advocacy group, but I don't see Peter posting
: 1.3 million units each in the last two quarters. How much volume did Atari
: move in the last six months?

: Nice try kevinpoop!!
Apple and the MAC is obsolete and out of style. MAC is a loser machine and
everyone knows it. Lets see, there is no quality, no software and higher
prices. Wow no bargains here. System 7.5 will be nothing but an operating
system for set-top boxes, watch it happen, you will see what I am talking
about. With Windows 95/NT out, its over for apple. I am no Atari fan either,
but for a person that always puts down other platforms, its more like egg on
your face. Its like a person with a Coleco Adam, putting down Amigas because
they are obsolete. The person with a Coleco Adam, is you.

3672. Re: rayman?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-04 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4f2l0d$mv6@ccshst05.cs.uoguelph.ca>
Source record: 10427

```
: Does anyone have the secrete for rainman (rayman)???
: thanks for any answers.

You mean "codes?" On the Jagaur version, press 1,3,6,4 at the
title screen and it will put you into the Rayman "breakout" game.

>> Mark <<

--
================================================================================
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

If you ...

Have ever taken a fishing pole to Sea World,
Own a home that's mobile and four cars that aren't,
Have a mother who's Christmas list contains the word "ammo",

... you might be a REDNECK!
================================================================================
```

3673. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-04 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4f3ao7$gfa@ccshst05.cs.uoguelph.ca>
Source record: 10428

: Where have you been? The Mac has been a niche platform for the last 12 years.

A niche platform that has been slowly disintegrating.

: And don't compare C= and Atari to the Mac. Both machines never sold in the
: volumes to support their developers and none of them updated their products in
: a timely fashion.

And Apple updated their products in a timely fashion? They do
now, but in the 80s, Apple machines were laughably underpowered and way
over-priced.

: Plus Mac clone makers will drive more of the market this year..

How many clone makers are there???

: No C-lab machines in my lake of the woods..

Check out a music studio. That's what they are designed for.

: Receiving end? The difference is Apple sold in volume while C= and Atari did
: not..

How many Macs have been sold overall? I have no question that the
Mac outsold both machines, but both the Amiga and the ST sold several
million units in Europe.

>> Mark <<

--
==
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

If you ...

Have ever taken a fishing pole to Sea World,
Own a home that's mobile and four cars that aren't,
Have a mother who's Christmas list contains the word "ammo",

... you might be a REDNECK!
==

3674. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-04 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <hhOJ5kg.brimiller@delphi.com>
Source record: 10429

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>> they've been sagging for years. Low end will eventually go as PC prices
>> collapse, replaced by other firms. In short, Apple and MacOS will be less of a
>> all Street - the samer
>
>Where have you been? The Mac has been a niche platform for the last 12 years.
>And don't compare C= and Atari to the Mac. Both machines never sold in the
>volumes to support their developers and none of them updated their products in
>a timely fashion.

The Mac will become, simply, not a machine for general user, but a machine
for tiny niches. The Mac userbase will shrink. Mac won't be an alternative
anymore, merely a required evil in certain small circles.

>And don't compare C= and Atari to the Mac. Both machines never sold in the
>volumes to support their developers and none of them updated their products in
>a timely fashion.

Nonsense. Both machines have sold millions of units, and developers have and
still continue to develop applications for them. As for "updating products,"
it seems to me that Apple was playing catchup - Atari and Commodore didn't need
to develop as quickly, since their competition for years was a 128K B/W Mac.

>And don't compare C= and Atari to the Mac. Both machines never sold in the

Commodore and Atari were both non-mainstream computer makers. So is Apple.
All three had problems arising from the "PC-ing" of the marketplace. Size,
here,
Peter, doesn't matter (bet that releives you a bit).

>> meets financial hardship, its cash will be in shareholders' packets rather than
>> in the bank, and Apple will equal Chrysler 1981. But this time, the
>> government won't bail it out.
>
>He he he he he..Evidence please..

Wall Street typically does not look at long-term results (especially in the case
of Chrysler). Turnaround "gurus" usually slash and burn, paying out huge
amounts
of cash to shareholders, decimating expenses like R&D, and leaving before anyone
notices what happened. If Apple is hiring a "turnaround specialist", it mean
s that Apple believes it's in trouble, and has given up on a growth strategy.
Now, the goal is simply to survive and appease Wall Street. Wait and see,

Peter.

>No C-lab machines in my lake of the woods..

Doesn't matter to me, there are no Macs in my neck of the woods either - most everyone I know who doesn't use PC uses Atari/C-LAB machines (and they're all business majors like me). I also know a few Amiga people, most of whom bought A4000's to switch from B/W Mac boxes. Frankly, I think Boston is a bit more important on the industrial scale than central Iowa, but that's just me. . .

>> AMiga users receive any apologies, though? I doubt it. Mac users will simply
>> continue to call upon Guy Kawasaki and other spin-jobbers to put a far better
>> veneer on a bad situation than anyone in Amigadom or TOSland ever could.
>> The more things change, the more they stay the same.
>
>Receiving end? The difference is Apple sold in volume while C= and Atari did
>not..

Again, this is pure nonsense. If millions of machines isn't "volume," what is? Also, volume doesn't equal profitability. Commodore and AST sell record levels of machines, yet still lose bucketloads of money. Commodore ended up paying the ultimate price. And no matter what spin you like to put on the Apple situation, the fact is, as it stands, Apple is not currently able to sell in volume profitably. This problem is the same that plagued Commodore. While you obviously
want to ignore thiis reality, it exists, and has finally come to manifest itself in financial results. Take a look at the reports, learn some accounting (financial and managerial), then come back and tell me that "everything is OK."

>> BR Miller
>> Boston, MA

3675. Re: Bad news at GEnie...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-04 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <hjPIR8i.brimiller@delphi.com>
Source record: 10430

<dpj@delphi.com> writes:

>>Electric to new owners. The first official act of these new owners
>>apparently was to double the minimum monthly connect fee to about $20 a
>>month.

Come to Delphi! They make you feel at home over here!

BR Miller
Boston, MA

3676. Re: C-Lab succes?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-05 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <96036.095630STIRRE31@MAINE.MAINE.EDU>
Source record: 10431

Rod,
I believe that the Falcon MK-X (x stands for xtended) has been released.
It recases the Falcon into a nifty case which gives room for expansion.
Upgrade options will be available for the original Atari Falcon (I
may take advantage of it). There are also rumors of a completed
TOS 5 coming from C-Lab someday as well as Falcon 040s, 060s and PPC.
Check out Toad's web page at http://www.toad.net/ for info on the MKX.
-scott tirrell

3677. Re: ATARI ST

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-05 00:00:00 UTC
From: scruggs@cis.ohio-state.edu
Message-ID: <4f6b41INNjfg@brain.cis.ohio-state.edu>
Source record: 10432

In article <4er754$1pn@zephyrus.coventry.ac.uk> DEAN ANTHONY TUCKER <dat2> writes:
|I HAD AN ST AND IM SO GLAD I GOT A P.C.
|

Like kissing bye-bye to flat memory, eh?

--
||| mmm...Yoda of Borg am I. Futile is resistance.
/ | \ Assimilate you, I will...

3678. Re: ATARI ST

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-05 00:00:00 UTC
From: darchyld@harold.eastky.com
Message-ID: <823620582_OASIS_@harold.eastky.com>
Source record: 10433

In article <4er754$1pn@zephyrus.coventry.ac.uk>
DEAN ANTHONY TUCKER <dat2> said:-

>I HAD AN ST AND IM SO GLAD I GOT A P.C.
>

Well, we are all very glad for you! <smile> BUT there are plenty of us who
prefer the cold, clean, fire that is GEM so thank you very much anyways!
PC's? Just say whoa! :)

```
_/_/_/
```

3679. PC Week:Atari to leave video game market

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Feb5.204049.52338@cobra.uni.edu>
Source record: 10434

PC Week just reported that Atari will make an announcement that they may leave the video game market and concentrate on the PC gaming market. However, Atari is sitiing on a huge inventory of unsold products..

Hoff was fired along with 20 of his people last month. He is quoted by stating that by Christmas 1996, will only be Sony and Nintendo left..

So el-Travy what do you have to say about this?--->

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3680. Re: You wankers and your crap TOSy O.S.!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-06 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4f8kna$7fm@inca01.inca.co.nz>
Source record: 10339
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

David Frame <gb70@dial.pipex.com> said:-
> g> it, and we would have to play crappy games without lovely gouraud shading
> g> (Even the Amiga can do it- look at BREATHLESS)
> g> I would seriously reccomend going and getting a PC or Amiga, while at the

So, you've finally realised why people buy PCs and Amigas. To play games.

Meanwhile, those of us with work to do, carry on doing so with our Ataris,
Macs, BeBoxes, Alphas ...

And we get a lot more done in shorter time frames than other
pseudo "serious" hardware.

--

Quote For The Month: "This Time For Sure"

3681. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-06 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <xzFpJc-.brimiller@delphi.com>
Source record: 10340

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>You think? Lets see, the Vice Prez, Hillary and the Prez(will be in Iowa City
>this week) don't think so because all three have been here in the last three
>weeks..

They were in New Hampshire as well (and actually first) due to primaries. Does
this mean New Hampshire is more imporatn industrially than Massachusetts?

>What are you talking about? Apple cleared $425 million in earnings after tax

Peter, quite simply, operating expenses exceeded revenues. While cash flow was
positive, this effect only lasts for awhile - if losses contionue (and expand),
and are not due primarily to amortization of inventory and depreciation, the
result will be negative cash flow, and eventual insolvency. Apple's balance
sheet looks decent now, but there's no question that it has materially
deteriorated
(check that little item called "retained earnings" in the SE section for
evidence of this).

BR Miller
Boston, MA

3682. Re: You wankers and your crap TOSy O.S.!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-06 00:00:00 UTC
From: darchyld@harold.eastky.com
Message-ID: <823721960_OASIS_@harold.eastky.com>
Source record: 10341

> David Frame <gb70@dial.pipex.com> said:-
>> g> it, and we would have to play crappy games without lovely gouraud shading
>> g> (Even the Amiga can do it- look at BREATHLESS)
>> g> I would seriously reccomend going and getting a PC or Amiga, while at the
>

Hmm...funny, but I'm well satisfied with the games on my Falcon 030! I
mean I really like the Ishar series, Stardust, Obsession Pinball, and
the DSP graphics in Moon Speeder are pretty good too! Oh, and Sheer
Agony looks like its going to be a winner too! (from the demo)

--
PS Breathless looks good but Amigans (going from 'net traffic) are
having mixed feelings about it...and it does really need an Amiga
that has been accelerated for full enjoyment.

```
_/_/_/
```

3683. Re: C-Lab succes?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-06 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960206092052.6101D-100000@PEAK.ORG>
Source record: 10342

On Mon, 5 Feb 1996 STIRRE31@MAINE.MAINE.EDU wrote:

> Rod,
> I believe that the Falcon MK-X (x stands for xtended) has been released.
> It recases the Falcon into a nifty case which gives room for expansion.
> Upgrade options will be available for the original Atari Falcon (I
> may take advantage of it). There are also rumors of a completed
> TOS 5 coming from C-Lab someday as well as Falcon 040s, 060s and PPC.
> Check out Toad's web page at http://www.toad.net/ for info on the MKX.
> -scott tirrell

How much are these 040, 060, and PPC machines going to cost?

James

3684. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-06 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <4f74j2$t34@morgoth.sfu.ca>
Source record: 10435

Brian-Roland Miller <brimiller@delphi.com> writes:

>The Mac will become, simply, not a machine for general user, but a machine
>for tiny niches. The Mac userbase will shrink. Mac won't be an alternative
>anymore, merely a required evil in certain small circles.

Even if a machine is only used in "tiny niches" it can still be a great
computer and not a "required evil"

>
>Nonsense. Both machines have sold millions of units, and developers have and
>still continue to develop applications for them. As for "updating products,"
>it seems to me that Apple was playing catchup - Atari and Commodore didn't need
>to develop as quickly, since their competition for years was a 128K B/W Mac.

But Apple is updating it's products now and has plans for future updates.
As far as I know Commodore and (especially) Atari have no firm plans for
updating their products.

--
Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

3685. Re: ATARI ST

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-06 00:00:00 UTC
From: Andrew Owen <andrew.owen@gecm.com>
Message-ID: <4f7haj$rdr@gcsin3.geccs.gecm.com>
Source record: 10436

DEAN ANTHONY TUCKER <dat2> wrote:
>I HAD AN ST AND IM SO GLAD I GOT A P.C.
>
Crash and burn money!

Each to their own

Andy

3686. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-06 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <96037.122541STIRRE31@MAINE.MAINE.EDU>
Source record: 10437

Brian,
You're right that Atari has no plans to update their computers (I suppose that it is possible that Jag 2 will surface but I highly doubt that). On the other hand, Atari clone makers seem to be working hard on bringing new innovative products to market. There are many nifty accelrator cards for my Falcon and C-Lab just released a new version of the Falcon (the MK-x). Computer Direct in Canada has a TT-030 clone that is reasonably priced and in a tower case. Many people are improving MultiTOS (preemptive multitasking) on the net and commercially. Rumors have it that C-Lab is even completing TOS 5. So the Atari market is far from dead. Atari might be. Just some interesting tidbits from the Atari world.
I hope the Macinstosh platform continues, btw, as I think it is fairly nice. I just enjoy TOS/GEM more. So, please don't take this as a flame (sometimes I think it is assumed in this group).
-scott tirrell

3687. Re: PC Week:Atari to leave video game market

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-06 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960206091355.6101B-100000@PEAK.ORG>
Source record: 10438

On 5 Feb 1996, PETER SINCLAIR-DAY wrote:

> PC Week just reported that Atari will make an announcement that they may leave
> the video game market and concentrate on the PC gaming market. However, Atari
> is sitiing on a huge inventory of unsold products..

This is relatively old news, but it may have its roots in the truth.

>
> Hoff was fired along with 20 of his people last month. He is quoted by stating
> that by Christmas 1996, will only be Sony and Nintendo left..

I seriously doubt that Sega will be out of the picture. I'm sure nearly
as many Genesis systems sold as Super NES this past Christmas (in other
words, a butt-load). The Saturn has been off to a slow start, but I
doubt Sega's throwing in the towel just yet. The 32x will probably die
sometime this year. They never should have come out with it. I'll bet
they'll be giving 32x units away soon, as they dump inventory.

James

3688. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-07 00:00:00 UTC
From: rkswamy@unity.ncsu.edu
Message-ID: <4f918m$nvu@taco.cc.ncsu.edu>
Source record: 10343
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <4f8s98$cpo@stc06.ctd.ornl.gov>,
Matt Kennel <kennel@msr.epm.ornl.gov> wrote:
>Daniel Amor (amor@cli.di.unipi.it) wrote:
>> Rogue (rvirta@utu.fi) wrote:
>> : Ein Volk (Microsoft)
>> : Eine Rasse (Windows)
>> : Ein F&#65533;hrer (Bill Gates)
>
>> : Sound familiar?
>> : Wake up now! So you don't have to wake up in annihilation camp...
>
>> That is rubbish and not very funny.
>
>Damn right. The Bill doesn't have anywhere near the charisma
>of The Fuehrer.

He doesn't even have the charisma of Colonel Wilhelm Klink! :)

Ravi
--
Ravi K. Swamy http://www4.ncsu.edu/~rkswamy/www/
rkswamy@eos.ncsu.edu root@genom.com

3689. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-07 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <Z-Ao5tI.brimiller@delphi.com>
Source record: 10344

<STIRRE31@MAINE.MAINE.EDU> writes:

>You're right that Atari has no plans to update their computers (I suppose

Glad you agree!

>On the other hand, Atari clone makers seem to be working hard on
>bringing new innovative products to market. There are many nifty

Most definately.

>Rumors have it that C-Lab is even completing TOS 5. So the Atari
>market is far from dead. Atari might be. Just some interesting
>tidbits from the Atari world.

Good to hear those tidbits, especially since I'm an active "citizen" of
that world. Atari Corp. is irrelevant to TOS, it has been for two years.

>I hope the Macinstosh platform continues, btw, as I think it is fairly
>nice. I just enjoy TOS/GEM more. So, please don't take this as
>a flame (sometimes I think it is assumed in this group).

So do I - why would I take it as a flame?

BR Miller
Boston, MA

3690. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-07 00:00:00 UTC
From: amor@cli.di.unipi.it
Message-ID: <4fa6s7$mr6@serra.unipi.it>
Source record: 10345
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Matt Kennel (kennel@msr.epm.ornl.gov) wrote:
: > That is rubbish and not very funny.

: Damn right. The Bill doesn't have anywhere near the charisma
: of The Fuehrer.

That is even more rubbish!

3691. Re: Mac market is shrinking, Peter!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-07 00:00:00 UTC
From: scruggs@cis.ohio-state.edu
Message-ID: <4fat2nINNicp@brain.cis.ohio-state.edu>
Source record: 10346

In article <khaley.823713636@gmi.edu> khaley@nova.gmi.edu (Kevin Haley) writes:
|I was at my local Babbage's last week, and I noticed something really
|funny.
|
|The Mac software display had always been on the back wall of the
|store, in a display about 4 feet wide. Well, at my last visit, I
|noticed it wasn't there anymore.
|
|I started looking around. No Mac displays on the walls. Then I looked
|right behind me.
|
|On a small end-cap of the back "island" display was located the
|"Macintosh" software section.
|
|The Jaguar display, located on the wall by the front counter, is
|LARGER than the Mac display!!!
|
|The PC software displays have replaced the original Mac section, and now
|the Mac presence at Babbage's is pathetic. But stores such as this
|will prioritize their shelf space according to what is generating the
|money, and it's obvios that the Mac software isn't doing that.
|

Considering how long Atari's have been able to limp along
without significant support I wouldnt panic just yet. Plus
Apple is in a better state now than Atari ever was and will
take quite some time to get into a remotely Atari-like state
as well.

|On a similar note, my local Best Buy has cut a shelf on it's Mac
|display and devoted it to PC and Mac books.
|
|Your market is shrinking, Peter. And Apple's current problems are
|definitely not making matters any better.
|
|/Kevin
|
|

--
||| mmm...Yoda of Borg am I. Futile is resistance.
/ | \ Assimilate you, I will...

3692. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-07 00:00:00 UTC
From: kraemer@rzri6f.gsi.de
Message-ID: <4fasp0$fkb@rs18.hrz.th-darmstadt.de>
Source record: 10347
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <4f8ioe$16eo@serra.unipi.it>, amor@cli.di.unipi.it (Daniel Amor) writes:
> Rogue (rvirta@utu.fi) wrote:
> : Ein Volk (Microsoft)
> : Eine Rasse (Windows)
> : Ein F&#65533;hrer (Bill Gates)
>
> : Sound familiar?
> : Wake up now! So you don't have to wake up in annihilation camp...
>
> That is rubbish and not very funny.
>
> Danny
>

And not even correct. It's: Ein Volk, ein Reich, ein F&#65533;hrer.

3693. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-07 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <4fav3b$p2d@morgoth.sfu.ca>
Source record: 10348

Brian-Roland Miller <brimiller@delphi.com> writes:

>information. Macintosh certainly isn't the only developing non-Intel platform.

I'll concede that Amiga is making a go or it. But Atari still seems stuck to
the 68K series.

--
Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

3694. Mac market is shrinking, Peter!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-07 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.823713636@gmi.edu>
Source record: 10349

I was at my local Babbage's last week, and I noticed something really funny.

The Mac software display had always been on the back wall of the store, in a display about 4 feet wide. Well, at my last visit, I noticed it wasn't there anymore.

I started looking around. No Mac displays on the walls. Then I looked right behind me.

On a small end-cap of the back "island" display was located the "Macintosh" software section.

The Jaguar display, located on the wall by the front counter, is LARGER than the Mac display!!!

The PC software displays have replaced the original Mac section, and now the Mac presence at Babbage's is pathetic. But stores such as this will prioritize their shelf space according to what is generating the money, and it's obvios that the Mac software isn't doing that.

On a similar note, my local Best Buy has cut a shelf on it's Mac display and devoted it to PC and Mac books.

Your market is shrinking, Peter. And Apple's current problems are definitely not making matters any better.

/Kevin

3695. Re: Bad news at GEnie...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-07 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <pBErBjE.dpj@delphi.com>
Source record: 10350

>>I am being forced to grow up and get a life! :<

It's the end of the world as we know it! <g>

-Dana

3696. Re: Bad news at GEnie...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-07 00:00:00 UTC
From: furthur@online-la.com
Message-ID: <4f96qd$net@14.223>
Source record: 10351

The bad news is the rate is going up to approx $20 per month. The good news is that includes 9 free hours. I believe that for an additional $9 you can also have a SLIP/PPP account with unlimited Internet hours. I'm not so concerned about the extra $$$ as I am with the fact that GEnie has been slipsliding fast, losing subscribers like rats off a sinking ship over the last 18 months or so until now it seems only a shell of its former self. With GEnie dying and Atari dying I am being forced to grow up and get a life! :<

3697. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-07 00:00:00 UTC
From: Larry Mosley <mosley_l@bright.net>
Message-ID: <4f9u7t$sca@brutus.bright.net>
Source record: 10352
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

>>Damn right. The Bill doesn't have anywhere near the charisma
>>of The Fuehrer.
>
>He doesn't even have the charisma of Colonel Wilhelm Klink! :)
>
But he's got a lot more money!

3698. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-08 00:00:00 UTC
From: Rogue <rvirta@utu.fi>
Message-ID: <4fd6rg$qpk@ankka.csc.fi>
Source record: 10353
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <4f8ioe$16eo@serra.unipi.it> Daniel Amor, amor@cli.di.unipi.it
writes:
>Rogue (rvirta@utu.fi) wrote:
>: Ein Volk (Microsoft)
>: Eine Rasse (Windows)
>: Ein Fï¿½hrer (Bill Gates)
>
>: Sound familiar?
>: Wake up now! So you don't have to wake up in annihilation camp...
>
>That is rubbish and not very funny.

You're right, it's not funny. It's scary.
You're wrong, it's not even meant to be funny.
Or perhaps you are already a member of the party, a real SS(MS) trooper?

Isn't anybody concerned how these arrogant ï¿½bermensch MS troopers treat
non-Aryan (non-Wintel) people/users? Instead of swastikas they use Intel
Inside stickers.

Is this VHS/BetaMAX fate again? Haven't you learned anything from the
past?

3699. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-08 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DMGw96.6Lt@ecf.toronto.edu>
Source record: 10354

In article <Z-ArpHD.brimiller@delphi.com>,
Brian-Roland Miller <brimiller@delphi.com> wrote:
>But very few people seem to understand the hype behind RISC chips. Their
>only two advantages are their minimal instruction libraries and their
>ability to run cooler at higher speeds. However, for complex instructions,
>CISC can sometimes beat RISC outright.

RISC has nothing to do with running cooler at higher speedsm and RISC computers don't have instruction "libraries," they have instruction sets. You are correct in saying that in some instances CISC can sometimes beat RISC outright, but the performance of a processor has to be evaluated on an holistic basis.

Any processor executes instructions by performing a series of steps. So we can express the time required to perform a given task in the foorm:

Execution time = N * S * T

where N is the number of instructions
S is the average number of steps per instruction
T is the time needed to perform one step

In general, CISC machines attempt to decrease the value of N and RISC processors attempt to reduce the values of S and T. Pipelining can make the effective value of S very close to 1, which means that most of the time the computer can complete the execution of one instruction in every CPU clock cycle. To reduce the value of T, the clock period, the number of logic levels in the hardware that decodes instructions and generates all the internal control signals must be kept to a minumum. This means that instructions should be kept simple and small.

CISC proponents claimed that availability of complex instructions simplifies the task of designing compilers and leads to an overall improvement in performance. The RISC philosophy evolved following a number of studies which examined the way high-level language compilers use the instructions of given machines. The studies showed that the complex instructions that perform specialised tasks tend to appear infrequently, if at all, in the code generated by compilers. Although such instructions are useful for programming in assembly language directly, they are much more difficult to generate automatically by a compiler.

The term RISC was first used by researchers at Berkeley who developed a processor with the same name. Its instruction set consists of instructions that are easily used by compilers and that can be executed at a high rate using techniques such as pipelining. RISC instructions perform simple, basic operations and use a small number of addressing modes. Access to memory

is usually limited to load and store instructions. Floating-point operations are also typically provided as an integral part of the instruction set.

The execution speed of a RISC machine comes at the expense of increased compiler complexity and compilation time. Also, the size of the machine code needed to perform a given task may be much larger than the code for a CISC machine. What's really interesting is that it has been proven that a SISC computer (Single Instruction Set Computer -- ie, a computer with only one instruction) can perform all the tasks any RISC or CISC computer can.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

3700. New Atari based UK National Lottery Web Pages.

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-08 00:00:00 UTC
From: mark@dwell.demon.co.uk
Message-ID: <311a6aeb.7633915@news.demon.co.uk>
Source record: 10355

New Atari based UK National Lottery Web pages get 9/10 approval from Richard K Lloyd, Author of The UK National Lottery Web Pages.

Up to date Draw Data includes all Balls drawn in Order, Machines and Balls Sets in several display options.

And the latest Atari Lottery Companion Program, Manual and Data Files as well.

URL : http://www/demon.co.uk/sjspr/lottery.html

Mark Butler, Atari ST Shareware Programmer and HTML Author.

3701. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-08 00:00:00 UTC
From: rupert@blitzen.misha.net
Message-ID: <4fca9g$o5i@delta.misha.net>
Source record: 10356
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In <4fasp0$fkb@rs18.hrz.th-darmstadt.de> Michael Kraemer wrote:
> In article <4f8ioe$16eo@serra.unipi.it>, amor@cli.di.unipi.it (Daniel
Amor) writes:
> > Rogue (rvirta@utu.fi) wrote:
> > : Ein Volk (Microsoft)
> > : Eine Rasse (Windows)
> > : Ein F&#65533;hrer (Bill Gates)

>
> And not even correct. It's: Ein Volk, ein Reich, ein F&#65533;hrer.
>

Well, I do think it is a tongue-in-cheek stab at the "1984" commercial Apple
did to introduce the Macintosh. I admit it is somewhat obtuse humour, but
pretty cheeky, indeed. Check out the QuickTime movie on ORST [er, peak.org]
for reference.

"We are one people, with one will, one resolve, one cause...
...our enemies shall talk themselves to death, and we shall bury them with
their own confusion. And we shall prevail..."

Cool spot. Only aired once. Leni Riefenstahler would have been jealous.

For whatever it was worth.

--
Hans Rupert
<rupert@misha.net> / NeXTmail ~ MIME encouraged
Direktor
noir
815.963.6996 vox
815.963.6999 fax

3702. Re: Mac market is shrinking, Peter!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-08 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Feb8.225154.52435@cobra.uni.edu>
Source record: 10357

In article <khaley.823713636@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> I was at my local Babbage's last week, and I noticed something really
> funny.
>
> The Mac software display had always been on the back wall of the
> store, in a display about 4 feet wide. Well, at my last visit, I
> noticed it wasn't there anymore.
>
> I started looking around. No Mac displays on the walls. Then I looked
> right behind me.
>
> On a small end-cap of the back "island" display was located the
> "Macintosh" software section.
>
> The Jaguar display, located on the wall by the front counter, is
> LARGER than the Mac display!!!

Thats funny, my local Software etc has added another shelf. However, still no
Jag..

>
> The PC software displays have replaced the original Mac section, and now
> the Mac presence at Babbage's is pathetic. But stores such as this
> will prioritize their shelf space according to what is generating the
> money, and it's obvios that the Mac software isn't doing that.
>

Speaking for myself, I buy mailorder from MacWarehouse, MacZone, and
MacConnection. I have yet to buy retail because of the huge price
descriptancy.. Every three weeks I receive new catalogs that are fat from
those mailorder place..Plus, no tax is charged. This maybe true for many Mac
people as well.

> On a similar note, my local Best Buy has cut a shelf on it's Mac
> display and devoted it to PC and Mac books.
>
> Your market is shrinking, Peter. And Apple's current problems are
> definitely not making matters any better.
>

And sales are up...Plus PowerComputing are having bang bang sales on their new
line of PowerCurve and PowerWave machines. My dept. put in a order for macs
today. My interactive video class in the center for education technology
recieved their 19 PowerBook 5300's...

Apple's new management is stabalizing the situation..And understand to convey the PR message with weekly ads in the major newspapers like the one today..

To bad, Atari can't change their management..

> /Kevin

>
>

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3703. Re: Mac market is shrinking, Peter!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-08 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Feb8.225445.52436@cobra.uni.edu>
Source record: 10358

In article <4fat2nINNicp@brain.cis.ohio-state.edu>, scruggs@cis.ohio-state.edu (kevin eugene scruggs) writes:
> In article <khaley.823713636@gmi.edu> khaley@nova.gmi.edu (Kevin Haley) writes:
> |I was at my local Babbage's last week, and I noticed something really
> |funny.
> |
> |The Mac software display had always been on the back wall of the
> |store, in a display about 4 feet wide. Well, at my last visit, I
> |noticed it wasn't there anymore.
> |
> |I started looking around. No Mac displays on the walls. Then I looked
> |right behind me.
> |
> |On a small end-cap of the back "island" display was located the
> |"Macintosh" software section.
> |
> |The Jaguar display, located on the wall by the front counter, is
> |LARGER than the Mac display!!!
> |
> |The PC software displays have replaced the original Mac section, and now
> |the Mac presence at Babbage's is pathetic. But stores such as this
> |will prioritize their shelf space according to what is generating the
> |money, and it's obvios that the Mac software isn't doing that.
> |
>
> Considering how long Atari's have been able to limp along
> without significant support I wouldnt panic just yet. Plus
> Apple is in a better state now than Atari ever was and will
> take quite some time to get into a remotely Atari-like state
> as well.

With new management that is bringing stability, I doubt Apple will ever become Atari-like state. There still is huge demand from the loyal base.

>
> |On a similar note, my local Best Buy has cut a shelf on it's Mac
> |display and devoted it to PC and Mac books.
> |
> |Your market is shrinking, Peter. And Apple's current problems are
> |definitely not making matters any better.
> |
> |/Kevin
> |
> |
>

>
> --
> ||| mmm...Yoda of Borg am I. Futile is resistance.
> / | \ Assimilate you, I will...
>
>

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3704. Re: C-Lab succes?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-08 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DMGAw5.I7@ridgecrest.ca.us>
Source record: 10359

James Wood <jamesw@PEAK.ORG> wrote:
>
>
>On Mon, 5 Feb 1996 STIRRE31@MAINE.MAINE.EDU wrote:
>
>> Rod,
>> I believe that the Falcon MK-X (x stands for xtended) has been
released.
>> It recases the Falcon into a nifty case which gives room for
expansion.
>> Upgrade options will be available for the original Atari Falcon (I
>> may take advantage of it). There are also rumors of a completed
>> TOS 5 coming from C-Lab someday as well as Falcon 040s, 060s and PPC.
>> Check out Toad's web page at http://www.toad.net/ for info on the MKX.
>> -scott tirrell
>
>How much are these 040, 060, and PPC machines going to cost?
>
>
>James
>

It dosen't matter to you :).

3705. Re: Flash: Atari builds 68060 workstation

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-08 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <311A88C4.766D@intuit.com>
Source record: 10360

sinclap2954@cobra.uni.edu wrote:
>
> Excuse me, the Falcon can't match the PPC! The Macs/PC's dominate the music
> market. If the Falcon is soo great, why is it's role miniscule? How much did
> your falcon cost? My Performa 636 8/250/cdrom, keyboard, software bundle,
> built in communications/video slots plus the top of the line 040-33 mhz costed
> $999 plus $3.00 for next day delivery from MacWarehouse. Can you run Quicktime
> annimation and wealth of multimedia software? Heck, there is a new kid on the
> block that blows all the PC platforms away. I posted the press release..
>

Obviously, you're not a musician.

I do multi-media production at work using a Pro Tools III system, with TDM plug ins,
8 bus Mackie board, PPC8100/100 with 128 megs of RAM.

I do music production at home on my Atari Falcon with Cubase Audio.

Pro Tools III: 16 track playback out of 8 outputs, MIDI file playback, TDM,
8 track simultaneous record. Price: around 7k, plus computer (yours isn't good
enough, you need at least 2 full-size nubus slots), $1500.

CLab Falcon/Cubase Audio: 16 track playback out of 8 outputs, complete MIDI
editing and processing, no TDM :(, 8 track simultaneous record through ADAT
digital interface. Price: around $600 for software, 1.7k for the machine,
another grand for interfaces, etc, and you still come out way less than half the
price.

The Falcon's no where near as fast at calculating waveform overviews, and it's
not as quick at most things, but there's nothing else out there that performs
as well for less than double the price. I can't afford a Pro Tools system. I
love my Falcon.

No one computer can do everthing best, face it! It is IMPOSSIBLE for your Performa
to meet the music production capabilities of my Falcon, including inputs and
outputs.

-Mark

3706. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-09 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <4fec0v$idm@morgoth.sfu.ca>
Source record: 10361

Scott,
Thanks for you post. Most posts aren't this pleasant to read even then they express an agreeing opinion. But I beleive that creating Atari clones with better 68K hardware is almost self-defeating. The fastest 68060 isn't competitive with the Pentium Pro and MPC604 boxes that Compaq and Apple are shipping today and 68K machines can only continue to fall behind. MultiTOS is also a nice OS. My philosophy is to grade an OS in three ways: fundamentals, interface and API. The fundamentals are the base that the operating system functions on. A distributed, kernal based, preemptive, protected, VM, virtual address space operating system would do well here (ie Mach). The interface category is subjective but self explanatory. The API represents the robustness of OS calls that the OS provides. MultiTOS certainly has better fundamentals that W95 or MacOS except for VM. It's interface is arguably (though I disagree) better. But it lacks some of the technologies that PC and Mac users want. It has no support for component (document) architectures, it has no standard 3D API or metafile format, there is no standard scripting achitecture, no do-it-for-me help system and no stardard method of color synchronization. I'm sure that other technologies are missing as well. Combine that with Atari's disinterest in developing these technologies and the fact that MS and Apple probably coudln't be convinced to extend their techologies, it would seem that Multi-TOS can only fall behind. Of course, if you have a Falcon now and like it, don't bother to switch or anything :)

--
Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

3707. Re: C-Lab succes?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-09 00:00:00 UTC
From: miko <miko@ninja.utk.jp>
Message-ID: <4fggqi$11h6@baggins.cc.flinders.edu.au>
Source record: 10362

look at this page:

http://compdirect.com/

they are in the process of making 040 Falcons....i think they
have also made 040 TTs as well...

Skip

3708. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-09 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4fh8l9$flh@linda.teleport.com>
Source record: 10363
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both
Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My
Web Address is below. On-Line Catalogs that you can View and Contact me via
my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

3709. Atari Game wanted

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-09 00:00:00 UTC
From: ab209@freenet.durham.org
Message-ID: <DMHorJ.HtE@freenet.durham.org>
Source record: 10364

Looking for M.U.L.E. game for an Atari 800XL...

--
Linda S. Bernett ><>
ab209@freenet.durham.org
****
.---. .---. He giveth power to the faint; and to them
/ \ __ / \ that have no might he increaseth strength.
/ / \(..)/ \ \
////// `\/' \\\\\\ But they that wait upon the Lord shall
//// / // | | \\ \ \\\\ renew their strength; they shall mount up
// // // ` ' \\ \\ \\ with wings as eagles; they shall run and
/// / / //..\\ \ \ \\\ not be weary; and they shall walk and
// ---WW----WW--- \\ not faint. Isaiah 40: 29 & 31
**********`//||\\'**********
**********`"""'**********

3710. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-09 00:00:00 UTC
From: bmeyer@bruce.cs.monash.edu.au
Message-ID: <4ff15t$bo4@harbinger.cc.monash.edu.au>
Source record: 10365
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Rogue (rvirta@utu.fi) wrote:

: Isn't anybody concerned how these arrogant ?bermensch MS troopers treat
: non-Aryan (non-Wintel) people/users? Instead of swastikas they use Intel
: Inside stickers.
:
: Is this VHS/BetaMAX fate again? Haven't you learned anything from the
: past?

Well, one thing I learned from the past is that about 60 million people
died in world war two, while the number of people who died in VHS/Beta
wars can probably be counted on two hands (a few Wall Street brokers who
made the wrong prediction and took the Window exit).

I have to agree that comparing Bill Gates to Hitler is rather stupid,
bad taste and completely uncalled for!

Bernie

3711. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-09 00:00:00 UTC
From: Andrew Owen <andrew.owen@gecm.com>
Message-ID: <4ff476$f63@gcsin3.geccs.gecm.com>
Source record: 10366
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

bmeyer@bruce.cs.monash.edu.au (Bernd Meyer) wrote:
> ...(a few Wall Street brokers who
> made the wrong prediction and took the Window exit).
>
^^^^^^
See Windows can be dangerous :-)))))

Sorry, the original black humour I thought was funny, but I
think this now is getting silly.

I think we all know what Hitler did and what sacrifics were
made to remove him, if not go see Schindler's List (should
be compulsory for all). On the other hand, it is known
that politicians knew of the persicusion of the minorities
in Germany long before WWII. So it pays to be vigilent.

No I don't think Bill Gates is the next Fuhrer, but some
companies are now more powerful that countries.

We all know how easily politicians slip into the pocket.

Anyway back to purpose of this group, mines
bigger/better/faster that your's and you smell ;-)

Andy.

3712. Re: ATARI ST

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-09 00:00:00 UTC
From: Rich Perna <pernar@river.it.gvsu.edu>
Message-ID: <311C2448.4122@river.it.gvsu.edu>
Source record: 10367

> Well, we are all very glad for you! <smile> BUT there are plenty of us who
> prefer the cold, clean, fire that is GEM so thank you very much anyways!
> PC's? Just say whoa! :)

Ahhh.. your statement brought a tear to my eye. :)

GEM makes Windows 95 look hysterically bloated... I have really fond memories of the Atari ST. I used it to: call a BBS for the 1st time, get addicted to my first computer game (Dungeon Master), and just generally get hooked on computers. This was when I was 11. Now, I'm almost 22, and am 8 months away from my M.I.S. degree, just because of that machine... I wish I still had one...

Rich

3713. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-09 00:00:00 UTC
From: ladavac@aut.alcatel.at
Message-ID: <4fgav9$d7v@atusks02.aut.alcatel.at>
Source record: 10368
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Daniel Amor (amor@cli.di.unipi.it) wrote:
: Bernd Meyer (bmeyer@bruce.cs.monash.edu.au) wrote:

: : I have to agree that comparing Bill Gates to Hitler is rather stupid,
: : bad taste and completely uncalled for!

: The only thing Hitler and Gates have in common, is that they are both
: history...

The only difference is that Gates, William, is current history (and pretty likely future history as well), unlike Hitler, Adolf.

/Alby

3714. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-09 00:00:00 UTC
From: "TOMMY K. HWANG" <thwang@home.mysolution.com>
Message-ID: <311B8A1D.324F@home.mysolution.com>
Source record: 10369

> As far as I know Commodore and (especially) Atari have no firm plans for

Big C= only make C=64 as as sub. of Escom, assuming their plans worked. Amiga Tech now is in control of Amiga, also sub. of Escom. The only (major) future plans for Amiga from what I have read is
1. PPC Amiga
2. Porting of Amiga Workbench to other platforms.

Atari no longer supports their home computers, a some German company does.

3715. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-09 00:00:00 UTC
From: amor@cli.di.unipi.it
Message-ID: <4fg10h$h7s@serra.unipi.it>
Source record: 10370
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Bernd Meyer (bmeyer@bruce.cs.monash.edu.au) wrote:

: I have to agree that comparing Bill Gates to Hitler is rather stupid,
: bad taste and completely uncalled for!

The only thing Hitler and Gates have in common, is that they are both
history...

: Bernie

Danny

3716. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-10 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4fgv3frhr1@mhade.production.compuserve.com>
Source record: 10371

>SISC.. (Single Instruction Set Computer)

That's interesting... what would the one instruction the CPU can execute be..?

BobR

3717. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-10 00:00:00 UTC
From: myk@cygnus.uwa.edu.au
Message-ID: <4fhe7r$nf@styx.uwa.edu.au>
Source record: 10372
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

: Rogue (rvirta@utu.fi) wrote:
:
: : Isn't anybody concerned how these arrogant bermensch MS troopers treat
: : non-Aryan (non-Wintel) people/users? Instead of swastikas they use Intel
: : Inside stickers.

But Hitler had you Finns as allies. Now Linus Torvalds leads in the revolution against gates.

Heil Linus!

: I have to agree that comparing Bill Gates to Hitler is rather stupid,
: bad taste and completely uncalled for!

So, how long have you been reading the *.advocacy groups?
No intelligent good taste here. try down the corridor.

--
Mike Holland. <myk@cygnus.uwa.edu.au>
Finger for PGP public key.

3718. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-10 00:00:00 UTC
From: bmeyer@bruce.cs.monash.edu.au
Message-ID: <4fhu7r$qmu@harbinger.cc.monash.edu.au>
Source record: 10373
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Mike Holland (myk@cygnus.uwa.edu.au) wrote:

: : I have to agree that comparing Bill Gates to Hitler is rather stupid,
: : bad taste and completely uncalled for!
:
: So, how long have you been reading the *.advocacy groups?
: No intelligent good taste here. try down the corridor.
:
For a long long time. And I usually don't ever bother about bad taste,
I just kill it. But being a German, I always get a bit touchy when
somebody thinks it's funny to throw Nazis or Hitler or the Third Reich
or concentration camps or.... around. All that stuff is WAY to serious
to be made fun of.

How would you react to a joke being made about the glorious defeat
of the ANZAC corps at Gallipoli(sp?)? One along the lines of "yeah,
the Ozzie cricket team are such wimps, they don't go to Colombo to
avoid having their ass kicked by the Turks, like they always did,
even back at Gallipoli". Not very funny, is it?

Bernie

3719. Re: You wankers and your crap TOSy O.S.!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-10 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4fj1qb$9q8@ccshst05.cs.uoguelph.ca>
Source record: 10374

: Explain work to do with Ataris...

You aren't a musician are you? Or a desktop publisher? Or a
student? Or a netter? There are lots of things you can do with an ST.

There are NO software or emergency
: support for Atari systems.

NO software at all? I guess the thousands of programs I've seen
over the years are just figmants of my imagination then. I guess the
reviews of new software I've seen are also figmants. Sigh ... I must be
dillusional.

>> Mark <<

--

Mark A Rathwell
---
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Maintainer of the "Incredible Hulk" television series FAQ.

3720. Re: You wankers and your crap TOSy O.S.!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-10 00:00:00 UTC
From: "TOMMY K. HWANG" <thwang@home.mysolution.com>
Message-ID: <311CFB58.30C9@home.mysolution.com>
Source record: 10375

> So, you've finally realised why people buy PCs and Amigas. To play games.

Umm.. I don't know where you get this from. The Amiga has been instrumental in my company for tech support of different platforms due to its amazine ability to emulate other systems (we have very small tech support lab). Also, our PCs running SCO, Solaris, UnixWare, and NT are doing things that Atari Systems are currently simply unable to do. BTW, none of my systems, except the NT server, has games in it.

> Meanwhile, those of us with work to do, carry on doing so with our Ataris,
> Macs, BeBoxes, Alphas ...

Explain work to do with Ataris... There are NO software or emergency support for Atari systems. BTW, BeBOX is not released, is it? Alphas are nice, but it was not until Version 3.2 of DECunix before daily reboots are eliminated. And Macs... well it is nice for beginners, I'll grant that.

-ME

3721. Re: C-Lab succes?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-10 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960210125126.4638C-100000@PEAK.ORG>
Source record: 10376

On Thu, 8 Feb 1996, Michael Grove wrote:

> James Wood <jamesw@PEAK.ORG> wrote:
> >
> >
> >How much are these 040, 060, and PPC machines going to cost?
> >
> >
> >James
> >
>
> It dosen't matter to you :).
>

Uhhh....are you posting about something you know nothing about, too
shamed to answer the question, or both?

Anybody have the answer to the question?

James

3722. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-11 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DMMEA6.2HB@ecf.toronto.edu>
Source record: 10377

In article <4fgv3frhr1@mhade.production.compuserve.com>,
BobR <76702.1466@CompuServe.COM> wrote:
>>SISC.. (Single Instruction Set Computer)
>
>That's interesting... what would the one instruction the CPU can execute
>be..?

Memory-to-memory subtract and branch if result negative. It's not a
practical architecture for a whole slew of reasons, but it still is useful.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

3723. Re: C-Lab succes?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Feb11.114202.52482@cobra.uni.edu>
Source record: 10378

In article <Pine.SUN.3.91.960210125126.4638C-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
>
>
> On Thu, 8 Feb 1996, Michael Grove wrote:
>
>> James Wood <jamesw@PEAK.ORG> wrote:
>> >
>> >
>> >How much are these 040, 060, and PPC machines going to cost?
>> >
>> >
>> >James
>> >
>>
>> It dosen't matter to you :).
>>
>
> Uhhh....are you posting about something you know nothing about, too
> shamed to answer the question, or both?
>
> Anybody have the answer to the question?

If you mean for the ST line I do not know. However, MacWarehouse has PowerMacs
6100/66 8-500-cd for $1099 and the 7100/80 8-700-cd for $1299. I am most likely
will get a 7100 since my 636 has been sold..

>
> James
>

Greetings...

Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
University of Northern Iowa PowerBook 150
Graduate School of Library/Curriculum and Information Science
Http://w3.nai.net/~asincla/home.htm 3do -AWESOME-

They praise Rush Limbaugh. We bury him - The Way Things Aren't To Be: Rush
Limbaugh's Reign of Error. 'De-program a dittohead'
-FAIR(Fairness & Accuracy in Reporting)
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

Use GS/OS

3724. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-12 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <4fmu7r$fpd@morgoth.sfu.ca>
Source record: 10379

BobR <76702.1466@CompuServe.COM> writes:

>That's interesting... what would the one instruction the CPU can execute
>be..?

NOP. Sorry, I couldn't resist :)

--
Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

3725. Re: PC Week:Atari to leave video game market

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-12 00:00:00 UTC
From: ametcheck@bix.com
Message-ID: <4fmle9$d5l@news2.delphi.com>
Source record: 10380

: >
: > Hoff was fired along with 20 of his people last month. He is quoted by stating
: > that by Christmas 1996, will only be Sony and Nintendo left..

: I seriously doubt that Sega will be out of the picture. I'm sure nearly
: as many Genesis systems sold as Super NES this past Christmas (in other
: words, a butt-load). The Saturn has been off to a slow start, but I
: doubt Sega's throwing in the towel just yet. The 32x will probably die
: sometime this year. They never should have come out with it. I'll bet
: they'll be giving 32x units away soon, as they dump inventory.

: James

Sega Of America's Chairman stated that SOA is looking at the same
road Atari is; the software-for-PC route. From his last interview in Next
Generation Magazine, he didn't sound very confident of the Saturn's
overall success in the future. He cited it costs more to manufacture a
Saturn console than they are selling it. (A big loss in the long run).
And, since it costs less to manufacture a Playstation, and Nintendo will
introduce its Nintendo 64 console at $250, Mr. Kalinske admitted it will
be very hard to keep up with price drops in competing in the market.

Tell ya the truth, I never liked Sega's home division anyways. The
arcade games are near-perfect fun, but the home stuff gotta go.

(BTW, as an Amiga user, I sympathize with all Atari users. Seems like
Irving Gould/Mehdi Ali had even more evil dopplegangers running Atari.)

3726. SLOPPY PROGRAMMING TECHNIQUE

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-12 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4fn5n5$76u@inca01.inca.co.nz>
Source record: 10381
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

peter willis (peterw@coastnet.com) wrote:
> I agree with this tack.

> I used to program ataris with MEGAMAX C. the code was great(compact) but I
> still could make refinements after disassembly to make it even better.

Good compiler, but sadly lacking in the integration of editor, compiler, linker, librarian tools. But, as a 1985 compiler, it was quite good.

Megamax released Laser C, of which I received a "scurrilous" copy. I like it, so went to a shop with cash in hand to buy it. Some &*!*^ had walked off with the discs for it. (I got the manual for nowt as they were closng out of Atari stuff). I couldn't find anywhere in the mags selling it, so I bought Lattice C direct from Hisoft instead. [I have destroyed my copy of Laser C]

> Now I'm working on a PC under windows 95 and I can't believe the kind of
> waste in this system. Wasted memory, sloppy coding, excessive repetition
> of routines.......the list goes on.

Scuttlebut says that memory/drive manufacturers give Microsoft a kickback for making Widows slow and bloated, so people need to go out and buy more memory and disc.

In essence its a "my yingyang is bigger than yours". If your software only uses 350k of disc and 128k of RAM, it must be very bad, as product X uses 231 Mbytes of disc and 19.4 Mbytes of RAM.

> I wonder how big the hard drives are going to have to be when these people
> reach the peak of programming laziness.And also how slow the programs are
> going to be. Or maybe we'll make yet another microprocessor to go faster
> so we can waste even more space.

Dont forget, a Microsoft/Intel computer is a "real" computer, and anyone with anything else is obviously using a toy. A computer with less than 8 megs of RAM aint a real computer. And as for hard drives, one gigabyte is for sissies - we use half terabyte drives (which are already feeling a bit cramped), so everyone else has to use the same too.

But then of course, we dont need to replace our computers every eighteen months. A nine year old 1040ST will still do most things anyone wants - but a nine year old PC-AT will not.

> I also can't understand how a company like microsoft can get away with
> making an operating system that takes as much as 2.5 minutes to oad into
> my computer???????????

Coz billions spent on advertising/mind-control has an effect on sheep.

Free thinkers using alternative systems and hardware are thankfully immune to this "Bill Gates Is God" and "Microsoft Can Do No Evil" brainwashing.

And long may that continue...

--

Quote For The Month: "This Time For Sure"

3727. Re: C-Lab succes?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-12 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <96043.101350STIRRE31@MAINE.MAINE.EDU>
Source record: 10382

James,
I don't think anyone knows what the prices will be. I am anxious
to find out the prices for the MK-x, personally and how much it
will cost me to upgrade my Atari Falcon to that configuration.
There are, of course, 040 Medusas out already but I believe that
the prices are quite high.
-scott tirrell

3728. Re: SLOPPY PROGRAMMING TECHNIQUE

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-12 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <4fo8qp$3lc@morgoth.sfu.ca>
Source record: 10383

gmiller@inca.co.nz (Gaven Miller) writes:

>Dont forget, a Microsoft/Intel computer is a "real" computer, and anyone
>with anything else is obviously using a toy. A computer with less than 8
>megs of RAM aint a real computer. And as for hard drives, one gigabyte is
>for sissies - we use half terabyte drives (which are already feeling a
>bit cramped), so everyone else has to use the same too.

I have to say that you really need 16 megs and a gig hard drive. Data still
takes space no matter how tight your programs might be.

--
Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

3729. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-12 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.824158349@gmi.edu>
Source record: 10384

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>> The Mac will become, simply, not a machine for general user, but a machine
>> for tiny niches. The Mac userbase will shrink. Mac won't be an alternative
>> anymore, merely a required evil in certain small circles.

>Oh, really and what evidence do you have? How can the userbase decrease when
>Mac sales are suppose to increase by over a million from last year?

Irrelevant. PCs sold faster than television sets last Christmas
season. Mac sales of 1 million are a drop in the bucket.

>The entire installed base of the Atari ST line is between 2.5 - 3 million units
>while the installed base of Amigas are around 5 million units..The installed
>base of Macs are over 22 million units..

Once again, irrelevant. The installed base of PCs numbers over
225 million! Apple's competition is the PC market, Peter. The
fact that you compare the Mac markets to the ST and Amiga markets
underscores how much of a niche the Mac market has become.

>For years that the Mac 128k existed? The Mac 128k went out of producution in
>mid 1995 and replaced by the Fat Mac 512k. The Mac II did not come unto the
>scene until early 1987..

Yeah, and it's initial price was $3900. You could buy a 1040ST for
$1000 back then. This just illustrates how underpowered and overpriced the
Macs of yesteryear were. The price points of the Amiga and ST machines
in the mid-late 80's blew away Apple's pricing.

>Well see..Apple hired a CEO with a proven track record for turning a firm
>around and growing it.

You won't admit that Apple is in for a rough ride, will you? You
blast Atari "worshippers" for their blind faith in Atari and you
do exactly the same for Apple. Hypocrite.

The new CEO will be slashing and streamlining right and left, just
as he did at National Semiconductor. Expect more Apple layoffs.
Expect huge cuts in their R&D and product lines. The new CEO
will slash anything and everything that is not profitable. The
next 1-2 years will be really tough for Apple and I'd bet that their
marketshare will shrivel to 5% by the time it's all over. Whether
or not a turnaround will happen after this is another question.

>You think? Lets see, the Vice Prez, Hillary and the Prez(will be in Iowa City
>this week) don't think so because all three have been here in the last three
>weeks..

It's the Iowa caucuses, dumbass. They are of great political significance
for they really mark the beginnings of the primaries. That doesn't
mean your "lake of the woods" has great economic significance in
the computer market.

>What are you talking about? Apple cleared $425 million in earnings after tax
>in 1995.

A miniscule amount. Apple is expecting even bigger losses for 1Q 1996
and their debt rating has been lowered, which now makes it more
difficult for Apple to borrow money.

/Kevin

> Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
> University of Northern Iowa PowerBook 150

3730. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-12 00:00:00 UTC
From: cgra@btmaa.bel.alcatel.be
Message-ID: <4fnadv$dl8@btmpjg.god.bel.alcatel.be>
Source record: 10385

In article <4fgv3frhr1@mhade.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
> >SISC.. (Single Instruction Set Computer)

> That's interesting... what would the one instruction the CPU can execute
> be..?

HACF (Halt And Catch Fire).

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102

3731. Re: SLOPPY PROGRAMMING TECHNIQUE

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-13 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960213184854.7864A-100000@PEAK.ORG>
Source record: 10289
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

On 12 Feb 1996, Gaven Miller wrote:

> Scuttlebut says that memory/drive manufacturers give Microsoft a kickback
> for making Widows slow and bloated, so people need to go out and buy more
> memory and disc.

Not to defend the problems with Windows, but this sounds exactly like the kind of nonsense that anti-PC, anti-Microsoft cronies would make up. Microsoft is so profitable that they do whatever they want and don't need to accept "kickbacks." How many RAM and HD manufacturers are there? How could they possibly organize in such a manner? Just the negotiations for such operations would be an incredible undertaking, not to mention of questionable legality.

> > I wonder how big the hard drives are going to have to be when these people
> > reach the peak of programming laziness.And also how slow the programs are
> > going to be. Or maybe we'll make yet another microprocessor to go faster
> > so we can waste even more space.

Despite what I have just said, I have to agree with this point.

> But then of course, we dont need to replace our computers every eighteen
> months. A nine year old 1040ST will still do most things anyone wants -
> but a nine year old PC-AT will not.

I disagree. What won't a 9 yeear-old PC do? Will it not do for programming, communications, word processing, read CD-ROMs? So it won't play the latest games.... I'm not saying that a 1040ST won't work , either.

>
> Coz billions spent on advertising/mind-control has an effect on sheep.
>
> Free thinkers using alternative systems and hardware are thankfully
> immune to this "Bill Gates Is God" and "Microsoft Can Do No Evil"
> brainwashing.

Oh, come on. Nobody is "brainwashed." This is a free country and you can buy any kind of computer, automobile, or hamburger you want - of your own free will.

James

3732. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-13 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DMq1J8.C9w@ecf.toronto.edu>
Source record: 10290

```
In article <4fnadv$dl8@btmpjg.god.bel.alcatel.be>,
Chris Gray <grayc@btmaa.bel.alcatel.be> wrote:
>
>In article <4fgv3f$rhr$1@mhade.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
>> >SISC.. (Single Instruction Set Computer)
>
>> That's interesting... what would the one instruction the CPU can execute
>> be..?
>
>HACF (Halt And Catch Fire).

Ha ha. Cute, but SISC has nothing to do with Apple, Powerbook 5300's, or
Lithium-ion batteries.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.
--
--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
```

3733. Re: Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-13 00:00:00 UTC
From: Vickey wong <vicwong@infolink.net>
Message-ID: <311F78F4.7219@infolink.net>
Source record: 10386
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Benjamin Smith wrote:
>
> Check out my Web Page for Bravo Sierra Computers. Where you can find Both
> Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My
> Web Address is below. On-Line Catalogs that you can View and Contact me via
> my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
> E-Mail: bensmith@teleport.com
>
> http://www.teleport.com/~bensmith/bscomputers.shtml
>
> --Thanks--
> ---Ben---
> --
> Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
> Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
> Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
> Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari
Store
Hi!! I'm gay and would like some contacts. I find it difficult to look
for new friends in asia

3734. Re: C-Lab succes?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-13 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <ZIHo62G.brimiller@delphi.com>
Source record: 10387

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>>> >How much are these 040, 060, and PPC machines going to cost?
>>> >
>>> >
>>> >James

Don't know, they're not out "yet" - we'll have to wait and see what unfolds.

BR Miller
Boston, MA

3735. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-13 00:00:00 UTC
From: amor@cli.di.unipi.it
Message-ID: <4fqrk1$16b2@serra.unipi.it>
Source record: 10388
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Marino Ladavac (ladavac@aut.alcatel.at) wrote:
: Daniel Amor (amor@cli.di.unipi.it) wrote:
: : Bernd Meyer (bmeyer@bruce.cs.monash.edu.au) wrote:

: : : I have to agree that comparing Bill Gates to Hitler is rather stupid,
: : : bad taste and completely uncalled for!

: : The only thing Hitler and Gates have in common, is that they are both
: : history...

: The only difference is that Gates, William, is current history (and pretty
: likely future history as well), unlike Hitler, Adolf.

Gates is finished... He has to beg Sun for Java, ... He hasn't got anything
planned for the future... Windows'95 didn't sell as it should... MSN failed...
So why bother about him anymore???

Danny

3736. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Feb14.122809.52550@cobra.uni.edu>
Source record: 10291

In article <khaley.824158349@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
>>> The Mac will become, simply, not a machine for general user, but a machine
>>> for tiny niches. The Mac userbase will shrink. Mac won't be an alternative
>>> anymore, merely a required evil in certain small circles.
>
>>Oh, really and what evidence do you have? How can the userbase decrease when
>>Mac sales are suppose to increase by over a million from last year?
>
> Irrelevant. PCs sold faster than television sets last Christmas
> season. Mac sales of 1 million are a drop in the bucket.

Drop in the bucket? He he he he. What makes Jag sales than?

>
>>The entire installed base of the Atari ST line is between 2.5 - 3 million units
>>while the installed base of Amigas are around 5 million units..The installed
>>base of Macs are over 22 million units..
>
> Once again, irrelevant. The installed base of PCs numbers over
> 225 million! Apple's competition is the PC market, Peter. The
> fact that you compare the Mac markets to the ST and Amiga markets
> underscores how much of a niche the Mac market has become.

True.. But how many of those 225 million are in actual use. About 10 million
PC's are retired each year. I suspect about 50% of Apple's installed base is
in actual use..

Many of the PC's are used as dumb terminals and or for single tasks in
Corporations. On average, mac users buy more software on average..

>
>>For years that the Mac 128k existed? The Mac 128k went out of producution in
>>mid 1995 and replaced by the Fat Mac 512k. The Mac II did not come unto the
>>scene until early 1987..
>
> Yeah, and it's initial price was $3900. You could buy a 1040ST for
> $1000 back then. This just illustrates how underpowered and overpriced the
> Macs of yesteryear were. The price points of the Amiga and ST machines
> in the mid-late 80's blew away Apple's pricing.

$3900 is not the corect starting price..$2499 was the base price. I agree,
Apple's pricing was out of line, but Apple sales were higher. I was an Amiga
owner back than, but you knew what happened to C= and Atari. Reasons for
Apple's higher price: Marketing and R&D..You know what happened. Apple

advanced the line while C= and Atari did not.. You get what you paid for..

Plus Apple covered themselves by selling the $2499 Mac for $900 to Students and faculty at schools..

>
>>Well see..Apple hired a CEO with a proven track record for turning a firm
>>around and growing it.
>
> You won't admit that Apple is in for a rough ride, will you? You
> blast Atari "worshippers" for their blind faith in Atari and you
> do exactly the same for Apple. Hypocrite.
>
Apple is in a rough ride to change the business model.. the issue is that sales are still high. There are differences between Atari and Apple. Apple's products sell and are supported while hardly anyone wants the Jag and is poorly supported.

> The new CEO will be slashing and streamlining right and left, just
> as he did at National Semiconductor. Expect more Apple layoffs.
> Expect huge cuts in their R&D and product lines. The new CEO
> will slash anything and everything that is not profitable. The
> next 1-2 years will be really tough for Apple and I'd bet that their
> marketshare will shrivel to 5% by the time it's all over. Whether
> or not a turnaround will happen after this is another question.
>
The $10 million a year CEO will slash the bloat that is severly needed. Even if Apple's share is down to 5%. Companies would kill if that share translates into $20 billion a year.. I doubt it. Overall, Apple's share will stabalize and with the acceptance of Power Computing as a alternative standard, nothing changes..

>>You think? Lets see, the Vice Prez, Hillary and the Prez(will be in Iowa City
>>this week) don't think so because all three have been here in the last three
>>weeks..
>
> It's the Iowa caucuses, dumbass. They are of great political significance
> for they really mark the beginnings of the primaries. That doesn't
> mean your "lake of the woods" has great economic significance in
> the computer market.
>
Eh?

>>What are you talking about? Apple cleared $425 million in earnings after tax
>>in 1995.
>
> A miniscule amount. Apple is expecting even bigger losses for 1Q 1996
> and their debt rating has been lowered, which now makes it more
> difficult for Apple to borrow money.
>
A miniscule amount..Only Atari can dream of..

> /Kevin
>
>> Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636
>> University of Northern Iowa PowerBook 150

Greetings...

Use GS/OS

New sig under construction

3737. DRIVER HP FOR SCORE PERFECT

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-14 00:00:00 UTC
From: JoseLuis Nava Garcia <atari@maduixa.finf.upv.es>
Message-ID: <Pine.HPP.3.91.960214090735.23613C-100000@maduixa.finf.upv.es>
Source record: 10292

I have bought the HP 500 deskjet , anybody knows if exists driver for
the music program SCORE PERFECT ..... ???

Thank You.
JOSE/ atari@maduixa.upv.es

3738. Re: C-Lab succes?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-14 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DMrMtA.L7M@ridgecrest.ca.us>
Source record: 10293

James Wood <jamesw@PEAK.ORG> wrote:
>
>
>On Thu, 8 Feb 1996, Michael Grove wrote:
>
>> James Wood <jamesw@PEAK.ORG> wrote:
>> >
>> >
>> >How much are these 040, 060, and PPC machines going to cost?
>> >
>> >
>> >James
>> >
>>
>> It dosen't matter to you :).
>>
>
>Uhhh....are you posting about something you know nothing about,

I'm sure I am more informed about any upcomming TOS platforms
than any of you two shit heads. I actually take the time to make
phone calls to Europe and talk to manufactures. It would seem that
you two (yes, I consider you in the same group as SinPlop) only
wish to fuel the flame fire.

>shamed to answer the question, or both?

Shame? I don't need no stinkin shame. It would seem that some
in this group have been "shamed" from their own machines newsgroups.
>

>Anybody have the answer to the question?

By the way, the next time you send personal e-mail, you
may get a personal reply.

>James
>

3739. Re: SLOPPY PROGRAMMING TECHNIQUE

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-14 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-1402961358030001@47.85.0.99>
Source record: 10294
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <Pine.SUN.3.91.960213184854.7864A-100000@PEAK.ORG>, James Wood <jamesw@PEAK.ORG> wrote:

> On 12 Feb 1996, Gaven Miller wrote:
>
> > But then of course, we dont need to replace our computers every eighteen
> > months. A nine year old 1040ST will still do most things anyone wants -
> > but a nine year old PC-AT will not.
>
> I disagree. What won't a 9 yeear-old PC do? Will it not do for
> programming, communications, word processing, read CD-ROMs? So it won't
> play the latest games.... I'm not saying that a 1040ST won't work , either.
>

Having just aquired a 7 year old PC for nothing, I can probably understand what Gaven means.

The 7 year old PC is so poor when compared to my STFM (it has no colour,lousy sound, no GUI, slow hard drive & can't run most modern PC software) that, if it was all I had, I would look forward to changing it ASAP.

Of course, you can add upgrades -> spend spend spend.

I expect that it will still do all of the things that James says, It's just that I believe that the ST range has weathered better.

I've had an STFM since '88 & I was amazed that a machine manufactured a few years later was such a poor performer.

I've gotten real value for my money with the ST.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

3740. ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-14 00:00:00 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <4ftsc9$8f3@madeline.INS.CWRU.Edu>
Source record: 10295
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

I know this may sound like a crazy idea, but why not buy Atari from JTS?
There must be thousands of Atari supporters out there.

If a large number of individuals purchased newly issued stock of a company
that would purchase the Atari name, logo, inventory, game rights, patents,
etc. and let JTS keep the company's capital and debt, I think that it could
be done.

Rumor is that the officers of JTS could care less about Atari and its video
game products.
Post to this thread if you think it might be able to be done.

Len

--

"Mr. Potato Head is only a potato until given a face." -Len Stys

3741. Re: SLOPPY PROGRAMMING TECHNIQUE

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-14 00:00:00 UTC
From: scruggs@news.cis.ohio-state.edu
Message-ID: <4ft48eINN5dt@museum.cis.ohio-state.edu>
Source record: 10296
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <gigxr01-14029613580300001@47.85.0.99> gigxr01@nt.com (Gerry O'Rourke) writes:
>In article <Pine.SUN.3.91.960213184854.7864A-100000@PEAK.ORG>, James Wood
|<jamesw@PEAK.ORG| wrote:
|
|| On 12 Feb 1996, Gaven Miller wrote:
||
|| | But then of course, we dont need to replace our computers every eighteen
|| | months. A nine year old 1040ST will still do most things anyone wants -
|| | but a nine year old PC-AT will not.
||
|| I disagree. What won't a 9 yeear-old PC do? Will it not do for
|| programming, communications, word processing, read CD-ROMs? So it won't
|| play the latest games.... I'm not saying that a 1040ST won't work , either
||
|
|Having just aquired a 7 year old PC for nothing, I can probably understand
|what Gaven means.
|
|The 7 year old PC is so poor when compared to my STFM (it has no
|colour,lousy sound, no GUI, slow hard drive & can't run most modern PC
|software) that, if it was all I had, I would look forward to changing it
|ASAP.
|
|Of course, you can add upgrades -| spend spend spend.

1) After spending all that money you could likely
just get a better system for less

2) Not much of the original system will be left.

Through incremental upgrades of my PC in the last
2 years the only things left of the original are the
floppies and some of the RAM.

|
|I expect that it will still do all of the things that James says, It's
|just that I believe that the ST range has weathered better.
|
|I've had an STFM since '88 & I was amazed that a machine manufactured a
|few years later was such a poor performer.
|
|I've gotten real value for my money with the ST.
--
||| Admiral Piet: Load the Charmin into the Mass Driver

/ | \ and Prepare to FIRE!!!

3742. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-14 00:00:00 UTC
From: kyle_jones@wonderworks.com
Message-ID: <4fu2n4$8sf@crystal.WonderWorks.COM>
Source record: 10297
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

aa399@cleveland.Freenet.Edu (Len Stys) writes:
> I know this may sound like a crazy idea, but why not buy Atari
> from JTS? There must be thousands of Atari supporters out
> there.

But, what would we do with it? As much as I'm disgusted with the
Tramiels, I'd have even less faith in a committee of thousands.

3743. Re: ATARI ST

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-14 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <4ft7b2$mui@m1.cs.man.ac.uk>
Source record: 10298

In article <4er754$1pn@zephyrus.coventry.ac.uk>, DEAN ANTHONY TUCKER <dat2> writes:
> I HAD AN ST AND IM SO GLAD I GOT A P.C.
>

I'm really happy for you, mate. Does your PC not have a Caps lock key? ;-)

S.Lai

3744. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-14 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <BvHoa4X.brimiller@delphi.com>
Source record: 10299

Len Stys <aa399@cleveland.Freenet.Edu> writes:

>that would purchase the Atari name, logo, inventory, game rights, patents,

Atari logo? In Europe, its value would be next to nothing - they took a
mighty lead and destroyed it, burning dealers, users, and developers in the
process.

>that would purchase the Atari name, logo, inventory, game rights, patents,

Inventory? Not much other than Jaguar.

>that would purchase the Atari name, logo, inventory, game rights, patents,

Rights and patents - decent assets, to be sure. Certainly, owning the assets
to the TOS and related technology would help any new owner eliminate legal
uncertainties and get screwed like Sega was.

3745. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-15 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4fu1g1$16b@ccshst05.cs.uoguelph.ca>
Source record: 10300
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

```
: Post to this thread if you think it might be able to be done.

It's a nice idea, but who honestly has the cash to purchace
Atari? Certainly not individuals ... even rich ones. With all their
patents, liscences, technology, brand name, logo and everything, the cost
of buying Atari would probably be over $100 million.

>> Mark <<

--
------------------------------------------------------------------------
Mark A Rathwell
-------------------
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Maintainer of the "Incredible Hulk" television series FAQ.
------------------------------------------------------------------------
```

3746. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-15 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4fu1cd$16b@ccshst05.cs.uoguelph.ca>
Source record: 10301

: Drop in the bucket? He he he he. What makes Jag sales than?

You always like to drag that in, don't you? For that matter, what
are any NG console sales compared to PCs?

: True.. But how many of those 225 million are in actual use. About 10 million
: PC's are retired each year. I suspect about 50% of Apple's installed base is
: in actual use..

Yeah ... right. All those MAC512s and MAC LC's are sure getting
lotsa use these days I bet. My uncle bought a Mac a couple of years ago
for several grand only to find that it's totally useless now.

: Many of the PC's are used as dumb terminals and or for single tasks in
: Corporations. On average, mac users buy more software on average..

That's because they know extended pirating would kill them off
for good.

: $3900 is not the corect starting price..$2499 was the base price.

Still a joke. I remember going into a Computer store and seeing a
Mac512 for $2000 and an Atari 520ST for $500. The ST kicked the shit out
of the Mac in almost every area technically, yet Apple still charged four
times as much. It had better support, but still ... that was out of line!

: A miniscule amount..Only Atari can dream of..

Atari doesn't need to dream about it considering they aren't
saddled with all the expenses Apple is.

>> Mark <<

--
Mark A Rathwell
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Maintainer of the "Incredible Hulk" television series FAQ.

3747. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-15 00:00:00 UTC
From: Krunch <krunch@intac.com>
Message-ID: <4fv9ct$f3r@uucp.intac.com>
Source record: 10302
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

aa399@cleveland.Freenet.Edu (Len Stys) wrote:
>
>I know this may sound like a crazy idea, but why not buy Atari from JTS?
>There must be thousands of Atari supporters out there.
>
>If a large number of individuals purchased newly issued stock of a company
>that would purchase the Atari name, logo, inventory, game rights, patents,
>etc. and let JTS keep the company's capital and debt, I think that it could
>be done.
>
>Rumor is that the officers of JTS could care less about Atari and its video
>game products.
>Post to this thread if you think it might be able to be done.
>
>

Count me in! I've been thinking this for a year now. Fuck the
Tramiels, lets show them how to really run a company. Who will be CEO? I
vote for Scott Legrand!

3748. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-15 00:00:00 UTC
From: qaz@ix.netcom.com
Message-ID: <4fve12$g2l@cloner2.ix.netcom.com>
Source record: 10303
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

"Let's Buy Atari"- Only from Atari users would you ever hear such a thing.

Even though you couldn't do much worse.

BH

3749. Re: SLOPPY PROGRAMMING TECHNIQUE

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-15 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4fuhgqikt1@mhafn.production.compuserve.com>
Source record: 10304
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

>how many computer companies dare to go against the grain in America today
>and try to fight Micro$oft?

Except that... MicroSoft is NOT a computer company.

MicroSoft writes software that runs ON computers.

MicroSoft wrote the BASIC interpreter that ran on my first computer, an
Ohio Scientific Instruments C1P.

MicroSoft also wrote the MS BASIC interpreter that ran on the Atari 800.

MicroSoft would write programs for the Atari Jaguar, if they thought it would
be profitable.

The most commonly used, and thus most profitable, computer platform now in use
is the Intel architecture IBM PC clone... so of course MicroSoft writes
software for it.

If another platform supplants the "PC", I'd expect MicroSoft would write
programs for it too...

As for computer manufacturers, Atari Corp had an excellent opportunity to
become one of the top manufacturers of computer systems when the ST was
released. MicroSoft had announced Atari ST versions of many of their most
popular programs.

Atari management simply blew it.

BobR

3750. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-15 00:00:00 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <4fvl5s$era@madeline.INS.CWRU.Edu>
Source record: 10305
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

In a previous article, mrathwel@uoguelph.ca (Mark Rathwell) says:

>: Post to this thread if you think it might be able to be done.
>
> It's a nice idea, but who honestly has the cash to purchace
>Atari? Certainly not individuals ... even rich ones. With all their
>patents, liscences, technology, brand name, logo and everything, the cost
>of buying Atari would probably be over $100 million.
>
> >> Mark <<
>
>
>--
>---
> Mark A Rathwell
> -------------------
>mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> Maintainer of the "Incredible Hulk" television series FAQ.
>---
>
>

I'm thinking 10-20 million since the patents are almost out anyways.

Len

--

"Mr. Potato Head is only a potato until given a face." -Len Stys

3751. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-15 00:00:00 UTC
From: Andrew Owen <andrew.owen@gecm.com>
Message-ID: <4fvkui$m2c@gcsin3.geccs.gecm.com>
Source record: 10306
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

Krunch <krunch@intac.com> wrote:
> Count me in! I've been thinking this for a year now. Fuck the
>Tramiels, lets show them how to really run a company. Who will be CEO? I
>vote for Scott Legrand!
>

Me, I'm buying shares in C-Lab among others. Why? I wouldn't touch
anything that still has the Tramiels involved.

Originally Time Warner Inc. lent Jack Tramiel millions to buy Atari from
them, now 'JT and Son' are lending JTS money to buy Atari from them. Guess
what they say is true ... "What goes around, comes around"

Andy

'Smile and be happy"

3752. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-15 00:00:00 UTC
From: rbarbaga@jupiter.cs.uml.edu
Message-ID: <4fvs2j$nbs@ulowell.uml.edu>
Source record: 10307
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

In article <4fve12$g2l@cloner2.ix.netcom.com>,
B Morphin <qaz@ix.netcom.com> wrote:
>"Let's Buy Atari"- Only from Atari users would you ever hear such a
>thing.
>
>
>Even though you couldn't do much worse.
>
>
>BH

Nah, ever hear of the Commodore Stockholder's Movement?

:)

--
Ralph A. Barbagallo III --- rbarbaga@cs.uml.edu --- Only AMIGA makes it
**********"Your favorite game sucks."*************** Possible... *
R.I.P. Jay Miner: June 20th 1994 Father of the 2600, Atari 8bit, Amiga
*Home of the TRON and Starcade shrines*http://www.cs.uml.edu/~rbarbaga*

3753. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-15 00:00:00 UTC
From: bcampbel@freenet
Message-ID: <4fupk6$bev@brain.npiec.on.ca>
Source record: 10308
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Bernd Meyer (bmeyer@bruce.cs.monash.edu.au) wrote:
: Mike Holland (myk@cygnus.uwa.edu.au) wrote:

: Bernie

Well yes, the Hitler comparison is extreme and as a previous poster
stated we are seeing the VHS/BETAMAX all over again and it all goes
to show
slick marketing + salespeople who only care about their
commissions + ignorant masses = mediocrity/sameness and
the loss of superior
technology
--
be it Beta or GEM.
Bruce H. Campbell

DEATH TO THE TYRANNY OF MICROSOFT! "They can have my TOS/GEM computer
only when they can pluck it from my dead, cold fingers!"

3754. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-15 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4g04su$nrs@ccshst05.cs.uoguelph.ca>
Source record: 10309
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

```
: I'm thinking 10-20 million since the patents are almost out anyways.

A couple of years ago (1989?), Atari's sale value was listed at a half
billion dollars. Even though the company has signifigantly downsized over
the years, you still wouldn't get Atari for less than 100 million. Too
many patents, schematics, copyrights, inventories, plans, liscences etc,
etc, etc.

>> Mark <<

--
------------------------------------------------------------------------------
Mark A Rathwell
-------------------
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Maintainer of the "Incredible Hulk" television series FAQ.
------------------------------------------------------------------------------
```

3755. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-15 00:00:00 UTC
From: whitema@vance.cig.mot.com
Message-ID: <4g0ast$i9r@newdelph.cig.mot.com>
Source record: 10310
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

In article <4ftsc9$8f3@madeline.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>I know this may sound like a crazy idea, but why not buy Atari from JTS?
>There must be thousands of Atari supporters out there.
>
>If a large number of individuals purchased newly issued stock of a company
>that would purchase the Atari name, logo, inventory, game rights, patents,
>etc. and let JTS keep the company's capital and debt, I think that it could
>be done.
>
>Rumor is that the officers of JTS could care less about Atari and its video
>game products.
>Post to this thread if you think it might be able to be done.
>

Rumor has it (FWIW) that Ted Hoff tried that (unsuccessfully). Don't know if it's true or not. If true, it doesn't sound like the Tramiels are ready to give up the Fuji....

Mike
whitema@cig.mot.com

3756. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-15 00:00:00 UTC
From: jorcas@netcom.com
Message-ID: <jorcasDMuBC8.Ms4@netcom.com>
Source record: 10311
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

Krunch (krunch@intac.com) wrote:
: aa399@cleveland.Freenet.Edu (Len Stys) wrote:
: Count me in! I've been thinking this for a year now. Fuck the
: Tramiels, lets show them how to really run a company. Who will be CEO? I
: vote for Scott Legrand!

A few months ago the stock was around $1.5/share = Atari was $90M. Where
were you?. Today it closed at $2.75 = $175M.
--
jorcas@netcom.com

3757. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-15 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Feb15.104930.52579@cobra.uni.edu>
Source record: 10312

In article <4fu1cd$16b@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Drop in the bucket? He he he he. What makes Jag sales than?
>
> You always like to drag that in, don't you? For that matter, what
> are any NG console sales compared to PCs?
>
> : True.. But how many of those 225 million are in actual use. About 10 million
> : PC's are retired each year. I suspect about 50% of Apple's installed base is
> : in actual use..
>
> Yeah ... right. All those MAC512s and MAC LC's are sure getting
> lotsa use these days I bet. My uncle bought a Mac a couple of years ago
> for several grand only to find that it's totally useless now.

I don't know about the Mac512s(nice for a fish aquarium), the LC's are still in use. Even my dept. has quite a few in use..Slowly being replaced with 7200's.. Many schools are still using the Apple II..

>
> : Many of the PC's are used as dumb terminals and or for single tasks in
> : Corporations. On average, mac users buy more software on average..
>
> That's because they know extended pirating would kill them off
> for good.

Other reason to.. The learning curve is short..
>
> : $3900 is not the corect starting price..$2499 was the base price.
>
> Still a joke. I remember going into a Computer store and seeing a
> Mac512 for $2000 and an Atari 520ST for $500. The ST kicked the shit out
> of the Mac in almost every area technically, yet Apple still charged four
> times as much. It had better support, but still ... that was out of line!
>

He he he he..Technicaly in hardware at the time, but not in the system software...

Apple didn't think their pricing was out of line at the time because of their huge investment in R&D. Looks at their system products as a result...Just because Atari did not have faith in their products is not Apple's fault. Apple charged what the market would absorb..No that I agreed at the time..

> : A miniscule amount..Only Atari can dream of..
>

> Atari doesn't need to dream about it considering they aren't
> saddled with all the expenses Apple is.

And look at them were they are today..

>
> >> Mark <<
>
> --
> --
> Mark A Rathwell
> -------------------
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> Maintainer of the "Incredible Hulk" television series FAQ.
> --
>

GREETINGS..

Peter Sinclair-Day POWER MACINTOSH 7100/80
University of Northern Iowa
Graduate School of Library Science
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3758. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-15 00:00:00 UTC
From: Clinton Keith <clint@angel.com>
Message-ID: <4fvsme$nmq@news.cerf.net>
Source record: 10313
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

aa399@cleveland.Freenet.Edu (Len Stys) wrote:
>I know this may sound like a crazy idea, but why not buy Atari from JTS?
>There must be thousands of Atari supporters out there.
>
After reading the Atari newsgroups for years, I can picture what the
board meetings would be like. Of course, you could hire Sinclair and
then all line up and fire him ;)

3759. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-15 00:00:00 UTC
From: dhayes@bbs.cruzio.com
Message-ID: <DMsq0F.2Ks@cruzio.com>
Source record: 10314
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <4fg10h$h7s@serra.unipi.it>, amor@cli.di.unipi.it (Daniel Amor) writes:
> : I have to agree that comparing Bill Gates to Hitler is rather stupid,
> : bad taste and completely uncalled for!
Q: You are locked in a room with Bill Gates, Sadam hussain and Hitler
with a hand gun and two bullets. What do you do?

A: Shoot Bill twice, make sure he's dead.

Dennis

3760. Re: ATARI ST

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-15 00:00:00 UTC
From: jnorton@ra
Message-ID: <4fuf21$seo@thoth.nilenet.com>
Source record: 10315

Rich Perna (pernar@river.it.gvsu.edu) wrote:
: GEM makes Windows 95 look hysterically bloated... I have really fond memories

I still have to show long-time Windows users how to use Windows95. The
only reason I can show them is that I cut my teeth on GEM. GEM was so
coherent and logical that one just naturally knows how to get around on
that other illogical system (Windows that is). DRI's GEM was written
with the hopes that IBM would choose it for their OS you know!

3761. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-15 00:00:00 UTC
From: DuSTman@dansoft.demon.co.uk
Message-ID: <824488868_OASIS_@dansoft.demon.co.uk>
Source record: 10316

> Count me in! I've been thinking this for a year now. Fuck the
>Tramiels, lets show them how to really run a company. Who will be CEO? I
>vote for Scott Legrand!

Although it would be a nice idea to buy atari I think that a new company to take up where atari left off with the TOS computers would be much easier to come by, the patents being the only things that need to be adhered to (or bought off) from atari in order for this to happen...

However, i think it much more likely that the third party support will be the way the platform will go, look at the new machines, for example, Hades, T40, T60, eagle, falcon mark x......

--

DuSTman@dansoft.demon.co.uk
DanSoft BBS 01524 732957 - 9pm til midnight..

3762. Re: SLOPPY PROGRAMMING TECHNIQUE

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-16 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <4g0oim$2hn@whitbeck.ncl.ac.uk>
Source record: 10317

Gaven Miller (gmiller@inca.co.nz) wrote:
> Megamax released Laser C, of which I received a "scurrilous" copy. I like
> it, so went to a shop with cash in hand to buy it. Some &*!*^ had walked
> off with the discs for it. (I got the manual for nowt as they were closng
> out of Atari stuff). I couldn't find anywhere in the mags selling it, so
> I bought Lattice C direct from Hisoft instead. [I have destroyed my copy of
> Laser C]

It is a shame about Laser C - I've still got an old version of it somewhere.
It dumped on Lattice from a great height....shame it didn't keep going.

> Free thinkers using alternative systems and hardware are thankfully
> immune to this "Bill Gates Is God" and "Microsoft Can Do No Evil"
> brainwashing.

> And long may that continue...

Really free thinkers will be running XaAES RSN ;)

Craig.

3763. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-16 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4g11k8$a5r@inca01.inca.co.nz>
Source record: 10318
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

Len Stys (aa399@cleveland.Freenet.Edu) wrote:
> >Atari? Certainly not individuals ... even rich ones. With all their
> >patents, liscences, technology, brand name, logo and everything, the cost
> >of buying Atari would probably be over $100 million.

> I'm thinking 10-20 million since the patents are almost out anyways.

From memory, American patents last 17 years, unless renewed. So, it is
semi-safe to assume that anything patented up to 1978/9 is now "free".
(that would mean most US patents prior to #4000000).

And I believe that there is a fixed limit on how many times it may be
renewed.

So, assuming Atari patented it's ST technology in 1984/5 then they run
out in 2001/2. Lynx (1990 -> 2007), Jaguar (1993 -> 2010)

(Disclaimer: Not a patent lawyer, or wanting to be one)

BTW: what assets do they have (excluding patents)? I am thinking here of
plant, machinery, stock, investments.

Sum those, and you have a nearly accurate sale price IMV.

--

Quote For The Month: "This Time For Sure"

3764. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-16 00:00:00 UTC
From: alight55@aol.com
Message-ID: <4g1sv2$lcn@newsbf02.news.aol.com>
Source record: 10319
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

> I'm thinking 10-20 million since the patents are almost out anyways.

Yeah, tell THAT to SEGA! I'd say Atari's current value is at about
$75-$125 million.

Later,
Andy

3765. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-16 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.960216082219.25345A-100000@moose.erie.net>
Source record: 10320
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

On 16 Feb 1996, Gaven Miller wrote:

> Len Stys (aa399@cleveland.Freenet.Edu) wrote:
> > >Atari? Certainly not individuals ... even rich ones. With all their
> > >patents, liscences, technology, brand name, logo and everything, the cost
> > >of buying Atari would probably be over $100 million.
>
> > I'm thinking 10-20 million since the patents are almost out anyways.
>
> From memory, American patents last 17 years, unless renewed. So, it is
> semi-safe to assume that anything patented up to 1978/9 is now "free".
> (that would mean most US patents prior to #4000000).

Because of recent international agreements U. S. patents now have
a term of 20 years. This applies to patents currently in force also.
Patents are not renewable after this term. Patent #4000000 was issued in
1976.

> And I believe that there is a fixed limit on how many times it may be
> renewed.
>
> So, assuming Atari patented it's ST technology in 1984/5 then they run
> out in 2001/2. Lynx (1990 -> 2007), Jaguar (1993 -> 2010)
>

I believe most of Atari's patents of any value were prior to the
ST. Maybe I'll look them up!

3766. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-16 00:00:00 UTC
From: jsleek@ecst.csuchico.edu
Message-ID: <4g0mvi$31s@charnel.ecst.csuchico.edu>
Source record: 10321
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

You can't count me in for the sum of $5. :)

jsleek@ecst.csuchico.edu

3767. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-16 00:00:00 UTC
From: theexodus@aol.com
Message-ID: <4g2fs4$slt@newsbf02.news.aol.com>
Source record: 10322
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

whitema@vance.cig.mot.com writes:

> Rumor has it (FWIW) that Ted Hoff tried that (unsuccessfully).
> Don't know if it's true or not. If true, it doesn't sound like the
> Tramiels are ready to give up the Fuji...

That's because when they wakeup and realize they couldn't sell a strap-on
hard drive at a Lesbian wedding... they know we'll be there to bail 'em
out with the Jag2 launch.

xe

3768. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-16 00:00:00 UTC
From: csjjh@ux1
Message-ID: <DMvxw4.HpG@news.cts.eiu.edu>
Source record: 10323
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

In article <4g1sv2$lcn@newsbf02.news.aol.com>,
ALIGHT55 <alight55@aol.com> wrote:
>
>
>> I'm thinking 10-20 million since the patents are almost out anyways.
>
> Yeah, tell THAT to SEGA! I'd say Atari's current value is at about
>$75-$125 million.
>
> Later,
> Andy

Any BIG Lotto winners out there????
:)
JJH

3769. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-16 00:00:00 UTC
From: csjjh@ux1
Message-ID: <DMvz4K.K71@news.cts.eiu.edu>
Source record: 10324
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

In article <4fu2n4$8sf@crystal.WonderWorks.COM>,
Kyle Jones <kyle_jones@wonderworks.com> wrote:
>aa399@cleveland.Freenet.Edu (Len Stys) writes:
> > I know this may sound like a crazy idea, but why not buy Atari
> > from JTS? There must be thousands of Atari supporters out
> > there.
>
>But, what would we do with it? As much as I'm disgusted with the
>Tramiels, I'd have even less faith in a committee of thousands.
>

Good point, especially from r.g.v.*!!!!! :)

Relly though, I'd get Hoff back & let him call the shots. Put Minter in just below him or in charge of programming. What's David Crane of VCS Activision Barnstorming fame up to these days? Nolan Bushnal? I'd give any of these talented people profit sharing out the wazoo to encourage them not to come out with Club Drive's or Checkered Flags. I'd get a crap load of people working on re-makes of classics, exact remakes, & put Minter & Co. in charge of 2000izeing them. What about the team who put MC3D together - they did great! Take Crap games like those mentioned above off the market - I'm sick of going in Babagges & seeing lots of Checkered Flag, Club Drive, Cannon Fodder, Theme Park, Brutal Sports Football, Troy Aikman (whatever) Football & *NO* Tempest 2000, Alien VS Predator, Misille Command 3D, Iron Soilder, Battlemorph, Defender 2000, etc... I say with the expanded CD take Hover Strike cart off too. Bite the bullet & come out with some alternative controllers; like, A ROTARY CONTROLLER!!!! AN ARCADE TYPE JOYSTICK & FIRE BUTTON COMBO FOR BOTH RIGHT AND LEFT HANDED PEOPLE! A TRAK BALL CONTROLLER! I've no doubt people would buy these for use with the proper games. (T2K, D2K, MC3D)

Advertising:
There's no way Atari can compete with the unholy trinity of Nintendo, Sega & Sony. It just costs *way* too much to have a comercial on every other comercial break on places like MTV. They could do some SMART advertising though. The post cards were a real good idea & I say expand it. Have a big advertising blitz right at first. Pick a big day/event on TV and actually have a few comercials then. Have good ads in the magazines for that period. Send post cards out not only to Jag owners but dig back in those records, way back, send one to EVERY Lynx, 7800, 5288, ST, 8-bit, & VCS owner they can find. Sure, it would cost a bundle & lots might not ever get their card. Emphise on the fact that Atari is under new management & the Traimels are out, $99 Jag, D2K, T2K, MC3D & Breakout 2000. I bet you'd get a response...

Daydream over,
JJH

3770. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-16 00:00:00 UTC
From: andyth@microsoft.com
Message-ID: <4g30v2$b3s@news.microsoft.com>
Source record: 10325
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

jorcas@netcom.com (Jorge Castillo) wrote:

>Krunch (krunch@intac.com) wrote:
>: aa399@cleveland.Freenet.Edu (Len Stys) wrote:
>: Count me in! I've been thinking this for a year now. Fuck the
>: Tramiels, lets show them how to really run a company. Who will be CEO? I
>: vote for Scott Legrand!

>A few months ago the stock was around $1.5/share = Atari was $90M. Where
>were you?. Today it closed at $2.75 = $175M.
>--
> jorcas@netcom.com

I think the stock was over $3 today. I bought last week at 1 and
15/16 and sold today somewhere over $3. When I bought last week it
was on the basis of their current ratio. I was right; they bought
something with all of that extra cash this week and the brokerages
like it. I don't understand this company enough to keep my money in.

I'd always wanted to make money on this stock and it looks like I
found the opportunity. If you're still in, hopefully it will hit $6
or $8.

Andy (very happy with something like +40% after taxes in less than a
week)

3771. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-16 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4g3dis$ii@linda.teleport.com>
Source record: 10326
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My Web Address is below. On-Line Catalogs that you can View and Contact me via my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml

==Thanx==
===Ben===
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

3772. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-17 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <BROpqe7.brimiller@delphi.com>
Source record: 10239

Jorge Castillo <jorcas@netcom.com> writes:

>A few months ago the stock was around $1.5/share = Atari was $90M. Where
>were you?. Today it closed at $2.75 = $175M.

Stock price is rarely an indicator of true value. Remember, Atari stock
just a few years ago was at $12.00 due to bubble--effect sales speculation.

BR Miller
Boston, MA

3773. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-17 00:00:00 UTC
From: amsler@nevada.edu
Message-ID: <4g4ovk$vg6@news.nevada.edu>
Source record: 10240
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

Dennis McGuire (mcguired@moose.erie.net) wrote:
:
:
: On 16 Feb 1996, Gaven Miller wrote:
:
: > Len Stys (aa399@cleveland.Freenet.Edu) wrote:
: > > >Atari? Certainly not individuals ... even rich ones. With all their
: > > >patents, liscences, technology, brand name, logo and everything, the cost
: > > >of buying Atari would probably be over $100 million.
: >
: > > I'm thinking 10-20 million since the patents are almost out anyways.
: >
: > From memory, American patents last 17 years, unless renewed. So, it is
: > semi-safe to assume that anything patented up to 1978/9 is now "free".
: > (that would mean most US patents prior to #4000000).
:
:
: Because of recent international agreements U. S. patents now have
: a term of 20 years. This applies to patents currently in force also.
: Patents are not renewable after this term. Patent #4000000 was issued in
: 1976.
:
:
: > And I believe that there is a fixed limit on how many times it may be
: > renewed.
: >
: > So, assuming Atari patented it's ST technology in 1984/5 then they run
: > out in 2001/2. Lynx (1990 -> 2007), Jaguar (1993 -> 2010)
: >
:
: I believe most of Atari's patents of any value were prior to the
: ST. Maybe I'll look them up!

Thanks very much!! Keep us posted!

- John J. Amsler
Co-owner, U.S. Patent #4,881,341 (1989)

3774. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-17 00:00:00 UTC
From: amsler@nevada.edu
Message-ID: <4g4old$vg6@news.nevada.edu>
Source record: 10241
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

Clinton Keith (clint@angel.com) wrote:
: aa399@cleveland.Freenet.Edu (Len Stys) wrote:
: >I know this may sound like a crazy idea, but why not buy Atari from JTS?
: >There must be thousands of Atari supporters out there.
: >
: After reading the Atari newsgroups for years, I can picture what the
: board meetings would be like.

ROTFL!!! They certainly would not be "bored" meetings! <g>

- John J. Amsler

3775. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-17 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4g3in6gru1@mhafn.production.compuserve.com>
Source record: 10327
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

Assets Atari has..?

Plant... virtually nothing. They sold off their Taiwan manufacturing plants years ago so they could make the annual reports look a little better, balancing it off against the normal yearly losses.

Machinery.. nothing. The Jaguar was originally built by IBM in its own plants. It is now built (that is, when they ARE being built) by another, smaller company. Cartridge manufacturing is farmed out to third party manufacturers.

Stock... reports say there are 85,000 Jaguars in warehouses. Value depends on how much you figure you could sell them for.

Good will..? ummm... next..!

Patents... about the only thing of tangible value left, mostly grandfathered from Warner Communications Atari Inc. Suing other companies over patent violations may be the most lucrative thing Atari can do now.

Name recognition..? In the mid-80s, Jack Tramiel said the only thing of value he wanted from Atari, Inc. was the Atari name. Now, in the mid-90s, even that is probably not worth very much.

BobR

3776. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-17 00:00:00 UTC
From: maberg@xs4all.nl
Message-ID: <31263fb893ad10d3@xs4all.nl>
Source record: 10328
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

Len Stys (aa399@cleveland.Freenet.Edu) wrote:

>
>I know this may sound like a crazy idea, but why not buy Atari from JTS?
>There must be thousands of Atari supporters out there.
>
>If a large number of individuals purchased newly issued stock of a company
>that would purchase the Atari name, logo, inventory, game rights, patents,
>etc. and let JTS keep the company's capital and debt, I think that it could
>be done.
>
>Rumor is that the officers of JTS could care less about Atari and its video
>game products.
>Post to this thread if you think it might be able to be done.

Yeah, right. It's probably as likely to work as asking the whole world to buy
Micro$oft and then force them to make Atari- Amiga- and Archimedes-software.

I've got a better idea: If we all get together and massively buy a Medusa
or a Hades computer we provide enough funds to Mr. F. Aschwanden to found
a new company as powerful as Atari was. Maybe he'll call it Atari-II ?

--

Maarten van den Berg -------- Amsterdam -------- The Netherlands
------ Marfix Reparaties -------- Email: maberg@xs4all.nl ------

This Message Guaranteed 100 % Micro$oft-free. The bits used herein are not,
and have never been, on any of Micro$ofts (or -related) Data-storage devices.
Upon contact with the Micro$oft NetWork these bits will self-destruct within
twelve minutes, without any preliminary warning.
Please report any malfunctions concerning this matter to Postmaster@[.*]

3777. want to buy

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-17 00:00:00 UTC
From: collins@upanet.uleth.ca
Message-ID: <4g3ah2$dio@holly.cc.uleth.ca>
Source record: 10329

I need help!! Does anyone know where I can buy a 1040 ste in Canada
thanks for any help. Please email me at collins@upanet.uleth.ca
.

****
Libby & Patric Collins-April

"And I said, with my net I can get
them I bet, with my net, I can get
those Things yet!" The Cat In The Hat

3778. Re: ATARI ST

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-17 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4g3ntm$djs@inca01.inca.co.nz>
Source record: 10330

S94 (lais@cs.man.ac.uk) wrote:
> In article <4er754$1pn@zephyrus.coventry.ac.uk>, DEAN ANTHONY TUCKER <dat2> writes:
> > I HAD AN ST AND IM SO GLAD I GOT A P.C.
> >

> I'm really happy for you, mate. Does your PC not have a Caps lock key? ;-)

Every time I read a "mine is better than yours" advocacy article, I like
to switch the two advocated items around. So, in this case, the posting
would then read : "I HAD A P.C. AND IM SO GLAD I GOT AN ST".

Much more sensible when you read it that way...

--

Quote For The Month: "This Time For Sure"

3779. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-17 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4g3iu2gru2@mhafn.production.compuserve.com>
Source record: 10331

>Atari has brand recognition that thousands upon thousands of companies
>wish they had.

Once upon a time, that was true.

Today it's "Atari... didn't they go out of business years ago..?"

BobR

3780. Magazine proposal: alt.computing.alt...opinions

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-17 00:00:00 UTC
From: tsyklon@aol.com
Message-ID: <4g3udt$ivl@newsbf02.news.aol.com>
Source record: 10332

I am currently working with my company's publishing department to produce a magazine called "alt.computing.alt" and I want to get your reaction to the idea.

a.c.a will be a high-quality, glossy magazine with approx. 250 pages covering the area of alternative computing. That is to say... the magazine caters to those with alternative platforms to MS Operating systems. The magazine will cover the following areas: 8-bit (Apple II, Commodore 64/128 etc., 16-bit (Atari ST, early Mac etc.) , 32-bit (Amiga, Later Atari, Mac II etc.) and high-end work stations like Sun Sparc/ SGI, NeXT etc.

OS' would include (but is not limited to): MacOS, AmigaOS, All Unix types, OS/2, acorn, TOS and any OS alternative to MS type systems.

My team's goal is to make this magazine fuel another hardware war like we enjoyed in the 80's. (Remember when companies like Broderbund or Sierra made 10 computer versions of every game?) It might just give the alternate platforms a chance. A.c.a would serve as huge clearinghouse for information and advertising on these niche markets. It would help legitimize them.

Whether you are a PC/Win user or anything else, it is conventional wisdom and that a free marketplace of ideas is essential to innovation. We all know that in capitalism... it is dangerous for any one type of a product to dominate.

We'd also make certain there would be WWW support for late-breaking news, etc.

So... what do you think? Will it fly folks? How much would you pay for a quality mag of this type? (UK, Deutsch, US, AUS, Canada currency)

Any suggestions or input would be most welcom.

Thank you.
###tsyklon@aol.com is Charles Prucha with Energia Marketing Services, Inc.###
"Search your feelings... you know it to be true...Join me and we will rule the universe together..." --Darth Vader

3781. Re: SLOPPY PROGRAMMING TECHNIQUE

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-17 00:00:00 UTC
From: daymon@mammoth.valleynet.com
Message-ID: <4g42nd$474@alpine.valleynet.com>
Source record: 10333

: Oh, come on. Nobody is "brainwashed." This is a free country and you
: can buy any kind of computer, automobile, or hamburger you want - of your
: own free will.

I don't know about that. I'm not trying to say you are flat out wrong or start any arguments, but I went one time to the last store carrying anything remotely Atari related left within 200 miles of where I live (which is one of my very few complaints about owning an Atari product). The owner is admittedly a former Pro-Atari guy, but switched to PC about 7 years ago and doesn't know what's out there as far as Atari products since then. But even in his lack of knowledge, he gasped when I told him I was getting an Atari compatible (C-Lab Falcon), shook his head, and asked why, accusingly, not inquisitively. He then proceded to tell me that I would be much happier if I had a PC running Windows. I asked him why. He said, "There's so much more you can do with a PC." I asked him what. He pointed to a store model and said, "Look. This one can show TV." Like that's what I get a computer for... to watch TV on. Then told me about the wonders of CD-ROMs. I told him that Atari machines can do a lot more than he thinks and told him about the multi-track recording and midi stuff using Cubase, which I'm into being a musician. He didn't even hear me and proceded to tell me how much easier to use PC's are than they were years ago and how he's so much better off with his new 150MHz PC than his old Mega ST. After about a half hour of arguing, which I never wanted to do to begin with, he still would not accept the fact that my Atari suites my needs in a way I don't think a PC can. ARGH! I decided that I'd never go back there again. All the stuff there for Atari was 7 years old or more, anyway. But it shows how _some_ people ARE brainwashed in a way. They won't even consider for a moment alternate systems. He wasn't even remotely interested in hearing what hardware the Atari world had available, which I thought he would be. Well, just to qualify my own position, here is my statement about what computer is the best: It is the one that suites YOUR needs the best. It's not what company sells the most machines, nor what the majority of the computer buying population have. As long as you are happy with it and can get it to do exactly what you want, it's the best machine in the world!

Mike Freeman
daymon@valleynet.com

3782. Re: Magazine proposal: alt.computing.alt...opinions

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-17 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <96048.124337STIRRE31@MAINE.MAINE.EDU>
Source record: 10334

Interesting idea. I'd love to see a professional magazine dedicated
to alternative platforms. However, how would the coverage of the
different platforms be split up? If it was based on advertising,
the magazine would probably resemble Computer Shopper when the
ST and Amiga enjoyed a token page of coverage. I wouldn't
buy a magazine with a page or two of Atari stuff (I am essentially
interested in Atari products).
As far as the price, it depends on the quality. I'd be willing to
throw down $4-5 to check out a copy. Subscriptions should be
below $30, IMHO. Of course, this depends on how much advertising
is done.
Good luck!
-scott tirrell

3783. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-17 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4g5edq$540@ccshst05.cs.uoguelph.ca>
Source record: 10335

: Today it's "Atari... didn't they go out of business years ago..?"

But they're still recognized! That's the point. Most startup
companies would love to have that kind of recognition.

>> Mark <<

--

Mark A Rathwell
---
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Maintainer of the "Incredible Hulk" television series FAQ.

3784. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-17 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <4g5j40$3j2@dux.dundee.ac.uk>
Source record: 10336

BobR (76702.1466@CompuServe.COM) wrote:
: Today it's "Atari... didn't they go out of business years ago..?"

Yes, tell me about it, most people think Atari packed up in 1992 at the latest!!

To be honest, the best thing that can happen now is for someone to buy out the name a patent licences from JTS Corp, raise enough cash and market the Jaguar properly, and perhaps even the 68040 Falcon which was in development.

That said, there is no point in this futile "lets buy Atari". It has to be someone with cash!!!

Rod

--
--
Rod McCall | Dundee University | Computer Science & Accountancy |**********|
Theatre Critic (hack) for Student Times Newpaper| ************************|
URL http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html |****************|

3785. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-17 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <JTOoKY4.brimiller@delphi.com>
Source record: 10337

Mark Rathwell <mrathwel@uoguelph.ca> writes:

> People say that, but you've got to understand something about
>marketing. Atari has brand recognition that thousands upon thousands of

I know a thing or two about marketing, being a marketing major. I know that
a company that sold computers using the Atari name would be affiliated with
the Atari of the past (which burnt dealers, developers, and users).

>: Inventory? Not much other than Jaguar.
>
> You'd be surprised. :-)

You're probably right - maybe there'd be a glut of 800XL's on the market
again! :')

>: to the TOS and related technology would help any new owner eliminate legal
>: uncertainties and get screwed like Sega was.
>
> Why was Sega screwed? They infringed on Atari's patents. Plain
>and simple. They knew they infrigned, which was why they settled out of
>court.

Patents that did stuff that most people today would say is standard (like
scrolling backgrounds, etc.) Given the history of the Tramiels, I speculate
that if success in business was found by a company marketing a TOS-compatible
OS, Atari would sue, much like they sued Sega. By owning the patents, one
eliminates the "f*ck factor." <---- expert business term, there. :')

Brian-Roland Miller
Boston, MA

3786. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-17 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <JxGraUw.brimiller@delphi.com>
Source record: 10338

Mark Rathwell <mrathwel@uoguelph.ca> writes:

>many patents, schematics, copyrights, inventories, plans, liscences etc,

Patents: TOS and Jaguar.
TOS: Outdated, not developed significantly for over four years, has not
generated substantial sales for Atari.
--
Jaguar: Same story when it comes to Jag.
--
Folks, if I owned a multi-million dollar bank account, I would incorporate
Falcon Technologies Ltd., hire several engineers, buy the TOS patents, develop
a Falcon 040 and Falcon 060 in the wedding cake cases, sell them for the mean
time, and develop TOS for PPC. Then I would build PPCP/CHRP machines that would
allow backward compatibility with Falcon while complying fully with the
standard.

I'd also sell F030's with 250 meg HD and monitor for $899. Too bad the
multi-million dollar account currently does not exist. :')

Anyway, buying the intellectual property would be the aim. For computing
and computer-related, Atari would be hard-pressed to get more than
$4 million.

Brian-Roland Miller
Boston, MA

BTW: Most of Atari's value would be in the fuji logo and in current tangible
property, not intellectual. Sad, but true.

3787. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-18 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4g6ht3$ire@ccshst05.cs.uoguelph.ca>
Source record: 10242

: I know a thing or two about marketing, being a marketing major. I know that
: a company that sold computers using the Atari name would be affiliated with
: the Atari of the past (which burnt dealers, developers, and users).

Then you probably also know that there are thousands upon
thousands of companies out there with no exposure that will kill to have
a name recognized in any way.

: You're probably right - maybe there'd be a glut of 800XL's on the market
: again! :')

Maybe someday we'll all be able to go through the vaults and see
what they have ... unfinished designs, patents, schematics, etc.

: Patents that did stuff that most people today would say is standard (like
: scrolling backgrounds, etc.)

Atari still owns the rights to those "standard" things and many
companies were infringing upon them. I'm surprised that Atari didn't sue
people other than Nintendo or Sega.

>> Mark <<

--

Mark A Rathwell
---
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Maintainer of the "Incredible Hulk" television series FAQ.

3788. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-18 00:00:00 UTC
From: Andrew Owen <andrew.owen@gecm.com>
Message-ID: <4g77rs$qrs@gcsin3.geccs.gecm.com>
Source record: 10243

DuSTman@dansoft.demon.co.uk (DuSTman) wrote:
...
>Although it would be a nice idea to buy atari I think that a new company to take
>up where atari left off with the TOS computers would be much easier to come by,
>the patents being the only things that need to be adhered to (or bought off)
>from atari in order for this to happen...
...

Why? If SUN (and others) can develop Windows clone software (which runs faster that the real thing), what stopping someone developing TOS compliant OS which does not infringe on atari patents. I don't see atari sueing Microsoft or IBM over their OS's.

From what I've read on this and other newgroups, MagiC, MINT among others are the OS's to watch. If these were developed to a common api, etc, then to run old TOS programs we would only need to aquire some old TOS chips from defunct ST's. Much in the same way as OS2 Warp runs WIndows programs by using the 'free' copy which came with the machine. (I seen a program called 'backwards' which is along simular lines.) I don't think it is impossible to use this setup to run TOS programs under linux, much like SUN runs windows programs under Solaris.

...
>However, i think it much more likely that the third party support will be the
>way the platform will go, look at the new machines, for example, Hades, T40,
>T60, eagle, falcon mark x......
...

Still waiting for them to arrive ;-))

Andy.

3789. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-18 00:00:00 UTC
From: DuSTman@dansoft.demon.co.uk
Message-ID: <824755100_OASIS_@dansoft.demon.co.uk>
Source record: 10244

In defence of my opinion that someone should make a new company that acted like atari should to our platform I Think that this would make the OS seem more "one-peiced" - the way things are developing makes it all seem very "segmented", An example. an up-to-date system might have to load in : A multitasking system like magic, then a font handler and accelerator, NVDI, a desktop such as Ease and then any little gadgets on top that do things like put pictures in the backround..

If it were all done by one company then it is likely it would and up as one, convenient package doing the lot...

--

DuSTman@dansoft.demon.co.uk
DanSoft BBS 01524 732957 - 9pm til midnight..

3790. Jaguar price down to $99? wow...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-18 00:00:00 UTC
From: trussell@omnifest.uwm.edu
Message-ID: <4g83i0$63d@omnifest.uwm.edu>
Source record: 10245

OK, I've been hearing this from a few sources, most of which are quite reliable, but as of yet have not seen anything in any trade magazines. Can anyone confirm this (that the Jag is going down to $99)? Is it's true, I'm inclined to believe that Atari is giving up yet again...

3791. Re: Jaguar price down to $99? wow...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-18 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <5FHIyMx.brimiller@delphi.com>
Source record: 10246

Tim Russell <trussell@omnifest.uwm.edu> writes:

>OK, I've been hearing this from a few sources, most of which are quite
>reliable, but as of yet have not seen anything in any trade magazines. Can
>anyone confirm this (that the Jag is going down to $99)? Is it's true, I'm
>inclined to believe that Atari is giving up yet again...

It's true - and here are some other facts:
---
1) Atari says it will sell about 80,000 Jags "through 1996." Guess how many
are roughly left in inventory - - - you guessed it.
---
2) Atari's merger with JTS devotes a majority of its capital to the disk
drive operation.

Make your own conclusions, but I can read the writing on the wall. . .

BR Miller
Boston, MA

3792. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-19 00:00:00 UTC
From: Andrew Owen <andrew.owen@gecm.com>
Message-ID: <4g9o3a$7o1@gcsin3.geccs.gecm.com>
Source record: 10247

DuSTman@dansoft.demon.co.uk (DuSTman) wrote:
...
>"one-peiced" - the way things are developing makes it all seem very "segmented",
> An example. an up-to-date system might have to load in : A multitasking system
...

Also becomes quite expensive.

MagiC + Ease + NVDI + HD Driver = :-(

Andy.

3793. Re: SLOPPY PROGRAMMING TECHNIQUE

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-19 00:00:00 UTC
From: st39@bton.ac.uk
Message-ID: <Dn1Buw.M2t@bton.ac.uk>
Source record: 10248
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

BobR (76702.1466@CompuServe.COM) wrote:
: >how many computer companies dare to go against the grain in America today
: >and try to fight Micro$oft?

: Except that... MicroSoft is NOT a computer company.

: MicroSoft writes software that runs ON computers.

I heard a while ago that MicroSoft started shipping Microsoft badged PCs,
but it turned out to be a flop. One market that they haven't been able
to monopolise!
--

Stephen Ticehurst /\
s.ticehurst@bton.ac.uk \/
=-

3794. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-19 00:00:00 UTC
From: sg928ah5@dunx1.ocs.drexel.edu
Message-ID: <4gamo1$pol@noc2.drexel.edu>
Source record: 10249
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

Len Stys (aa399@cleveland.Freenet.Edu) wrote:

: I know this may sound like a crazy idea, but why not buy Atari from JTS?
: There must be thousands of Atari supporters out there.

: If a large number of individuals purchased newly issued stock of a company
: that would purchase the Atari name, logo, inventory, game rights, patents,
: etc. and let JTS keep the company's capital and debt, I think that it could
: be done.

: Rumor is that the officers of JTS could care less about Atari and its video
: game products.
: Post to this thread if you think it might be able to be done.

It would be nice to see ESCOM also buy Atari so that FINALLY the genius
of both ex-companies of yesterday (Atari and C=) can come back.....

3795. Re: Jaguar price down to $99? wow...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-19 00:00:00 UTC
From: Paul Squires <pns@soc.unl.ac.uk>
Message-ID: <Pine.SOL.3.91.960219192440.11916C-100000@jamshyd.unl.ac.uk>
Source record: 10250

On Sun, 18 Feb 1996, Brian-Roland Miller wrote:

> Make your own conclusions, but I can read the writing on the wall. . .

I think we've all been reading the writing on the wall for some time now.
However, I read today that (what is left of) Atari (after the takeover)
is still planning to move into PC games.

This indicates, then, that the Atari name is virtually gone, because
Time-Warner own the name Atari for software purposes.

Paul

--- Paul Neale Squires * University of North London, London N7 8DB, England
Home page: http://www.ace.mdx.ac.uk/hyperhomes/houses/core/paul.html
--- SOFIA, teaching Film Studies on the Web! http://idun.unl.ac.uk/~khy7squirep

3796. Re: Jaguar price down to $99? wow...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-19 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4gars5$p8k@ccshst05.cs.uoguelph.ca>
Source record: 10251

: However, I read today that (what is left of) Atari (after the takeover)
: is still planning to move into PC games.

Where?

: This indicates, then, that the Atari name is virtually gone, because
: Time-Warner own the name Atari for software purposes.

What? TWI own "Atari Games" for arcade machines, while Atari
Corp. owns the Atari name for software outside of the arcade. (Jaguar,
Lynx, Atari Interactive)

>> Mark <<

--

Mark A Rathwell
---
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Maintainer of the "Incredible Hulk" television series FAQ.

3797. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-19 00:00:00 UTC
From: trussell@omnifest.uwm.edu
Message-ID: <4gb5j1$uuf@omnifest.uwm.edu>
Source record: 10252

>It would be nice to see ESCOM also buy Atari so that FINALLY the genius
>of both ex-companies of yesterday (Atari and C=) can come back.....

I thought Oregon Research currently owned the rights to the computers. I also know they make lotsa money off the dens pockets of users in CA. So if this is the case, what are they waiting for?

P.S. If nothing else, could someone please confirm that Oregon Research does indeed own the rights to the computers? I read this in a newsgroup somewhere...

3798. Re: Jaguar price down to $99? wow...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-19 00:00:00 UTC
From: trussell@omnifest.uwm.edu
Message-ID: <4gb5aj$h0o@omnifest.uwm.edu>
Source record: 10253

>: However, I read today that (what is left of) Atari (after the takeover)
>: is still planning to move into PC games.
>
> Where?

I don't think anyone has been able to say for sure, but I saw this in EGM
and they, like evryone else, were only speculating.

Quite honestly, the new prices, while being touted as a "new start" for
the Jag, have been seen before in the death of a system. Nintendo
released the SNES, then realized their mistake in not sucking the
16-bit market dry first and lowered the NES prices. Sega knew the
Sega CD was a flop, so they cleared out remaining stock recently for $99.
Even Atari did this when they were selling the Lynx NEW for $50
(I bought one of those and I would like to buy a $99 Jag :), but then
again, they still maintain that they are supporting that (call
1-800-GO ATARI and listen..."over 60 games are now available and more are
coming soon"....HA!). It's too bad...I guess after seeing them kill
the 2600, dump the 7800, kill the ST, and then dump the Lynx, this
should come as somewhat less than a total shock.

3799. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-20 00:00:00 UTC
From: azog@gti.net
Message-ID: <4gb4sj$d9c@gti.gti.net>
Source record: 10254
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Daniel Amor (amor@cli.di.unipi.it) wrote:

: Gates is finished... He has to beg Sun for Java, ... He hasn't got anything
: planned for the future... Windows'95 didn't sell as it should... MSN failed...
: So why bother about him anymore???

You're naive if you belive this. Gates is here to stay. Win95 has been on
the market less than a year, but do you have sales figures for it? MSN is
still alive and kicking, do you have subscription numbers for it?

I may not like Gates, nor Microsoft, nor any of the ideas that they stand
for, but face reality: there are millions of people who throw flowers in
his path, beliving him to be a demi-god of some sort. For each technogeek
who resists Microsoft, you'll find a larger number of those who will purchase
whatever he tells them to.

--
Billy D'Augustine, azog@gti.net

"Tell me now, where's the end to our strife?"
http://www.gti.net/azog/

3800. Re: Jaguar price down to $99? wow...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-20 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4gb87i$kp@ccshst05.cs.uoguelph.ca>
Source record: 10255

: I don't think anyone has been able to say for sure, but I saw this in EGM
: and they, like evryone else, were only speculating.

Heh heh ... I wouldn't trust EGM for accurate Atari info! The
number of blunders/biases/mistakes they've shown over the last couple
years should prove that!

: 16-bit market dry first and lowered the NES prices. Sega knew the
: Sega CD was a flop, so they cleared out remaining stock recently for $99.

Sort of. The Sega CD was out for a couple of years before it was
phased and it (at this point) has a larger base than the Saturn and PSX
put together. The problem was that Sega realized they had to compete with
goliaths like Sony and Nintendo. With the Genesis, Sega CD, 32X, 32XCD,
Game Gear, Pico and Saturn to support, they were kind of spreading their
resources thin. The weaker systems had to die off.

: Even Atari did this when they were selling the Lynx NEW for $50
: (I bought one of those and I would like to buy a $99 Jag :), but then
: again, they still maintain that they are supporting that (call
: 1-800-GO ATARI and listen..."over 60 games are now available and more are
: coming soon"....HA!).

Heh heh ... you are right. However, two new Lynx games did come
out earlier this year! :-)

It's too bad...I guess after seeing them kill
: the 2600, dump the 7800, kill the ST, and then dump the Lynx, this
: should come as somewhat less than a total shock.

Agreed, except that the 2600 wasn't killed by Atari. It's death
was caused mostly by the crummy third party people that were dumping crap
games on the market. Atari did support the 2600 for 14 years.

>> Mark <<

--

Mark A Rathwell
---
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Maintainer of the "Incredible Hulk" television series FAQ.

3801. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-20 00:00:00 UTC
From: d3karma@dtek.chalmers.se
Message-ID: <4gbv4r$jtq@nyheter.chalmers.se>
Source record: 10256
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

bmeyer@bruce.cs.monash.edu.au (Bernd Meyer) writes:

>Bruce Campbell (bcampbel@freenet) wrote:

>: stated we are seeing the VHS/BETAMAX all over again and it all goes
>: to show
>: slick marketing + salespeople who only care about their
>: commissions + ignorant masses = mediocrity/sameness and
>: the loss of superior
>: technology

>I hate to say this, but ---
>BETA was superior to VHS in many areas, the most important one being image
> quality
>VHS was superior to BETA in the one area people cared about --- it could put
> more on a tape

>So, the superior technology was _not_ lost, given the definition of
>"superior" applied by the buying masses.

But why didn't Philips V2000 win then? It had better sound, better picture and
could store 8h on each tape, some 20 years ago.

The truth is, people are stupid.

vh MK
--
// "Oh god of earth and altar, bow down and hear our cry"
\X/ Boing! -- Jag skall d| med min dator p} -- ...

3802. Re: Magazine proposal: alt.computing.alt...opinions

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-20 00:00:00 UTC
From: bourci_f@epita.fr
Message-ID: <4gcc1v$qbp@boson.epita.fr>
Source record: 10257

I think it's a great idea but I want nothing about Microsoft in it .
If you do this I expect you would insist more on Unix and TOS/AmigaOS
than on this OS/ thing which is quite uninteresting for many reasons
and for many people. But the most interesting question for me is how
much is it and where to find it (I'm french)?

o"""""""""""""""""""""""""""""o _____________________________
$ Francois Bourcier Aka Fanci $ * Si vous etes branche Atari *
$ $ * ou clones, vous tombez *
$ e-mail:bourci_f@epita.fr $ /|\ * juste moi aussi *
$ Telephone : 43 55 91 53 $ ------------------
"o o" Tresorier de Falcon'cile(atariclub)
"""""""""""""""""""""""""""""

3803. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-20 00:00:00 UTC
From: Ron886@ix.netcom.com
Message-ID: <4gdicl$jfd@ixnews4.ix.netcom.com>
Source record: 10258
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

In <4gamo1$pol@noc2.drexel.edu> sg928ah5@dunx1.ocs.drexel.edu (James Ianni) writes:

>
>Len Stys (aa399@cleveland.Freenet.Edu) wrote:
>
>: I know this may sound like a crazy idea, but why not buy Atari from JTS?
>: There must be thousands of Atari supporters out there.
>
>: If a large number of individuals purchased newly issued stock of a company
>: that would purchase the Atari name, logo, inventory, game rights, patents,
>: etc. and let JTS keep the company's capital and debt, I think that it could
>: be done.
>
>: Rumor is that the officers of JTS could care less about Atari and its video
>: game products.
>: Post to this thread if you think it might be able to be done.
>
>
>It would be nice to see ESCOM also buy Atari so that FINALLY the genius
>of both ex-companies of yesterday (Atari and C=) can come back.....
>
>
Actually Ted Hoff (former atari president) had been in talk with some large investors, tried to make the game division a seperate division. However, talks broke down. Atari is now trying to get someone to license it's name and patents....we will see if anyone steps up to the plate!
- Ron (p.s. I sold my ATC shares about 2 weeks too early...I didn't lose any of my initial investment, but have been kicking myself for selling at $2......At one point today the stock hit $5!!!) Oh well...I didn't hang in there long enough....I guess I was afraid of another Media Vision incident!

3804. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-20 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4gdkvn$lac@ccshst05.cs.uoguelph.ca>
Source record: 10259
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

```
: Actually Ted Hoff (former atari president) had been in talk with some
: large investors, tried to make the game division a seperate division.
: However, talks broke down. Atari is now trying to get someone to
: license it's name and patents....we will see if anyone steps up to the
: plate!

These are all rumours! While there may be some basis in fact,
there may also be some basis in fiction.

>> Mark <<

--
-------------------------------------------------------------------------
Mark A Rathwell
-------------------
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Maintainer of the "Incredible Hulk" television series FAQ.
-------------------------------------------------------------------------
```

3805. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-21 00:00:00 UTC
From: speterso@ucla.edu
Message-ID: <4ge8qu$gfa@saba.info.ucla.edu>
Source record: 10260
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In <4gb4sj$d9c@gti.gti.net>, azog@gti.net (azog) writes:
>Daniel Amor (amor@cli.di.unipi.it) wrote:
>
>: Gates is finished... He has to beg Sun for Java, ... He hasn't got anything
>: planned for the future... Windows'95 didn't sell as it should... MSN failed...
>: So why bother about him anymore???
>
>You're naive if you belive this. Gates is here to stay. Win95 has been on
>the market less than a year, but do you have sales figures for it?

Time out. As it stands Gates is trouble. First, remember the great stampede
that was going to happen when, after almost two years of hype from magazines
and imminent projected release dates by MS, win95 was finally released??

That sucking sound of US jobs going over the border to Mexico was louder.

>MSN is still alive and kicking, do you have subscription numbers for it?

All the big online subscribers like AOL, CompuServ, Prodigy, et al,
panicking because MSN network was being bundled with win95 and
they would not be able to compete with it. We surely are not talking about
that MSN.

>I may not like Gates, nor Microsoft, nor any of the ideas that they stand
>for, but face reality: there are millions of people who throw flowers in
>his path, beliving him to be a demi-god of some sort. For each technogeek
>who resists Microsoft, you'll find a larger number of those who will purchase
>whatever he tells them to.

No. People worship him :
A) cause he has money
B) little hype was made about him during his rise
C) "all the sudden" this guy whose a college drop out is filthy rich

Home users are conservative with their computers. They have this
"ain't broke - don't break it mentality." Resistant to change what works
fine for them, because of the hassles of upgrading. Most are consumers,
expect to buy it once, work, and have it work for some time.

They are very new to computers. Haven't got it straight yet. The fun about
computers is "fixing" it. :)

Sean.

3806. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-21 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.824912539@gmi.edu>
Source record: 10261

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>> Irrelevant. PCs sold faster than television sets last Christmas
>> season. Mac sales of 1 million are a drop in the bucket.

>Drop in the bucket? He he he he. What makes Jag sales than?

Jaguar North American sales are at around 400,000. What's the
PlayStation base: 600,000? What's 3DO's user base here? 250,000?
Saturn sales? About 400,000.

The Jaguar isn't really far behind.

>> Once again, irrelevant. The installed base of PCs numbers over
>> 225 million! Apple's competition is the PC market, Peter. The
>> fact that you compare the Mac markets to the ST and Amiga markets
>> underscores how much of a niche the Mac market has become.

>True.. But how many of those 225 million are in actual use. About 10 million
>PC's are retired each year.

Don't forget the millions of PCs bought each year that are added to
this userbase.

> I suspect about 50% of Apple's installed base is
>in actual use..

Yeah, right. I don't think the original Mac, Apple II series, Apple
Lisa, and Apple III are being used anymore, moron. The only Macs
that are really viable in this market are the ones of the past 2
years.

>Many of the PC's are used as dumb terminals and or for single tasks in
>Corporations. On average, mac users buy more software on average..

Because they don't want to be the next ST, eh? Yeah, piracy was a
big factor in the ST's demise, Mac owners probably fear that.
Right, Sinflop?

>> Yeah, and it's initial price was $3900. You could buy a 1040ST for
>> $1000 back then. This just illustrates how underpowered and overpriced the
>> Macs of yesteryear were. The price points of the Amiga and ST machines
>> in the mid-late 80's blew away Apple's pricing.

>$3900 is not the corect starting price..$2499 was the base price.

BASE PRICE... what was the price on a complete system?

> I agree,
>Apple's pricing was out of line, but Apple sales were higher.

Bullshit. This had nothing to do with it at the time. In 1986-87
the ST was the fastest selling computer in Europe and had taken
more than 14% marketshare in North America. By your logic, the
ST's price should have been much higher.

Face it, Sinpoop... the Apple machines of yesteryear were overpriced,
underpowered pieces of CRAP when compared to the ST and Amiga machines
in similar price brackets. I was in high school at the time and
I remember how my computer class always got in big arguments about
what was superior... the ST/Amiga owners enjoyed their position
because they could brag about their low prices, built-in functionality,
excellent graphics, MIDI and sound capabilities, while Apple/IBM
owners had nothing good to defend themselves with except for their
high priced entry points and expensive options.

The ST/Amiga were simply SUPERIOR in just about every way. But we
all know that superior hardware doesn't necessarily mean market
dominance.

> I was an Amiga
>owner back than, but you knew what happened to C= and Atari. Reasons for
>Apple's higher price: Marketing and R&D..You know what happened. Apple
>advanced the line while C= and Atari did not.. You get what you paid for..

Atari advanced the line... they were called the 1040ST, STe series,
and Mega ST. No, the proliferation of the IBM PC and some other
factors was cause for the ST's downfall.

>The $10 million a year CEO will slash the bloat that is severly needed.

He should start by slashing his own salary.

> Even
>if Apple's share is down to 5%. Companies would kill if that share translates
>into $20 billion a year.. I doubt it.

Dividends on Apple stock have just been eliminated, Peter. This is
not good news for the shareholders.

>Overall, Apple's share will stabalize
>and with the acceptance of Power Computing as a alternative standard, nothing
>changes..

We'll see. To date, nothing has been able to stop the Intel/PC/Microsoft
juggernaut.

/Kevin

>>> Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636

3807. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-21 00:00:00 UTC
From: philip@utstat.toronto.edu
Message-ID: <4gffer$1ki@sunburst.ccs.yorku.ca>
Source record: 10262
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <4gbv4r$jtq@nyheter.chalmers.se>, d3karma@dtek.chalmers.se (Mathias Karlsson) wrote:

[ ]

>But why didn't Philips V2000 win then? It had better sound, better picture and
>could store 8h on each tape, some 20 years ago.
>
>The truth is, people are stupid.

Nice to see our self-appointed guardians at work. People choose items which are accessible, inexpensive and follow standards. Not everyone needs overpowered solutions for elementary problems. I guess it's a sign of the times that someone would declare the world's population "stupid" on a world-wide forum.

Philip McDunnough
LakeHaven, where sheep may safely graze...
philip@utstat.toronto.edu

3808. Atari stock?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-21 00:00:00 UTC
From: Robert Anisko <robert.anisko@daytonoh.ncr.com>
Message-ID: <Dn50u6.lop@intruder.daytonoh.attgis.com>
Source record: 10263

I haven't paid much attention to Atari for awhile (I used to be
big-time into them, and still have my 800xl, MegaSTe, etc). But I
did notice that their stock lately has been higher than it had
for awhile.
It was bouncing around $1-$2, and now the paper says $4??? Did
they misprint
it, or is there something going on with Atari right now? Buyout
rumors, a new
product, what?

If ya can, email me at R.ANISKO@genie.geis.com, or just post it here.
I'm awfully curious...

rja/ff

3809. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-21 00:00:00 UTC
From: graham@grasper.demon.co.uk
Message-ID: <824943501.15241@grasper.demon.co.uk>
Source record: 10264
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

On 19 Feb 1996 20:32:01 GMT ,Twas none other than James Ianni who did state ....
> Len Stys (aa399@cleveland.Freenet.Edu) wrote:

> : Rumor is that the officers of JTS could care less about Atari and its video
> : game products.
> : Post to this thread if you think it might be able to be done.
> It would be nice to see ESCOM also buy Atari so that FINALLY the genius
> of both ex-companies of yesterday (Atari and C=) can come back.....

But all ESCOM have done is use the Commodore name to badge a new PC and peripheral line ... so its a kind of "licensing deal" I guess . This would be the best chance for any survival of "atari" hardware ... sell the name and TOS to someone who may be interested in using it (anyone??)

--
---- Atari Falcon030(32) Linux68K site ----
Graham Irvine : graham@grasper.demon.co.uk

3810. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-21 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960221114046.15543A-100000@PEAK.ORG>
Source record: 10265
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

On 15 Feb 1996, Mark Rathwell wrote:

> : Post to this thread if you think it might be able to be done.
>
> It's a nice idea, but who honestly has the cash to purchace
> Atari? Certainly not individuals ... even rich ones. With all their
> patents, liscences, technology, brand name, logo and everything, the cost
^^^^^^^^^^^^^^^^

I agree with most of this, but the brand name and logo? Atari's decade-plus of mismanagement has trashed the name and logo in the eyes of all but a few devout fans. While the brand name and logo will go along with any assets the company has, I can't see placing ANY intrinsic value on the brand name and logo alone. They are fine when they must come packaged with "Missle Command" or the arcade classics, but who would want to market anything else under the Atari brand name and logo? If you developed an excellent product for retail sale and marketed it under the Atari name and logo, customers would instantly assume that it is a risky buy and be leary of being left hanging high and dry. Once again, if it's arcade classics you're selling, the Atari name and logo would be fine, but make sure "Asteroids" or "Tempest" or some other well-known hit name preceeds it!!

I'm sure the patents must be worth something if you have an avid legal department on retainer without much to do, but are they not soon to expire? The Tramiels know what patents they have which could be used as cash cows and if they are now selling them, it's because they likely don't see dollar signs in them any further.

Personally, I'd like to see (gasp) Microsoft buy Atari. They did a wonderful job with the "Microsoft Arcade" of Atari classic arcade games. I'd like to see more of those done like the Microsoft Arcade: pixel-perfect, sound-perfect versions of my favorite Atari games. I'm not so concerned with the brand name and logo on the outside of my PC box as I was having TONS of fun with the Microsoft Arcade, and I'd be pleased if they did more stuff with my favorite Atari games. Like 'em or not (Microsoft), they've got the cash and the drive to develop classic Atari games on a modern platform, and do an excellent job of it.
MORE GAMES!! MORE GAMES!! heh.

James

3811. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-21 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960221122321.15543G-100000@PEAK.ORG>
Source record: 10266

On 17 Feb 1996, Mark Rathwell wrote:

> : Today it's "Atari... didn't they go out of business years ago..?"
>
> But they're still recognized! That's the point. Most startup
> companies would love to have that kind of recognition.
>

Such a company would be stillborn because of fear and loathing, which is
"that kind of recognition. (Atari)

James Wood

3812. Re: SLOPPY PROGRAMMING TECHNIQUE

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-21 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960221122629.15543H-100000@PEAK.ORG>
Source record: 10267
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

On Mon, 19 Feb 1996, Stephen Ticehurst wrote:

> I heard a while ago that MicroSoft started shipping Microsoft badged PCs,
> but it turned out to be a flop. One market that they haven't been able
> to monopolise!

Actually, the company to watch for that is Intel. We've all seen how they started with the microprocessors (which they invented, of course), and when the "PC" architecture came out, they slowly increased their dominance in it. Intel got into PC chipsets, then the PCI bus (which is of course Intel), then entire Intel motherboards (I think Gateway 2000 uses Intel motherboards, though it was just a rumor), and Intel even makes some complete PCs, but they sell them to OEM companies. As much as Intel would like to sell their own PCs, they'd undersell all the PC makers in the world and get some mighty BIG flak. I wouldn't be surprised if they do it eventually, when they feel the profits will outweigh the negative PR.

James Wood

3813. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-21 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960221123409.15543I-100000@PEAK.ORG>
Source record: 10268
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

On 20 Feb 1996, azog wrote:

>
> I may not like Gates, nor Microsoft, nor any of the ideas that they stand
> for, but face reality: there are millions of people who throw flowers in
> his path, beliving him to be a demi-god of some sort. For each technogeek
> who resists Microsoft, you'll find a larger number of those who will purchase
> whatever he tells them to.

Ridiculous. Those millions don't throw flowers or worship. They turn on
their Microsoft-equipped PC, do their thing, turn off their PC, and
continue with their lives, concerning themselves with more important
issues in their lives. In this realistic scenario, where does your "throw
flowers/demi-god" premise fit in?

James Wood

3814. Re: Jaguar price down to $99? wow...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-21 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960221124228.15543J-100000@PEAK.ORG>
Source record: 10269

On 20 Feb 1996, Mark Rathwell wrote:

> Heh heh ... you are right. However, two new Lynx games did come
> out earlier this year! :-)

Which ones are these? Friend has Lynx and collects games.

>
> Agreed, except that the 2600 wasn't killed by Atari. It's death
> was caused mostly by the crummy third party people that were dumping crap
> games on the market. Atari did support the 2600 for 14 years.

2600 had to die; who'd want to buy a new one now? However, Atari built
and then bulldozed almost 6 MILLION (!!!) E.T. cartridges and made more
Pac-Man cartridges than there were players! Atari itself ushered in the
first video game crash by dumping crap games on the market. I suppose if
you blame the third party, then you'd agree that Nintendo's "lockout
chips" in their cartridges are a good idea? (I don't).

James Wood

3815. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-21 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960221115801.15543D-100000@PEAK.ORG>
Source record: 10270
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

On 15 Feb 1996, Bruce Campbell wrote:

> Bernd Meyer (bmeyer@bruce.cs.monash.edu.au) wrote:
> : Mike Holland (myk@cygnus.uwa.edu.au) wrote:
>
>
> : Bernie
>
> Well yes, the Hitler comparison is extreme and as a previous poster
> stated we are seeing the VHS/BETAMAX all over again and it all goes
> to show
> slick marketing + salespeople who only care about their
> commissions + ignorant masses = mediocrity/sameness and
> the loss of superior
> technology
> --
> be it Beta or GEM.
> Bruce H. Campbell

Welcome to the free market. Consumers choose what kind of PC to buy - like a Whopper or a Big Mac - nothing is rammed down anyone's throat. Too bad the company that sold TOS/GEM wasn't able to compete or your dream might have been reality. Who are you going to blame that on? "Ignorant masses?" An easier target than Atari for you?

>
> DEATH TO THE TYRANNY OF MICROSOFT! "They can have my TOS/GEM computer
> only when they can pluck it from my dead, cold fingers!"

Good grief. That explains it. Most PC users aren't THAT fanatical. They turn on their PC, do the job (or play game), turn it off, then go about their lives undisturbed. Try it.

James
(PS - Microsoft wouldn't want your TOS/GEM computer anyway; they only want your MONEY!!!!)

3816. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-21 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960221120837.15543E-100000@PEAK.ORG>
Source record: 10271

On 15 Feb 1996, Mark Rathwell wrote:

> : Atari logo? In Europe, its value would be next to nothing - they took a
> : mighty lead and destroyed it, burning dealers, users, and developers in the
> : process.
>
> People say that, but you've got to understand something about
> marketing. Atari has brand recognition that thousands upon thousands of
> companies wish they had. Brand recognition is important.

Goodness. You can't dismiss this fellows point with "People say that."
PEOPLE BELIEVE THAT!! Worthwhile brand recognition would be evident in
Nintendo breakfast cereal, Nintendo bedsheets, Sega Lunchboxes, Sonic the
Hedgehog cartoons, etc. As you say above, brand recognition is
important, but the guy's point still stands.

> Why was Sega screwed? They infringed on Atari's patents. Plain
> and simple. They knew they infrigned, which was why they settled out of
> court.

That was Atari's plans all along. Atari wouldn't want to go to actual
trial again and lose like they did with Nintendo.

James Wood

3817. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-21 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960221124636.15543K-100000@PEAK.ORG>
Source record: 10272
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

On 20 Feb 1996, Mathias Karlsson wrote:

>
> >I hate to say this, but ---
> >BETA was superior to VHS in many areas, the most important one being image
> > quality
> >VHS was superior to BETA in the one area people cared about --- it could put
> > more on a tape
>
> >So, the superior technology was _not_ lost, given the definition of
> >"superior" applied by the buying masses.
>
> But why didn't Philips V2000 win then? It had better sound, better picture and
> could store 8h on each tape, some 20 years ago.

Probably because it wasn't as cheap and ubiquitous as VHS. Probably
because even if a products (VHS tapes and Intel PCs) are not
THEORETICALLY IDEAL, most consumers find them adequate.

>
> The truth is, people are stupid.

For buying cheap, widely-available products that serve them adequately?
I think not. Fortunately, the masses aren't as stupid as the fewer (but
still numerous) pompous, know-it-all simpletons who go around crooning
that the rest of the entire world is "stupid."

James Wood

3818. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-22 00:00:00 UTC
From: azog@gti.net
Message-ID: <4ghl81$2r7@gti.gti.net>
Source record: 10273
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

James Wood (jamesw@PEAK.ORG) wrote:

: Ridiculous. Those millions don't throw flowers or worship. They turn on
: their Microsoft-equipped PC, do their thing, turn off their PC, and
: continue with their lives, concerning themselves with more important
: issues in their lives. In this realistic scenario, where does your "throw
: flowers/demi-god" premise fit in?

In this non-realistic scenario, Microsoft would not be plastered across
the front page of every magazine, local newspaper, and trade-journal
when Bill farts.

Look at two of the most recent events:

Microsoft announcing Internet support. Big deal; every company has to
support the net, otherwise you're missing a huge market, and may not
survive. I don't see IBM, DEC, or others having massive media blitzes,
three day affairs (sp?) where they announce such a plan.

Look at the Win95 release on August 3; look at the money spent, and then
look at how people reacted to this. Do you see Linux people, Mac people, or
even OS/2 people, buying the rights to Rolling Stones songs when a new
version has been released?

All the money, and not an insignificant amount of it, spent on these
things, because Gates knows when he says "Buy this, you'll be much
happier", the computer stores will be open until 3:00am to allow people
to buy this.

Prior to that was the release of MS-DOS 6.x, almost the same media orgy
occured. I can't recall the exact wording, but one person said something
to the effect of "I can't recall such excitement over an operating system
release".

I know one person who spent an intership at Microsoft, and when he came
back, he was brainwashed: "Bill Gates is a genius", because he was able
to become such a hero.

I know another person who talks to Microsoft sales people once a week,
wanting to know when the next product will be delivered.

My cubemate has made it plainly clear that he will not purchase anything
that does NOT have the Microsoft lable on it.

People that I deal with do not even own computers, but are asking when
the next release of Windows 95 will be delivered.

Taking all this into consideration, and I can offer more examples if you wish, only points out: Gates is worshipped by very clueless people, and will continue to do so.

--
Billy D'Augustine, azog@gti.net

"Tell me now, where's the end to our strife?"
http://www.gti.net/azog/

3819. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-22 00:00:00 UTC
From: bmeyer@bruce.cs.monash.edu.au
Message-ID: <4ggt43$fsh@harbinger.cc.monash.edu.au>
Source record: 10274
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Mathias Karlsson (d3karma@dtek.chalmers.se) wrote:
:
: But why didn't Philips V2000 win then? It had better sound, better picture and
: could store 8h on each tape, some 20 years ago.

Because the tapes wouldn't fit nicely on a bookshelf?
:
: The truth is, people are stupid.

No, not stupid. Just rather unpredictable. They are interested in things
no engineer or marketing manager would even think about.

I gave a new keyboard to a friend of mine recently, and that one had a
few things that made it a lot better than her old one.

- it was a standard 102 key keyboard with the same layout she had
at work

- It included all the keys that German keyboard designers see as
"strange" and thus put one obscure key combinations --- they were
given in green on the appropriate keys (we are talking about such
seldom used characters as '\', '[', ']', '{', '}', '#' and '~',
plus some other I have thankfully forgotten).

- It was, well, brand new, not picked up from a junkyard, used for
several years and then given to her as the old one had been.

But you know what was the best thing about it in her eyes? It was
black, black as the night. Which, if you look at it scientifically,
was a good thing in pre-Windows time, but is a very bad thing now
people actually work with black characters on white background. Sure,
it looks cool, but it's bad for your eyes and concentration.

Now, I have known her for a long time, so I _knew_ she would love that
keyboard (and it was really cheap in an Escom shop), but pray tell ---
who would think that the public would go for black keyboards?

Bernie

3820. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-22 00:00:00 UTC
From: Svlad Cjelli <freds@gramercy.ios.com>
Message-ID: <312C1132.6AF271FE@gramercy.ios.com>
Source record: 10275
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Philip McDunnough wrote:
>
> In article <4gbv4r$jtq@nyheter.chalmers.se>, d3karma@dtek.chalmers.se (Mathias Karlsson) wrote:
>
> [ ]
>
> >But why didn't Philips V2000 win then? It had better sound, better picture and
> >could store 8h on each tape, some 20 years ago.
> >The truth is, people are stupid.
>
> Nice to see our self-appointed guardians at work. People choose items which
> are accessible, inexpensive and follow standards. Not everyone needs
> overpowered solutions for elementary problems. I guess it's a sign of the
> times that someone would declare the world's population "stupid" on a
> world-wide forum.
>
> Philip McDunnough
> LakeHaven, where sheep may safely graze...
> philip@utstat.toronto.edu

Let's see. (1)Accessible, (2)inexpensive, (3)follow standards. (1)Linux may not have the media coverage of other OSes, but it's still amazingly accessible; (2)inexpensive--Linux is many things, expensive is not one of them; (3)Linux might best be described as an implementation of free software standards.
People should be choosing Linux! Or maybe people are just stupid. :)
--
Bryan Seigneur
NT.......Why?!?

3821. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-22 00:00:00 UTC
From: bmeyer@bruce.cs.monash.edu.au
Message-ID: <4ghq3j$j5n@harbinger.cc.monash.edu.au>
Source record: 10276
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

azog (azog@gti.net) wrote:
:
: Do you see Linux people, Mac people, or
: even OS/2 people, buying the rights to Rolling Stones songs when a new
: version has been released?

Now I know the Stones made a good many songs --- but I think Linus would
have run them dry even before linux 1.0 hit the streets, well, ftp servers.
By now, he'd probably have gone through the Stones, the Beatles, Elvis
and Neil Diamond --- and that's just counting official releases, and not
actually caring for the quality of the songs ;-)

Bernie

3822. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-22 00:00:00 UTC
From: shill@iphysiol.unil.ch
Message-ID: <4ghdv6$ie7@cisun2000.unil.ch>
Source record: 10277
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

I thought that it was a USENET rule that whenever Hitler or the Beta vs VHS argument arose in some comparison that the thread should immediately be ended.

This thread seems to have both of these components. Thus everyone should not only stop, but cancel all their previous articles, right?

Cheers-
Sean

PS At least stop crossposting this everywhere, please. Thanks!

3823. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-22 00:00:00 UTC
From: vhs@nextone.langen.bull.de
Message-ID: <4ghc9u$n3c@www.langen.bull.de>
Source record: 10278
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In <Pine.SUN.3.91.960221123409.15543I-100000@PEAK.ORG> James Wood wrote:
>
> Ridiculous. Those millions don't throw flowers or worship. They turn on
> their Microsoft-equipped PC, do their thing, turn off their PC, and
> continue with their lives, concerning themselves with more important
> issues in their lives. In this realistic scenario, where does your "throw
> flowers/demi-god" premise fit in?

Haven't read any of those Windows-magazines lately, have you?
Apparently not.

Volker

3824. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-22 00:00:00 UTC
From: don@misckit.com
Message-ID: <4gi9nu$jdt@news.xmission.com>
Source record: 10279
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

James Wood <jamesw@PEAK.ORG> wrote:
> On 20 Feb 1996, azog wrote:
> > I may not like Gates, nor Microsoft, nor any of the ideas that they
> > stand for, but face reality: there are millions of people who throw
> > flowers in his path, beliving him to be a demi-god of some sort. For
> > each technogeek who resists Microsoft, you'll find a larger number
> > of those who will purchase whatever he tells them to.
>
> Ridiculous. Those millions don't throw flowers or worship. They turn on
> their Microsoft-equipped PC, do their thing, turn off their PC, and
> continue with their lives, concerning themselves with more important
> issues in their lives. In this realistic scenario, where does your "throw
> flowers/demi-god" premise fit in?

Replace the flowers with money and he's pretty much right on...

You know the story (updated for the 90's):
"No one ever got fired for buying MicroSoft"

--
Later,

-Don Yacktman
don@misckit.com
My home page

MicroSoft has billions they could spend on creating the most kick-butt
operating system in the world. Instead, what do they give us? Bob!

3825. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-22 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4gifi7$8rt@ccshst05.cs.uoguelph.ca>
Source record: 10280

```
: Goodness. You can't dismiss this fellows point with "People say that."
: PEOPLE BELIEVE THAT!!

Only a few people believe that (mostly "netters"). No need to be
a prick. Most startup companies would kill to have recognition like Atari
has. Most companies are desperate to have any recognition at all. To most
people (expect a few netters and gamers), Atari shut down years ago. They
don't have a "bad rep" at all to most people. The name is still
recognizable.

: That was Atari's plans all along. Atari wouldn't want to go to actual
: trial again and lose like they did with Nintendo.

Atari didn't lose to Nintendo. The jury in the Atari case was
hung over several monopoly points. Atari agreed not to appeal, Nintendo
paid for their own legal expenses.

Later, Atari sued again over the patents. Nintendo paid a
settlement to Atari Corp through Time-Warner Interactive. It wasn't
nearly as much as what they got from Sega, but they did get several million.

>> Mark <<

--
-------------------------------------------------------------------------
Mark A Rathwell
-------------------
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Maintainer of the "Incredible Hulk" television series FAQ.
-------------------------------------------------------------------------
```

3826. Re: Jaguar price down to $99? wow...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-22 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4gifbe$8rt@ccshst05.cs.uoguelph.ca>
Source record: 10281

: Which ones are these? Friend has Lynx and collects games.

Battlezone 2000, and Asteroids/Missile Command. Telegames also
got around to releasing "Krazy Ace Mini Golf", "Bubble Trouble" and
"Super Offroad." T-Tris also came out.

: 2600 had to die; who'd want to buy a new one now?

Check rec.games.video.classic

However, Atari built
: and then bulldozed almost 6 MILLION (!!!) E.T. cartridges and made more
: Pac-Man cartridges than there were players! Atari itself ushered in the
: first video game crash by dumping crap games on the market.

I don't think it was so much Atari as it was the hundreds of
other crap games. ET, Pac-Man and Raiders were three games. There were
hundreds of 2600 duds. My local zellers store even had it's own brand.
Unfortunately, the little guys began releasing crap games at low prices.
This drove the big developers out and offended the players because of
low quality.

I suppose if
: you blame the third party, then you'd agree that Nintendo's "lockout
: chips" in their cartridges are a good idea? (I don't).

I guess you haven't read any of my opinions on Nintendo over the
years? :-) (Hint ... I think Nintendo should be shut down for their mafia
style business tactics)

>> Mark <<

--

Mark A Rathwell
---
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Maintainer of the "Incredible Hulk" television series FAQ.

3827. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-22 00:00:00 UTC
From: kennel@msr.epm.ornl.gov
Message-ID: <4giib3$cqi@stc06.ctd.ornl.gov>
Source record: 10282
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

speterso@ucla.edu wrote:

> >MSN is still alive and kicking, do you have subscription numbers for it?

> All the big online subscribers like AOL, CompuServ, Prodigy, et al,
> panicking because MSN network was being bundled with win95 and
> they would not be able to compete with it. We surely are not talking about
> _that_ MSN.

After 6 months MSN has about 1/4 the subscribers of AOL or Compuserve.

3828. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-22 00:00:00 UTC
From: takacs@suntan.eng.usf.edu
Message-ID: <4gil00$dvt@mother.usf.edu>
Source record: 10283
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

James Wood (jamesw@PEAK.ORG) wrote:

: >
: > The truth is, people are stupid.

: For buying cheap, widely-available products that serve them adequately?
: I think not. Fortunately, the masses aren't as stupid as the fewer (but
: still numerous) pompous, know-it-all simpletons who go around crooning
: that the rest of the entire world is "stupid."

I don't think it's the masses of pc users, or do-or-die amiga enthusiasts
who are stupid. After all, the amigans revel in their excellent machines,
while the pc users are content with their windows. The only stupid ones
were C= for not advertising their machines, and for a couple design flukes
(slow 16-bit blitter in AGA amigas, lame keyboard-cases wich makes it hard
to upgrade...)

But it really doesn't matter any more. Everything rests withing Escom's
power now. So far it sounds like they have more insight than C=.

--
Stephen M. Takacs - Lord Reboot/HMD
takacs@suntan.eng.usf.edu
2nd year student at U. South Florida
http://www.eng.usf.edu/~takacs

3829. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-22 00:00:00 UTC
From: scruggs@news.cis.ohio-state.edu
Message-ID: <4gjc4pINNbcg@brain.cis.ohio-state.edu>
Source record: 10284
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <Pine.SUN.3.91.960221115801.15543D-100000@PEAK.ORG> James Wood <jamesw@PEAK.ORG> writes:
|
|
|On 15 Feb 1996, Bruce Campbell wrote:
|
|| Bernd Meyer (bmeyer@bruce.cs.monash.edu.au) wrote:
|| : Mike Holland (myk@cygnus.uwa.edu.au) wrote:
||
||
|| : Bernie
||
|| Well yes, the Hitler comparison is extreme and as a previous poster
|| stated we are seeing the VHS/BETAMAX all over again and it all goes
|| to show
|| slick marketing + salespeople who only care about their
|| commissions + ignorant masses = mediocrity/sameness and
|| the loss of superior
|| technology
|| --
|| be it Beta or GEM.
|| Bruce H. Campbell
|
|
|Welcome to the free market. Consumers choose what kind of PC to buy -
|like a Whopper or a Big Mac - nothing is rammed down anyone's throat. Too

Interesting analogy: a choice between two things with no real
differences. Some choice.

Fortunately, within that other domain, significantly different
choices exist... ...tho they seem to escape you.

|bad the company that sold TOS/GEM wasn't able to compete or your dream
|might have been reality. Who are you going to blame that on? "Ignorant
|masses?" An easier target than Atari for you?

No, clueless beancounters that thought a good typewriter
implied a good micro-computer.

The rest was inertia.

|
||

|| DEATH TO THE TYRANNY OF MICROSOFT! "They can have my TOS/GEM computer
|| only when they can pluck it from my dead, cold fingers!"
|
|Good grief. That explains it. Most PC users aren't THAT fanatical.
|They turn on their PC, do the job (or play game), turn it off, then go about
|their lives undisturbed. Try it.
As did most serfs... for quite a many centuries...

--
||| Admiral Piet: Load the Charmin into the Mass Driver
/ | \ and Prepare to FIRE!!!

3830. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-22 00:00:00 UTC
From: scruggs@news.cis.ohio-state.edu
Message-ID: <4gja60INNa41@brain.cis.ohio-state.edu>
Source record: 10285
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

```
In article <Pine.SUN.3.91.960221124636.15543K-100000@PEAK.ORG> James Wood
<jamesw@PEAK.ORG> writes:
|
|
|On 20 Feb 1996, Mathias Karlsson wrote:
|
||
|| |I hate to say this, but ---
|| |BETA was superior to VHS in many areas, the most important one being image
|| | quality
|| |VHS was superior to BETA in the one area people cared about --- it could put
|| | more on a tape
||
|| |So, the superior technology was _not_ lost, given the definition of
|| |"superior" applied by the buying masses.
||
|| But why didn't Philips V2000 win then? It had better sound, better picture and
|| could store 8h on each tape, some 20 years ago.
|
|Probably because it wasn't as cheap and ubiquitous as VHS. Probably
|because even if a products (VHS tapes and Intel PCs) are not
|THEORETICALLY IDEAL, most consumers find them adequate.
|
||
|| The truth is, people are stupid.
|
|For buying cheap, widely-available products that serve them adequately?

This is a rather good description of Ataris and Commodores
in the 80's. What did that get them?

People still went for the machine that had the same label as
their typewriter.

|I think not. Fortunately, the masses aren't as stupid as the fewer (but
|still numerous) pompous, know-it-all simpletons who go around crooning
|that the rest of the entire world is "stupid."
Some of us can back up our claims in horrendous detail.
Flat memory would be a start.

--
||| Admiral Piet: Load the Charmin into the Mass Driver
/ | \ and Prepare to FIRE!!!
```

3831. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-22 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960222192611.15597C-100000@PEAK.ORG>
Source record: 10286
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

On 22 Feb 1996, Volker Herminghaus wrote:

> In <Pine.SUN.3.91.960221123409.15543I-100000@PEAK.ORG> James Wood wrote:
> >
> > Ridiculous. Those millions don't throw flowers or worship. They turn on
> > their Microsoft-equipped PC, do their thing, turn off their PC, and
> > continue with their lives, concerning themselves with more important
> > issues in their lives. In this realistic scenario, where does your "throw
> > flowers/demi-god" premise fit in?
>
> Haven't read any of those Windows-magazines lately, have you?
> Apparently not.

Bullseye. Apparently not. Soon as I finish this session, I'll turn off
my PC (just like I said above) and go about my life, free of Windows
magazines too. My point was made in my above paragraph that you quoted.
What is yours?

James

3832. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-22 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960222193023.15597D-100000@PEAK.ORG>
Source record: 10287

On 22 Feb 1996, Mark Rathwell wrote:

> : Goodness. You can't dismiss this fellows point with "People say that."
> : PEOPLE BELIEVE THAT!!
>
> Only a few people believe that (mostly "netters"). No need to be
> a prick. Most startup companies would kill to have recognition like Atari
> has. Most companies are desperate to have any recognition at all. To most
> people (expect a few netters and gamers), Atari shut down years ago. They
> don't have a "bad rep" at all to most people. The name is still
> recognizable.

No need to be a prick? Then I presume you'll clean up your act? Heh heh. Recognition? Trashed in every magazine. Avoided and feared by most retailers and only carried by a few, with trepidation. Generations of vaporware and legions of former-users who have been dropped and burned and had Atari's back turned on them. That is what the name is recognizable for. What kind of start-up company would want this kind of recognition? I hope that you don't criticize Peter Sinclair because what I am taking about is PAINFULLY obvious to multitudes of Atari users (including myself) yet you argue that "Most startup companies would kill to have recognition like Atari has." And you call me a prick because I disagree with you?

The truth is that any company - startup, Atari, or any other - would be better off with a clean slate than to build on a track record like Atari has. However, you're very strong-headed, highly opinionated, hate losing an arguement, and won't concede anything - so let's agree that we disagree and drop it before you call me a "prick" again.

>
> : That was Atari's plans all along. Atari wouldn't want to go to actual
> : trial again and lose like they did with Nintendo.
>
> Atari didn't lose to Nintendo. The jury in the Atari case was
> hung over several monopoly points. Atari agreed not to appeal, Nintendo
> paid for their own legal expenses.
>

The Tramiels sued Nintendo for $160 million for violation of antitrust laws. On May 1, 1992, after 4 days of deliberation, the jury found Nintendo NOT GUILTY. The jury unanimously concluded that Nintendo's licensing program had not hurt Atari, but was deadlocked on the two other issues relating to monopolization and restraint of trade. A week later, the judge dropped the charges. Atari agreed not to appeal so THEY WOULDN'T HAVE TO PAY NINTENDO'S HUGE LEGAL BILLS. Atari lost. To reiterate, they sued

Nintendo for $160 million, went to trial, and Nintendo was found "not guilty" and the other charges were dropped. If that's not losing, what do you call it? Oh, you're the one who thinks Atari has a good reputation.

> Later, Atari sued again over the patents. Nintendo paid a
> settlement to Atari Corp through Time-Warner Interactive. It wasn't
> nearly as much as what they got from Sega, but they did get several million.

I'm not sure about this case. You're probably right. What Nintendo considers pocket change is formidable loot to Atari....at least the Atari of this decade.

James

3833. Re: Jaguar price down to $99? wow...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-22 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960222195240.15597E-100000@PEAK.ORG>
Source record: 10288

On 22 Feb 1996, Mark Rathwell wrote:

>
> : 2600 had to die; who'd want to buy a new one now?
>
> Check rec.games.video.classic

I have. I said "new." "New" means that there would be sufficient demand to justify mass-production, distribution, and retailing - like what you see at Toys R Us. People want 32 and 64-bit systems, if not 16-bit. I think that was my point. The relatively (relative to the purchasers who make the vidgame industry multi-billion$) few net-hounds who trade in used 2600 wares is tiny comparted to the NEW vidgame industry. That was my point, since it was evidently missed.

>
> I don't think it was so much Atari as it was the hundreds of
> other crap games. ET, Pac-Man and Raiders were three games. There were
> hundreds of 2600 duds. My local zellers store even had it's own brand.
> Unfortunately, the little guys began releasing crap games at low prices.
> This drove the big developers out and offended the players because of
> low quality.
>
> I suppose if
> : you blame the third party, then you'd agree that Nintendo's "lockout
> : chips" in their cartridges are a good idea? (I don't).
>
> I guess you haven't read any of my opinions on Nintendo over the
> years? :-) (Hint ... I think Nintendo should be shut down for their mafia
> style business tactics)
>

Yes, yes of course I know. I think you missed my point again. My point was that you blame the third parties for the "crap games" (low-quality) that helped to kill the 2600. Nintendo has argued the whole time that the REASON for the "lockout" was so that Nintendo itself could regulate the quality of games for Nintendo systems, and thus eliminate this problem that you have identified. Comprende?

James

3834. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-23 00:00:00 UTC
From: hanske@pobox.com
Message-ID: <4gkc5m$64p@gol2.gol.com>
Source record: 10189
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

>
> The truth is, people are stupid.
>
> vh MK
>

I would rather say lazy.

But the interesting thing is, while everyone seem to think Gates has concered the world, the reality is that 90% of the World will never use a PC or Windows or any other soft- or hardware as we know it, beacause it's simply too expensive, time consuming and difficult for an ordinary person.

We who use computers today are all nerds or have been forced to it by our bosses.

The vast majority of humanity will never use a PC. In a way, that's comforting.

Hans Shimizu
hanske@pobox.com

3835. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-23 00:00:00 UTC
From: Andrae Muys <a.muys@mailbox.uq.edu.au>
Message-ID: <312D1E15.446B@mailbox.uq.edu.au>
Source record: 10190
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Sean Hill wrote:
>
> PS At least stop crossposting this everywhere, please. Thanks!
Hey don't knock the thread.
Probably the first thread of its kind that I've seen posted exclusively
to *.advocacy groups. At least the cross-posting is appropriate. Lets
thank our lucky stars.

3836. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-23 00:00:00 UTC
From: fellowsd@cs.man.ac.uk
Message-ID: <4gk4u4$nnv@m1.cs.man.ac.uk>
Source record: 10191
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <4ghl81$2r7@gti.gti.net>, azog <azog@gti.net> wrote:
[Much munching]

> My cubemate has made it plainly clear that he will not purchase
> anything that does NOT have the Microsoft lable on it.

I didn't realise that M$ sold food, clothes, cars, etc.

:^)

> Taking all this into consideration, and I can offer more examples if
> you wish, only points out: Gates is worshipped by very clueless
> people, and will continue to do so.

I'd agree with that. But I'd also add that there are a lot of people
out there who wouldn't give a monkey's f*rt about Billzebub.

Donal.
--
Donal K. Fellows, (at work) | Donal K. Fellows, (at home)
Dept. of Computer Science, | 6, Randall Place, Heaton,
University of Manchester | Bradford, BD9 4AE
U.K. Tel: ++44-161-275-6137 | U.K. Tel: ++44-1274-401017
fellowsd@cs.man.ac.uk (preferred) | donal@ugglan.demon.co.uk (if you must)

<http://r8h.cs.man.ac.uk:8000/> for my home page

3837. Re: Jaguar price down to $99? wow...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-23 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4gli1l$7o2@ccshst05.cs.uoguelph.ca>
Source record: 10192

: > : 2600 had to die; who'd want to buy a new one now?

: I have. I said "new." "New" means that there would be sufficient demand
: to justify mass-production, distribution, and retailing - like what you
: see at Toys R Us.

"NEW" to me, means an unused system. I'm sure it also means the
same to most people in the world.

People want 32 and 64-bit systems, if not 16-bit. I
: think that was my point.

Ironically, the 16-bitters (which are supposedly dying) are still
outselling the 32bit and 64-bit machines. The Sega Genesis sold more last
year than the Saturn, PSX, 3DO, Jaguar and 32X combined.

: used 2600 wares is tiny comparted to the NEW vidgame industry. That was
: my point, since it was evidently missed.

It wouldn't have been "missed" if you were a little clearer.
"New" means a different thing than "Mass Market."

: Yes, yes of course I know. I think you missed my point again.

Let me guess ... I must do more mind-reading to understand what
you're getting at?

My point
: was that you blame the third parties for the "crap games" (low-quality)
: that helped to kill the 2600.

Yes.

Nintendo has argued the whole time that
: the REASON for the "lockout" was so that Nintendo itself could regulate
: the quality of games for Nintendo systems, and thus eliminate this
: problem that you have identified. Comprende?

Problem:

Nintendo didn't really do much to "eliminate" low quality games.
If you look at the NES, you'll notice that the NES library has hundreds
of duds. The Nintendo "Seal Of Quality" actually meant that a game with
that seal of quality would run on all NES's. Nintendo really cared little
about quality (and it showed), but rather was interested in forcing
anyone who wanted to develop NES games to pay Nintendo large sums of
money. If a game didn't "play well", it wasn't "stopped at the gate."
Nintendo did do some things like test for bugs and make sure the games

didn't obtain offensive content, but they did not care about playability.

It's interesting to note that, following the 2600 crash, all
video game systems have employed lockouts in some form or other. The
Atari 7800 was actually the first machine to utlize the lockout. When
turned on, the machine was (by default) a 2600. The 7800 would search for
an encryption code. If it found one in the game, the 7800 would "become a
7800", with better graphics, more memory etc. Word has it that Atari was
so pissed off about the Custer's Revenge scandal that they didn't want a
game like that showing up on the 7800, which had state of the art
graphics in 1984.

>> Mark <<

--

Mark A Rathwell
----
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Maintainer of the "Incredible Hulk" television series FAQ.

3838. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-23 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Feb23.022942.52769@cobra.uni.edu>
Source record: 10193

In article <khaley.824912539@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
>>> Irrelevant. PCs sold faster than television sets last Christmas
>>> season. Mac sales of 1 million are a drop in the bucket.
>
>>Drop in the bucket? He he he he. What makes Jag sales than?
>
> Jaguar North American sales are at around 400,000. What's the
> PlayStation base: 600,000? What's 3DO's user base here? 250,000?
> Saturn sales? About 400,000.
>
> The Jaguar isn't really far behind.

Wow...What spin control...The PlayStation base in North America at the end of
1995 is 800,000. Considering that these sales were achieved in 3 months were
as Atari's sales are between 200,000-300,000 achieved in 2.5 years.

>
>>> Once again, irrelevant. The installed base of PCs numbers over
>>> 225 million! Apple's competition is the PC market, Peter. The
>>> fact that you compare the Mac markets to the ST and Amiga markets
>>> underscores how much of a niche the Mac market has become.
>
>>True.. But how many of those 225 million are in actual use. About 10 million
>>PC's are retired each year.
>
> Don't forget the millions of PCs bought each year that are added to
> this userbase.

True..
>
>> I suspect about 50% of Apple's installed base is
>>in actual use..
>
> Yeah, right. I don't think the original Mac, Apple II series, Apple
> Lisa, and Apple III are being used anymore, moron. The only Macs
> that are really viable in this market are the ones of the past 2
> years.

I meant the Mac installed base, dah asswipe.. The only viable machines for
Wintel 95 are the ones in the last year..You need at least a Pentium 100 for
Windows 95..
>
>>Many of the PC's are used as dumb terminals and or for single tasks in

>>Corporations. On average, mac users buy more software on average..
>
> Because they don't want to be the next ST, eh? Yeah, piracy was a
> big factor in the ST's demise, Mac owners probably fear that.
> Right, Sinflop?

I am sure piracy is rampant on the Mac as well, kevinasswipe..

>
>>> Yeah, and it's initial price was $3900. You could buy a 1040ST for
>>> $1000 back then. This just illustrates how underpowered and overpriced the
>>> Macs of yesteryear were. The price points of the Amiga and ST machines
>>> in the mid-late 80's blew away Apple's pricing.
>
>>$3900 is not the corect starting price..$2499 was the base price.
>
> BASE PRICE... what was the price on a complete system?

Including printer? Your guess as good as mine.

>
>> I agree,
>>Apple's pricing was out of line, but Apple sales were higher.
>
> Bullshit. This had nothing to do with it at the time. In 1986-87
> the ST was the fastest selling computer in Europe and had taken
> more than 14% marketshare in North America. By your logic, the
> ST's price should have been much higher.

ROTHLMAO..What happened? why is the ST share zero?

>
> Face it, Sinpoop... the Apple machines of yesteryear were overpriced,
> underpowered pieces of CRAP when compared to the ST and Amiga machines
> in similar price brackets. I was in high school at the time and
> I remember how my computer class always got in big arguments about
> what was superior... the ST/Amiga owners enjoyed their position
> because they could brag about their low prices, built-in functionality,
> excellent graphics, MIDI and sound capabilities, while Apple/IBM
> owners had nothing good to defend themselves with except for their
> high priced entry points and expensive options.

I agree....But it is the opposite now in 1996.
>
> The ST/Amiga were simply SUPERIOR in just about every way. But we
> all know that superior hardware doesn't necessarily mean market
> dominance.

Superior hardware, yes...Superior software apps, no...
>
>> I was an Amiga
>>owner back than, but you knew what happened to C= and Atari. Reasons for
>>Apple's higher price: Marketing and R&D..You know what happened. Apple

>>advanced the line while C= and Atari did not.. You get what you paid for..
>
> Atari advanced the line... they were called the 1040ST, STe series,
> and Mega ST. No, the proliferation of the IBM PC and some other
> factors was cause for the ST's downfall.

You call that advancement? It was the Tramiels handling that caused the
downfall. Atari should of exploited the midi market 100% and if they did,
Atari would still be in the computer market..
>
>>The $10 million a year CEO will slash the bloat that is severly needed.
>
> He should start by slashing his own salary.

Probably.
>
>> Even
>>if Apple's share is down to 5%. Companies would kill if that share translates
>>into $20 billion a year.. I doubt it.
>
> Dividends on Apple stock have just been eliminated, Peter. This is
> not good news for the shareholders.
>

Temporary..Apple should be in the black by 4th quarter..

>>Overall, Apple's share will stabalize
>>and with the acceptance of Power Computing as a alternative standard, nothing
>>changes..
>
> We'll see. To date, nothing has been able to stop the Intel/PC/Microsoft
> juggernaut.

Why does the Wintel juggernaut have to be curtailed? This juggernaut has been
here for years..

However, the internet may change this..
>
> /Kevin
>
>>>> Peter Sinclair-Day - PSD@EWORLD.COM Macintosh Performa 636

GREETINGS..

Peter Sinclair-Day POWER MACINTOSH 7100/80
University of Northern Iowa
Graduate School of Library Science
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

3839. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-23 00:00:00 UTC
From: strivard@mtu.edu
Message-ID: <4glips$oo9@pacemaker.cts>
Source record: 10194
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

: Personally, I'd like to see (gasp) Microsoft buy Atari. They did

you know... seeing that windows games are rather generic like old
atari games, maybe Atari should get into making games for windows!
not Dos games, but games for windows. Seeing that the most advanced
games for windows are solitare-like and mindsweeper-like.. I bet
that Atari could could easily make astoriods and their astoriods 2000
and all their classics and all their new classics to work smoothly under
windows! They could sell them for half price of most games ($15-$20)
and that would bring some good profits I think.

anyone?

--

Who are you and who am I to say we know the reason why?
Some are born; some men die, beneath one infinite sky.
There'll be war, there'll be peace, but everything one day will cease.
All the iron turned to rust; All the proud men turned to dust.
And so all things, time will mend. So this song will end.

3840. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-23 00:00:00 UTC
From: ac199@freenet.hamilton.on.ca
Message-ID: <4gjgkc$hrv@main.freenet.hamilton.on.ca>
Source record: 10195
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

James Wood (jamesw@PEAK.ORG) wrote:

: Ridiculous. Those millions don't throw flowers or worship. They turn on
: their Microsoft-equipped PC, do their thing, turn off their PC, and
: continue with their lives, concerning themselves with more important
: issues in their lives. In this realistic scenario, where does your "throw
: flowers/demi-god" premise fit in?

That explains why conversations such as this are possible?

"Microsoft is awesome!"

"And, why?"

"Well, just look at everyone else. They're like light-years [sic] ahead
of their competition."

The scary thing is that while the first two lines are paraphrased a bit,
that third one is a direct quote... There are many people who simply
will hardly consider anything that is not from Microsoft. With some
people, I dare say it borders on worship. The person need not know much
about any form of technology, but for some reason they can absolutely
rever MS.

--

3841. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-23 00:00:00 UTC
From: Paul Squires <pns@soc.unl.ac.uk>
Message-ID: <Pine.SOL.3.91.960223110055.9101C-100000@jamshyd.unl.ac.uk>
Source record: 10196
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

On Wed, 21 Feb 1996, Graham Irvine wrote:

> But all ESCOM have done is use the Commodore name to badge a new PC and peripheral
> line ... so its a kind of "licensing deal" I guess . This would be the best chance
> for any survival of "atari" hardware ... sell the name and TOS to someone
> who may be interested in using it (anyone??)

Escom have also relaunched the Amiga 500 at the same price - 400ukp,
and have launched the Amiga 2000 with 68040 chip at, I think, 2000ukp. At
this level of ridiculous marketing, Atari can do better than Escom!

Paul

--- Paul Neale Squires * University of North London, London N7 8DB, England
Home page: http://www.ace.mdx.ac.uk/hyperhomes/houses/core/paul.html
--- SOFIA, teaching Film Studies on the Web! http://idun.unl.ac.uk/~khy7squirep

3842. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-23 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4gm13k$jm7@julie.teleport.com>
Source record: 10197
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My Web Address is below. On-Line Catalogs that you can View and Contact me via my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml

==Thanx==
===Ben===
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3 PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

3843. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-23 00:00:00 UTC
From: Andrew Owen <andrew.owen@gecm.com>
Message-ID: <4gkq9h$gjs@gcsin3.geccs.gecm.com>
Source record: 10198
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

hanske@pobox.com (Hans Shimizu Karlsson) wrote:
..
>The vast majority of humanity will never use a PC. In a way, that's
>comforting.
..

They will, but just won't know it. One area is interactive TV, the little box under the TV will also be able to access the internet (a better CEEFAX/TELETEXT) and may be support Video Phone.

If it's a PC people get technophobia, dress it up as a games console, video phone, etc and they'll use it. At the moment people do not see the need for a PC because they see it as a computer not a tool which can achieve many different things.

The 'PC' as you and me know it will not take the home market by storm, but change the casing and it will. That why MicroSoft is interested in getting into the consumer market by putting MS OS into fax / video machines. Besides we all use cars but they aren't all alike.

Andy.

3844. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-23 00:00:00 UTC
From: ajp3@cec.wustl.edu
Message-ID: <4gl434$89f@newsreader.wustl.edu>
Source record: 10199
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <4gkc5m$64p@gol2.gol.com>,
Hans Shimizu Karlsson <hanske@pobox.com> wrote:
>
>But the interesting thing is, while everyone seem to think Gates has
>concered the world, the reality is that 90% of the World will never use a PC

Where did you get this piece of data?

The computer market has boomed in the past few years -- from just looking
around I'd say that the percentage of people who actually OWN a personal
computer is around at least 35% -- a little less than half of the people
I've met have a system to call their own. If you talk about just USING a
computer at all, then the percentage would be much much higher -- many of
my friends who don't own computers will ask to use mine or someone else's
to do their work or play games on.

>or Windows or any other soft- or hardware as we know it, beacause it's
>simply too expensive, time consuming and difficult for an ordinary person.
>

Well, computer's aren't cheap, that's for sure. :) But if you can buy a
car, you can easily afford a computer. Whether or not you think it is
worth the investment and the time to learn to use it is another matter.

But as far as financial concerns go, I don't think see it as an obstacle to
people who really want/need a system to call their own.

>We who use computers today are all nerds or have been forced to it by our
>bosses.

I consider myself a computer hobbyist -- meaning I spend much of my spare
time tinkering around with whatever system I have at hand. That
is how I came to know the things that I know about computers. Computers are
a central part of my life -- I use it to do my academic work, I use it to
communicate with my friends in other universities, and I use it for
recreation.

I aspire to one day earn my living as a programmer or network administrator.

I am not in an way forced to use a computer. And by my own nature and
interests, if I had a choice, I wouldn't approach a job that didn't have
something to do with computer systems.

Maybe that makes me a nerd, call me what you wish, but I really think you
underestimate the importance of computers in our lives.

>
>The vast majority of humanity will never use a PC. In a way, that's
>comforting.

How so?

Andrew
--
Andrew Pann Washington University in St. Louis
ajp3@cec.wustl.edu School of Engineering
Applied Science (Comp Sci) Class of '98 (with luck!)

3845. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-23 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.825108731@gmi.edu>
Source record: 10200

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>I meant the Mac installed base, dah asswipe.. The only viable machines for
>Wintel 95 are the ones in the last year..You need at least a Pentium 100 for
>Windows 95..

Don't know much about Win95 do you? It runs quite well on the 486-DX2-66
on my desk right here. I've also seen it run respectable on a 486-50.
As long as you have minimum 8meg RAM.

>>>Many of the PC's are used as dumb terminals and or for single tasks in
>>>Corporations. On average, mac users buy more software on average..
>>
>> Because they don't want to be the next ST, eh? Yeah, piracy was a
>> big factor in the ST's demise, Mac owners probably fear that.
>> Right, Sinflop?

>I am sure piracy is rampant on the Mac as well, kevinasswipe..

No need for you to get your panties in a bunch, Peter.

>> Bullshit. This had nothing to do with it at the time. In 1986-87
>> the ST was the fastest selling computer in Europe and had taken
>> more than 14% marketshare in North America. By your logic, the
>> ST's price should have been much higher.

>ROTHLMAO..What happened? why is the ST share zero?

Because of the reasons I stated above. Weren't you reading?

Also, if you plot Apple's marketshare over the years, the trend seems
to imply for Apple the same fate as Atari.

>> Face it, Sinpoop... the Apple machines of yesteryear were overpriced,
>> underpowered pieces of CRAP when compared to the ST and Amiga machines
>> in similar price brackets. I was in high school at the time and
>> I remember how my computer class always got in big arguments about
>> what was superior... the ST/Amiga owners enjoyed their position
>> because they could brag about their low prices, built-in functionality,
>> excellent graphics, MIDI and sound capabilities, while Apple/IBM
>> owners had nothing good to defend themselves with except for their
>> high priced entry points and expensive options.

>I agree....But it is the opposite now in 1996.

Only because the development money is in the IBM/Apple market now. The
fact that you are still on this group comparing Macs of today with
ST computers from 4 years ago tells you something, doesn't it?

>> The ST/Amiga were simply SUPERIOR in just about every way. But we
>> all know that superior hardware doesn't necessarily mean market
>> dominance.

>Superior hardware, yes...Superior software apps, no...

I don't think so. The Mac OS of the mid-80's wasn't that superior to
the ST and Amiga OSs of the same time frame. And those machines
had a wealth of application software as well as excellent games.

>> Atari advanced the line... they were called the 1040ST, STe series,
>> and Mega ST. No, the proliferation of the IBM PC and some other
>> factors was cause for the ST's downfall.

>You call that advancement? It was the Tramiels handling that caused the
>downfall. Atari should of exploited the midi market 100% and if they did,
>Atari would still be in the computer market..

I never defended the Tramiels. They have screwed up big time. They
killed Atari's computer line and they've killed the Jaguar as well.

>> We'll see. To date, nothing has been able to stop the Intel/PC/Microsoft
>> juggernaut.

>Why does the Wintel juggernaut have to be curtailed?

Because if nothing curtails it, it will dominate. To the point of
eliminating all other competition. Haven't you noticed the marketplace
trends?

/Kevin

> Peter Sinclair-Day POWER MACINTOSH 7100/80

3846. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-23 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4glip0$7o2@ccshst05.cs.uoguelph.ca>
Source record: 10201

: No need to be a prick? Then I presume you'll clean up your act? Heh heh.

I supposed it can go both ways. I just take offense when people
start getting nasty.

: Recognition? Trashed in every magazine. Avoided and feared by most
: retailers and only carried by a few, with trepidation. Generations of
: vaporware and legions of former-users who have been dropped and burned
: and had Atari's back turned on them.

James, go out on the street and conduct a little survey. Go into
a public place and ask the first - oh - thousand or so what they think of
Atari. Most will tell you that they thought Atari died in the
mid-eighties. Why? Because the Atari 2600 was a humungous hit (selling
almost 30 million consoles) and nothing Atari did after that ever sold
anywhere near what the 2600 it.

: I am taking about is PAINFULLY obvious to multitudes of Atari users
: (including myself) yet you argue that "Most startup companies would kill
: to have recognition like Atari has."

And as I said again (you seem to keep missing this point), Atari
users are a tiny, tiny, tiny fragment of the population. Most people
think that Atari died with the 2600. Most people I know haven't heard of
an ST, Lynx, 7800 or Jaguar unless their video game or computer buffs.

And you call me a prick because I
: disagree with you?

I call you a prick (actually, I said there's no need to be one)
because you were getting a little nasty.

: The truth is that any company - startup, Atari, or any other - would be
: better off with a clean slate than to build on a track record like Atari
: has. However, you're very strong-headed, highly opinionated, hate losing
: an arguement, and won't concede anything - so let's agree that we
: disagree and drop it before you call me a "prick" again.

You know, I could say the exact same thing about you.

: The Tramiels sued Nintendo for $160 million for violation of antitrust laws.

Yes.

: On May 1, 1992, after 4 days of deliberation, the jury found Nintendo NOT
: GUILTY. The jury unanimously concluded that Nintendo's licensing program
: had not hurt Atari, but was deadlocked on the two other issues relating
: to monopolization and restraint of trade.

Deadlocked. My interpretation:

- Atari was certainly valid in certain points, but got a little
carried away in their charges against Nintendo. This is what did them in.

A week later, the judge
: dropped the charges. Atari agreed not to appeal so THEY WOULDN'T HAVE TO
: PAY NINTENDO'S HUGE LEGAL BILLS. Atari lost.

If Nintendo was in the right, why did Nintendo agree to foot
their own legal bills? Atari, at the time, was cash strapped and could
not afford to go on in another appeal (the Atari trial, remember, was
over two years in the works). Nintendo obviously new that there was a
risk that Atari might win and essentially bought them out.

To reiterate, they sued
: Nintendo for $160 million, went to trial, and Nintendo was found "not guilty"
: and the other charges were dropped. If that's not losing, what do you
: call it? Oh, you're the one who thinks Atari has a good reputation.

Now you *ARE* being a prick. Where, in the hell, did I *EVER*,
EVER say that Atari had "a good reputation." I said that Atari had name
recognition that most companies would kill for because the Atari name is
known. To most of the public, the Atari name is known, but the company
isn't actually thought to be alive and kicking. (Which is why most
stories on Atari almost start out with a sentence to the effect of "Yes
... Atari is still alive)" To a few people, the Atari name is known and
scowled at, but this is hardly reprisentitive of the general user. Most
people, when they see my Jaguar say "Cool ... I had an Atari when I was a
kid. That machine is so old." The delusion that it's a 2600 usually stops
when the Jaguar gets turned on.

I'll concede that Atari lost, though it is questionable. The Jury
did hang on two points regarding monopoly practices. Nintendo obviously
feared Atari's appeal enough to retract their earler statement that Atari
would be paying their legal bills. Atari, with it's ST sales collapsing
and a recession on, could do little except oblidge. Not a clear victory
for Nintendo either, as they still lost money on the whole thing and had
to pay Atari money in a later suit.

>> Mark <<

--

Mark A Rathwell
----
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Maintainer of the "Incredible Hulk" television series FAQ.

3847. Re: Jaguar price down to $99? wow...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-23 00:00:00 UTC
From: Paul Squires <pns@soc.unl.ac.uk>
Message-ID: <Pine.SOL.3.91.960223105751.9101B-100000@jamshyd.unl.ac.uk>
Source record: 10202

On 20 Feb 1996, Mark Rathwell wrote:

> (...)
> Agreed, except that the 2600 wasn't killed by Atari. It's death
> was caused mostly by the crummy third party people that were dumping crap
> games on the market. Atari did support the 2600 for 14 years.

... and, of course, the Nintendo NES explosion. Tragic that originally
Nintendo had approached Atari with a view to jointly making a new idea
they have for a console and Atari said 'No'...

Paul

--- Paul Neale Squires * University of North London, London N7 8DB, England
Home page: http://www.ace.mdx.ac.uk/hyperhomes/houses/core/paul.html
--- SOFIA, teaching Film Studies on the Web! http://idun.unl.ac.uk/~khy7squirep

3848. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-23 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960223120917.11580A-100000@PEAK.ORG>
Source record: 10203
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

On 22 Feb 1996, kevin eugene scruggs wrote:

> In article <Pine.SUN.3.91.960221124636.15543K-100000@PEAK.ORG> James Wood
<jamesw@PEAK.ORG> writes:
> |
> |
> |On 20 Feb 1996, Mathias Karlsson wrote:
> |
> ||
> || |I hate to say this, but ---
> || |BETA was superior to VHS in many areas, the most important one being image
> || | quality
> || |VHS was superior to BETA in the one area people cared about --- it could put
> || | more on a tape
> ||
> || |So, the superior technology was _not_ lost, given the definition of
> || |"superior" applied by the buying masses.
> ||
> || But why didn't Philips V2000 win then? It had better sound, better picture and
> || could store 8h on each tape, some 20 years ago.
> |
> |Probably because it wasn't as cheap and ubiquitous as VHS. Probably
> |because even if a products (VHS tapes and Intel PCs) are not
> |THEORETICALLY IDEAL, most consumers find them adequate.
> |
> ||
> || The truth is, people are stupid.
> |
> |For buying cheap, widely-available products that serve them adequately?
>
> This is a rather good description of Ataris and Commodores
> in the 80's. What did that get them?
>

That is not a description of Atari and Commodore today. Atari
specifically was never as widely-available as Commodore, Apple, or IBM.
That *is* undeniably what happened with VHS and the IBM standard; was
that not my point?

> People still went for the machine that had the same label as
> their typewriter.
>

The vast majority didn't have the same label as their typewriter. IBM has a small minority of the MS-DOS market which is (was) reaped by multitude of smaller-name and no-name clones.

> |I think not. Fortunately, the masses aren't as stupid as the fewer (but
> |still numerous) pompous, know-it-all simpletons who go around crooning
> |that the rest of the entire world is "stupid."
> Some of us can back up our claims in horrendous detail.
> Flat memory would be a start.

I'm sure you can qualify anything in your own mind.

James Wood

3849. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-23 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960223121508.11580B-100000@PEAK.ORG>
Source record: 10204
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

On 23 Feb 1996, Tim Vanderhoek wrote:

> James Wood (jamesw@PEAK.ORG) wrote:
>
> : Ridiculous. Those millions don't throw flowers or worship. They turn on
> : their Microsoft-equipped PC, do their thing, turn off their PC, and
> : continue with their lives, concerning themselves with more important
> : issues in their lives. In this realistic scenario, where does your "throw
> : flowers/demi-god" premise fit in?
>
> That explains why conversations such as this are possible?

No, it doesn't purport to explain why conversations such as this are possible. Conversation possibilities are unbounded and almost infinite and have nothing to do with my point. I will restate my point in one sentence and I challenge you to dispute it with fact:

"Millions of Microsoft-equipped PC users turn on their PC,
perform their tasks satisfactorily, turn off their PC, and
go about normal lives."

Got it? Can you dispute that? I've never worshipped them or threw flowers - I assure you - frankly because I don't give a rat's ass. I just use the thing because it works. Just because there are a lot of fanatical devotees of failed competing platforms doesn't mean I have to worship or throw flowers because my inexpensive PC happened to have Microsoft OS on it which works for me at no extra cost. Once again, I just use the thing and don't have to feel as highly opinionated or emotionally devoted to my computer as to accuse others of "worshipping and throwing flowers" at the patriarchs of _their_ proprietary computers.

If TOS would have come on my PC, I'd have used it. Chances are that if my PC would have come with TOS (or any other OS) free, most other people's PCs would have too. Then it would have been a standard and applications software for it would be everywhere. But that didn't happpen. It came with Windows, it was cheap, software is everywhere, software is cheap, it may not be theoretically ideal, but it works for me and millions of others. Therefore there is no stupidity involved. I requisition you to dispute that.

James Wood

3850. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-23 00:00:00 UTC
From: scruggs@news.cis.ohio-state.edu
Message-ID: <4glu7hINNmm8@ironwood.cis.ohio-state.edu>
Source record: 10205
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

```
In article <Pine.SUN.3.91.960223120917.11580A-100000@PEAK.ORG> James Wood
<jamesw@PEAK.ORG> writes:
|
|
|On 22 Feb 1996, kevin eugene scruggs wrote:
|
|| In article <Pine.SUN.3.91.960221124636.15543K-100000@PEAK.ORG| James Wood
<jamesw@PEAK.ORG| writes:
|| |
|| |
|| |On 20 Feb 1996, Mathias Karlsson wrote:
|| |
[deletia]
|| |
|| |For buying cheap, widely-available products that serve them adequately?
||
|| This is a rather good description of Ataris and Commodores
|| in the 80's. What did that get them?
||
|
|That is not a description of Atari and Commodore today. Atari
|specifically was never as widely-available as Commodore, Apple, or IBM.

That's odd. First the 8bits were always more available in normal
retail channels than IBM's. Second, Atari's and to a lesser degree
commies were much more widespread. Before the Tramiels, Atari was
rather good at putting together hardware/software packages.
Children's Palace,Lazarus,Sears,Gold Circle... more widespread
than PC's are now, save for specialty stores. Most of those didnt
exist then.

|That *is* undeniably what happened with VHS and the IBM standard; was
|that not my point?
|
|| People still went for the machine that had the same label as
|| their typewriter.
||
|
|The vast majority didn't have the same label as their typewriter. IBM

History is composed of more than just yesterday.

As long as you keep ignoring it, you will understand nothing.
```

|has a small minority of the MS-DOS market which is (was) reaped by
|multitude of smaller-name and no-name clones.
|
|| |I think not. Fortunately, the masses aren't as stupid as the fewer (but
|| |still numerous) pompous, know-it-all simpletons who go around crooning
|| |that the rest of the entire world is "stupid."
|| Some of us can back up our claims in horrendous detail.
|| Flat memory would be a start.
|
|I'm sure you can qualify anything in your own mind.

You dont even know what I'm talking about do you?

You apparently belong to the class 'simpletons'. I provide
a concrete example where the predominant PC OS architecture is
very much lacking wrt to EVERY other product (big and small).

Not popous, merely empirical.

--
||| Admiral Piet: Load the Charmin into the Mass Driver
/ | \ and Prepare to FIRE!!!

3851. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-23 00:00:00 UTC
From: trussell@omnifest.uwm.edu
Message-ID: <4glvje$ao3@omnifest.uwm.edu>
Source record: 10206

> Escom have also relaunched the Amiga 500 at the same price - 400ukp,
>and have launched the Amiga 2000 with 68040 chip at, I think, 2000ukp. At
>this level of ridiculous marketing, Atari can do better than Escom!

Where the hell did you hear this? The only machines release by Escom/Amiga Technologies have been the A1200 and the A4000. Unless that's what you mean by the "Amiga 2000 with 68040 chip", your information is incorrect. The A4000, however, is HORRIBLY overpriced, but it still seems to be selling well, so I guess we have given them reason to give us a A4000 with an '060, so things seems to be moving along smoothly.
The A1200, according to what I've heard from Amiga users overseas, has been FLYING off the shelves of Amiga dealers, but collecting dust at the Escom stores. ANyway, The new Surfer package (an A1200, a 14.4k modem, a complete package of Internet tools, 100 hours of Internet access, and a 260MB HD, all for $789) seems to be a better buy, and is eagerly awaited by many in the US.

3852. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-23 00:00:00 UTC
From: Rich Perna <pernar@river.it.gvsu.edu>
Message-ID: <312E98CF.6848@river.it.gvsu.edu>
Source record: 10207

> >> I suspect about 50% of Apple's installed base is
> >>in actual use..
> >
> > Yeah, right. I don't think the original Mac, Apple II series, Apple
> > Lisa, and Apple III are being used anymore, moron. The only Macs
> > that are really viable in this market are the ones of the past 2
> > years.
>
> I meant the Mac installed base, dah asswipe.. The only viable machines for
> Wintel 95 are the ones in the last year..You need at least a Pentium 100 for
> Windows 95..

Geez, Peter, what planet are you from? I'll admit I hate Apples, but at the place I work Macs are put to pasture much sooner than IBM clones are. The Centrises/Performas are useless for what people need them for (graphic design, mostly). We have a lab full of Power Macs with 72 megs of RAM *each*, and they still bog down when people use Quark, Pagemaker, whatever. But the art people love them... On the other hand, we have everything from 10 year old PS/2s that people use for word processing/Lotus/Internet/etc., 386s, 486s, Pentiums. The fact that you think you need a P-100 to run Win95 is just plain ignorant, if you weren't being fecetious. My brother runs it on a 386-40 with 4 megs of RAM. It isn't speedy, but it runs faster and more efficiently than our 2 year old Mac Centrises with 8 meg, no shit. I really don't understand why anyone would want a Macintosh. How many operating systems do you get to pick from? It's hilarious that people think that just because you own an IBM, you have to run some sort of Microsoft OS.

> > Face it, Sinpoop... the Apple machines of yesteryear were overpriced,
> > underpowered pieces of CRAP
>
> I agree....But it is the opposite now in 1996.

Yes, Apple computers are still overpriced. So is the software. Apple is having major problems keeping its user base, because people are seeing the advantages of IBM clones. IBM computers used to be a joke, true. My first real computer was an 8088 based machine, and it was a piece of crap. The games sucked, and it just wasn't good except for work stuff. Now, good IBM clones are cheap and the software is plentiful, something Apple still can't claim. Go into ANY software store, and this isn't even counting all the freebies you can get over the net.

> > Dividends on Apple stock have just been eliminated, Peter. This is
> > not good news for the shareholders.
> >
>
> Temporary..Apple should be in the black by 4th quarter..

Apple is in deep shit. They lost the business market, they lost the home market, and as for schools.. well, let's just say they're fighting a losing battle. It doesn't matter if they slash and burn their way into the black, there just isn't the demand for Apple that there once was. Usually, only in schools do you still see dedication to Apple. Most IS people I've talked to are switching their schools over to capable IBM clones once their current Apples are obsolete, which is happening daily. Apple's only hope is that PowerPCs will catch on, but IBM fucked them HARD on this one. IBM announced a PowerPC machine and a compatible OS/2. Where the hell is it? So, effectively, PowerPC is just a Mac thing, instead of an 'across-the-board' CPU like it was intended to be. What I can't figure out is why IBM would do this. The direct beneficiary of this is Intel. Why pour millions into R&D of a new CPU and still sell only Intel machines? Unless they just wanted to financially break Apple... because for some reason, I can't imagine Macs being shipped with Intel processors..

> >>Overall, Apple's share will stabalize
> >>and with the acceptance of Power Computing as a alternative standard, nothing
> >>changes..

I was kind of wordy above, but here it is, in a nutshell: Apple is losing market share, Apple has not established any standard such that it is as profitable to develop for their machines as for IBMs, and it is going to take some radical changes in that company to stabilize, let alone gain, their shrinking market share.

Rich

3853. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-23 00:00:00 UTC
From: joelga@rossinc.com
Message-ID: <1996Feb23.140933.10183@rossinc.com>
Source record: 10208
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <4gja60INNa41@brain.cis.ohio-state.edu> scruggs@news.cis.ohio-state.edu (kevin eugene scruggs) writes:
>In article <Pine.SUN.3.91.960221124636.15543K-100000@PEAK.ORG> James Wood <jamesw@PEAK.ORG> writes:
>|
>|
>|On 20 Feb 1996, Mathias Karlsson wrote:
>|
>||
>|| |I hate to say this, but ---
>|| |BETA was superior to VHS in many areas, the most important one being image
>|| | quality
>|| |VHS was superior to BETA in the one area people cared about --- it could put
>|| | more on a tape
>||

Actually, it was because Sony tried to keep too much of the intellectual property rights to themselves. The exact same mistake Apple made. Beta is still used in the niche professional market, Apples will probably continue in their own niche (DTP, I suppose).

>|| |So, the superior technology was _not_ lost, given the definition of
>|| |"superior" applied by the buying masses.
>||
>|| But why didn't Philips V2000 win then? It had better sound, better picture and
>|| could store 8h on each tape, some 20 years ago.
>|
>|Probably because it wasn't as cheap and ubiquitous as VHS. Probably

What is nowadays called "open systems."

>|because even if a products (VHS tapes and Intel PCs) are not
>|THEORETICALLY IDEAL, most consumers find them adequate.
>|
>||
>|| The truth is, people are stupid.
>|

Stupidity has no limiting factor, but overall people aren't that stupid unless you narrowly define stupidity using the point of view of those with more knowledge. That isn't stupidity, it's lack of knowledge. Lots of people acting on lack of knowledge may be indistinguishable from stupidity, of course. So may rational actions based on economic factors.

jg

>|For buying cheap, widely-available products that serve them adequately?
>
> This is a rather good description of Ataris and Commodores
> in the 80's. What did that get them?
>
> People still went for the machine that had the same label as
> their typewriter.
>
>|I think not. Fortunately, the masses aren't as stupid as the fewer (but
>|still numerous) pompous, know-it-all simpletons who go around crooning
>|that the rest of the entire world is "stupid."
> Some of us can back up our claims in horrendous detail.
> Flat memory would be a start.
>
>
>--
> ||| Admiral Piet: Load the Charmin into the Mass Driver
> / | \ and Prepare to FIRE!!!

--
Joel Garry joelga@rossinc.com Compuserve 70661,1534
These are my opinions, not necessarily those of Ross Systems, Inc. <> <>
%DCL-W-SOFTONEDGEDONTPUSH, Software On Edge - Don't Push. \ V /
panic: ifree: freeing free inodes... 0

3854. Re: SLOPPY PROGRAMMING TECHNIQUE

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-23 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4gkrgb$nav@inca01.inca.co.nz>
Source record: 10209
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Stephen Ticehurst (st39@bton.ac.uk) wrote:
> I heard a while ago that MicroSoft started shipping Microsoft badged PCs,
> but it turned out to be a flop. One market that they haven't been able
> to monopolise!

... yet.

But seriously, didn't M$ have some input into the MSX computer flop?
(circa 1983/4-ish)

--

Quote For The Month: "This Time For Sure"

3855. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-24 00:00:00 UTC
From: John Kheit <jkheit@cnj.digex.net>
Message-ID: <4gm1hv$f25@news4.digex.net>
Source record: 10210
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

James Wood <jamesw@PEAK.ORG> wrote:
> James Wood

No relation to the actor?
--
Thanks, be well, take care, later, John Kheit)^> %^) =^)

monoChrome, Inc. | New York Law School
NEXTSTEP Developer | Opinions expressed represent me only
MIME & NeXTmail OK--PPP | http://cnj.digex.net/~jkheit
mailto:jkheit@cnj.digex.net | Telepathy...It's coming...

3856. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-24 00:00:00 UTC
From: azog@gti.net
Message-ID: <4gm1s2$b1u@gti.gti.net>
Source record: 10211
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

James Wood (jamesw@PEAK.ORG) wrote:

: Personally, I'd like to see (gasp) Microsoft buy Atari. They did
: a wonderful job with the "Microsoft Arcade" of Atari classic arcade
: games.

Ugh, that gasp is truly a gasp. I can just see it now: Windows 95 for
the Falcon030. If you thought MultiTOS was slow, wait'll they get a load
of this! Or would they call it Windows 030?

--
Billy D'Augustine, azog@gti.net

"Tell me now, where's the end to our strife?"
http://www.gti.net/azog/

3857. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-24 00:00:00 UTC
From: jlw@conterra.com
Message-ID: <312e9449.553572@news.scsn.net>
Source record: 10212
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

On 23 Feb 1996 18:32:12 -0500, strivard@mtu.edu (Seth T. Rivard)
wrote:

>: Personally, I'd like to see (gasp) Microsoft buy Atari. They did
>
>you know... seeing that windows games are rather generic like old
>atari games, maybe Atari should get into making games for windows!
>not Dos games, but games for windows. Seeing that the most advanced
>games for windows are solitare-like and mindsweeper-like.. I bet

Or Mech Warrior 2

3858. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-24 00:00:00 UTC
From: graham@grasper.demon.co.uk
Message-ID: <825170890.14020@grasper.demon.co.uk>
Source record: 10213
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

On Fri, 23 Feb 1996 11:02:37 +0000 ,Twas none other than Paul Squires who did state ....
> On Wed, 21 Feb 1996, Graham Irvine wrote:

> > But all ESCOM have done is use the Commodore name to badge a new PC and peripheral
> > line ... so its a kind of "licensing deal" I guess . This would be the best chance
> > for any survival of "atari" hardware ... sell the name and TOS to someone
> > who may be interested in using it (anyone??)

> Escom have also relaunched the Amiga 500 at the same price - 400ukp,
> and have launched the Amiga 2000 with 68040 chip at, I think, 2000ukp. At
> this level of ridiculous marketing, Atari can do better than Escom!

I have an escom shop down the road from me and not only do they not have ANY
amiga hardware on display or in there price lists but the sales staff were not
at all genned up on it either ... but then they told me that the current telephone
system was not of high enough standard to fully use a 28k8 modem <G>, so of course
this perhaps don't not fully reflect the annouced corporate plan the fact is that on
the street the Escom Amiga is a non event ...

--
---- Atari Falcon030(32) Linux68K site ----
Graham Irvine : graham@grasper.demon.co.uk

3859. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-24 00:00:00 UTC
From: hanske@pobox.com
Message-ID: <4gm0qa$ojd@gol2.gol.com>
Source record: 10214
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In <4gl434$89f@newsreader.wustl.edu> Andrew Pann wrote:

> >But the interesting thing is, while everyone seem to think Gates has
> >concered the world, the reality is that 90% of the World will never use a
PC
>
> Where did you get this piece of data?
>

I'm simply comparing the people in the computer market to the total world
population.

Actually, 10% seem far too high in that perspaective.

> But as far as financial concerns go, I don't think see it as an obstacle
to
> people who really want/need a system to call their own.
>

I would say there are very few people who has that desire.

Most people are reluctant to learn anything new after reaching a certain
age, and computers - in their present form, require a LOT of learning before
you can say it's yours.

> I am not in an way forced to use a computer. And by my own nature and
> interests, if I had a choice, I wouldn't approach a job that didn't have
> something to do with computer systems.
>
> Maybe that makes me a nerd, call me what you wish, but I really think you
> underestimate the importance of computers in our lives.
>

I think you should be proud of calling yourself a nerd. I am ;-)

> >The vast majority of humanity will never use a PC. In a way, that's
> >comforting.
>

Beacause it guarantees Gates will never influence the minds of the vast
majority of people.

Consumers demand quality - a car that works like the average PC - dropping
the engine every now and then - will never sell.

Just think of how a pathetic interface like DOS managed to dominate the PC market. A normal consumer would never buy a paper where the maximaum length of a headline (file name) was 8 characters.

Windows - which many have been led to believe is some kind of technology leader - is hideously ugly and hard to use. Totally unaccaptable to the average person. Windows users today are therefore far from average and incredibly forgiving. But we a re talking about a minority - PC users in the industrialized world. They won't make a dent in human history.

The only envronment I've seen that actually works is NeXTSTEP, but NS is still far too demanding on the brains of an everage person.

The point is - you should be able to expect the same quality of a computer as you do of a car.

Microsoft has never been able to and will never provide that quality.

hanske@pobox.com

3860. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-24 00:00:00 UTC
From: ajp3@cec.wustl.edu
Message-ID: <4gm8a2$jlt@newsreader.wustl.edu>
Source record: 10215
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <4gm0qa$ojd@gol2.gol.com>,
Hans Shimizu Karlsson <hanske@pobox.com> wrote:
>In <4gl434$89f@newsreader.wustl.edu> Andrew Pann wrote:
>
>> >But the interesting thing is, while everyone seem to think Gates has
>> >concered the world, the reality is that 90% of the World will never use a
>PC
>>
>
>I'm simply comparing the people in the computer market to the total world
>population.
>
>Actually, 10% seem far too high in that perspaective.

Hmmmm, well, ok.

Not sure how this proves anything, as almost anything can be argued with
a scale respective to the whole world, ie. when looking at the population
of the world, very few things will pop up as being in the "majority". :)

>> Maybe that makes me a nerd, call me what you wish, but I really think you
>> underestimate the importance of computers in our lives.
>
>I think you should be proud of calling yourself a nerd. I am ;-)

Heh, I never said that I was ASHAMED of being a nerd. :)

>> >The vast majority of humanity will never use a PC. In a way, that's
>> >comforting.
>> How so?
>
>Beacause it guarantees Gates will never influence the minds of the vast
>majority of people.
>

Well, I use a PC, and I can honestly say that I don't have much at stake
with respect to how well Mr. Gates and Microsoft does. As a
result, Gates doesn't have much of an influence on me. Microsoft is
steadily losing favor among my friends (and, it seems, to many people in
general), eg. when our elevators were acting up, someone taped a large
sheet of paper entitled "Microsoft ELEVATORS, For Buildings" (in the
correct font type and arrangement as "Microsoft Word for Office") and gave a
satirical listing of all the "features" (ie. problems) that the elevator had.

:)

Seriously, I think the number of Microsoft worshippers out there are a lot less than you think -- the main thing is the apathy among many of the PC users. Dos/windows/95 may not be the be the best thing since sliced bread, but it probably gets the job done, so they just "go with the flow". For them, a computer is just a tool, so as long as a tool works, who cares what it's made of? No demand, no pressure for supply.

For myself, I got sick of dos's limitations long ago and window's didn't cut it either. Fortunately, my "needs" of a computer are few, which allows me great flexibility with respect to picking and choosing what to put on my own system. Consequently, I gave Linux a try and I'm LOVING it! Dos has been relegated to a gaming os, when I want to play net doom or what not. But even that's changing, as Quake by ID is coming out for Linux as well. :) Beyond that, most of my current needs center around networking, to which end Linux serves quite well.

>The point is - you should be able to expect the same quality of a computer
>as you do of a car.

Heh, my attitude towards cars is similar to most other people's attitudes towards computers -- if it does its job, I'll use it. :)

So I actually expect a lot more out of my computer than I do otu of whatever car I use. :)

>
>Microsoft has never been able to and will never provide that quality.
>

No argument here. :) The only decent OS they've put out so far seems to be NT. One out of three or four (depends on if you consider windows to be an OS) is a pretty mediocre track record at best.

Andrew

--
Andrew Pann Washington University in St. Louis
ajp3@cec.wustl.edu School of Engineering
Applied Science (Comp Sci) Class of '98 (with luck!)

3861. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-24 00:00:00 UTC
From: bmeyer@bruce.cs.monash.edu.au
Message-ID: <4gmbjd$56f@harbinger.cc.monash.edu.au>
Source record: 10216
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

kevin eugene scruggs (scruggs@news.cis.ohio-state.edu) wrote:
: In article <Pine.SUN.3.91.960221115801.15543D-100000@PEAK.ORG> James Wood
<jamesw@PEAK.ORG> writes:

: |bad the company that sold TOS/GEM wasn't able to compete or your dream
: |might have been reality. Who are you going to blame that on? "Ignorant
: |masses?" An easier target than Atari for you?
:
: No, clueless beancounters that thought a good typewriter
: implied a good micro-computer.

Next you are going to advocate Atari ST computers for office use?
PLEASE --- a good electrical typewriter DOES mean that the company
is very likely to get a crucial part of a computer right --- the
keyboard. Have you ever compared an Atari ST520 keyboard and an
original IBM AT keyboard? They are in different leagues, completely.

You know, this reminds me of the time I worked on a database project
under UNIX. I had the choice between either using the PC that ran
the OS, thus having access to many virtual consoles and a colour screen,
or using a Wyse terminal that was attached to the PCs serial port,
having an excellent keyboard and an extremely sharp black and white
screen. Two days out of free, I went with the dumb terminal, because
on those days there was no need for colour or multiple consoles, and
the terminal was so much more pleasant to work with.

The same thing probably happened with the Ataris which tried to get
into offices. Sure, they were windowed, sure some of the stuff looked
nice. But the keyboards absolutely sucked.

It might not be a concidence that the companies that survived from
the early 80s are IBM and Apple (The Apple][keyboard is the only
one that comes close to the feeling of a Wyse keyboard), and that
Wyse today is THE leading terminal manufacturer (with quite a few
of the others actually using Wyse keyboards with their own labels).

Bernie

3862. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-24 00:00:00 UTC
From: azog@gti.net
Message-ID: <4gnhi3$lt6@gti.gti.net>
Source record: 10217
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

James Wood (jamesw@PEAK.ORG) wrote:

: No, it doesn't purport to explain why conversations such as this are
: possible. Conversation possibilities are unbounded and almost infinite
: and have nothing to do with my point. I will restate my point in one
: sentence and I challenge you to dispute it with fact:

: "Millions of Microsoft-equipped PC users turn on their PC,
: perform their tasks satisfactorily, turn off their PC, and
: go about normal lives."

You're starting to split hairs. First, you offer the above statement,
and then follow with the next paragraph:

: Got it? Can you dispute that? I've never worshipped them or threw
: flowers - I assure you - frankly because I don't give a rat's ass. I just
: use the thing because it works. Just because there are a lot of
: fanatical devotees of failed competing platforms doesn't mean I have to
: worship or throw flowers because my inexpensive PC happened to have
: Microsoft OS on it which works for me at no extra cost. Once again, I
: just use the thing and don't have to feel as highly opinionated or emotionally
: devoted to my computer as to accuse others of "worshipping and throwing
: flowers" at the patriarchs of _their_ proprietary computers.

The discussion is of the many consumers who have/will/or would worship
Gates/Microsoft, yet you clearly narrow the arguement down to a single
person, yourself.

If you spent a little time in a mixed environment, where some people
are computer literate, some people are "beginners", and some people
are just there, you would quickly realize that there is a reason for
Microsoft's rise to the top: SALES. One does not get to be as large
or powerful, or as media-hyped as Gates/Microsoft without having SALES.
And where do these sales come from? The clueless masses, for many who
think that there IS only Microsoft.

If you wish, I can do a poll of employess in my company (who would
match the mix I talked above). We have 10,000 employees, but probably
only half of them have computers on their desks, and it would be unknown
how many exist at home.

The questions? You decide, since you seem to feel that Microsoft is
not a driving force.

Now lets look at other factors. In my hand, I have a stack of magazines;
I will not sample the contents, but just a quick look shows:

LAN Magazine - Feb 96 headline Win 95 & Win 95 Office
Information Week - Feb 12 headline NT vs. Unix
Imaging Business - Jan 96 headline NT sprints ahead
PC Computing - Feb 96 small banner Microsoft vs. Quicken
Mobile Office - March 96 small banner Notes Vs. Microsoft, Novell and the net

Now walk into a bookstore and browse the magazine rack. The majority
of computer magazines deal with Microsoft based products. Oh sure
you can get OS/2, Linux, or anything else these days, either by
subscription or otherwise.

Computer books reveal the same trend, but even more so. There are
several sections: Internet stuff (web, etc); a small shelf for Mac
stuff; misc. stuff; the rest of the shelves are for Microsoft products
or for products that only run under Microsoft operating systems.

: If TOS would have come on my PC, I'd have used it. Chances are that if
: my PC would have come with TOS (or any other OS) free, most other
: people's PCs would have too. Then it would have been a standard and
: applications software for it would be everywhere. But that didn't
: happpen. It came with Windows, it was cheap, software is everywhere,
: software is cheap, it may not be theoretically ideal, but it works for me
: and millions of others. Therefore there is no stupidity involved. I
: requisition you to dispute that.

: James Wood

--
Billy D'Augustine, azog@gti.net

"Tell me now, where's the end to our strife?"
http://www.gti.net/azog/

3863. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-24 00:00:00 UTC
From: ocr@spades.trump.ru
Message-ID: <ocr.825174773@WeiRDB>
Source record: 10218
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In <Pine.SUN.3.91.960223121508.11580B-100000@PEAK.ORG> James Wood <jamesw@PEAK.ORG> writes:

>Got it? Can you dispute that? I've never worshipped them or threw
>flowers - I assure you - frankly because I don't give a rat's ass. I just
>use the thing because it works. Just because there are a lot of
>fanatical devotees of failed competing platforms doesn't mean I have to

it works worse than "failed platforms".

>worship or throw flowers because my inexpensive PC happened to have
>Microsoft OS on it which works for me at no extra cost. Once again, I

really at "no extra cost" ?

>If TOS would have come on my PC, I'd have used it. Chances are that if
>my PC would have come with TOS (or any other OS) free, most other

hmm, dirty trick of preinstalled shit.
understandable.

>and millions of others. Therefore there is no stupidity involved. I

evidently previous poster got it wrong.
he missed one thing - stupidity + cheating.
--
Const. Ocrainets

3864. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-24 00:00:00 UTC
From: scruggs@news.cis.ohio-state.edu
Message-ID: <4go74iINNf86@ironwood.cis.ohio-state.edu>
Source record: 10219
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <4gmbjd$56f@harbinger.cc.monash.edu.au> bmeyer@bruce.cs.monash.edu.au (Bernd Meyer) writes:
|kevin eugene scruggs (scruggs@news.cis.ohio-state.edu) wrote:
|: In article <Pine.SUN.3.91.960221115801.15543D-100000@PEAK.ORG| James Wood <jamesw@PEAK.ORG| writes:
|
|: |bad the company that sold TOS/GEM wasn't able to compete or your dream
|: |might have been reality. Who are you going to blame that on? "Ignorant
|: |masses?" An easier target than Atari for you?
|:
|: No, clueless beancounters that thought a good typewriter
|: implied a good micro-computer.
|
|Next you are going to advocate Atari ST computers for office use?
|PLEASE --- a good electrical typewriter DOES mean that the company
|is very likely to get a crucial part of a computer right --- the
|keyboard. Have you ever compared an Atari ST520 keyboard and an
|original IBM AT keyboard? They are in different leagues, completely.

Actually, I always found the original XT keyboards rather
annoying. Although, I could see how that excessive feedback
might be more pleasant to someone used to more mechanical
keyboards.

--
||| Admiral Piet: Load the Charmin into the Mass Driver
/ | \ and Prepare to FIRE!!!

3865. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-24 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960224173705.3419A-100000@PEAK.ORG>
Source record: 10220
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

On 23 Feb 1996, kevin eugene scruggs wrote:

> || |
> || |For buying cheap, widely-available products that serve them adequately?
> ||
> || This is a rather good description of Ataris and Commodores
> || in the 80's. What did that get them?
> ||
> |
> |That is not a description of Atari and Commodore today. Atari
> |specifically was never as widely-available as Commodore, Apple, or IBM.
>
> That's odd. First the 8bits were always more available in normal
> retail channels than IBM's. Second, Atari's and to a lesser degree
> commies were much more widespread. Before the Tramiels, Atari was
> rather good at putting together hardware/software packages.
> Children's Palace,Lazarus,Sears,Gold Circle... more widespread
> than PC's are now, save for specialty stores. Most of those didnt
aa> exist then.

Despite the fact that the Atari 8-bit was excellent, it was NOT as common as Commodore 64s. My entire time as an Atari computer user, most of it was spent wishing I had more retailers. Everywhere I looked I saw C-64s. The C64 may have been more widespread than PCs are now (hard to belive) but the Atari computers have never (sadly) been as popular as PCs are now. If you believe that they were, then you're either living a pipe dream or you've been smoking a bong recently.

> |
> || People still went for the machine that had the same label as
> || their typewriter.
> ||
> |
> |The vast majority didn't have the same label as their typewriter. IBM
>
> History is composed of more than just yesterday.
>
> As long as you keep ignoring it, you will understand nothing.

Let's see....you say people wanted the same label on their typewriter as computer, and I point out, for example, that 'COMPAQ'<>'IBM' and you attempt some streetcorner philosophy.... I'd suggest that if you wish to engage me in debate, please refrain from the psycho-babble-bullsh*t and make a counterpoint that has something to do with the ASCII you've quoted

above your "reply."

>
> |has a small minority of the MS-DOS market which is (was) reaped by
> |multitude of smaller-name and no-name clones.
> |
> || |I think not. Fortunately, the masses aren't as stupid as the fewer (but
> || |still numerous) pompous, know-it-all simpletons who go around crooning
> || |that the rest of the entire world is "stupid."
> || Some of us can back up our claims in horrendous detail.
> || Flat memory would be a start.
> |
> |I'm sure you can qualify anything in your own mind.
>
> You dont even know what I'm talking about do you?

Sorry, you've ASSumed again. I'm replying to "Some of us can back up our claims in horrendous detail" and my reply was "I'm sure you can qualify anything in your own mind." Good luck convincing anyone else. The point I was trying to make was that "the rest of the entire world is indeed not stupid," regardless of whatever "horrendous details" you generate.
The apex of my point is the fact that whatever little claims you spout, I find it highly unlikely that they will be of sufficient magnitude to qualify (in the minds of others, not you Kevin) that the rest of the world is indeed stupid. Sorry that I can't draw you a picture to make it clearer.

>
> You apparently belong to the class 'simpletons'. I provide
> a concrete example where the predominant PC OS architecture is
> very much lacking wrt to EVERY other product (big and small).
>

This is so very typical of you. You like to run your mouth recklessly, don't you? I DON'T CARE about specific disadvantages of the predominant PC OS architechture. I'm not a programmer. I don't have to be to maintain my arguement that "THE PC WORKS." I never argued about the PC or is OS being perfect; the OS architecture is immaterial in this arguement, because all that matters is that the OS, in all its imperfection, WORKS satisfactorily for most who use a PC, which it does.

The ongoing arguement ensued from someone's premise that "the rest of the world is stupid" for using the MS-PC. I was countering this supposition with a clear and solid arguement that a product that is cheap, ubiquitous, follows standards, AND WORKS does not make a world "stupid" for using it.

You attempted to twist the arguement into a discussion of PC OS specifics. I concede that I know little about OS architecture specifics, which is why I am not involved in an arguement about them. I'm in an arguement about whether or not the entire world is stupid for using PCs. You despirately want to chase the arguement into a PC OS pissing contest because you know those are uncharted waters for me, and you can masquerade

as an authority on the subject. I reiterate, once again, that as an end user and PC CONSUMER, as long as the product WORKS, imperfections in the OS that professional programmers conquer are of little consequence in whether or not the PC will work for end users. That takes us back to the central arguement - THAT THE WORLD IS NOT STUPID FOR USING PCs because they merely work.

If you want to shoot your mouth off about your feelings on the PC OS architecture, this thread is not the place. You want to nitpick and "play expert" about that aspect while I am looking at whether or not this thing does what I want when it is turned on. You want to nitpick a grain of sand and I am talking about the beach. This isn't about expertise at all; it is about common sense. All it takes is common sense to run a modern PC. All it takes is common sense to drive a car. I don't have to be a programmer or an engineer to "test drive" either one and form an opinion of whether or not it works for me....then you come in PC-bashing (an Atari symbol in your signature file indicating your emotional slant) and erupt into a name-calling know-it-all desperate to try and back someone into a corner that has nothing to do with the point which you can't otherwise counter with a common sense approach (which you evidently posess in short supply).

> Not popous, merely empirical.

Not "popous" (sic) - POMPOUS....and evasive.

James Wood

3866. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-24 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960224184000.5637A-100000@PEAK.ORG>
Source record: 10221

On 23 Feb 1996, Mark Rathwell wrote:

> : No need to be a prick? Then I presume you'll clean up your act? Heh heh.
>
> I supposed it can go both ways. I just take offense when people
> start getting nasty.

Ok, let's you and I take things down a notch and agree to try not to be nasty to each other. I disagree with some of what you post but agree with some other.

>
> : Recognition? Trashed in every magazine. Avoided and feared by most
> : retailers and only carried by a few, with trepidation. Generations of
> : vaporware and legions of former-users who have been dropped and burned
> : and had Atari's back turned on them.
>
> James, go out on the street and conduct a little survey. Go into
> a public place and ask the first - oh - thousand or so what they think of
> Atari. Most will tell you that they thought Atari died in the
> mid-eighties. Why? Because the Atari 2600 was a humungous hit (selling
> almost 30 million consoles) and nothing Atari did after that ever sold
> anywhere near what the 2600 it.
>

Yeah, but there is also a sizeable number of people who have been and ARE Atari customers who have good reason to feel bad after being burned. To ignore them would be like to ask everyone how they feel about General Motors without asking someone who drives a GM car. These people are the most likely to buy Atari products after all, as they've kept the company afloat for so long anyway. Atari is a company that's gotten by for years on a relatively loyal and relatively small (North America) user base. I believe the opinions of these people are more important than in the "street survey" scenario where they haven't seen the name or logo for over a decade. In addition, untold legions have read so much negative press in the RAGS on the magazine shelf.

So we have 3 groups in this hypothetical situation. (1) Those from the "street survey" scenario who don't even know Atari exists. (2) A loyal [for how long? how much bashing can they take?] userbase that has been severely and repeadedly mistreted by Atari. (3) Those who have never had anything to do with the company but read a lot of bad press.

Now, what is so great about this kind of company image? All I am trying to say I find it difficut to get encouraged that Atari name recognition is (in itself) as great as you say. I don't see using Atari as a role

model for name recognition. If we're just talking about name recognition (aspect of business), I think of names like "Tylenol," "Arm & Hammer," "Coca-Cola," "Kleenex." I just think that if you want to boast of a company's name recognition, I'd look a little higher (a lot?) than Atari. Just my $0.02.

>
> Now you *ARE* being a prick. Where, in the hell, did I *EVER*,
> *EVER* say that Atari had "a good reputation." I said that Atari had name
> recognition that most companies would kill for because the Atari name is
> known.

Aaaaaagh!! Just when I thought we'd bring some levity to this thread!!!! <grin>

I've always understood that "a good reputation" and "name recognition" were correlated, because a reputation for treating customers right earns the kind of name recognition that drives further business. Most people can't help but to automatically recall SOME sort of reputation if they DO recognize the name. Evidently you are right to a point; there are those who will plunk down cash for ANYTHING with an Atari sign on it, but I don't think it's enough; brand loyalty alone is not enough to even keep afloat, let alone make serious inroads in the industry in which you compete. A startup company with no name (like Nintendo was in the beginning) could have made the Lynx MORE than what the GameBoy is. A startup company with NO reputation could build a good one if they played the game right, while Atari (or any other company) can't erase the grievances of the past. A startup company wouldn't be immediately and automatically trashed in a battle with the press like anything with an Atari sign on it. Therefore, if I were a startup company, I wouldn't want *at all* to have "name recognition" like Atari, because there are too many negative connotations. I'd rather have name recognition like "Pepsi Cola" or "McDonalds." You'd have to at least concede that if searching for an idol company to serve as a role model for name recognition, you CAN go significantly higher than Atari, right?

James Wood

3867. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-24 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960224195217.5637C-100000@PEAK.ORG>
Source record: 10222
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

On 24 Feb 1996, Bernd Meyer wrote:

> It might not be a concidence that the companies that survived from
> the early 80s are IBM and Apple (The Apple][keyboard is the only
> one that comes close to the feeling of a Wyse keyboard), and that
> Wyse today is THE leading terminal manufacturer (with quite a few
> of the others actually using Wyse keyboards with their own labels).
>
> Bernie

Agreed....I was even envious of the APPLE II keyboard when I used an
Atari 8-bit. IBM "Selectric Touch" is top quality. Atari keyboards
(esp. after Tramiels took over) have been of notoriously low quality -
typical Atari corner-cutting.

James Wood

3868. Re: Jaguar price down to $99? wow...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-24 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960224192707.5637B-100000@PEAK.ORG>
Source record: 10223

On 23 Feb 1996, Mark Rathwell wrote:

> "NEW" to me, means an unused system. I'm sure it also means the
> same to most people in the world.

"New" could mean that it's on the shelf at the store. Don't try to speak for the rest of the people in the world; just speak for Mark Rathwell. This is an attempt to bandwagon yourself with the rest of the world and isolate me as an idiot who doesn't understand the meaning of the word "new." My point was merely that it wouldn't be profitable to manufactuer and retail "fresh" 2600s, which is so painfully obvious that I can't believe such a small point and comment has ballooned into so much discussion. This is completely ridiculous and _we_ should drop this part of the thread in favor of something more material.

>
> People want 32 and 64-bit systems, if not 16-bit. I
> : think that was my point.
>
> Ironically, the 16-bitters (which are supposedly dying) are still
> outselling the 32bit and 64-bit machines. The Sega Genesis sold more last
> year than the Saturn, PSX, 3DO, Jaguar and 32X combined.

Agreed; I was looking foreward on the presumption that 16-bit systems will be displaced by the newer systems. Short-run sales booms won't stop the onslaught of new technology and consumer demand for it as soon as awareness increases.

>
> : used 2600 wares is tiny comparted to the NEW vidgame industry. That was
> : my point, since it was evidently missed.
>
> It wouldn't have been "missed" if you were a little clearer.
> "New" means a different thing than "Mass Market."
>

Back to the "new" arguement. Right, it doesn't NECESSARILY mean "mass market." My only point (however stupid this part of the discussion gets) was "Don't look for new 2600s in stores." I didn't think the concept worthy of mentioning and excluding shrinkwrapped 2600s sitting in people's closets, since the gist of the arguement has to do with the vidgame industry, of which the 2600 is not a part of, unless there's some tiny entrepreneur making accessories.

> : Yes, yes of course I know. I think you missed my point again.
>

> Let me guess ... I must do more mind-reading to understand what
> you're getting at?

And I the same of you??

> Problem:
>
> Nintendo didn't really do much to "eliminate" low quality games.
> If you look at the NES, you'll notice that the NES library has hundreds
> of duds. The Nintendo "Seal Of Quality" actually meant that a game with
> that seal of quality would run on all NES's. Nintendo really cared little
> about quality (and it showed), but rather was interested in forcing
> anyone who wanted to develop NES games to pay Nintendo large sums of
> money. [snip]

Agree completely.

James Wood

3869. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-24 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960224195533.5637D-100000@PEAK.ORG>
Source record: 10224
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

On 24 Feb 1996 ocr@spades.trump.ru wrote:

> In <Pine.SUN.3.91.960223121508.11580B-100000@PEAK.ORG> James Wood <jamesw@PEAK.ORG> writes:
>
> >Got it? Can you dispute that? I've never worshipped them or threw
> >flowers - I assure you - frankly because I don't give a rat's ass. I just
> >use the thing because it works. Just because there are a lot of
> >fanatical devotees of failed competing platforms doesn't mean I have to
>
> it works worse than "failed platforms".

It DOES THE JOB adequately for millions anyway. My car gets me to work, even though it's not a Lamborghini with 4WD that cost $1500 new and got 100MPG. But it works well enough, like my PC. That's all I'm trying to say. PC bashers have to comfort themselves by pretending that just because the PC is not perfect, that it is absolutely no good, and that is ridiculous.

>
> >worship or throw flowers because my inexpensive PC happened to have
> >Microsoft OS on it which works for me at no extra cost. Once again, I
>
> really at "no extra cost" ?
>

Yup. No extra cost. Cost, yes. Extra cost? No. When we're talking about the cheapest computer prices of all comparable, competing platforms - with OS and still underselling the competing architectures significantly - then indeed the cost of the OS must be low. Once I ordered the _absolute_ cheapest 486/100 I could find after hours of note-taking in "Computer Shopper" and it came with Windoze and DOS. The point is that it's dirt cheap (almost free) when buying a new PC. Why wouldn't it be? Micro$oft wants to undersell anyone else and hang on to that monopoly, don't they? I don't care what their motive is; it was cheap to me and it works.

James

3870. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-24 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960224200755.5637E-100000@PEAK.ORG>
Source record: 10225
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

On 24 Feb 1996, azog wrote:

>
> The discussion is of the many consumers who have/will/or would worship
> Gates/Microsoft, yet you clearly narrow the arguement down to a single
> person, yourself.

Because I am just a typical user and nobody special. I'm unlike these bozos who try to win this arguement with "expertise." I'm quite the opposite, employing a layman's common sense approach like when test-driving a car. When I fire up WordPerfect, I _personally_ (the single person thing above) don't have to deal with segmented memory, and neither do "the masses." What's the difference? I'm just saying that "for me" and "for the masses" - "IT WORKS." Nothing more, nothing less. I don't get your point; do you think you're on to something there in that observation? I don't see what.

>
> If you spent a little time in a mixed environment, where some people
> are computer literate, some people are "beginners", and some people

I am computer literate. However, this has less to do with compter literacy than it does with common sense. The PC is now a consumer commodity and I look at it as such. All it takes is common sense to operate it (duh....a mouse and keyboard). Why do you folks always try to take this off in a diversionary tactic to try and look like experts? Whether or not a product works for most people has nothing to do with my (or your) level of expertise.

> are just there, you would quickly realize that there is a reason for
> Microsoft's rise to the top: SALES. One does not get to be as large
> or powerful, or as media-hyped as Gates/Microsoft without having SALES.
> And where do these sales come from? The clueless masses, for many who
> think that there IS only Microsoft.

Where do these sales come from? Yes, the masses. Maybe they just don't give a rat's ass and don't want to research into other products because the Microsoft stuff is cheap, available, standard, and works, if nothing extra. Why do you have to call them clueless? If they can get a bargain on a computer and it comes with Microsoft on it and it's still a bargain and it actually WORKS, good for them. I see no need to call them "clueless." Do you go around in traffic calling everyone else "clueless" because they don't drive the same car as you? Maybe their car is good enough. Maybe their PC is good enough....and cheap and available

and standard. What's clueless about that?

>
> The questions? You decide, since you seem to feel that Microsoft is
> not a driving force.

I didn't say that they are not a driving force. I only maintain that
many of the people really DON'T CARE. I can use Microsoft products and
NOT CARE; I don't have to "be brainwashed" or "throw flowers" at Bill
Gates. I simply don't care, yet my software still functions and was cheap.

>
> Now lets look at other factors. In my hand, I have a stack of magazines;
> I will not sample the contents, but just a quick look shows:
>
> LAN Magazine - Feb 96 headline Win 95 & Win 95 Office
> Information Week - Feb 12 headline NT vs. Unix
> Imaging Business - Jan 96 headline NT sprints ahead
> PC Computing - Feb 96 small banner Microsoft vs. Quicken
> Mobile Office - March 96 small banner Notes Vs. Microsoft, Novell and the net
>

True. I see the same. What the magazines print does not serve to make
the masses stupid for using products that are cheap, available, standard,
and at least WORK.

[snip]

James Wood

3871. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-25 00:00:00 UTC
From: c2a192@ugrad.cs.ubc.ca
Message-ID: <4gpvlqINNkek@keats.ugrad.cs.ubc.ca>
Source record: 10139
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <ocr.825174773@WeiRDB>, <ocr@spades.trump.ru> wrote:
>In <Pine.SUN.3.91.960223121508.11580B-100000@PEAK.ORG> James Wood <jamesw@PEAK.ORG>
writes:
>
>>Got it? Can you dispute that? I've never worshipped them or threw
>>flowers - I assure you - frankly because I don't give a rat's ass. I just
>>use the thing because it works. Just because there are a lot of
>>fanatical devotees of failed competing platforms doesn't mean I have to
>
>it works worse than "failed platforms".

Right. So combine that with his point? It works worse + most people are not
caught up in worshipping Microsoft. The result? Microsoft will crumble.

Actually Mickeysoft are scrambling to improve the quality of their products
because they know the above fate is imminent. You can't fool people forever,
and unless you have their blind, unquestioning loyalty, you will lose them.

The real enemy of Microsoft is, paradoxically, not the conscious, thinking
user, but the one who doesn't give a rat's ass _what_ is on his computer as
long as it works---the same user who made Microsoft big in the first place.
--

3872. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-25 00:00:00 UTC
From: c2a192@ugrad.cs.ubc.ca
Message-ID: <4gq00nINNkgb@keats.ugrad.cs.ubc.ca>
Source record: 10140
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <Pine.SUN.3.91.960224195533.5637D-100000@PEAK.ORG>,
James Wood <jamesw@PEAK.ORG> wrote:
>
>
>On 24 Feb 1996 ocr@spades.trump.ru wrote:
>
>> In <Pine.SUN.3.91.960223121508.11580B-100000@PEAK.ORG> James Wood <jamesw@PEAK.ORG>
writes:
>>
>> >Got it? Can you dispute that? I've never worshipped them or threw
>> >flowers - I assure you - frankly because I don't give a rat's ass. I just
>> >use the thing because it works. Just because there are a lot of
>> >fanatical devotees of failed competing platforms doesn't mean I have to
>>
>> it works worse than "failed platforms".
>
>It DOES THE JOB adequately for millions anyway. My car gets me to work,
>even though it's not a Lamborghini with 4WD that cost $1500 new and got
>100MPG. But it works well enough, like my PC. That's all I'm trying to

This is stupid. If someone offered me brand new $1500 4WD Lamb that gets 100
miles to the gallon, I'd fucking pull out my credit card! Duh! Wouldn't you?

>say. PC bashers have to comfort themselves by pretending that just
>because the PC is not perfect, that it is absolutely no good, and that is

It's more of an OS issue than hardware, if you haven't noticed. Most of the
advocacy newsgroups you are crossposting to are about operating systems that
run on PC's (among other things). NextStep, OS/2, Linux, NT, UNIX...

--

3873. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-25 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4gocpt$2rf$1@mhadf.production.compuserve.com>
Source record: 10226
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

>Gates is worshiped by...

You seem to have a serious problem separating the product from the owner of the company...

When I buy a copy of a MicroSoft product, I don't think to myself, "gee it's great that Bill Gates is allowing me to buy this wonderful product" any more than buying an Atari product makes me think: "gosh, I hope Jack Tramiel enjoys the fat black cigars he'll be able to buy now that I'm sending him all this money".

I'd bet the overwhelming majority of purchasers of MicroSoft products don't even know who Bill Gates even is...

The only ones who really seem to care are those who don't for one reason or another, seem to like him.

BobR

3874. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-25 00:00:00 UTC
From: sinan@u.washington.edu
Message-ID: <4gol98$2tk@nntp4.u.washington.edu>
Source record: 10227
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

In article <4glips$oo9@pacemaker.cts>, Seth T. Rivard <strivard@mtu.edu> wrote:
>: Personally, I'd like to see (gasp) Microsoft buy Atari. They did
>
>you know... seeing that windows games are rather generic like old
>atari games, maybe Atari should get into making games for windows!
>not Dos games, but games for windows. Seeing that the most advanced
>games for windows are solitare-like and mindsweeper-like.. I bet

Or better yet write them for Netscape/Java. Then they can truly
be networked and platform independent. Windows is a dead end.

Sinan

--
Redistribution by Microsoft Network is prohibited.

3875. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-25 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <312e9b6f.4418475@news.onramp.net>
Source record: 10228
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

On 22 Feb 1996 11:49:21 GMT, azog@gti.net (azog) wrote:

>Microsoft announcing Internet support. Big deal; every company has to
>support the net, otherwise you're missing a huge market, and may not
>survive. I don't see IBM, DEC, or others having massive media blitzes,
>three day affairs (sp?) where they announce such a plan.

Where is IBM's or DEC's version of Internet Explorer 2.0? Where is
IBM or DEC's version of the best PC/Non-UNIX WWW host made, Internet
Server? (Did I mention both are COMPLETELY FREE?) What has IBM or
DEC done, on an individual user level, to help ME get on the Internet?
Where are the neat, hot Internet products? Better yet, where are the
neat, hot, FREE Internet products, like what Microsoft gives me?

Microsoft deserves the attention. Their Internet stuff absolutely
eclipses just about everything else out there that I want short of
Java development.

>Look at the Win95 release on August 3; look at the money spent, and then
>look at how people reacted to this. Do you see Linux people, Mac people, or
>even OS/2 people, buying the rights to Rolling Stones songs when a new
>version has been released?

Of course not. Not enough people buy those OSs to justify the
fanfare.

>All the money, and not an insignificant amount of it, spent on these
>things, because Gates knows when he says "Buy this, you'll be much
>happier", the computer stores will be open until 3:00am to allow people
>to buy this.

Naturally. Capitalism. Isn't it grand? :)

>Prior to that was the release of MS-DOS 6.x, almost the same media orgy
>occured. I can't recall the exact wording, but one person said something
>to the effect of "I can't recall such excitement over an operating system
>release".

Neither can I - I don't remember a thing about DOS, any version.

>I know one person who spent an intership at Microsoft, and when he came
>back, he was brainwashed: "Bill Gates is a genius", because he was able
>to become such a hero.

So? Is his opinion suddenly invalid because he saw the company from a
different and far more thorough method than did you?

>I know another person who talks to Microsoft sales people once a week,
>wanting to know when the next product will be delivered.

In sales? That makes perfect sense.

>My cubemate has made it plainly clear that he will not purchase anything
>that does NOT have the Microsoft lable on it.

Many people feel that way.

>People that I deal with do not even own computers, but are asking when
>the next release of Windows 95 will be delivered.

Makes sense - maybe they'll buy Win97. :)

>Taking all this into consideration, and I can offer more examples if you
>wish, only points out: Gates is worshipped by very clueless people, and
>will continue to do so.

We'll have to disagree on that one, especially when you consider the
alternatives available to most non-professional, non-ultra-technical
computer users...not much.

3876. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-25 00:00:00 UTC
From: bmeyer@bruce.cs.monash.edu.au
Message-ID: <4gpbc9$feh@harbinger.cc.monash.edu.au>
Source record: 10229
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

kevin eugene scruggs (scruggs@news.cis.ohio-state.edu) wrote:
: In article <Pine.SUN.3.91.960223120917.11580A-100000@PEAK.ORG> James Wood
<jamesw@PEAK.ORG> writes:

: || Flat memory would be a start.
: |
: |I'm sure you can qualify anything in your own mind.
:
: You dont even know what I'm talking about do you?

I do --- and as much as I agree with you that the 8086 segment
architecture sucks, the segmented memory was definitely one of
the selling points for the IBM PC. Or not the segmented architecture
itself, but rather the fact that the designers of the 8086 had taken
crucial care to make sure you could port your Z80 code by simply
putting it through a converter. This meant that heaps of software
(allegedly including at least parts of MSDOS) were available real quick.
Sure, it was the old CP/M software, and sure, it wasn't any faster
than on the 8 bit CP/M machine, but hey, it was there, so if you
even had a single program that took advantage of the new PC, it
was a good idea to get one.

Compare that with the 68000 based computers --- in the beginning,
there was absolutely no software whatsoever. Programmers had to
rewrite everything, getting used to a new (and, certainly, vastly
superior) architecture. That took time and money. Heck, even Apple,
with all its financial resources, nearly collapsed and was
only saved by the advent of the laserprinter and thus DTP.

: You apparently belong to the class 'simpletons'. I provide
: a concrete example where the predominant PC OS architecture is
: very much lacking wrt to EVERY other product (big and small).

You were talking about the 8 bit machines earlier in your posting.
Those are in every respect inferior to even a lowly 8088. And "The
predominant PC OS architecture" these days has flat memory space,
sorry.

Bernie

3877. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-25 00:00:00 UTC
From: amor@cli.di.unipi.it
Message-ID: <4gpfc7$pdo@serra.unipi.it>
Source record: 10230
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

0755.5637E-100000@PEAK.ORG>
Organization: Dipartimento di Informatica, Universita' di Pisa
Distribution: world

James Wood (jamesw@PEAK.ORG) wrote:

: On 24 Feb 1996, azog wrote:

: >
: > The discussion is of the many consumers who have/will/or would worship
: > Gates/Microsoft, yet you clearly narrow the arguement down to a single
: > person, yourself.

: Because I am just a typical user and nobody special. I'm unlike these
: bozos who try to win this arguement with "expertise." I'm quite the
: opposite, employing a layman's common sense approach like when
: test-driving a car. When I fire up WordPerfect, I _personally_ (the
: single person thing above) don't have to deal with segmented memory, and
: neither do "the masses." What's the difference? I'm just saying that
: "for me" and "for the masses" - "IT WORKS." Nothing more, nothing less.
: I don't get your point; do you think you're on to something there in that
: observation? I don't see what.

So why don't you just agree that any other computer platform is able to
perform the same!

Danny

3878. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-25 00:00:00 UTC
From: strivard@mtu.edu
Message-ID: <4gpnm9$r0b@pacemaker.cts>
Source record: 10231
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

```
: >you know... seeing that windows games are rather generic like old
: >atari games, maybe Atari should get into making games for windows!
: >not Dos games, but games for windows. Seeing that the most advanced
: >games for windows are solitare-like and mindsweeper-like.. I bet
:
: Or better yet write them for Netscape/Java. Then they can truly
: be networked and platform independent. Windows is a dead end.

ahh! brilliant!
Are there any out there now? I have never came across anything..

--
_______________________________________________________________________
Who are you and who am I to say we know the reason why?
Some are born; some men die, beneath one infinite sky.
There'll be war, there'll be peace, but everything one day will cease.
All the iron turned to rust; All the proud men turned to dust.
And so all things, time will mend. So this song will end.
```

3879. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Feb25.101424.52810@cobra.uni.edu>
Source record: 10232

In article <khaley.825108731@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
>>I meant the Mac installed base, dah asswipe.. The only viable machines for
>>Wintel 95 are the ones in the last year..You need at least a Pentium 100 for
>>Windows 95..
>
> Don't know much about Win95 do you? It runs quite well on the 486-DX2-66
> on my desk right here. I've also seen it run respectable on a 486-50.
> As long as you have minimum 8meg RAM.

To you it does..
>
>>>>Many of the PC's are used as dumb terminals and or for single tasks in
>>>>Corporations. On average, mac users buy more software on average..
>>>
>>> Because they don't want to be the next ST, eh? Yeah, piracy was a
>>> big factor in the ST's demise, Mac owners probably fear that.
>>> Right, Sinflop?
>
>>I am sure piracy is rampant on the Mac as well, kevinasswipe..
>
> No need for you to get your panties in a bunch, Peter.

Okay asswipe..

>
>>> Bullshit. This had nothing to do with it at the time. In 1986-87
>>> the ST was the fastest selling computer in Europe and had taken
>>> more than 14% marketshare in North America. By your logic, the
>>> ST's price should have been much higher.
>
>>ROTHLMAO..What happened? why is the ST share zero?
>
> Because of the reasons I stated above. Weren't you reading?

I must of missed that..
>
> Also, if you plot Apple's marketshare over the years, the trend seems
> to imply for Apple the same fate as Atari.
>

In what way..I still don't understand how one company has sales increases each
year in their key markets versus sales decline for the other?

Plus half of Apple's unit sales are to first time Mac buyers..

>>> Face it, Sinpoop... the Apple machines of yesteryear were overpriced,
>>> underpowered pieces of CRAP when compared to the ST and Amiga machines
>>> in similar price brackets. I was in high school at the time and
>>> I remember how my computer class always got in big arguments about
>>> what was superior... the ST/Amiga owners enjoyed their position
>>> because they could brag about their low prices, built-in functionality,
>>> excellent graphics, MIDI and sound capabilities, while Apple/IBM
>>> owners had nothing good to defend themselves with except for their
>>> high priced entry points and expensive options.
>
>>I agree....But it is the opposite now in 1996.
>
> Only because the development money is in the IBM/Apple market now. The
> fact that you are still on this group comparing Macs of today with
> ST computers from 4 years ago tells you something, doesn't it?
>
>>> The ST/Amiga were simply SUPERIOR in just about every way. But we
>>> all know that superior hardware doesn't necessarily mean market
>>> dominance.
>
>>Superior hardware, yes...Superior software apps, no...
>
> I don't think so. The Mac OS of the mid-80's wasn't that superior to
> the ST and Amiga OSs of the same time frame. And those machines
> had a wealth of application software as well as excellent games.
>

If you say so..However, the software apps made the Mac shine..

>>> Atari advanced the line... they were called the 1040ST, STe series,
>>> and Mega ST. No, the proliferation of the IBM PC and some other
>>> factors was cause for the ST's downfall.
>
>>You call that advancement? It was the Tramiels handling that caused the
>>downfall. Atari should of exploited the midi market 100% and if they did,
>>Atari would still be in the computer market..
>
> I never defended the Tramiels. They have screwed up big time. They
> killed Atari's computer line and they've killed the Jaguar as well.
>
>>> We'll see. To date, nothing has been able to stop the Intel/PC/Microsoft
>>> juggernaut.
>
>>Why does the Wintel juggernaut have to be curtailed?
>
> Because if nothing curtails it, it will dominate. To the point of
> eliminating all other competition. Haven't you noticed the marketplace
> trends?

The intel/Microsoft have had a huge precense for the last 10 years market wise.
This hasn't stopped Sun Microsystems and SGI from prospering..

The internet is a new ball game and is up for grabs..

>
> /Kevin
>
>> Peter Sinclair-Day POWER MACINTOSH 7100/80

GREETINGS..

```
|-------------------------------------------------------------------------|----
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| |
|Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
| |
|-------------------------------------------------------------------------|-
```

3880. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Feb25.102848.52811@cobra.uni.edu>
Source record: 10233

In article <312E98CF.6848@river.it.gvsu.edu>, Rich Perna <pernar@river.it.gvsu.edu>
writes:
>> >> I suspect about 50% of Apple's installed base is
>> >>in actual use..
>> >
>> > Yeah, right. I don't think the original Mac, Apple II series, Apple
>> > Lisa, and Apple III are being used anymore, moron. The only Macs
>> > that are really viable in this market are the ones of the past 2
>> > years.
>>
>> I meant the Mac installed base, dah asswipe.. The only viable machines for
>> Wintel 95 are the ones in the last year..You need at least a Pentium 100 for
>> Windows 95..
>
> Geez, Peter, what planet are you from? I'll admit I hate Apples, but at the place I
> work Macs are put to pasture much sooner than IBM clones are. The
> Centrises/Performas are useless for what people need them for (graphic design,
> mostly). We have a lab full of Power Macs with 72 megs of RAM *each*, and they
> still bog down when people use Quark, Pagemaker, whatever. But the art people love
> them... On the other hand, we have everything from 10 year old PS/2s that people use
> for word processing/Lotus/Internet/etc., 386s, 486s, Pentiums. The fact that you
> think you need a P-100 to run Win95 is just plain ignorant, if you weren't being
> fecetious. My brother runs it on a 386-40 with 4 megs of RAM. It isn't speedy, but
> it runs faster and more efficiently than our 2 year old Mac Centrises with 8 meg, no
> shit. I really don't understand why anyone would want a Macintosh. How many
> operating systems do you get to pick from? It's hilarious that people think that
> just because you own an IBM, you have to run some sort of Microsoft OS.

The Centrises/Performas(most likely 400 and 600) are how many years old? I f I
was a graphic designer, i would be using a Powermac..

As for Wintel 95, the Pentium 100 is the absolute minimum, my opinion on using
them at work.

The people who chose a Mac need only one operating system..If you had a clue,
you would know. Plus Linux will be a option..

>
>> > Face it, Sinpoop... the Apple machines of yesteryear were overpriced,
>> > underpowered pieces of CRAP
>>
>> I agree....But it is the opposite now in 1996.
>
> Yes, Apple computers are still overpriced. So is the software. Apple is having
> major problems keeping its user base, because people are seeing the advantages of

> IBM clones. IBM computers used to be a joke, true. My first real computer was an
> 8088 based machine, and it was a piece of crap. The games sucked, and it just
> wasn't good except for work stuff. Now, good IBM clones are cheap and the software
> is plentiful, something Apple still can't claim. Go into ANY software store, and
> this isn't even counting all the freebies you can get over the net.
>

Myths being refuted..

Macs are overpriced? Can you state an example. And what software is
overpriced..

Apple is having troubles in keeping their user base? Can you explain increased
unit sales annualy plus half are first time Mac owners..Can you explain this?
Or are you just stupid?

>> > Dividends on Apple stock have just been eliminated, Peter. This is
>> > not good news for the shareholders.
>> >
>>
>> Temporary..Apple should be in the black by 4th quarter..
>
> Apple is in deep shit. They lost the business market, they lost the home market,
> and as for schools.. well, let's just say they're fighting a losing battle. It
> doesn't matter if they slash and burn their way into the black, there just isn't the
> demand for Apple that there once was. Usually, only in schools do you still see
> dedication to Apple. Most IS people I've talked to are switching their schools over
> to capable IBM clones once their current Apples are obsolete, which is happening
> daily. Apple's only hope is that PowerPCs will catch on, but IBM fucked them HARD
> on this one. IBM announced a PowerPC machine and a compatible OS/2. Where the hell
> is it? So, effectively, PowerPC is just a Mac thing, instead of an
> 'across-the-board' CPU like it was intended to be. What I can't figure out is why
> IBM would do this. The direct beneficiary of this is Intel. Why pour millions intole...
because for some reason, I can't imagine Macs being
> shipped with Intel processors..
>
>> >>Overall, Apple's share will stabalize
>> >>and with the acceptance of Power Computing as a alternative standard, nothing
>> >>changes..
>
> I was kind of wordy above, but here it is, in a nutshell: Apple is losing market
> share, Apple has not established any standard such that it is as profitable to
> develop for their machines as for IBMs, and it is going to take some radical changes
> in that company to stabilize, let alone gain, their shrinking market share.

Apple has increased their share in their markets.. What are you babling about?
Do you have a clue?
>
> Rich

You look stupid! You opened your mouth with out thought and accuracy..

```
GREETINGS..
|-------------------------------------------------------------------------|----
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| |
|Internet-democrats-request@webcom.com / Type 'subscribe' in body of message|
| |
|-------------------------------------------------------------------------|-
```

3881. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-25 00:00:00 UTC
From: scruggs@news.cis.ohio-state.edu
Message-ID: <4gq5b4INNlb4@ironwood.cis.ohio-state.edu>
Source record: 10234
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <Pine.SUN.3.91.960224195533.5637D-100000@PEAK.ORG> James Wood <jamesw@PEAK.ORG> writes:
|
|
|On 24 Feb 1996 ocr@spades.trump.ru wrote:
|
|| In <Pine.SUN.3.91.960223121508.11580B-100000@PEAK.ORG| James Wood <jamesw@PEAK.ORG| writes:
||
|| |Got it? Can you dispute that? I've never worshipped them or threw
|| |flowers - I assure you - frankly because I don't give a rat's ass. I just
|| |use the thing because it works. Just because there are a lot of
|| |fanatical devotees of failed competing platforms doesn't mean I have to
||
|| it works worse than "failed platforms".
|
|It DOES THE JOB adequately for millions anyway. My car gets me to work,
|even though it's not a Lamborghini with 4WD that cost $1500 new and got
|100MPG. But it works well enough, like my PC. That's all I'm trying to

It's more like a Yugo costing 20k with a souped up engine and
a powertrain unable to take advantage of it.

|say. PC bashers have to comfort themselves by pretending that just
|because the PC is not perfect, that it is absolutely no good, and that is
|ridiculous.

No, we're just countering the claims by PC-advocates that everything
else is crap, or toys, or wont get anything useful done.

_It's fun to not be able to open a new app because the USER resource
SEGMENT is all used up.
_It's also fun to not be able to run something (like stacker defrag)
because not enough memory in one particular section of memory, that
is only 1/4 or 1/8 or less of you total memory, is available.
_Or, its fun when the workaround to all this makes the operation of
some of your added hardware unreliable.
_Or it's fun that your compilier needs 50Megs, or that basic comms
cost 100bux or basic wp 300, or that PC programmers couldnt code
a decent playable game to save thier lives, nevermind the bloat
that comes with Win32 (YIKES).
_Then there's the API structure from hell...

|
|
||
|| |worship or throw flowers because my inexpensive PC happened to have
|| |Microsoft OS on it which works for me at no extra cost. Once again, I
||
|| really at "no extra cost" ?
||
|
|Yup. No extra cost. Cost, yes. Extra cost? No. When we're talking
|about the cheapest computer prices of all comparable, competing
|platforms - with OS and still underselling the competing architectures
Mac clones can be had for cheaper prices. Mind you this is a
price/performance comparison and not just how little it will
take to slap a system together.
|significantly - then indeed the cost of the OS must be low. Once I ordered
|the _absolute_ cheapest 486/100 I could find after hours of note-taking in
Mind you that they dont even sell anything this slow in the retail
channel anymore save for laptops.
|"Computer Shopper" and it came with Windoze and DOS. The point is that
|it's dirt cheap (almost free) when buying a new PC. Why wouldn't it be?

However, the resource footprint of M$ software nullifies much
of the performance and resource advantages of a cheaper PC-clone.
Also, software prices are significantly more 3x.

|Micro$oft wants to undersell anyone else and hang on to that monopoly,
|don't they? I don't care what their motive is; it was cheap to me and it
|works.
Just make sure you start it at least once a day during the winter.
--
||| Admiral Piet: Load the Charmin into the Mass Driver
/ | \ and Prepare to FIRE!!!

3882. Re: Jaguar price down to $99? wow...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-25 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4gq9jg$c6j@ccshst05.cs.uoguelph.ca>
Source record: 10235

: "New" could mean that it's on the shelf at the store. Don't try to speak
: for the rest of the people in the world; just speak for Mark Rathwell.

Normally I do. However, most people would probably agree that
"new" means "unused." :-)

: This is an attempt to bandwagon yourself with the rest of the world and
: isolate me as an idiot who doesn't understand the meaning of the word
: "new."

Nonsense. This is just an attempt to back up my point. Isn't this
what you've been trying to do all along?

My point was merely that it wouldn't be profitable to
: manufactuer and retail "fresh" 2600s, which is so painfully obvious
: that I can't believe such a small point and comment has ballooned
: into so much discussion.

Very true. While the 2600's are still occasionally found "new" in
bargain shops and through mail-order, they aren't really mass-market
anymore. Then again, neither is the NES (mostly just "leftover" stuff on
stores), the SMS, the Lynx, the TG-16 and a few others.

: Agreed; I was looking foreward on the presumption that
: 16-bit systems will be displaced by the newer systems. Short-run sales
: booms won't stop the onslaught of new technology and consumer demand for
: it as soon as awareness increases.

Makes me wonder if the whole industry is in a decline. Nintendo
sold close to seven million SNES consoles in it's first Christmas in the
16-bit market. Nothing else has come anywhere near that.

: And I the same of you??

It makes it more fun.

: Agree completely.

Agreed again? James ... we really must stop doing this! What will
become of advocacy! :-) God knows ... Sinpop sure has been scarce as of late.

Cheers,

>> Mark <<

--

Mark A Rathwell
---

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Maintainer of the "Incredible Hulk" television series FAQ.

3883. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-25 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4gq9vp$c6j@ccshst05.cs.uoguelph.ca>
Source record: 10236

: Ok, let's you and I take things down a notch and agree to try not to be
: nasty to each other. I disagree with some of what you post but agree
: with some other.

Fair enough.

: Yeah, but there is also a sizeable number of people who have been and ARE
: Atari customers who have good reason to feel bad after being burned.

Agreed. I would suggest that the worst place for the "Atari" name
to be used would be in Europe. This is where most customers got burned.

: over a decade. In addition, untold legions have read so much negative
: press in the RAGS on the magazine shelf.

Sort of true. Atari press in the "main" magazines has been
virtually non-existant. The only mags that really report on Atari anymore
are the video game magazines with the occasional story in other sources.
This is much different from - say - Apple which is mentioned in Forbes
et all just about every month.

: I've always understood that "a good reputation" and "name recognition" were
: correlated, because a reputation for treating customers right earns the
: kind of name recognition that drives further business.

Yes.

: too many negative connotations. I'd rather have name recognition like
: "Pepsi Cola" or "McDonalds." You'd have to at least concede that if
: searching for an idol company to serve as a role model for name
: recognition, you CAN go significantly higher than Atari, right?

Yes. Though it's funny that you should mention "Pepsi." In the
early 80's, Atari was the second most recognized name in the world ...
after Coca Cola. Even beat Pepsi. This probably has a lot to do with why
most people think my Atari Jaguar is a 2600 until I turn it on.

>> Mark <<

--

Mark A Rathwell
---
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Maintainer of the "Incredible Hulk" television series FAQ.

3884. WTB: 1040STe

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-25 00:00:00 UTC
From: ae490@ccn.cs.dal.ca
Message-ID: <4gqhgp$h4v@ra.isisnet.com>
Source record: 10237

I am looking to buy a 1040STe computer. Please leave E-Mail. Thanks:-))
P.S.: I will gladly pay for postage.

--
------/|---
-----|-|---------------- MARK ANTHONY ---------------|\--------
----O-O------ E-MAIL ADDRESS: ae490@cfn.cs.dal.ca ---|-|-------
-------------------- DARTMOUTH, NOVA SCOTIA --------O-O--------
----

3885. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-25 00:00:00 UTC
From: c2a192@ugrad.cs.ubc.ca
Message-ID: <4gpvctINNkck@keats.ugrad.cs.ubc.ca>
Source record: 10238
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <4ghq3j$j5n@harbinger.cc.monash.edu.au>,
Bernd Meyer <bmeyer@bruce.cs.monash.edu.au> wrote:
>azog (azog@gti.net) wrote:
>:
>: Do you see Linux people, Mac people, or
>: even OS/2 people, buying the rights to Rolling Stones songs when a new
>: version has been released?
>
>Now I know the Stones made a good many songs --- but I think Linus would
>have run them dry even before linux 1.0 hit the streets, well, ftp servers.
>By now, he'd probably have gone through the Stones, the Beatles, Elvis
>and Neil Diamond --- and that's just counting official releases, and not
>actually caring for the quality of the songs ;-)

Actually with the performance of Linux, you'd be better off licensing tracks
from Yngwie Malmsteen.

That would be appropriately Scandinavian content, as well (though the bugger
lives in Florida nowadays :).
--

3886. WTB: 1040STe

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-26 00:00:00 UTC
From: ae490@ccn.cs.dal.ca
Message-ID: <4grai8$r0c@ra.isisnet.com>
Source record: 10141

I am looking to buy a 1040STe computer. Anyone with one for sale, please
leave message. Thanks:-)
P.S.: I will gladly pay postage.

--
------/|---
-----|-|---------------- MARK ANTHONY ---------------|\--------
----O-O------ E-MAIL ADDRESS: ae490@cfn.cs.dal.ca ---|-|-------
-------------------- DARTMOUTH, NOVA SCOTIA --------O-O--------
----

3887. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-26 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4gs97h$cio@inca01.inca.co.nz>
Source record: 10142
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

Dennis McGuire (mcguired@moose.erie.net) wrote:
> In response to my post:
> > Len Stys (aa399@cleveland.Freenet.Edu) wrote:
> > > I'm thinking 10-20 million since the patents are almost out anyways.
> >
> > From memory, American patents last 17 years, unless renewed. So, it is
> > semi-safe to assume that anything patented up to 1978/9 is now "free".
> > (that would mean most US patents prior to #4000000).
> Because of recent international agreements U. S. patents now have
> a term of 20 years. This applies to patents currently in force also.
> Patents are not renewable after this term. Patent #4000000 was issued in
> 1976.

Aha. my error.

I read somewhere about some patents from 1980 which were now "free", and
the number 4000000 occurred in that paragraph or the next one.

So I guess that they sort of became equated ("1980=#4000000").

Thankyou for correcting me.

> > And I believe that there is a fixed limit on how many times it may be
> > renewed.
> >
> > So, assuming Atari patented it's ST technology in 1984/5 then they run
> > out in 2001/2. Lynx (1990 -> 2007), Jaguar (1993 -> 2010)
> >
> I believe most of Atari's patents of any value were prior to the
> ST. Maybe I'll look them up!

Please do.

--

Quote For The Month: "This Time For Sure"

3888. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-26 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4gs9em$cio@inca01.inca.co.nz>
Source record: 10143
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

James Wood (jamesw@PEAK.ORG) wrote:
> Personally, I'd like to see (gasp) Microsoft buy Atari. They did
> a wonderful job with the "Microsoft Arcade" of Atari classic arcade
> games. I'd like to see more of those done like the Microsoft Arcade:
> pixel-perfect, sound-perfect versions of my favorite Atari games. I'm
> not so concerned with the brand name and logo on the outside of my PC box
> as I was having TONS of fun with the Microsoft Arcade, and I'd be pleased
> if they did more stuff with my favorite Atari games. Like 'em or not
> (Microsoft), they've got the cash and the drive to develop classic Atari
> games on a modern platform, and do an excellent job of it.

BTW: Did Atari get any money (licensing fees, for example) from M$ for
the use of Atari copyrighted games? (Or have those copyrights
expired/become nullified/been transferred)?

--

Quote For The Month: "This Time For Sure"

3889. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-26 00:00:00 UTC
From: kevin@frobozz.sccsi.com
Message-ID: <kevinbDnDs9n.7vJ@netcom.com>
Source record: 10144
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <4gmbjd$56f@harbinger.cc.monash.edu.au>,
Bernd Meyer <bmeyer@bruce.cs.monash.edu.au> wrote:
>kevin eugene scruggs (scruggs@news.cis.ohio-state.edu) wrote:
>: In article <Pine.SUN.3.91.960221115801.15543D-100000@PEAK.ORG> James Wood
<jamesw@PEAK.ORG> writes:
>
>: |bad the company that sold TOS/GEM wasn't able to compete or your dream
>: |might have been reality. Who are you going to blame that on? "Ignorant
>: |masses?" An easier target than Atari for you?
>:
>: No, clueless beancounters that thought a good typewriter
>: implied a good micro-computer.
>
>Next you are going to advocate Atari ST computers for office use?
>PLEASE --- a good electrical typewriter DOES mean that the company
>is very likely to get a crucial part of a computer right --- the
>keyboard. Have you ever compared an Atari ST520 keyboard and an
>original IBM AT keyboard? They are in different leagues, completely.

Yup. I use a genuine IBM keyboard on both of my computers now.
There's nothing else that compares to the feel of these keyboards, and
the layout is about as good as it gets.

But it took IBM a couple of tries to get it right. Remember the
original IBM PC keyboards? The ones that have that stupid key
between the Z and the shift? The IBM "engineer" who designed that
keyboard should have been drawn and quartered. And they unfortunately
started a trend that some companies (DEC comes most prominently to
mind) followed (and, I think, continue to follow).

This isn't just a question of having to adapt to a slightly different
layout. I've been a touch typist since I was in high school, and
believe me, the introduction of a key between the Z and the shift
really messes things up. But I will admit that the feel of the
original keyboard was wonderful.

No, one of the big reasons people originally bought the IBM PC was for
the name: they figured that it had to be good quality (because their
typewriters are good) and that IBM would stand behind it (i.e, they'd
get better service from IBM than they would out of another computer
company). Well, they didn't get good quality out of IBM (the PC has
always been a piece of junk as computer designs go), and the question
of service is debatable.

Moral of the story: you can't judge a product strictly by the
reputation of the company behind it...you have to evaluate the
product, not just the company.

>You know, this reminds me of the time I worked on a database project
>under UNIX. I had the choice between either using the PC that ran
>the OS, thus having access to many virtual consoles and a colour screen,
>or using a Wyse terminal that was attached to the PCs serial port,
>having an excellent keyboard and an extremely sharp black and white
>screen. Two days out of free, I went with the dumb terminal, because
>on those days there was no need for colour or multiple consoles, and
>the terminal was so much more pleasant to work with.

...and you would have had a solution to the multiple console problem
too, if you used 'screen'.

>The same thing probably happened with the Ataris which tried to get
>into offices. Sure, they were windowed, sure some of the stuff looked
>nice. But the keyboards absolutely sucked.

I have to agree completely, having had the opportunity to use a
friend's Atari ST a few years ago. They keyboards felt horrible.

--
Kevin Brown kevin@frobozz.sccsi.com
This is your .signature virus: < begin 644 .signature (9V]T8VAA(0K0z end >
This is your .signature virus on drugs: <>
Any questions?

3890. Re: ATARI up for sale? Why not buy it?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-26 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4gsg4r$1hd@inca01.inca.co.nz>
Source record: 10145
Cross-posted to: rec.games.video.atari,rec.games.video.misc,misc.invest.stocks,comp.sys.atari.st,comp.sys.atari.advocacy

Dennis McGuire (mcguired@moose.erie.net) wrote:
> In response to my post:
> > From memory, American patents last 17 years, unless renewed. So, it is
> > semi-safe to assume that anything patented up to 1978/9 is now "free".
> > (that would mean most US patents prior to #4000000).
> Because of recent international agreements U. S. patents now have
> a term of 20 years. This applies to patents currently in force also.
> Patents are not renewable after this term. Patent #4000000 was issued in
> 1976.

I read somewhere about some patents from 1980 which were now "free", and
the number 4000000 occurred in that paragraph or the next one.

So I guess that they sort of became equated ("1980 equals #4000000").

Thankyou for correcting my inadvertent error.

> > So, assuming Atari patented it's ST technology in 1984/5 then they run
> > out in 2001/2. Lynx (1990 -> 2007), Jaguar (1993 -> 2010)
> I believe most of Atari's patents of any value were prior to the
> ST. Maybe I'll look them up!

Please do. And post the results here.

--

Quote For The Month: "This Time For Sure"

3891. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-26 00:00:00 UTC
From: rob@redwood.nl
Message-ID: <4grpcb$kjh@hp01.redwood.nl>
Source record: 10146
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

shill@iphysiol.unil.ch (Sean Hill) writes:

>I thought that it was a USENET rule that whenever Hitler or the Beta vs VHS
>argument arose in some comparison that the thread should immediately be
>ended.

>This thread seems to have both of these components. Thus everyone should not
>only stop, but cancel all their previous articles, right?

No, you're wrong. Computer advocacy discussions are endless, since nobody
wants to accept anything from the other, and is just interested in
spouting their dogmatic pro- and anti- statements.

>Cheers-
>Sean

>PS At least stop crossposting this everywhere, please. Thanks!

Well this is crossposted only in .advocacy groups. If you don't want to
read on-topic discussion, you should not read the group itself.

Rob
--
~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~
Rob J. Nauta rob@redwood.nl
NOTE: my opinions are strictly my own and not those of my employer

3892. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-26 00:00:00 UTC
From: cgra@btmaa.bel.alcatel.be
Message-ID: <4gsd0m$ler@btmpjg.god.bel.alcatel.be>
Source record: 10147
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <4ggt43$fsh@harbinger.cc.monash.edu.au>, bmeyer@bruce.cs.monash.edu.au (Bernd Meyer) writes:

> [...] who would think that the public would go for black keyboards?

Hey, thanks for the tip-off ... I was looking for something to match
a 19" rack-mounted Falcon ;>

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102

3893. Lynx FS

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-26 00:00:00 UTC
From: trussell@omnifest.uwm.edu
Message-ID: <4gsi94$lqo@omnifest.uwm.edu>
Source record: 10148

OK, here it is...

Atari Lynx (it's the newer smaller one)
4 games:
Slime World
Lynx Casino
NFL Football
S.T.U.N. Runner
AC adapter
cigarette lighter adapter
carrying case (very nice design)
some manuals

Make me an offer via e-mail if interested...

3894. Atari TT for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-26 00:00:00 UTC
From: mamoe@lkdllink.net
Message-ID: <4gsovp$tva@cronkite.polaristel.net>
Source record: 10149

Atari TT for sale

32Mgz cpu, 2Meg RAM, 50 Meg HD, 15" color monitor, mouse and keyboard.
Lots of ssoftware also....

reply here or E-mail to mamoe@LKDLLINK.NET

3895. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-26 00:00:00 UTC
From: bmeyer@bruce.cs.monash.edu.au
Message-ID: <4gt7nr$tg@harbinger.cc.monash.edu.au>
Source record: 10150
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Kevin Brown (kevin@frobozz.sccsi.com) wrote:
: In article <4gmbjd$56f@harbinger.cc.monash.edu.au>,
: Bernd Meyer <bmeyer@bruce.cs.monash.edu.au> wrote:
:
: >You know, this reminds me of the time I worked on a database project
: >under UNIX. I had the choice between either using the PC that ran
: >the OS, thus having access to many virtual consoles and a colour screen,
: >or using a Wyse terminal that was attached to the PCs serial port,
: >having an excellent keyboard and an extremely sharp black and white
: >screen. Two days out of free, I went with the dumb terminal, because
:
: ...and you would have had a solution to the multiple console problem
: too, if you used 'screen'.

However, this was in '89, I had just finisehd high school, the most
complicated machine I had ever seen was an Apple IIgs and I had been
introduced to MS-DOS 4 weeks before starting on UNIX. By the end of
the three months, I was writing scripts to update /etc/passwd, sure,
but when I did the database stuff, I didn't know anything. Not about
unix, not about OSs in general, and definitely not about databases.

Which, in retrospect, makes me wonder why they ever allowed me anywhere
near the machine.... :-)

Bernie

P.S.: Today, I have my very own, super-fast unix machine. But I am still
longing for a Wyse keyboard ;-/

3896. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-26 00:00:00 UTC
From: thietavu@news.abo.fi
Message-ID: <4gtd5n$lk9@josie.abo.fi>
Source record: 10151
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Mathias Karlsson (d3karma@dtek.chalmers.se) wrote:

: But why didn't Philips V2000 win then? It had better sound, better picture and
: could store 8h on each tape, some 20 years ago.
:
: The truth is, people are stupid.

I hate to agree, but you are right. We are people - and people *are*
stupid, generally. So, we are stupid...

Well, using Atari I just don't feel myself quite as stupid as I do
when using Gates' products...

=)

Tommi

3897. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-26 00:00:00 UTC
From: Rich Perna <pernar@river.it.gvsu.edu>
Message-ID: <31325A14.5029@river.it.gvsu.edu>
Source record: 10152

PETER SINCLAIR-DAY wrote:

> The Centrises/Performas(most likely 400 and 600) are how many years old? I f I
> was a graphic designer, i would be using a Powermac..
>
> As for Wintel 95, the Pentium 100 is the absolute minimum, my opinion on using
> them at work.
>
> The people who chose a Mac need only one operating system..If you had a clue,
> you would know. Plus Linux will be a option..

Really. Sure, Win95 isn't going to run well if you don't install it correctly.
I hate Apple's OS, because it is klutzy, and there is no real 'command-line'.
I hate not being able to have access to a shell, ala DOS or UNIX. They
probably do have a flavor of UNIX that runs on Apples, but Linux isn't
one of them. Linux only runs on Intel-based PCs. Sorry to
make you look like a dumbass, but I have a low tolerance for Mac people who
are clueless and think they know all. If you know a lot about computers
and CHOOSE a Mac, good for you. If you chose a Mac because you don't know
any better, I feel sorry for you. People who buy computers without looking
at what the competition has to offer are pretty sorry. Are you sure you
don't have an AOL account and drive a Yugo, too?

> Myths being refuted..
>
> Macs are overpriced? Can you state an example. And what software is
> overpriced..

I worked at a computer store for two years. Which doesn't make me an
expert by any means, but when you compare a Mac and a comperably
equipped IBM clone, the Mac will usually be much more of a ripoff.
Price doesn't say anything, either.. just look at the software
choices you get with the respective computers. I haven't sold
computers for a year now, so it would be useless to compare prices.

> Apple is having troubles in keeping their user base? Can you explain increased
> unit sales annualy plus half are first time Mac owners..Can you explain this?
> Or are you just stupid?

You want to hear stupid? Ok, here is a conversation I had no less than 30 times
when I used to sell computers (we sold Apples and IBM clones; I worked for the
on-campus computer store):

Customer: "What should I get, an Apple or an IBM?"

Me: "What are you going to use it for?"

Customer: "Oh, just to write papers on and Internet stuff. Maybe a game or two."

Me: "It depends on how much you want to spend. The IBM is usually a better deal; Apple makes sense if you are into graphic design, or maybe music."

Customer: "But, aren't IBMs just for business stuff like Lotus? Aren't Apples better for education?"

This is EXACTLY the type of brainwashing crap I talked about in my last letter. This is 80's thinking; a lot of people have no clue that IBM compatibles are inarguably the most versatile machines on the market. They play the best games, they have the widest variety of apps, and the cheapest hardware. A decent Apple monitor will still run you $500-$600 bucks, for God's sake!

> Apple has increased their share in their markets.. What are you babling about?
> Do you have a clue?
>
> You look stupid! You opened your mouth with out thought and accuracy..

You remind me of the people in the Amiga advocacy group. See, according to them, the Amiga is going to make its big comeback any day now. They'll attack anyone who dares question the stability of the Amiga market, but can't pull their heads out of their asses long enough to see that they're on a sinking ship. Kind of like that one guy on here who refused to admit the Jaguar was a dying console. Sure, it sucks to see the company who made your computer having problems, but Apple brought it on themselves. The only reason they might be getting more market share (not that I totally believe this, mind you) is because people were initially infatuated with the PowerPC. IBM left Apple high and dry, so software makers aren't exactly rushing to make PowerPC apps, if you know what I mean. How long have you been familiar with the computer industry, Peter? Any idiot can see that unless other companies start making PCs with the PowerPC chip, the platform will be absolutely dead and Apple will be fucked. And out of business.

Rich

3898. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-27 00:00:00 UTC
From: Andrew Owen <andrew.owen@gecm.com>
Message-ID: <4guh38$4v0@gcsin3.geccs.gecm.com>
Source record: 10153
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

c2a192@ugrad.cs.ubc.ca (Kazimir Kylheku) wrote:
..
>Actually Mickeysoft are scrambling to improve the quality of their products
>because they know the above fate is imminent. You can't fool people forever,
>and unless you have their blind, unquestioning loyalty, you will lose them.
>
>The real enemy of Microsoft is, paradoxically, not the conscious, thinking
>user, but the one who doesn't give a rat's ass _what_ is on his computer as
>long as it works---the same user who made Microsoft big in the first place.
..

Have to agree. Previously in this thread someone compared the OS to a car.
As long as it gets from A to B who cares. Well, think about it, mr/ms
comsumer can send stuff back to a store if its faulty, demand money back if
a fault exists on a car under the 'lemon law', but can you get any software
company to admit to faults in their product. It not their HW/OS/SW/etc.
its the other companies HW/OS/SW/etc. You don't get Ford saying you car
won't start because of the petrol/oil/fluffy dice you use. In addition
software companies have the cheek to demand money for support for their
crap products. If the computer industry, not just MS, want the consumer
market they will need to clean up their act.

With the Atari's / Amigas it worked out of the box and was pretty resilant
to being messed around ... can't say that about MS O/S's. My dad deleted
IBM.SYS from his HD because his PC wasn't an IBM (mr average i think). They
may have looked like a VCR, had the power of a VCR, but at least mr/ms
average could operate them. I think the public have been suckered once with
the _massive_ marketing of Win95, and won't want to burn their fingers
again.

Andy.

3899. DOOM on Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-27 00:00:00 UTC
From: D.E.Jones@ex.ac.uk
Message-ID: <D.E.Jones-2702961010430001@144.173.2.249>
Source record: 10154

Could anyone tell me if Doom on the Jaguar is as good as it is on the Play
Station? ie. speed, graphics, sound fx.


```
_____________________________________________________________________
\\ \_\_ \_\_ \_ \_ \
\\ \_ \_ \_ \_ \_\_ \_ \ Web site:
\\ \_ \_ \_\_\_ \_ \_\_ \ http://newton.ex.ac.uk/general/ug/jones/
\\ \_\_ \_ \_ \_ \_ \
=====================================================================
```

3900. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Feb27.101646.52851@cobra.uni.edu>
Source record: 10155

Rich Perna's utter bull shit..

In article <31325A14.5029@river.it.gvsu.edu>, Rich Perna <pernar@river.it.gvsu.edu>
writes:
> PETER SINCLAIR-DAY wrote:
>
>> The Centrises/Performas(most likely 400 and 600) are how many years old? I f I
>> was a graphic designer, i would be using a Powermac..
>>
>> As for Wintel 95, the Pentium 100 is the absolute minimum, my opinion on using
>> them at work.
>>
>> The people who chose a Mac need only one operating system..If you had a clue,
>> you would know. Plus Linux will be a option..
>
> Really. Sure, Win95 isn't going to run well if you don't install it correctly.
> I hate Apple's OS, because it is klutzy, and there is no real 'command-line'.
> I hate not being able to have access to a shell, ala DOS or UNIX. They
> probably do have a flavor of UNIX that runs on Apples, but Linux isn't
> one of them. Linux only runs on Intel-based PCs. Sorry to
> make you look like a dumbass, but I have a low tolerance for Mac people who
> are clueless and think they know all. If you know a lot about computers
> and CHOOSE a Mac, good for you. If you chose a Mac because you don't know
> any better, I feel sorry for you. People who buy computers without looking
> at what the competition has to offer are pretty sorry. Are you sure you
> don't have an AOL account and drive a Yugo, too?
>

Fine, if the Mac OS is not your cup of tea, but others do not share your taste.
From the above, you sound like that pimple face 15 year old from AOL under the
alias of Jaguar1980 and amrat2000 or so.

Linux will be on the Powermac in Q2..Try Apple.com to read the press
announcement dumbass. So who is stupid?

I chose a Mac because of the quick learning curve.. If the Mac OS sucks why did
MS copied it with Wintel 95...

>> Myths being refuted..
>>
>> Macs are overpriced? Can you state an example. And what software is
>> overpriced..
>
> I worked at a computer store for two years. Which doesn't make me an
> expert by any means, but when you compare a Mac and a comperably
> equipped IBM clone, the Mac will usually be much more of a ripoff.

> Price doesn't say anything, either.. just look at the software
> choices you get with the respective computers. I haven't sold
> computers for a year now, so it would be useless to compare prices.
>

Evidence please..You still have not answered my question...

>> Apple is having troubles in keeping their user base? Can you explain increased
>> unit sales annualy plus half are first time Mac owners..Can you explain this?
>> Or are you just stupid?
>
> You want to hear stupid? Ok, here is a conversation I had no less than 30 times
> when I used to sell computers (we sold Apples and IBM clones; I worked for the
> on-campus computer store):
>
> Customer: "What should I get, an Apple or an IBM?"
>
> Me: "What are you going to use it for?"
>
> Customer: "Oh, just to write papers on and Internet stuff. Maybe a game or two."
>
> Me: "It depends on how much you want to spend. The IBM is usually a better deal;
> Apple makes sense if you are into graphic design, or maybe music."
>
> Customer: "But, aren't IBMs just for business stuff like Lotus? Aren't Apples
> better for education?"
>
> This is EXACTLY the type of brainwashing crap I talked about in my last letter.
> This is 80's thinking; a lot of people have no clue that IBM compatibles are
> inarguably the most versatile machines on the market. They play the best
> games, they have the widest variety of apps, and the cheapest hardware. A
> decent Apple monitor will still run you $500-$600 bucks, for God's sake!
>

You are so misinformed...The IBM compatibles are the most unreliable to use..
Not everyone has the time like you to tinker around with..Others have a life
you know.. Why should I have to spend more time to complete a task on a Wintel
than my Mac?

As for Apple monitors, what are talking about? A decent wintel monitor will
set you back $500-$600..

You need to be informed before you continue to look an idiot...

>> Apple has increased their share in their markets.. What are you babling about?
>> Do you have a clue?
>>
>> You look stupid! You opened your mouth with out thought and accuracy..
>
> You remind me of the people in the Amiga advocacy group. See, according to
> them, the Amiga is going to make its big comeback any day now. They'll
> attack anyone who dares question the stability of the Amiga market, but

> can't pull their heads out of their asses long enough to see that they're
> on a sinking ship. Kind of like that one guy on here who refused to admit
> the Jaguar was a dying console. Sure, it sucks to see the company who
> made your computer having problems, but Apple brought it on themselves.
> The only reason they might be getting more market share (not that I totally
> believe this, mind you) is because people were initially infatuated with
> the PowerPC. IBM left Apple high and dry, so software makers aren't
> exactly rushing to make PowerPC apps, if you know what I mean. How long
> have you been familiar with the computer industry, Peter? Any idiot can
> see that unless other companies start making PCs with the PowerPC chip,
> the platform will be absolutely dead and Apple will be fucked. And
> out of business.

Tsh, tsh..PowerComputing, Pioneer, Motorola, SuperMac, Umax, DayStar digital
are in the Mac clone business with more to come.

>
> Rich

Next time you respond, back up your big stinking mouth...

GREETINGS..

|---|----
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
| |
|---|-

3901. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-27 00:00:00 UTC
From: jragosta@dca.net
Message-ID: <jragosta-2702961318240001@ppp-1023.dca.net>
Source record: 10156
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <4gl434$89f@newsreader.wustl.edu>, ajp3@cec.wustl.edu (Andrew Pann) wrote:

> In article <4gkc5m$64p@gol2.gol.com>,
> Hans Shimizu Karlsson <hanske@pobox.com> wrote:
> >
> >But the interesting thing is, while everyone seem to think Gates has
> >concered the world, the reality is that 90% of the World will never use a PC
>
> Where did you get this piece of data?
>
> The computer market has boomed in the past few years -- from just looking
> around I'd say that the percentage of people who actually OWN a personal
> computer is around at least 35% -- a little less than half of the people
> I've met have a system to call their own. If you talk about just USING a
> computer at all, then the percentage would be much much higher -- many of
> my friends who don't own computers will ask to use mine or someone else's
> to do their work or play games on.

I don't know about 90%, but your response shows a very US. centric attitude. For example, about a quarter of the world's population is in China. Such a tiny percentage of them have used computers that you could say none have within rounding errors. Add in the 50% of the world which is so underdeveloped that their only concern is whether they'll be able to find something to eat today--not whether OS/2 or Windows is better.

The original poster is correct in spirit, if not in fact--PCs are only used by a very small fraction of the world's people.

> Well, computer's aren't cheap, that's for sure. :) But if you can buy a
> car, you can easily afford a computer. Whether or not you think it is
> worth the investment and the time to learn to use it is another matter.
>
> But as far as financial concerns go, I don't think see it as an obstacle to
> people who really want/need a system to call their own.

Right. But an equally small percentage can afford a car. There are countries where the per-capita annual income is in the tens of dollars. I suppose these people are supposed to save every penny they make (not eating or buying clothes) for the next hundred years so they can buy a computer.

We, as Americans, often forget how well off we are. That's not a good thing to forget.

--
Regards, Joe Ragosta

Copyright Joseph M. Ragosta, 1996. Non-exclusive, royalty free license to distribute this post granted to any service provider except Microsoft. By posting this, Microsoft agrees to pay $1,000 per posting.

3902. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-27 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.825443662@gmi.edu>
Source record: 10157

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>As for Wintel 95, the Pentium 100 is the absolute minimum, my opinion on using
>them at work.

Your opinion is very unreasonable IMO.

>The people who chose a Mac need only one operating system..If you had a clue,
>you would know. Plus Linux will be a option..

"Linux will be an option" contradicts your first statement. I thought
Mac owners need only one OS. Isn't that what you just said?

>Apple is having troubles in keeping their user base? Can you explain increased
>unit sales annualy plus half are first time Mac owners..Can you explain this?
>Or are you just stupid?

I don't know where you're at, Peter. Everywhere I see people leaving
the Mac and going PC instead. Every store I've been to carries
a smaller and smaller selection of Apple software. If their user base
is increasing, it must be very miniscule compared to the PC machines.

>Apple has increased their share in their markets. What are you babling about?

What world are you in, Peter!? You call marketshare going from 13%
down to 7.8% an increase!? Reality, Peter. Check it out sometime.

>You look stupid! You opened your mouth with out thought and accuracy..

Pot. Kettle. Black.

'Nuff said.

/Kevin

3903. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-27 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <4gvs1p$cv1@morgoth.sfu.ca>
Source record: 10158

Rich Perna <pernar@river.it.gvsu.edu> writes:

>I hate not being able to have access to a shell, ala DOS or UNIX. They
>probably do have a flavor of UNIX that runs on Apples, but Linux isn't
>one of them.

I port of linux to the mac is in the works. Apple is aiding in the project
and they expect to have a release that will work on the 6100/7100/8100 this
summer. I would still probably use MachTen if I wanted to run UNIX and
had the money (that is the beauty of linux, it's free).

>I worked at a computer store for two years. Which doesn't make me an
>expert by any means, but when you compare a Mac and a comperably
>equipped IBM clone, the Mac will usually be much more of a ripoff.
>Price doesn't say anything, either.. just look at the software
>choices you get with the respective computers. I haven't sold
>computers for a year now, so it would be useless to compare prices.

You will really have to pick a PC and a Mac with prices and show how the
Mac is a ripoff for your statement to carry and weight. The argument that
the Mac has less software definately has merit. But the real question is:
is the Mac missing any software that I want to use?

>This is EXACTLY the type of brainwashing crap I talked about in my last letter.
>This is 80's thinking; a lot of people have no clue that IBM compatibles are
>inarguably the most versatile machines on the market. They play the best
>games, they have the widest variety of apps, and the cheapest hardware. A
>decent Apple monitor will still run you $500-$600 bucks, for God's sake!

Please explain why PCs are the most versitile computers on the market.
And as for Apple monitors being expensive, don't buy them if you
don't think that they're worth it. Buy some crappy SVGA monitor with
.38 dot pitch that runs at 60Hz. From my perspecting, Apple monitors have
a good price/performance ratio. I've only ever bought one (normally I buy
a radius monitor) but it has a nice sharp picture.

>believe this, mind you) is because people were initially infatuated with
>the PowerPC. IBM left Apple high and dry, so software makers aren't
>exactly rushing to make PowerPC apps, if you know what I mean. How long
>have you been familiar with the computer industry, Peter? Any idiot can
>see that unless other companies start making PCs with the PowerPC chip,
>the platform will be absolutely dead and Apple will be fucked. And
>out of business.

Please explain how IBM has left Apple "high and dry"? And there are
over 1700 PPC applications out now and most new mac applications are going
to be PPC native. Currently, IBM, Motorola, FirePower, PowerComputing and Be

make PPC computers (I'm probably missing some).

--
Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

3904. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-28 00:00:00 UTC
From: Rich Perna <pernar@river.it.gvsu.edu>
Message-ID: <3133E51F.50E1@river.it.gvsu.edu>
Source record: 10159

PETER SINCLAIR-DAY wrote:

> Fine, if the Mac OS is not your cup of tea, but others do not share your taste.
> From the above, you sound like that pimple face 15 year old from AOL under the
> alias of Jaguar1980 and amrat2000 or so.
>
> Linux will be on the Powermac in Q2..Try Apple.com to read the press ^^^^^^^
> announcement dumbass. So who is stupid?

You are. I list OSes that EXIST for Intel machines; you show me vapor.

> I chose a Mac because of the quick learning curve.. If the Mac OS sucks why did
> MS copied it with Wintel 95...

Did you ever see me hold Win95 up as the greatest OS around? The only reason I
use it is because I have to run the Office 95 Pro suite, unfortunately. It
crashes all the time, and is generally a piece of shit. But at least when
it does crash, it shows you a memory dump. The Apple OS shows a cute little
bomb with an ever-so-helpful error message like 'invalid system fork'. If it
shows one at all. You work in a library? Try reading a book, maybe you'll
pick up some grammar..

> > choices you get with the respective computers. I haven't sold
> > computers for a year now, so it would be useless to compare prices.
> >
>
> Evidence please..You still have not answered my question...

Look, it is stupid to show specific computer prices. What prices
apply to one store are not going to hold true somewhere else!
Besides, there are IBM compatibles that are more expensive than
Apple machines, and there are some much cheaper. That's the neat
thing about an IBM machine, you see, is the flexibility in choosing
your hardware.

> > This is EXACTLY the type of brainwashing crap I talked about in my last letter.
> > This is 80's thinking; a lot of people have no clue that IBM compatibles are
> > inarguably the most versatile machines on the market. They play the best
> > games, they have the widest variety of apps, and the cheapest hardware. A
> > decent Apple monitor will still run you $500-$600 bucks, for God's sake!
> >
>
> You are so misinformed...The IBM compatibles are the most unreliable to use..
> Not everyone has the time like you to tinker around with..Others have a life
> you know.. Why should I have to spend more time to complete a task on a Wintel
> than my Mac?

If you use a Mac and it does for you what you need it to, great. WHO is misinformed, anyway? Didn't this discussion start because you thought you need a P-100 to run Win95?! You have no clue about IBM systems, yet you dismiss them as inferior to Macs. I have SOLD Mac systems, and HELPED people set them up and use them. The fact that you refer to these machines as "Wintel" shows just how stupid YOU are. Windows is one of many operating systems available, and Intel is one of several CPU manufacturers for these machines. With Apple, you get no choice.

> As for Apple monitors, what are talking about? A decent wintel monitor will
> set you back $500-$600..

You are wacky on the junk! You can get GREAT Viewsonic and MAG monitors for $300! Passable monitors for $225! For $300, Apple will GLADLY sell you an AppleColor monitor, with the razor-sharp dot pitch of what, .39??!!

> You need to be informed before you continue to look an idiot...
There you go with this "misinformation" crap again. Go hang out on the Amiga advocacy board. You'll fit right in.

> Tsh, tsh..PowerComputing, Pioneer, Motorola, SuperMac, Umax, DayStar digital
> are in the Mac clone business with more to come.

Ok. So, where is this hardware? They're not in any Computer Shopper ads, and I sure as hell don't see them in any local computer chains. You're talking vapor again!

> Next time you respond, back up your big stinking mouth...

My, aren't we just a fount of knowledge...

I'd go weeding through the Shopper and show some prices, but I have better things to do. If this discussion is still going on next week (spring break!) I'll post some specifics. In the meantime, just open the damn magazine and look for yourself.

Rich

3905. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-28 00:00:00 UTC
From: cmalone6@sld024.cpd.ford.com
Message-ID: <4h20ri$1gm@ef2007.efhd.ford.com>
Source record: 10160
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

On 24 Feb 1996 03:31:22 GMT in comp.os.linux.advocacy Hans Shimizu Karlsson (hanske@pobox.com) wrote:

[Stuff Deleted]

: Beacause it guarantees Gates will never influence the minds of the vast
: majority of people.

: Consumers demand quality - a car that works like the average PC - dropping
: the engine every now and then - will never sell.

Your metaphor is a little drastic. When Windows GPF's it's more like a car quitting on the highway. It can be dangerous as all heck, and is most certainly annoying, but you can probably get it working again, and go on your way. I know people who put up with this in their cars. I don't.

: Just think of how a pathetic interface like DOS managed to dominate the PC
: market. A normal consumer would never buy a paper where the maximaum length
: of a headline (file name) was 8 characters.

If you only knew of paper that with enough room for 8 characters, you'd probably write in 8 character lengths. A lot of people I know do not know that a PC can run other things besides DOS. They think I'm some esoteric PC user because I run Linux at home. Of course, people who make computers their living know of better operating systems.

: Windows - which many have been led to believe is some kind of technology
: leader - is hideously ugly and hard to use. Totally unaccaptable to the
: average person. Windows users today are therefore far from average and
: incredibly forgiving. But we a re talking about a minority - PC users in the
: industrialized world. They won't make a dent in human history.

Windows is a dominant force on the PC. People don't see that their data is in jeopardy, they only see that they can get their work done with minimal effort on a Windows machine. They become accustomed to the crappy Redmond paradigm and become reluctant to change.

: The only envronment I've seen that actually works is NeXTSTEP, but NS is
: still far too demanding on the brains of an everage person.

: The point is - you should be able to expect the same quality of a computer
: as you do of a car.

Should, but again, people have become accustomed to shoddy software.

: Microsoft has never been able to and will never provide that quality.

True... too bad people now accept that.

: hanske@pobox.com

--
		Craig Maloney	Phone: [313] 390-8096	Automotive Safety Center		
		Opinions expressed are my own.	Ford Motor Company		
		"This message rated [R]. May contain violent punctuation, explicit		
		grammatical errors, misspelled language and a shocking ending with		
		a preposition." -- Michael Patterson	Censor Congress.		

3906. FYI: $49.00 Jags at Good Guys

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-28 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DnH751.Dvl@ridgecrest.ca.us>
Source record: 10161

While in So. Cal this weekend, I picked up a second
Jag for $49.00 from the Good Guys. That store had
4 more at that price. They were floor models.
Traveling to the next town (birthday shopping)
another store had 5 systems, all $49.00.
I'm sure it is true for most of the chain.
While at Toys-R-Us, Jag games are going for
$19.00 to 29.00. I purchased Club Drive for 19.00
Syndicate and Iron Soilder for 29.00 ea. There
were several other selections that I already had
purchased available as well.

Any one seen the CD-Roms on sale anywhere?

Mike

3907. WTB: Atari 1040 STE Computer (MUST be an E)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-28 00:00:00 UTC
From: ae490@ccn.cs.dal.ca
Message-ID: <4h299u$hm0@ra.isisnet.com>
Source record: 10162

I am looking to buy an Atari STE Computer. Anyone with one for sale
please leave E-Mail. Thanks:-)
P.S.: I will gladly pay for postage to where I live.

--
------/|---
-----|-|---------------- MARK ANTHONY ---------------|\--------
----O-O------ E-MAIL ADDRESS: ae490@cfn.cs.dal.ca ---|-|-------
-------------------- DARTMOUTH, NOVA SCOTIA --------O-O--------
----

3908. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-29 00:00:00 UTC
From: rob@redwood.nl
Message-ID: <4h428q$cf1@hp01.redwood.nl>
Source record: 10163
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

dhayes@bbs.cruzio.com writes:

>In article <4fg10h$h7s@serra.unipi.it>, amor@cli.di.unipi.it (Daniel Amor) writes:
-> : I have to agree that comparing Bill Gates to Hitler is rather stupid,
-> : bad taste and completely uncalled for!
>Q: You are locked in a room with Bill Gates, Sadam hussain and Hitler
>with a hand gun and two bullets. What do you do?

>A: Shoot Bill twice, make sure he's dead.

This is stolen from Stephen King's book 'Insomnia', where a village is
torn apart by a fight between pro-life and anti-abortion activists.
The joke involved an doctor of the clinic in the book.

Rob
--
~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~
Rob J. Nauta rob@redwood.nl
NOTE: my opinions are strictly my own and not those of my employer

3909. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-29 00:00:00 UTC
From: Andrew Owen <andrew.owen@gecm.com>
Message-ID: <4h4pd0$q4q@gcsin3.geccs.gecm.com>
Source record: 10164
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

hherndon@linex.com (Harold Herndon) said unto the masses:
> I just
>don't see why Amiga users seem to hate these machines soo much. Has any
>of you Amiga users ever used a Windows 95 machine running at 133mhz. I
>liked it a lot.:)

Just think what a decent operating system could do on 133Mhz ;-)

I don;t think they hate it, its just they see what can be done on a 8Mhz 68000 with 1MB (ie 8Mhz 80383 1MB) then look at what Microsoft achieve on 133Mhz Intel 16MB systems and think 'what a waste'.

In my experience windows spends to much time swapping to disk. Whilst this is happening your 133Mhz processor is waiting. Don't give me any _crap_ about multi-tasking, your system (like the amiga/atari/etc) has only ONE bus and therefore entry to memory. Therefore it's either the processor or disk, not both.

Andy.

3910. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-29 00:00:00 UTC
From: Kevin Pigman <Kevin.Pigman@ColumbiaSC.NCR.COM>
Message-ID: <DnJr41.L7A@ncrcae.ColumbiaSC.ATTGIS.COM>
Source record: 10165

```
>==========kevin eugene scruggs, 2/28/96==========
>
>In article <DnGqJ6.7wC@ncrcae.ColumbiaSC.ATTGIS.COM>
>Kevin.Pigman@ColumbiaSC.NCR.COM (kevinp) writes:
>|
>||==========PETER SINCLAIR-DAY, 2/27/96==========
>||
>|much garbage deleted.....
>||
>||I chose a Mac because of the quick learning curve.. If the Mac
>||OS sucks why did
>||MS copied it with Wintel 95...
>||
>|
>|
>|Two questions:
>|1) Is the above English?
>
> Is english your second (or subsequent) language, or are
> you just stupid?
>
I guess I am just stupid, but I was trying to help the librarian
with his grammar. If he can't be knowledgable in his posts he
could at least show some knowledge by using correct grammar.
What I would really like to see is that all Mac advocates take
their preachings to another newsgroup where it belongs.

Kevin Pigman
Worldwide Services
NCR Corporation
VP 633-7465
```

3911. just a test...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-29 00:00:00 UTC
From: Someone@Somewhere.com
Message-ID: <4h5jdc$51m@falcon.ewu.edu>
Source record: 10166
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,alt.jaguar.discussion

```
Just a test... Please ignore...
```

3912. Atari RULEZ!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-29 00:00:00 UTC
From: Atarian@tramiel.lover.net
Message-ID: <4h5k1l$54b@falcon.ewu.edu>
Source record: 10167

Man, my atari blows away anything on the face of this planet!

There's even a TT 030 at the heart of every cray!

Yahoo!

3913. Atari RULEZ!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-29 00:00:00 UTC
From: Atarian@tramiel.lover.net
Message-ID: <87265423@tramiel.lover.net>
Source record: 10168

Man, my atari blows away anything on the face of this planet!

There's even a TT 030 at the heart of every cray!

Yahoo!

3914. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-29 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Feb29.221633.52944@cobra.uni.edu>
Source record: 10169

In article <khaley.825443662@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
>>As for Wintel 95, the Pentium 100 is the absolute minimum, my opinion on using
>>them at work.
>
> Your opinion is very unreasonable IMO.
>
>>The people who chose a Mac need only one operating system..If you had a clue,
>>you would know. Plus Linux will be a option..
>
> "Linux will be an option" contradicts your first statement. I thought
> Mac owners need only one OS. Isn't that what you just said?

I need one OS..The ones who have purchased Macs knew that only one OS is
available. But, I have read posts from Amiga users that they would buy
PowerMacs if linux is available..

>
>>Apple is having troubles in keeping their user base? Can you explain increased
>>unit sales annualy plus half are first time Mac owners..Can you explain this?
>>Or are you just stupid?
>
> I don't know where you're at, Peter. Everywhere I see people leaving
> the Mac and going PC instead. Every store I've been to carries
> a smaller and smaller selection of Apple software. If their user base
> is increasing, it must be very miniscule compared to the PC machines.
>

Unit sales of Macintosh software increased by 26.9% over the prior
year..Source: Software Publishers Association..

>>Apple has increased their share in their markets. What are you babling about?
>
> What world are you in, Peter!? You call marketshare going from 13%
> down to 7.8% an increase!? Reality, Peter. Check it out sometime.

63% of the k-12 institutions up 4% from last year.
29% of the U.S. higher ed.
76.2% of the color-prepress
47% of the U.S. commercial publishing customers
33% of existing multimedia personal computers are Macs..

>
>>You look stupid! You opened your mouth with out thought and accuracy..
>

> Pot. Kettle. Black.
>

Read above, Beavis..

> 'Nuff said.
>
> /Kevin
>

GREETINGS..

|---|----
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
| |
|---|-

3915. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-29 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Feb29.222644.52950@cobra.uni.edu>
Source record: 10170

In article <DnGqJ6.7wC@ncrcae.ColumbiaSC.ATTGIS.COM>, Kevin Pigman
<Kevin.Pigman@ColumbiaSC.NCR.COM> writes:
>
>>==========PETER SINCLAIR-DAY, 2/27/96==========
>>
> much garbage deleted.....
>>
>>I chose a Mac because of the quick learning curve.. If the Mac
>>OS sucks why did
>>MS copied it with Wintel 95...
>>
>
>
> Two questions:
> 1) Is the above English?
> 2) Can you please drop this stupid thread?

No, its French!!!

It's advocacy, deal with it..

>
> Thanks in advance.
>
> Kevin Pigman
> Worldwide Services
> NCR Corporation
> VP 633-7465
>
>

GREETINGS..
|---|----
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
| |
|---|-

3916. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-29 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Feb29.222524.52947@cobra.uni.edu>
Source record: 10171

In article <3133E51F.50E1@river.it.gvsu.edu>, Rich Perna <pernar@river.it.gvsu.edu>
writes:
> PETER SINCLAIR-DAY wrote:
>
>> Fine, if the Mac OS is not your cup of tea, but others do not share your taste.
>> From the above, you sound like that pimple face 15 year old from AOL under the
>> alias of Jaguar1980 and amrat2000 or so.
>>
>> Linux will be on the Powermac in Q2..Try Apple.com to read the press ^^^^^^^
>> announcement dumbass. So who is stupid?
>
> You are. I list OSes that EXIST for Intel machines; you show me vapor.

Its real..
>
>> I chose a Mac because of the quick learning curve.. If the Mac OS sucks why did
>> MS copied it with Wintel 95...
>
> Did you ever see me hold Win95 up as the greatest OS around? The only reason I
> use it is because I have to run the Office 95 Pro suite, unfortunately. It
> crashes all the time, and is generally a piece of shit. But at least when
> it does crash, it shows you a memory dump. The Apple OS shows a cute little
> bomb with an ever-so-helpful error message like 'invalid system fork'. If it
> shows one at all. You work in a library? Try reading a book, maybe you'll
> pick up some grammar..

My machine runs fine, whats wrong with yours...

>
>> > choices you get with the respective computers. I haven't sold
>> > computers for a year now, so it would be useless to compare prices.
>> >
>>
>> Evidence please..You still have not answered my question...
>
> Look, it is stupid to show specific computer prices. What prices
> apply to one store are not going to hold true somewhere else!
> Besides, there are IBM compatibles that are more expensive than
> Apple machines, and there are some much cheaper. That's the neat
> thing about an IBM machine, you see, is the flexibility in choosing
> your hardware.

You made the statement that Macs cost more...I asked for evidence and you give
this song and dance routine....DUMBASS...
>

>> > This is EXACTLY the type of brainwashing crap I talked about in my last letter.
>> > This is 80's thinking; a lot of people have no clue that IBM compatibles are
>> > inarguably the most versatile machines on the market. They play the best
>> > games, they have the widest variety of apps, and the cheapest hardware. A
>> > decent Apple monitor will still run you $500-$600 bucks, for God's sake!
>> >
>>
>> You are so misinformed...The IBM compatibles are the most unreliable to use..
>> Not everyone has the time like you to tinker around with..Others have a life
>> you know.. Why should I have to spend more time to complete a task on a Wintel
>> than my Mac?
>
> If you use a Mac and it does for you what you need it to, great. WHO is
> misinformed, anyway? Didn't this discussion start because you thought
> you need a P-100 to run Win95?! You have no clue about IBM systems,
> yet you dismiss them as inferior to Macs. I have SOLD Mac systems, and
> HELPED people set them up and use them. The fact that you refer
> to these machines as "Wintel" shows just how stupid YOU are. Windows
> is one of many operating systems available, and Intel is one of several
> CPU manufacturers for these machines. With Apple, you get no choice.
>
>> As for Apple monitors, what are talking about? A decent wintel monitor will
>> set you back $500-$600..
>
> You are wacky on the junk! You can get GREAT Viewsonic and MAG monitors for
> $300! Passable monitors for $225! For $300, Apple will GLADLY sell you an
> AppleColor monitor, with the razor-sharp dot pitch of what, .39??!!
>

You are sure about this? He he he he he..Try the .28 Apple multiple scan
monitor..Plus there are many inexpensive third party Mac monitors in those
price ranges..

>> You need to be informed before you continue to look an idiot...
> There you go with this "misinformation" crap again. Go hang out on the Amiga
> advocacy board. You'll fit right in.
>
>> Tsh, tsh..PowerComputing, Pioneer, Motorola, SuperMac, Umax, DayStar digital
>> are in the Mac clone business with more to come.
>
> Ok. So, where is this hardware? They're not in any Computer Shopper ads, and I
> sure as hell don't see them in any local computer chains. You're talking
> vapor again!

Vapor? He he he he, this is fun.. MacMall, MacConnection, MacZone,
MacWarehouse and many more places..Try their web pages..

>
>> Next time you respond, back up your big stinking mouth...
>
> My, aren't we just a fount of knowledge...

>
> I'd go weeding through the Shopper and show some prices, but I have better things
> to do. If this discussion is still going on next week (spring break!) I'll post
> some specifics. In the meantime, just open the damn magazine and look for
> yourself.

Your credibility..Me thinks you stuck your foot up your ass!!
>
> Rich

GREETINGS..
|---|----
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
| |
|---|-

3917. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-02-29 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Feb29.222948.52954@cobra.uni.edu>
Source record: 10172

In article <DnJr41.L7A@ncrcae.ColumbiaSC.ATTGIS.COM>, Kevin Pigman
<Kevin.Pigman@ColumbiaSC.NCR.COM> writes:
>
>>==========kevin eugene scruggs, 2/28/96==========
>>
>>In article <DnGqJ6.7wC@ncrcae.ColumbiaSC.ATTGIS.COM>
>>Kevin.Pigman@ColumbiaSC.NCR.COM (kevinp) writes:
>>|
>>||==========PETER SINCLAIR-DAY, 2/27/96==========
>>||
>>|much garbage deleted.....
>>||
>>||I chose a Mac because of the quick learning curve.. If the Mac
>>||OS sucks why did
>>||MS copied it with Wintel 95...
>>||
>>|
>>|
>>|Two questions:
>>|1) Is the above English?
>>
>> Is english your second (or subsequent) language, or are
>> you just stupid?
>>
> I guess I am just stupid, but I was trying to help the librarian
> with his grammar. If he can't be knowledgable in his posts he
> could at least show some knowledge by using correct grammar.
> What I would really like to see is that all Mac advocates take
> their preachings to another newsgroup where it belongs.

Why don't you get lost..What have you contributed? You must be in the wrong
newsgroup, this is advocacy..you know what advocacy is? Look it up in the
dictionary..

>
>
> Kevin Pigman
> Worldwide Services
> NCR Corporation
> VP 633-7465
>
>

GREETINGS..
|---|----

| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
| |
|---|-

3918. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-01 00:00:00 UTC
From: Andrew Owen <andrew.owen@gecm.com>
Message-ID: <4h79qa$gip@gcsin3.geccs.gecm.com>
Source record: 10173
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

elias@omicron.se (Elias Martenson) wrote:
>>... your system (like the amiga/atari/etc) has
>>only ONE bus and therefore entry to memory. Therefore it's either the
>>processor or disk, not both.
>
>You're wrong. A descent OS can handle swapping and CPU work at the same
>time. This is what _multithreading_IO_ is. Do NOT cofuse this with
>the Microsoft interpretation of multithreading (wich is just a
>stripped-down version of multitasking).
>
Am I wrong, yes your OS may "handle it" but the bus can only service one source-destination at a time. It may switch fast between different requests, but a the end of the day only one is being serviced at a time. I am aware of multithreading, but I've always understood this to be multitasking but from within a single task.

This doesn't alter the fact the when using Win3.1 on my PC it spends an indecent amount of time swapping, something I don't experience on decent systems. Maybe this will change when we upgrade to WinNT.

I agree with your implicit statement of linux being a decent OS, and conversely Window 3 being C***

Andy

(frustrated MS user)

3919. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-01 00:00:00 UTC
From: Charles William Swiger <cs4w+@andrew.cmu.edu>
Message-ID: <IlBnzpu00iV5A16iMs@andrew.cmu.edu>
Source record: 10174
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.next.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy

Excerpts from netnews.comp.sys.next.advocacy: 1-Mar-96 Re: Heil Gates!
by Andrew Owen@gecm.com
>> You're wrong. A descent OS can handle swapping and CPU work at the same
>> time. This is what _multithreading_IO_ is. Do NOT cofuse this with
>> the Microsoft interpretation of multithreading (wich is just a
>> stripped-down version of multitasking).
>
> Am I wrong, yes your OS may "handle it" but the bus can only service one
> source-destination at a time. It may switch fast between different
> requests, but a the end of the day only one is being serviced at a time.
> I am aware of multithreading, but I've always understood this to be
> multitasking but from within a single task.

A particular bus can only transfer information between one source and one or more destinations (*) at one time, yes. Most people consider the type of bus that you specify when purchasing expansion cards to be the only bus there is, but computer systems actually have lots of busses.

For example:

- between the hard drive(s) and the HD controller (eg, a SCSI bus)
- between the motherboard and various cards (eg, ISA, EISA, PCI)
- between the main RAM and L2 cache RAM (if you have a L2 cache)
- between main RAM and/or L2 cache RAM and the CPU
- internally, modern CPU's may have many functional units and their own internal cache, and these also have busses internal to the CPU itself

It's quite possible for a bus-mastering card to perform DMA to main RAM while the CPU continues to execute instructions from its' caches, for example.

Another example is good video cards. They use VRAM, which is a special type of RAM that is dual-ported, so that the video card's circuitry can read video memory and continue to display even while the system is drawing to video memory; again, there is a bus between the VRAM and the DAC/video driver circuitry that's running most of the time while the rest of the system does other things.

A SCSI bus supports (or can support) disconnect/reconnect and tagged command queuing, so that you can send many requests to various devices, and the devices will work on fulfilling the requests at the same time. The SCSI bus will still only transfer data from one device at time during a particular instant, of course.

Good hardware design and good OS design allow the system to perform lots of different activities at once, as per a Unix-like OS using a bus-mastering SCSI card. Poor designs, such as MS-DOS using an IDE drive system, can generally only do one thing at a time and they often require the CPU to be involved as well (as in PIO, I believe).

You get what you pay for....
-Chuck

(*): Depending on the bus design, generally everything on the bus actually sees the data passing through, but they only "pay attention" if the data is addressed to it.

Charles Swiger | cs4w@andrew.cmu.edu | standard disclaimer

I know you're an optimist if you think I'm a pessimist.

3920. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-01 00:00:00 UTC
From: Kevin Pigman <Kevin.Pigman@ColumbiaSC.NCR.COM>
Message-ID: <DnLK5w.KGs@ncrcae.ColumbiaSC.ATTGIS.COM>
Source record: 10175

>==========PETER SINCLAIR-DAY, 2/29/96==========
>
>
>Why don't you get lost..What have you contributed? You must be
>in the wrong
>newsgroup, this is advocacy..you know what advocacy is? Look it
>up in the
>dictionary..
>
>>
>>
Nah, I prefer not to get lost. I am well aware of what advocacy
is. I also know that its not comp.sys.mac.advocacy. It is
Atari advocacy.

Greetings

3921. Re: ATARI ST

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-01 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4h7tq7$2sm@inca01.inca.co.nz>
Source record: 10176

DEAN ANTHONY TUCKER <dat2> wrote:
>I HAD AN ST AND IM SO GLAD I GOT A P.C.

Translations:
1) I had a life, and I'm so glad I no longer do.
2) I had a mind of my own, and I'm so glad I no longer do.
3) I had a real computer, and I'm so glad I got a Penile Cutoff.
4) I had an ST, and I'm so glad I got a Piece (of) Crap.
5) I had an ST, and I'm so glad. I've got a PC - no comment.
6) I had ...

Well, you get the idea.

--

Quote For The Month:

"Hello, operator. This is an emergency. What's the number for 911?"

3922. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-01 00:00:00 UTC
From: elias@omicron.se
Message-ID: <4h6ill$n3k@sargas.omicron.se>
Source record: 10177
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Andrew Owen <andrew.owen@gecm.com> writes:

>I don;t think they hate it, its just they see what can be done on a 8Mhz
>68000 with 1MB (ie 8Mhz 80383 1MB) then look at what Microsoft achieve on
>133Mhz Intel 16MB systems and think 'what a waste'.

>In my experience windows spends to much time swapping to disk. Whilst
>this is happening your 133Mhz processor is waiting. Don't give me any
>_crap_ about multi-tasking, your system (like the amiga/atari/etc) has
>only ONE bus and therefore entry to memory. Therefore it's either the
>processor or disk, not both.

You're wrong. A descent OS can handle swapping and CPU work at the same
time. This is what _multithreading_IO_ is. Do NOT cofuse this with
the Microsoft interpretation of multithreading (wich is just a
stripped-down version of multitasking).

Linux handles it, Unix, OS/2and I think even AmigaOS (but i'm not 100%)
does it. Heck, even WinNT can do multithreading IO! Win31, Win95, DOS
MiNT, TOS etc, does NOT.

Regards /
Elias

--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

3923. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-01 00:00:00 UTC
From: scruggs@news.cis.ohio-state.edu
Message-ID: <4h81t9INN5mo@ironwood.cis.ohio-state.edu>
Source record: 10178

```
In article <DnLnFn.6sy@mail.auburn.edu> rochogb@eng.auburn.edu writes:
|In article <1996Feb29.222948.52954@cobra.uni.edu|, sinclap2954@cobra.uni.edu (PETER
SINCLAIR-DAY) writes:
||In article <DnJr41.L7A@ncrcae.ColumbiaSC.ATTGIS.COM|, Kevin Pigman
<Kevin.Pigman@ColumbiaSC.NCR.COM| writes:
|||
||||==========kevin eugene scruggs, 2/28/96==========
||||
||||In article <DnGqJ6.7wC@ncrcae.ColumbiaSC.ATTGIS.COM|
||||Kevin.Pigman@ColumbiaSC.NCR.COM (kevinp) writes:
|||||
||||||==========PETER SINCLAIR-DAY, 2/27/96==========
||||||
|||||much garbage deleted.....
||||||
||||||I chose a Mac because of the quick learning curve.. If the Mac
||||||OS sucks why did
||||||MS copied it with Wintel 95...
||||||
|||||
|||||
|||||Two questions:
|||||1) Is the above English?
||||
|||| Is english your second (or subsequent) language, or are
|||| you just stupid?
||||
||| I guess I am just stupid, but I was trying to help the librarian
||| with his grammar. If he can't be knowledgable in his posts he
||| could at least show some knowledge by using correct grammar.

Are you a just a finite state automata? You sure act as if
this were the case.
--
||| Admiral Piet: Load the Charmin into the Mass Driver
/ | \ and Prepare to FIRE!!!
```

3924. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-02 00:00:00 UTC
From: katzlbt@vuse.vanderbilt.edu
Message-ID: <4h9tt0$gg6@news.vanderbilt.edu>
Source record: 10179
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

```
: "Millions of Microsoft-equipped PC users turn on their PC,
: perform their tasks satisfactorily, turn off their PC, and
: go about normal lives."

Ok I believe that millions are using it but not that millions are using it
satisfactorily! I hav seen students in our labs printing homeworks of several
pages up to 5 times with Word or Excel until they got something that looked
like it could be handed in. This is pure waste of resources, human time as well
as paper and printer wearoff.

: Got it? Can you dispute that? I've never worshipped them or threw
: flowers - I assure you - frankly because I don't give a rat's ass. I just
: use the thing because it works. Just because there are a lot of
: fanatical devotees of failed competing platforms doesn't mean I have to
: worship or throw flowers because my inexpensive PC happened to have
: Microsoft OS on it which works for me at no extra cost. Once again, I
... ^^^^^^^^^^^^^^^^^^^^

: If TOS would have come on my PC, I'd have used it. Chances are that if
: my PC would have come with TOS (or any other OS) free, most other
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

So that's what people think ... Windows comes for free from Microsoft!
It is icluded FREE with any PC you buy ... very intelligent ...

Just an opinion, Cat.
--
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
_/_/ _/_/
_/_/ Thomas Katzlberger _/_/
_/_/ katzlbt@vuse.vanderbilt.edu _/_/
_/_/ @aWhiteNeXT.called.garfield _/_/
_/_/ http://www.vuse.vanderbilt.edu/~katzlbt/ _/_/
_/_/ _/_/
_/_/ "You can tune a file system, but you can't tune a fish." _/_/
_/_/ UNIX man page for tunefs. _/_/
_/_/ _/_/
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
```

3925. Re: WTB: Atari 1040 STE Computer (MUST be an E)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-02 00:00:00 UTC
From: bcampbel@freenet
Message-ID: <4h90sj$ke5@brain.npiec.on.ca>
Source record: 10180

Mark J. Anthony (ae490@ccn.cs.dal.ca) wrote:
: I am looking to buy an Atari STE Computer. Anyone with one for sale
: please leave E-Mail. Thanks:-)
: P.S.: I will gladly pay for postage to where I live.

: --
: ------/|---
: -----|-|---------------- MARK ANTHONY --------------|\--------
: ----O-O------ E-MAIL ADDRESS: ae490@cfn.cs.dal.ca ---|-|-------
: -------------------- DARTMOUTH, NOVA SCOTIA --------O-O--------
: --

If you don't mind mail order let me plug Computer Direct:

To: Bruce Campbell <bcampbel@freenet>
Subject: Re: Mega STe keyboard

From chris@worldgate.com Fri Dec 29 15:18:52 1995
Date: Fri, 29 Dec 1995 12:47:32 -0700
From: Computer Direct <chris@worldgate.com>

They are supposed to have a bunch from a school lab, 1040 Ste's with
colour monitors 400cdn and if it is still there one Mega 4/50 STe
with high rez mono monitor 700.cdn I bought the other Mega Ste and am
happy with it.

plus they are expecting some second hand TT's from another lab,
last time I talked to Chris, give them an e-mail

~~~~~~
Computer Direct e-mail: info@compdirect.com
10338-59 Avenue Info and Support:(403)496-2488
Edmonton, Alberta 24 Hour Fax Line:(403)496-2489
Canada. T6H 1E6 Toll Free Orders:(800)547-9203

Visit us on the Internet! http://www.compdirect.com
~~~~~~

--
Bruce H. Campbell
"They can have my TOS/GEM computer only when
they can pluck it from my dead, cold fingers!"

I wish the whole world ran on GEM!
Graphics Environment Manager <c> Digital Research Inc.

3926. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-02 00:00:00 UTC
From: erbalch@adnc.com
Message-ID: <4haj2l$eok@taurus.adnc.com>
Source record: 10181
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In <4gmbjd$56f@harbinger.cc.monash.edu.au> Bernd Meyer wrote:
> kevin eugene scruggs (scruggs@news.cis.ohio-state.edu) wrote:
> : In article <Pine.SUN.3.91.960221115801.15543D-100000@PEAK.ORG> James
Wood <jamesw@PEAK.ORG> writes:
>
> : |bad the company that sold TOS/GEM wasn't able to compete or your dream
> : |might have been reality. Who are you going to blame that on?
"Ignorant
> : |masses?" An easier target than Atari for you?
> :
> : No, clueless beancounters that thought a good typewriter
> : implied a good micro-computer.
>
> Next you are going to advocate Atari ST computers for office use?
> PLEASE --- a good electrical typewriter DOES mean that the company
> is very likely to get a crucial part of a computer right --- the
> keyboard. Have you ever compared an Atari ST520 keyboard and an
> original IBM AT keyboard? They are in different leagues, completely.
>
> You know, this reminds me of the time I worked on a database project
> under UNIX. I had the choice between either using the PC that ran
> the OS, thus having access to many virtual consoles and a colour screen,
> or using a Wyse terminal that was attached to the PCs serial port,
> having an excellent keyboard and an extremely sharp black and white
> screen. Two days out of free, I went with the dumb terminal, because
> on those days there was no need for colour or multiple consoles, and
> the terminal was so much more pleasant to work with.
>
> The same thing probably happened with the Ataris which tried to get
> into offices. Sure, they were windowed, sure some of the stuff looked
> nice. But the keyboards absolutely sucked.
>
> It might not be a concidence that the companies that survived from
> the early 80s are IBM and Apple (The Apple][keyboard is the only
> one that comes close to the feeling of a Wyse keyboard), and that
> Wyse today is THE leading terminal manufacturer (with quite a few
> of the others actually using Wyse keyboards with their own labels).
>
> Bernie
>
>
>

Wyse made REALY LOUSY pcs tho...

3927. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-02 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960302143254.5334A-100000@PEAK.ORG>
Source record: 10182
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

On 25 Feb 1996, Daniel Amor wrote:

> 0755.5637E-100000@PEAK.ORG>
> Organization: Dipartimento di Informatica, Universita' di Pisa
> Distribution: world
>
> James Wood (jamesw@PEAK.ORG) wrote:
>
>
> : On 24 Feb 1996, azog wrote:
>
> : >
> : > The discussion is of the many consumers who have/will/or would worship
> : > Gates/Microsoft, yet you clearly narrow the arguement down to a single
> : > person, yourself.
>
>
> : Because I am just a typical user and nobody special. I'm unlike these
> : bozos who try to win this arguement with "expertise." I'm quite the
> : opposite, employing a layman's common sense approach like when
> : test-driving a car. When I fire up WordPerfect, I _personally_ (the
> : single person thing above) don't have to deal with segmented memory, and
> : neither do "the masses." What's the difference? I'm just saying that
> : "for me" and "for the masses" - "IT WORKS." Nothing more, nothing less.
> : I don't get your point; do you think you're on to something there in that
> : observation? I don't see what.
>
> So why don't you just agree that any other computer platform is able to
> perform the same!
>
> Danny
>
>
>

Because that was not my intention. The entire reason I posted wasn't to
defend any particular computing platform, or (as you evidently
misconstrued it above) to preach of some alleged superiority of the
MS-DOS machines. My point (for the twentieth time now) was that the
entire world is not stupid for using Intel/Microsoft computers because
they do the job, they are cheap, they are everywhere, and they follow
standards. That's all....when did I ever bring in the issue of whether
or not other platforms perform the same? That is irrelevant, the point

(again) is that "the entire world" is not a bunch of morons.

3928. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Mar2.000149.53025@cobra.uni.edu>
Source record: 10183

In article <4h8dn5$fjo@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Why don't you get lost..What have you contributed? You must be in the wrong
> : newsgroup, this is advocacy..you know what advocacy is? Look it up in the
> : dictionary..
>
> You're one to talk there, Petey! You constantly go into the
> newsgroups and start harassing people there. Guess you don't know what
> *ADVOCACY* is either? I bet all the people who pay for their net access
> wish you had more tact and learned.

I pay for my net access too... You must not be observing lately of all the bashing going around. T-Bird and Martin are in each others pants causing a ruckus that is drawing in more bashers..For some reason my name gets drawn in it considering I have stayed out of it..

>
> >> Mark <<
>
> --
> Mark A Rathwell
> -------------------
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
> Maintainer of the "Incredible Hulk" television series FAQ.
>
> http://www.uoguelph.ca/~mrathwel
> --
>

GREETINGS..
|---|----
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
| Http://www.rockgarden.com/andy/ |
|---|-

3929. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-04 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.825949583@gmi.edu>
Source record: 10184

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>> Cut the numbers however you like to make them look rosy, but you can't
>> change reality.

>That market share is worth over $10 billion annual..

A few months back, PC World estimated the IBM/PC market value to
be worth over $157 BILLION.

>Other firms would kill for
>that.. Considering Sun and SGI prosper in their huge niches despite their
>miniscule volume..

What are you talking about!? Sun and SGI do not compete in the
home PC market! How many people do you know have Sun or SGI Unix
workstations at home?

BTW, my sister just got a Pentium-75 notebook with Windows95 and it
flies. You talk about the minimum requirement for Win95 to be a
Pentium-100!? You're an idiot, Peter! You know absolutely NOTHING
about PC computers! GET OVER IT!

Actually, you know nothing about Atari computers either, for that
matter. And I thought this group was about Atari computer advocacy.
The fact that we continually argue about PC/Mac on this group shows
that you have no knowledge to discuss Atari computers.

/Kevin

3930. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-04 00:00:00 UTC
From: "TOMMY K. HWANG" <thwang@home.mysolution.com>
Message-ID: <313B2721.4896@home.mysolution.com>
Source record: 10185

> The fact that we continually argue about PC/Mac on this group shows
> that you have no knowledge to discuss Atari computers.

Well, the only problem I see here is... What is there to advocate about Atari? I have been a TT030 user (for only about 4 weeks now) and am not seeing/finding anything about it that stands out from the rest of the market that I am familiar with, mainly Amiga, WinNTs, UNIX, Mac. As mentioned, I am relatively new, but I normally can find special little things about a computer within the first few minutes of using it.

3931. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-05 00:00:00 UTC
From: michaeld@sumatra.osd.com
Message-ID: <4hgf9a$dck@kaleka.seanet.com>
Source record: 10040
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In <Pine.SUN.3.91.960302145103.5334C-100000@PEAK.ORG> James Wood wrote:
> Yes raghead, I would. Duh, indeed. The point was that such theoretically
> ideal examples of perfection are fiction, so most people get by with less.
>
Why don't you shut the fuck up if you are going to come into this thread
making racist remarks.
>
> Whatever you say..... Thanks for the kindly stating the obvious, you
> genius.

At least he is adding some constructive input to the dialog "genius" -- not.

3932. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-05 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <4hgpql$13g@morgoth.sfu.ca>
Source record: 10041

boris-m@tensornet.com (Boris Molodyi) writes:

>Now, Apple branded monitors _are_ ridiculously overpriced. Just compare a price
>of Apple monitor (with rather pooor specs, and I, personally, can't stand
>Trinitron tubes they use) with, the price of, say, Hitachi (VERY sweet
>monitors), or some other decent brand. Apple is quite more expensive.

Our difference of opinion is that I like trinitron tubes. Sony monitors
are a bit better but they are more expensive than Apple's at the same
size. My favorite brand is the Radius because they have great color,
a sharp picture and good software.

--
Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

3933. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Mar5.010423.53110@cobra.uni.edu>
Source record: 10042

In article <khaley.825949583@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
>>> Cut the numbers however you like to make them look rosy, but you can't
>>> change reality.
>
>>That market share is worth over $10 billion annual..
>
> A few months back, PC World estimated the IBM/PC market value to
> be worth over $157 BILLION.

Divided up by how many firms? One in four software apps sold are Macs(source:
SPA).

>
>>Other firms would kill for
>>that.. Considering Sun and SGI prosper in their huge niches despite their
>>miniscule volume..
>
> What are you talking about!? Sun and SGI do not compete in the
> home PC market! How many people do you know have Sun or SGI Unix
> workstations at home?

SGI and Sun are niche players for their markets..

>
> BTW, my sister just got a Pentium-75 notebook with Windows95 and it
> flies. You talk about the minimum requirement for Win95 to be a
> Pentium-100!? You're an idiot, Peter! You know absolutely NOTHING
> about PC computers! GET OVER IT!

This is my own opinion..Did I ruffle your feathers...
>
> Actually, you know nothing about Atari computers either, for that
> matter. And I thought this group was about Atari computer advocacy.
> The fact that we continually argue about PC/Mac on this group shows
> that you have no knowledge to discuss Atari computers.

Will be running an Atari 800 emulator. Have Joust, Defender and Robotron which
are all Atari 800 titles..Soon will have the Amiga emulator..

Whats there to talk about Atari computers? Make nice door stoppers and
bookends..

>
> /Kevin
>

>

GREETINGS..

|---|----
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
| Http://www.rockgarden.com/andy/ |
|---|-

3934. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-05 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.388.0009E236@cfcsc.dnd.ca>
Source record: 10043

In article <1996Mar3.210059.53068@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>These are the prices to break the myth that Macs are over priced..
>7200/90 $1117
>7500 $2003
>Performa Powermac 6214 with 15' multiscan $1253...

A friend of mine just bought a PowerPC 7500 (MAC, not PowerCurve) at the excellent price of 3 700$(Cdn), that's about 2 700U$A. Of course the monitor, keyboard, and mouse were extra. I suspect the price you have above is a PowerCurve price?
I am NOT being sarcastic about the price, it is an excellent price, at least 500$ cheaper than other MAC dealers were sellling for.. He originally wanted to go with a PC, and I was researching it for him. To get an equivalent machine it would have cost him less than the PowerPC, but it was only 500$ less, and the PowerPC technology is much better than the intel tech. and as a professional graphic artist the MAC is a better idea, for creating, for dealing with service bureaus.
I love my Falcon, and I consider the powerPC to
be the Falcon of the mid nineties and if I were
buying right now, I would probably get a PowerPC, and install MACMagic so I could run all my excellent Atari software.
later.plus tard

>GREETINGS..
>|-----------|->--->| Peter Sinclair-Day POWER MACINTOSH 7100/80 |>| University of Northern Iowa
|>| Graduate School of Library Science
|>| Rod Library - Systems & Technology
|>|
|>| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |>|
Http://www.rockgarden.com/andy/

Atari/TOS 4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp
Kenneth Macdonald/ Coinneach Domhnullaich -speaking only for myself
CFCollege, Toronto, Ontario, Canada===Qu&#65533;bec dit oui, Qu&#65533;bec dit non===
ken.macdonald@canrem.com, Qu&#65533;bec, la nation dans le pays du Canada

3935. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-05 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.826059628@gmi.edu>
Source record: 10044

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>> BTW, my sister just got a Pentium-75 notebook with Windows95 and it
>> flies. You talk about the minimum requirement for Win95 to be a
>> Pentium-100!? You're an idiot, Peter! You know absolutely NOTHING
>> about PC computers! GET OVER IT!

>This is my own opinion..Did I ruffle your feathers...

Don't flatter yourself. The only thing that astounds me is
your ignorance.

>Whats there to talk about Atari computers? Make nice door stoppers and
>bookends..

More verbal diarrhea from the Sincrapper... haven't you noticed anything in
this group!? People use Atari computers for many things, they
wouldn't still be owning and talking about them if they didn't have
a use for them. Sheesh.

Besides, I still use my 130XE to play games. Yes, the SAME 130XE
setup that I've had for 11 years now, and it's still quite reliable
and offers value.

Let me know when you've used one of your Macs for 11 years, dork.

/Kevin

3936. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-05 00:00:00 UTC
From: Clinton Keith <clint@angel.com>
Message-ID: <4hgbka$fdh@news.cerf.net>
Source record: 10186
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Andrew Owen <andrew.owen@gecm.com> wrote:
>
>In my experience windows spends to much time swapping to disk. Whilst
>this is happening your 133Mhz processor is waiting.

If you don't have sufficient memory, then Windows will swap memory to disk
(like many other systems do). I have a 16 meg system and don't get ever get
swaps unless I start using photoshop with alot of images.

> Don't give me any
>_crap_ about multi-tasking, your system (like the amiga/atari/etc) has
>only ONE bus and therefore entry to memory. Therefore it's either the
>processor or disk, not both.
>

Ever hear the of the term "cache"? My disk controller has one, Windows
has one and the motherboard has one.

These are pretty simple concepts we're talking about, used by both systems.
I wish people would crack open a book before they post!

3937. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-05 00:00:00 UTC
From: michaeld@sumatra.osd.com
Message-ID: <4hgf7u$dck@kaleka.seanet.com>
Source record: 10187
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In <Pine.SUN.3.91.960302145103.5334C-100000@PEAK.ORG> James Wood wrote:
> Yes raghead, I would. Duh, indeed. The point was that such theoretically
> ideal examples of perfection are fiction, so most people get by with less.
>
Why don't you shut the fuck up if you are going to come into this thread
making racist remarks.
>
> Whatever you say..... Thanks for the kindly stating the obvious, you
> genius.

At least he is adding some constructive input to the dialog "genius" -- not.

3938. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-05 00:00:00 UTC
From: michaeld@sumatra.osd.com
Message-ID: <4hgf88$dck@kaleka.seanet.com>
Source record: 10188
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In <Pine.SUN.3.91.960302145103.5334C-100000@PEAK.ORG> James Wood wrote:
> Yes raghead, I would. Duh, indeed. The point was that such theoretically
> ideal examples of perfection are fiction, so most people get by with less.
>
Why don't you shut the fuck up if you are going to come into this thread
making racist remarks.
>
> Whatever you say..... Thanks for the kindly stating the obvious, you
> genius.

At least he is adding some constructive input to the dialog "genius" -- not.

3939. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-06 00:00:00 UTC
From: Charles William Swiger <cs4w+@andrew.cmu.edu>
Message-ID: <wIDPl3W00iV543C4E=@andrew.cmu.edu>
Source record: 10045
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy

Excerpts from netnews.comp.sys.next.advocacy: 6-Mar-96 Re: Heil Gates!
by Andrew Owen@gecm.com
>> Charles William Swiger <cs4w+@andrew.cmu.edu> said unto the unwashed:
>> ...but computer systems actually have lots of busses.
[...]
>
> OK, but next you'll be telling me the cable between the keyboard
> controller and the keyboard is a bus ;-) [...]

Sure, I'll be happy to. For example, the standard for connecting
keyboards and mice to Macintosh computers is called the Apple Desktop
Bus, ADB. :-)

However, external connections to other machines (like a modem or
ethernet) are not called busses-- the term only applies to data paths
within a single machine, at least as far as the "standard usage" of the
word is concerned....

-Chuck

Charles Swiger | cs4w@andrew.cmu.edu | standard disclaimer
---------------+--------------------+--------------------
I know you're an optimist if you think I'm a pessimist.

3940. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-06 00:00:00 UTC
From: Andrew Owen <andrew.owen@gecm.com>
Message-ID: <4hk50p$lg3@gcsin3.geccs.gecm.com>
Source record: 10046
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Clinton Keith <clint@angel.com> wrote:
>Andrew Owen <andrew.owen@gecm.com> wrote:
>>
>>In my experience windows spends to much time swapping to disk. Whilst
>>this is happening your 133Mhz processor is waiting.
>
>If you don't have sufficient memory, then Windows will swap memory to disk
>(like many other systems do). I have a 16 meg system and don't get ever get
>swaps unless I start using photoshop with alot of images.

Snap !! , I also have 16MB of RAM. Yet in my 'computer' job I require Word4Win, EXceed X term
emulator, network access for a file sever (Novell), TCP/IP connection, TN3270 mainframe
connection. I also use Teamlinks e-mail, though this does kill the system and resources. All
I know is that when using some/all of the above the system seems to access the disk a lot, even
though the software is pulled from the network file server.

>Ever hear the of the term "cache"? My disk controller has one, Windows
>has one and the motherboard has one.

Yep. I'm not sure my DELL 450/L has disk controller, Windows has one .. you me smartdrv?

>These are pretty simple concepts we're talking about, used by both systems.
>I wish people would crack open a book before they post!

I am aware of these concepts, but it doesn't alter my argument that only one device can use the
BUS at the same time. Cache, buffering etc are only workarounds.

Andy.

3941. want to BUY CHESS for 2600

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-06 00:00:00 UTC
From: hfedu006@csun.edu
Message-ID: <4hiujk$kqg@dewey.csun.edu>
Source record: 10047

If anyone out there has any information on chess
games for the atari 2600, I'd be eternally (as in
forever) grateful to them if they could mail it
to me. I'm looking to buy a chess game for the 2600, for various
and sundry reasons that I'd rather not explain,but
are sort of personal, if you get my drift (but no...
not like that... get your minds out of the gutter..)
Thank you very mcuh for any help and for ignoring
that gross typo.

Brian

3942. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-06 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <4hkpov$5h6@morgoth.sfu.ca>
Source record: 10048

macdonald@cfcsc.dnd.ca (Ken Macdonald) writes:

>A friend of mine just bought a PowerPC 7500 (MAC, not PowerCurve) at the
>excellent price of 3 700$(Cdn), that's about 2 700U$A. Of course the monitor,
>keyboard, and mouse were extra. I suspect the price you have above is a
>PowerCurve price?

I beleive that all Macs come with a mouse.

--
Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

3943. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-06 00:00:00 UTC
From: Andrew Owen <andrew.owen@gecm.com>
Message-ID: <4hk3k6$lg3@gcsin3.geccs.gecm.com>
Source record: 10049
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

bmeyer@bruce.cs.monash.edu.au (Bernd Meyer) wrote:
>Andrew Owen (andrew.owen@gecm.com) wrote:
>:
>: In my experience windows spends to much time swapping to disk. Whilst
>: this is happening your 133Mhz processor is waiting. Don't give me any
>: _crap_ about multi-tasking, your system (like the amiga/atari/etc) has
>: only ONE bus and therefore entry to memory. Therefore it's either the
>: processor or disk, not both.
>
>Yeah, sure. Ever heard about busmastering DMA devices? ...

Infact I have. It masters the BUS , therefore the CPU is pushed out of it.

> ... PCI-to-PCI transfers?

Yep , again the CPU doesn't have access to the bus _at the same time_

>Cache (wow, there's a new concept!)? Write buffers? Or, let alone,
>dsiconnect-reconnect?
> ...

Again yep, and again the BUS is used by one or the other not BOTH. These just
let the HW continue whilst something else uses the BUS. It still doesn't
allow both to use the bus.

> ...
>Or, to put it differently, why can I pull 8M/s from my harddisk, and
>still use 2/3 of my processor power to calculate Mandelbrot sets? Why
>
^^^ only 2/3 rd's , surely if the bus could be used by BOTH the
busmastering disk controller and the CPU is should be 100%. Could it be that
only ONE of them can access the BUS at any one time, like I originally said.

>I'm pretty confident that Win95 actually does it this way.

I thought I said, In my experience, which I admit is limited to DOS/WIN3.1 on
the PC. Maybe things will change when we move to Win NT.

Andy.

(A new enlightened person)

3944. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-07 00:00:00 UTC
From: Andrew Owen <andrew.owen@gecm.com>
Message-ID: <4hmeok$4u9@gcsin3.geccs.gecm.com>
Source record: 10050
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Clinton Keith <clint@angel.com> wrote:
>There's always going to be some limit to the number of apps you can run for
>any given amount of memory.

Yep agreed, but windows seems to run fewer on the same amount of memory than other desktop systems available (sometimes on other CPU platforms). Hence my point on some people reaction
to windows when they come from other more ï¿½efficientï¿½ systems.

The only solution for any platform is to add more
>memory. I remember that earlier versions of Photoshop would handle memory and
>disk caching poorly, so one of your apps could be to blame. Also, your virtual
>memory settings could be screwed up.

Donï¿½t know, I have 16Mb RAM, 25Mb Virtual, 2Mb Smartdrv cache. Any suggestions?

>>>These are pretty simple concepts we're talking about, used by both systems.
>>>I wish people would crack open a book before they post!
>>
>>I am aware of these concepts, but it doesn't alter my argument that only one device can use the
>>BUS at the same time. Cache, buffering etc are only workarounds.
>>
>But the purpose for your argument was to claim that Windows was screwed up for

No, the purpose of my original argument was it indicate why some (amiga) owners may ï¿½hateï¿½
windows. I gave the example of disk swapping , in the _context_ of _my_ experience with windows, as to a possible reason. Not as a general statement on all OSï¿½s interaction with HW.

>cacheing memory on the drive to begin with. Cacheing is a way for resources to
>be used beyond their physical limitations and if you use more memory
>than you have on silicon, you can hardly blame the OS for slowing down.
>
>Of course cacheing is "workaround". No computer has a disk drive that is even
>within a magnitude of the speed of memory chips. However the cost of memory chips
>well beyond a magnitude higher than disks in price/megabyte. This is the whole
>purpose of cacheing. Cacheing is a way of extending resources cheaply. If you
>want the faster speed...buy more memory.

My point exactly! It also seems to be MSï¿½s attitude of ï¿½yes it runs on 386 with 4MBï¿½ but if
you want to do anything with it then ï¿½buy moreï¿½. Refer the original statement that

amiga users
hate windows. Could it be that to get it to do anything useful you need more resources than other systems. And no I donï¿½t have examples, but it seems from mags, media and newsgroups most
people think windows is bloated.

>Also, refer to some of the replies here about the bus arguments. I won't repeat
>them since they are pretty good, but the basic premise is that there are several
>busses on your system. They are not being used to full capacity and they have
>local caches to handle bottlenecks. Bus contention is NOT the main problem with
>virtual memory. Drive speed is.

Yes, but does Win3.1 allow one process to continue whilst another is using the disk (or some
other HW with cache, bus, buffer, etc). My understanding is it doesnï¿½t and one process excludes all others from the HW. I know that not all mutlitasking systems works this way, refer to another reply I made in this thread which states the _system_ I use at work. It seems
just co-op types such as win3.1. All the examples people have used to prove me wrong (?) are
pre-emptive types.

As I said elsewhere, maybe I should have said "In my experience under DOS/Win3.1 ...."

Andy

(More enlightened than yesterday ;-))

3945. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-07 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.826219594@gmi.edu>
Source record: 10051

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>> Besides, I still use my 130XE to play games. Yes, the SAME 130XE
>> setup that I've had for 11 years now, and it's still quite reliable
>> and offers value.

>I have had my 2600 for lot longer than that. I know I have the old Defender
>classic in the atic. I may look for it when I come visit. I know the 7800 is
>buried somewere there..

Well thanks for strengthening my argument even more, Peter! Most of those
above machines that you mention are Ataris, aren't they?

Seems that a lot of Atari machines have an impressive longevity, eh?

>> Let me know when you've used one of your Macs for 11 years, dork.

>Oh pop pee...Don't forget the Newton.. You are in name calling because the
>truth hurts..

Truth hurts?! The only truth we've been talking about here is the
truth that Atari machines seem to have greater longevity than Apples.
Isn't that so, Peter?

/Kevin

3946. connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-08 00:00:00 UTC
From: acoustic@infinity.c2.org
Message-ID: <4houoq$al8@eternity.c2.org>
Source record: 10052

On page 22a of the San Jose Mercury News for Thursday, March 7, 1996, there's a (big, color) picture of a worker holding a monitor in her lap, with a couple of tables holding several atari computers.

The caption under the photo reads ``Meagan Azevedo, project specialist at San Jose's Santee School, has a room full of Atari computers. None of them can be linked to the Internet, which means Santee won't be participating in NetDay.'' {NetDay is of course this big volunteer effort to connect all the schools in the US to the internet.}

I was really surprised by this---don't ataris have serial ports? Couldn't they at least use them like dumb terminals and hook them to a PC running linux or something similar to get some multiplexed internet access?

Anyhow, it seems that someone is making a mistake---either the school, the Mercury News---or of course me. Maybe it really is impossible to use a room of ataris to connect to the internet---but that sure seems strange.

dan
acoustic@c2.org

3947. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-08 00:00:00 UTC
From: Andrew Owen <andrew.owen@gecm.com>
Message-ID: <4hp3rk$p3t@gcsin3.geccs.gecm.com>
Source record: 10053
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.unix.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy

Charles William Swiger <cs4w+@andrew.cmu.edu> wrote:
>> OK, but next you'll be telling me the cable between the keyboard
>> controller and the keyboard is a bus ;-)
.. For example, the standard for connecting
>keyboards and mice to Macintosh computers is called the Apple Desktop
>Bus, ADB. :-)
..

As I sent the previous message, I looked across the office and to see someone using a PowerBook Mac and though 'I know what your going to reply'.
Sure enough you quote the MAC above. It was just an off the cuff remark. And yes, the person using the MAC doesn't work for us, he's on secondment. But even his company is forcing him onto a portable PC which of course he's fighting tooth and nail to aviod because he's seen our Win3.1 systems.

Andy.

The darleks have upgraded to windows, their war cry is now
"We are the darleks, exterm[re-boot],
We are the darleks, exterm[re-boot],
We are the darleks, exterm[re-boot] ... oh f*** it let get a beer!"

3948. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-09 00:00:00 UTC
From: ian@sonic.net
Message-ID: <4hqm6v$1mq@ultra.sonic.net>
Source record: 10054

dan hitt (acoustic@infinity.c2.org) wrote:
: On page 22a of the San Jose Mercury News for Thursday, March 7, 1996,
: there's a (big, color) picture of a worker holding a monitor
: in her lap, with a couple of tables holding several atari computers.

: The caption under the photo reads ``Meagan Azevedo, project
: specialist at San Jose's Santee School, has a room full of
: Atari computers. None of them can be linked to the Internet,
: which means Santee won't be participating in NetDay.'' {NetDay
: is of course this big volunteer effort to connect all the schools
: in the US to the internet.}

Probably micro$oft or someone paid them to write that. :) (ataris are
certainly quite internet-connectable, via the ways you described, over
tcp/ip if they're newer or, if they're 020+ with FPU, running linux/X.

--
(mailto:ian@sonic.net __oOO_____OOo__ mailto:ian@floyd.santarosa.edu)
|| ____ || http://www.sonic.net/~ian
|/ Oo \|

3949. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-09 00:00:00 UTC
From: scruggs@news.cis.ohio-state.edu
Message-ID: <4hsa4kINN43o@brain.cis.ohio-state.edu>
Source record: 10055

In article <4hqm6v$1mq@ultra.sonic.net> ian@sonic.net (Ian Baker) writes:
|dan hitt (acoustic@infinity.c2.org) wrote:
|: On page 22a of the San Jose Mercury News for Thursday, March 7, 1996,
|: there's a (big, color) picture of a worker holding a monitor
|: in her lap, with a couple of tables holding several atari computers.
|
|: The caption under the photo reads ``Meagan Azevedo, project
|: specialist at San Jose's Santee School, has a room full of
|: Atari computers. None of them can be linked to the Internet,
|: which means Santee won't be participating in NetDay.'' {NetDay
|: is of course this big volunteer effort to connect all the schools
|: in the US to the internet.}
|
|Probably micro$oft or someone paid them to write that. :) (ataris are
|certainly quite internet-connectable, via the ways you described, over
|tcp/ip if they're newer or, if they're 020+ with FPU, running linux/X.

Or if you just want a shell account: using the vt52 accessory.
This worked for me for years on the ST long before the current
hype and fad. Also, for certain tasks, I prefer to do this with the
PC as there is no packet overhead (procomm).
--
||| Admiral Piet: Load the Charmin into the Mass Driver
/ | \ and Prepare to FIRE!!!

3950. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-10 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4hvfg8$q6j@ccshst05.cs.uoguelph.ca>
Source record: 10056

```
: An ST can connect otherwise I wouldn't be replying - I'm using one.
: All you need is the same as any other machine - a modem, enough
: memory, a hard disk and the software.

Don't even need the hard drive! I used to connect to the net
using my old 130XE and a single 1050 disk drive + a modem.

. >> Mark <<

--
-------------------------------------------------------------------------
Mark A Rathwell
-------------------
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Maintainer of the "Incredible Hulk" television series FAQ.

http://www.uoguelph.ca/~mrathwel
-------------------------------------------------------------------------
```

3951. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-10 00:00:00 UTC
From: Rich Perna <pernar@river.it.gvsu.edu>
Message-ID: <31431EC7.9C9@river.it.gvsu.edu>
Source record: 10057

PETER SINCLAIR-DAY wrote:

> > No, you simply gave opinions, and refuted nothing. But, I'm going to let this
> > discussion die here. After all, this IS an Atari group, after all.. :)
>
> What part do you not UNDERSTAND? I refuted your ignorant statements...

Just fuck off. It's obvious you have no clue.

"You need a P-100 to run Win95"
"Apple Computers are cheap and reasonably priced"
"You actually have a wide choice of Operating Systems on a Mac"
+ referring to IBM clones as 'wintel' machines (when you can get a variety of
OSs and CPUs, in reality) + just being a dick and not admitting when you
are wrong. And not letting this discussion die. It's obvious you're
a Mac zealot, so why I have even bothered up to this point...

Rich

3952. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Mar10.172952.53280@cobra.uni.edu>
Source record: 10058

Rich Prick thusly spoke BS....

In article <31431EC7.9C9@river.it.gvsu.edu>, Rich Perna <pernar@river.it.gvsu.edu> writes:
> PETER SINCLAIR-DAY wrote:
>
>> > No, you simply gave opinions, and refuted nothing. But, I'm going to let this
>> > discussion die here. After all, this IS an Atari group, after all.. :)
>>
>> What part do you not UNDERSTAND? I refuted your ignorant statements...
>
> Just fuck off. It's obvious you have no clue.

I don't have a clue? I refuted your lies that Macs cost more than equivelant
Pentiums. I provided evidence to the contrary and you blow it off by talking
about monitors and so on..

Again. what part do you not UNDERSTAND?

>
> "You need a P-100 to run Win95"

My personal belief for acceptability..

> "Apple Computers are cheap and reasonably priced"

Yep..and I proved it. So what do you not UNDERSTAND? You side stepped my
proof by bringing in the PC oreinted Computer Shopper as evidence that is not
true..

> "You actually have a wide choice of Operating Systems on a Mac"

I never stated that. I stated that linux would be available as an option.
What sentence I used do you not UNDERSTAND?
>
+ referring to IBM clones as 'wintel' machines (when you can get a variety of
> OSs and CPUs, in reality) + just being a dick and not admitting when you
> are wrong. And not letting this discussion die. It's obvious you're
> a Mac zealot, so why I have even bothered up to this point...

People who buy Powermacs obviously are going to use the Mac OS and will have
not have OS choice until Linux is available and when the CHRP hardware is out.

I proved your asertions wrong and you have to resort to sniffling and crying
and lashing out that I am wrong even thought you could not back up your
statement that Macs cost more. I proved you wrong...

Again, what part do you not UNDERSTAND?

>
> Rich

Fun making you an ass, Prick!!

GREETINGS..

|---|----
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
| Http://www.rockgarden.com/andy/ |
|---|-

3953. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-11 00:00:00 UTC
From: boris-m@tensornet.com
Message-ID: <4i0b46$e7@flood.xnet.com>
Source record: 10059

ian@sonic.net (Ian Baker) wrote:

>Probably micro$oft or someone paid them to write that. :) (ataris are
>certainly quite internet-connectable, via the ways you described, over
>tcp/ip if they're newer or, if they're 020+ with FPU, running linux/X.

Yeah, sure. I just can picture MicroSoft collectively spending sleepless nights,
thinking how can they make bad PR for Atari... B^)

Seriously, though, making Atari's internet-connectable might be an interesting
academic group project for Comp-Sci students, but not something a small school
would (or should) try. And then, Atari internet tolls are rather weak compared
with other platforms...

The above does not necessarily represent views of my employer,
my educational institution, or of myself.
-Amon Duul

3954. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-11 00:00:00 UTC
From: scruggs@news.cis.ohio-state.edu
Message-ID: <4i1e5jINN7s8@brain.cis.ohio-state.edu>
Source record: 10060

In article <4hvu6b$98e$1@mhadg.production.compuserve.com> BobR <76702.1466@CompuServe.COM>
writes:
||Maybe it really is impossible to use a room of ataris to connect to the
||internet---
|
|Depends on what you mean by "connect to the internet"...
|

There is a significant difference between 'connecting to the internet'
and buying into the overhyped flim-flap hype fad that seems to be
in vogue at the moment.

|Sure you can "connect" with just a modem and some software, but what level
|of usefulness are you expecting..?
What you fail to grasp is that information is information and
most of what falls into information is in deed available in
text.
|
|Forget about full color web browsers.. there aren't enough colors available
Actually, for stills, an ST running a browser in kiosk mode would be
perfectly fine.
|unless you're running an expensive Atari (and I doubt a school has a "room
|full" of Falcons or TTs with expensive video boards), same for the screen
|resolution.
Most PC's suitable for net-work are just as expensive as Falcons.
|
|Also, forget about going to the store and buying an inexpensive, easy to
|install program that would be suitable for use in a school environment, and
|which will be reliable and stable for kids to use.
Winsock apps reliable and stable? What planet are you from?
|
|Forget about networking the computers together or to a server for Internet
ST's have had networks for years. Has anyone ever tried hooking
up commcontrollers to ST's. And you dont need a bloody server for
internet access just clients. Even so, with linux gives one access
to all the internet tools you'll likely ever need with the capacity
to compile anything else that might come along.
|access, again unless you've got a room full of those expensive newer models
|and a lot of expensive (and barely existant) hardware and software.
|
The whole point of client-server is so that you dont do that.
A falcon or two as servers and the rest can by wyse60 terminals.

GNU is GNU everwhere...
|Text only browsing, or ASCII based newsgroup reading..? Sure.. no problem.

|
actuall, since newsgroups are nothing BUT ascii, a fairly dumb
terminal solution would actually be appropriate. Really, why add
all the overhead needed for superflouous bells and whistles.

Also, considering the speed of the most commonly owned connection,
text only browsers do have some merit. Admittedly they dont quite have
the flash of Netscape (which likes to eat itself frequently) but,
most of the flashy stuff on the web is way to slow for the kind of
connection most real schools can afford (real != mary chote (sp))

|I doubt that's what that teacher had in mind.
|
The teacher is probably as clueless as you are believing that the
entirety negates any of the parts and that maximal bloated solutions
are the only ones possible or even desirable.
|BobR

--
||| Admiral Piet: Load the Charmin into the Mass Driver
/ | \ and Prepare to FIRE!!!

3955. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-12 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <4i3t3g$lgo@osiris.wu-wien.ac.at>
Source record: 10061

Ian Baker (ian@sonic.net) wrote:
: certainly quite internet-connectable, via the ways you described, over
: tcp/ip if they're newer or, if they're 020+ with FPU, running linux/X.

where those STs on the table? If they were XLs or XEs, that would be a
different story alltogether....

Alfred

: --
: (mailto:ian@sonic.net __oOO______OOo__ mailto:ian@floyd.santarosa.edu)
: || ____ || http://www.sonic.net/~ian
: |/ Oo \|

3956. Re: Time for some ADVOCACY

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-12 00:00:00 UTC
From: rarozijn@xs4all.nl
Message-ID: <314609281300840@xs4all.nl>
Source record: 10062

Robert J Goos (goos@badlands.NoDak.edu) wrote:

>
>I've never used an Atari computer in my life, although I used some
>PC-based software using the GEM interface.
>
>I've got a Power Mac now. I see that for about $200, one can essentially
>have a "virtual ST" running as well (MagiC Mac, or something like that).
>
>So..are there any Atari apps (not games) that are SO good that it would
>be worth $200 to me to have a virtual ST running inside of my Mac?
>
>In other words, are there any ST apps that still surpass anything in the
>Mac world?
>
>If this doesn't stimulate some writing worthy of the name of this
>newsgroup, I'll be disappointed.
>
>
I agree. However, there is one problem: I for instance do not know what you
can do on a Power Mac. Therefor I can't possibly tell you what would make it
worth your while.
However, in atari.comp.sys.atari.st I found a lot of people using Macintosh
computers. Maybe they can help you?

Sander.

--

Sander Rozijn
what P.O. Box 11812 must
goes 1001 GV Amsterdam come
up... The Netherlands down!

rarozijn@xs4all.nl

3957. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-12 00:00:00 UTC
From: Clinton Keith <clint@angel.com>
Message-ID: <4i513c$lo0@news.cerf.net>
Source record: 10063

scruggs@news.cis.ohio-state.edu (kevin eugene scruggs) wrote:
>In article <4hvu6b$98e$1@mhadg.production.compuserve.com> BobR
<76702.1466@CompuServe.COM> writes:
>||Maybe it really is impossible to use a room of ataris to connect to the
>||internet---
>|
>|Depends on what you mean by "connect to the internet"...
>|
>
> There is a significant difference between 'connecting to the internet'
> and buying into the overhyped flim-flap hype fad that seems to be
> in vogue at the moment.
>

<alot of the same deleted>

Wow! It's real interesting to see such a full state of denial! I suppose
that you don't use the GEM desktop or any other of those "overhyped flim-flap
hype fad [SIC]" desktops out there. Hell, good old black-n-white binary
representations of data are good enough. What the hell do you need all those
256 color images of data for? Java? What the hell good are
platform-independent OO languages? Why should my kid run Netscape on a
donated 386 when the school system could buy Falcons? When I was a kid,
and I wanted a word processor, I wrote my own! I had to use ones and zeros!
Hell, sometimes I ran out of zeros and had to use the letter 'O'! *

CNK - A former 880/ST/TT owner

* a little Scott Adams applied here

3958. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-12 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GCMVAEBCUP@cabal.shnet.org>
Source record: 10064

In <1996Mar9.211712.53268@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>In article <GCJMDJIMUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>> In <macdonald.388.0009E236@cfcsc.dnd.ca> Ken Macdonald wrote:
>>>In article <1996Mar3.210059.53068@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER
SINCLAIR-DAY) writes:
>>>>These are the prices to break the myth that Macs are over priced..
>>
>>>>7500 $2003
>>
>> Germany: ~4.600,- DMs for the 8/500 (i.e. around 3.000 US$s).
>>
>> plus 8 megs, plus sensibly sized hard disk, plus monitor, plus keyboard,
>> plus...
>>
>> Why do you think Power Computing announced much cheaper Mac clones?
>
>Good for PowerComputing...However, the 7500 has additional video functionality
>that the Power ones do not have..

Who cares about video functionality? 5 % of the customers, 2 %?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3959. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-13 00:00:00 UTC
From: scruggs@news.cis.ohio-state.edu
Message-ID: <4i6nrcINN6lf@boa.cis.ohio-state.edu>
Source record: 10065

In article <4i61ms$m3h@flood.xnet.com> boris-m@tensornet.com writes:
|scruggs@news.cis.ohio-state.edu (kevin eugene scruggs) wrote:
|
|| Oooohh... Installing linux... such a daunting task.
|
|Well, installing LINUX isn't that bad, but a) would it run on ST's they probably
|have, and b) it defenitely isn't as easy as running install program for Netscape
|and having everything available...
|
|Defenitely not something a school should have to do to connect to the net.

1) Getting the 3R's right first might be a more fruitful waste
of effort
2) The experience of getting linux up and running will likely
be much more educational than the net, especially the web.

|
|| And if you're more interested in information vs. data: just
|| run Vanterm.
|
|True, but tell it to countless idiots who insist on linking everythig through
|megabyte-sized imagemaps...
Well, that's the reall problem. Most of us have to deal with
a phone network that has a max thruput of 38K. That's why,
if it's available, I'll hit the text version of a page even
on a Pentium class machine.

For everything except the graphics side of the web, a shell
account is more than adequate. 2400bps will even suffice for
some of the less 'megabyte-size imagemaps' laden parts of the
net.

|
|
|The above does not necessarily represent views of my employer,
|my educational institution, or of myself.
| -Amon Duul
|

--
||| Admiral Piet: Load the Charmin into the Mass Driver
/ | \ and Prepare to FIRE!!!

3960. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-13 00:00:00 UTC
From: scruggs@news.cis.ohio-state.edu
Message-ID: <4i6p8cINN6p7@boa.cis.ohio-state.edu>
Source record: 10066

In article <4i513c$lo0@news.cerf.net> Clinton Keith <clint@angel.com> writes:
|scruggs@news.cis.ohio-state.edu (kevin eugene scruggs) wrote:
||In article <4hvu6b$98e$1@mhadg.production.compuserve.com| BobR
<76702.1466@CompuServe.COM| writes:
||||Maybe it really is impossible to use a room of ataris to connect to the
||||internet---
|||
|||Depends on what you mean by "connect to the internet"...
|||
||
|| There is a significant difference between 'connecting to the internet'
|| and buying into the overhyped flim-flap hype fad that seems to be
|| in vogue at the moment.
||
|
|<alot of the same deleted|
|
|Wow! It's real interesting to see such a full state of denial! I suppose
|that you don't use the GEM desktop or any other of those "overhyped flim-flap
|hype fad [SIC]" desktops out there. Hell, good old black-n-white binary

I wasn't aware that I made a single comment about operating systems.
Perhaps if you hadn't deleted the rest of my post, such comments might
actually appear above (if I had made them).

|representations of data are good enough. What the hell do you need all those
|256 color images of data for? Java? What the hell good are
In most cases, not much.

However, an ST is more than capable of handling such. I used to
have quite a few myself.

|platform-independent OO languages? Why should my kid run Netscape on a

?Making the code bigger? ?Making it run slower?
Levity aside, the ST's have few deficiencies in this
domain, and the Falcon's have none. Platform independent
OS's are nice that way.

However, the Internet != WorldWideWeb. The net was here and
thriving long before Netscape or even Microsloth.

Also, your fixation on the 8-bit images is rather... immature.
The great benefit of the web is not the 'pretty pictures' but
the search engines without with you'd never be able to find
those pretty pictures, or anything else for that matter (due

to your tunnel vision).

|donated 386 when the school system could buy Falcons? When I was a kid,

Netscape on a 386? Do you know anything of Ataris or PC's?

|and I wanted a word processor, I wrote my own! I had to use ones and zeros!
|Hell, sometimes I ran out of zeros and had to use the letter 'O'! *

Yeah, I wrote my own terminal emulator. Connected me to any
part of the net, except the web, long before all of the current
hype. Fortunately, I didn't use the lack of pretty pictures to
keep me from retrieving lots of useful crap from all over the globe.

|
|CNK - A former 880/ST/TT owner
For a former owner, you sure dont know much about the product.

Spectre512,mintnet,linux...
--
||| Admiral Piet: Load the Charmin into the Mass Driver
/ | \ and Prepare to FIRE!!!

3961. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-13 00:00:00 UTC
From: "TOMMY K. HWANG" <thwang@home.mysolution.com>
Message-ID: <3146F7F4.2839@home.mysolution.com>
Source record: 10067
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Andrew Owen wrote:
> TT = 68030 @ 32Mhz CPU 32Mhz Motherboard + TOS (Agreed ... CRAP)
> 486-66 = 80486 @ 66Mhz CPU 32Mhz Motherboard (incl FPU) + Windows
>
> The TT was no-faster or productive, but the CPU is running at half the speed
> and doesn't includes the FPU. As I said, just think what you could do with a
> decent OS on the faster (?) PC hardware.

Ummm... I thought the TT has an fpu.. At least mine has, I think. Never
really bothered to check. Just want to use it for STiK and Cab for Atari Support
in company (still hasn't gotten it to work yet).

> >>Don't know as I use atari, but I'm sure it doesn't run out of memory as
> >>often as Win/PC.

There is third party software that does virtual memory for the Amiga (as have
mentioned somewhere in previous post). I would never use it because of the way I use my
amiga. I simply add more ram.

> O/S on decent H/W. They, along with me (and probably others) just wish for a
> decent O/S on decent H/W.

This part was solved years ago and argued many many times already.
(and I don't mean win4.0 or NT either)

> Windows locks up on a daily basis, though I've been running out of resources
> lately so maybe the problem is there. Opening and closing apps on Win3.1 does
> seem to loose sys resources.

Okay... What software do you run and how much RAM? If software is from
reputable companies and you have 24-128Mb RAM, get NT and kiss goodby to the
GPF. Seriously.

> Networking is another dept! But still, why can't Word allow me to keep typing
> whilst saving Excel? It all goes through WinSock, and therefore (I
> understand, but maybe not) windows is controlling access to the Novell TCP-IP.
> Not knowing sys-admin level stuff, its probably windows and related to its
> co-op nature. One program (see I have learnt something) hogging resources.

Again, get WindowsNT, if you HAVE to use Excel.

3962. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-13 00:00:00 UTC
From: scruggs@news.cis.ohio-state.edu
Message-ID: <4i6stdINN36q@anaconda.cis.ohio-state.edu>
Source record: 10068
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

```
In article <3146F7F4.2839@home.mysolution.com> "TOMMY K. HWANG"
<thwang@home.mysolution.com> writes:
|Andrew Owen wrote:
|| TT = 68030 @ 32Mhz CPU 32Mhz Motherboard + TOS (Agreed ... CRAP)
|| 486-66 = 80486 @ 66Mhz CPU 32Mhz Motherboard (incl FPU) + Windows
||
|| The TT was no-faster or productive, but the CPU is running at half the speed
|| and doesn't includes the FPU. As I said, just think what you could do with a
|| decent OS on the faster (?) PC hardware.
|
| Ummm... I thought the TT has an fpu.. At least mine has, I think. Never
|really bothered to check. Just want to use it for STiK and Cab for Atari Support
|in company (still hasn't gotten it to work yet).
|
|| ||Don't know as I use atari, but I'm sure it doesn't run out of memory as
|| ||often as Win/PC.
|
| There is third party software that does virtual memory for the Amiga (as have
|mentioned somewhere in previous post). I would never use it because of the way I use my
|amiga. I simply add more ram.
|
|| O/S on decent H/W. They, along with me (and probably others) just wish for a
|| decent O/S on decent H/W.
|
| This part was solved years ago and argued many many times already.
|(and I don't mean win4.0 or NT either)
|
|| Windows locks up on a daily basis, though I've been running out of resources
|| lately so maybe the problem is there. Opening and closing apps on Win3.1 does
|| seem to loose sys resources.
|
| Okay... What software do you run and how much RAM? If software is from
|reputable companies and you have 24-128Mb RAM, get NT and kiss goodby to the
|GPF. Seriously.

24Megs of RAM is a pretty big IF.
Until relatively recently, it would also be a VERY expensive IF.

|
|| Networking is another dept! But still, why can't Word allow me to keep typing
|| whilst saving Excel? It all goes through WinSock, and therefore (I
|| understand, but maybe not) windows is controlling access to the Novell TCP-IP.
|| Not knowing sys-admin level stuff, its probably windows and related to its
```

|| co-op nature. One program (see I have learnt something) hogging resources.
|
| Again, get WindowsNT, if you HAVE to use Excel.

--
||| Admiral Piet: Load the Charmin into the Mass Driver
/ | \ and Prepare to FIRE!!!

3963. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-13 00:00:00 UTC
From: Andrew Owen <andrew.owen@gecm.com>
Message-ID: <4i6hmp$lcp@gcsin3.geccs.gecm.com>
Source record: 10069
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

bmeyer@bruce.cs.monash.edu.au (Bernd Meyer) wrote:
..
>: Not if windows is in fact on his machine.
>
>But he used the exact words "your machine". Which, among many many others,
>means mine. And Windows isn't on mine, and I can assure you that whenever
>I have a CPU-bound job running, I don't get idle CPU cycles.

Strange, I though if I used the term "your" machine in reply to a person, I
didn't think it included everyone in the room, house, street, city, world
that happened to overhear me.

If you (Bernie, and only Bernie) take you car (presumming you have one) to a
garage and the machanic says to another customer "your cam shaft is bust" I
guess you take it to also mean yours is also bust, I think NOT ;-))

One day I'll get the hang of this newgroups lark, it never ceases to amaze
me (still green behind the ears) of how fast newsgroup discussions get off
the subject. All quite stimulating to watch. The original query/statement
I replied to was Win vs Amiga, never mentioned Linux.

I guess it's true, everyday you learn something new.

Andy.

(So enlighted its almost spiritual)

3964. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-13 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.400.00118AEE@cfcsc.dnd.ca>
Source record: 10070

In article <4hvu6b$98e$1@mhadg.production.compuserve.com> BobR <76702.1466@CompuServe.COM>
writes:
>From: BobR <76702.1466@CompuServe.COM>
>>Maybe it really is impossible to use a room of ataris to connect to the
>>internet---
>Depends on what you mean by "connect to the internet"...
>Sure you can "connect" with just a modem and some software, but what level
>of usefulness are you expecting..?
>Forget about full color web browsers.. there aren't enough colors available
>unless you're running an expensive Atari (and I doubt a school has a "room
>full" of Falcons or TTs with expensive video boards), same for the screen
>resolution.
>Also, forget about going to the store and buying an inexpensive, easy to
>install program that would be suitable for use in a school environment, and
>which will be reliable and stable for kids to use.
>Forget about networking the computers together or to a server for Internet
>access, again unless you've got a room full of those expensive newer models
>and a lot of expensive (and barely existant) hardware and software.
>Text only browsing, or ASCII based newsgroup reading..? Sure.. no problem.
>I doubt that's what that teacher had in mind.
>BobR

Well
I see nothing difficult about a room full of TT's running UNIX(Linux, et al)
and using xwindows (for Chimera, Netscape, whatever) and networking also.
16 colour, but faster screen redraws :^)
[cuz you're not trying to display 16 million colours, or even 256]
Ataris are versatile
they can emulate anything :^)

Atari/TOS 4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp
Kenneth Macdonald/ Coinneach Domhnullaich -speaking only for myself
CFCollege, Toronto, Ontario, Canada===Qu&#65533;bec dit oui, Qu&#65533;bec dit non===
ken.macdonald@canrem.com, Qu&#65533;bec, la nation dans le pays du Canada

3965. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-13 00:00:00 UTC
From: Dave Osborn <osbornd@smtpgate.umkc.edu>
Message-ID: <4i7fa3$9a9@kasey.umkc.edu>
Source record: 10071
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

ajp3@cec.wustl.edu (Andrew Pann) wrote:
>In article <4gm0qa$ojd@gol2.gol.com>,
>Hans Shimizu Karlsson <hanske@pobox.com> wrote:
>>In <4gl434$89f@newsreader.wustl.edu> Andrew Pann wrote:
>>
>>> >But the interesting thing is, while everyone seem to think Gates has
>>> >concered the world, the reality is that 90% of the World will never use a
>>PC
>>>
>>
>>I'm simply comparing the people in the computer market to the total world
>>population.
>>
>>Actually, 10% seem far too high in that perspaective.

The world is rapidly being carved up and eventually every
consumer will be using a PC of sorts. Soon telephones and
televisions will be PC's. If things go according to plan, Gates
will be the one writing the operating system.

World conquest? I can see it happening.

3966. FS: Atari Mega St4+...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-13 00:00:00 UTC
From: jvarma@bigdipper.umd.edu
Message-ID: <4i7f7m$7oe@hecate.umd.edu>
Source record: 10072

I have an Atari Mega ST4 for sale, complete with 14" NEC Multisync II
monitor, NEC P5200 24pin 360DPI printer, and tons of software.

Complete system: $500 obo.
Reply via E-mail.
--Jay--

3967. Re: FS: Atari Mega St4+...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-13 00:00:00 UTC
From: jvarma@bigdipper.umd.edu
Message-ID: <4i7fnp$7oe@hecate.umd.edu>
Source record: 10073
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.programmer,rec.games.video.atari

I forgot to mention, this also has a US Robotics Courier HST 9600baud
modem included.

Jay D. Varma (jvarma@bigdipper.umd.edu) wrote:
: I have an Atari Mega ST4 for sale, complete with 14" NEC Multisync II
: monitor, NEC P5200 24pin 360DPI printer, and tons of software.

: Complete system: $500 obo.
: Reply via E-mail.
: --Jay--

3968. Re: Time for some ADVOCACY

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-13 00:00:00 UTC
From: cgra@btmaa.bel.alcatel.be
Message-ID: <4i6mpr$4gr@btmpjg.god.bel.alcatel.be>
Source record: 10074

In a blatant troll, goos@badlands.NoDak.edu (Robert J Goos) writes:
> [...]
> So..are there any Atari apps (not games) that are SO good that it would
> be worth $200 to me to have a virtual ST running inside of my Mac?

> In other words, are there any ST apps that still surpass anything in the
> Mac world?

To be able to say that with any confidence, I'd need to be much more
familiar with Mac software than I am now.

However I can state with complete confidence that if I were given a
PowerMac for my birthday (2 April, HINT HINT) the first thing to be
installed on it would be MagicMac. And that could be the last thing
for a long time: I'm not saying that Calamus, Omega, Apex Media etc.
are unbeatable, but I wouldn't go buying new software just for the
fun of it. I guess most sales of MagicMac fall into this category.
--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102

3969. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-13 00:00:00 UTC
From: Andrew Owen <andrew.owen@gecm.com>
Message-ID: <4i6m20$mch@gcsin3.geccs.gecm.com>
Source record: 10075
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Clinton Keith <clint@angel.com> wrote:

>I felt that my TT was no faster and productive at a user interface level
>than my 486-66 running Norton destop. At some point you get subjective
>about things like "comfort". Also, the car analogy is not quite the same
>unless you add the limitation that the Vauxhall cannot drive on the major
>roads ;)

TT = 68030 @ 32Mhz CPU 32Mhz Motherboard + TOS (Agreed ... CRAP)
486-66 = 80486 @ 66Mhz CPU 32Mhz Motherboard (incl FPU) + Windows

The TT was no-faster or productive, but the CPU is running at half the speed
and doesn't includes the FPU. As I said, just think what you could do with a
decent OS on the faster (?) PC hardware.

>
>>Strange, I thought Pure C was a development of Boreland C for the atari?
>
>It was. That makes it a good comparison. With the additional services
>provides by the OS and especially the larger market, Borland was able to
>produce an application of 3.1's class when absolutely nothing came close
>on the Atari side (even from them).
>

I believe that Pure C was developed by a third party under licence, but got
bogged down in Legal wrangles. I use Lattice C on the Atari, but agree there
isn't much to touch the integrated development tools available on the PC.
Saying that, there are some good third party add on, but even these are not
integrated, what I'd give for a good integrated source level debugger.

>>>What does the Amiga do when you run out of memory?
>>
>>Don't know as I use atari, but I'm sure it doesn't run out of memory as
>>often as Win/PC.
>
>I thought that since you were arguing a point based on Amiga's OS, you
>had used it. My mistake. My experience with ST's and a TT with 8 meg was

Was I? I thought I was arguing that in my experience Windows was crap
(paraphrased) and I found it frustrating to use. Therefore amiga users may
feel the same having come from a pre-emtptive OS on limited H/W to a limited
O/S on decent H/W. They, along with me (and probably others) just wish for a
decent O/S on decent H/W.
Sorry, should have said, only ever used an Amiga as a door stop ;)

>the same: they didn't run out of memory as often, but when they did,
>the OS simply wouldn't run the app. Now this may have changed with whatever
>upgrades to the standard OS that is out (or whatever hack some 3'rd party
>has devides).
>
>Also, simply put. I had far fewer apps to run on the TT and as this was
>before MultiTOS, I couldn't run more than one app (except as accessories).

Just out of interest, how long before MultiTOS ?

>At the time 3.1 was out there and could.
..
>realized that the software makes the machine. It's also not a minor side
>effect that if you know this machine, there are plenty of people who don't
>but are willing to pay big $$ for your time.
^^^^^^^^^^ not in england, but then us english have always
had a reputation of being tight with money ;-))

>>Who mentioned multi-processing? Not me, others may have done in their
>>arguments to prove my original (BUS) statement wrong!
>You did!! You may fail to understand the import of your statements, but
>from a few messages ago you say things like:
>
>>Yes, but does Win3.1 allow one process to continue whilst another is ....

OK, typing error, meant programs.

>>Yeh, like why has the app I'm using f*** stopped again.
>>
>Mine usually don't I got less GPF's under 3.1 than those stupid bomb lockups
>under TOS.

Only ever get bombs on the atari when I run PD, very old apps , or progs I've
written myself and yet to debug properly. I even use Geneva which provides
co-op multitasking without problems.
Windows locks up on a daily basis, though I've been running out of resources
lately so maybe the problem is there. Opening and closing apps on Win3.1 does
seem to loose sys resources.
..
>If you are having problems with your network (and you did say you were using
>Novell) then look at the Novell software or your network architecture.

Networking is another dept! But still, why can't Word allow me to keep typing
whilst saving Excel? It all goes through WinSock, and therefore (I
understand, but maybe not) windows is controlling access to the Novell TCP-IP.
Not knowing sys-admin level stuff, its probably windows and related to its
co-op nature. One program (see I have learnt something) hogging resources.

>Otherwise you should resort to running Excell and Word across a
>network on your Atari or Sun....hahaha. ;)

Now you're just taking the p**s ;(

> If the choice were mine, we would all be using Linux

Agreed, one day I might spend the money, then again, Jamacia looks good for a holiday (Rum, Rum, Rum ....)

Andy.

3970. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-14 00:00:00 UTC
From: fellowsd@cs.man.ac.uk
Message-ID: <4i92c8$8kq@m1.cs.man.ac.uk>
Source record: 10076
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

[The cluelessness level in this discussion never ceases to amaze me]

In article <4hpk9pINNmp1@brain.cis.ohio-state.edu>,
kevin eugene scruggs <scruggs@news.cis.ohio-state.edu> wrote:
> In article <4hlli7$ru3@harbinger.cc.monash.edu.au>
> bmeyer@bruce.cs.monash.edu.au (Bernd Meyer) writes:
>> Andrew Owen (andrew.owen@gecm.com) wrote:
>>> bmeyer@bruce.cs.monash.edu.au (Bernd Meyer) wrote:
>>>> Yeah, sure. Ever heard about busmastering DMA devices? ...
>>>
>>> In fact I have. It masters the BUS, therefore the CPU is pushed out of it.
>>
>> However, the CPU can work very well without access to the bus. And it
>
> Not for very long. Unless the hit rate on the L1/L2 cache is 100%,
> the CPU is going to be forced into waitstates.

Read up on locality of code and data.

>> can work even better with _limited_ access to the bus --- which is
>> available with busmastering devices.
>
> DMA means the external device controls the bus. There is no
> 'limited' access. It's an all or none proposition. The external
> device needs to let go of the bus for anything else to go accross
> it.

I believe there are some cunning hardware hacks that mean this is not
necessarily so. However, most of the cache misses will not come during
DMA transfers, so the problem doesn't occur too often in practise
(except perhaps in very heavily loaded systems)

>>>> ... PCI-to-PCI transfers?
>>>
>>> Yep , again the CPU doesn't have access to the bus _at the same time_
>>
>> Why would it want to? The CPU doesn't need to use the PCI bus to get
>> to its memory, it has the memory bus for that.
>
> Presumably the backplane just hangs off the main bus. Also, to get
> anything off the backplane, memory will have to be accessed at which
> time the main bus will be tied up regardless. However, considering
> the economy of PC's, I doubt that the backplane isnt an extension of
> the main bus.

Yikes! What do you mean by a backplane? A large grounded sheet of
metal, or the component that connects the L2 cache controller (or
CPU) to the main memory?

> However, cache are not silver bullets. The cache will miss eventually.
> Considering that a CPU is 1000x faster than a disk, the time a disk
> holds the bus can be an eternity (relative to the cpu).

It is a broken architecture indeed where a disk writes directly to
main memory. The world has moved on a long way since then...

> Not quite. Once the devices hit the bottleneck, they'll idle. 2
> disks can request the SCSI bus at the same (for xfer) and mutliple
> devices can hit the main bus at the same time. When this occurs,
> something will have to wait. The is true with SCSI, ethernet, a
> backplane, or even an integrated architecture main bus. Also, loose
> timing constraints implosed by generality in backplane bus design
> should also contribute to wait states as synchronization and
> parallelization becomes more complicated to manage.

Yes, if there is bus contention, something must wait. However, this
mostly does not happen. The main alternative (dedicated connection
from every component to every other component) is frighteningly
complex and expensive...

>>>> I'm pretty confident that Win95 actually does it this way.
>>>
>>> I thought I said, In my experience, which I admit is limited to
>>> DOS/WIN3.1 on the PC. Maybe things will change when we move to
>>> Win NT.
>>
>> Reread what you quoted. You started with "Windows" and pretty soon came
>> down to "your machine". Big difference.
>
> Not if windows is in fact on his machine.

Hardware differences matter a lot in this discussion. There are
several different hardware configurations used in PCs, and the rest of
us have no idea which particular one he has.

Win3.1 is not very good at making the most of the hardware it is
running on; other OSs like Linux and (I presume) NT are much better. I
can't comment on 95 except to say that I'm suspicious of it...

Donal.
--
Donal K. Fellows, (at work) | Donal K. Fellows, (at home)
Dept. of Computer Science, | 6, Randall Place, Heaton,
University of Manchester | Bradford, BD9 4AE
U.K. Tel: ++44-161-275-6137 | U.K. Tel: ++44-1274-401017
fellowsd@cs.man.ac.uk (preferred) | donal@ugglan.demon.co.uk (if you must)

<http://r8h.cs.man.ac.uk:8000/> for my home page

3971. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-14 00:00:00 UTC
From: D P Macdonald <D.P.Macdonald@durham.ac.uk>
Message-ID: <4i9k4h$pl@mercury.dur.ac.uk>
Source record: 10077
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

BladeRunnerBlues@LegendofLunar.edu wrote:

: processing in general. Think before you speak (write): why would people
: even do this, if they can perfectly preview their work onscreen? The
: answer is that most of us find reading and examining printed documents
: more comfortable.

What about the use of anti-ailiased fonts. This helps in making them
much more easy to read - especially at small font sizes e.g. 8 or 10
point. Unfortunately the only system that I know whcih supports proper
anti-aliasing (not the attempt made by the Win95 plus pack) is RiscOS.
However it does make proof reading on screen much easier.

--
David MacDonald Trevelyan College, Durham, England

European Law Students Association, Durham
Home Page (unfinished): http://www.dur.ac.uk/~d402qa/
"There's a tale in that", Tammyn the bard.

3972. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-14 00:00:00 UTC
From: Andrew Owen <andrew.owen@gecm.com>
Message-ID: <4i97ip$96b@gcsin3.geccs.gecm.com>
Source record: 10078
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

"TOMMY K. HWANG" <thwang@home.mysolution.com> wrote:
>> >>Don't know as I use atari, but I'm sure it doesn't run out of memory as
>> >>often as Win/PC.
>
> There is third party software that does virtual memory for the Amiga (as have
>mentioned somewhere in previous post). I would never use it because of the way I use my
>amiga. I simply add more ram.
>

I believe there's a product for Atari called 'outside'. Just wish I could add more RAM. Unfortunately the company will not budget for it.

> Okay... What software do you run and how much RAM? If software is from
>reputable companies and you have 24-128Mb RAM, get NT and kiss goodby to the
^^^^^^^^^^^^^^^^^^^ read microsoft, novell, netscape, hummingbird.

I not sure about microsoft, just look at the way they treat everybody else.

24-128 RAM, get NT .... get real !, some of us have to live within a budget.

>GPF. Seriously.
>
>> Networking is another dept! But still, why can't Word allow me to keep typing
>> whilst saving Excel? It all goes through WinSock, and therefore (I
>> understand, but maybe not) windows is controlling access to the Novell TCP-IP.
>> Not knowing sys-admin level stuff, its probably windows and related to its
>> co-op nature. One program (see I have learnt something) hogging resources.
>
> Again, get WindowsNT, if you HAVE to use Excel.
>

I've said before, we are looking at NT for development. Unfortunately we will probably have to run is on these 486DX2 50's with 16 Mb RAM. Who said this company's tight ;-)

Andy.

3973. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-14 00:00:00 UTC
From: scruggs@anaconda.cis.ohio-state.edu
Message-ID: <4i9dp6INN413@anaconda.cis.ohio-state.edu>
Source record: 10079

```
In article <GCMVAEBCUP@cabal.shnet.org>,
Thorsten Guenther <guenther@cabal.shnet.org> wrote:
|In <1996Mar9.211712.53268@cobra.uni.edu| PETER SINCLAIR-DAY wrote:
||In article <GCJMDJIMUP@cabal.shnet.org|, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
||| In <macdonald.388.0009E236@cfcsc.dnd.ca| Ken Macdonald wrote:
||||In article <1996Mar3.210059.53068@cobra.uni.edu| sinclap2954@cobra.uni.edu (PETER
SINCLAIR-DAY) writes:
|||||These are the prices to break the myth that Macs are over priced..
|||
|||||7500 $2003
|||
||| Germany: ~4.600,- DMs for the 8/500 (i.e. around 3.000 US$s).
|||
||| plus 8 megs, plus sensibly sized hard disk, plus monitor, plus keyboard,
||| plus...
|||
||| Why do you think Power Computing announced much cheaper Mac clones?
||
||Good for PowerComputing...However, the 7500 has additional video functionality
||that the Power ones do not have..
|
|Who cares about video functionality? 5 % of the customers, 2 %?
|

About the same that actually cared about GUI's not too
long ago.
--
||| Admiral Piet: Load the Charmin into the Mass Driver
/ | \ and Prepare to FIRE!!!
```

3974. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-14 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4ia6s1$72t@kelly.teleport.com>
Source record: 10080
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My Web Address is below. On-Line Catalogs that you can View and Contact me via my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml

==Thanx==
===Ben===

To All Customers and anyone reading this. My E-Mail is screwed up. I am not receiving my E-Mail and others I send E-Mail to are not receiving E-Mail from me. I know this for sure because, I have called several of my Customers and they confirmed this. Until this passes, the best way to reach me is by phone. If you send E-Mail to Bravo Sierra Computers and don't receive a reply in a week, call me (here in Oregon.) at (503)256-9974 Best time to reach me is 3 PM - Midnight, Monday - Thursday and Friday from 3 PM - 6 PM Pacific Standard Time. If I'm away from the phone, leave a message with your Home Number and the Best time to reach you. If your calling from outside the United States, I can't call you back, so Please, Try Again. Hopefully, my E-Mail clears up soon. I wanted you to know so you didn't think I was snubbing you.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3 PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

3975. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-14 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GCORAGAFUP@cabal.shnet.org>
Source record: 10081

In <4hvu6b$98e$1@mhadg.production.compuserve.com> BobR wrote:
[cheap Ataris and Internet]
>Text only browsing, or ASCII based newsgroup reading..? Sure.. no problem.
>
>I doubt that's what that teacher had in mind.

Well, _I_ have learned to use just that. And I doubt teachers prefer the pupils to just click. They'd better advise that kind of pupils to get AOL access.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3976. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-14 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GCORAGAIUP@cabal.shnet.org>
Source record: 10082
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In <4i26op$esd@news.cerf.net> Clinton Keith wrote:
>>>What does the Amiga do when you run out of memory?
>>
>>Don't know as I use atari, but I'm sure it doesn't run out of memory as
>>often as Win/PC.
>
>I thought that since you were arguing a point based on Amiga's OS, you
>had used it. My mistake. My experience with ST's and a TT with 8 meg was
>the same: they didn't run out of memory as often, but when they did,
>the OS simply wouldn't run the app. Now this may have changed with whatever
>upgrades to the standard OS that is out (or whatever hack some 3'rd party
>has devides).

Well, you'd better ask the programmers of the respective virtual memory
management software on Amiga and Atari whether their programs are "hacks".

>Given the few real decent titles for the ST/TT, my choices were limited.

Word processing and DTP are still quite possible on the ST/TT line, at
least if a [insert your favourite language here] version of e.g. Tempus
Word pro, papyrus 4 or Signum! is available.

>I'm sure if I were a musician, that would be different.

>The fact that there are 100's of times as many
>apps for my PC as there were for my TT is the major reason I switched.

That's a stupid reason. I'd switch if I really _needed_ an application
that is not available on my current platform, not earlier. And this is not
yet the case.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3977. Re: Time for some ADVOCACY

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-14 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GCORAGALUP@cabal.shnet.org>
Source record: 10083

In <4i27nu$d13@daily-planet.nodak.edu> Robert J Goos wrote:
>I've never used an Atari computer in my life, although I used some
>PC-based software using the GEM interface.
>
>I've got a Power Mac now. I see that for about $200, one can essentially
>have a "virtual ST" running as well (MagiC Mac, or something like that).
>
>So..are there any Atari apps (not games) that are SO good that it would
>be worth $200 to me to have a virtual ST running inside of my Mac?

To some people, there are.

>In other words, are there any ST apps that still surpass anything in the
>Mac world?

Well, for good Atari apps, have a closer look on Calamus SL. Other Atari
software may not be as good as Mac software, but esp. the German versions
tend to be cheaper - _much_ cheaper. There is a demo CD available from
ASH, AFAIK, that presents many Atari applications under MagiCMac.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3978. RBerry's 2600 & Vectrex BOSSO-Auction

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-14 00:00:00 UTC
From: FZGD51A@prodigy.com
Message-ID: <4i8dgk$vdq@useneta1.news.prodigy.com>
Source record: 10084

RBerry's TAX-TIME CLEARANCE AUCTION
Classic n' Rare ATARI and VECTREX blowout!
Much as I hate to do it, I've got to get rid of this
stuff to help out with taxes and my new house,
AND A NEW BABY BOY (girl?)
Please bid away! I'll be sending an e-mail
update daily to all those who request. Please
do not respond to this lame-o PRODIGY address,
but instead to: 7496295@mcimail.com.

Take note of Frogger II 3 Deep and some other cool
hard to finds within!

Shipping is 50 cents per cartridge, and I'll accept
all forms of payment save credit card. (Of course,
I'll wait for checks to clear, first). Minimum bid for
cartridges is $1.00, and all raises must be in $1.00
increments. Updates will be posted daily, as long
as they are sent to:
7496295@mcimail.com.

Bidding ends on April 10th, 1996, so hurry on up
now! Payment will be sent to
Robert A Berry
221 Reamer Street
Auburn, CA 95603

Please, no trades desired.

Here we go!

ATARI 2600 CARTRIDGES
(All loose..."+" indicates instructions)

Adventures of Tron (M Network)
Alien (20th Fox)
Armor Ambush (M Network)
Amidar (Parker Bros)
+Asteroids (Atari)
Backgammon (Atari)
Barnstorming (Activision)
+Basketball (Atari)
Battlezone (Atari)
+Berzerk (Atari)
Bowling (Atari)
+Brain Games (Atari)

Breakout (Atari)
Casino (Atari)
Chopper Command (Activision)
Circus Atari (Atari)
+Combat (Atari)
Cosmic Ark (Imagic)
Deadly Duck (20th Fox)
Decathlon (Activision)
Defender (Atari)
Demon Attack (Imagic) blue label
Dig Dug (Atari)
Donkey Kong (Coleco)
Dragonfire (Imagic)
+Empire Strikes Back (Parker Bros)
Enduro (Activision)
Fast Food (Telysys)
Frogger (Parker Bros)
Frogger II Three Deep (Parker Bros)
Galaxian (Atari)
Ghostbusters (Activision)
Grand Prix (Activision)
Grand Prix (Activision)
+Haunted House (Atari)
Ice Hockey (Activision)
Indy 500 (Atari)w/2controls
Journey Escape (Data Age)
Jr Pac Man (Atari)
+Jungle Hunt (Atari)
Kaboom! (Activision)
Kangaroo (Atari)
Maze Craze (Atari)
Megamania (Activision)
Miniature Golf (Atari)
Moon Patrol (Atari)
+Night Driver (Atari)
Outlaw (Atari)
+Pac Man (Atari)
Phoenix (Atari)w/diary
+Pitfall! (Activision)
Pole Position (Atari)
Pressure Cooker (Activision)
Raquetball (Apollo) missing end label
Realsports Football (Atari)
Realsports Volleyball (Atari)
Return of the Jedi DSB (Parker Bros)
River Raid (Activision)
Robot Tank (Activision)
Seaquest (Activision)
Shooting Gallery (Imagic)
Skeet Shoot (Apollo)

Skiing (Activision)
Skyjinks (Activision)
Sorcerer (Mythicon)
Space Jockey (Vidtec)
+Space Cavern (Apollo)
Space War (Atari)
+Space Invaders (Atari)
Space Shuttle Orbitor (Avalon)
+Spikes Peak/Ghost Manor (XONOX)
Squeeze Box (US Games)
Star Raiders (Atari) w/2 controls
+Starmaster (Activision)
Street Racer (Atari)
Super Breakout (Atari)
Tutankham (Parker Bros)
Tron Deadly Discs (M Network)
Vanguard (Atari)
Venture (Coleco)
Video Pinball (Atari)
Video Olympics (Atari)
Video Chess (Atari)
+Warlords (Atari)
Worm War I (20th Fox)

EXTRA LOOSE INSTRUCTIONS

Asteroids (Atari)
Missle Command (Atari)
International Soccer (M Network)
Adventure (Atari)
Air Sea Battle (Atari)
Moonsweeper (Imagic)
Zaxxon (Coleco)
Solar Storm (Imagic)

CATALOGS

Atari (1981)
Atari Log Book (for high scores)
Atari Stars Fold Out Poster (1983)
APOLLO (1981)
Activision (Winter 1982)
Coleco (1983)
XONOX (1983)
Imagic (1982)
Imagic Sneak Preview (1983)

ATARI 2600 SYSTEM complete! ($6.00 shipping)

Works beautifully! 2 joysticks, woodgrain console,
2 paddles. I tested many a game on this one!

VECTREX SYSTEM ($6.00 shipping)

Works Fine...with two tight/sharp controllers.
Tested with many games and never any problems.
Little bit of screen buzz, but picture is sharp as hell.
Reprinted instructions for system included.
$65 minimum bid for this nice one!

VECTREX GAMES (no overlays)

Armor..Attack
Berzerk
Pole Position
Blitz!
Scramble
Clean Sweep

3979. Re: Time for some ADVOCACY

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-14 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4i8m6b$4su@orm.southern.co.nz>
Source record: 10085

Robert J Goos (goos@badlands.NoDak.edu) wrote:
: I've never used an Atari computer in my life, although I used some
: PC-based software using the GEM interface.
: I've got a Power Mac now. I see that for about $200, one can essentially
: have a "virtual ST" running as well (MagiC Mac, or something like that).
: So..are there any Atari apps (not games) that are SO good that it would
: be worth $200 to me to have a virtual ST running inside of my Mac?
: In other words, are there any ST apps that still surpass anything in the
: Mac world?
: If this doesn't stimulate some writing worthy of the name of this
: newsgroup, I'll be disappointed.

I think you'll be quite surprised at how good some of our Atari software actually is. Using MagiCMac still doesn't really mean you really are running a software emulation of an Atari. MagiCMac is good, but not that good :-).

There must be decent software for the Atari platform anyway! Why else would we have a .advocacy newsgroup :-)

Ciao, Chris W.
/|\

3980. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-14 00:00:00 UTC
From: scruggs@anaconda.cis.ohio-state.edu
Message-ID: <4i9e8jINN41m@anaconda.cis.ohio-state.edu>
Source record: 10086
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

```
In article <4i92c8$8kq@m1.cs.man.ac.uk>,
Donal K. Fellows <fellowsd@cs.man.ac.uk> wrote:
|[ The cluelessness level in this discussion never ceases to amaze me ]
|
|In article <4hpk9pINNmp1@brain.cis.ohio-state.edu|,
|kevin eugene scruggs <scruggs@news.cis.ohio-state.edu| wrote:
|| In article <4hlli7$ru3@harbinger.cc.monash.edu.au|
|| bmeyer@bruce.cs.monash.edu.au (Bernd Meyer) writes:
||| Andrew Owen (andrew.owen@gecm.com) wrote:
|||| bmeyer@bruce.cs.monash.edu.au (Bernd Meyer) wrote:
||||| Yeah, sure. Ever heard about busmastering DMA devices? ...
||||
|||| In fact I have. It masters the BUS, therefore the CPU is pushed out of it.
|||
||| However, the CPU can work very well without access to the bus. And it
||
|| Not for very long. Unless the hit rate on the L1/L2 cache is 100%,
|| the CPU is going to be forced into waitstates.
|
|Read up on locality of code and data.

This is a theoretical concept that doesn't always yield ideal
results. Without those 'ideal' conditions, the cpu will go
idle.

Read up on real figures for cache hits/misses.

|
||| can work even better with _limited_ access to the bus --- which is
||| available with busmastering devices.
||
|| DMA means the external device controls the bus. There is no
|| 'limited' access. It's an all or none proposition. The external
|| device needs to let go of the bus for anything else to go accross
|| it.
|
|I believe there are some cunning hardware hacks that mean this is not
|necessarily so. However, most of the cache misses will not come during

Experience would indicate otherwise & PC's are relatively
unsophisticated as a matter of cost management.

|DMA transfers, so the problem doesn't occur too often in practise
|(except perhaps in very heavily loaded systems)
```

```
|
||||| ... PCI-to-PCI transfers?
||||
|||| Yep , again the CPU doesn't have access to the bus _at the same time_
|||
||| Why would it want to? The CPU doesn't need to use the PCI bus to get
||| to its memory, it has the memory bus for that.
||
|| Presumably the backplane just hangs off the main bus. Also, to get
|| anything off the backplane, memory will have to be accessed at which
|| time the main bus will be tied up regardless. However, considering
|| the economy of PC's, I doubt that the backplane isnt an extension of
|| the main bus.
|
|Yikes! What do you mean by a backplane? A large grounded sheet of
|metal, or the component that connects the L2 cache controller (or
|CPU) to the main memory?
|

If you dont know what a backplane is, then you dont really
have a place in a conversation of this kind.

|| However, cache are not silver bullets. The cache will miss eventually.
|| Considering that a CPU is 1000x faster than a disk, the time a disk
|| holds the bus can be an eternity (relative to the cpu).
|
|It is a broken architecture indeed where a disk writes directly to
|main memory. The world has moved on a long way since then...

Please tell this to my clone.

|
|| Not quite. Once the devices hit the bottleneck, they'll idle. 2
|| disks can request the SCSI bus at the same (for xfer) and mutliple
|| devices can hit the main bus at the same time. When this occurs,
|| something will have to wait. The is true with SCSI, ethernet, a
|| backplane, or even an integrated architecture main bus. Also, loose
|| timing constraints implosed by generality in backplane bus design
|| should also contribute to wait states as synchronization and
|| parallelization becomes more complicated to manage.
|
|Yes, if there is bus contention, something must wait. However, this
|mostly does not happen. The main alternative (dedicated connection
|from every component to every other component) is frighteningly
|complex and expensive...

Thinking such as this rather explains PC's...

[deletia]
--
||| Admiral Piet: Load the Charmin into the Mass Driver
/ | \ and Prepare to FIRE!!!
```

3981. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-15 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4ic96jdge1@mhade.production.compuserve.com>
Source record: 10087

>>And I doubt teachers prefer the pupils to just click.

Talk to some teachers some time about how much time they have to learn to install Linux on an unsupported computer platform, or how much money they have to spend on unsupported and expensive upgrades for those platforms.

Teachers prefer their pupils to learn... not to have to spend their time making their own books and paper, or having to cobble together usable computers from obsolete and unsupported orphans.

(And no, "learning" to make paper is not what they have in mind.)

BobR

3982. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-15 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4id7s0$f6m@linda.teleport.com>
Source record: 10088
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My Web Address is below. On-Line Catalogs that you can View and Contact me via my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST. E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml

=========

To All Customers and anyone reading this. My E-Mail is screwed up. I am not receiving my E-Mail and others I send E-Mail to are not receiving E-Mail from me. I know this for sure because, I have called several of my Customers and they confirmed this. Until this passes, the best way to reach me is by phone. If you send E-Mail to Bravo Sierra Computers and don't receive a reply in a week, call me (here in Oregon.) at (503)256-9974 Best time to reach me is 3 PM - Midnight, Monday - Thursday and Friday from 3 PM - 6 PM Pacific Standard Time. If I'm away from the phone, leave a message with your Home Number and the Best time to reach you. If your calling from outside the United States, I can't call you back, so Please, Try Again. Hopefully, my E-Mail clears up soon. I wanted you to know so you didn't think I was snubbing you.

==Thanx==
===Ben===
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3 PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

3983. Atari => PPCP

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-15 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <4icheo$2hj@morgoth.sfu.ca>
Source record: 10089

I think that Atari should port MTOS to the PPCP platform. That would keep
the operating system alive while allowing it to run on fast hardware.
They should ask Apple for the source code to their 68K emulator and, if needed,
ask Motorola for some help making a DSP emulator. At first it might be
slightly slower than a Falcon when running 68K code but it would blaze running
ported code. Atari users could still use MTOS and their old programs while
enjoying a fast processor and cheap hardware. It would also allow them to
run NT, MacOS, Solaris and AIX if needed. And if Atari bailed then they
wouldn't be stuck with a dead platform. Opinions?

--
Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

3984. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-15 00:00:00 UTC
From: boris-m@tensornet.com
Message-ID: <4ibaf6$7eo@flood.xnet.com>
Source record: 10090

scruggs@news.cis.ohio-state.edu (kevin eugene scruggs) wrote:
> 1) Getting the 3R's right first might be a more fruitful waste
> of effort
> 2) The experience of getting linux up and running will likely
> be much more educational than the net, especially the web.

Actually, IMHO just about anything would be more educational then going after yet another fad. May be if they would teach kids to use a bloody library, they'd know what t do with the Net, when they actually need it...

> Well, that's the reall problem. Most of us have to deal with
> a phone network that has a max thruput of 38K. That's why,
> if it's available, I'll hit the text version of a page even
> on a Pentium class machine.

Indeed. Does not really depend on how fast a machine is. Even a 800XL, if you managed to connect it to , say, ISDN adapter, could pull data faster B^)

> For everything except the graphics side of the web, a shell
> account is more than adequate. 2400bps will even suffice for
> some of the less 'megabyte-size imagemaps' laden parts of the
> net.

Yes, but text-only at 2400 isn't as fun and glamoruos as looking at nekkid girlies in newsgroups... B^)

The above does not necessarily represent views of my employer,
my educational institution, or of myself.
-Amon Duul

3985. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-15 00:00:00 UTC
From: bmeyer@bruce.cs.monash.edu.au
Message-ID: <4ibeah$pio@harbinger.cc.monash.edu.au>
Source record: 10091
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Dave Osborn (osbornd@smtpgate.umkc.edu) wrote:
: The world is rapidly being carved up and eventually every
: consumer will be using a PC of sorts. Soon telephones and
: televisions will be PC's. If things go according to plan, Gates
: will be the one writing the operating system.

Yes, I can really see people in Africa going "WOW" over the newest
UN aid convoy, which doesn't deliver rice, but Windows PCs. Oh, and
I bet they are using their Windows phones to call Bill Gates and thank
him for the excellent OS, just before they die of starvation.

: World conquest? I can see it happening.

God, these people who think "world" means "western industrialized nations"
really amaze me.

Bernie

P.S.: Have you ever even been to Poland? Mexico? The non-tax-paradise part
of the Caymans?

3986. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-15 00:00:00 UTC
From: boris-m@tensornet.com
Message-ID: <4ibapa$7eo@flood.xnet.com>
Source record: 10092
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Andrew Owen <andrew.owen@gecm.com> wrote:

>TT = 68030 @ 32Mhz CPU 32Mhz Motherboard + TOS (Agreed ... CRAP)
>486-66 = 80486 @ 66Mhz CPU 32Mhz Motherboard (incl FPU) + Windows

>The TT was no-faster or productive, but the CPU is running at half the speed
>and doesn't includes the FPU. As I said, just think what you could do with a
>decent OS on the faster (?) PC hardware.

All TT's, save for a few early development models, have FPU's...

The above does not necessarily represent views of my employer,
my educational institution, or of myself.
-Amon Duul

3987. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-16 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GCPVAICPUP@cabal.shnet.org>
Source record: 10093

In <4i61ms$m3h@flood.xnet.com> Boris Molodyi wrote:
>scruggs@news.cis.ohio-state.edu (kevin eugene scruggs) wrote:
>
>> Oooohh... Installing linux... such a daunting task.
>
>Well, installing LINUX isn't that bad, but a) would it run on ST's they probably
>have, and b) it defenitely isn't as easy as running install program for Netscape
>and having everything available...
>
>Defenitely not something a school should have to do to connect to the net.
>
>> And if you're more interested in information vs. data: just
>> run Vanterm.
>
>True, but tell it to countless idiots who insist on linking everythig through
>megabyte-sized imagemaps...

If these people don't learn that there are other, even ASCII browsers in
use (lynx), they deserve their pages to be ignored by all non-Netscape
users. BTW: some people seem to discuss the idea of making their home
pages inaccessible to Netscape.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3988. Rberry's 2600+Vectrex Auction Update #1

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-16 00:00:00 UTC
From: FZGD51A@prodigy.com
Message-ID: <4idme6$o1m@useneta1.news.prodigy.com>
Source record: 10094

```
RBerry's TAX-TIME CLEARANCE AUCTION
Classic n' Rare ATARI and VECTREX blowout!
Much as I hate to do it, I've got to get rid of this
stuff to help out with taxes and my new house,
AND A NEW BABY BOY (girl?)
Please bid away! All games are in nice shape
and a part of my collection I need to liquidate.
I'll be sending an e-mail update daily to all
those who request.

Take note of Frogger II 3 Deep and some other cool
hard to finds within like Shuttle Orbiter, XONOX
games, and other treats.

Shipping is 50 cents per cartridge, and I'll accept
all forms of payment save credit card. (Of course,
I'll wait for checks to clear, first). Minimum bid for
cartridges is $1.00, and all raises must be in $1.00
increments. Updates will be posted daily, as long
as they are sent to:
fzgd51a@prodigy.com

Bidding ends on April 10th, 1996, so hurry on up
now! Payment will be sent to
Robert A Berry
221 Reamer Street
Auburn, CA 95603

Please, no trades desired.

Here we go!

ATARI 2600 CARTRIDGES
(All loose..."+" indicates instructions)
-------------------------------------------------------------
Adventures of Tron (M Network)
Alien (20th Fox)
Armor Ambush (M Network)
Amidar (Parker Bros)
+Asteroids (Atari)
Backgammon (Atari)
Barnstorming (Activision)
+Basketball (Atari)
Battlezone (Atari)
+Berzerk (Atari)
Bowling (Atari)
```

+Brain Games (Atari)
Breakout (Atari)
Casino (Atari)
Chopper Command (Activision)
Circus Atari (Atari)
+Combat (Atari)
Cosmic Ark (Imagic)
Deadly Duck (20th Fox)
Decathlon (Activision)
Defender (Atari)
Demon Attack (Imagic) blue label
Dig Dug (Atari)
Donkey Kong (Coleco)
Dragonfire (Imagic)
+Empire Strikes Back (Parker Bros)
Enduro (Activision)
Fast Food (Telysys)
Frogger (Parker Bros)
Frogger II Three Deep (Parker Bros)
Galaxian (Atari)
Ghostbusters (Activision)
Grand Prix (Activision)
Grand Prix (Activision)
+Haunted House (Atari)
Ice Hockey (Activision)
Indy 500 (Atari)w/2controls
Journey Escape (Data Age)
Jr Pac Man (Atari)
+Jungle Hunt (Atari)
Kaboom! (Activision)
Kangaroo (Atari)
Maze Craze (Atari)
Megamania (Activision)
Miniature Golf (Atari)
Moon Patrol (Atari)
+Night Driver (Atari)
Outlaw (Atari)
+Pac Man (Atari)
Phoenix (Atari)w/diary
+Pitfall! (Activision)
Pole Position (Atari)
Pressure Cooker (Activision)
Raquetball (Apollo) missing end label
Realsports Football (Atari)
Realsports Volleyball (Atari)
Return of the Jedi DSB (Parker Bros)
River Raid (Activision)
Robot Tank (Activision)
Seaquest (Activision)
Shooting Gallery (Imagic)

Skeet Shoot (Apollo)
Skiing (Activision)
Skyjinks (Activision)
Sorcerer (Mythicon)
Space Jockey (Vidtec)
+Space Cavern (Apollo)
Space War (Atari)
+Space Invaders (Atari)
Space Shuttle Orbitor (Avalon) $25 Chaos
+Spikes Peak/Ghost Manor (XONOX)
Squeeze Box (US Games)
Star Raiders (Atari) w/2 controls
+Starmaster (Activision)
Street Racer (Atari)
Super Breakout (Atari)
Tutankham (Parker Bros)
Tron Deadly Discs (M Network)
Vanguard (Atari)
Venture (Coleco)
Video Pinball (Atari)
Video Olympics (Atari)
Video Chess (Atari)
+Warlords (Atari)
Worm War I (20th Fox)

EXTRA LOOSE INSTRUCTIONS

Asteroids (Atari)
Missle Command (Atari)
International Soccer (M Network)
Adventure (Atari)
Air Sea Battle (Atari)
Moonsweeper (Imagic)
Zaxxon (Coleco) $2 chaos
Solar Storm (Imagic)

CATALOGS

Atari (1981)
Atari Log Book (for high scores) $3 chaos
Atari Stars Fold Out Poster (1983)
APOLLO (1981) $2 chaos
Activision (Winter 1982)
Coleco (1983)
XONOX (1983) $3 chaos
Imagic (1982)
Imagic Sneak Preview (1983)

ATARI 2600 SYSTEM complete! ($6.00 shipping)

Works beautifully! 2 joysticks, woodgrain console,

2 paddles. I tested many a game on this one!

VECTREX SYSTEM ($6.00 shipping)

Works Fine...with two tight/sharp controllers.
Tested with many games and never any problems.
Little bit of screen buzz, but picture is sharp as hell.
Reprinted instructions for system included.
$65 minimum bid for this nice one!

$71 Chris Devine

VECTREX GAMES (no overlays)

Armor..Attack $5 steve totshek
Berzerk $5 steve totshek
Pole Position $5 steve totshek
Blitz! $5 steve totshek
Scramble $5 steve totshek
Clean Sweep $5 steve totshek

3989. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-16 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GCQJFEAFUP@cabal.shnet.org>
Source record: 10095
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In <4i6stdINN36q@anaconda.cis.ohio-state.edu> kevin eugene scruggs wrote:
>In article <3146F7F4.2839@home.mysolution.com> "TOMMY K. HWANG"
<thwang@home.mysolution.com> writes:
>|Andrew Owen wrote:
>|| TT = 68030 @ 32Mhz CPU 32Mhz Motherboard + TOS (Agreed ... CRAP)
>|| 486-66 = 80486 @ 66Mhz CPU 32Mhz Motherboard (incl FPU) + Windows
>||
>|| The TT was no-faster or productive, but the CPU is running at half the speed
>|| and doesn't includes the FPU.

>| Ummm... I thought the TT has an fpu..

The Atari TT030 is equipped with a 32 MHz 68882 FPU.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3990. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-16 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GCQJFEAIUP@cabal.shnet.org>
Source record: 10096
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In <4i97ip$96b@gcsin3.geccs.gecm.com> Andrew Owen wrote:
>I believe there's a product for Atari called 'outside'. Just wish I could add more RAM.
>Unfortunately the company will not budget for it.

"Outside", the VMM software for Ataris and compatibles with PMMU, is one
of Uwe Seimet's programs. See c.s.a.st for his address.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3991. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-17 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <B9Mq0di.brimiller@delphi.com>
Source record: 10097

BobR <76702.1466@CompuServe.COM> writes:

>In THAT situation (the one that began this discussion), I'd far rather have
>a "lowly" '386 computer as it can be easily upgraded with supported hardware
>and software to be usable.

It can be "easily upgraded," eh? Please define "easily."

>Like I said... actually TALK to some teachers.

I have. Most like working with the tools they know best (usually Mac).
I've seen teachers use Atari/TOS, Amiga and Macintosh computers far more
effectively than DOS/Windows machines. Although a solution for truly
incredibly easy TOS Internet access isn't out yet, there are two different
packages reportedly in the works. One is being beta-tested. Should the
teacher throw out all those horrible Atari systems and buy new Pentiums,
just because there's going to be a wait?

More importantly, what computers should be used to teach industrial design
and drafting in schools? What machines should be used to teach video
applications? Music? Entrepreneurship (many entre. can tell you horror
stories about Windoze)?
-
A computer, or any other machine, only delivers as much utility as is
invested into it. If I was told that my child was "learning about computers"
by installing simple Internet software and browsing the web, I would pull
him out and enroll him in a private school. If I learned that my child
was installing Internet software while learning about domains, FTP
addresses, SLIP, etc., I would call that education. I certainly don't want to
send my kid to a school that considers simple Web browsing to be educational.
-
Brian-Roland Miller
Boston, MA
BTW: Don't have a kid. (Yet) ;')

3992. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-17 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4igj1i$k2t$1@mhafn.production.compuserve.com>
Source record: 10098

>a 'donated' 386 is about in the same position as a falcon.

So did the original article and photograph of a teacher with a room full of unusable Atari computers include Falcons..?

I'm willing to bet it did not.

In THAT situation (the one that began this discussion), I'd far rather have a "lowly" '386 computer as it can be easily upgraded with supported hardware and software to be usable.

Like I said... actually TALK to some teachers.

Computer geek techno-babble is great for newsgroups... teachers need REAL solutions.

BobR

3993. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-18 00:00:00 UTC
From: Andrew Owen <andrew.owen@gecm.com>
Message-ID: <4ijnu0$fvu@gcsin3.geccs.gecm.com>
Source record: 10099
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Bryan Seigneur <freds@gramercy.ios.com> wrote:
:Andrew Owen wrote:
::
:: Clinton Keith <clint@angel.com> wrote:
::
:: > If the choice were mine, we would all be using Linux
::
:: Agreed, one day I might spend the money, then again, Jamacia looks good for a
:: holiday (Rum, Rum, Rum ....)
:
:Linux....money......I don't understand. Linux is free.
:

Its free, but you still need the HW to do it justice.

:: Andy.
:
:Bryan

Andy.

3994. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-18 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <96078.101522STIRRE31@MAINE.MAINE.EDU>
Source record: 10100

BobR,
It is really not hard to set up a communications program on the Atari ST. In fact, I'd say it is much easier than installing one to run on Windows 3.1. Furthermore, there are Web browser options and ones that don't even require Linux. But, really, the point is that Internet access in schools is for informational purposes. What information isn't available in good ol' text? I'd say quite a bit of the WWW is not of much educational value.
Also, the Atari, IMHO, is not obsolete. If you think so, fine. Of course many schools have 680x0 Macs and those might also be called obsolete. Are Ataris supported? If not, there'd be no need for newsgroups for them, would there? How about Toad? ST Informer? I could name numerous dealers, user groups.
Finally, how many schools can afford Power Macs and 486s? Should taxpayers pay the money for more expensive machines so that students can look at GIFs?
As a future teacher, I'd say that giving students the impression that the only computers in existence are Macs and PCs is wrong.
I dislike the commercialization of schools. We are not in the business of telling students which name brands to buy.
-scott tirrell

3995. Re: jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-18 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <4ikhqb$hd@nyheter.chalmers.se>
Source record: 10101

In article <4ijqu3$11l@news.lth.se>,
Sebastian Ringkvist <e95sr@efd.lth.se> wrote:
>what the hell has happened to the jaguar groups?
>they seem to be gone
>is atari gone too?
>I read something about that atari would interrupt all it's gaming business a
>while ago bu t now there 's nothing to read...

I get quite a few messages a day in the two groups that I have here...

/Christer

3996. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-18 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4iktur$fj2@linda.teleport.com>
Source record: 10102
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both
Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My
Web Address is below. On-Line Catalogs that you can View and Contact me via
my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml

To All Customers and Readers... I Believe my Problems with E-Mail are over.
I would appreciate E-Mail from Customers. If I don't respond to you in a week
call (503)256-9974 during these Hours: 3 PM-Midnight Mon - Thurs, Friday from
3 PM-6 PM PST. If you call and get my Voice-Messaging, I'm either on the Phone
with someone else or away from the Phone. If your calling from Outside the
United States, please call back as I can't call International. OtherWise Leave
your Home Phone with the best time to call you back. Remember, I said your Home
Phone! And Remember, If you dont leave a Messeage, I can't Return your Call.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3
PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

3997. jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-18 00:00:00 UTC
From: e95sr@efd.lth.se
Message-ID: <4ijqu3$11l@news.lth.se>
Source record: 10103

what the hell has happened to the jaguar groups?
they seem to be gone
is atari gone too?
I read something about that atari would interrupt all it's gaming business a
while ago bu t now there 's nothing to read...
Seb

3998. Re: 68030/68882 vs 80486 (was: Heil Gates)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-18 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <DoH9ox.B99@cix.compulink.co.uk>
Source record: 10104

Hmm you really rate the TT against a 386? I must admit I own a p60 plus
a TT and I still think my TT has the edge in ease of use and calculating.
I know I am wrong, but I do love my TT for being the first major computer
I bought out of my own money. ahh well horses for courses

Nick
****
16/32 Systems TEL 01634 710788 *FOR SALE*
173 High Street FAX 01634 295895 INTERNET
Strood 30 Million
Kent ME2 4TW Careful Users
****

3999. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Mar18.204651.53445@cobra.uni.edu>
Source record: 10105

In article <GCSEEDAIUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
> In <1996Mar13.215811.53355@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>>>>>>>These are the prices to break the myth that Macs are over priced..
>>>>>
>>>>>>>7500 $2003
>>>>>
>>>>> Germany: ~4.600,- DMs for the 8/500 (i.e. around 3.000 US$s).
>>>>>
>>>>> plus 8 megs, plus sensibly sized hard disk, plus monitor, plus keyboard,
>>>>> plus...
>>>>>
>>>>> Why do you think Power Computing announced much cheaper Mac clones?
>>>>
>>>>Good for PowerComputing...However, the 7500 has additional video functionality
>>>>that the Power ones do not have..
>>>
>>> Who cares about video functionality? 5 % of the customers, 2 %?
>>
>>Thats why there is the 7200...
>
> The 7200 does not have a CPU daughterboard.

Soo..Does the TT have a CPU daughtercard?

>
> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O
> ----&#65533;=ae--&#65533;=oe--&#65533;=ue--&#65533;=Ae--&#65533;=Oe--&#65533;=Ue--&#65533;=sz---- /
> \
>)

GREETINGS..
|---|----
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
| Http://www.rockgarden.com/andy/ |
|---|-

4000. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-18 00:00:00 UTC
From: Bryan Seigneur <freds@gramercy.ios.com>
Message-ID: <314D3833.3383C9EA@gramercy.ios.com>
Source record: 10106
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Andrew Owen wrote:
>
> Clinton Keith <clint@angel.com> wrote:
>
> > If the choice were mine, we would all be using Linux
>
> Agreed, one day I might spend the money, then again, Jamacia looks good for a
> holiday (Rum, Rum, Rum ....)

Linux....money......I don't understand. Linux is free.

> Andy.

Bryan
--

```
__ _
/ / (_)__ __ ____ __
/ /__/ / _ \/ // /\ \/ /
```

4001. 68030/68882 vs 80486 (was: Heil Gates)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-18 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4ijidr$eaa@inca01.inca.co.nz>
Source record: 10107

TOMMY K. HWANG (thwang@home.mysolution.com) wrote:
> Andrew Owen wrote:
> > TT = 68030 @ 32Mhz CPU 32Mhz Motherboard + TOS (Agreed ... CRAP)
> > 486-66 = 80486 @ 66Mhz CPU 32Mhz Motherboard (incl FPU) + Windows
> >
> > The TT was no-faster or productive, but the CPU is running at half the
> > speed and doesn't includes the FPU. As I said, just think what you
> > could do with a decent OS on the faster (?) PC hardware.

> Ummm... I thought the TT has an fpu.. At least mine has, I think.

Indirectly, you are both correct. But...

The TT's FPU is a separate chip (68882), whereas the 486 has an FPU
embedded into the CPU.

A fairer comparison would be either :
(1) 80486DX2/66 with 68040/66, or
(2) 68030/68882/33Mhz with 80386/80387/33Mhz.

(The TT CPU and FPU are already 33Mhz, but are _underclocked_ to 32Mhz)

Given the more efficient Motorola CPU/FPU (68030/68882) in the Atari, it
will be faster than the equivalent (same speed) Intel 80386/80387 in a
competitor on most real-world tasks.

Poor OS's or app software will drag the performance down. I'll make no
comment as to which OS fits this description.

(contrived "my weewee is bigger than your weewee" examples will obviously
be promoted by the protagonists on either side to prove the other wrong
or inferior)

--

Quote For The Month:

"Hello, operator. This is an emergency. What's the number for 911?"

4002. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-18 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GCSEEDAIUP@cabal.shnet.org>
Source record: 10108

In <1996Mar13.215811.53355@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>In article <GCMVAEBCUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>> In <1996Mar9.211712.53268@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>>>In article <GCJMDJIMUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>>>> In <macdonald.388.0009E236@cfcsc.dnd.ca> Ken Macdonald wrote:
>>>>>In article <1996Mar3.210059.53068@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER
SINCLAIR-DAY) writes:
>>>>>>These are the prices to break the myth that Macs are over priced..
>>>>
>>>>>>7500 $2003
>>>>
>>>> Germany: ~4.600,- DMs for the 8/500 (i.e. around 3.000 US$s).
>>>>
>>>> plus 8 megs, plus sensibly sized hard disk, plus monitor, plus keyboard,
>>>> plus...
>>>>
>>>> Why do you think Power Computing announced much cheaper Mac clones?
>>>
>>>Good for PowerComputing...However, the 7500 has additional video functionality
>>>that the Power ones do not have..
>>
>> Who cares about video functionality? 5 % of the customers, 2 %?
>
>Thats why there is the 7200...

The 7200 does not have a CPU daughterboard.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4003. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-19 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4il4n6$sv2$1@mhade.production.compuserve.com>
Source record: 10109

>We are not in the business of telling students which name brands to buy.

Very true.

However... teachers ARE in the business of teaching.

Having hard to use tools only makes the job of teaching (which is already difficult enough these days) needlessly more difficult.

Having a stapler (whatever brand name it might have on it) which required the teachers or students to make their own staples would be stupid to use in a classroom situation.

Why handicap the teacher with (ok, let's say) virtually unsupported computers.

If the only support available is via newsgroups, how is someone currently unconnected to the net supposed to access them..?

If the only store still selling Atari products is in Severna Park, Maryland, how is the teacher in the picture supposed to know that..?

If the computer stores nearby which are filled with IBM and Macintosh software have never heard of Atari computers, or worse yet, laugh when asked about them, what is the teacher supposed to do..?

It's not that Atari computers are not useful, or that they absolutely cannot be used on the Internet, but they are almost completely impractical in a normal classroom setting.

BobR

4004. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-19 00:00:00 UTC
From: boris-m@tensornet.com
Message-ID: <4ilj3k$f66@flood.xnet.com>
Source record: 10110

guenther@cabal.shnet.org (Thorsten Guenther) wrote:

>If these people don't learn that there are other, even ASCII browsers in
>use (lynx), they deserve their pages to be ignored by all non-Netscape
>users. BTW: some people seem to discuss the idea of making their home
>pages inaccessible to Netscape.

Well, probably they would not care much, because last I heard Netscape had about
90% of browser market.

OTOH, it seems that saying that Netscape is the next Microsoft has some ground:
they start to generate the same irrational hatred...

The above does not necessarily represent views of my employer,
my educational institution, or of myself.
-Amon Duul

4005. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-19 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.305.000F7B83@ti.com>
Source record: 10111

All this talk about how it can be done, they don't know what they are talking about etc etc will put anything right. Unless some ST user who knows about connecting to the internet help them, the readers will believe what the News says.

Regards
William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520STFM/4Mb/44M HDD/Mag!X
ProbeHouse Software developer | ||| F030/4Mb/84M HDD/MTOS and
Internet Email: wongck@ti.com |/ | \ 486DX33/8Mb/210M+850M HDD/WFW3.11
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

4006. Re: 68030/68882 vs 80486 (was: Heil Gates)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-19 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4imkmd$qqk@inca01.inca.co.nz>
Source record: 10112

Nicholas Harlow (nharlow@cix.compulink.co.uk) wrote:
> Hmm you really rate the TT against a 386? I must admit I own a p60 plus
> a TT and I still think my TT has the edge in ease of use and calculating.
> I know I am wrong, but I do love my TT for being the first major computer
> I bought out of my own money. ahh well horses for courses

True enough in your case.

However, the original poster that I was responding to was comparing two _different_generation_ processors. It was sort of like comparing 1970s Punk rockers to 1980s Rappers. Neither is really comparable to the other.

Therefore, I was suggesting that a comparison of same-generation processors would be fairer.

The 486 takes fewer cycles to churn through each instruction than it's predecessors in either camp, be it x86 or 68k through to 68030. (Some might say Intel used "brute force" instead of "elegance". I shall not comment on this). Because of this, it should be compared to a Motorola contemporary: the 68040.

But the poster preferred to compare a double clocked DX2 with a single clocked, older generation 68k. Sort of like comparing a Jaguar XJS to a Ford Sierra RS. Both are powerful, but neither compete with one another.

As I said in my post, bad system or application software can sap a lot of performance from the computer. Irrespective of platform.

--

Quote For The Month:

"Hello, operator. This is an emergency. What's the number for 911?"

4007. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-19 00:00:00 UTC
From: stinformer@chatlink.com
Message-ID: <4inf4s$c6q@news.chatlink.com>
Source record: 10113

BobR (76702.1466@CompuServe.COM) wrote:
: >We are not in the business of telling students which name brands to buy.

: Very true. : However... teachers ARE in the business of teaching. :
: Having hard to use tools only makes the job of teaching (which is already
: difficult enough these days) needlessly more difficult.

: Why handicap the teacher with (ok, let's say) virtually unsupported computers.

....I believe that that situation will change here shortly...

: If the only support available is via newsgroups, how is someone currently
: unconnected to the net supposed to access them..?

....We provide support for many subscribers who don't know the first
thing about going on line...

: If the only store still selling Atari products is in Severna Park, Maryland,
: how is the teacher in the picture supposed to know that..?

....Statement is untrue... there are more stores than your current
information suggests, however, they are generally not noticed by folks
unless they are anxious to access them for Atari. I know of at least 20
dealers who handle our magazines around the country and they have
offerings for Atari Users.

: If the computer stores nearby which are filled with IBM and Macintosh software
: have never heard of Atari computers, or worse yet, laugh when asked about them,
: what is the teacher supposed to do..?

....All I would expect the teacher to do is to introduce various
computers to their students and let them make up their minds about their
personal choice of computer platform. The teacher shouldn't make the
choice, the student should. I am sure the teacher could contact someone
to be the advisor on each platform so that the students get an honest
representation of what each platform of computer can do.

: It's not that Atari computers are not useful, or that they absolutely
cannot be used on the Internet, but they are almost completely
impractical in a normal classroom setting.

...Our other company (A&D Software) sells networking and we have several
installations in classroom configuration doing such things as CAD/CAM
group studies running plotters, as well as general computer use in a
networking situation.

...I believe that users should pursue their own computer destiny. I think
that if a person sees something done on a computer that he likes to do,

then he should pursue that avenue. Without seeing various computers in action though is like having one movie house in town, with one picture showing all the time. The choice then is either YES or NO, not what other choices you have. A good teacher presents the options to students who then formulate their own destiny. At least that is what my teachers did.

...We still continue to publish ST Informer Magazine, get on the net with our Atari Equipment, cruise the web, see what is going on on GEnie and CompuServe, etc. My Atari suits me just fine thank you.

...Issue #96 of ST Informer shipped on March 4, 1996.

"Keep on Keepin' On", Rod MacDonald
ST Informer Magazine | stinformer@chatlink.com | Tel: (541)476-0071 |
A&D Atari Software | GEnie: ST-INFORMER | Fax: (541)479-1825 |
909 NW Starlite Place | CIS: 75300,2514 | Order(800)800-2563 |
Grants Pass, OR 97526 | | MC/Visa/Discover |
World Wide Web URL: http://www.chatlink.com/~stinformer

4008. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Mar19.173613.53458@cobra.uni.edu>
Source record: 10114

In article <Z1FJUf9.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>
>>Soo..Does the TT have a CPU daughtercard?
>
> No, but the TT will remain compatible with applications written for TOS
> two years down the road, even if it requires modifications (like an
> accellerator). The 7200 won't. Besides, your point about the TT is
> meaningless. The TT and entire TOS line made by Atari, C-LAB, Medusa, etc.
> don't require daughterboards to be compatible with the next incarnation
> of TOS/MagiC/Geneva. The Macs require them to be able to run future
> incarnations of the Mac OS.
> ---
> Planned obsolescence: another Apple specialty.

The 7200 will be compatible with the new O.S.!!What part do you not understand?
There is a rom sim slot on the mother board in case..

The Nubus based PowerMacs are two years old..Runs current software and O.S.

GREETINGS..
|---|----
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
| Http://www.rockgarden.com/andy/ |
|---|-

> ---
> BR Miller
> Boston, MA

4009. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-19 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <Z1FJUf9.brimiller@delphi.com>
Source record: 10115

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>Soo..Does the TT have a CPU daughtercard?

No, but the TT will remain compatible with applications written for TOS two years down the road, even if it requires modifications (like an accellerator). The 7200 won't. Besides, your point about the TT is meaningless. The TT and entire TOS line made by Atari, C-LAB, Medusa, etc. don't require daughterboards to be compatible with the next incarnation of TOS/MagiC/Geneva. The Macs require them to be able to run future incarnations of the Mac OS.

Planned obsolescence: another Apple specialty.

BR Miller
Boston, MA

4010. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-19 00:00:00 UTC
From: JEDIDIAH
Message-ID: <4in9o1$19a@doc.zippo.com>
Source record: 10116

In article <4i307i$l1v$1@mhafc.production.compuserve.com>, BobR says...
>
>>linux gives one access to all the internet tools you'll likely ever need
>>with the capacity to compile anything else that might come along.
>
>You just blew it with that one statement...
>
>What YOU fail to grasp is that the original article wasn't talking about
>computer geeks getting off on difficult to use and hard to install obscure
>"tools" and "compilers".

Did the mention ease or triviality. Otherwise, YOU fail to grasp what
what was being talked about. Oddly enough, this is something that PC
users didn't care for for years: being the computer masochists.

Regarding UNIX: administration is occasionally a bitch but the various
shells are quite usable. Tools schmools. All that is required once the
basic system is up is MAKE and CC which consists of typing 'make'. In
some cases this can be simpler and easier than many Windows setups.
IRCII vs Netscape (win32) pops to mind.

>
>Schools need something that works, that is easily available, and doesn't

Netscape for LINUX fits this description, Netscape for windows does
not.

>cost a small fortune from a niche marketplace that isn't supported by
>anyone except other computer geeks.

Such a tragedy: the kiddies might actually learn something. We wouldn't
want them to make papa look stupid now would we. Although, I do admit that
teaching a kid to be a unix admin is a bit hardcore, the experience is
quite relevant and quite useful. The kid, or the teacher, will end up with
a depth of understanding of computers and operating systems far in advance
of point and click.

>
>Read the original article again.
>
>BobR

4011. Re: 68030/68882 vs 80486 (was: Heil Gates)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-20 00:00:00 UTC
From: Andrew Owen <andrew.owen@gecm.com>
Message-ID: <4ioitj$osh@gcsin3.geccs.gecm.com>
Source record: 10117

gmiller@inca.co.nz (Gaven Miller) wrote:
>But the poster preferred to compare a double clocked DX2 with a single
>clocked, older generation 68k. Sort of like comparing a Jaguar XJS to a
>Ford Sierra RS. Both are powerful, but neither compete with one another.

The original poster, me, didn't prefer to compare the 68030 + FPU (i'm now informed) to a 486DX2. I was replying to a statement that the 'The TT was no-faster or productive...'. The poster was comparing _his_ PC to his TT. All it illustrated was my point was valid of

", just think what you could do with a decent OS on the faster PC hardware."

I wasn't saying the 68030 and 486 were the same, but in this case the comparision was valid. He was saying his TT no-faster than the PC. Looking and comparing the hardware, as I did, this should be obvious. However I felt the PC would be significantly faster given a decent OS. Maybe it is with Win95/WinNT/OS2/Linux etc, (I don't want to start a "Call WinXX a decent OS thread), I just know that the DOS/Win setup I have isn't doing the faster hardware justice.

Andy.

(Those who don't look before leaping are Shark bait ;-))

4012. Re: 68030/68882 vs 80486 (was: Heil Gates)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-20 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <DoKBEq.7p7@cix.compulink.co.uk>
Source record: 10118

Valid points and I bow to your superior knowledge..

It's just I hate anyone saying anything bad about my little baby ;-))

Nick
****
16/32 Systems TEL 01634 710788 *FOR SALE*
173 High Street FAX 01634 295895 INTERNET
Strood 30 Million
Kent ME2 4TW Careful Users
****

4013. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-20 00:00:00 UTC
From: scruggs.2@osu.edu
Message-ID: <4inik8$72u@charm.magnus.acs.ohio-state.edu>
Source record: 10119

In article <wongck.305.000F7B83@ti.com>, wongck@ti.com (William Wong) wrote:
>Path:
magnus.acs.ohio-state.edu!math.ohio-state.edu!cs.utexas.edu!news.ti.com!m436.t
isg.ti.com!wongck
>From: wongck@ti.com (William Wong)
>Newsgroups: comp.sys.atari.advocacy
>Subject: Re: connecting ataris to the internet; San Jose Mercury News
>Date: Tue, 19 Mar 1996 15:28:50
>Organization: TIS
>Lines: 14
>Message-ID: <wongck.305.000F7B83@ti.com>
>References: <4houoq$al8@eternity.c2.org> <4hqm6v$1mq@ultra.sonic.net>
<4i0b46$e7@flood.xnet.com> <4i1e8mINN7t0@brain.cis.ohio-state.edu>
<4i61ms$m3h@flood.xnet.com> <GCPVAICPUP@cabal.shnet.org>
>NNTP-Posting-Host: 137.167.42.28
>X-Newsreader: Trumpet for Windows [Version 1.0 Rev A]
>Status: N
>
>
>All this talk about how it can be done, they don't know what they are talking
>about etc etc will put anything right. Unless some ST user who knows about
>connecting to the internet help them, the readers will believe what the News
>says.
This is a fundamental flaw with the news media, not just computers.
There are quite a few subjects that they manage to grossly misinform
the public about. Computers just seem to be the mis-information binge
of the moment...

VanTerm/Usenet '89

||| Admiral Piett: Load the Charmin into the Mass Drivers
/ | \ and prepare to FIRE!

4014. New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-20 00:00:00 UTC
From: zan660@usa.pipeline.com
Message-ID: <4ioavm$jaq@news1.h1.usa.pipeline.com>
Source record: 10120

Is there any chance that there might be a new Falcon coming out, the 030 has seen better days, so has the 040, even with a DSP a Falcon is just too slow, I think it is time for a new machine-a PowerHouse. Unfortuently computer power is measered in which computer can RayTrace a 640-480 image faster rather then which computer is more useable, while it is true that a Atari has a better OS and can do things that PCs can't, when it comes to CPU intensive tasks such as RayTracing (or 3D anything) Pentium based systems have the lead and PowerPCs even have a edge over them. The Falcon can not hold its own in these areas, MagiCMac seems to be a golden opertunity!!! For artists who need fast 24bit color support or Floating Point Power imagine running Phoenix on a 150 mhz PowerPC, more work can be done, you can try more things, you could see what something will look like NOW instead of waiting hours for rendering.
Got any info.......Email me.....
-I DO NOT- want to hear how you think this is a bunch of rubish, flames will not be tollerated!!!
Zander

4015. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-20 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <96080.101952STIRRE31@MAINE.MAINE.EDU>
Source record: 10121

BobR,
I certainly agree with your assessment on using the best tools in schools. However, I don't agree that this excludes the Atari from being a viable alternative. In my experience, there is usually a computer literate teacher who helps their colleagues with problems. Teachers would not run to the nearest computer shop at the first hint of trouble. Since the ST is easier to use than any clone, I don't see your point about support. You need less support with an ST. If you mean repairs, well, that's a problem but STs, in my experience, are fairly reliable.
Again, though, not all schools can afford the newest Pentium or Power PC. I ask, should taxpayers shell out the money for the most expensive system so their children can view GIFs? If so, why? I also wonder what your thoughts are on the educational value of the World Wide Web. I can tell you that a school near me, here in Maine, has Internet access and hardly anyone uses it. Students that have been using haven't been doing anything educational with it. These are the opinions of teachers.
Again, as far as support goes, I would just like to point out that Toad is not the only dealer. I think you know that but I just want to make sure others reading your posts aren't misled. The teacher in California is lucky; there are tons of dealers in her state.
Finally, knowledge about the ST easily translates over to the clone environment. The file structure is the same, you can find comparable programming languages (I used to bring my BASIC work home to my STe in high school) and GEM is useful to know since Microsoft is just starting to catch up to it.
BTW, Bob, I believe I saw one of your articles in Atari Interface a while ago. Good writing.
-scott tirrell

4016. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-20 00:00:00 UTC
From: JEDIDIAH
Message-ID: <4ipije$39u@doc.zippo.com>
Source record: 10122

In article <4il4n6$sv2$1@mhade.production.compuserve.com>, BobR says...
>
>>We are not in the business of telling students which name brands to buy.
>
>Very true.
>
>However... teachers ARE in the business of teaching.
>
>Having hard to use tools only makes the job of teaching (which is already
>difficult enough these days) needlessly more difficult.
>

That's an interesting turnaround: ST's hard to use.
It's so nice how history gets rewritten.

Short of the first step, complexity in both areas is exactly the
same, especially if you stick to the standard system software. Downloads
are still downloads and sigs are still sigs, regardless of the front
end machine.

>Having a stapler (whatever brand name it might have on it) which required the
>teachers or students to make their own staples would be stupid to use in a
>classroom situation.

Except if the goal of the classroom was to give the students any insight
into how the device worked. Unfortunately, the US tends towards this
superficial sort of education you are alluding to. With the exception
of sysadministration under linux, no part of the process is any more
complicated for an ST.

>
>Why handicap the teacher with (ok, let's say) virtually unsupported computers.
>

Because most of the software on the PC software is just shareware to
begin with. Excepting hardware service, the PC doesn't offer any real
advantage wrt to 'support'.

BTW-by this point in time each school should have available someone
of a sysadmin level anyways.

>If the only support available is via newsgroups, how is someone currently
>unconnected to the net supposed to access them..?

Try logging onto a bbs. If you cant manage to find a bbs with a usnet
feed, then there are always online services to get you a bootstrap.
This is probably where the technically illiterate would likely start

anyways.

Also, there is always the possiblity of using 'gasp' non-internetted
bbs as well. The Internet is not the entirety of the online world
to begin with.

>
>If the only store still selling Atari products is in Severna Park, Maryland,
>how is the teacher in the picture supposed to know that..?
>

For the most part that really isn't an issue.

>If the computer stores nearby which are filled with IBM and Macintosh software
>have never heard of Atari computers, or worse yet, laugh when asked about them,
>what is the teacher supposed to do..?

As if computer store clerks were useful to begin with...

>
>It's not that Atari computers are not useful, or that they absolutely cannot
>be used on the Internet, but they are almost completely impractical in a normal
>classroom setting.

I hope this defeatist attitude is not common in the teaching profession
of this country.

4017. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-20 00:00:00 UTC
From: JEDIDIAH
Message-ID: <4ip2h7$gbb@doc.zippo.com>
Source record: 10123

In article <4ilj3k$f66@flood.xnet.com>, boris-m@tensornet.com says...
>
>guenther@cabal.shnet.org (Thorsten Guenther) wrote:
>
>>If these people don't learn that there are other, even ASCII browsers in
>>use (lynx), they deserve their pages to be ignored by all non-Netscape
>>users. BTW: some people seem to discuss the idea of making their home
>>pages inaccessible to Netscape.
>
>Well, probably they would not care much, because last I heard Netscape had about
>90% of browser market.
>
>OTOH, it seems that saying that Netscape is the next Microsoft has some ground:
>they start to generate the same irrational hatred...

Your statement is completely unjustified. Any comments made about Netscape
(at least in this thread) have been based on performance of thier product.
This is neither irrational, nor it does not classify as hatred.

What has been at issue is more fundamental philosophies regarding problem
solving and software engineering. Netscape & Microsoft both have attitudes
in this regard that disgust Atarians (at least this one).

Also, as long as Netscape maintains the specs for html & other standard
extensions: getting locked out will not be a problem for them.

4018. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-20 00:00:00 UTC
From: JEDIDIAH
Message-ID: <4ip43i$hso@doc.zippo.com>
Source record: 10124

In article <4igj1i$k2t$1@mhafn.production.compuserve.com>, BobR says...
>
>>a 'donated' 386 is about in the same position as a falcon.
>
>So did the original article and photograph of a teacher with a room full
>of unusable Atari computers include Falcons..?

Perhaps I should have been more to the point.

A 386, of any kind, is about in the same position as an ST. The
386 for all practical purposes is an orphan. If not for ISA cards
it would be completely so. For most things, those ISA slots are a
neccesity, vs being a nice extension. Also, any recent PC software,
just wont run acceptably on 'slightly' older machines, if at all.
Netscape will barf all over that machine. In fact, considering this,
there should be a Lynx for DOS. Otherwise, your precious Web is
innacessable.

Upgrading it to the point of making it usable will leave nothing but
the case and floppy drives left. This doesnt make much sense for
'donated' hardware.

As far as net relevant hardware support goes: the ST always could use
other hardware anyways. A SCSI drive is a SCSI drive and modem is a modem.
No 1-900 support numbers needed there...

>
>I'm willing to bet it did not.
>
>In THAT situation (the one that began this discussion), I'd far rather have
>a "lowly" '386 computer as it can be easily upgraded with supported hardware
>and software to be usable.

You'd be better off giving them a better case and power supply.
They'd get the same use out of it under your reconing.

>
>Like I said... actually TALK to some teachers.
>
>Computer geek techno-babble is great for newsgroups... teachers need REAL
>solutions.

Ah, yes: outsmarted so you will insult us all now.
A clue: teachers are supposed to be educated. They did waste all that time
in college after all. (some states even require grad school) If they can't
handling learning something new, teaching it is far beyond their capacities
and ideally they should be replaced.

Nevermind that technobbable, or even jargon, ever really entered this
discussion.

>
>BobR

4019. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-20 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GCUTBHAIUP@cabal.shnet.org>
Source record: 10125

In <B9Mq0di.brimiller@delphi.com> Brian-Roland Miller wrote:
>BobR <76702.1466@CompuServe.COM> writes:
>
>>In THAT situation (the one that began this discussion), I'd far rather have
>>a "lowly" '386 computer as it can be easily upgraded with supported hardware
>>and software to be usable.
>
>It can be "easily upgraded," eh? Please define "easily."

Get an ASUS P55 mainboard, throw out all cards, get new ones.

Easy :-))))))

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4020. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-20 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GCUTBHAFUP@cabal.shnet.org>
Source record: 10126

In <4igj1i$k2t$1@mhafn.production.compuserve.com> BobR wrote:
>>a 'donated' 386 is about in the same position as a falcon.
>
>So did the original article and photograph of a teacher with a room full
>of unusable Atari computers include Falcons..?
>
>I'm willing to bet it did not.
>
>In THAT situation (the one that began this discussion), I'd far rather have
>a "lowly" '386 computer as it can be easily upgraded with supported hardware
>and software to be usable.

One 386 will hardly suffice for an entire class.

>Like I said... actually TALK to some teachers.
>
>Computer geek techno-babble is great for newsgroups... teachers need REAL
>solutions.

A _real_ solution?

Install a VT100 terminal emulation software (e.g. CoNnect) on all those
Ataris. Get a Pentium, add 16+ serial ports, install Linux with lynx,
ncftp, irc, tin, etc. - voila! Internet on even an STfm.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4021. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-21 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4iqjjf$276@inca01.inca.co.nz>
Source record: 10127

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
> Quoting Brian-Roland Miller <brimiller@delphi.com>:
> > Planned obsolescence: another Apple specialty.

And perfected by the PC contemptible.

--

Quote For The Month:

"Hello, operator. This is an emergency. What's the number for 911?"

4022. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-21 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4iqq1e$5e0$1@mhadg.production.compuserve.com>
Source record: 10128

Again, I'm not saying the ST is completely useless, just not applicable to the normal classroom environment.

In the situation in question, that of "using the Internet" (which to most people currently translates to "browsing the World Wide Web", undoubtedly including the teacher in the original article which started this thread), the PC is *orders of magnitude* easier to use than an ST.

To install Netscape, you just click on "Install".

To install any of the ST "WWW solutions" you have to be a cross between a computer geek and a rocket scientist. And even when you get them running, the ST itself simply cannot match the performance of a relatively inexpensive PC... the kind school systems can afford. A teacher just can't afford the time necessary to research an obsolete computer system. And if there's no "computer guru" teacher in the building who CAN take the time to "tinker" with an "off the wall" computer, the teacher (like the one in the picture in the original article) is stuck.

As for the educational value of the World Wide Web...

A very close friend of mine has a Jack Russel Terrier.. a somewhat unusual breed of dog. I easily found several pages devoted exclusively to them, with quite a few links to other pages with JRT content. A student writing a report on Jack Russel Terriers would have found a wealth of information.

I also recently had the need to find information and pictures relating to dragonflys. A search at Yahoo turned up more pages relating to "bugs" than I ever wanted to know about, especially as it was on my lunchtime. A student could find almost anything they wanted to know about insects on the WWW. However, my 1040STe, as much as I love it, could NOT handle the document formatting or the 8 bit color pictures the sites had to offer.

There's a world of useful and interesting information, just perfect for a schoolroom environment, beyond the porno and glitz and commercial exploitation.

IF you have the hardware and software that can take advantage of it.

And unfortunately, as the original article stated, the Atari computer can NOT be part of it all.

BobR

4023. Re: Atari => PPCP

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-21 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4ishngqfr2@mhafn.production.compuserve.com>
Source record: 10129

>I think that Atari should port MTOS to the PPCP platform.

Sure... except that Atari is no longer in the business, and
couldn't care less about it.

You call them about their computers, and they tell you to buy a
PC...

BobR

4024. Geneva upgrade - where,when,how,etc ???

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-21 00:00:00 UTC
From: Andrew Owen <andrew.owen@gecm.com>
Message-ID: <4irk27$i3g@gcsin3.geccs.gecm.com>
Source record: 10130

Having looked around the desktop section on web.cnam.fr, there was an archive for geneva release 002->003. I also heard that it is now at release 004.

Any info on the release files, if they are free or commercial upgrades, where to get them (UK) would be appreciated.

Andy.

4025. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-21 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <xFCqdgA.brimiller@delphi.com>
Source record: 10131

<zan660@usa.pipeline.com> writes:

>Is there any chance that there might be a new Falcon coming out, the 030
>has seen better days, so has the 040, even with a DSP a Falcon is just too
>slow, I think it is time for a new machine-a PowerHouse. Unfortuently

Hades040 and Hades060s were shown at ProTOS, the Falcon MKX was shown there
as well. Supposedly, C-LAB plans to release TOS 5 and an 040 soon.
Of course, in the mean time, there's nothing preventing you
from getting an 040 accelerator (cheaper than buying any new Falcon to
hit the street).

BR Miller
Boston, MA

4026. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-21 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Mar21.170928.53496@cobra.uni.edu>
Source record: 10132

In article <xFCqdgA.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> <zan660@usa.pipeline.com> writes:
>
>>Is there any chance that there might be a new Falcon coming out, the 030
>>has seen better days, so has the 040, even with a DSP a Falcon is just too
>>slow, I think it is time for a new machine-a PowerHouse. Unfortuently
>
> Hades040 and Hades060s were shown at ProTOS, the Falcon MKX was shown there
> as well. Supposedly, C-LAB plans to release TOS 5 and an 040 soon.
> Of course, in the mean time, there's nothing preventing you
> from getting an 040 accelerator (cheaper than buying any new Falcon to
> hit the street).

Oh, what do we have here...Need new hardware to aleviate the slowness and run
new apps? Can't be a planned obsoletness by the Tos platform...->

> ---
> BR Miller
> Boston, MA

GREETINGS..
|---|----
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
| Http://www.rockgarden.com/andy/ |
|---|-

4027. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-21 00:00:00 UTC
From: lpursell@bright.net
Message-ID: <827474570_OASIS_@bright.net>
Source record: 10133

I'm getting real tired of this thread myself and for some reason just had to voice my opinion. A 1040STe is old, a Falcon can handle 16-bit displays so let's not gripe cause we are to cheap to upgrade. Further more you don't just click 'Install' to use NetScape either. Someone has to enter the setup for your internet provider into the darn program. If you don't know what a DNS is or an IP address is then you are no better off with a PC. I'm sorry, but install programs are for idiots.

I partically don't like being told what I can an cannot keep up with on my Atari. If *you* have a problem with *your* Atari I suggest you solve it or move on. I do all my internet access from my home on my Atari, as for as I'm conserned I'm keeping up.

--

+---+
Lonny Pursell Atari Rules! E-Mail: lpursell@bright.net
If you understand or if you don't, If you believe or if you doubt,
There's a universal justice, And the eyes of truth,
Are always watching you. ENIGMA 2 - The CROSS Of Changes
+---+

4028. test

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-21 00:00:00 UTC
From: wchaney@molbio.unmc.edu
Message-ID: <4isl31$k7@netserv.unmc.edu>
Source record: 10134

test.

4029. Re: Hey Peter! More Apple woes!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-22 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GCVVAHCSUP@cabal.shnet.org>
Source record: 9990

In <1996Mar18.204651.53445@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>In article <GCSEEDAIUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>> In <1996Mar13.215811.53355@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>>>>>>>>These are the prices to break the myth that Macs are over priced..
>>>>>>
>>>>>>>>7500 $2003
>>>>>>
>>>>>> Germany: ~4.600,- DMs for the 8/500 (i.e. around 3.000 US$s).
>>>>>>
>>>>>> plus 8 megs, plus sensibly sized hard disk, plus monitor, plus keyboard,
>>>>>> plus...
>>>>>>
>>>>>> Why do you think Power Computing announced much cheaper Mac clones?
>>>>>
>>>>>Good for PowerComputing...However, the 7500 has additional video functionality
>>>>>that the Power ones do not have..
>>>>
>>>> Who cares about video functionality? 5 % of the customers, 2 %?
>>>
>>>Thats why there is the 7200...
>>
>> The 7200 does not have a CPU daughterboard.
>
>Soo..Does the TT have a CPU daughtercard?

Sweetheart, I am not going to buy a TT in the near future. And there are
TTs with CPU daughterboards (the early ones). If I get a Pentium PC, I can
easily upgrade the CPU e.g. from 75 to 166 MHz. I can also upgrade a 7500
in a very similar way, but not a 7200.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4030. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-22 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4iv9ei$ei4@julie.teleport.com>
Source record: 9991
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both
Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My
Web Address is below. On-Line Catalogs that you can View and Contact me via
my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3
PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

4031. Re: Atari => PPCP

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-22 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4ivbir$2st@orm.southern.co.nz>
Source record: 9992

BobR (76702.1466@CompuServe.COM) wrote:
: Sure... except that Atari is no longer in the business, and
: couldn't care less about it.
:
: You call them about their computers, and they tell you to buy a
: PC...
:
: BobR

Called them recently have you?

Pull the other one sunshine...

Chris W.
/|\

'...just call me Mr.Brownarm...'

4032. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-22 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4iva8v$2st@orm.southern.co.nz>
Source record: 9993

Gudday...

STIRRE31@MAINE.MAINE.EDU wrote:
: As a future teacher, I'd say that giving students the impression
: that the only computers in existence are Macs and PCs is wrong.
: I dislike the commercialization of schools. We are not in
: the business of telling students which name brands to buy.
: -scott tirrell

Let the schools buy their Power Macs and Pentiums, and let them whinge to
their governments for more money when it becomes evident to them that
last weeks 'wonder' PC took two months to become obsolete and the new
software now requires 'tomorrows' computer to even show you its help page...

I see this trend in schools here in New Zealand. Teachers here in New
Zealand are complaining about wages. Little wonder, with 1/4 of the bulk
funding given to schools by the government wasted on continually updated
(and continually obsolete :-)) computer systems...

Chris W.
/|\

4033. Re: 68030/68882 vs 80486 (was: Heil Gates)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-22 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4iv9ma$2st@orm.southern.co.nz>
Source record: 9994

Hi there...

Nicholas Harlow (nharlow@cix.compulink.co.uk) wrote:
: Hmm you really rate the TT against a 386? I must admit I own a p60 plus
: a TT and I still think my TT has the edge in ease of use and calculating.
: I know I am wrong, but I do love my TT for being the first major computer
: I bought out of my own money. ahh well horses for courses

You're not wrong by much. In a 'real' world test performed by my TT owning friend, (4meg ST/4meg TT RAM) who compiled POV Ray 2.2 for himself and compared render times on the same scene file at the same (sizeable) resolution, we found that his TT was matching 486DX50 machines with more RAM. That to me says that the 68030/68882 pairing, given 32-bit wide RAM access (TT-ram) is actually faster at a given clock speed than a 486DX chip. Imagine how much quicker the 68040 is than a 486DX. 040 is reputed to command thrice the grunt of the 030/882 at the same clock frequency!! Food for thought eh?...

L8R

Chris W.
/|\

The Question: Why aren't I using an Intel machine/Micro$oft OS?
==========

The Answer : Try as I may, I cannot make the same noise as a sheep... ;^)
==========

4034. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-22 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4ivbb3$2st@orm.southern.co.nz>
Source record: 9995

Hi There...

zan660@usa.pipeline.com wrote:
: Is there any chance that there might be a new Falcon coming out, the 030
: has seen better days, so has the 040, even with a DSP a Falcon is just too
: slow, I think it is time for a new machine-a PowerHouse. Unfortuently

Several accelerator boards exist for the Falcon. Perhaps the quickest of these is the Afterburner040. It has been benchmarked at 14 times the speed of a standard Falcon. That will give you good render times in comparison to newer PC/Macs. Don't write off the DSP either. Black Scorpion Software, companies who write D2D software and numerous others have already shown us just how stupidly fast the 24-bit DSP can hurl numbers around...

Chris W.
/|\

TOS 4.04 - The OS, the whole OS, and nothing but the OS...

Who needs all that other shit...

4035. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-22 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <hjPItAa.brimiller@delphi.com>
Source record: 9996

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>Oh, what do we have here...Need new hardware to aleviate the slowness and run
>new apps? Can't be a planned obsoletness by the Tos platform...->

Oh, accelerators are "planned obsolesence," now, Peter? Nice try at a
comeback, but it doesn't cut the mustard. The individual in question
wwanted to know about new Falcons hitting the street. I answered his
question. There is a difference between someone wanting to buy an
upgrade from an amazing computer like the Falcon to an even better computer
like the Falcon MKX, and someone buying a boring Mac 7200 which will
be incapable of running CHRP/PPCP/PRep/whatever it's called (which Apple
planned to make obsolete to force an upgrade to PPCP). In one case, the
individual wants an even better computer than he's running now, in the other
case, the consumer gets stuck with expensive hardware without a future.
--
Your mouth must be stretched from ear to ear after constantly having a pair
of feet in it. . .

BR Miller
Boston, MA

4036. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-22 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <hjPJFye.brimiller@delphi.com>
Source record: 9997

Andrew Owen <andrew.owen@gecm.com> writes:

>Lots of things are shown (usually from Atari vapourware catalogue). Any idea as
>to when it will be available?

Atari doesn't make Falcons anymore, so we needn't worry about Tramiel
vapourware. The companies showing the new machines were C-LAB (who own a
license to produce Falcons) with the MKX, and Medusa with the Hades. Both
companies are excellent producers of hardware, and have a reputation of
delivering on promises and making solid hardware.

BR Miller
Boston, MA

4037. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-22 00:00:00 UTC
From: JEDIDIAH
Message-ID: <4iv6ji$iap@doc.zippo.com>
Source record: 9998

In article <4iqq1e$5e0$1@mhadg.production.compuserve.com>, BobR says...
>
>Again, I'm not saying the ST is completely useless, just not applicable to
>the normal classroom environment.
>
>In the situation in question, that of "using the Internet" (which to most
>people currently translates to "browsing the World Wide Web", undoubtedly
Mass ignorance does not suddenly make the rest of the world right,
regardless of how big the mass.
>including the teacher in the original article which started this thread),
>the PC is *orders of magnitude* easier to use than an ST.

PC's aren't even a magnitude easier to use than commie command mode.
Most ST/GEM software consists of nothing more than unarcing it.

>
>To install Netscape, you just click on "Install".

This is gross oversimplification and the same order of FUD (as the
newspaper article). Setting up the TCP stack is the hard part of
any machine. That is fairly much a constant (but linux is a pain).

The ST might actually be simpler since there is nothing to configure
wrt hardware & the OS. Configurability is a double edged sword.

Nevermind that the machines that the school would likely be able
to afford would barf all over Netscape (and anything else more
recent). Nevermind that Netscape is still a buggy piece of shit
even when it is running on a decent machine (it is worth it's
'selling' price).

>
>To install any of the ST "WWW solutions" you have to be a cross between a
>computer geek and a rocket scientist. And even when you get them running,
>the ST itself simply cannot match the performance of a relatively inexpensive
>PC... the kind school systems can afford. A teacher just can't afford the time

If Lynx is available on your shell account, even YOU could manage to set
it up. Perhaps if you spent less time slagging those of us who have learned
the necessary information for the domain in question and actually learning
it yourself. These simple tasks may seem less daunting.

Step one: plug in the modem
Step two: insert ST language disk
Step three: turn the machine on
Step four: select the vt52 emulator from the accessories menu
Step five: dial the number, login, & run any unix curses software you

bloody well please.

This insistence that the client do everything is rather absurd.

>necessary to research an obsolete computer system. And if there's no "computer

The essential elements of all computers (at least the ones that YOU
would know about) are identical. Such efforts would not be entirely
for naught.

>guru" teacher in the building who CAN take the time to "tinker" with an
>"off the wall" computer, the teacher (like the one in the picture in the
>original article) is stuck.

Such resourcefulness explains the state of our schools.

>
>As for the educational value of the World Wide Web...
>
>A very close friend of mine has a Jack Russel Terrier.. a somewhat unusual
>breed of dog. I easily found several pages devoted exclusively to them, with
>quite a few links to other pages with JRT content. A student writing a report
>on Jack Russel Terriers would have found a wealth of information.
>
>I also recently had the need to find information and pictures relating to
>dragonflys. A search at Yahoo turned up more pages relating to "bugs" than
>I ever wanted to know about, especially as it was on my lunchtime. A student
>could find almost anything they wanted to know about insects on the WWW.
>However, my 1040STe, as much as I love it, could NOT handle the document
>formatting or the 8 bit color pictures the sites had to offer.

Once again, you appear to be totally ignorant of the ST's capacities.
HTML might be a sticky point, however, the ST is quite capable of handling
your 'pretty pictures'.

And as has been said before: libraries and encyclopedias seem to be
out of style (not that they ever really were).

>
>There's a world of useful and interesting information, just perfect for a
>schoolroom environment, beyond the porno and glitz and commercial exploitation.
>
>IF you have the hardware and software that can take advantage of it.
>
>And unfortunately, as the original article stated, the Atari computer can NOT
>be part of it all.

Once again untrue. It trails off at the bleeding edge but, it is still
useful. As long as system independent standards are adhered to ataris'
are quite capable.

Although they may be a poor choice for a new aquisition, they are quite
usuable if they happen to be the hardware at hand.

This is not merely an ST bias. A old VAX and a few DEC terminals could access most of the same information equally as well. It just wont be the same pretty picture book as the Netscape setup would be.

Furthermore, the connection bandwith that would likely be available to any cash strapped institution would be insignificant compared with even ST speeds. All those pretty jpegs will be tied up on the phone line giving whatever machine plenty of time to decode.

4038. FREE ATARI JAGUAR AND GAMES!!!!!!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-22 00:00:00 UTC
From: ac684@sfn.saskatoon.sk.ca
Message-ID: <4it90n$p1n@tribune.usask.ca>
Source record: 10135

If you want free stuff like A home Page, A case Of Topps NBA cards, A case of Nabisco cookies, A tetra 3 gallon fish bowl kit, A tetra 2 1/2 gallon fish bowl kit, a Gatorade gymbag, a gatorade towl, a gatorade hat, Some power ranger videos, 20 0.5 ounce packs of chiclits or An atari Jaguar and games then go to http://www.kidscom.com
When you are there click on the register button. At the part of the registration where it says to type in the name of the person who sent you there type Chase Ward. At the part where it says to type the email address of the person who sent you there type ac684@sfn.saskatoon.sk.ca
Once you are registered you can begin to collect kidkash points. When you have enough points you can get a free atari jaguar or some other stuff. It is super easy to collect points all you have to do is go there once a week. You can get extra points by playing the online games they have there. EVERYTHING ABOUT THIS IS FREE. This is mostly for people younger than 14 but if you are an adult then you can go to. They have a special place for adults. You still get the free stuff. THERE IS NEVER ANY OBLIGATION. YOU DON'T EVEN HAVE TO GO BACK TO THE PAGE EVER IF YOU DON'T WANT TO.

4039. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-22 00:00:00 UTC
From: Andrew Owen <andrew.owen@gecm.com>
Message-ID: <4iujrn$as6@gcsin3.geccs.gecm.com>
Source record: 10136

Brian-Roland Miller <brimiller@delphi.com> wrote:

>Hades040 and Hades060s were shown at ProTOS, the Falcon MKX was shown there

Lots of things are shown (usually from Atari vapourware catalogue). Any idea as to when it will be available?

Andy.

4040. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-22 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <827567458_OASIS_@pcc-uky.campus.mci.net>
Source record: 10137

```
In article <1996Mar21.170928.53496@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>
>Oh, what do we have here...Need new hardware to aleviate the slowness and run
>new apps? Can't be a planned obsoletness by the Tos platform...->
>
>
> GREETINGS..
|-------------------------------------------------------------------------|
>| Peter Sinclair-Day POWER MACINTOSH 7100/80
>| University of Northern Iowa |
>| Graduate School of Library Science |
>| Rod Library - Systems & Technology |
>| |
>| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
>| Http://www.rockgarden.com/andy/ |
>|-------------------------------------------------------------------------
>
>
What it sounded like to me, IMHO, was an honest and forthright request
for info on next generation Falcons.....So what are you contributing
towards a helpful reply?

--
_/_/_/
```

4041. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-22 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GCVVAHCPUP@cabal.shnet.org>
Source record: 10138

In <4ilj3k$f66@flood.xnet.com> Boris Molodyi wrote:

>guenther@cabal.shnet.org (Thorsten Guenther) wrote:
>
>>If these people don't learn that there are other, even ASCII browsers in
>>use (lynx), they deserve their pages to be ignored by all non-Netscape
>>users. BTW: some people seem to discuss the idea of making their home
>>pages inaccessible to Netscape.
>
>Well, probably they would not care much, because last I heard Netscape had about
>90% of browser market.

Why does it have 90%? Because several homepages are (or at least claim to) be
incompatible with other browsers. If 50% of homepages were incompatible
with Newscape, people would get other browsers.

>OTOH, it seems that saying that Netscape is the next Microsoft has some ground:
>they start to generate the same irrational hatred...

Monopolies _must_ be fought, Netscape _is_ building a monopoly. There's
nothing irrational about fighting monopolies.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4042. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-23 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4ivvbiban1@mhadf.production.compuserve.com>
Source record: 9999

>One 386 will hardly suffice for an entire class.

One *anything* will hardly suffice for an entire class.. Atari, 386, whatever. That's not the point.

>Install a VT100 terminal emulation software (e.g. CoNnect) on all those >Ataris. Get a Pentium, add 16+ serial ports, install Linux with Lynx, >ncftp, irc, tin, etc. -voila! Internet on even an STfm.

Thank you..!

You've just confirmed what I've been saying. Only a computer geek rocket scientist can make an ST work on the Internet, and below expectations at that..!

We're talking about a teacher in a normal classroom, with a normal school budget and the normal (nonexistant) amount of time to futz with something like this.

In that situation (the one that started this thread), an Atari is a deadend.

BobR

4043. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-23 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4ivvq5ban2@mhadf.production.compuserve.com>
Source record: 10000

>It can be "easily upgraded," eh? Please define "easily."

"Easily" means it can be upgraded with commonly available and inexpensive components which can be added to the system without having to have knowledge of digital electronics and soldering skills (as upgrading most Atari computers requires).

It also means it can be upgraded far beyond its original capacity (unlike most Atari models) and can be done a little at a time as budgetary constraints allow.

"Easily upgradable" also includes software... new system sofware can be added without having to hack and slash the hardware to solder adapter boards into the motherboard, and software upgrades are available at many, many local stores from companies which are still in business.

BobR

4044. Re: 68030/68882 vs 80486 (was: Heil Gates)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-23 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4j0j41$1t6@inca01.inca.co.nz>
Source record: 10001

Chris Wilkinson (chriswil@southern.co.nz) wrote:
> Nicholas Harlow (nharlow@cix.compulink.co.uk) wrote:
> : Hmm you really rate the TT against a 386? I must admit I own a p60 plus
> : a TT and I still think my TT has the edge in ease of use and calculating.
> : I know I am wrong, but I do love my TT for being the first major computer
> : I bought out of my own money. ahh well horses for courses

386/33 is 5 MIPS
030/33 is 5.5 MIPS

486 DX2/66 is 44 MIPS
040/66 ("DX2") is 49 MIPS

Pentium 60 is supposedly 100MIPS

So, the 386/030 comparison is more valid.
Likewise 040/486 is a more valid comparison.

> You're not wrong by much. In a 'real' world test performed by my TT
> owning friend, (4meg ST/4meg TT RAM) who compiled POV Ray 2.2 for himself
> and compared render times on the same scene file at the same (sizeable)
> resolution, we found that his TT was matching 486DX50 machines with
> more RAM. That to me says that the 68030/68882 pairing, given 32-bit wide
> RAM access (TT-ram) is actually faster at a given clock speed than a
> 486DX chip. Imagine how much quicker the 68040 is than a 486DX. 040 is
> reputed to command thrice the grunt of the 030/882 at the same clock
> frequency!! Food for thought eh?...

Was that a _GENUINE_ DX50, or a clock-doubled DX2 25/50.

The genuine DX50 is faster by about 5% than the clock doubled DX2 version.
And RARER.

The Intel FPUs are crap. Floating point ops are all done as a stack of
numbers, and can only be done on the topmost item in the stack. So half
the time is spent just juggling the values to the right posityion on the
stack. Can you say "Intel Insane"?

Motorola 6888x FPUs, however, are register based, so they can access
numbers as fast as the FPU can go. No juggling required. HOORAY!!

So, raytracing (which I believe uses a _LOT_ of floating point numbers,
and hence is ideally suited for an FPU) would be faster on _any_ register
based FPU.

486's (ie SX, SX2, DX, DX2, DX3, and DX4) all have 32-bit RAM access,
unless you buy a "$50 if you send in 20 (breakfast cereal #32) box tops"
model.

The 040/030 ratio is nearer to 4:1.

The sluggishness in the Wintel machine is due to a [crap] CPU instruction set, and a [even more crap] OS.

(Rumours in another newsgroup have it that Intel gets a kickback from M$ for every processor sold. And that every one sold must have an M$ OS bundled. But there hasn't been any conclusive proof provided, yet)

> The Question: Why aren't I using an Intel machine/Micro$oft OS?
> =============

> The Answer : Try as I may, I cannot make the same noise as a sheep... ;^)
> =============

Or: Coz Bill Gates hasn't lobotomised you - yet. (You are #12398 on his list. Keep July 7th free, OK?) {[:-)]

--

Quote For The Month:

"Hello, operator. This is an emergency. What's the number for 911?"

4045. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-23 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <96083.104619STIRRE31@MAINE.MAINE.EDU>
Source record: 10002

BobR,
I would think that a school would hire someone to set up a cluster
of computers and that each individual teacher would not set up
their own computers to use the Net. My old high school had a
computer teacher. This was without any kind of Internet access.
I don't think your point about individual teachers makes much
sense. A dedicated computer user (like a school would most likely
have) could easily set up one Linux system. Besides, the money
saved on buying a cluster of STs (and a Falcon or TT to run Linux)
would easily pay for the installation fee.
Just yesterday I was reading pop mail (Oasis) which also gives people
nice access to netnews (with a slip connection). This package
will eventually have a Web browser. I also used STiK/CAB which,
though not stable enough yet, still allowed me to load a few pages
and cruise to Net with options for graphics. This package will
most likely soon be stable and is already easy to set up. I also
used Lynx browsing via VT-100 emulation. I am not sure what I am
missing as far as the Internet. Oh, and I am not a rocket scientist.
-scott tirrell

4046. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-23 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Mar23.143621.53532@cobra.uni.edu>
Source record: 10003

In article <hjPItAa.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>
>>Oh, what do we have here...Need new hardware to aleviate the slowness and run
>>new apps? Can't be a planned obsoletness by the Tos platform...->
>
> Oh, accelerators are "planned obsolesence," now, Peter? Nice try at a
> comeback, but it doesn't cut the mustard. The individual in question
> wwanted to know about new Falcons hitting the street. I answered his
> question. There is a difference between someone wanting to buy an
> upgrade from an amazing computer like the Falcon to an even better computer
> like the Falcon MKX, and someone buying a boring Mac 7200 which will
> be incapable of running CHRP/PPCP/PRep/whatever it's called (which Apple
> planned to make obsolete to force an upgrade to PPCP). In one case, the
> individual wants an even better computer than he's running now, in the other
> case, the consumer gets stuck with expensive hardware without a future.
> --
> Your mouth must be stretched from ear to ear after constantly having a pair
> of feet in it. . .
> ---

Oh phulease.. The Falcon has to be hacked to be upgraded and will be quite
expensive.. Can the falcon be upgraded to PPCP? I know the answer..

You only need PPCP if you need to run multiple OS's. Currently there are
solutions to run multiple OS's on non PPCP...

The 7200 is expensive hardware without a future..Last I checked will run
Copland. 7200/75 is $999 with 4xcdrom.. A slow 030
Falcon is $1299 last time I checked.. The Falcon with acc. board is expensive
and slow compared to the $999 7200! Amazing that one would want a platform
that is a poor engine for the internet..

> BR Miller
> Boston, MA

Nice try!

GREETINGS..
|---|----
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| |

```
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
| Http://www.rockgarden.com/andy/ |
|-------------------------------------------------------------------------------|-
```

4047. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-23 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Mar23.143814.53534@cobra.uni.edu>
Source record: 10004

In article <hjPJFye.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> Andrew Owen <andrew.owen@gecm.com> writes:
>
>>Lots of things are shown (usually from Atari vapourware catalogue). Any idea as
>>to when it will be available?
>
> Atari doesn't make Falcons anymore, so we needn't worry about Tramiel
> vapourware. The companies showing the new machines were C-LAB (who own a
> license to produce Falcons) with the MKX, and Medusa with the Hades. Both
> companies are excellent producers of hardware, and have a reputation of
> delivering on promises and making solid hardware.
> ---

Where can I find one localy and at what price? Does it run Netscape Navigator,
PowerPoint, Marathon, Cyberdog, Copland and much more?

> BR Miller
> Boston, MA

GREETINGS..
|---|----
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
| Http://www.rockgarden.com/andy/ |
|---|-

4048. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-23 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Mar23.144346.53535@cobra.uni.edu>
Source record: 10005

In article <96083.104619STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> BobR,
> I would think that a school would hire someone to set up a cluster
> of computers and that each individual teacher would not set up
> their own computers to use the Net. My old high school had a
> computer teacher. This was without any kind of Internet access.
> I don't think your point about individual teachers makes much
> sense. A dedicated computer user (like a school would most likely
> have) could easily set up one Linux system. Besides, the money
> saved on buying a cluster of STs (and a Falcon or TT to run Linux)
> would easily pay for the installation fee.

Money saved on the Tos platform? What are you smoking? Last I checked a
Falcon costs more than the cheapest Powermac and Pentium with internet apps..

> Just yesterday I was reading pop mail (Oasis) which also gives people
> nice access to netnews (with a slip connection). This package
> will eventually have a Web browser. I also used STiK/CAB which,
> though not stable enough yet, still allowed me to load a few pages
> and cruise to Net with options for graphics. This package will
> most likely soon be stable and is already easy to set up. I also
> used Lynx browsing via VT-100 emulation. I am not sure what I am
> missing as far as the Internet. Oh, and I am not a rocket scientist.

The Mac/PC have newswatcher and Netscape navigator for use on the internet..
None of this half baked, one quarter working stuff.

> -scott tirrell

GREETINGS..
|---|----
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
| Http://www.rockgarden.com/andy/ |
|---|-

4049. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-23 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Mar23.211019.53540@cobra.uni.edu>
Source record: 10006

In article <4iva8v$2st@orm.southern.co.nz>, chriswil@southern.co.nz (Chris Wilkinson) writes:
> Gudday...
>
> STIRRE31@MAINE.MAINE.EDU wrote:
> : As a future teacher, I'd say that giving students the impression
> : that the only computers in existence are Macs and PCs is wrong.
> : I dislike the commercialization of schools. We are not in
> : the business of telling students which name brands to buy.
> : -scott tirrell
>
You would object if Atari(only if the Tramiels were normal) had a strong education division that catered to that market to expand into the home?

> Let the schools buy their Power Macs and Pentiums, and let them whinge to
> their governments for more money when it becomes evident to them that
> last weeks 'wonder' PC took two months to become obsolete and the new
> software now requires 'tomorrows' computer to even show you its help page...

What a load of crap! What new ed software requires 'tommorrows' computer? Millions of Apple II's are still being utilised in the classrooms and still serving the needs.. Considering it's 20 year technology..

Are schools suppose to use the ST platform that has virtualy no software and quite useless?

>
> I see this trend in schools here in New Zealand. Teachers here in New
> Zealand are complaining about wages. Little wonder, with 1/4 of the bulk
> funding given to schools by the government wasted on continually updated
> (and continually obsolete :-)) computer systems...

Technology moves on..Unlike the ST were the hardware and software stay the same year after year. School media centers have to weed at least ten percent of the collection to make room for the new..

My library buys tens of PC's and Macs annual to keep updated and the previous ones are recycled down the line. 286 and 386 machines are still in use and productive..
>
> Chris W.
> /|\
>

GREETINGS..
|--|

| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4050. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-24 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4j2co1$b9l$1@mhade.production.compuserve.com>
Source record: 10007

JEDIDIAH blatherd a whole lot more BS than I care to bother quoting at the moment...

The most prevalent theme however is that he completely missed the entire point of this "discussion".

I've already agreed that computer geeks and rocket scientists can use STs to "access the Internet", but that's not the point here.

In the context of the original question, the Atari ST is virtually useless.

BobR

4051. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-24 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GCYCACCKUP@cabal.shnet.org>
Source record: 10008

In <4iqq1e$5e0$1@mhadg.production.compuserve.com> BobR wrote:

>Again, I'm not saying the ST is completely useless, just not applicable to
>the normal classroom environment.
>
>In the situation in question, that of "using the Internet" (which to most
>people currently translates to "browsing the World Wide Web", undoubtedly
>including the teacher in the original article which started this thread),
>the PC is *orders of magnitude* easier to use than an ST.

If you already have a classroom full of STs that could easily serve as
dumb terminals or even as full PPP machines, it is also orders of
magnitude more expensive.

>To install Netscape, you just click on "Install".

To install lynx, just type "make".

>To install any of the ST "WWW solutions" you have to be a cross between a
>computer geek and a rocket scientist.

Then install Linux on one single PC. That's an easy task.

>As for the educational value of the World Wide Web...
>
>A very close friend of mine has a Jack Russel Terrier.. a somewhat unusual
>breed of dog. I easily found several pages devoted exclusively to them, with
>quite a few links to other pages with JRT content. A student writing a report
>on Jack Russel Terriers would have found a wealth of information.

Is this information graphical or textual?

>I also recently had the need to find information and pictures relating to
>dragonflys.

Yoiu _needed_ pictures of dragonflys? Or just the information? BTW, you
are referring to the text as "information" while listing the pictures
separately, strange :->.

>A search at Yahoo turned up more pages relating to "bugs" than
>I ever wanted to know about, especially as it was on my lunchtime. A student
>could find almost anything they wanted to know about insects on the WWW.
>However, my 1040STe, as much as I love it, could NOT handle the document
>formatting or the 8 bit color pictures the sites had to offer.

That's a bug of the Web pages in question. Any browser omits commands it
doesn't understand or is unable to perform, so if the page is unusable
afterwards, it was badly designed, in most cases special features of

Netscape are the reason for those errors. And an ST can handle 8 bit pictures if equipped with enough RAM. Ever heard of the Floyd-Steinberg dithering algorithm?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4052. Atari/Vectrex/Crazy Climber Auction Update

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-25 00:00:00 UTC
From: FZGD51A@prodigy.com
Message-ID: <4j50or$1fqe@useneta1.news.prodigy.com>
Source record: 10009

RBerry's TAX-TIME CLEARANCE AUCTION
Classic n' Rare ATARI and VECTREX blowout!
Much as I hate to do it, I've got to get rid of this
stuff to help out with taxes and my new house,
AND A NEW BABY! YAY
Please bid away! All games are in nice shape
and a part of my collection I need to liquidate.
I'll be sending an e-mail update daily to all
those who request.

I've also got the eternally elusive (CRAZY
CLIMBER) from the orignal owner for bid.
(Please see details below!)

Take note of Frogger II 3 Deep and some other cool
hard to finds within like Shuttle Orbiter, XONOX
games, and other treats. Also remember that
many of these games have instructions, too,
with no added charge, as indicated with a "+"
sign next to them.

Shipping is 50 cents per cartridge, and I'll accept
all forms of payment save credit card. (Of course,
I'll wait for checks to clear, first). Minimum bid for
cartridges is $1.00, and all raises must be in $1.00
increments. Updates will be posted daily, as long
as they are sent to:
fzgd51a@prodigy.com

Bidding ends on April 10th, 1996, so hurry on up
now! Payment will be sent to
Robert A Berry
221 Reamer Street
Auburn, CA 95603

Please, no trades desired.
Here we go!

**********!!!!CRAZY CLIMBER!!!!**********
Yes, it's one of the most desirable and sought after
ATARI produced cartridges ever. This is the real deal,
ordered way back when from the ATARI AGE club way
back when (this was the only way you could ever get
this game, as it was never produced for direct sale)
I'm selling it for the original owner. Minimum
bid is $75 and I'll pay to have it sent via Federal Express

to ensure you get it just fine. It works just fine, and is
the only adaptation of this classic Arcade to ever appear
on any system. Don't miss out on this rare chance to own
CRAZY CLIMBER!

Minimum Bid $75.00
****

ATARI 2600 CARTRIDGES
(All loose..."+" indicates instructions)

Adventures of Tron $2 Scott
Alien (20th Fox) $3 VENOM
Amidar (Parker Bros) $2 Cheval69
+Asteroids (Atari)
Backgammon (Atari) $1 VENOM
Barnstorming (Activision) $1 S.Monaco
+Basketball (Atari) $1 VENOM
Battlezone (Atari) $2 S.Monaco
+Berzerk (Atari)
Bowling (Atari) $1 Bill Emery
+Brain Games (Atari) $2 Dan Renfield
Breakout (Atari)
Casino (Atari)
Chopper Command (Activision) $1 Michael Mills
Circus Atari (Atari)
+Combat (Atari)
Cosmic Ark (Imagic)
Deadly Duck (20th Fox) $3 Dan Renfield
Decathlon (Activision)$2 Cheval69
Defender (Atari)
Demon Attack (Imagic)
Dig Dug (Atari) $2 Bryan Gruszla
Donkey Kong (Coleco)
Dragonfire (Imagic) $1 S.Monaco
+Empire Strikes Back $2 Andrew Bazan□
Enduro (Activision) $2 Enduro
Fast Food (Telysys) $3 Dan Renfield
Frogger (Parker Bros) $2 Andrew Bazan
Frogger II Three Deep $14 VENOM
Galaxian (Atari) $1 Garon G
Ghostbusters (Activision) $1 Andrew Bazan
Grand Prix (Activision)
+Haunted House (Atari) $2 Andrew Bazan
Ice Hockey (Activision)
Indy 500 (Atari)w/2controls $2 Bryan Gruszla
Journey Escape (Data Age)
Joust $1 Michael Mills
Jr Pac Man (Atari) $3 Cheval69
+Jungle Hunt (Atari) $1 Michael Mills

Kaboom! (Activision) $1 S.Monaco
Kangaroo (Atari) $1 Bill Emery
Maze Craze (Atari)
Megamania (Activision) $1 S.Monaco
Miniature Golf (Atari) $5 Dan Renfield
Moon Patrol (Atari) $2 S.Monaco
Ms Pac Man $1 S.Monaco
+Night Driver (Atari) $1 Bill Emery
Outlaw (Atari)
+Pac Man (Atari)
Phoenix (Atari)w/diary
+Pitfall! (Activision) $2 S.Monaco
Pole Position (Atari) $2 S.Monaco
Pressure Cooker (Activision)$2 Brian Gruszla
Raquetball (Apollo) $2 Brian Gruszla
Realsports Football (Atari)
Realsports Volleyball (Atari)$1 Greg Hunter
Return of the Jedi DSB $3 Brian Gruszla
River Raid (Activision) $1 Jared
Robot Tank (Activision)
Seaquest (Activision)
Shooting Gallery (Imagic) $7 VENOM
Skeet Shoot (Apollo) $5 VENOM
Skiing (Activision)
Skyjinks (Activision)$1 Greg Hunter
Sorcerer (Mythicon)$2 Cheval69
Space Jockey (Vidtec) $1 Outlaw
+Space Cavern (Apollo) $1 Andrew Bazan
Space War (Atari)
+Space Invaders (Atari) $1Andrew Bazan
Space Shuttle Orbitor $40 chaos
+Spikes Peak/Ghost Manor $5 Dan Renfield
Squeeze Box (US Games) $3 Brian Gruszla
Star Raiders (Atari) w/2 ctrls $1 Andrew Bazan
+Starmaster (Activision)
Street Racer (Atari) $1 VENOM
Super Breakout (Atari)
Tutankham (Parker Bros) $1 Jared
Tron Deadly Discs (M Network)
Vanguard (Atari)$1 Jared
Venture (Coleco)$1 Outlaw
Video Pinball (Atari)$1 Michael Mills
Video Olympics (Atari)
Video Chess (Atari)$1 Dr. No
+Warlords (Atari)
Worm War I (20th Fox)$3 Dan Renfield

EXTRA LOOSE INSTRUCTIONS

Asteroids (Atari)
Missle Command (Atari)
International Soccer $1 Werner Bleys
Adventure (Atari).50 VENOM
Air Sea Battle (Atari).50 VENOM□
Moonsweeper (Imagic) .50 Gregg Woodcock
Zaxxon (Coleco) $4 chaos
Solar Storm (Imagic) $3 Gregg Woodcock

CATALOGS

Atari (1981)
Atari Log Book $3 chaos
Atari Stars Poster (1983)
APOLLO (1981)$2 chaos
Activision (Winter 1982)
Coleco (1983).50 VENOM
XONOX (1983)$4 Michael Mills
Imagic (1982) .50 Gregg Woodcock
Imagic Sneak Preview (1983) $1 Werner Bleys

ATARI 2600 SYSTEM complete! ($6.00 shipping)

Works beautifully! 2 joysticks, woodgrain console,
2 paddles. I tested many a game on this one!
$13 Andrew Bazan

VECTREX SYSTEM ($6.00 shipping)

Works Fine...with two tight/sharp controllers.
Tested with many games and never any problems.
Little bit of screen buzz, but picture is sharp as hell.
Reprinted instructions for system included.
$85 Steve T

VECTREX OVERLAY

BEDLAM (small crack in upper right corner,
but fully intact)
$3 Bob Ponitowski

VECTREX GAMES (no overlays)

Armor..Attack$15 Thy666
Berzerk $15 Thy666
Pole Position$15 Bob Ponitowski
Blitz! $8 DisKountrs
Scramble$8 DisKountrs
Clean Sweep$8 DisKountrs

4053. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-25 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4j50c8boa1@mhafn.production.compuserve.com>
Source record: 10010

>Yoiu _needed_ pictures of dragonflys?

Yes.. I was specifically looking for pictures. In the search I turned up pictures of not only dragonflys but related orders of insects.

A stock, unmodified ST, such as the teacher in the story undoubtedly has, would not be able to display the pictures in their original form, and would display them VERY poorly when reduced in resolution and dithered down to 16 colors.

The problems in displaying formatted pages I was referring to are caused by the ST's inability to display the fonts and layouts at the original resolution. It's true that a browser can omit anything it doesn't understand, but you end up with a far different display than the intended original.

>To install lynx, just type "make".

That's an order of magnitude more difficult than installing a PC program like Netscape.

You don't just turn on your ST and type "make"... you first have to know about compilers and programming and rocket science.

With a PC you put the Netscape disk in the drive and click on "install". Period.

Teachers have enough to worry about without having to become programmers just to run a net browser.

BobR

4054. Re: 68030/68882 vs 80486 (was: Heil Gates)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-25 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4j5ief$15r@orm.southern.co.nz>
Source record: 10011

Gaven Miller (gmiller@inca.co.nz) wrote:
: > The Question: Why aren't I using an Intel machine/Micro$oft OS?
: > =============
: > The Answer : Try as I may, I cannot make the same noise as a sheep... ;^)
: > =============
: Or: Coz Bill Gates hasn't lobotomised you - yet. (You are #12398 on his
: list. Keep July 7th free, OK?) {[:-)]

Hiya Gaven. The machine that Marcus Finlays TT outran on POVRay -=WAS=- a
DX50, -=NOT=- a DX2/50.

Chris W.
/|\
Keepin' on keepin' on Atari down here in Christchurch...

BTW, You'll meet Jimmy Hoffa B4 M$ will lobotomise me. They are #1 on my
list for numerous things, most of which are not really dinner table
stuff. Whats July 7, apart from being a freakin' cold time down here in Chch?
Is that the release of some M$ propagandist thing or is it someones
aunties crocheting/tupperware party. I know which I'd go see...the
latter...the former would just smell of sweaty palms...

L8R

4055. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-25 00:00:00 UTC
From: JEDIDIAH
Message-ID: <4j6848$1ji@doc.zippo.com>
Source record: 10012

In article <4ivvq5ban2@mhadf.production.compuserve.com>, BobR says...
>
>>It can be "easily upgraded," eh? Please define "easily."
>
>"Easily" means it can be upgraded with commonly available and inexpensive
>components which can be added to the system without having to have knowledge
>of digital electronics and soldering skills (as upgrading most Atari
>computers requires).

Quit spreading lies.
1) Generally upgrading an ST is not necessary
2) Most upgrades are a matter of plugging in new hardware
3) That hardware usually plugs into a PC or Mac in precisely the
same manner

A) upgrading a PC is not trivial
B) if anything is rocket science, getting rid of IRQ, DMA and base address
conflicts is.
C) older bus standards are getting less and less support to the point
of being near orphans.
D) not all motherboards are created equal

>
>It also means it can be upgraded far beyond its original capacity (unlike
>most Atari models) and can be done a little at a time as budgetary constraints
>allow.

Quit Spreading LIES.
Such an upgrade will likely leave nothing left of the orginal computer
but the case.

>
>"Easily upgradable" also includes software... new system sofware can be
>added without having to hack and slash the hardware to solder adapter boards
>into the motherboard, and software upgrades are available at many, many
>local stores from companies which are still in business.

Quit Spreading LIES.

Some of the hardware that you were refering to earlier in this thread simply
wont run new software well if at all. Netscape barfs on a 486DX/33 let alone
anything actually OLD.

In order to get around this, one would have to invoke the upgrade path
that equates into building your own PC that you are so fond of.

>
>BobR

4056. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-25 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DotDus.K2r@ridgecrest.ca.us>
Source record: 10013

zan660@usa.pipeline.com wrote:
>Is there any chance that there might be a new Falcon coming out, the 030
>has seen better days, so has the 040, even with a DSP a Falcon is just too
>slow, I think it is time for a new machine-a PowerHouse. Unfortuently
>computer power is measered in which computer can RayTrace a 640-480 image
>faster rather then which computer is more useable, while it is true that a
>Atari has a better OS and can do things that PCs can't, when it comes to
>CPU intensive tasks such as RayTracing (or 3D anything) Pentium based
>systems have the lead and PowerPCs even have a edge over them. The Falcon
>can not hold its own in these areas, MagiCMac seems to be a golden
>opertunity!!! For artists who need fast 24bit color support or Floating
>Point Power imagine running Phoenix on a 150 mhz PowerPC, more work can be
>done, you can try more things, you could see what something will look like
>NOW instead of waiting hours for rendering.
>Got any info.......Email me.............................
>-I DO NOT- want to hear how you think this is a bunch of rubish, flames
>will not be tollerated!!!
>Zander

At this time, you said it when you said "MagiC Mac seems to be a golden
opertunity", if you currently own a Mac. Clones are on their way but
in the mean time pile up on all the new software for Ataris. If you don't,
a clone won't mean a thing without it. Remember how long it took for the
Falcon to finally arrive, and Atari was no small company. The companies
involved in the "clones" are small and specialized.
Expect good news for TOS users in the very near future. In the mean
time, buy as much as you can.

Mike

4057. Re: 68030/68882 vs 80486 (was: Heil Gates)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-25 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <4j5qe5$cup@studs.sci.kun.nl>
Source record: 10014

In <4j0j41$1t6@inca01.inca.co.nz> gmiller@inca.co.nz (Gaven Miller) writes:

>The Intel FPUs are crap. Floating point ops are all done as a stack of
>numbers, and can only be done on the topmost item in the stack. So half
>the time is spent just juggling the values to the right posityion on the
>stack. Can you say "Intel Insane"?

>Motorola 6888x FPUs, however, are register based, so they can access
>numbers as fast as the FPU can go. No juggling required. HOORAY!!

Aahh, that explains some things. I saw in various processor spec
lists that the x87 coprocessors perform _quite_ more FLOPS than the
an 68882. (About an _order_ of magnitude, IIRC). I never understood
why 882s seemed to perform much better in real life applications
anyway. Thanks for your explanation! You made my day.

BTW, the FPU in an 040 is, again, about an order of magnitude faster
than an 882, IIRC. Unless, of course, one makes heavy use of the ops
that are not implemented (and have to be emulated).

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

4058. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-25 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <4j5qng$d6j@studs.sci.kun.nl>
Source record: 10015

In <1996Mar23.143621.53532@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>Amazing that one would want a platform
>that is a poor engine for the internet..

So you use your big fat Mac just to stupidly click on some pictures to surf the net. Jeez, after just one afternoon of Netscape I had seen enough about this hype.

It might be hard to imagine for the average internet surfer, but there are other things that can be done with a computer, most of which are much more fun.

And if you _want_ to surf, well, there's always CAB.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

4059. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-25 00:00:00 UTC
From: JEDIDIAH
Message-ID: <4j68b6$1q3@doc.zippo.com>
Source record: 10016

In article <4ivvbiban1@mhadf.production.compuserve.com>, BobR says...
>
>>One 386 will hardly suffice for an entire class.
>
>One *anything* will hardly suffice for an entire class.. Atari, 386,
>whatever. That's not the point.
>
>>Install a VT100 terminal emulation software (e.g. CoNnect) on all those
>>Ataris. Get a Pentium, add 16+ serial ports, install Linux with Lynx,
>>ncftp, irc, tin, etc. -voila! Internet on even an STfm.
>
>Thank you..!
>
>You've just confirmed what I've been saying. Only a computer geek rocket
>scientist can make an ST work on the Internet, and below expectations
>at that..!

Lesse: you have just admitted that your precious upgradibility
of the PC requires rocket science.

STOP Spreading LIES!

Unzipping a file and running it is not rocket science. Installing
Vanterm will be easier than installing Telix, let alone a Winsock.

>
>We're talking about a teacher in a normal classroom, with a normal school
>budget and the normal (nonexistant) amount of time to futz with something
>like this.
>
>In that situation (the one that started this thread), an Atari is a
>deadend.

STOP Spreading LIES!

>
>BobR

4060. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-25 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DotDHv.Jxt@ridgecrest.ca.us>
Source record: 10017

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>In article <hjPJFye.brimiller@delphi.com>, Brian-Roland Miller
<brimiller@delphi.com> writes:
>> Andrew Owen <andrew.owen@gecm.com> writes:
>>
>>>Lots of things are shown (usually from Atari vapourware catalogue). Any idea as
>>>to when it will be available?
>>
>> Atari doesn't make Falcons anymore, so we needn't worry about Tramiel
>> vapourware. The companies showing the new machines were C-LAB (who own a
>> license to produce Falcons) with the MKX, and Medusa with the Hades. Both
>> companies are excellent producers of hardware, and have a reputation of
>> delivering on promises and making solid hardware.
>> ---
>
>Where can I find one localy and at what price? Does it run Netscape Navigator,
>PowerPoint, Marathon, Cyberdog, Copland and much more?
>
>> BR Miller
>> Boston, MA
>
> GREETINGS..
>

Wizztronics is about to drop a bomb on you, SinPlop, and you
BeepBox as well. Why did you buy a 7100? Cheap?

Mike

4061. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-25 00:00:00 UTC
From: JEDIDIAH
Message-ID: <4j6i0d$bjv@doc.zippo.com>
Source record: 10018

In article <4j5qng$d6j@studs.sci.kun.nl>, sanders@sci.kun.nl says...
>
>In <1996Mar23.143621.53532@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
>>Amazing that one would want a platform
>>that is a poor engine for the internet..
>

This is precisely the attitude that bugs me. A home PC is NOT
an 'internet engine'. It is merely the steering wheel. The servers
that you are not acknowledging are the engines. Most of them are
Unix. Unix can be connected to with a simple cursor addressable
terminal (ST, Dec Terminal, PC running Telix, Windows running Terminal).
Let the REAL machine do all the work and you don't really need anything
at home. Considering that the thruput of current modems are trivial even
compared to 10 year old ST's, one has to wonder what Netscape is doing
with itself when it sends CPU utilization up to 100%...

>So you use your big fat Mac just to stupidly click on some pictures to
>surf the net. Jeez, after just one afternoon of Netscape I had seen
>enough about this hype.
>
>It might be hard to imagine for the average internet surfer, but there
>are other things that can be done with a computer, most of which are
>much more fun.
>
>And if you _want_ to surf, well, there's always CAB.

Or Lynx if you have a shell account...

4062. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-25 00:00:00 UTC
From: JEDIDIAH
Message-ID: <4j66rh$sok@doc.zippo.com>
Source record: 10019

In article <1996Mar23.144346.53535@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <96083.104619STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>> BobR,
>> I would think that a school would hire someone to set up a cluster
>> of computers and that each individual teacher would not set up
>> their own computers to use the Net. My old high school had a
>> computer teacher. This was without any kind of Internet access.
>> I don't think your point about individual teachers makes much
>> sense. A dedicated computer user (like a school would most likely
>> have) could easily set up one Linux system. Besides, the money
>> saved on buying a cluster of STs (and a Falcon or TT to run Linux)
>> would easily pay for the installation fee.
>
>Money saved on the Tos platform? What are you smoking? Last I checked a
>Falcon costs more than the cheapest Powermac and Pentium with internet apps..

Then run your linux on a Pentium. Platform independent OS's are nice
that way.

>
>> Just yesterday I was reading pop mail (Oasis) which also gives people
>> nice access to netnews (with a slip connection). This package
>> will eventually have a Web browser. I also used STiK/CAB which,
>> though not stable enough yet, still allowed me to load a few pages
>> and cruise to Net with options for graphics. This package will
>> most likely soon be stable and is already easy to set up. I also
>> used Lynx browsing via VT-100 emulation. I am not sure what I am
>> missing as far as the Internet. Oh, and I am not a rocket scientist.
>
>The Mac/PC have newswatcher and Netscape navigator for use on the internet..
>None of this half baked, one quarter working stuff.
Netscape is half baked, one quarter working stuff.

However, the real question isn't does the ST have a graphical browser.
The real question is why do a significant group of people wish to ignore
the fact that Unix shell accounts give access to the whole internet
quite independent of the hardware you might have at home.

It seems that a significant group of people don't like the idea that
some bloke with a TI/99 could have the same access to the net as they
do (with their mighty Pentia & PowerPC's).

4063. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-25 00:00:00 UTC
From: JEDIDIAH
Message-ID: <4j67ao$pc@doc.zippo.com>
Source record: 10020

In article <4j2co1$b9l$1@mhade.production.compuserve.com>, BobR says...
>
>JEDIDIAH blatherd a whole lot more BS than I care to bother quoting at the
>moment...
>
>The most prevalent theme however is that he completely missed the entire
>point of this "discussion".
>
>I've already agreed that computer geeks and rocket scientists can use STs
>to "access the Internet", but that's not the point here.
>

If you are more than content to admit that YOU are too STUPID to
run an application ON ANY PLATFORM, then that is that.

'Cause that's all that is needed for ANY machine to access the net is
a modem and a terminal emulator. A TI/99 can do it, a Timex sinclair
can do it, and a 30 year old dumb terminal could do it.

>In the context of the original question, the Atari ST is virtually useless.

To coin a phrase from a sector of the pop culture...
You're a liar... You're a liar... Lack of references to cars and steak
notwithstanding.

>
>BobR

4064. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-25 00:00:00 UTC
From: JEDIDIAH
Message-ID: <4j67lb$130@doc.zippo.com>
Source record: 10021

In article <4j50c8boa1@mhafn.production.compuserve.com>, BobR says...
>
>>Yoiu _needed_ pictures of dragonflys?
>
>Yes.. I was specifically looking for pictures. In the search I turned up
>pictures of not only dragonflys but related orders of insects.
>
>A stock, unmodified ST, such as the teacher in the story undoubtedly has,
>would not be able to display the pictures in their original form, and would
>display them VERY poorly when reduced in resolution and dithered down to
>16 colors.

Quit spreading lies.
Buy a clue from somewhere. ST's are quite capable of displaying 512 colours.

>
>The problems in displaying formatted pages I was referring to are caused by
>the ST's inability to display the fonts and layouts at the original
>resolution. It's true that a browser can omit anything it doesn't understand,
>but you end up with a far different display than the intended original.

And your problem with a smaller view window is?

>
>>To install lynx, just type "make".
>
>That's an order of magnitude more difficult than installing a PC
>program like Netscape.

Quit spreading lies.
That is all there is to it.

>
>You don't just turn on your ST and type "make"... you first have to know
>about compilers and programming and rocket science.

Quit spreading lies.
Typing %make requires no understaning, merely the ability to follow
one REALLY SIMPLE INSTRUCTION.

>
>With a PC you put the Netscape disk in the drive and click on "install".
>Period.

Quit spreading lies.
The network has to be set up first. This is a lot more difficult than
configuring any terminal.

>
>Teachers have enough to worry about without having to become programmers just
>to run a net browser.

Quit spreading lies.
Any moron can type make. You even managed it a few times in the post above.

4065. hd

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-25 00:00:00 UTC
From: rouillar@sun19.eleve.emn.fr
Message-ID: <4j71q4$klc@wfn.emn.fr>
Source record: 10022

I would like to know if I can plug an IDE Hard disk on my old atari ?
Is it difficult or not ?

Thank you to send any reply to rouillar@eleve.emn.fr

4066. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-25 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <315740B6.52F6@intuit.com>
Source record: 10023

PETER SINCLAIR-DAY wrote:
>

>
> Oh, what do we have here...Need new hardware to aleviate the slowness and run
> new apps? Can't be a planned obsoletness by the Tos platform...->
>
> > ---

I don't get it.. shouldn't you go out and get yourself a life, rather
then posting on newsgroups you have no interest in?

I wish I had the time to post to newsgroups I had no interest in. But
then again, I have a life.

4067. FS: 3-24-96 (USA)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-25 00:00:00 UTC
From: danbrown@ior.com
Message-ID: <4j5dba$fgp@express.ior.com>
Source record: 10024

F O R S A L E

* 1040STf *

720K Internal Drive
TOS 1.4 ("Rainbow TOS")
2.5mb RAM (Upgradable to 4mb)
Z-Keys
IBM (External) Keyboard included!
Tweety Board!! (For "Stereo" sound)
Original Box
Power cable
Z-Keys Documentation
Great Condition!!
NOTE: This computer has the nicest, CLEANEST upgrades to it that I
have ever seen.
***** For $20 (If I have the chips straight) this can be upgraded to
4mb, threw B & C ComputerVisions.

Asking $200 + shipping

* Futures Systems 3.5" floppy drive model GTS-100 *

External double sided drive
Power Supply
Full black case
Good Condition
LED display
These types of drives work exellently!!
Asking $50 + Shipping

** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR **

If you buy both items... I'll throw in (FOR FREE) at your discretion:

* Magazines *

(10) Current Notes Magazines

* Chips *

PAL chip. Came out of the Mega Ste, still works! (Replaced it, even
thought I didn't need to. Didn't know that at the time. So I have a spare
here) And this one will support the high density drive!
Number is: C301901-002.

Floppy Drive Controller Chip. Still works! Just upgraded to the AJAX
chip, so I don't need this one! The number is: WD1772-PH

Tos 2.05. Works great. Just upgraded the Mega STe to TOS 2.06!
TOS 2.05 will work in an STe!

* Joysticks *

(6) Misc Joysticks

* Covers *

Covers for an atari Monitor, 520ST, and the external atari floppy drive. In new condition, except for the monitor cover.

If you have any questions, or your interested in one of the items listed above, PLEASE Email me! If you respond here, PLEASE keep the same title so that I can easily find it.... Thank you!

Internet: danbrown@on-ramp.ior.com
Voice # : (509) 326-1128 (anytime)

Thanks for your time!

Dan Brown

4068. FS: 1040 + (USA)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-25 00:00:00 UTC
From: danbrown@ior.com
Message-ID: <4j5d6o$fgp@express.ior.com>
Source record: 10025

F O R S A L E

* 1040STf *

720K Internal Drive
TOS 1.4 ("Rainbow TOS")
2.5mb RAM (Upgradable to 4mb)
Z-Keys
IBM (External) Keyboard included!
Tweety Board!! (For "Stereo" sound)
Original Box
Power cable
Z-Keys Documentation
Great Condition!!
NOTE: This computer has the nicest, CLEANEST upgrades to it that I
have ever seen.
***** For $20 (If I have the chips straight) this can be upgraded to
4mb, threw B & C ComputerVisions.

Asking $200 + shipping

* Futures Systems 3.5" floppy drive model GTS-100 *

External double sided drive
Power Supply
Full black case
Good Condition
LED display
These types of drives work exellently!!
Asking $50 + Shipping

** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR **

If you buy both items... I'll throw in (FOR FREE) at your discretion:

* Magazines *

(10) Current Notes Magazines

* Chips *

PAL chip. Came out of the Mega Ste, still works! (Replaced it, even
thought I didn't need to. Didn't know that at the time. So I have a spare
here) And this one will support the high density drive!
Number is: C301901-002.

Floppy Drive Controller Chip. Still works! Just upgraded to the AJAX
chip, so I don't need this one! The number is: WD1772-PH

Tos 2.05. Works great. Just upgraded the Mega STe to TOS 2.06!
TOS 2.05 will work in an STe!

* Joysticks *

(6) Misc Joysticks

* Covers *

Covers for an atari Monitor, 520ST, and the external atari floppy drive. In new condition, except for the monitor cover.

If you have any questions, or your interested in one of the items listed above, PLEASE Email me! If you respond here, PLEASE keep the same title so that I can easily find it.... Thank you!

Internet: danbrown@on-ramp.ior.com
Voice # : (509) 326-1128 (anytime)

Thanks for your time!

Dan Brown

4069. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-26 00:00:00 UTC
From: boris-m@tensornet.com
Message-ID: <4j7j4k$9u7@flood.xnet.com>
Source record: 10026

guenther@cabal.shnet.org (Thorsten Guenther) wrote:

>Why does it have 90%? Because several homepages are (or at least claim to) be
>incompatible with other browsers. If 50% of homepages were incompatible
>with Newscape, people would get other browsers.

Well, or may be it is because Netscape has features other's do not? I'm not arguing the usefullness of those features, just that if you want X on your page, you have to user Netscape's features.

>Monopolies _must_ be fought, Netscape _is_ building a monopoly. There's
>nothing irrational about fighting monopolies.

Why?! Just go and buy different software, if you don't like Netscape's, or Microsoft's...

The above does not necessarily represent views of my employer,
my educational institution, or of myself.
-Amon Duul

4070. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-26 00:00:00 UTC
From: cgra@btmaa.bel.alcatel.be
Message-ID: <4j8853$q4d@btmpjg.god.bel.alcatel.be>
Source record: 10027

In article <4iqq1e$5e0$1@mhadg.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:

> A very close friend of mine has a Jack Russel Terrier.. a somewhat unusual
> breed of dog. I easily found several pages devoted exclusively to them, with
> quite a few links to other pages with JRT content. A student writing a report
> on Jack Russel Terriers would have found a wealth of information.

Shame on your very close friend for choosing to own a pet for which there
is no shop within 200 miles, and for which support is only available via
the internet.

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102

4071. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-26 00:00:00 UTC
From: aa728@FreeNet.Carleton.CA
Message-ID: <4j96fg$pdq@freenet-news.carleton.ca>
Source record: 10028

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) writes:
> In article <xFCqdgA.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
>>
>> Hades040 and Hades060s were shown at ProTOS, the Falcon MKX was shown there
>> as well. Supposedly, C-LAB plans to release TOS 5 and an 040 soon.
>> Of course, in the mean time, there's nothing preventing you
>> from getting an 040 accelerator (cheaper than buying any new Falcon to
>> hit the street).
>
> Oh, what do we have here...Need new hardware to aleviate the slowness and run
> new apps? Can't be a planned obsoletness by the Tos platform...->
>

I'm sure rabid Mac users, such as yourself, Peter, are very, _very_
familiar with 'planned obsolesence.' Can spot it coming down the pike
with every new Mac that hits the street, or rather the student discount
catalog. Right, Peter??

--
Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4/85M 1040 STe
My opinion has been held over from a previous life. 64 bit Jaguar/Lynx

4072. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-26 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <J-FI1VO.brimiller@delphi.com>
Source record: 10029

<JEDIDIAH> writes:

> Then run your linux on a Pentium. Platform independent OS's are nice
> that way.

No, no, NOOOO!!!! Buy a Mac and access the Internet through E-World. It's so EASY. . . What? E-World's been killed?!?!?!?! You mean. . . no more easy access? Gack! What do I do? These Macs are now worthless! I have to learn wierd stuff like Mac TCP in order to hook up now! Oh, no!

Gimme a break. I never thought I'd see the day when a person would vehemently argue that an Intel box is easier to use (particularly in education) than even the weakest TOS machine.

BR Miller
Boston, MA

4073. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-26 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <BfMLN1M.brimiller@delphi.com>
Source record: 10030

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>Where can I find one localy and at what price? Does it run Netscape Navigator,
>PowerPoint, Marathon, Cyberdog, Copland and much more?

Can I buy a Mac 7200 at Steve's? Will it run CAB, Oasis 2, Apex Media,
Towers II, Moonspeeder, Geneva II, and much more?

Puh-lease, hasn't this train of argument already keeled over and DIED?

(Besides, with Apple's shrinking marketshare, it may be difficult to get
a Mac locally soon, anyway). What lame argument will you come up with then,
Peter?

BR Miller
Boston, MA

4074. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-26 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <J-NoN-B.brimiller@delphi.com>
Source record: 10031

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>Money saved on the Tos platform? What are you smoking? Last I checked a
>Falcon costs more than the cheapest Powermac and Pentium with internet apps..

Yes, what schools should do instead is buy cheap Macintoshes, only to be
sunk later by Apple's incredibly high prices on necessary add-ons later.
Hey, $399 for an Imagewriter II _IS_ reasonable, now, eh? Of course, if
the school sticks to universal data formats, there'll be no need to
force a platform down students' throats. . .

BR Miller
Boston, MA

4075. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-26 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Mar26.232438.53618@cobra.uni.edu>
Source record: 10032

In article <J-NoN-B.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>
>>Money saved on the Tos platform? What are you smoking? Last I checked a
>>Falcon costs more than the cheapest Powermac and Pentium with internet apps..
>
> Yes, what schools should do instead is buy cheap Macintoshes, only to be
> sunk later by Apple's incredibly high prices on necessary add-ons later.
> Hey, $399 for an Imagewriter II _IS_ reasonable, now, eh? Of course, if
> the school sticks to universal data formats, there'll be no need to
> force a platform down students' throats. . .

Last I checked the Imagewriter II has not been on the price sheet for ages..But
you can get nice Apple inkjets starting at $149 from MacWarehouse..

Nice try..

> ---
> BR Miller
> Boston, MA

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4076. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-26 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Mar26.232849.53619@cobra.uni.edu>
Source record: 10033

In article <BfMLN1M.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>
>>Where can I find one localy and at what price? Does it run Netscape Navigator,
>>PowerPoint, Marathon, Cyberdog, Copland and much more?
>
> Can I buy a Mac 7200 at Steve's? Will it run CAB, Oasis 2, Apex Media,
> Towers II, Moonspeeder, Geneva II, and much more?

If you want, yes.. Through the Atari ST emulator..

> ---
> Puh-lease, hasn't this train of argument already keeled over and DIED?
> ---
> (Besides, with Apple's shrinking marketshare, it may be difficult to get
> a Mac locally soon, anyway). What lame argument will you come up with then,
> Peter?

Thats funny, Mac sales have increased annual..And you know this.. No problem
finding localy..Still can't see a Jag localy..

> ---
> BR Miller
> Boston, MA

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4077. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-27 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GC2VABCNUP@cabal.shnet.org>
Source record: 9940

In <4j7j4k$9u7@flood.xnet.com> Boris Molodyi wrote:
>guenther@cabal.shnet.org (Thorsten Guenther) wrote:
>
>>Why does it have 90%? Because several homepages are (or at least claim to) be
>>incompatible with other browsers. If 50% of homepages were incompatible
>>with Newscape, people would get other browsers.
>
>Well, or may be it is because Netscape has features other's do not?

Why are Netscape's features not supported additionally while compatibility
with other browsers is kept up? Just coincidence?

>>Monopolies _must_ be fought, Netscape _is_ building a monopoly. There's
>>nothing irrational about fighting monopolies.
>
>Why?! Just go and buy different software, if you don't like Netscape's, or
>Microsoft's...

Arghl, Netscape is building a monopoly by producing/supporting html design
software that will create Netscape-only pages. If I use Mosaic, these pages
will claim incompatibility (even if they only use html 2), and
Netscape-only functions will not be displayed correctly.

And I hope you don't want to know why monopolies must be fought. In that
case, I'd advise you to get soem basic knowledge on economics.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4078. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-27 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4ja6fh$l4g$2@mhade.production.compuserve.com>
Source record: 10034

On the contrary... there's a Jack Russel Terrier breeder nearby, with on-site support only a phone call away.

She can buy software for "Tigger" at any pet store and he's been "upgraded" at the local vet. (Although he probably wouldn't agree...)

Thank God he didn't have to be mailed in to Severna Park, Maryland to get his collar changed..!

BobR

4079. Re: hd

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-27 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4ja6qv$l4g$3@mhade.production.compuserve.com>
Source record: 10035

>I would like to know if I can plug an IDE Hard disk on my old atari ?

Depends on which "old atari" you have.

If you're talking about an ST, the answer is... no.

If you're talking about an 8bit Atari 800/130, the answer surprisingly is yes.

The setup I'd read about unfortunately has the peculiarity of only storing half the rated capacity of the drive (apparently it transfers only 8 bit words instead of 16 bits), but it works.

(For the purists, there IS supposed to be an IDE interface for the ST... it's from Germany and is about as easy to obtain as the Holy Grail and the Golden Fleece.)

BobR

4080. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-27 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4ja697$l4g$1@mhade.production.compuserve.com>
Source record: 10036

>Quit spreading lies.

Oh well... I see Jed wants to pull this down to a personal level...

Guess what, Jed... piss off.

Learn to stick to the subject, and learn a little about Atari computers,
then learn to get along with people. Then try learning to read, and
understand what people are typing to you. Then piss off.

You still haven't provided a genuine way the teacher in the original
newspaper article can use an Atari computer on the Internet in a normal
classroom situation.

All you've shown is that you're a computer geek with no social skills.

Oh and yes.. an Atari can display 512 colors (actually they can display more,
but I won't embarass you by mentioning that), but it can't do anything else
while it's displaying them, and ONLY if the picture was created with a
special Atari-only graphics program, which makes it completely worthless in
the current situation under discussion.

By the way, piss off.

BobR

4081. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-27 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.827935775@gen-off-3>
Source record: 10037

Brian-Roland Miller <brimiller@delphi.com> writes:

>PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>>Does it run Netscape Navigator,...[snip]...

>Can I buy a Mac 7200 at Steve's? Will it run CAB, ...[snip]...
Get real. Much as I hate to say something that backs up the prize twerp
Sinclap, you claim that running CAB, instead of Netscape, is an _advantage_.
That's the most ridiculous claim I've heard in ages.
--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

4082. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-27 00:00:00 UTC
From: scruggs@brain.cis.ohio-state.edu
Message-ID: <4jc56hINNrvp@brain.cis.ohio-state.edu>
Source record: 10038

In article <4ja697$l4g$1@mhade.production.compuserve.com>,
BobR <76702.1466@CompuServe.COM> wrote:
||Quit spreading lies.
|
|Oh well... I see Jed wants to pull this down to a personal level...
|
|Guess what, Jed... piss off.
|
|Learn to stick to the subject, and learn a little about Atari computers,
|then learn to get along with people. Then try learning to read, and
What do you need to know about? VDI? GLUE?

|understand what people are typing to you. Then piss off.
|
I understand perfectly well what you are trying to say and
it is this. Brand X of software & brand Y of hardware is
required to do a particular task. In general this is bullshit
(church-turing thesis) and in particular it is even bigger
bullshit since the net originated in Unix's world no any
micro's (including kludge klones).

|You still haven't provided a genuine way the teacher in the original
|newspaper article can use an Atari computer on the Internet in a normal
|classroom situation.
|
You have a very narrow view of what a normal classroom situation.
In fact, you have a very naieve concept of normality.
Furthermore, repeated examples have been given to you of how any
X.64 terminal could be used in the manner you demand. You just
dont want to acknowl

|All you've shown is that you're a computer geek with no social skills.
|
|Oh and yes.. an Atari can display 512 colors (actually they can display more,
|but I won't embarass you by mentioning that), but it can't do anything else
|while it's displaying them, and ONLY if the picture was created with a
|special Atari-only graphics program, which makes it completely worthless in
|the current situation under discussion.
|
So many misconceptions, so little time...

You wont embarass me by mentioning an ST format with better colour depth.
They would be quite superfluous as the question was displaying 256 colour
pictures. Pallette flipping is more than adequate for that.

Also, regarding that the ST cant do anything else while displaying a spectre pic... You obviously havent seen a PC sans FPU trying to decode a jpeg. Netscape in general also hogs the a PC in an ST like manner (in general also) when displaying pics.

Nevermind you are neglecting the comms thruput issue once again as well.

Also, your assertion that a special program need create a spectre file is just plain wrong. You are either really stupid or an even bigger liar than I thought you were. An ST could convert between GIF & SPC in memory if necessary and display any 8-bit image you could throw at it (size being a problem of course).

There are other ways to approach the problem. However, you dont seem to approve of diversity of approach.

|By the way, piss off.

Sorry, can't do that.
As long as you continue to spread your manure,
I'll be here to post corrections.

--
||| Admiral Piet: Load the Charmin into the Mass Driver
/ | \ and Prepare to FIRE!!!

4083. Re: hd

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-27 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <xLCLN-K.dpj@delphi.com>
Source record: 10039

for-in-93 <rouillar@sun19.eleve.emn.fr> writes:

>I would like to know if I can plug an IDE Hard disk on my old atari ?

You cannot use an IDE drive on your old Atari computer - SCSI drives
are recommended and pretty cheap these days.

-Dana

4084. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-28 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4jcp7o$9d$1@mhafc.production.compuserve.com>
Source record: 9941

>Gimme a break. I never thought I'd see the day when a person would
>vehemently argue that an Intel box is easier to use (particularly in
>education) than even the weakest TOS machine.

Welcome to reality.

"Even the weakest TOS machine" is completely useless without software.

The only solutions people have provided here have required programming skills far above the ability and/or interest level of the average classroom teacher, or making do with far lower than today's expected level of performance.

There are no easily installed or used software solutions for the teacher who wanted to use Atari computers on the Internet.

There ARE on other platforms, including "an Intel box".

Atari computers may still be useful in musical applications, and they make marvelous dumb terminals, but trying to use them for Internet connectivity is an inappropriate application.

BobR

4085. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-28 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4jcpo5$9d$2@mhafc.production.compuserve.com>
Source record: 9942

>Sorry, can't do that.
>As long as you continue to spread your manure,
>I'll be here to post corrections.

Sorry I don't have the inclination to do a line by line on your "corrections"
(BS though they are)...

Just one question...

Do you have a teacher sitting in the next room who can tell you just how
much time she has available to learn how to program an obsolete computer
just so she can "make" a sub-standard text browser for her Science class..?

No..? Then piss off.

BobR

4086. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-28 00:00:00 UTC
From: boris-m@tensornet.com
Message-ID: <4jcqdp$so7@flood.xnet.com>
Source record: 9943

JEDIDIAH wrote:

> Quit spreading lies.
> Buy a clue from somewhere. ST's are quite capable of displaying 512 colours.

Are you an idiot, or do you just pretend to be one so well?
Yes, stock ST can kind of display 512 colors. But ut can't do so in any web
browser available for it.

>>>To install lynx, just type "make".
>>
>>That's an order of magnitude more difficult than installing a PC
>>program like Netscape.

> Quit spreading lies.
> That is all there is to it.

Yeah, sure. Installing Linux is not quite rocket science, but it IS much more
difficult than installing Netscrape.

That's besides the point, really. ST's in the classroom (you don't really think
they had Falcons or TT's there, do you?) can't run Linux in the first place.

> Quit spreading lies.
> The network has to be set up first. This is a lot more difficult than
> configuring any terminal.

Depends on the OS, but installing Linux, and then configuring it for networking
is more difficult than filling a few fields in any Winsock dialer.

The above does not necessarily represent views of my employer,
my educational institution, or of myself.
-Amon Duul

4087. Re: 68030/68882 vs 80486 (was: Heil Gates)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-28 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4jd3cf$jpo@inca01.inca.co.nz>
Source record: 9944

Sander Stoks (sanders@sci.kun.nl) wrote:
> In <4j0j41$1t6@inca01.inca.co.nz> gmiller@inca.co.nz (Gaven Miller) writes:

> >The Intel FPUs are crap. Floating point ops are all done as a stack of
> >numbers, and can only be done on the topmost item in the stack. So half
> >the time is spent just juggling the values to the right position on the
> >stack. Can you say "Intel Insane"?

> >Motorola 6888x FPUs, however, are register based, so they can access
> >numbers as fast as the FPU can go. No juggling required. HOORAY!!

> Aahh, that explains some things. I saw in various processor spec
> lists that the x87 coprocessors perform _quite_ more FLOPS than the
> an 68882. (About an _order_ of magnitude, IIRC). I never understood
> why 882s seemed to perform much better in real life applications
> anyway. Thanks for your explanation! You made my day.

> BTW, the FPU in an 040 is, again, about an order of magnitude faster
> than an 882, IIRC. Unless, of course, one makes heavy use of the ops
> that are not implemented (and have to be emulated).

ObJargonDefinition: "Order Of Magnitude" generally means 10x

Actually, it's not quite that fast. But it can seem it, at times.

882@33 is, I believe, about 350 KFLOPS.
040@33 is, I believe, about 1.4 MFLOPS (1400 KFLOPS)
So the ratio is 1400/350 = 4.

387@33 was reputedly about 150 KFLOPS.
486@33 was reputedly about 1.1 MFLOPS (1100 KFLOPS)
So it's ratio was 1200/150 = 8.

882@33 vs 387@33 is 350/150 = 2.333
040@33 vs 486@33 is 1400/1200 = 1.273

But having the FPU on the same die as the CPU allows the whole thing to
speed up some more - no more "Hello. Are you there? Are you ready to
receive?" preambles to every floating point op, and no "Hello! Are you
there? Have you finished?" ("postamble"?) when separate chips must
communcate.

All of it runs at native 040 (or 486 [boo! hiss!]) die speed, instead of
the (traditionally slower) board speed.

(I don't have any specs for Functional-Unit Communication Time, but this
is generally about ((chip speed / board speed) x about 1.75) if I can
remember a [very old] doco I saw absolute aeons ago)

(ObDisclaimer: I am not a chip/board designer, so don't go using that info on any mission critical stuff.)

--

Quote For The Month:

"Hello, operator. This is an emergency. What's the number for 911?"

4088. Re: hd

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-28 00:00:00 UTC
From: Marcus Schmerl <Marcus.Schmerl@pippin.cc.flinders.edu.au>
Message-ID: <4jdea9$j9a@baggins.cc.flinders.edu.au>
Source record: 9945

>>>(For the purists, there IS supposed to be an IDE interface for the ST... it's from Germany and is about as easy to obtain as the Holy Grail and the Golden Fleece.)<<<

Actually, there are two, possibly three...damn, I havent got my atari club magazine here or I could have pointed the directions to them.

Skip

4089. Thoughts about Falcon THE Problem from the origen!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-28 00:00:00 UTC
From: zan660@usa.pipeline.com
Message-ID: <4jd759$68t@news1.h1.usa.pipeline.com>
Source record: 9946
Cross-posted to: comp.sys.atari.advocacy,

Wow, I had no idea that there was so much hostility in this group, I asked in my message for information on any new Falcons coming out, there were severall real replies and the rest were flames.

Let's get something straight, the Falcon (and other Atari's) do things that other computers can't and won't do.....ever! Wether you are a Mac fan (like myself) or a Windows (person???) or UNIX fan, or what ever, you have to admit that each platform is better and worse in some areas. I have a big intrest in 3D graphics, a 030 based computer does not have the hourse power, nor does a 040 and even a 060 is slow compared to PPCs and PentiumPros, Alphas, etc, etc which still fall short of real time 3D.

I asked for information about a "powerhouse" machine, it seems that the power with out the price is false, the price of a Falcon is just too high compared to low cost Macs with tons of software running on PPC chips.

Not everyone needs this type of horsepower, but I do. A Mac Plus is good enough for me for day to day use, but 3D needs this type of power not stupid "games". I think what is needed is a new Falcon, a Condour or something which has:
2 or more low cost PPC 603e CPUs
PCI graphics which run common PC cards
PowerPC native version of MagiC and Ease
SCSI Disk
and a low cost.

I see people paying thousands of dollars for 030s when I read my Atari magazines, but when I read MacUser or MacWorld one can get a 040 for $100(US). The PPC 603e is low cost and faster then a 040, C-Labs should look at the BeBox (www.be.com) which is a low cost high performance machine which runs its own OS. PCI graphic cards are cheap and plentifull as well as powerfull. Yes it would mean a big change, but Macs have improved from changing to a new platform.

However, if you do not do CPU intensive work who cares? A pentium and a Alto both have writing applications, your paper will be not be better because you wrote it on a fast pentium. But what about games!!!!! Games are for children.....that is why 80% of PC software is games.....PCs are $3000 Nintendos (sorry I just had to say it).

However in the area of 3D and Video the power is needed, you can try all different things, you can see what a sceene looks like with this level of RayTracing verses that one with out waiting hours. In this area a powerfull machine is needed.

Got any ideas?
Zan

4090. Re: Thoughts about Falcon THE Problem from the origen!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-28 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-2803960022190001@tdw.vip.best.com>
Source record: 9947
Cross-posted to: comp.sys.atari.advocacy,

In article <4jd759$68t@news1.h1.usa.pipeline.com>, zan660@usa.pipeline.com
wrote:

>Wow, I had no idea that there was so much hostility in this group, I asked
>in my message for information on any new Falcons coming out, there were
>severall real replies and the rest were flames.

If you're a Falcon fan (we are), you may like to check our Channel 14 of
our web site at:

http://www.tecnation.com

Regards,

Alex

--
TECNATION DIGITAL WORLD
555 Bryant Street, #322
Palo Alto, California 94301, U.S.A.
http://www.tecnation.com

4091. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-28 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-2803960023250001@tdw.vip.best.com>
Source record: 9948

In article <DotDHv.Jxt@ridgecrest.ca.us>, Michael Grove
<mgrove@owens.ridgecrest.ca.us> wrote:

> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
> >In article <hjPJFye.brimiller@delphi.com>, Brian-Roland Miller
> <brimiller@delphi.com> writes:
> >> Andrew Owen <andrew.owen@gecm.com> writes:
> >>

Here's evidence the Falcon is well alive. Surf to Channel 14 of our web site at:

http://www.tecnation.com

Alex

--
TECNATION DIGITAL WORLD
555 Bryant Street, #322
Palo Alto, California 94301, U.S.A.
http://www.tecnation.com

4092. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-28 00:00:00 UTC
From: Marcus Schmerl <Marcus.Schmerl@pippin.cc.flinders.edu.au>
Message-ID: <4jde5i$j9a@baggins.cc.flinders.edu.au>
Source record: 9949

Good 'ol Party Samefart-Today spewed forth:

>> Can I buy a Mac 7200 at Steve's? Will it run CAB, Oasis 2, Apex >Media,
>> Towers II, Moonspeeder, Geneva II, and much more?
>
>If you want, yes.. Through the Atari ST emulator..

Bzzzt.....Towers, Moonspeeder, Apex Media need a *real* Falcon.

Tut tut Petey, letting your lack of knowledge get you in public wrongness all over the globe yet again.

(I wont kill file this guy, he's the biggest village idiot I've seen for the past 4 years...)

Funny, he never acknowledges personal mail....
Skip

BTW: Blatant but true flame: using netscape on power mac 7200s kills them regularly....give me the X version anyday...Talk about SLLLOWW as
well (compared to a Quadra anyway)

4093. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-28 00:00:00 UTC
From: Marcus Schmerl <Marcus.Schmerl@pippin.cc.flinders.edu.au>
Message-ID: <4jdekl$j9a@baggins.cc.flinders.edu.au>
Source record: 9950
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

petey says:

>>>What a load of crap! What new ed software requires 'tommorrows' computer? Millions of Apple II's are still being utilised in the classrooms and still serving the needs.. Considering it's 20 year technology..<<

Okay, so Apple IIs have lots of ed. software...and yes it's still useful...but then you say:

>>Are schools suppose to use the ST platform that has virtualy no software and quite useless?<<

Okay, the ST is a *slightly* superior computer to the Apple II (go on, disagree with that putz), and it has no education software too?? All hail mighty Pete, the deity who knows all about ST education software.

Hell, ST User used to have a bigger education section than commercial games section towards the end...:/

Skip
Peter has never seen a Jag, but he knows all....I wish I could lose my denial and get a Goldstar 3dO......baaahahahaha

4094. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Mar28.103712.53656@cobra.uni.edu>
Source record: 9951

In article <4jde5i$j9a@baggins.cc.flinders.edu.au>, Marcus Schmerl
<Marcus.Schmerl@pippin.cc.flinders.edu.au> writes:
> Good 'ol Party Samefart-Today spewed forth:
>
>>> Can I buy a Mac 7200 at Steve's? Will it run CAB, Oasis 2, Apex >Media,
>>> Towers II, Moonspeeder, Geneva II, and much more?
>>
>>If you want, yes.. Through the Atari ST emulator..
>
> Bzzzt.....Towers, Moonspeeder, Apex Media need a *real* Falcon.
>
> Tut tut Petey, letting your lack of knowledge get you in public wrongness all over the
globe yet again.
>
> (I wont kill file this guy, he's the biggest village idiot I've seen for the past 4
years...)

PPC Adobe Photoshop, PageMaker, Macromind Director and many more require a
PowerMac and will not work on a ST emulated Mac..

>
> Funny, he never acknowledges personal mail....

I have, you are afraid to read..

> Skip
>
> BTW: Blatant but true flame: using netscape on power mac 7200s kills them
regularly....give me the X version anyday...Talk about SLLLOWW as
> well (compared to a Quadra anyway)

Thats funny...I have the oposite..

>
>

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4095. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Mar28.104009.53657@cobra.uni.edu>
Source record: 9952
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <4jdekl$j9a@baggins.cc.flinders.edu.au>, Marcus Schmerl
<Marcus.Schmerl@pippin.cc.flinders.edu.au> writes:
> petey says:
>
>>>>What a load of crap! What new ed software requires 'tommorrows' computer?
> Millions of Apple II's are still being utilised in the classrooms and still
> serving the needs.. Considering it's 20 year technology..<<
>
> Okay, so Apple IIs have lots of ed. software...and yes it's still useful...but then you
say:
>
>>>Are schools suppose to use the ST platform that has virtualy no software and
> quite useless?<<
>
> Okay, the ST is a *slightly* superior computer to the Apple II (go on,
> disagree with that putz), and it has no education software too?? All
> hail mighty Pete, the deity who knows all about ST education software.

Technicaly the ST hardware is superior to the Apple II. However, because of
the software base, the Apple II in education is has more utility..

>
> Hell, ST User used to have a bigger education section than commercial
> games section towards the end...:/
>

In Europe?

> Skip
> Peter has never seen a Jag, but he knows all....I wish I could lose my
> denial and get a Goldstar 3dO......baaahahahaha

The Titles on the 3do make it shine..

>
>
>

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |

```
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
| Http://www.rockgarden.com/andy/ |
|-------------------------------------------------------------------------------|
```

4096. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-28 00:00:00 UTC
From: JEDIDIAH
Message-ID: <4je3ca$9hc@doc.zippo.com>
Source record: 9953

In article <djs.827935775@gen-off-3>, djs@jet.uk says...
>
>Brian-Roland Miller <brimiller@delphi.com> writes:
>
>>PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>
>>>Does it run Netscape Navigator,...[snip]...
>
>>Can I buy a Mac 7200 at Steve's? Will it run CAB, ...[snip]...
>Get real. Much as I hate to say something that backs up the prize twerp
>Sinclap, you claim that running CAB, instead of Netscape, is an _advantage_.
>That's the most ridiculous claim I've heard in ages.
Considering how overhyped Netscape is and how bloated it is, CAB
just might be a useful or even superior alternative. It's not so
far fetched.

4097. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-28 00:00:00 UTC
From: taylocn@mail.auburn.edu
Message-ID: <DozsFx.4AK@mail.auburn.edu>
Source record: 9954
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: > Okay, so Apple IIs have lots of ed. software...and yes it's still useful...but then you say:
: >
: >>>Are schools suppose to use the ST platform that has virtualy no software and
: > quite useless?<<
: >
: > Okay, the ST is a *slightly* superior computer to the Apple II (go on,
: > disagree with that putz), and it has no education software too?? All
: > hail mighty Pete, the deity who knows all about ST education software.

: Technicaly the ST hardware is superior to the Apple II. However, because of
: the software base, the Apple II in education is has more utility..

I think it had more to do with price and availability.

: > Skip
: > Peter has never seen a Jag, but he knows all....I wish I could lose my
: > denial and get a Goldstar 3dO......baaahahahaha

: The Titles on the 3do make it shine..

That's not the point... He was referring to the fact that
Goldstar dropped out of the 3DO business because they weren't selling...
I think...

Craig

4098. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-28 00:00:00 UTC
From: JEDIDIAH
Message-ID: <4jem9c$s8f@doc.zippo.com>
Source record: 9955

In article <4jcp7o$9d$1@mhafc.production.compuserve.com>, BobR says...
>
>>Gimme a break. I never thought I'd see the day when a person would
>>vehemently argue that an Intel box is easier to use (particularly in
>>education) than even the weakest TOS machine.
>
>Welcome to reality.
>
>"Even the weakest TOS machine" is completely useless without software.

STOP Spreading LIES!

In reality, even a DEC VT52 can surf the web. It's called LYNX. Also,
any other Net tool (the ones that Bob likes to ignore) are also trivially
available on anyone who can get a UNIX shell account (that means anyone
period). Any term program on the ST will work as VT52 is built into the ST
and any UNIX system can use it as well (simple request to your sysadmin).

>
>The only solutions people have provided here have required programming
>skills far above the ability and/or interest level of the average classroom

STOP spreading LIES!

What part of type "make" do you not understand?
Also, CAB and LYNX have already been mentioned countless times.

>teacher, or making do with far lower than today's expected level of
>performance.

Well, some schools have less to spend than others. Some don't have the
luxury of throwing away potential resources on the word of clueless nay-
sayers.

>
>There are no easily installed or used software solutions for the teacher
>who wanted to use Atari computers on the Internet.

STOP spreading LIES!

Vanterm, Connect, Storm, STalker, CAB.

>
>There ARE on other platforms, including "an Intel box".

Well, if the district is rich enough to buy anything it wants, the kids
will likely have better machines to learn on at home anyways.

Also, older intel boxes suffer the same problems as an ST wrt to
your definition of the Internet.

>
>Atari computers may still be useful in musical applications, and they make
>marvelous dumb terminals, but trying to use them for Internet connectivity
>is an inappropriate application.

STOP spreading LIES!

All one needs to get the net is a dumb terminal. This is not a particularly
Atari axe that I am grinding. A DEC terminal could do it, an C64 could do
it & even a TI/99 could do it.

A cursor addressable terminal can fully connect you to a UNIX box in shell
mode and THAT can connect you to whatever part of the net you want to go
to.

The Net is not netscape, or the web.

4099. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-28 00:00:00 UTC
From: JEDIDIAH
Message-ID: <4jen93$3f@doc.zippo.com>
Source record: 9956

In article <4jcpo5$9d$2@mhafc.production.compuserve.com>, BobR says...
>
>>Sorry, can't do that.
>>As long as you continue to spread your manure,
>>I'll be here to post corrections.
>
>Sorry I don't have the inclination to do a line by line on your "corrections"
>(BS though they are)...

Your refutations have the validity of their prescence.

>
>Just one question...
>
>Do you have a teacher sitting in the next room who can tell you just how
>much time she has available to learn how to program an obsolete computer
>just so she can "make" a sub-standard text browser for her Science class..?

atdt <your isp>
login <your login>
pass <your password>

%ftp where.lynx.is.edu
cd /pub/where/lynx/is
get lynx.tar
exit
%tar <switches> lynx.tar
%gzip <switches> lynx.gz
%make

That is all there is to it. Anyone who can handle the MS-DOS shell
should have no problem 1) running a program
2) changing to a subdirectory
3) downloading the file w/ simple command
(intuitive even)
4) exit a program
5) run an unarchiver
6) run another unarchiver
7) type make

You see you ingoramous, a unix makefile (or batch file) has most of the
features of a conventional high level language (like BASIC or C). A makefile
is itself a program, especially when compared to a DOS batch file. Just
like with a SETUP (and that IS the standard mnemonic for windows btw), all
the installation details are handled by the program logic. I have programmed
both (unlike certain people around here).

Actually, a makefile would probably be better automated as most UNIX command languages are more powerful than most Windows Setup languages.

>
>No..? Then piss off.

I just wrote you a tutorial suitable for just about any computer illiterate person (or even cat) on the planet.

I suspect however that you are selling the average (computer)teacher short. I would imagine that someone with experience with the old apples or just dos machines would have no problem with any of the above computing tasks.

If you were pinoccio(sp), your nose would be a sequoia by now...

4100. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-28 00:00:00 UTC
From: JEDI
Message-ID: <4jere1$3ja@doc.zippo.com>
Source record: 9957

In article <4jcqdp$so7@flood.xnet.com>, boris-m@tensornet.com says...
>
>JEDIDIAH wrote:
>
>> Quit spreading lies.
>> Buy a clue from somewhere. ST's are quite capable of displaying 512 colours.
>
>Are you an idiot, or do you just pretend to be one so well?
>Yes, stock ST can kind of display 512 colors. But ut can't do so in any web
>browser available for it.

No I am not an idiot. However, you are. 16 levels of grey are quite adequate
for previewing an 8-bit color image. If you desire to gawk at it some more,
you can view it later, or even spawn another viewer. I presume that CAB can
spawn other programs.

Also, the web is connectionless so: exiting CAB for what ever reason to
do something else (that CAB can't do) wont effect ANYTHING.

I'm reminded of Amdahl's law for some reason... ???

>
>>>>To install lynx, just type "make".
>>>
>>>That's an order of magnitude more difficult than installing a PC
>>>program like Netscape.
>
>> Quit spreading lies.
>> That is all there is to it.
>
>Yeah, sure. Installing Linux is not quite rocket science, but it IS much more
>difficult than installing Netscrape.

Fight illiteracy: READ.

The comment was: running make is rocket science and that is what I replied
to.

>
>That's besides the point, really. ST's in the classroom (you don't really think
>they had Falcons or TT's there, do you?) can't run Linux in the first place.

The ST's would be shell clients of course. I thought that was
OBVIOUS.

>
>> Quit spreading lies.

>> The network has to be set up first. This is a lot more difficult than
>> configuring any terminal.
>
>Depends on the OS, but installing Linux, and then configuring it for networking
>is more difficult than filling a few fields in any Winsock dialer.

True, but one needs to understand those fields. THAT is not trivial.
Also, creating the dialin script can also be a hairy experience under
winsock.

4101. **Internet Virus!**

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-29 00:00:00 UTC
From: rarozijn@xs4all.nl
Message-ID: <315c1fe239fdf37@xs4all.nl>
Source record: 9958
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

>I received the following message earlier today and thought I'd pass it on
>to you:
>
>
>>There is a computer virus that is being sent across the
>>Internet. If you receive an e-mail message with the subject
>>line "Good Times", DO NOT read the message, DELETE it
>>immediately. Please read the messages below. Some >miscreant is sending
> e-mail under the title "Good Times" >nation wide, if you get anything
>like this, DON'T DOWN LOAD >THE FILE! It has a virus that rewrites
>your hard drive, >obliterating anything on it. Please be careful and
>forward >this mail to anyone you care about.
>
>**
>
>>WARNING!!!!!! INTERNET VIRUS
>
>>The FCC released a warning last Wednesday concerning a
>>matter of major importance to any regular user of the
>>Internet. Apparently a new computer virus has been
>>engineered by a user of AMERICA ON LINE that is unparalleled
>>in its destructive capability. Other more well-known viruses
>>such as "Stoned", "Airwolf" and "Michaelangelo" pale in
>>comparison to the prospects of this newest creation by a
>>warped mentality. What makes this virus so terrifying, said
>>the FCC, is the fact that no program needs to be exchanged
>>for a new computer to be infected. It can be spread through
>>the existing e-mail systems of the Internet. Once a computer
>>is infected, one of several things can happen. If the
>>computer contains a hard drive, that will most likely be
>>destroyed. If the program is not stopped, the computer's
>>processor will be placed in an nth-complexity infinite binary
>>loop -which can severely damage the processor if left running
>>that way too long.
>
>>Unfortunately, most novice computer users will not
>>realize what is happening until it is far too late. Luckily,
>>there is one sure means of detecting what is now known as >the "Good
>Times" virus. It always travels to new computers >the same way in a
>text email message with the subject >line reading "Good Times".
>Avoiding infection is easy once >the file has been received- not reading
>it! The act of loading
>>the file into the mail server's ASCII buffer causes the "Good

>>Times" mainline program to initialize and execute.
>>The program is highly intelligent- it will send copies of
>>itself to everyone whose e-mail address is contained in a
>>receive-mail file or a sent-mail file, if it can find one. It
>>will then proceed to trash the computer it is running on. The
>>bottom line here is - if you receive a file with the subject
>>line "Good Times", delete it immediately! Do not read it"
>>Rest assured that whoever's name was on the "From" line >was surely
>struck by the virus. Warn your friends and local >system users of
>this newest threat to the Internet! It could
>>save them a lot of time and money.
>
>> E N D O F N O T E
>
>...peace on earth,
> Adriyel
>
>"Where the sky begins the horizon ends, despite the best intentions."
> - Tom Petty

--
|---|
|--| | | | /| | /--3--\
| | |\ | _ o o / | | |---|---|
o o | o ++=++ |\ | o o | | |
o ++=++ | | o o o
++=++ o o
When you're in |-| you can't listen Sander Rozijn
the middle of |-| to that little voice |\ P.O. Box 11812
a creative |-| that says: | 1001 GV Amsterdam
inspiration... |-| "this is tried!" o The Netherlands
|-| |
- Christopher |-| English guitarist |
Jones |-| and songwriter o rarozijn@xs4all.nl

4102. Re: **Internet Virus!**

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-29 00:00:00 UTC
From: Mike.Shell@msfc.nasa.gov
Message-ID: <Mike.Shell-2903961609450001@128.158.46.183>
Source record: 9959
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

The GOOD TIMES virsus is a HOAX!!!!!!!!!!!!! Will this insanity ever end.....

This hoax has been perpetuated for at least two years.....

--
"These are my opinions and not those of any government agency."
Michael (Mike) Shell mike.shell@msfc.nasa.gov
National Aeronautics and Space Administration/ MSFC

4103. Re: hd

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-29 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GC4UEEDJUP@cabal.shnet.org>
Source record: 9960

In <4ja6qv$l4g$3@mhade.production.compuserve.com> BobR wrote:
>>I would like to know if I can plug an IDE Hard disk on my old atari ?
>
>Depends on which "old atari" you have.
>
>If you're talking about an ST, the answer is... no.

The answer is...yes.

The "AT BUS TOS Card" by Hard&Soft does exactly that, and gives you TOS 2.06 (necessary for IDE drives). There also is the MultiBoard, coming with SIMM sockets and an ISA slot for e.g. a Mach64 or ET4000 card. (drivers: NovaVDI and NVDI ET 400ï¿½ respectively).

>(For the purists, there IS supposed to be an IDE interface for the ST... it's
>from Germany and is about as easy to obtain as the Holy Grail and the Golden
>Fleece.)

You have to do such weird things as writing a letter to e.g. Software Service Seidel, Heikendorfer Weg 43, D-24149 Kiel-Dietrichsdorf or other competent Atari dealers in Europe, and you'll then have to write a second one with an enclosed eurocheque, to pay the goods you order.

Oh, but I forgot: the Holy Grail is also available by mail-order here in Germany, as well as used Cray XMPs.

Thorsten
--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4104. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-29 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GC4UEEDMUP@cabal.shnet.org>
Source record: 9961

In <1996Mar26.232849.53619@cobra.uni.edu> PETER SINCLAIR-DAY wrote:

>In article <BfMLN1M.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
>> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>>
>>>Where can I find one localy and at what price? Does it run Netscape Navigator,
>>>PowerPoint, Marathon, Cyberdog, Copland and much more?
>>
>> Can I buy a Mac 7200 at Steve's? Will it run CAB, Oasis 2, Apex Media,
>> Towers II, Moonspeeder, Geneva II, and much more?
>
>If you want, yes.. Through the Atari ST emulator..

Nope, MagiCMac will not run software requiring the Falcon DSP or other
proprietary Falcon hardware. CAB, Oasis and Geneva are likely to run, the
others are not. And even the "clean" software may have problems using the
Mac ports as e.g. serial ST ports.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4105. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-29 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GC4UEEDPUP@cabal.shnet.org>
Source record: 9962

In <djs.827935775@gen-off-3> David Stevenson wrote:
>Brian-Roland Miller <brimiller@delphi.com> writes:
>
>>PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>
>>>Does it run Netscape Navigator,...[snip]...
>
>>Can I buy a Mac 7200 at Steve's? Will it run CAB, ...[snip]...
>Get real. Much as I hate to say something that backs up the prize twerp
>Sinclap, you claim that running CAB, instead of Netscape, is an _advantage_.
>That's the most ridiculous claim I've heard in ages.

Running anything else than Netrape is an advantage.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4106. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-29 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <BtDo9lo.brimiller@delphi.com>
Source record: 9963

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>you can get nice Apple inkjets starting at $149 from MacWarehouse..
>
>Nice try..

Nope, right here. . . education prices for college students, direct from
our Apple-friendly college computer store. I can get an IW II for only $399!
Wow, those student discounts are great!

BR Miller
Boston, MA

4107. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-29 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <JPEJV-o.brimiller@delphi.com>
Source record: 9964

BobR <76702.1466@CompuServe.COM> writes:

>Welcome to reality.
>
>"Even the weakest TOS machine" is completely useless without software.

Agreed. The strongest Mac, Amiga, Intel PC, Sun, BeBox, and every other
make of computer out there is completely useless without software.

>The only solutions people have provided here have required programming
>skills far above the ability and/or interest level of the average classroom
>teacher, or making do with far lower than today's expected level of
>performance.

I don't understand where you are coming from here. Firstly, use of Netscape
is a little bit more complicated than just clicking on "Install." My company
publishes electronic media and paper media on both a job batch basis and
a commercial basis, and I've installed many pieces of software for Internet
use on PCs. Installation of WinSOCK or Lizard is hellish. If you're using
Windows 95, installation of the Ventana Web Access pack (one of the most
popular web software packages on the Win platform) is damn near impossible.
Eventually, any user of any computer is going to have problems. Any user
of any current internet connection package is going to need to know TCP/IP,
IP addresses, FTP Binary vs. ASCII, domains, etc. They're still going to
need professionals to keep their network up and running, or they're going to
need to learn how the tool they're using works.

>There are no easily installed or used software solutions for the teacher
>who wanted to use Atari computers on the Internet.
>
>There ARE on other platforms, including "an Intel box".

Again, define "easily installed." STiK is easy to install - if you know all
the IP address and related information, you can install it easily - just
like Netscape.

>Atari computers may still be useful in musical applications, and they make
>marvelous dumb terminals, but trying to use them for Internet connectivity
>is an inappropriate application.

Wow, that's a real good one. I'm putting that in my capture file of memorable
quotes. "Internet connectivity on a TOS computer is 'inappropriate." Sorry,
Bob, but my clients (mostly small businesses) need to use the equipment that
they have to come up with a solution. So do most schools.

One thing you haven't mentioned is the exhorbitant cost of consultants on the Windows platform, and the expensive tech support (via long distance or 900-number calls). A few years ago, a local user group here in New England helped a school set up their TOS machines in a network. User groups around the country would certainly be willing to do the same. The fact of the matter is, there are tremendous software and hardware resources available for TOS machines.To discount them all as useless is ludicrous. I recommend and sell TOS machines in applications I see as viable for them. If a client already has a TOS system, I do my best to make sure he can use it to do what he wants. This is a law of business. This is one reason why spending on schools soars while scores and results decline - many in the school are looking for an "easy" (albeit expensive) way to do everything. In this case, though, there's very little difference even in ease of use.

BR Miller
Boston, MA

4108. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-29 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <JtEJlft.brimiller@delphi.com>
Source record: 9965

BobR <76702.1466@CompuServe.COM> writes:

>Do you have a teacher sitting in the next room who can tell you just how
>much time she has available to learn how to program an obsolete computer
>just so she can "make" a sub-standard text browser for her Science class..?

Do you have the tax dollars to pay for an entirely new bank of computers
simply because the same teacher refuses to learn some simple essentials of
internet connectivity? I know I sure don't.

BR Miller
Boston, MA

4109. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-29 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <JNFIVhp.brimiller@delphi.com>
Source record: 9966

Marcus Schmerl <Marcus.Schmerl@pippin.cc.flinders.edu.au> writes:

>>>Are schools suppose to use the ST platform that has virtualy no software and
>quite useless?<<
>
>Okay, the ST is a *slightly* superior computer to the Apple II (go on,
>disagree with that putz), and it has no education software too?? All
>hail mighty Pete, the deity who knows all about ST education software.
>
>Hell, ST User used to have a bigger education section than commercial
>games section towards the end...:/

The Bentley Bear series and KidPRGS are great for the youngsters. ElCal
was essential to helping me through Probability and Statistics 2000 :').
Of course, with Mr. Sinclair's logic, that there's no software from TOS,
he probably thinks that all we do is put new wallpaper on the desktop and
sneak out to CompUSA to access the Internet, since TOS internet software
is so inferior. :')

BR Miller
Boston, MA

4110. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-29 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <BNNrV-l.brimiller@delphi.com>
Source record: 9967

Sander Stoks <sanders@sci.kun.nl> writes:

>>Amazing that one would want a platform
>>that is a poor engine for the internet..
>
>So you use your big fat Mac just to stupidly click on some pictures to
>surf the net. Jeez, after just one afternoon of Netscape I had seen
>enough about this hype.
>
>It might be hard to imagine for the average internet surfer, but there
>are other things that can be done with a computer, most of which are
>much more fun.

Please remember that Mr. Sinclair has never used a TOS machine for any
length of time, and that he couldn't tell TOS users what the basic purposes
of the following well-known pieces of software are (he thinks no software
exists).

OK, Peter, if you're out there, please tell us what the following software
is/does, what the latest version is, and what its capabilities are:
-Papyrus
-Calamus SL
-DAS Picture
-DAS Layout
-Neon
-APEX Media Lite
-STalker
-Geneva
-MagiC
-LDW Power
-BEST
-KSpread
-Substation

BR Miller
Boston, MA

4111. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-29 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <BPOqVJn.brimiller@delphi.com>
Source record: 9968

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>> Can I buy a Mac 7200 at Steve's? Will it run CAB, Oasis 2, Apex Media,
>> Towers II, Moonspeeder, Geneva II, and much more?
>
>If you want, yes.. Through the Atari ST emulator..

BZZZZT! Wrong! Apex Media, Towers II, Moonspeeder, and Geneva won't run under MagicMac. Not now, not ever! That's close to a 67& incompatibility rate. I'd imagine that Spectre would attain a better compatibility with the Mac titles you mentioned than the TOS equivalents I mentioned. This is more proof that you have literally no idea what the TOS market is about. Please, Peter, if you want to be taken seriously, make some valid points.

BR Miller
Boston, MA

4112. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-29 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <BNGo1vl.brimiller@delphi.com>
Source record: 9969

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>Thats funny, Mac sales have increased annual..And you know this.. No problem
>finding localy..Still can't see a Jag localy..

The only place locally I can conveniently buy a Mac is at the college computer
store. . . at exhorbitant rates. I find it easier to simply have STeve's
deliver what I want to my door.
-
Oh, gotta love TOS 5.0 for the Jaguar. I'm getting it real soon. I cannot
wait for the PCI bus add-on and PPC 605 accellerator. Than I'll be able to
run APEX Media on my Jaguar rather than on my PowerMac 6100 running MagicMac!
>;')

BR Miller
Boston, MA

4113. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-29 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <BvOpF1p.brimiller@delphi.com>
Source record: 9970

David Stevenson <djs@jet.uk> writes:

>>Can I buy a Mac 7200 at Steve's? Will it run CAB, ...[snip]...
>Get real. Much as I hate to say something that backs up the prize twerp
>Sinclap, you claim that running CAB, instead of Netscape, is an _advantage_.
>That's the most ridiculous claim I've heard in ages.

Not my point. My point was that anyone can spout off a list of proprietary
software available only for their platform and claim an advantage since its
unavailable for the other one.

BR Miller
Boston, MA

4114. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-29 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <JvHKNTj.brimiller@delphi.com>
Source record: 9971

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>PPC Adobe Photoshop, PageMaker, Macromind Director and many more require a
>PowerMac and will not work on a ST emulated Mac..

That's a red herring. We weren't discussing "superiority via emulation,"
we were discussing how usable computers are. Here's the sequence of events
to refresh your memory:
-
1) You claimed TOS machines had no software, and gave a list of proprietary
Mac titles as proof.
-
2) I retorted with a list of more or less equivalent proprietary TOS
applications
to show what an illogical argument it was.
-
3) You claimed that a PowerMac running MagiC could run all the titles I listed.
-
4) You were proven incorrect.
-
I agree - Mac emulation under TOS stinks. But that's not the issue. Stick to
the issues at hand.

BR Miller
Boston, MA

4115. Re: Thoughts about Falcon THE Problem from the origen!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-29 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <JvPJN1o.brimiller@delphi.com>
Source record: 9972

<zan660@usa.pipeline.com> writes:

>Not everyone needs this type of horsepower, but I do. A Mac Plus is good
>enough for me for day to day use, but 3D needs this type of power not
>stupid "games". I think what is needed is a new Falcon, a Condour or
>something which has:

And I provided information about the Hades computer which was designed to
compete with Pentiums. No hostility was expressed from me toward you at
any point in time. The only hostility shown was toward the infamously
unwelcome Mr. Sinclair.

If you're truly interested in learning about high-speed PCI-based TOS machines
capable of easily competing with other platforms currently available in
both power and price, I'll send you e-mail. If your purpose was to fulfill
some strange agenda of proving that a high-end PowerMac is faster than
a base Falcon system, you've succeeded, but big deal. If your point was to
say that high-speed TOS machines are not available at competitive prices,
you not only were unsuccessful, but flat-out incorrect.

BR Miller
Boston, MA

4116. Re: Thoughts about Falcon THE Problem from the origen!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-29 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <JtHrlLv.brimiller@delphi.com>
Source record: 9973

<zan660@usa.pipeline.com> writes:

>I see people paying thousands of dollars for 030s when I read my Atari
>magazines, but when I read MacUser or MacWorld one can get a 040 for
>$100(US). The PPC 603e is low cost and faster then a 040, C-Labs should

Thousands of dollars for a TT030 with 16 megs of fast RAM, 4 megs of ST
RAM, hard drive, and monitor, perhaps.

$100 for a used 040 Centris, sure. Two different machines. Fact is, if
you are truly convinced that there's nothing in the TOS range that doesn't
meet your needs at a reasonable cost, I'm not going to insist you buy one.

BR Miller
Boston, MA

4117. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-29 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Mar29.215440.53702@cobra.uni.edu>
Source record: 9974

In article <BtDo9lo.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>
>>you can get nice Apple inkjets starting at $149 from MacWarehouse..
>>
>>Nice try..
>
> Nope, right here. . . education prices for college students, direct from
> our Apple-friendly college computer store. I can get an IW II for only $399!
> Wow, those student discounts are great!

IW II are still being sold? Ouch...Not on my school's price sheets.. Who the
hell would want a printer of that nature when color ink jets can be had for a
lot less? I would advise your bookstore to dump those IW in the clearance
barrel..

> ---
> BR Miller
> Boston, MA

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4118. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-30 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4ji91k$r37@orm.southern.co.nz>
Source record: 9975

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: >>Where can I find one localy and at what price? Does it run Netscape Navigator,
: >>PowerPoint, Marathon, Cyberdog, Copland and much more?

Thank goodness...

: > Can I buy a Mac 7200 at Steve's? Will it run CAB, Oasis 2, Apex Media,
: > Towers II, Moonspeeder, Geneva II, and much more?
:
: If you want, yes.. Through the Atari ST emulator..

If anyone thinks for one second that an ST emulator on PC, Mac or
whatever can run APEX media, then your brain must be as useful as bottled
fart gas. APEX runs on a dedicated RISC chip (namely the MC56001-DSP),
and you will need to emulate that to achieve such a task. I estimate it
would take a hell of a machine to software emulate such a piece of
silicon. Maybe an SGI Indy 2? Sorry, PPC mac and Pentium don't get close!!

Chris W.
/|\

4119. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-30 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <4jivfs$34s@nyheter.chalmers.se>
Source record: 9976

In article <1996Mar28.103712.53656@cobra.uni.edu>,
PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> wrote:
>PPC Adobe Photoshop, PageMaker, Macromind Director and many more require a
>PowerMac and will not work on a ST emulated Mac..

Nobody's talking about emulating a mac on an st. Why would you want to do that?

/Christer

4120. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-30 00:00:00 UTC
From: JEDI
Message-ID: <4jjk9o$ed0@doc.zippo.com>
Source record: 9977

In article <GC4UEEDPUP@cabal.shnet.org>, guenther@cabal.shnet.org says...
>
>In <djs.827935775@gen-off-3> David Stevenson wrote:
>>Brian-Roland Miller <brimiller@delphi.com> writes:
>>
>>>PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>>
>>>>Does it run Netscape Navigator,...[snip]...
>>
>>>Can I buy a Mac 7200 at Steve's? Will it run CAB, ...[snip]...
>>Get real. Much as I hate to say something that backs up the prize twerp
>>Sinclap, you claim that running CAB, instead of Netscape, is an _advantage_.
>>That's the most ridiculous claim I've heard in ages.
>
>Running anything else than Netrape is an advantage.

However, the only problem with this on wintel clones is that netrape is
about the best that they can come up with so far.

In fact, all of this: 'ST's can't do the Net' tripe has reignited my
GEMulator interest precisely for that purpose (and bbs'ing).

4121. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-30 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Mar30.134352.53712@cobra.uni.edu>
Source record: 9978

In article <JPEJV-o.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> BobR <76702.1466@CompuServe.COM> writes:
>
>>Welcome to reality.
>>
>>"Even the weakest TOS machine" is completely useless without software.
>
> Agreed. The strongest Mac, Amiga, Intel PC, Sun, BeBox, and every other
> make of computer out there is completely useless without software.

True...But false considering the above minus the Amiga shine on the net..The
net has opened resources to the classroom for instructional curriculum. The
present platforms have the best tools to derive these resources except the ST
and the Amiga(temp?)..

> ---
>
>>The only solutions people have provided here have required programming
>>skills far above the ability and/or interest level of the average classroom
>>teacher, or making do with far lower than today's expected level of
>>performance.
>
> I don't understand where you are coming from here. Firstly, use of Netscape
> is a little bit more complicated than just clicking on "Install." My company
> publishes electronic media and paper media on both a job batch basis and
> a commercial basis, and I've installed many pieces of software for Internet
> use on PCs. Installation of WinSOCK or Lizard is hellish. If you're using
> Windows 95, installation of the Ventana Web Access pack (one of the most
> popular web software packages on the Win platform) is damn near impossible.
> Eventually, any user of any computer is going to have problems. Any user
> of any current internet connection package is going to need to know TCP/IP,
> IP addresses, FTP Binary vs. ASCII, domains, etc. They're still going to
> need professionals to keep their network up and running, or they're going to
> need to learn how the tool they're using works.

Unless you access the net through dial up..Many schools here access the net
through netscape with dial up..

Many school districts that value education instead of football have technology
coordinators that are responsible for the upkeepings..

> ---
>
>>There are no easily installed or used software solutions for the teacher
>>who wanted to use Atari computers on the Internet.

>>
>>There ARE on other platforms, including "an Intel box".
>
> Again, define "easily installed." STiK is easy to install - if you know all
> the IP address and related information, you can install it easily - just
> like Netscape.

Currently the ST is a lousy tool for the internet..The other platforms have the
internet tools. Also does more, costs less..

> ---
>
>>Atari computers may still be useful in musical applications, and they make
>>marvelous dumb terminals, but trying to use them for Internet connectivity
>>is an inappropriate application.
>
> Wow, that's a real good one. I'm putting that in my capture file of memorable
> quotes. "Internet connectivity on a TOS computer is 'inappropriate." Sorry,
> Bob, but my clients (mostly small businesses) need to use the equipment that
> they have to come up with a solution. So do most schools.
> ---

But the ST's are not not price/performance competitve and have no decent web
apps that takes advantage..

> One thing you haven't mentioned is the exhorbitant cost of consultants on the
> Windows platform, and the expensive tech support (via long distance or 900-
> number calls). A few years ago, a local user group here in New England helped
> a school set up their TOS machines in a network. User groups around the
> country would certainly be willing to do the same. The fact of the matter is,
> there are tremendous software and hardware resources available for TOS
> machines.To discount them all as useless is ludicrous. I recommend and sell TOS
> machines in applications I see as viable for them. If a client already has
> a TOS system, I do my best to make sure he can use it to do what he wants.
> This is a law of business. This is one reason why spending on schools soars
> while scores and results decline - many in the school are looking for an
> "easy" (albeit expensive) way to do everything. In this case, though, there's
> very little difference even in ease of use.

And you think the ST would lower the cost? Currently the only ST available new
in NA is the Falcon..Which costs $1300 for low configuration.. 040 Macs can be
had new for $500..

> ---
> BR Miller
> Boston, MA

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |

| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4122. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-30 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Mar30.134518.53713@cobra.uni.edu>
Source record: 9979

In article <JtEJlft.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> BobR <76702.1466@CompuServe.COM> writes:
>
>>Do you have a teacher sitting in the next room who can tell you just how
>>much time she has available to learn how to program an obsolete computer
>>just so she can "make" a sub-standard text browser for her Science class..?
>
> Do you have the tax dollars to pay for an entirely new bank of computers
> simply because the same teacher refuses to learn some simple essentials of
> internet connectivity? I know I sure don't.

What platform are you referring to?

> ---
> BR Miller
> Boston, MA

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4123. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-30 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4jkera$heo@orm.southern.co.nz>
Source record: 9980

BobR (76702.1466@CompuServe.COM) wrote:
:
: Atari computers may still be useful in musical applications, and they make
: marvelous dumb terminals, but trying to use them for Internet connectivity
: is an inappropriate application.

Codswollop!! Why are there so many of us Atari users on the net then? WWW is pile of account fee quadrupling bullshit anyhow, but we can still do that if needs be...

In saying that Internet is 'Inappropriate...' for Atari, I guess you could also say that toilet tissue is inappropriate for toilets. I should hope that you have lots of toilet tissue at your end of the wire to mop up the dribble though...

Chris W.
/|\

4124. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-30 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <xBHot5q.brimiller@delphi.com>
Source record: 9981

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>True...But false considering the above minus the Amiga shine on the net..The
>net has opened resources to the classroom for instructional curriculum. The
>present platforms have the best tools to derive these resources except the ST
>and the Amiga(temp?)..

Define best tools. Ive been reading a lot of pap on the net about "which
machines have the best tools." Netscape is "one of the best tools?" What
about tools for accessing gopher, ftp, etc.? Internet does not equal WWW.
Re: Internet access on Amiga The Internet WWW browser that AT has released
looks great. Ive got several associates currently using it. So again, your
logic is skewed.

>Unless you access the net through dial up..Many schools here access the net
>through netscape with dial up..

First of all, I doubt that most schools"use dial-up, but assuming its true,
TCP-IP, WinSOCK, and assocaited protocols are still involved - a knowledge
of these is essential. If by "dial-up connection", you mean SLIP or PPP,
the points remain valid.

>Many school districts that value education instead of football have technology
>coordinators that are responsible for the upkeepings..

Exactly, which is why the "it needs to be remarkably easy to use" argument
flies out the window. In any case, the TOS platform is quite usable on the
Internet.

BR Miller
Boston, MA

4125. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-31 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4jn7v1$it1@linda.teleport.com>
Source record: 9890
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both
Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My
Web Address is below. On-Line Catalogs that you can View and Contact me via
my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3
PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

4126. 68030/68882 vs 80486 (wa

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-31 00:00:00 UTC
From: Marcus Finlay <marcus_f@pointless.gen.nz>
Message-ID: <60331203653$6FC8@pointless.gen.nz>
Source record: 9891

Hi Gaven,

Gaven Miller wrote to All:

GM> 386/33 is 5 MIPS
GM> 030/33 is 5.5 MIPS
GM>
GM> 486 DX2/66 is 44 MIPS
GM> 040/66 ("DX2") is 49 MIPS
GM>
GM> Pentium 60 is supposedly 100MIPS
GM>
GM> So, the 386/030 comparison is more valid.
GM> Likewise 040/486 is a more valid comparison.

Hmm....figures I have rate a 486DX/50 at 22 Mips

486DX2/66 is 26 Mips

030/20 is 8 Mips so a 030/32 would be around 10 Mips
040/33 is 26 Mips

A 040 is nearly twice a 486DX @ the same clock rate
A PPC (not sure which model, but a 32bit job) is more then 90% faster
than a Pentium @ the same clock rate.

You and I both know that Motorola have always been ahead of intel :-)

GM> > You're not wrong by much. In a 'real' world test performed by my TT
GM> > owning friend, (4meg ST/4meg TT RAM) who compiled POV Ray 2.2 for himself
GM> > and compared render times on the same scene file at the same (sizeable)
GM> > resolution, we found that his TT was matching 486DX50 machines with
GM> > more RAM. That to me says that the 68030/68882 pairing, given 32-bit wide
GM> > RAM access (TT-ram) is actually faster at a given clock speed than a
GM> > 486DX chip. Imagine how much quicker the 68040 is than a 486DX. 040 is
GM> > reputed to command thrice the grunt of the 030/882 at the same clock
GM> > frequency!! Food for thought eh?...
GM>
GM> Was that a _GENUINE_ DX50, or a clock-doubled DX2 25/50.

I ported the Unix version of POV to my TT, and it was very close to the
DX2 50 (Sorry Chris) at rendering the same image at the same size
When I got TT RAM it was matching it. I was also "embarressing" my
40Mhz 040 Quadra owning friend, it was too much slower (can't remember
how much slower) but it had him "worried".

Cheers
Marcus

---
* Kivi (unregistered) 1.41 *

4127. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-31 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4jl0rr$6ma$1@mhafn.production.compuserve.com>
Source record: 9982

>>simply because the same teacher refuses to learn<<

Tell you what... you go talk to some teachers and find out what kind of classloads and pressures they're under already, then tell me why they should be forced to "learn" to program obsolete computers just because you think it would be cheaper...

Do you want kids who know how to read, or teachers who can "make" obsolete text browsers..?

BobR

4128. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-31 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4jl1l2$6ma$2@mhafn.production.compuserve.com>
Source record: 9983

>>I don't understand where you are coming from here. Firstly, use of Netscape is a little bit more complicated than just clicking on "Install."<<

Not very much. Far easier than ANY Internet applications I've ever seen for an ST.

>>Installation of WinSOCK or Lizard is hellish.<<

I just watched a girl in an office near mine install Trumpet WinSock and Netscape, type in her DNS and email addresses, and she was up on the WWW in 15 minutes without ever breaking a sweat. She didn't have to learn anything about the computer or OS or compilers.

>>Eventually, any user of any computer is going to have problems.<<

True enough, but why handicap them with an obsolete platform to begin with? The girl in my office has dozens of people to turn to for help. I'm the only one who knows anything about STs, and she wouldn't know that.. she'd be lost with an Atari.

BobR

4129. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-31 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4jmoo9$g23$1@mhafn.production.compuserve.com>
Source record: 9984

>The ST's would be shell clients of course. I thought that was OBVIOUS.

"OBVIOUS" to the teacher in the original article..? I think not.

Thanks for making my point again.

Using STs on the Internet is for computer geeks and rocket scientists.

BobR

4130. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-31 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4jmp19$g23$2@mhafn.production.compuserve.com>
Source record: 9985

>Why are Netscape's features not supported additionally while compatibility
>with other browsers is kept up? Just coincidence?

I don't find that to be true at all.

I find far more sites using the newest versions of Netscape's extensions to HTML than sites which pout and stick their tounges out and refuse to support them.

"Compatibility with other browsers" MEANS compatiblity with Netscape anyway, as most browsers are eagerly adding the features that will bring them up to Netscape's capabilities.

Netscape is pushing the envelope... and suddenly that's a "bad thing"..?

I don't think so.

BobR

4131. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-31 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4jmprq$g23$3@mhafn.production.compuserve.com>
Source record: 9986

>A few years ago, a local user group here in New England helped a school set
>up their TOS machines in a network.

I'd be interested in knowing if that school is still using Atari computers
for anything at all.

"A few years ago", I used to take my Atari 800 to schools and demonstrate what
a personal computer could do. While I could still show off the basic
applications that are available on that system, there's no way I could use it
to demonstrate the kinds of things which are CURRENTLY in the mainstream of
computer applications.

It's been my experience that trying to support an obsolete computer system is
an exercise in futilty, and one which will not last very long before the
system is replaced by current technology.

There are PTA (or PTO) groups which will hold bake sales to buy modern
computers for teachers if the school system can't afford them.

It makes no sense to handicap teachers with obsolete or difficult to use tools.

The Atari ST is an obsolete and (compared with other platforms) difficult to
use platform for this particular application.

BobR

4132. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-31 00:00:00 UTC
From: JEDI
Message-ID: <4jmbb9$ara@doc.zippo.com>
Source record: 9987

In article <1996Mar30.134518.53713@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <JtEJlft.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
>> BobR <76702.1466@CompuServe.COM> writes:
>>
>>>Do you have a teacher sitting in the next room who can tell you just how
>>>much time she has available to learn how to program an obsolete computer
>>>just so she can "make" a sub-standard text browser for her Science class..?
>>
>> Do you have the tax dollars to pay for an entirely new bank of computers
>> simply because the same teacher refuses to learn some simple essentials of
>> internet connectivity? I know I sure don't.
>
>What platform are you referring to?

Any platform one feels the dire need to run Netscape on, for Netscape
is a system hog and will bring down even some UNIX platforms.

If you are willing to admit that Netscape is not the only NET solution,
then system requirements have the potential to decrease dramatically.

4133. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-31 00:00:00 UTC
From: JEDI
Message-ID: <4jmbuq$b7g@doc.zippo.com>
Source record: 9988

In article <4jl0rr$6ma$1@mhafn.production.compuserve.com>, BobR says...
>
>>>simply because the same teacher refuses to learn<<
>
>Tell you what... you go talk to some teachers and find out what
>kind of classloads and pressures they're under already, then tell
>me why they should be forced to "learn" to program obsolete

STOP Spreading LIES!
NO programming skills are required.

STOP Spreading LIES!
Teachers are IDLE for 1/4 of the year (presuming they're not
involved in summer school). This gives them plenty of time to assimilate
new material.

>computers just because you think it would be cheaper...
>
>Do you want kids who know how to read, or teachers who can "make"
>obsolete text browsers..?

STOP spreading LIES!

To the rest of the world, 'make' might actually appear to require the
requisite knowledge that the name implies. By attempting to say that
it does, when you have been corrected down to the decimal shows that
you have no interest in either truth or reality.

The TRUTH is that MAKE and SETUP are functional equivalents.

If your grasp of reality weren't so fragile you might be able to acknowledge
this.

Furthermore: any teacher who isn't straight out of college will likely
have had extensive command line shell experience. The PC's you are so
fond of have only adopted the GUI (generally) relatively recently. So, any
teacher with experience will likely have it in AppleDOS, or in the best
case MS-DOS.

Also, put up or shut up. If you have a cadre of relevant teacher testimony,
post their email addresses.

4134. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-03-31 00:00:00 UTC
From: JEDI
Message-ID: <4jmcka$bi1@doc.zippo.com>
Source record: 9989

In article <4jlc7l$c6o@flood.xnet.com>, boris-m@tensornet.com says...
>
>JEDI wrote:
>
>> No I am not an idiot. However, you are. 16 levels of grey are quite adequate
>> for previewing an 8-bit color image. If you desire to gawk at it some more,
>> you can view it later, or even spawn another viewer. I presume that CAB can
>> spawn other programs.
>
>Let's see... 16 levels of gray makes it ST Low, i.e. 320*200. Not very useable
>for anything, really. And I strongly doubt that CAB can spawn Spectrum 512 (it
>may, but then Spectrum will crash it...) Spectrum 512 and alike do not like to
>run under multitasking OS'es.

So, you're saying that CAB will run only under an ST/MT enviroment?
Bummer. The added overhead of that might actually give Bobby's arguments
some creedence.

However, a spawn() is not a multitasking call to begin with.

>
>> Also, the web is connectionless so: exiting CAB for what ever reason to
>> do something else (that CAB can't do) wont effect ANYTHING.
>
>And what is going to keep the connection?

The network layer.
CAB is the application layer.
If they are one in the same, then CAB is kinda fucked up.
Is this the case?
I would presume that any ST tcp stack would be implemented as an accessory.

Nevermind that the physical connection is transparent wrt to http.
Have you actually ever used a web browser?
>
>> I'm reminded of Amdahl's law for some reason... ???
>> Fight illiteracy: READ.
>>
>> The comment was: running make is rocket science and that is what I replied
>> to.
>
>It's not rocket science... but you need to know UNIX, you need to know make etc.

If you dont let the little box in front of you intimidate you, you can
accomplish quite a bit more.

>
>> The ST's would be shell clients of course. I thought that was
>> OBVIOUS.
>
>Aahh, so now ywe do NOT have graphic browsing on them, text only, and we have no
>way of even running a graphics veiwer at the same time we run Lynx...

Never heard of STalker, have you?
Never seen the ST Language disk, have you?
Don't even know how the ST works, do you?

Haven't been listening, have you?

I never gave much value to the pics on the web.
>
>> True, but one needs to understand those fields. THAT is not trivial.
>> Also, creating the dialin script can also be a hairy experience under
>> winsock.
>
>Not really... you just fill in the info your ISP tells you (i.e. DNS IP address,
>whether you want PPP or SLIP etc.) Quite trivial.
Consultation, minus the fee.

>
>There's no doubt that ST was a great machine, but arguing that it can be
>connected to Internet as easily, efficiently, and usefully as any bargain-bin PC
>or even Mac can, is plain bull...

Sorry to burst your bubble but: I was connected to the net with an ST
before Win31 or Windows Sockets even came to be. You can fool the rest
of the world with your FUD but not those of us who have actually done
what you percieve to be impossible or difficult.

4135. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-01 00:00:00 UTC
From: cgra@btmaa.bel.alcatel.be
Message-ID: <4jo1ev$ed@btmpjg.god.bel.alcatel.be>
Source record: 9892

In article <4jivfs$34s@nyheter.chalmers.se>, d2cg@dtek.chalmers.se (Christer Gustavsson) writes:

> Nobody's talking about emulating a mac on an st. Why would you want to do that?

To run Compuserve Navigator. However it looks like new Atari-based CIS software is in the works, so maybe that's only one of my passing phases ...

(The Atari area on CIS is still useful, despite the absence of Bob Retelle, <D&R> ;>)

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
http://plato.digiweb.com/kiffer/chris_gray/

4136. Re: hd

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-01 00:00:00 UTC
From: cgra@btmaa.bel.alcatel.be
Message-ID: <4jo2tm$ed@btmpjg.god.bel.alcatel.be>
Source record: 9893

In article <GC4UEEDJUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:

> Oh, but I forgot: the Holy Grail is also available by mail-order here in
> Germany, as well as used Cray XMPs.

Plus there's a graduate student at the Humboldt Uinversity who's working
on a way to use the XMP as a maths co-pro for your ATW ...

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
http://plato.digiweb.com/kiffer/chris_gray/

4137. Re: **Internet Virus!**

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-01 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4jo6c7$n14@orm.southern.co.nz>
Source record: 9894
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Mike Shell (Mike.Shell@msfc.nasa.gov) wrote:
: The GOOD TIMES virsus is a HOAX!!!!!!!!!!!!! Will this insanity ever end.....
:
: This hoax has been perpetuated for at least two years.....

Thank goodness the hoax only 'affects' people with IBM PC and possibly
Mac. Gee I'm glad I own a hoax-free Falcon... ;^)

Chris W.
/|\ Keepin' on keepin' on Atari down in the South Pacific...

4138. Re: Thoughts about Falcon THE Problem from the origen!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-01 00:00:00 UTC
From: Andrew Owen <andrew.owen@gecm.com>
Message-ID: <4jogop$7b2@gcsin3.geccs.gecm.com>
Source record: 9895

Brian-Roland Miller <brimiller@delphi.com> wrote:
>If you're truly interested in learning about high-speed PCI-based TOS machines
>capable of easily competing with other platforms currently available in
>both power and price, I'll send you e-mail. If your purpose was to fulfill

Other than the original press release of the Hades , I haven't heard anything.

So if you know more, then could you share it with us.

Only ever read one/two articles of the Eagle / Medussa but never seen any adverts of then for sale. Atari World recently did an feature on the OS's available for the atari platforms (?) but could not do a hardware comparision due to limited availability. Anyone got any specs price/performance comparisions on Fast atari TT/Falcon clones.

Andy.

4139. Hey Peter! The Ship is Sinking!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-01 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.828369495@gmi.edu>
Source record: 9896

AHAHAHA! I wouldn't normally laugh at this kind of thing, but because it has to do with something so near and dear to you, I just can't resist.

Why don't you tell us about Apple, Peter? Where should I start? Perhaps with the fact that Apple is going to take over $700 MILLION in losses? Seems that Amelio is going to attempt some huge one-time write-offs and losses to get the company back in the black again. But this is gonna hurt. Really bad.

Kinda reminds me of the Atari of the mid-80's.

Also, Moody's downgraded Apple to JUNK bond. And industry analysts don't expect Apple to see a single profitable quarter this year?

And what's this I hear about a significant portion of the losses to be taken are from back stock and inventory? I thought Apple's computers were selling like hotcakes? I think this mess is more from mismanaged inventories than back-orders. Apple was just trying to sugar-coat the situation, now the truth becomes known.

I was at CompUSA Saturday, and I watched the PC and Mac displays for a while. What a contrast. The PC section was filled with consumers (I counted 19), while the Apple section was neglected, only 3 customers were there (and 2 were kids!). Nice stacks of Macs here, too, you can't blame sales shortfalls on lack of stock.

Apple has a long and rocky road ahead of it. No doubt Peter will respond to this, and tell me about how things are turning around and that he has info that he can't disclose and how I'm in denial. Yeah, sure, whatever you say, Peter. Should I compose your response? I'd probably spell it better than you.

This is just so ironic. Peter flames us Atarians for being on a sinking ship while the moron can't see that his own ship is sinking! AHAHA! What a fool.

See you on the bottom, Peter.

/Kevin

4140. Re: **Internet Virus!**

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-01 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@postoffice.ptd.net>
Message-ID: <Pine.SOL.3.91.960401175707.20829D-100000@ns1.ptd.net>
Source record: 9897
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

>>There is a computer virus that is being sent across the
>>Internet. If you receive an e-mail message with the subject
>>line "Good Times", DO NOT read the message, DELETE it
>>immediately.

There is no "Good Times" virus! The whole thing is a hoax. In fact, shortly after ST Format reported the virus someone wrote in saying that the whole thing was a fluke. Even the college lab I used had these warnings, but it's all false. File this under chain letters and modem taxes(veterns know what I mean). If even the FCC believes this crock, then imagine if they actually try to "regulate" something they know little about :)

Eric Noss
a.k.a
Mr. Maddog

PS. Tell the so-called "computer experts" in the media to quit playing that ol' broken record called "hype" :)

4141. Re: **Internet Virus!**

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-01 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4jppjn$jbn@inca01.inca.co.nz>
Source record: 9898
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Chris Wilkinson (chriswil@southern.co.nz) wrote:
> Mike Shell (Mike.Shell@msfc.nasa.gov) wrote:
> : The GOOD TIMES virsus is a HOAX!!!!!!!!!!!!! Will this insanity ever end.....
> :
> : This hoax has been perpetuated for at least two years.....

> Thank goodness the hoax only 'affects' people with IBM PC and possibly
> Mac. Gee I'm glad I own a hoax-free Falcon... ;^)

No.

You've got the right idea, but I think you have made a little mistake.

The Good Times virus only attacks hoaxes.

The IBM and Mac are the hoaxes.

Unfortunately noone has caught on yet to the joke...

{[:-)]

--
Quote For The Month:

"If she's a lady, I'm a Pernicious Knid"

4142. Re: **Internet Virus!**

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-01 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@postoffice.ptd.net>
Message-ID: <Pine.SOL.3.91.960401180729.20829E-100000@ns1.ptd.net>
Source record: 9899
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

On 1 Apr 1996, Chris Wilkinson wrote:

> Mike Shell (Mike.Shell@msfc.nasa.gov) wrote:
> : The GOOD TIMES virsus is a HOAX!!!!!!!!!!!!! Will this insanity ever end.....
> :
> : This hoax has been perpetuated for at least two years.....
>
> Thank goodness the hoax only 'affects' people with IBM PC and possibly
> Mac. Gee I'm glad I own a hoax-free Falcon... ;^)

At least you won't have to worry about that Michelanglo[sic] crap on your
Atari computers. :)

BTW, if someone made a version of UVK for Windoze95...they'll clean up
the market :)

Eric Noss
a.k.a
Mr. Maddog

4143. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-01 00:00:00 UTC
From: JEDI
Message-ID: <4jollg$4lj@doc.zippo.com>
Source record: 9900

In article <4jmprq$g23$3@mhafn.production.compuserve.com>, BobR says...
>
>>A few years ago, a local user group here in New England helped a school set
>>up their TOS machines in a network.
>
>I'd be interested in knowing if that school is still using Atari computers
>for anything at all.
>
>"A few years ago", I used to take my Atari 800 to schools and demonstrate what
>a personal computer could do. While I could still show off the basic
>applications that are available on that system, there's no way I could use it
>to demonstrate the kinds of things which are CURRENTLY in the mainstream of
>computer applications.

The Atari ST aint an 8bit, 800 or otherwise.

What kinds of things you planning to demonstrate? Very little has actually
changed in the way of applications. The dominant packages have changed but,
that is something else entirely.

>
>It's been my experience that trying to support an obsolete computer system is
>an exercise in futilty, and one which will not last very long before the
>system is replaced by current technology.

Some of us live in the real world where money is a limited thing. Everyone
doesn't have the liberty or ability to grab the latest and greatest as
soon as it hits the shelf. Some of us have to make due with that which
we already have. The market doesn't want to acknowledge this for the
most part. That is why Netscape will barf on a slow 486, nevermind what
an underfunded or poorly managed school system may have lying around.

Furthermore, the ST (& the other 86Ks) were ahead of their time wrt to
kludge-klones. Despite their age, they are not as obsolete as you would
have everyone believe.

>
>There are PTA (or PTO) groups which will hold bake sales to buy modern
>computers for teachers if the school system can't afford them.

ROTHFLMAO!!!!

>
>It makes no sense to handicap teachers with obsolete or difficult to use tools.

A clue: they work the same way that Macs & PC's do. Point... Click...
Point... Click... DoubleClick...

>
>The Atari ST is an obsolete and (compared with other platforms) difficult to
>use platform for this particular application.

Unless you can provide specific details (as specific as mine), you really
shouldn't comment on that which you know nothing of.

4144. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-01 00:00:00 UTC
From: JEDI
Message-ID: <4jom3l$53s@doc.zippo.com>
Source record: 9901

In article <4jmoo9$g23$1@mhafn.production.compuserve.com>, BobR says...
>
>>The ST's would be shell clients of course. I thought that was OBVIOUS.
>
>"OBVIOUS" to the teacher in the original article..? I think not.

Well, that's the whole problem now isn't it. People aren't willing
to find solutions. They won't actually use their machines unless they
are led by the nose into it.

>
>Thanks for making my point again.

NO, you have made mine. YOu have shown time and time again that it is not
the superior standardized interface, superior search engines or the
information itself that you are interested. You don't want our kids to
have the 'meat and potatoes' of the net; you just want them to eat the
'candy'. There's more to the net than just eye-candy. What is more relevant
to learning is more than adequately accessed by lynx.

>
>Using STs on the Internet is for computer geeks and rocket scientists.

STOP spreading LIES!

ST's are for anyone not afraid of a command line (how ironic).
Incidentally, this includes anyone willing to use a clone, especially
an old 386.

Also, ironically such a 386 as you provided as an early example would
also be forced to be used in the same way as the ST as it would cost
the price of the new system to upgrade it to the point of being usable
as a win/netscape browser.

4145. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-01 00:00:00 UTC
From: JEDI
Message-ID: <4jompe$5l4@doc.zippo.com>
Source record: 9902

In article <4jl258$6ma$3@mhafn.production.compuserve.com>, BobR says...
>
>>>Codswollop!! Why are there so many of us Atari users on the net
>then? WWW is pile of account fee quadrupling bullshit anyhow, but
>we can still do that if needs be...<<
>
>Not very easily, and not very well, certainly not as easily or
>well as more current platforms with far more advanced software.

What'ssamatter?
Is clicking on the name of your ISP shell provider too hard?
Rocket science you say? Geez, never knew there was thermo involved
in point and click GUI's...

>
>
>>>In saying that Internet is 'Inappropriate...' for Atari, I
>guess you could also say that toilet tissue is inappropriate for
>toilets.<<
>
>Strange jump of logic there.. and you have it backwards. Atari
>computers are inappropriate for the Internet applications the
>teacher in the original article was probably thinking of. She
>probably wasn't thinking about running a sub-standard text
>browser.

Poor kiddies. They might actually learn something instead of gawking
at pictures that are probably already inside books already in their
classroom.

4146. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-01 00:00:00 UTC
From: JEDI
Message-ID: <4jon0b$5r0@doc.zippo.com>
Source record: 9903

In article <4jl1l2$6ma$2@mhafn.production.compuserve.com>, BobR says...
>
>>>I don't understand where you are coming from here. Firstly,
>use of Netscape is a little bit more complicated than just
>clicking on "Install."<<
>
>Not very much. Far easier than ANY Internet applications I've
>ever seen for an ST.

DO Tell. We want details of course. We want to know that you've
actually had some experience here and are not just talking out
your ass.

>
>>>Installation of WinSOCK or Lizard is hellish.<<
>
>I just watched a girl in an office near mine install Trumpet
>WinSock and Netscape, type in her DNS and email addresses, and
>she was up on the WWW in 15 minutes without ever breaking a
>sweat. She didn't have to learn anything about the computer or
>OS or compilers.

Well, she did have to know how to use the shell. Oddly enough that
shell rather resembles the GEM desktop, especially if you're using the
filemanager.

>
>>>Eventually, any user of any computer is going to have
>problems.<<
>
>True enough, but why handicap them with an obsolete platform to
>begin with? The girl in my office has dozens of people to turn to
>for help. I'm the only one who knows anything about STs, and she
>wouldn't know that.. she'd be lost with an Atari.
This might count as the only sensible thing you've ever said.
Too bad you didn't come up with it earlier vs. tilting at windmills.

4147. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-01 00:00:00 UTC
From: JEDI
Message-ID: <4jon33$5t4@doc.zippo.com>
Source record: 9904

In article <4jl0rr$6ma$1@mhafn.production.compuserve.com>, BobR says...
>
>>>simply because the same teacher refuses to learn<<
>
>Tell you what... you go talk to some teachers and find out what
>kind of classloads and pressures they're under already, then tell
>me why they should be forced to "learn" to program obsolete
>computers just because you think it would be cheaper...
>
>Do you want kids who know how to read, or teachers who can "make"
Actually, a human child should know how to read before they are even
old enough for an american school but, that's another argument.
>obsolete text browsers..?

4148. Re: **Internet Virus!**

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-01 00:00:00 UTC
From: JEDI
Message-ID: <4jphoo$8f9@doc.zippo.com>
Source record: 9905

In article <4jo6c7$n14@orm.southern.co.nz>, chriswil@southern.co.nz says...
>
>Mike Shell (Mike.Shell@msfc.nasa.gov) wrote:
>: The GOOD TIMES virsus is a HOAX!!!!!!!!!!!!! Will this insanity ever end.....
>:
>: This hoax has been perpetuated for at least two years.....
>
>Thank goodness the hoax only 'affects' people with IBM PC and possibly
>Mac. Gee I'm glad I own a hoax-free Falcon... ;^)

A cross platform virus, eh? Isn't progress wonderful? '-)

4149. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-02 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <Dp8596.MyJ@ridgecrest.ca.us>
Source record: 9906

guenther@cabal.shnet.org (Thorsten Guenther) wrote:
>In <1996Mar26.232849.53619@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>
>>In article <BfMLN1M.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
>>> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>>>
>>>>Where can I find one localy and at what price? Does it run Netscape Navigator,
>>>>PowerPoint, Marathon, Cyberdog, Copland and much more?
>>>
>>> Can I buy a Mac 7200 at Steve's? Will it run CAB, Oasis 2, Apex Media,
>>> Towers II, Moonspeeder, Geneva II, and much more?
>>
>>If you want, yes.. Through the Atari ST emulator..
>
>Nope, MagiCMac will not run software requiring the Falcon DSP or other
>proprietary Falcon hardware. CAB, Oasis and Geneva are likely to run, the
>others are not. And even the "clean" software may have problems using the
>Mac ports as e.g. serial ST ports.
>

While it is true that MagiC Mac may not run software utilizing a DSP such
as the one in the Falcon, printing is pretty much stright foward. A cable
called Power Print is installed on the Mac and this allows MagiC to print
through the serial port to a parallel printer. Calamus SL has the option
to print through the serial port and does not require the cable. As a matter
of fact I can print through the ethernet at work to a remote printer with it.
Geneva, like MagiC in some ways, is a replacement O/S for TOS based systems.
MagiC Mac is a system extension for the Mac that allows TOS software written
under the same guidelines as MagiC to execute on the Mac. MagiC Mac does not
emulate TOS, it is a Mac application that runs software wrote for the TOS machines.
I think the only emulation that really goes on is the FPU emulator for the 040.
It is the same one that is used on the Medusa and Hades.

Does that make sence? :)

Mike

>Thorsten
>
>--
>- guenther@cabal.shnet.org (Thorsten G=FCnther) - _O
>----=E4=3Dae--=F6=3Doe--=FC=3Due--=C4=3DAe--=D6=3DOe--=DC=3DUe--=DF=3Dsz---- /
> \
>)

4150. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-02 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <Dp85DK.n1M@ridgecrest.ca.us>
Source record: 9907

chriswil@southern.co.nz (Chris Wilkinson) wrote:
>PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
>: >>Where can I find one localy and at what price? Does it run Netscape Navigator,
>: >>PowerPoint, Marathon, Cyberdog, Copland and much more?
>
>Thank goodness...
>
>: > Can I buy a Mac 7200 at Steve's? Will it run CAB, Oasis 2, Apex Media,
>: > Towers II, Moonspeeder, Geneva II, and much more?
>:
>: If you want, yes.. Through the Atari ST emulator..
>
>If anyone thinks for one second that an ST emulator on PC, Mac or
>whatever can run APEX media, then your brain must be as useful as bottled
>fart gas. APEX runs on a dedicated RISC chip (namely the MC56001-DSP),
>and you will need to emulate that to achieve such a task. I estimate it
>would take a hell of a machine to software emulate such a piece of
>silicon. Maybe an SGI Indy 2? Sorry, PPC mac and Pentium don't get close!!
>
>Chris W.
>/|\
>

It would have been nice for the MagiC Mac authors to have considered the
840AV model as it does have a DSP. With the new Apex 3.0 due that is suppose
to operate in any resolution, Apex on the Mac might have been possible.

Mike

4151. Re: Thoughts about Falcon THE Problem from the origen!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-02 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <Dp85Mz.4t@ridgecrest.ca.us>
Source record: 9908

Brian-Roland Miller <brimiller@delphi.com> wrote:
><zan660@usa.pipeline.com> writes:
>
>>I see people paying thousands of dollars for 030s when I read my Atari
>>magazines, but when I read MacUser or MacWorld one can get a 040 for
>>$100(US). The PPC 603e is low cost and faster then a 040, C-Labs should
>
>Thousands of dollars for a TT030 with 16 megs of fast RAM, 4 megs of ST
>RAM, hard drive, and monitor, perhaps.
>---
>$100 for a used 040 Centris, sure. Two different machines. Fact is, if
>you are truly convinced that there's nothing in the TOS range that doesn't
>meet your needs at a reasonable cost, I'm not going to insist you buy one.
>---
>BR Miller
>Boston, MA

I would like to know where he can find a "$100.00" 040 Mac. I would especially
like a 840AV or a Quadra 900 for $100.00.
Best price I have seen on either is around $1500.00 with only 8mb, 500mb, 1mb video.
Put up of shut up. If you can find them, i'll take a half dozen.

Mike

4152. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-02 00:00:00 UTC
From: c4sy@dmu.ac.uk
Message-ID: <4jr9mk$k4d@macondo.dmu.ac.uk>
Source record: 9909

```
>
> Any platform one feels the dire need to run Netscape on, for Netscape
> is a system hog and will bring down even some UNIX platforms.

Netscape crashes regularly on my Unix box. Core dumps of 6 Mb are not uncommon ...
Give me CAB any day :-)

--
Simon Yardley, Leicester, UK

Internet: c4sy@dmu.ac.uk
URL: http://www.cms.dmu.ac.uk/~c4sy/ *Have a peek !*
```

4153. Re: Thoughts about Falcon THE Problem from the origen!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-02 00:00:00 UTC
From: zan660@usa.pipeline.com
Message-ID: <4jsavr$auh@news1.h1.usa.pipeline.com>
Source record: 9910
Cross-posted to: comp.sys.atari.advocacy,

"I would like to know where he can find a "$100.00" 040 Mac. I would
especially
like a 840AV or a Quadra 900 for $100.00.
Best price I have seen on either is around $1500.00 with only 8mb, 500mb,
1mb video.
Put up of shut up. If you can find them, i'll take a half dozen.

Mike"

I meant on 040 chip, not a unit. There is no sence in bying a 040 based
Mac now, PPC Macs are much cheaper and have far suppior performance, 040
are dead in the Mac world.

4154. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-02 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <xDKrOGH.brimiller@delphi.com>
Source record: 9911

BobR <76702.1466@CompuServe.COM> writes:

>That's exactly what Leonard Tramiel said to Dave Small when Dave
>took the idea of his Mac emulator to Atari for them to market.

SO know, we reward Peters original red herring by calling the person
who made this point a "Virtual Tramiel" when he notes that the original
point was about Falcon applications, not emulations. Bravo!

BR Miller
Boston, MA

4155. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-02 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <5DKrmUC.brimiller@delphi.com>
Source record: 9912

Michael Grove <mgrove@owens.ridgecrest.ca.us> writes:

>It would have been nice for the MagiC Mac authors to have considered the
>840AV model as it does have a DSP. With the new Apex 3.0 due that is suppose
>to operate in any resolution, Apex on the Mac might have been possible.

The DSP on the Mac is an AT&T, while the one in the Falcon is a Motorola
56001. They are highly incompatible, and cross-compilation, or writing
an emulator for the Motorola chip for the AT&T chip isn't cost-effective.
Not to mention that the Falcon system bus handles the DSP differently than
does the Mac, as an integrated system component rather than a sound engine.

BR Miller
Boston, MA

4156. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-02 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <xhBou2N.brimiller@delphi.com>
Source record: 9913

BobR <76702.1466@CompuServe.COM> writes:

>Not very much. Far easier than ANY Internet applications I've
>ever seen for an ST.

Obviously, you don't have much experience with installing Netscape in non-home situations, or puuting TOS boxes on the Internet. I do. It's really not all that tough to do either. Different methods are required for each, but neither is impossible, and both produce satisfactory results (which is all one can ask for without buying a whole new bank of machines).

>I just watched a girl in an office near mine install Trumpet
>WinSock and Netscape, type in her DNS and email addresses, and
>she was up on the WWW in 15 minutes without ever breaking a
>sweat. She didn't have to learn anything about the computer or
>OS or compilers.

Yep. She'll do fine until she makes a change in installation for her OS (like installing a new graphics driver, a sound card driver, or Windows 95). Then, she'll not only need to reinstall Trumpet, but she'll need to set up different booting options to disable her CD-ROM drive if its soundblaster-driven rather than SCSI. She may need to reinput her IP address, among other things. It gets complicated very quickly. With STiK, you install it and forget it.

>True enough, but why handicap them with an obsolete platform to
>begin with? The girl in my office has dozens of people to turn to

I still am confused by this "obsolete platform" talk. What is obsolete? Is my Plymouth Valiant coupe obsolete? How about my good old Reliant K car? (I like Chryslers <grin>). They cruise well, they're tough as nails, and get great fuel mileage. Of course, their styling isn't "modern." Most of the "obsolete computer" threads stem out of the mine is bigger than yours paradigm, in which, styling and glamour overtake reality. Detroit and Japan have convinced consumers that purchasing a new car every four years is necessary. Silicon Valley has convinced America that purchasing a new computer every two years is necessary. This is complete garbage. As someone who helps businesses set up computers, I can attest to the fact that Amigas, STs, and other machines do a fine job - just as good as "modern" Intel boxes. The software, which has been developed and refined longer, is more stable, more functional, easier to use, and frequently cheaper.
-

I define obsolecence as the state of when something loses all utility. In this case, a Ford Model T is obsolete, it can only go 30 MPH tops. In the case of the TOS platform, it is far from obsolete. Evidence of this is easy to find. When neighbors of mine lose the great feeling from playing CD-ROM games on their new Pentiums, they knock on my door and ask to type up term papers under Papyrus on my Falcon. Why? "It's so much faster and easier than my computer." That's a direct quote.

>for help. I'm the only one who knows anything about STs, and she
>wouldn't know that.. she'd be lost with an Atari.

Had to chortle at this one. "Hi, can anyone help me? My WIN.INI file has been corrupted. I keep getting a general protection fault error when loading Netscape." Solution? Call the 900-number tech support hotline. This argument that PC support is cheap and plentiful is BS. My experience finds that TOS users tend to be far more helpful, knowledgable, and friendly. Next thing you know, you'll be extolling the ability of the PC user to go to Computer City and get tech support and advice from the salesmen there. :'D

BR Miller
Boston, MA

4157. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-02 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <5hJLWOG.brimiller@delphi.com>
Source record: 9914

BobR <76702.1466@CompuServe.COM> writes:

>"A few years ago", I used to take my Atari 800 to schools and demonstrate what
>a personal computer could do. While I could still show off the basic

An Atari 800 isn't a TOS machine.

Can you say "RED HERRING"? Good, I knew you could.

>to demonstrate the kinds of things which are CURRENTLY in the mainstream of
>computer applications.

Which are? Spreadsheets, databases, dekstop publishing, word processing,
drafting, drawing/art, photo retouching, terminal software, what else? All
of the above are available for TOS, and are actively published, supported,
and updated. Clutching at straws, aren't we?

BR Miller
Boston, MA

4158. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-02 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <5hKqGMD.brimiller@delphi.com>
Source record: 9915

BobR <76702.1466@CompuServe.COM> writes:

>The Atari ST is an obsolete and (compared with other platforms) difficult to
>use platform for this particular application.

"I declare that the Atari ST and all TOS machines are obsolete and
'inappropriate' for general internet use, simply because I think that
specifying five pieces of information in a text file is too complex
for the average computer teacher. Furthermore, I think that these
still-usable systems should be trashed because of this."

Wow, guy, I give you an F in management accounting. We weren't arguing
that TOS systems should replace PCs, we were showing that the machines
currently in the school setting could be used effectively.

BR Miller
Boston, MA

4159. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-02 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <96093.192540STIRRE31@MAINE.MAINE.EDU>
Source record: 9916

I was reading an education journal today in the "teacher's lounge"
(*gasp* that place where mere students would dare not intrude)
and it had some interesting facts. First of all, it said that
97% of schools with Internet access hooked up via modems. It
also stated that a majority of these schools did not have graphical
browsers but, instead, used VT100 terminal programs to access Lynx.
BTW, 49% of schools have Internet access. Makes one feel sorry
for that teacher in California, huh?
-scott tirrell

4160. Re: Thoughts about Falcon THE Problem from the origen!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-02 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <5jLJm0C.brimiller@delphi.com>
Source record: 9917

<zan660@usa.pipeline.com> writes:

>I meant on 040 chip, not a unit. There is no sence in bying a 040 based
>Mac now, PPC Macs are much cheaper and have far suppior performance, 040
>are dead in the Mac world.

Ah, so chips = computers?!?!?!?!?!

Of course, if owns a TOS box, he gets a lot more functionality out of it,
without the inane processor forced upgrades. This is a major asset to
some of my clients. They appreciate that the Mega4 with Calamus that
they're running now, purchased in 1987, had a far more powerful interface,
and a far longer lifespan than the 286 purchased at the same time.
Same for Falcons. Any application similar to APEX Media or DAS Layout on
the PC is going to require far more horsepower than a Falcon, and will
have a shorter lifespan because of the phoney forced upgrades. A multitasking
OS requiring 8 megs to function properly is ridiculous! The Amiga was doing
that on 512K in 1986, and was/is more stable and easier to use! Of course,
the PC makers won't realize why small business users aren't buying their
systems. Most small businesses I know use non-Mac/non-PC (by "know," I
mean "consult for"). For one thing, they keep their competitors guessing.
If a competitor has seen one brochure made in Microsoft Publisher, he's seen
them all. Brochures in Calamus, however, have a "bad habit" of standing out
(and getting noticed)! :')

BR Miller
Boston, MA

4161. Re: Hey Peter! The Ship is Sinking!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-02 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <5DEIuqD.brimiller@delphi.com>
Source record: 9918

Apple's definitely in a mess.
-
Amelio is taking a gamble that writing off all of Apple's problems in
one fell swoop is the answer. However, it effects Apple's credit rating
and ability to attract and maintain working capital. It also badly hurts
Apple's ability to borrow, and makes it very expensive. _If_ Amelio's
plan works, and Apple returns to the black with five quarters, he
did the right thing. If Apple is still losing money in five quarters,
the firm will have lost its preeminence in the computer industry forever.
It will simply be another shrinking computer maker in a market filled
with them.

BR Miller
Boston, MA

4162. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-02 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <xnHp2cP.brimiller@delphi.com>
Source record: 9919

BobR <76702.1466@CompuServe.COM> writes:

>Strange jump of logic there.. and you have it backwards. Atari
>computers are inappropriate for the Internet applications the
>teacher in the original article was probably thinking of. She
>probably wasn't thinking about running a sub-standard text
>browser.

For your edification, here are the contents of the FREEWARE, free
to use STiK WWW 1.30 package:
-
* STiK, originally by Steve Adam (Australia) and now by Dan Ackerman
(USA). This does the low-level networking stuff to the Internet.
* CAB, by Alexander Clauss (Germany). The HTML/WWW browser.
* CAB.OVL, originally by Tim Newsome (USA) and now by Dan Ackerman
(USA). This is the missing link between STiK and CAB.
* Antmail, by Dan Ackerman (USA). A POP3 based E-mail program.
* Telnet, by Jim Baumgardner and Dan Ackerman (both USA). This is a
remote login terminal program.
* Setup, by Guy Harrison (UK). Sets up STiK for you with no hassles
guaranteed.

Hmm. . a tad corrupted, here's a rundown:
1) STiK, the TCP/IP stack
2) CAB, a Netscape-compatible (somewhat) HTML-2 compatible graphical browser
3) CAB.OVL, the file that makes CAB and STiK "talk to each other"
4) Antmail, a full e-mail program, allows you to send and receive mail
5) Setup, the oh-so-important single-click installation program
-
FTP is also available seperately, and is easy to add. And use of this
software is free, no fees need to be paid, unlike Netscape. So, Bob
Retelle, what was it you were saying again?

BR Miller
Boston, MA
<going to download STiK from ftp.uni-kl.de pub/atari/incoming now!> :')

4163. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-03 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4jsprn$6if$2@mhadg.production.compuserve.com>
Source record: 9920

>>"I declare that the Atari ST and all TOS machines are obsolete
and 'inappropriate' for general internet use, simply because I
think that specifying five pieces of information in a text file
is too complex for the average computer teacher. Furthermore, I
think that these still-usable systems should be trashed because
of this."

Wow, guy, I give you an F in management accounting. We weren't
arguing that TOS systems should replace PCs, we were showing that
the machines currently in the school setting could be used
effectively.

BR Miller<<

Those are your words quoted above, not mine.

My point is that the Internet software solutions available for
the ST are both below standard and difficult to install, not that
they are completely unusable.

Also, we're not talking exclusively about "computer teachers", as
I don't recall the original article mentioning the teacher's
specialty. A "computer teacher" would probably have the time and
knowledge necessary to set up an ST.
BobR

4164. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-03 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4jspf2$6if$1@mhadg.production.compuserve.com>
Source record: 9921

>>BTW, 49% of schools have Internet access.<<

Did that article say where those schools are..?

I can tell you that 49% of the schools in the City of Detroit
don't have Internet access. I'd really be surprised if more than
an handfull did...

BobR

4165. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-03 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GDDTBHAFUP@cabal.shnet.org>
Source record: 9922

In <4jl0rr$6ma$1@mhafn.production.compuserve.com> BobR wrote:

>>>simply because the same teacher refuses to learn<<
>
>Tell you what... you go talk to some teachers and find out what
>kind of classloads and pressures they're under already, then tell
>me why they should be forced to "learn" to program obsolete
>computers just because you think it would be cheaper...

A Linux PC is an obsolete platform?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4166. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-03 00:00:00 UTC
From: quinlan@news.sfu.ca
Message-ID: <4juhii$n0v@morgoth.sfu.ca>
Source record: 9923

Brian-Roland Miller <brimiller@delphi.com> writes:

>The DSP on the Mac is an AT&T, while the one in the Falcon is a Motorola
>56001. They are highly incompatible, and cross-compilation, or writing
>an emulator for the Motorola chip for the AT&T chip isn't cost-effective.
>Not to mention that the Falcon system bus handles the DSP differently than
>does the Mac, as an integrated system component rather than a sound engine.

The Mac DSP is not only used for sound. It can be used by any program that
wants to bother. Photoshop uses it to accelerate filters, VideoFusion
uses it to capture video, etc.

--
Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

4167. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-03 00:00:00 UTC
From: JEDI
Message-ID: <4jttrm$s4l@doc.zippo.com>
Source record: 9924

In article <4jr9mk$k4d@macondo.dmu.ac.uk>, c4sy@dmu.ac.uk says...
>
>>
>> Any platform one feels the dire need to run Netscape on, for Netscape
>> is a system hog and will bring down even some UNIX platforms.
>
>Netscape crashes regularly on my Unix box. Core dumps of 6 Mb are not uncommon ...
>Give me CAB any day :-)

Actually, I was refering to hard crashes. Core dumps tho not nice are
relatively mundane and rather harmless when compared to just about any
Windoze GPF. 'Scape will do more than just core dump some UNIX systems.

UNIX/NT/VMS -- building better OS's to accomodate worse software.

Does anyone know what part's of HTML 2 & 3 CAB does and doesnt do (or
does poorly). The size of CAB makes it look like a promising prospect.

4168. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-03 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GDDWFCBDUP@cabal.shnet.org>
Source record: 9925

In <4jl9dp$9n4@flood.xnet.com> Boris Molodyi wrote:
>guenther@cabal.shnet.org (Thorsten Guenther) wrote:
>
>>Why are Netscape's features not supported additionally while compatibility
>>with other browsers is kept up? Just coincidence?
>
>May be because it is easier.

If you want a click-click-oh-how-colourful Web Page designer software
instead of learning html, of course.

>>Arghl, Netscape is building a monopoly by producing/supporting html design
>>software that will create Netscape-only pages. If I use Mosaic, these pages
>>will claim incompatibility (even if they only use html 2), and
>>Netscape-only functions will not be displayed correctly.
>
>Indeed, and that's the only reason why HTML is evolving.

Nope, Netscape's commands are not all part of html.

>For that matter, noone stops you from looking at HTML code and supporting those
>features anyway.

Supporting features only Netrape-users can make advantage of? Pretty
stupid idea.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4169. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-03 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GDDWFCBGUP@cabal.shnet.org>
Source record: 9926

In <4jmp19$g23$2@mhafn.production.compuserve.com> BobR wrote:

>>Why are Netscape's features not supported additionally while compatibility
>>with other browsers is kept up? Just coincidence?
>
>I don't find that to be true at all.
>
>I find far more sites using the newest versions of Netscape's extensions to
>HTML than sites which pout and stick their tounges out and refuse to support
>them.
>
>"Compatibility with other browsers" MEANS compatiblity with Netscape anyway,
>as most browsers are eagerly adding the features that will bring them up
>to Netscape's capabilities.

Argh! lynx does not support all those Netscape features. And if lynx
doesn't, they are faulty.

>Netscape is pushing the envelope... and suddenly that's a "bad thing"..?

Of course it is. Some people complain about RFC-1521, and that is a more
or less democratically developed standard. Netscape is building a
monopoly, pushing all other browsers out.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4170. Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-03 00:00:00 UTC
From: lpursell@bright.net
Message-ID: <828591756_OASIS_@bright.net>
Source record: 9927

TO: You non-Atari lusers...

Gee, I got STiK/CAB and Oasis/NOS working on my Atari so I guess that makes me a 'rocket scientist' then. Ah, then I must surely be smarter than you lamers who think an Atari can't be used on the net. What a load of crap!

This message was delivered to the news groups via a PPP connection directly to my internet account from my Atari. Read it an weep you weenies!! You know who you are.

Atari's these days have 16-bit displays people. Get off your duffs and go look at one for crying out load. Stop complaining about 320x200 in 16 shades of gray. Are you deaf? If you don't understand what a 16-bit display is you better buy a book on it. BTW, I have a 24-bit display.

Speaking of books, if the PC's and MAC's are so easy to use, then why is Walden's Books filled with tutorials that are as thick as the New York phone directory!! You don't fool us for a minute.

You only spend your time trying to stir us up cause you know we Atari users see through the BS!!!!!!!!!!!!!! Always have and always will. We are right, and you know, we know, you are wrong and it hurts.

Why not take this stupid 'teacher' thread or whatever the hell it started out as to a news.group full of darn teachers. It's getting old and boooooooring...

--

```
+-------------------------------------------------------------------------+
| Lonny Pursell Atari Rules! E-Mail: lpursell@bright.net |
|-------------------------------------------------------------------------|
| Your thoughts are compromising, self-centered, patronizing, your |
| image supersedes your soul. You find me mystifying, subhuman, so |
| annoying, you can't have me under control. Ozzy Osbourne - Ozzmosis |
+-------------------------------------------------------------------------+
```

4171. Re: Hey Peter! The Ship is Sinking!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-03 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Apr3.220540.53816@cobra.uni.edu>
Source record: 9928
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <khaley.828369495@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> AHAHAHA! I wouldn't normally laugh at this kind of thing, but because
> it has to do with something so near and dear to you, I just can't
> resist.
>
> Why don't you tell us about Apple, Peter? Where should I start?
> Perhaps with the fact that Apple is going to take over $700 MILLION
> in losses? Seems that Amelio is going to attempt some huge one-time
> write-offs and losses to get the company back in the black again.
> But this is gonna hurt. Really bad.
>
> Kinda reminds me of the Atari of the mid-80's.

As I understand, that the restructuring cost is 200 million and the rest is in inventory write downs of Performas that know one wanted. I didn't..

And what about the Atari of the 90's? 1995 Atari sales declined to $14 million.

>
> Also, Moody's downgraded Apple to JUNK bond. And industry analysts
> don't expect Apple to see a single profitable quarter this year?

Other analysts would disagree as well as Amelio..

>
> And what's this I hear about a significant portion of the losses
> to be taken are from back stock and inventory? I thought Apple's
> computers were selling like hotcakes? I think this mess is more from
> mismanaged inventories than back-orders. Apple was just trying
> to sugar-coat the situation, now the truth becomes known.

Apple screwed up royally by producing to many Performas that the market could not bare. The demand for the business PowerMacs are strong with the exception of the 7200/75.

>
> I was at CompUSA Saturday, and I watched the PC and Mac displays for
> a while. What a contrast. The PC section was filled with consumers
> (I counted 19), while the Apple section was neglected, only 3
> customers were there (and 2 were kids!). Nice stacks of Macs here,
> too, you can't blame sales shortfalls on lack of stock.
>
> Apple has a long and rocky road ahead of it. No doubt Peter will
> respond to this, and tell me about how things are turning

> around and that he has info that he can't disclose and how I'm in
> denial. Yeah, sure, whatever you say, Peter. Should I compose
> your response? I'd probably spell it better than you.

Yawn.. You should worry about the Jag.. No Jag II!
>
> This is just so ironic. Peter flames us Atarians for
> being on a sinking ship while the moron can't see that his
> own ship is sinking! AHAHA! What a fool.

Sinking ship? Not a chance.. The difference is Apple can change management
were as Atari is stuck with the Tramiels..

Business as usual...The second generation of PCI Macs are set for a April 22
release and with continous product introductions through the summer and fall.
>
> See you on the bottom, Peter.

In your wet dream..

>
> /Kevin
>

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4172. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-04 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4jvbpo$k8h$2@mhadg.production.compuserve.com>
Source record: 9929

>A Linux PC is an obsolete platform?

You don't pay attention very well, Thorsten...

Nobody I can recall ever said a PC running Linux is an obsolete platform.

But an Atari ST running *anything* is an obsolete platform.

And my point is that forcing teachers to "make do" with obsolete equipment
of any kind is counter-productive in a classroom.

BobR

4173. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-04 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4jvbgt$k8h$1@mhadg.production.compuserve.com>
Source record: 9930

>It's getting old and booooooooring...

Then... Duh... don't read it.

By the way... how much did you pay for your 24bit video card..?

BobR

4174. Re: Hey Peter! The Ship is Sinking!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-04 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <pFMrGSX.brimiller@delphi.com>
Source record: 9931

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>And what about the Atari of the 90's? 1995 Atari sales declined to $14
>million.

The Atari of the 90s is irrelevant to most TOS users, Peter. The Apple
of the 90s IS the Mac producer. Pretty pathetic trying to point to
Tramiel incompetence as a comparative measure for Apple's piss-poor
financial performance. Probably even worsde - Apple downplayed the loss to
the press and investors, telling them it was only going to be $150 million,
only releasing this shocker at the last minute.

>> Also, Moody's downgraded Apple to JUNK bond. And industry analysts
>> don't expect Apple to see a single profitable quarter this year?
>
>Other analysts would disagree as well as Amelio..

Then again, Amelio promised only $150 million in losses this quarter,
and now look what we get.

>Apple screwed up royally by producing to many Performas that the market could
>not bare. The demand for the business PowerMacs are strong with the exception of
>the 7200/75.

And they continue to produce models not demanded by the consumer. They
are saddled with over a billion dollars woth of this product - and are
GROWING the inventory. That suggests additional writeoffs of over $1 billion.
Of course, Apple isn't telling any investors the truth about the matter, which
is
why doom and gloom rule the day. As a former shareholder (until yesterday),
I am rather annoyed by the constant FUD and hype being spouted by Apple -
together with results far worse than they promised. Apple is not a holy
company - it is a money-loser. As soon as it gets off its high horse and
realizes its position in the marketplace is eroding, and confidence in it has
plummetted,
it will continue to lose money. It relly is that simple.

BR Miller
Boston, MA

4175. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-04 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <hnLLmeZ.brimiller@delphi.com>
Source record: 9932

BobR <76702.1466@CompuServe.COM> writes:

>Then... Duh... don't read it.

Wow, such advice!

>By the way... how much did you pay for your 24bit video card..?

Probably considerably less than it would take to purchase the brand new Pentiums you advocated to replace the STs in the lab. Of course, maximization of current resources is one of those lousy business practices. We don't need it in our school system, what could it do, bring the cost of education into line? Nah, forget it.

BR Miller
Boston, MA

4176. Re: Hey Peter! The Ship is Sinking!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-04 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.828628493@gmi.edu>
Source record: 9933

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>> Kinda reminds me of the Atari of the mid-80's.

>As I understand, that the restructuring cost is 200 million and the rest is in
>inventory write downs of Performas that know one wanted. I didn't..

That's the cash loss... over $200 million. But combined cash losses,
inventory write-offs, and one-time charges are going to exceed $700
MILLION.

>And what about the Atari of the 90's? 1995 Atari sales declined to $14
>million.

Pathetic, Peter. You are trying to compare Apple to a broken company
in the video game business? Is that how desperate you've
become?

>> Also, Moody's downgraded Apple to JUNK bond. And industry analysts
>> don't expect Apple to see a single profitable quarter this year?

>Other analysts would disagree as well as Amelio..

Amelio is already making mistakes. He is misleading the public and
the shareholders with sugar-coated loss expectations and then he
shocks everyone with much bigger loss reports. It's a classic
state of denial.

This $700 million in losses is just the tip of the iceberg, Peter.
The rocky road is just beginning.

>Apple screwed up royally by producing to many Performas that the market could
>not bare. demand for the business PowerMacs are strong with the exception of
>the 7200/75.

Wow, he admits that Apple is screwing up! This must be really serious.

Face it, Peter. Apple is building up huge inventories and they are
not moving the product. A few model lines are selling well but that
is being negated by the buildup in other inventories. It is expected
that Apple will continue to suffer with inventory problems.

Just like my example, Peter, in CompUSA... a whole pallet of Macs
sits in the Apple display area, and they're NOT moving.

>> Apple has a long and rocky road ahead of it. No doubt Peter will
>> respond to this, and tell me about how things are turning
>> around and that he has info that he can't disclose and how I'm in
>> denial. Yeah, sure, whatever you say, Peter. Should I compose

>> your response? I'd probably spell it better than you.

>Yawn.. You should worry about the Jag.. No Jag II!

Heh heh, is that all you can say?! You're in pretty piss-poor shape
now, Peter.

>Sinking ship? Not a chance.. The difference is Apple can change management
>were as Atari is stuck with the Tramiels..

>Business as usual...The second generation of PCI Macs are set for a April 22
>release and with continous product introductions through the summer and fall.

Denial, denial... you depict the current state of Apple brilliantly.
Apple has barely assessed their mounting problems. Losses WILL
continue to plague the company, probably into next year. And if they
still spout their sugar-coated reality and deny that fact that
the company is teetering on the brink of disaster, then they're
screwed... BIG TIME.

Unless Amelio (or someone else) can accomplish an amazing turnaround
after this year, I give Apple 5 years... and then they're DEAD.
Their marketshare will shrink to probably <5% over the next 2 years...
and at some point, this marketshare will reach the threshold where
developers will not see it as a viable platform anymore... then guess
what happens? The same thing that happened to the Atari, Commodore,
and countless other computer lines that fell by the wayside.

>> See you on the bottom, Peter.

>In your wet dream..

I thought even you would be able to come up with a better response than
this follow-up, Peter. It really goes to show us that you really
have no defense in this new round of bad news for Apple.

Welcome to Reality, Peter.

/Kevin

4177. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-04 00:00:00 UTC
From: JEDI
Message-ID: <4k0jj5$c90@doc.zippo.com>
Source record: 9934

In article <4jspf2$6if$1@mhadg.production.compuserve.com>, BobR says...
>
>>>BTW, 49% of schools have Internet access.<<
>
>Did that article say where those schools are..?
>
>I can tell you that 49% of the schools in the City of Detroit
>don't have Internet access. I'd really be surprised if more than
>an handfull did...

Well, considering that Apples have been around for quite some time in the schools it's not too unlikely that the teachers involved know how to use them effectively. Furthermore, probably aren't so easily encouraged to use them to less than their full potentials.

4178. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-04 00:00:00 UTC
From: JEDI
Message-ID: <4k0kep$d89@doc.zippo.com>
Source record: 9935

In article <4jsprn$6if$2@mhadg.production.compuserve.com>, BobR says...
>
>>>"I declare that the Atari ST and all TOS machines are obsolete
>and 'inappropriate' for general internet use, simply because I
>think that specifying five pieces of information in a text file
>is too complex for the average computer teacher. Furthermore, I
>think that these still-usable systems should be trashed because
>of this."
>---
>Wow, guy, I give you an F in management accounting. We weren't
>arguing that TOS systems should replace PCs, we were showing that
>the machines currently in the school setting could be used
>effectively.
>---
>BR Miller<<
>
>Those are your words quoted above, not mine.
>
>My point is that the Internet software solutions available for
>the ST are both below standard and difficult to install, not that
>they are completely unusable.

How does CAB and Lynx fail to live up to HTML 2.0 and HTML 3.0?
Details please.

How is it harder to install?
Details please.

Also, give us time figures.
Details please.

School years almost over. Would a poor undertrained teacher manage to have
it running by September.
Details please.

Considering that most ST software (and all that I've seen and I've seen
a lot... DBMan, Opus, Calamus, DynaCADD) only requires the loading of a
disk or the unarcing of a file to be installed, your statements are
very dubious (to put it mildly).

>
>Also, we're not talking exclusively about "computer teachers", as
>I don't recall the original article mentioning the teacher's
>specialty. A "computer teacher" would probably have the time and
>knowledge necessary to set up an ST.

Get a clue and...

STOP spreading LIES!

You know nothing of ST's or real networks and never will.

4179. Re: Thoughts about Falcon THE Problem from the origen!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-04 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GDEUEFDTUP@cabal.shnet.org>
Source record: 9936
Cross-posted to: comp.sys.atari.advocacy,

In <4jsavr$auh@news1.h1.usa.pipeline.com> zan660@usa.pipeline.com wrote:
>"I would like to know where he can find a "$100.00" 040 Mac. I would
>especially
>like a 840AV or a Quadra 900 for $100.00.
>Best price I have seen on either is around $1500.00 with only 8mb, 500mb,
>1mb video.
>Put up of shut up. If you can find them, i'll take a half dozen.

>There is no sence in bying a 040 based
>Mac now, PPC Macs are much cheaper and have far suppior performance, 040
>are dead in the Mac world.

If it makes no sense, they must be getting cheaper and cheaper. Are they
at 80 $ now?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4180. Re: Hey Peter! The Ship is Sinking!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-04 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <JVALugr.brimiller@delphi.com>
Source record: 9937

Kevin Haley <khaley@nova.gmi.edu> writes:

>This $700 million in losses is just the tip of the iceberg, Peter.
>The rocky road is just beginning.

For clarification and perspective: This $700 million loss represents a whopping 1/3 of Apple's net worth. What is net worth? Simply stated, it's assets (like buildings and cash) less liabilities (like accounts payable). A company with a net worth of zero has assets equal to its liabilities. A company with negative net worth has greater debts than assets, and is insolvent. Apple has wiped out 1/3 of its real value, the amount of assets above and beyond its liabilities. That's one hell of a gamble. If it pays off, Amelio's a genius. If it doesn't, well, Apple's going to have one heck of a time getting credit in the money market.

BR Miller
Boston, MA

4181. Re: Hey Peter! The Ship is Sinking!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Apr5.112527.53864@cobra.uni.edu>
Source record: 9840

In article <pFMrGSX.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>
>>And what about the Atari of the 90's? 1995 Atari sales declined to $14
>>million.
>
> The Atari of the 90s is irrelevant to most TOS users, Peter. The Apple
> of the 90s IS the Mac producer. Pretty pathetic trying to point to
> Tramiel incompetence as a comparative measure for Apple's piss-poor
> financial performance. Probably even worsde - Apple downplayed the loss to
> the press and investors, telling them it was only going to be $150 million,
> only releasing this shocker at the last minute.
> ---

Apple wrote down the value of the inventory so it can get rid of it cheapely.
The $500 million write down did not cost Apple that amount to build that
inventory.

>
>>> Also, Moody's downgraded Apple to JUNK bond. And industry analysts
>>> don't expect Apple to see a single profitable quarter this year?

Others would disagree.. But time will tell.

>>
>>Other analysts would disagree as well as Amelio..
>
> Then again, Amelio promised only $150 million in losses this quarter,
> and now look what we get.

The actual restructuring charge was $200 million to downsize. Did not include
inventory writedowns. He did not promise anything considering he was on the
job for two months.

> ---
>
>>Apple screwed up royally by producing to many Performas that the market could
>>not bare. The demand for the business PowerMacs are strong with the exception of
>>the 7200/75.
>
> And they continue to produce models not demanded by the consumer. They
> are saddled with over a billion dollars woth of this product - and are
> GROWING the inventory. That suggests additional writeoffs of over $1 billion.
> Of course, Apple isn't telling any investors the truth about the matter, which
> is

> why doom and gloom rule the day. As a former shareholder (until yesterday),
> I am rather annoyed by the constant FUD and hype being spouted by Apple -
> together with results far worse than they promised. Apple is not a holy
> company - it is a money-loser. As soon as it gets off its high horse and
> realizes its position in the marketplace is eroding, and confidence in it has
> plummetted,
> it will continue to lose money. It relly is that simple.

Of course they are growing the inventory. The inventory of the new PowerMacs to
be introduced on April 22 are being stockpiled. I suspect Apple has stopped
producing some Performa models. The 6300 has been taken off the price list.
> ---
> BR Miller
> Boston, MA

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4182. Re: Hey Peter! The Ship is Sinking!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Apr5.113504.53865@cobra.uni.edu>
Source record: 9841

In article <khaley.828628493@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
>>> Kinda reminds me of the Atari of the mid-80's.
>
>>As I understand, that the restructuring cost is 200 million and the rest is in
>>inventory write downs of Performas that know one wanted. I didn't..
>
> That's the cash loss... over $200 million. But combined cash losses,
> inventory write-offs, and one-time charges are going to exceed $700
> MILLION.

The cash loss will be less than $700 million. It did not cost Apple $500
million to build that inventory. Apple is writing down the value of it..

>
>>And what about the Atari of the 90's? 1995 Atari sales declined to $14
>>million.
>
> Pathetic, Peter. You are trying to compare Apple to a broken company
> in the video game business? Is that how desperate you've
> become?

Nope..
>
>>> Also, Moody's downgraded Apple to JUNK bond. And industry analysts
>>> don't expect Apple to see a single profitable quarter this year?
>
>>Other analysts would disagree as well as Amelio..
>
> Amelio is already making mistakes. He is misleading the public and
> the shareholders with sugar-coated loss expectations and then he
> shocks everyone with much bigger loss reports. It's a classic
> state of denial.

Are you kidding? Wall ST applauded the move.

>
> This $700 million in losses is just the tip of the iceberg, Peter.
> The rocky road is just beginning.
>
>>Apple screwed up royally by producing to many Performas that the market could
>>not bare. demand for the business PowerMacs are strong with the exception of
>>the 7200/75.
>
> Wow, he admits that Apple is screwing up! This must be really serious.

Serious? I have questioned why they ever came out with the 603-75mhz. Apple
should of standarized on the 603e at a higher clock speed for the Performas.
This will be the case this month with the 5400...

>
> Face it, Peter. Apple is building up huge inventories and they are
> not moving the product. A few model lines are selling well but that
> is being negated by the buildup in other inventories. It is expected
> that Apple will continue to suffer with inventory problems.

Apple is currently building up inventories of the Powermacs set to be
introduced on April 22. The other Powermacs such as the 7200/75/90 are no
more.. Once the supply is gone, no more..

>
> Just like my example, Peter, in CompUSA... a whole pallet of Macs
> sits in the Apple display area, and they're NOT moving.
>
>>> Apple has a long and rocky road ahead of it. No doubt Peter will
>>> respond to this, and tell me about how things are turning
>>> around and that he has info that he can't disclose and how I'm in
>>> denial. Yeah, sure, whatever you say, Peter. Should I compose
>>> your response? I'd probably spell it better than you.

I was at the campus reseller the other day. All were ordering Macs..I can play
to.

>
>>Yawn.. You should worry about the Jag.. No Jag II!
>
> Heh heh, is that all you can say?! You're in pretty piss-poor shape
> now, Peter.
>
>>Sinking ship? Not a chance.. The difference is Apple can change management
>>were as Atari is stuck with the Tramiels..
>
>>Business as usual...The second generation of PCI Macs are set for a April 22
>>release and with continous product introductions through the summer and fall.
>
> Denial, denial... you depict the current state of Apple brilliantly.
> Apple has barely assessed their mounting problems. Losses WILL
> continue to plague the company, probably into next year. And if they
> still spout their sugar-coated reality and deny that fact that
> the company is teetering on the brink of disaster, then they're
> screwed... BIG TIME.

Well see.. I can hardly wait to repost this at a later date..

>
> Unless Amelio (or someone else) can accomplish an amazing turnaround
> after this year, I give Apple 5 years... and then they're DEAD.
> Their marketshare will shrink to probably <5% over the next 2 years...
> and at some point, this marketshare will reach the threshold where

> developers will not see it as a viable platform anymore... then guess
> what happens? The same thing that happened to the Atari, Commodore,
> and countless other computer lines that fell by the wayside.

What about 1996?

>
>>> See you on the bottom, Peter.
>
>>In your wet dream..
>
> I thought even you would be able to come up with a better response than
> this follow-up, Peter. It really goes to show us that you really
> have no defense in this new round of bad news for Apple.

He he he..

>
> Welcome to Reality, Peter.

I have.. The issue is Apple is selling units, Atari is not..

>
> /Kevin
>

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |

| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4183. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-05 00:00:00 UTC
From: JEDI
Message-ID: <4k3h1a$86r@doc.zippo.com>
Source record: 9842

In article <4jsprn$6if$2@mhadg.production.compuserve.com>, BobR says...
>
>>>"I declare that the Atari ST and all TOS machines are obsolete
>and 'inappropriate' for general internet use, simply because I
>think that specifying five pieces of information in a text file
>is too complex for the average computer teacher. Furthermore, I
>think that these still-usable systems should be trashed because
>of this."
>---
>Wow, guy, I give you an F in management accounting. We weren't
>arguing that TOS systems should replace PCs, we were showing that
>the machines currently in the school setting could be used
>effectively.
>---
>BR Miller<<
>
>Those are your words quoted above, not mine.
>
>My point is that the Internet software solutions available for
>the ST are both below standard and difficult to install, not that
>they are completely unusable.
>
>Also, we're not talking exclusively about "computer teachers", as
>I don't recall the original article mentioning the teacher's
>specialty. A "computer teacher" would probably have the time and
>knowledge necessary to set up an ST.
Why? There would be less to it than setting up a PC. Despite your
protestations to the otherwise, an ST setup is a subset of a WinTel
box.

They have the same interfaces. Both would have similar looking dialog
boxes asking for your DNS. Both have text driven unarcers. Both have
terminal programs that can automatically download from bbs's or ftp
via a shell account.

In 1985, Atari was where the PC was in 1993. If Atari weren't ahead
of it's time (or IBM so far behind), your cries of obsolescence might
actually have some merit.

Go back to your 8-bits and leave us 32-bitters alone (yes the ST
is a 32bit machine you rube).

ST ~ 386SX

4184. Re: Hey Peter! The Ship is Sinking!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-05 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <xBKL2ou.brimiller@delphi.com>
Source record: 9843

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>Apple wrote down the value of the inventory so it can get rid of it cheapely.
>The $500 million write down did not cost Apple that amount to build that
>inventory.

Wow, Peter, you should learn some accounting. The GAAP Principle of
Conservatism states that inventory should be valued at the cost of
production. Thus, a writedown of inventory is a combination of both
production cost AND sales cost. Apple _WILL_ lose money when it sells
the units, it's simply absorbing some (most) of the loss now. Its
revaluing of the inventory reflects its lesser value. Of course, if
Apple sells the inventory at a lower price than the per cost value,
additional losses are incurred. In the long and short of it, Apple
definately loses money from inventory writedowns. They lose money
in the form of selling below cost, they lose it in the form of
valuing below cost. The financial effect may not be immediate, but it
is there, which is why it is reflected on the income statement. If
no losses were incurred, no adjustments would be made.

>Of course they are growing the inventory. The inventory of the new PowerMacs to
>be introduced on April 22 are being stockpiled. I suspect Apple has stopped
>producing some Performa models. The 6300 has been taken off the price list.

However, Apple continues making money-losing models. This means that in
addition to writedowns, they take a hefty hit on revalued new units sold
below cost. Common sense shows that money is lost when revenue is less
than expenses.
-
In short, the loss doesn't translate into immediate cash drain, but the
long-term effects will include repayment of supplier credit above and
beyond the valued amount (a cash drain), and, if applicable, any other
variable and fixed costs accrued above the reassessed value of the
inventory. Not good, not good at all.

BR Miller
Boston, MA

4185. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-05 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4k4uv2$h36@linda.teleport.com>
Source record: 9844
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both
Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My
Web Address is below. On-Line Catalogs that you can View and Contact me via
my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3
PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

4186. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-05 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GDFTDIDCUP@cabal.shnet.org>
Source record: 9845

In <4jvbpo$k8h$2@mhadg.production.compuserve.com> BobR wrote:
>>A Linux PC is an obsolete platform?
>
>You don't pay attention very well, Thorsten...

I do, but you sure don't understand.

>Nobody I can recall ever said a PC running Linux is an obsolete platform.

You said, for I suggested using STs as VT100 compatible terminals for a Linux PC instead of getting a whole classroom full of PCs (which some schools simply can't afford). Besides STiK or MiNT/MiNTnet, this is the cheapest solution available, and it's the easiest one.

>But an Atari ST running *anything* is an obsolete platform.

Apparently you and I are using the word "obsolete" with different meanings. I use "obsolete" synonymously for "old and unusable", not for "old and still pretty useful". Mail, News and Web access are possible with an ST, as is word processing, spreadsheets, databases, etc..

>And my point is that forcing teachers to "make do" with obsolete equipment
>of any kind is counter-productive in a classroom.

Using a Unix terminal is counter-productive? Learning the basics of word processing on any software except WinWord is counter-productive? Learning spreadsheet use without getting Excel first is counter-productive? Accessing the Web with any browser but Netscape is counter-productive?

And finally: communication with people on the other side of the globe is counter-productive when it's not done by using AOL, CI$ or Netscape software?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4187. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-05 00:00:00 UTC
From: lpursell@bright.net
Message-ID: <828815106_OASIS_@bright.net>
Source record: 9846

I don't recall MAC's being shipped with 24-bit as standard.
What's a good _highly_ configurable 24-bit card cost for a crapple?

Excuse me, if you don't like it why don't you not read it.

--

+--+
Lonny Pursell Atari Rules! E-Mail: lpursell@bright.net
If you understand or if you don't, If you believe or if you doubt,
There's a universal justice, And the eyes of truth,
Are always watching you. ENIGMA 2 - The CROSS Of Changes
+--+

4188. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-05 00:00:00 UTC
From: lpursell@bright.net
Message-ID: <828815398_OASIS_@bright.net>
Source record: 9847

Well, ok fine, so you dumped your Atari for a PC. So why bother reading Atari news groups. Your new fancy puter that boring?

Ya, and the Atari Compendium which contains enough information to write a full fledged app is smaller then most of those PC and MAC books which you people claim to be tutorials and such. Ha ha ha ha... Heh he...

Now I'm laughing too.

If you are trembling you better see a doctor about that. ;)

--

+---+
Lonny Pursell Atari Rules! E-Mail: lpursell@bright.net
If you understand or if you don't, If you believe or if you doubt,
There's a universal justice, And the eyes of truth,
Are always watching you. ENIGMA 2 - The CROSS Of Changes
+---+

4189. Re: Thoughts about Falcon THE Problem from the origen!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-05 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DpDz32.DxM@ridgecrest.ca.us>
Source record: 9938
Cross-posted to: comp.sys.atari.advocacy,

guenther@cabal.shnet.org (Thorsten Guenther) wrote:
>In <4jsavr$auh@news1.h1.usa.pipeline.com> zan660@usa.pipeline.com wrote:
>>"I would like to know where he can find a "$100.00" 040 Mac. I would
>>especially
>>like a 840AV or a Quadra 900 for $100.00.
>>Best price I have seen on either is around $1500.00 with only 8mb, 500mb,
>>1mb video.
>>Put up of shut up. If you can find them, i'll take a half dozen.
>
>>There is no sence in bying a 040 based
>>Mac now, PPC Macs are much cheaper and have far suppior performance, 040
>>are dead in the Mac world.
>
>If it makes no sense, they must be getting cheaper and cheaper. Are they
>at 80 $ now?
>
>Thorsten
>

God, I sure hope so :). I'm not quite sure he understands the meaning of his statement, however. He is stating that the PPC is far superior than the 040 on the Mac. This is true for applications that are wrote in native code, but if you happen to like the software you have, and are interested in MagiC Mac, then the 040 Macs still have a spot. My Quadra 900 has a 50mhz DiiMo 040 card with 128k CPU cache. It runs 0x0 code faster than a PPC, even with a speed doubler. If you upgrade all of your Mac Software for PPC compatibility and purchase a new PPC, well, I think you can see that it is not going to be as inexpensive as stated. But lets look at the 040 Quadra 900. I can buy one for $100.00 (so he says) then purchase MagiC Mac for $200.00. Add $75.00 worth of V-Ram and be able to put 800*600 24bit graphics on the screen. Pick up 24 1-meg simms (cheap, about $200.00). Let see add the 1 carry the 2, that comes out to $575.00. Heck, lets throw in a 1GB drive for $200.00 and a CD ROM for another $200.00. Were up to 975.00, and I have compatibility with most of the major software I use on the Atari, not to mention plug and play AHDI formatted SCSI devices. I think that is pretty cool.

I will however be keeping my MegaST 36mhz 68000/TOS 1.06 to run older Atari applications on. I just love GFA Raytrace. Gun Ship is cool too.

My Falcon with the MightySonic and 32MB of fast ram works nice with Apex Media RainBow II, Expose and Genlock, so I will keep that as well.

If I got in on the Atari Warehouse sale, I will have to find room for another Falcon and a TT. The TT is gonna be bitchen. I have wanted one of those for a

long, long time. It will be the DTP machine. The other Falcon will be kept stock for portability, as my other one is in a desktop case with a couple of hard disk, a CD Rom and an EZ-135 installed inside.

Oh man! I forgot about the C-Lab MarkX that I have cash on with TOAD. Where the hell am I going to put it?

You know what is reallly funny? They all run the best software and best OS's available, IMHO.

No, I don't really think I need a PPC.

Mike

>--
>- guenther@cabal.shnet.org (Thorsten G=FCnther) - _O
>----=E4=3Dae--=F6=3Doe--=FC=3Due--=C4=3DAe--=D6=3DOe--=DC=3DUe--=DF=3Dsz---- /
> \
>)

4190. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-05 00:00:00 UTC
From: spork@mailhost.primenet.com
Message-ID: <spork-0504960308310001@ip051.phx.primenet.com>
Source record: 9939

In article <828591756_OASIS_@bright.net>, lpursell@bright.net wrote:

>This message was delivered to the news groups via a PPP connection directly
>to my internet account from my Atari. Read it an weep you weenies!!
>You know who you are.

Gee...I'm trembling.

>Speaking of books, if the PC's and MAC's are so easy to use, then why
>is Walden's Books filled with tutorials that are as thick as the New York
>phone directory!! You don't fool us for a minute.

Because there's a market for it. There are varying degrees of help books, from novice to intermediate to advanced, plus specific subject matter like DTP, networking, internet/telecom, games, programming, fine art, etc. A small amount of books are devoted to HOW to use the machines on a basic level, but more appear to be for users who already know the basics and want to expand their knowledge in certain areas. I recall seeing books like this for the ST back in the '80s.

>You only spend your time trying to stir us up cause you know we Atari
>users see through the BS!!!!!!!!!!!!!! Always have and always will.
>We are right, and you know, we know, you are wrong and it hurts.

You're stirred up, all right. And I'm not hurting...just smiling to myself. I used to post messages just like yours waayyy back in my BBS days, when my friends were slowly turning to Macs and PCs. Ah, nostalgia...

4191. NISC cpu!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-06 00:00:00 UTC
From: Manuel Timmers <starcorp@innet.be>
Message-ID: <ant060051b49vDwS@year0332.innet.be>
Source record: 9848

```
Major announcement
------------------

Bullchip Industrial Technologies & Computer Hardware Corporation, pronounced
BITCH is proud to present you the world's first ever and first commercial
soon-to-be available NISC-processor (NISC, No Instruction Set Computer).

The N-1 gives an outstanding performance at 287 Volts of 30679 NIPS (No
Instructions Per Second). It's design is particular suited for embedded
solutions. Current negotiations are with and including Nestor Martin, a major
French Heating Appliences manufacturer. The cpu-core can double as
thermostatic controller and active heat element. Several Nuclear Reactor
Power Plants, troughout Europe and Vulcano exploration companies have shown
considerable intrest in our technology. And we hope to contract the NASA and
ESA, space exploration organisations for use of our NISC-cpu's in their
future rocket engine designs.

Availability will be after April 1st of 1997, when we can overcome the
current restrictions of cooling this device. As the clamps needed to seat the
pasive cooling fans are melting because of the heat involved. We are
investigating desings from Rolls Royce and Saab Avionics to use jet
propulsion engines as active coolings. We feel that the energy needed for
cooling is insignificant compared to the energy used (14 Giga Watt) to drive
the MultiMegaScallar 10 layerd 2'000'000 Micron designed N-1 NISC chip.

For software engineers BITCH Corp. has designed it's in-house NISC OS, called
NOPE (No Operational Programming Environment) to fluently solve major
programming restrictions found in all current cpu designs. With a minimal
development time and energy even Home users can create entire programmes to
drive space ships, nuclear power plants, industrial washing machines or
microwave ovens.

Whether you drive it at 1Hz or 3Ghz (peak), we'll promise you this cpu is
HOT.

---------
More Info Call BITCH Corp. (telno. not yet available)
Or write to P.O. Box 1, Opium Town, Nirvana
```

4192. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-06 00:00:00 UTC
From: KingRat@OnRamp.Net
Message-ID: <3166047b.23089536@news.onramp.net>
Source record: 9849
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

<Comments edited out to save space>

>Linux acceptance by industry (but not for a while, 2 years, and
>not very deep). Massive growth of Linux by hobbyists and IT
>professionals.
>
>Not much more freeware, but plenty of _cheapware_. Software as
>a commodity becomes the norm.
>
>Well Bill, do I get a well paid job or what ;)
>
>Mark.
>

Oh, how I enjoy reading terrible, dismal, future projections of life in the IT community 12 to 36 months into the future. It just gives me a chuckle while I work deep in the chasms of an IT department of a fortune 100 company....

How long is it going to take for you to realize that the world is moving toward this concept of "Open Systems"? How long is it going to take for all of you to realize that only OS's that are relatively::

* Stable
* Well Documented
* Tight in Conformance with Pre-Existing Industry Standards

will ever have a chance of survival in the corporate world? Let's take a look at these three issues.

Conformity with Standards
Being well versed in the technical support arena for networking the family of Microsoft products, I can tell you from experience that Microsoft did not fully conform with several key concepts in the construction of their IP protocol. (See Info World Magazine, Front Page, April 1 edition). By "enhancing" their WinSock interface, and failing to document their "enhancements", they have created a programming problem that is not soon to be unraveled. This has resulted in several applications (10 according to the article) released by other software manufacturers that fail in Windows networking environments. Also, Microsoft's implementation of the Domain Naming Service for Windows (Microsoft named it WINS (Windows Internet Naming Service)) is another example of a feature of the Microsoft IP protocol that does not conform to existing RFC's in the

market place - this makes the WINS feature a proprietary standard, and hence a danger to use in a true IP based environment.

About the Unix World: In my opinion, the reason why UNIX will continue to falter in terms of market dominance is because there are so many different flavors of it in circulation. I believe that UNIX will never realize its full potential until someone releases ONE variant that will "set in stone" certain core functions and capabilities for the OS. As it is today, there's SCO UNIX, HP UNIX, IBM's own flavor of the stuff, and then there are the "freebies": Linux and the like. Don't take me wrong - I realize that UNIX has many strengths, but the ability to modify the core operating system itself is not one of them.

The point: when spending large amounts of money to build an OS, conform to industry standards. This will insure acceptance of the OS into existing networking environments. And in this day and age with corporate networks only growing in response to this imagined need for internet connectivity, conformance with standards, especially networking, will become a core requirement.

Stability
Any new products released on the market, whether hardware or software, in my opinion should undergo a much more rigorous testing program than current products undergo today. For example: many of these Computer Manufacturers today think that since all their new machines now have Flash BIOS support, they don't have to worry so much about allowing bugs to creep out in their BIOS releases. This is totally wrong!! Any and every bug that creeps out can make the difference of life and death for their products - especially since the Corporate entities today are starting to test products prior to purchase! You would not believe the horror stories I could tell about how some major manufacturers' machine, loaded well and priced right, went down in flames simply because they had an "acknowledged" bug in their BIOS that would be corrected in the next release. Geez - and the reps when visiting during the tests couldn't understand why was a concern to the corporate entity when the problem would be resolved in a "couple of weeks". To the corporate entity, Time is Money - and those couple of weeks would hurt the company's productivity if they purchase that "defective" product.

The point: before sending a product to market, take the time to test it and make sure its bug free. When word gets out that the product is reliable, demand for the product will soar. Bottom Line: STABLE PRODUCTS ARE GOOD. Oh - by the way - this example doesn't just apply to hardware faults - but to software faults as well.

Documentation
Finally: documentation. I don't think I have to expound on this since if you are reading this note, you are fully aware that an OS, and building Apps for it are worthless unless properly documented.

Beating up on Microsoft is silly, and futile. The industry has long cried out for a single OS standard - I can remember people crying for a single OS as early as '83. It might have taken Microsoft 9 years to get there, but NT (NOT 95) is Bill's answer to the call. It's smashing the daylights out of OS/2, Novell, and Banyan Systems - and now, since the Federal Government has declared it an "Open System", and since NT meets C2 level security requirements, its' proliferation in the industry is only going to increase. I personally think that people that get started ASAP and learn the environment and how to service it will be employable for the next six to ten years. Those that continue to throw rocks and geer at it will be the true losers. It may not be the best product in the world, but given time to mature, NT is going to be the next OS standard - both at the desktop, and at the server.

Please send your response via EMAIL to: KingRat@OnRamp.Net

Regards
Dr. Corruption

4193. Re: 68030/68882 vs 80486 (wa

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-06 00:00:00 UTC
From: havoc@earthlight.co.nz
Message-ID: <4k5lmd$snn@dionysus.tekotago.ac.nz>
Source record: 9850

Marcus Finlay <marcus_f@pointless.gen.nz> wrote:

MF>Hi Gaven,

MF>Gaven Miller wrote to All:

GM> 386/33 is 5 MIPS
GM> 030/33 is 5.5 MIPS
GM>
GM> 486 DX2/66 is 44 MIPS

??? According to the figures I have sitting here in front of me "INTEL DX2-66Mhz POWER METER V1.81 MIPS 20.8 MIPS", the closest figure I can find to your 44 MIPS is the AMD DX4-100+ at 39.0 MIPS, these are specs are from a motherboard manual trying to sell this mother board interesting ??

GM> 040/66 ("DX2") is 49 MIPS
GM>
GM> Pentium 60 is supposedly 100MIPS

I would doubt that as in my experence a Pentium 60 is about the same speed as a DX2-80 around 23.3 MIPS (perhaps slower), note this is how it appeares using a machine running 8 Mb ram (both machines) not based on actual tests, but the usability of this is what we in the real world are more interested in (I hope) not figures made up by some manufacturer to claim their processor is greater that the competitions.

GM> So, the 386/030 comparison is more valid.
GM> Likewise 040/486 is a more valid comparison.

MF>Hmm....figures I have rate a 486DX/50 at 22 Mips
MF>486DX2/66 is 26 Mips

Is that for a 486DX-50 or DX2-50 ? if DX2 then my figures rate that processor at 15.9 MIPS for an Intel

MF>030/20 is 8 Mips so a 030/32 would be around 10 Mips
MF>040/33 is 26 Mips

I seem to recollect once hearing (perhaps reading) the 68000 was around 8 MIPS

Marcus could perhaps confirm, I think its in the processor manual, if you still have your copy maybe you could look it up, if not I can tell you were to find my copy :-)

MF>A 040 is nearly twice a 486DX @ the same clock rate
MF>A PPC (not sure which model, but a 32bit job) is more then 90%
MF>faster than a Pentium @ the same clock rate.

MF>You and I both know that Motorola have always been ahead of intel
MF>:-)

Tell me about it, and the processors dont have have as much trouble
just a shame the major manufactures computers using their processors
are usless at marketing and/or removing the stigma of being a games
machine. Interesting point to note what are most clones (80x86 based
) machines used for now, I would like to conjecture games would be the
answer :-)

MF>I ported the Unix version of POV to my TT, and it was very close to
MF>the DX2 50 (Sorry Chris) at rendering the same image at the same
MF>size When I got TT RAM it was matching it. I was also
MF>"embarressing" my 40Mhz 040 Quadra owning friend, it was too much
MF>slower (can't remember how much slower) but it had him "worried".

Marcus I am about to lay my hands on a copy of C perhaps we should
compile it on my DX4-100, and do a comparision, I have a felling that
optomizations are performed in the clone versions including some
assembly where as yours was full C code or did you complile the clone
one as well ??, I also recon different compilers make a difference,
mind you we have seen that one ourselves

Cheers
havoc

4194. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-06 00:00:00 UTC
From: "Mr. Wizard" <madscientist@dark.mountain.stronghold>
Message-ID: <316697E3.4EADFE94@dark.mountain.stronghold>
Source record: 9851
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Dr. Corruption wrote:
>
> <Comments edited out to save space>
>
> >Linux acceptance by industry (but not for a while, 2 years, and
> >not very deep). Massive growth of Linux by hobbyists and IT
> >professionals.
> >
> >Not much more freeware, but plenty of _cheapware_. Software as
> >a commodity becomes the norm.
> >
> >Well Bill, do I get a well paid job or what ;)
> >
> >Mark.
> >
>
> Oh, how I enjoy reading terrible, dismal, future projections of life
> in the IT community 12 to 36 months into the future. It just gives me
> a chuckle while I work deep in the chasms of an IT department of a
> fortune 100 company....
>
> How long is it going to take for you to realize that the world is
> moving toward this concept of "Open Systems"? How long is it going to
> take for all of you to realize that only OS's that are relatively::
>
> * Stable
> * Well Documented
> * Tight in Conformance with Pre-Existing Industry Standards

All three of which Linux has in abundant quantities, and MS unfortunately lacks.

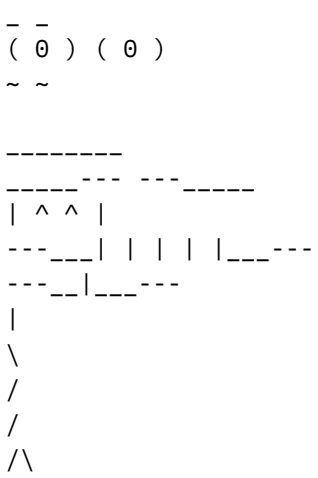
Linux is definitely stable. You can leave it on continuously for a year (And actually use it the whole time) and it will not ever crash.

Linux is well documented. Better than any other OS out there. Look around in sites like www.linux.org to get an idea of the kind of documentation that there is.

Linux conforms to standards. It's compatible with all Unix programs, and even supports DOS partitions cleanly, integrating them with it's own. (Unfortunately, MS thinks that it can create it's own "new", "accepted" standards on a whim.)

So, as you see, Linux fits in quite nicely.

--



4195. Re: 68030/68882 vs 80486 (wa

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-06 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4k6t8s$apk@inca01.inca.co.nz>
Source record: 9852

Brent (havoc@earthlight.co.nz) wrote:
> Marcus Finlay <marcus_f@pointless.gen.nz> wrote:

> MF>Hi Gaven,

> MF>Gaven Miller wrote to All:

> GM> 386/33 is 5 MIPS
> GM> 030/33 is 5.5 MIPS
> GM>
> GM> 486 DX2/66 is 44 MIPS

> ??? According to the figures I have sitting here in front of me "INTEL
> DX2-66Mhz POWER METER V1.81 MIPS 20.8 MIPS", the closest figure I can
> find to your 44 MIPS is the AMD DX4-100+ at 39.0 MIPS, these are specs
> are from a motherboard manual trying to sell this mother board
> interesting ??

I didn't have the correct figures on hand at the time, so I simply scaled the "DX/33" figures up. (Bad practice, I know).

Having just done the calcs again, I see that my "44" was wrong. I simply scaled the 20 MIPS (Intel's claim at the time of the 486 launch was "15 MIPS for them 486/25, 20 MIPS for the 486/33") up by 1.7. But something went wrong somewhere.

The best figure I could get was 34 MIPS. ("Dyslexia of the typing fingers" is what I plead)

Should have gone searhing for the correct figures. Sorry.

> GM> 040/66 ("DX2") is 49 MIPS
> GM>
> GM> Pentium 60 is supposedly 100MIPS

040/25 was IIRC 22MIPS, so linearly scaling it to 33MHz, then scaling it by 1.7 (to "clock double" it) gives (22*(33/25))*1.7=49.3 MIPS. (I am not too happy about the "linear scaling" of the 25Mhz MIPS rate however.

(I have a niggling suspicion that 040/25 was 18 MIPS, 040/33 was 22. In this case the figure would be 22*1.7=37.4. But, I have been wrong in the past with such suspicions)

Re: P5/60 = 100:

That came from a number of PC computer mags [hangs head in shame at reading and then reciting opposition propaganda] at the time of the Pentium release. The 66Mhz was "over 100Mhz", and then Intel would release

a 60Mhz "entry level" model, which also met Intel's "100Mhz" target.

> I would doubt that as in my experence a Pentium 60 is about the same
> speed as a DX2-80 around 23.3 MIPS (perhaps slower), note this is
> how it appeares using a machine running 8 Mb ram (both machines) not
> based on actual tests, but the usability of this is what we in the
> real world are more interested in (I hope) not figures made up by
> some manufacturer to claim their processor is greater that the
> competitions.

P5/60 equalling dx2/80? Crap motherboard/chipset in the P5?

> GM> So, the 386/030 comparison is more valid.
> GM> Likewise 040/486 is a more valid comparison.

> MF>Hmm....figures I have rate a 486DX/50 at 22 Mips
> MF>486DX2/66 is 26 Mips

> Is that for a 486DX-50 or DX2-50 ? if DX2 then my figures rate that
> processor at 15.9 MIPS for an Intel

> MF>030/20 is 8 Mips so a 030/32 would be around 10 Mips
> MF>040/33 is 26 Mips

> I seem to recollect once hearing (perhaps reading) the 68000 was
> around 8 MIPS

> Marcus could perhaps confirm, I think its in the processor manual, if
> you still have your copy maybe you could look it up, if not I can tell
> you were to find my copy :-)

> MF>A 040 is nearly twice a 486DX @ the same clock rate
> MF>A PPC (not sure which model, but a 32bit job) is more then 90%
> MF>faster than a Pentium @ the same clock rate.

> MF>You and I both know that Motorola have always been ahead of intel
> MF>:-)

But unfortunately Intel is catching up fast. And Motorola have given up
on enhancing the 68k line in favour of the PPC.

--

Quote For The Month:

"If she's a lady, I'm a Pernicious Knid"

4196. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-07 00:00:00 UTC
From: Marco Kummer <100341.411@CompuServe.COM>
Message-ID: <4k72inbqr1@mhadf.production.compuserve.com>
Source record: 9853

Hi

Hehe I have a PC running Netscape and an ST running STiK / CAB at home. My PC has got 8 MB of RAM, my ST just 3MB. Weird weird weird... my ST browser is faster than Netscape...

I'd like to add, that I don't find WinWord, Excel or any other program claimed as "standard" the only solutions either. I think that learning basics with a program that doesn't even properly work with 8MB of RAM and has billions of (useless) functions is not what kids want. Or do you think any kid/teen could buy an expensive Pentium with 16MB of RAM after he/she will have seen it in his/her classroom? I'm namely teenager myself. As teenager - who has used ATARI before - I have specific claims that can not be answered by Microsoft products. Especially at present, now that Microsoft is almost getting the monopoly for Operating Systems, one should teach kids that other Operating Systems work and have great advantages. They should be taught how to use other platforms. Platforms like ATARI and Macintosh! Best you should have all kinds of platforms in a classroom. But if you can only have ATARI, use STiK / CAB to connect to the Internet. It's freeware unlike Netscape.
-Marco A. Kummer, 100341.411@compuserve.com, ATARI / Windows programmer

4197. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-07 00:00:00 UTC
From: stealthm@asrtal.magic.ca
Message-ID: <stealthm-0704960107500001@avernus2.magic.ca>
Source record: 9854

> like MagiC in some ways, is a replacement O/S for TOS based systems.
> MagiC Mac is a system extension for the Mac that allows TOS software written
> under the same guidelines as MagiC to execute on the Mac. MagiC Mac does not
> emulate TOS, it is a Mac application that runs software wrote for the
TOS machines.
> I think the only emulation that really goes on is the FPU emulator for
the 040.
> It is the same one that is used on the Medusa and Hades.
>
> Does that make sence? :)
>
> Mike
>
>
Does that Atari emulator run? I've got the demo that I've download of the
internet, but it doesn't seem to run anything. Though it does mount some
diskettes (not any that have been formatted at higher settings) and GEM
seems to run quick, but not much else happens.

Any help would be appreciated. By the way I'm running MagiC on a 040 Mac
with sys 7.1 with 8megs ram.

Steve

4198. Re: Hey Peter! The Ship is Sinking!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-07 00:00:00 UTC
From: stealthm@asrtal.magic.ca
Message-ID: <stealthm-0704960119170001@avernus2.magic.ca>
Source record: 9855

In article <5DEIuqD.brimiller@delphi.com>, Brian-Roland Miller
<brimiller@delphi.com> wrote:

> Apple's definitely in a mess.
> -
> Amelio is taking a gamble that writing off all of Apple's problems in
> one fell swoop is the answer. However, it effects Apple's credit rating
> and ability to attract and maintain working capital. It also badly hurts
> Apple's ability to borrow, and makes it very expensive. _If_ Amelio's
> plan works, and Apple returns to the black with five quarters, he
> did the right thing. If Apple is still losing money in five quarters,
> the firm will have lost its preeminence in the computer industry forever.
> It will simply be another shrinking computer maker in a market filled
> with them.
> ---
> BR Miller
> Boston, MA

I dunno. I think Apple will pul through. Especially when they stil have
PowerMacs on back order (about 100,000) Plus with new technologies that
its has developed (QuickTime 3D and new fast image mapping) and the new os
that is going to be relased should help them out greatly. Win 95 seem to
be the greatest thing yet for DOS machines. But Mircosoft just copied the
hoopla Apple made about System 7 when it first came out.

4199. Re: Hey Peter! The Ship is Sinking!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Apr7.145259.53906@cobra.uni.edu>
Source record: 9856

In article <xBKL2ou.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>
>>Apple wrote down the value of the inventory so it can get rid of it cheapely.
>>The $500 million write down did not cost Apple that amount to build that
>>inventory.
>
> Wow, Peter, you should learn some accounting. The GAAP Principle of
> Conservatism states that inventory should be valued at the cost of
> production. Thus, a writedown of inventory is a combination of both
> production cost AND sales cost. Apple _WILL_ lose money when it sells
> the units, it's simply absorbing some (most) of the loss now. Its
> revaluing of the inventory reflects its lesser value. Of course, if
> Apple sells the inventory at a lower price than the per cost value,
> additional losses are incurred. In the long and short of it, Apple
> definately loses money from inventory writedowns. They lose money
> in the form of selling below cost, they lose it in the form of
> valuing below cost. The financial effect may not be immediate, but it
> is there, which is why it is reflected on the income statement. If
> no losses were incurred, no adjustments would be made.
> ---

Apple paid for that inventory awhile ago and is much less than write down of
the value. Thus no cash is involved. Apple will lose the value of the
inventory.

>
>>Of course they are growing the inventory. The inventory of the new PowerMacs to
>>be introduced on April 22 are being stockpiled. I suspect Apple has stopped
>>producing some Performa models. The 6300 has been taken off the price list.
>
> However, Apple continues making money-losing models. This means that in
> addition to writedowns, they take a hefty hit on revalued new units sold
> below cost. Common sense shows that money is lost when revenue is less
> than expenses.

Apple maybe making less of the money-losing models now that their Colorado
plant has been sold.

> -
> In short, the loss doesn't translate into immediate cash drain, but the
> long-term effects will include repayment of supplier credit above and
> beyond the valued amount (a cash drain), and, if applicable, any other
> variable and fixed costs accrued above the reassessed value of the

> inventory. Not good, not good at all.

Unless this is a constant situation. I doubt it. From what I have been told, Apple will be more careful in their product planning by giving what their customers want not what Apple thinks they should have. I suspect that the 5400 and Instatower line for the home/education with higher 603e clock speeds will be a success and profitable.
> ---
> BR Miller
> Boston, MA

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4200. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-07 00:00:00 UTC
From: russmc@computek.net
Message-ID: <4k95oe$mks@canton.charm.net>
Source record: 9857
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

I've had NT up for several months in a row with no problems. Only
took it down when I upgraded to NT 4.0 beta and move from one house to
another.
--
Cat...the other white meat.

4201. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-07 00:00:00 UTC
From: "Mr. Wizard" <madscientist@dark.mountain.stronghold>
Message-ID: <316842FC.D08D276@dark.mountain.stronghold>
Source record: 9858
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Russ McClelland wrote:
>
> I've had NT up for several months in a row with no problems. Only
> took it down when I upgraded to NT 4.0 beta and move from one house to
> another.

So... That doesn't mean that it's better than other Unix systems...

--

~~~~~~
THIS IS A SHAREWARE VERSION OF THIS POST.
REGISTER FOR THE COMPLETE SIGNATURE.

OUR REGISTERED VERSION INCLUDES:
* FUNNY SIGNATURE!
* OUR OWN SIGNATURE T-SHIRT!
* AND A FREE GIFT, TOO!

REGISTER _NOW_ TO GET THE COMPLETE SIGNATURE PROFESSOINAL EDITION!
~~~~~~

4202. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-07 00:00:00 UTC
From: spork@mailhost.primenet.com
Message-ID: <spork-0704961508110001@ip110.phx.primenet.com>
Source record: 9859

In article <828815398_OASIS_@bright.net>, lpursell@bright.net wrote:

>Well, ok fine, so you dumped your Atari for a PC. So why bother reading
>Atari news groups. Your new fancy puter that boring?

This is exactly the answer I expected. Sorry, but I didn't dump my Atari for a PC. And I occasionally visit this newsgroup to see some Atari advocacy...but all I see are ruthless attacks on other platforms. What about promoting Atari's strengths and marketability? Almost everyone here seems so bitter and hateful about everything.

>Ya, and the Atari Compendium which contains enough information to write
>a full fledged app is smaller then most of those PC and MAC books which
>you people claim to be tutorials and such. Ha ha ha ha... Heh he...

So? There are so many Mac/Pee Cee books out there on so many different subjects, and not all of them low-level reading. There is a demand for reference and tutorial material, dictated by the size of the user base--and there's nothing wrong with that. If we had STs in place of the PC or Mac, we'd see shelves filled with ST books.

>Now I'm laughing too.
>
>If you are trembling you better see a doctor about that. ;)

Don't worry, I think it was just another quake. :)

4203. Looking for Atari Assault for the PC...please help

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-07 00:00:00 UTC
From: hixson@mail.wsu.edu
Message-ID: <DpHMGy.10v@serval.net.wsu.edu>
Source record: 9860

Hello. I was wondering if one of you Atari gurus could help me find the Atari game called Assault for the PC, if there is one. My girlfriend and I used to play it all the time at her university's arcade, but the machine has since been moved and we were both quite bummed about it.
Any help would be greatly appreciated.
Thanks in advance,
-M@

4204. Re: 68030/68882 vs 80486 (wa

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-08 00:00:00 UTC
From: asmolar@smol.fast.net
Message-ID: <slrn4mgv7g.5u.asmolar@smol.fast.net>
Source record: 9861

>??? According to the figures I have sitting here in front of me "INTEL
>DX2-66Mhz POWER METER V1.81 MIPS 20.8 MIPS", the closest figure I can
>find to your 44 MIPS is the AMD DX4-100+ at 39.0 MIPS, these are specs
>are from a motherboard manual trying to sell this mother board
>interesting ??

Accurate MIPS figures are hard to come by, but the AMD DX4-100 is around
50 MIPS, maybe more, depending on who you believe.

>I would doubt that as in my experence a Pentium 60 is about the same
>speed as a DX2-80 around 23.3 MIPS (perhaps slower), note this is

>I seem to recollect once hearing (perhaps reading) the 68000 was
>around 8 MIPS

An 8 Mhz 68000 is between 0.8 and 1.2 MIPS. I've used the same CPU benchmarks
on my 8mhz Atari STe, and my AMD DX4-100, and the DX4 consistantly comes
out 40-50 times faster than the STe, so if the 68000 really was 8 MIPS as you
say, than my DX4 would be at least 320 MIPS, and I KNOW that's not the case.
(It'd be nice though :))

4205. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-08 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4ka1ueker1@mhadg.production.compuserve.com>
Source record: 9862

>I don't recall MAC's being shipped with 24-bit as standard.

I don't recall anyone talking about Macs.

I also don't recall ANY Atari computer being shipped with 24-bit as standard either.

So.. you didn't answer.. how much did your 24bit Atari video card cost..?

BobR

4206. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-08 00:00:00 UTC
From: addinall@powerup.com.au
Message-ID: <4kab33$68s@grissom.powerup.com.au>
Source record: 9863
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Dr. Corruption (KingRat@OnRamp.Net) wrote:
: <Comments edited out to save space>

: >Linux acceptance by industry (but not for a while, 2 years, and
: >not very deep). Massive growth of Linux by hobbyists and IT
: >professionals.
: >
: >Not much more freeware, but plenty of _cheapware_. Software as
: >a commodity becomes the norm.
: >
: >Well Bill, do I get a well paid job or what ;)
: >
: >Mark.
: >

: Oh, how I enjoy reading terrible, dismal, future projections of life
: in the IT community 12 to 36 months into the future. It just gives me
: a chuckle while I work deep in the chasms of an IT department of a
: fortune 100 company....

Oh, how I love to read learned responses from people in the chasms
of an IT department in a fortune 100 company, considering I have
spent the last 16 years working at the pointy end of developing
Software and hardware products worldwide, having built the NOS
platforms for Armies, governments and the odd tiny company like
British Steel and Pepsi Co. Want to compare CV's?

: How long is it going to take for you to realize that the world is
: moving toward this concept of "Open Systems"?

This is why NT is going to be POSIX 2. compliant some time 'real
soon' now?

: How long is it going to
: take for all of you to realize that only OS's that are relatively::

: * Stable
: * Well Documented
: * Tight in Conformance with Pre-Existing Industry Standards

Hmmm, sounds like UNIX to me.

: will ever have a chance of survival in the corporate world? Let's
: take a look at these three issues.

: Conformity with Standards
: Being well versed in the technical support arena for networking the
: family of Microsoft products, I can tell you from experience that
: Microsoft did not fully conform with several key concepts in the
: construction of their IP protocol. (See Info World Magazine, Front
: Page, April 1 edition). By "enhancing" their WinSock interface, and
: failing to document their "enhancements", they have created a
: programming problem that is not soon to be unraveled. This has
: resulted in several applications (10 according to the article)
: released by other software manufacturers that fail in Windows
: networking environments. Also, Microsoft's implementation of the
: Domain Naming Service for Windows (Microsoft named it WINS (Windows
: Internet Naming Service)) is another example of a feature of the
: Microsoft IP protocol that does not conform to existing RFC's in the
: market place - this makes the WINS feature a proprietary standard, and
: hence a danger to use in a true IP based environment.

True.

: About the Unix World: In my opinion, the reason why UNIX will
: continue to falter in terms of market dominance is because there are
: so many different flavors of it in circulation. I believe that UNIX
: will never realize its full potential until someone releases ONE
: variant that will "set in stone" certain core functions and
: capabilities for the OS. As it is today, there's SCO UNIX, HP UNIX,
: IBM's own flavor of the stuff,

All AT&T USL based operating systems (SCO will be building up to
V.4 with HP as a partner).

: and then there are the "freebies":
: Linux and the like. Don't take me wrong - I realize that UNIX has
: many strengths, but the ability to modify the core operating system
: itself is not one of them.

Agreed. In the past one would have been loathe to suggest a freebie
UNIX into a corporate environment. Linux has the level of stability
to do so. No, not all of the corporate world are going to adopt
Linux as a baseline NOS, but some will (and are doing). How many small
to medium ISV's are running Linux these days? A good percentage I
would suggest.

: The point: when spending large amounts of money to build an OS,
: conform to industry standards. This will insure acceptance of the OS
: into existing networking environments. And in this day and age with
: corporate networks only growing in response to this imagined need for
: internet connectivity, conformance with standards, especially
: networking, will become a core requirement.

Whilst not in the bowels of a fortune 100 company (as I run my own
business) my current assignment is to build an intra-network
between Queensland Rail and BHP (two relatively small companies).
The baseline NOS at both ends; UNIX; the reasons; the ones you

state.

: Stability
: Any new products released on the market, whether hardware or software,
: in my opinion should undergo a much more rigorous testing program than
: current products undergo today. For example: many of these Computer
: Manufacturers today think that since all their new machines now have
: Flash BIOS support, they don't have to worry so much about allowing
: bugs to creep out in their BIOS releases. This is totally wrong!!
: Any and every bug that creeps out can make the difference of life and
: death for their products - especially since the Corporate entities
: today are starting to test products prior to purchase! You would not
: believe the horror stories I could tell about how some major
: manufacturers' machine, loaded well and priced right, went down in
: flames simply because they had an "acknowledged" bug in their BIOS
: that would be corrected in the next release. Geez - and the reps when
: visiting during the tests couldn't understand why was a concern to the
: corporate entity when the problem would be resolved in a "couple of
: weeks". To the corporate entity, Time is Money - and those couple of
: weeks would hurt the company's productivity if they purchase that
: "defective" product.

Or even a peice of vapourware.

: The point: before sending a product to market, take the time to test
: it and make sure its bug free. When word gets out that the product is
: reliable, demand for the product will soar. Bottom Line: STABLE
: PRODUCTS ARE GOOD. Oh - by the way - this example doesn't just apply
: to hardware faults - but to software faults as well.

: Documentation
: Finally: documentation. I don't think I have to expound on this since
: if you are reading this note, you are fully aware that an OS, and
: building Apps for it are worthless unless properly documented.

: Beating up on Microsoft is silly, and futile. The industry has long
: cried out for a single OS standard - I can remember people crying for
: a single OS as early as '83. It might have taken Microsoft 9 years to
: get there, but NT (NOT 95) is Bill's answer to the call.

Funny, In 1998 whilst doing work for DuPont, British Steel, Ford et al
Bill told me that OS/2 was the standard to adopt.

: It's
: smashing the daylights out of OS/2, Novell, and Banyan Systems - and
: now, since the Federal Government has declared it an "Open System",
: and since NT meets C2 level security requirements,

Until it's put on a network.

: its' proliferation
: in the industry is only going to increase. I personally think that
: people that get started ASAP and learn the environment and how to

: service it will be employable for the next six to ten years. Those
: that continue to throw rocks and geer at it will be the true losers.
: It may not be the best product in the world, but given time to mature,
: NT is going to be the next OS standard - both at the desktop, and at
: the server.

It'll get the desktop (not before time) but the NOS war has just
begun.

I don't need to upgrade my skill set, I'll just wait until
NT turns into a UNIX variant and then use it as normal :)

: Please send your response via EMAIL to: KingRat@OnRamp.Net

: Regards
: Dr. Corruption

Mark (written the odd line of code myself) Addinall.

4207. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-08 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DpJBnH.MG6@ridgecrest.ca.us>
Source record: 9864

stealthm@asrtal.magic.ca (Steven Burns) wrote:
>
>> like MagiC in some ways, is a replacement O/S for TOS based systems.
>> MagiC Mac is a system extension for the Mac that allows TOS software written
>> under the same guidelines as MagiC to execute on the Mac. MagiC Mac does not
>> emulate TOS, it is a Mac application that runs software wrote for the
>TOS machines.
>> I think the only emulation that really goes on is the FPU emulator for
>the 040.
>> It is the same one that is used on the Medusa and Hades.
>>
>> Does that make sence? :)
>>
>> Mike
>>
>>
>Does that Atari emulator run? I've got the demo that I've download of the
>internet, but it doesn't seem to run anything. Though it does mount some
>diskettes (not any that have been formatted at higher settings) and GEM
>seems to run quick, but not much else happens.
>
>Any help would be appreciated. By the way I'm running MagiC on a 040 Mac
>with sys 7.1 with 8megs ram.
>
>Steve

You have the machine for the job, but 8mb is kinda slim. I have not used the
demo version, but remember that MagiC Mac does not support ST low or medium.
I'm not sure about System 7.1. I <think> I read that at least 7.5 is the best.
My manuals are at work. Go to FTP.CNAM.FI (pub/atari) and brouse around for
some good files. I know that Klandeski, the Positive Image demo, and many of
the other "Newer" softwares run fine on my Quadra.
I'll post a list of what I have working this week if your interested, or e-mail
me so I can tag your address at work and mail the list to you.

Mike

4208. WTB: redesigned 2600 or 7800

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-08 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960408061519.219E-100000@PEAK.ORG>
Source record: 9865
Cross-posted to:
rec.games.video.atari,comp.sys.atari.advocacy,rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

Sorry for the crosspost but trying to reach an informed party.

Where can a guy get one of those tiny redesigned 2600s - what were they
called after the redesign???? Are there any problems with the redesign??

Will the 7800 really play all the old 2600 games?

Thanks!!

James

4209. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-08 00:00:00 UTC
From: jjs@brigid.ucr.edu
Message-ID: <4kbgld$dfb@galaxy.ucr.edu>
Source record: 9866
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <316842FC.D08D276@dark.mountain.stronghold>,
Mr. Wizard <madscientist@dark.mountain.stronghold> wrote:
>Russ McClelland wrote:
>>
>> I've had NT up for several months in a row with no problems. Only
>> took it down when I upgraded to NT 4.0 beta and move from one house to
>> another.
>
>So... That doesn't mean that it's better than other Unix systems...
^^^^^^^^^^
(?)

Windows nt is *not* UNIX - not even close...

jjs

4210. Re: Hey Peter! The Ship is Sinking!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-08 00:00:00 UTC
From: jnorton@ra
Message-ID: <4kb5sv$t0m@thoth.nilenet.com>
Source record: 9867

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: GREETINGS..

What kind of Atari are you using now? What was your first upgrade from the original ST? What do you like most about TOS? Did you use GEM for the PC? What would be the ideal OS? What parts of the Mac, PC, Amiga and Atari TOS would you like to see integrated into that ideal system? How do you like the Falcon? Did you ever have one?

4211. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-08 00:00:00 UTC
From: "Mr. Wizard" <madscientist@dark.mountain.stronghold>
Message-ID: <3169A25C.6DF688F8@dark.mountain.stronghold>
Source record: 9868
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Joe Sloan wrote:
>
> In article <316842FC.D08D276@dark.mountain.stronghold>,
> Mr. Wizard <madscientist@dark.mountain.stronghold> wrote:
> >Russ McClelland wrote:
> >>
> >> I've had NT up for several months in a row with no problems. Only
> >> took it down when I upgraded to NT 4.0 beta and move from one house to
> >> another.
> > >
> >>So... That doesn't mean that it's better than other Unix systems...
> ^^^^^^^^^^
> (?)
>
> Windows nt is *not* UNIX - not even close...

Then why not just use Win95????? You are misundestanding something here....
The whole huge point of NT is to have a Unix clone for the Windows
market.

--

~~~~~~
THIS IS A SHAREWARE VERSION OF THIS POST.
REGISTER FOR THE COMPLETE SIGNATURE.

OUR REGISTERED VERSION INCLUDES:
* FUNNY SIGNATURE!
* OUR OWN SIGNATURE T-SHIRT!
* AND A FREE GIFT, TOO!

REGISTER _NOW_ TO GET THE COMPLETE SIGNATURE PROFESSIONAL EDITION!
~~~~~~

4212. Re: **Internet Virus!**

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-09 00:00:00 UTC
From: glenzabr@xmission.com
Message-ID: <4kcknu$kr9@news.xmission.com>
Source record: 9869
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <4jppjn$jbn@inca01.inca.co.nz>, gmiller@inca.co.nz (Gaven Miller) wrote:
>Chris Wilkinson (chriswil@southern.co.nz) wrote:
>> Mike Shell (Mike.Shell@msfc.nasa.gov) wrote:
>> : The GOOD TIMES virsus is a HOAX!!!!!!!!!!!!! Will this insanity ever
> end.....
>> :
>> : This hoax has been perpetuated for at least two years.....
>
>> Thank goodness the hoax only 'affects' people with IBM PC and possibly
>> Mac. Gee I'm glad I own a hoax-free Falcon... ;^)
>
>No.
>
>You've got the right idea, but I think you have made a little mistake.
>
>The Good Times virus only attacks hoaxes.
>
>The IBM and Mac are the hoaxes.
>
>Unfortunately noone has caught on yet to the joke...
>
>{[:-)]
>
>--
>Quote For The Month:
>
>"If she's a lady, I'm a Pernicious Knid"
But at least you can buy a HOAX from any computer store, not a WET DREAM like
the Amiga and ST .

4213. Re: 68030/68882 vs 80486 (wa

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-09 00:00:00 UTC
From: havoc@earthlight.co.nz
Message-ID: <4kcsd1$do6@dionysus.tekotago.ac.nz>
Source record: 9870

gmiller@inca.co.nz (Gaven Miller) wrote:

Ok getting of topic here namly Atari advocacy

re:

BY> I would doubt that as in my experence a Pentium 60 is about the
BY>same speed as a DX2-80 around 23.3 MIPS (perhaps slower), note
BY>this is how it appeares using a machine running 8 Mb ram (both
BY>machines) not based on actual tests, but the usability of this is
BY>what we in the real world are more interested in (I hope) not
BY>figures made up by some manufacturer to claim their processor is
BY>greater that the competitions.

GM>P5/60 equalling dx2/80? Crap motherboard/chipset in the P5?

Hmm possably, wont name the manufactuer (sp?), but it interesting to
note that many of us in sales and usage of these beige boxes, we
compare a DX4-100 to a Pentium 75, the processor speed is comparable
with the Pentium only slightly on top in most in most instances except
1 area (admitidly becoming more important as games players want
better more relistic graphics), video.

GM>But unfortunately Intel is catching up fast. And Motorola have
GM>given up on enhancing the 68k line in favour of the PPC.

Interestingly though only catching up on the 68k line, and not willing
to drop that older system support (DOS) from processors up until now
ie the Pentium pro, interestily enough though no one is willing ot go
out on a ledge and use it yet due to so many years of backward
compatability

Anyhow I should bug out now as this is being done on one of those
horrid biege boxes. Unfortionatly my trusted Atari was kill due to
some rain + 1* idiot fellow worker, whilst using for an audio task I
would not trust to a clone, long story cut short :-(

Cheers
havoc

4214. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-09 00:00:00 UTC
From: "Fanci Bour"
Message-ID: <4kdhl7$25g@boson.epita.fr>
Source record: 9871

>Does that Atari emulator run? I've got the demo that I've download of the
>internet, but it doesn't seem to run anything. Though it does mount some
>diskettes (not any that have been formatted at higher settings) and GEM
>seems to run quick, but not much else happens.
Don't you need this NVDI mac thing to make something work.

>Any help would be appreciated. By the way I'm running MagiC on a 040 Mac
>with sys 7.1 with 8megs ram.

This may not be the matter cause most of the ataris got only 4 megas
so this let 4megas for the operating system what is quite enough.

--
/------\ /-------\ mail: bourci_f@epita.fr
/ /-----/ / / / http://www.epita.fr/~bourci_f
/ / / /______/ __ ___
/ /--> _ / / \ / / / / / _/ tresorier du
/ / / | |/\ / | / / / / / / / /-/ club Atari de
|_/ _| | | \ | |_/________/ |__/ |__/ / | l'EPITA

4215. A strange world ...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-09 00:00:00 UTC
From: Mikael Lundqvist <x95miklu>
Message-ID: <DpLCon.LGE@ida.liu.se>
Source record: 9872

I can't understand how IBM and its clones have been able to grow so enormously! Imagine this: You by an IBM, Windows being shipped with it, the seller tells you that you need at least 16M ram and 1G harddisk! What?!?!?!

Why this??? As I have understand it, it's mainly because of Windows. How can people so easily accept this? It's an obvious waste of resources! Some people argue that it's development. I say it's poor programming!

Microsoft obviously don't care about optimization and efficiency! Windows is only a stupid OS! It should not demand so much from the computer! An Atari with MagiC only require 1/2M ram and about 2M of harddisk space to multitask.

I think it's a pity that Atari partly left the arena, because I really do think they could have shown how to use resources much better!

I've also heard in the university world that they think Windows is far too limited to use professionally (really!),
so I find it strange that so many people want to use it!

4216. Re: Hey Peter! The Ship is Sinking!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-09 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.829056697@gmi.edu>
Source record: 9873

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>> Wow, Peter, you should learn some accounting. The GAAP Principle of
>> Conservatism states that inventory should be valued at the cost of
>> production. Thus, a writedown of inventory is a combination of both
>> production cost AND sales cost. Apple _WILL_ lose money when it sells
>> the units, it's simply absorbing some (most) of the loss now. Its
>> revaluing of the inventory reflects its lesser value. Of course, if
>> Apple sells the inventory at a lower price than the per cost value,
>> additional losses are incurred. In the long and short of it, Apple
>> definately loses money from inventory writedowns. They lose money
>> in the form of selling below cost, they lose it in the form of
>> valuing below cost. The financial effect may not be immediate, but it
>> is there, which is why it is reflected on the income statement. If
>> no losses were incurred, no adjustments would be made.

>Apple paid for that inventory awhile ago and is much less than write down of
>the value. Thus no cash is involved. Apple will lose the value of the
>inventory.

You still don't get it, don't you? What will that mean for the future
sales of those units? These are still LOSSES, Peter, face reality.

When Atari took write-downs for inventory, that translated to bigger
losses in later quarters... look at the events. You know this, Peter,
and it will be no different for Apple.

>> However, Apple continues making money-losing models. This means that in
>> addition to writedowns, they take a hefty hit on revalued new units sold
>> below cost. Common sense shows that money is lost when revenue is less
>> than expenses.

>Apple maybe making less of the money-losing models now that their Colorado
>plant has been sold.

More shades of Atari's past, Peter. Atari sold off assets to cover
losses and write-downs, if the trend continues for Apple, they will
go into the same downward spiral that Atari went into.

>> -
>> In short, the loss doesn't translate into immediate cash drain, but the
>> long-term effects will include repayment of supplier credit above and
>> beyond the valued amount (a cash drain), and, if applicable, any other
>> variable and fixed costs accrued above the reassessed value of the
>> inventory. Not good, not good at all.

>Unless this is a constant situation. I doubt it.

You DOUBT it!? You DOUBT it!? Where have you been, Peter?! Apple's marketshare has been declining for over 2 years now. It is finally catching up with them. If Apple had realized there were severe problems looming on the horizon 2 years ago, they could have avoided this disaster. But their stuck-up attitude blinded them to reality. And now it's time to pay the piper.

> From what I have been told,
>Apple will be more careful in their product planning by giving what their
>customers want not what Apple thinks they should have.

At least they've recognized one of their problems (finally). But this looks like a FEEBLE attempt by Apple to try to regain consumer trust. Just HOW are they going to do this? I don't see any solutions or answers coming out of Apple right now... they're just desperately trying to cover their asses.

No, Peter, the B.S. they're spouting is just another Apple "money grabbing scheme" (quoted directly from you).

This is fun, Peter. Watch the worm squirm.

/Kevin

> GREETINGS..
>|---|
>| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
>| University of Northern Iowa NEWTON 110 |

4217. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-09 00:00:00 UTC
From: jjs@brigid.ucr.edu
Message-ID: <4ke664$8u3@galaxy.ucr.edu>
Source record: 9874
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <3169A25C.6DF688F8@dark.mountain.stronghold>,
Mr. Wizard <madscientist@dark.mountain.stronghold> wrote:
>Joe Sloan wrote:
>>
>> Windows nt is *not* UNIX - not even close...
>
>Then why not just use Win95????? You are misundestanding something here....
>The whole huge point of NT is to have a Unix clone for the Windows
>market.

If that was the point of windows nt then IMHO it is a colossal failure.

Anyone who comes to windows nt hoping it to be like Unix is in for
some major frustration and disappointment - there will be a steady
supply of rude awakenings and unpleasant surprises.
If you need Unix, you'll need to run Unix.

OTOH If you are satisified with the windows 3 user environment but
want more stability, you'll love windows nt.

--
Joe Sloan Happily running Unix!
jjs@netvoyage.net

4218. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-09 00:00:00 UTC
From: JEDI
Message-ID: <4kefpg$bbs@doc.zippo.com>
Source record: 9875

In article <spork-0504960308310001@ip051.phx.primenet.com>, spork@mailhost.primenet.com says...
>
>In article <828591756_OASIS_@bright.net>, lpursell@bright.net wrote:
>
>>This message was delivered to the news groups via a PPP connection directly
>>to my internet account from my Atari. Read it an weep you weenies!!
>>You know who you are.
>
>
>Gee...I'm trembling.

Why? Afraid that a mass of Internet connected Atarians will object
to cloner FUD?

>
>
>>Speaking of books, if the PC's and MAC's are so easy to use, then why
>>is Walden's Books filled with tutorials that are as thick as the New York
>>phone directory!! You don't fool us for a minute.
>
>
>Because there's a market for it. There are varying degrees of help books,
Americans interested in enlightenment? Nah... More likely that those
manuals are needed either because of system complexity (unnecesary)
or 'software sans manuals'.
>from novice to intermediate to advanced, plus specific subject matter like
Most are your Macs for Dummy's kind of books.
>DTP, networking, internet/telecom, games, programming, fine art, etc. A
>small amount of books are devoted to HOW to use the machines on a basic
>level, but more appear to be for users who already know the basics and
Media play must be an abberation of some kind then...
>want to expand their knowledge in certain areas. I recall seeing books
>like this for the ST back in the '80s.

Most were programming manuals. Not gutenberg sized tomes on how to
use the filemanager...

>
>
>>You only spend your time trying to stir us up cause you know we Atari
>>users see through the BS!!!!!!!!!!!!!! Always have and always will.
>>We are right, and you know, we know, you are wrong and it hurts.
>
>

>You're stirred up, all right. And I'm not hurting...just smiling to
>myself. I used to post messages just like yours waayyy back in my BBS
>days, when my friends were slowly turning to Macs and PCs. Ah,
>nostalgia...

Waayyy back, eh? That explains it: bitterness. Spent 5x as much
for less... would make me cranky too...

4219. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-10 00:00:00 UTC
From: strops@fastlane.net
Message-ID: <316b2658.94879920@news.fastlane.net>
Source record: 9876
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

addinall@powerup.com.au (Mark Addinall) wrote:

:Dr. Corruption (KingRat@OnRamp.Net) wrote:
:: <Comments edited out to save space>

:This is why NT is going to be POSIX 2. compliant some time 'real
:soon' now?

I can't tell if this is sarcasm, but actually it is courtesy Softway
Systems.

:: How long is it going to
:: take for all of you to realize that only OS's that are relatively::
:
:: * Stable
:: * Well Documented
:: * Tight in Conformance with Pre-Existing Industry Standards
:
:Hmmm, sounds like UNIX to me.

Yup

:: will ever have a chance of survival in the corporate world? Let's
:: take a look at these three issues.
:
:: Conformity with Standards
:: Being well versed in the technical support arena for networking the
:: family of Microsoft products, I can tell you from experience that
:: Microsoft did not fully conform with several key concepts in the
:: construction of their IP protocol. (See Info World Magazine, Front
:: Page, April 1 edition). By "enhancing" their WinSock interface, and
:: failing to document their "enhancements", they have created a
:: programming problem that is not soon to be unraveled. This has
:: resulted in several applications (10 according to the article)
:: released by other software manufacturers that fail in Windows
:: networking environments.

(responding to first poster)

First of all you sound silly here talking about how Microsoft not
conforming to "several key concepts" in their IP stack, and then using
problems with Winsock implementations as an example. Show me an RFC that
defines Winsock! You're quite the comedian.

::Also, Microsoft's implementation of the
:: Domain Naming Service for Windows (Microsoft named it WINS (Windows
:: Internet Naming Service)) is another example of a feature of the
:: Microsoft IP protocol that does not conform to existing RFC's in the
:: market place - this makes the WINS feature a proprietary standard, and
:: hence a danger to use in a true IP based environment.
:
:True.

Which RFC is it that defines a dynamically updatable naming service?
Dynamic DNS is nowhere near ready for prime-time.

[really big snip]

:: It may not be the best product in the world, but given time to mature,
:: NT is going to be the next OS standard - both at the desktop, and at
:: the server.
:
:It'll get the desktop (not before time) but the NOS war has just
:begun.

I think it has the best chance on the desktop too, in the long run. The
server is as you say a lot more up in the air.

:I don't need to upgrade my skill set, I'll just wait until
:NT turns into a UNIX variant and then use it as normal :)

This has the ring of truth to it.

Jay Urbanski
MCSE
Certified Solaris Administrator
Paranet

4220. Re: WTB: redesigned 2600 or 7800

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-10 00:00:00 UTC
From: Pauldb@cris.com
Message-ID: <4kfkn9$ef0@tribune.concentric.net>
Source record: 9877
Cross-posted to:
rec.games.video.atari,comp.sys.atari.advocacy,rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

: Sorry for the crosspost but trying to reach an informed party.

: Where can a guy get one of those tiny redesigned 2600s - what were they
: called after the redesign???? Are there any problems with the redesign??

I think they were called 2600 jr's

: Will the 7800 really play all the old 2600 games?

Yes most of them

4221. Atrari and Acorn/Apple join forces?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-10 00:00:00 UTC
From: Tower Electronics Ltd <tower@enterprise.net>
Message-ID: <ant1007531cbYBxi@tower.enterprise.net>
Source record: 9878

With Escom's statement that the next generation
of Atari system will be based on the Power PC
that means that Atari users will have access to
the Common Hardware Reference Platform or CHRP
to use the buzz word.

This opens up the possiblity of multiple CPU's
and operating systems in the one computer!

More details are at the site listed below.

Keep the faith - down with Gates and MS

Yours Sincerely,

Tom Waller Managing Director
Tower Electronics Ltd
An Acorn Consumer dealer
http://www.enterprise.net/tower-risc

4222. ATARI 520STplus for SALE

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-10 00:00:00 UTC
From: *.*@*.com
Message-ID: <316ba764.21617295@news.utrecht.nl.net>
Source record: 9879
Cross-posted to:
comp.sys.atari.advocacy,comp.sys.atari.st,fido.ger.atari,fr.comp.sys.atari,mause.sys.atari.hardware,mause.sys.atari.software

I have for sale a ATARI 520ST+ computer
(HOLLAND)

With:
- 2.5Mb of memory
- 28Mhz speedup card built in
- hardware 386-DOS card
- 3.5" en 5.25" diskdrives
- harddisk 105MB
- HD and powersupply built in transparent case
- clock built in
- B/W and color monitors
- printer
- mous & joysticks
- books (Dutch)
- lots and lots of software (Prof. and games, more than you can
imagine!!!)
everything in good shape, and working properly.

The computer will be sold for any reasonable offer..

If you are interested mail me!!!
b.hofschreuder@simed.nl

4223. ATARI 520STplus for SALE

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-10 00:00:00 UTC
From: b.hofschreuder@simed.nl
Message-ID: <316ba97e.22155428@news.utrecht.nl.net>
Source record: 9880
Cross-posted to:
comp.sys.atari.advocacy,comp.sys.atari.st,fido.ger.atari,fr.comp.sys.atari,mause.sys.atari.hardware,mause.sys.atari.software

I have for sale a ATARI 520ST+ computer
(HOLLAND)

With:
- 2.5Mb of memory
- 28Mhz speedup card built in
- hardware 386-DOS card
- 3.5" en 5.25" diskdrives
- harddisk 105MB
- HD and powersupply built in transparent case
- clock built in
- B/W and color monitors
- printer
- mous & joysticks
- books (Dutch)
- lots and lots of software (Prof. and games, more than you can
imagine!!!)
everything in good shape, and working properly.

The computer will be sold for any reasonable offer..

If you are interested mail me!!!
b.hofschreuder@simed.nl

4224. Re: A strange world ...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-10 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <829226664_OASIS_@swampdog.demon.co.uk>
Source record: 9881

In article <DpLCon.LGE@ida.liu.se>
Mikael Lundqvist <x95miklu> said:-

>I can't understand how IBM and its clones have been able to grow so
>enormously! Imagine this: You by an IBM, Windows being shipped with
>it, the seller tells you that you need at least 16M ram and 1G
>harddisk! What?!?!?!
>
>Why this??? As I have understand it, it's mainly because of Windows.
>How can people so easily accept this? It's an obvious waste of
>resources! Some people argue that it's development. I say it's poor
>programming!

Or damn good strategy. Launch a GUI that is so complex you are
guaranteed to keep control over it.

>Microsoft obviously don't care about optimization and efficiency!
>Windows is only a stupid OS! It should not demand so much from the
>computer! An Atari with MagiC only require 1/2M ram and about 2M of
>harddisk space to multitask.

Right from way back, PC software has always required leading edge
technology. If you ensure today's machines won't run tomorrow's
software then you ensure people upgrade which means they also get to
pay for the new OS again.

>I think it's a pity that Atari partly left the arena, because I
>really do think they could have shown how to use resources much
>better!

I'm not sure about that. Look at MultiTOS. And why develop the Falcon
instead of adapting the faster TT?

MagiC is a fine example of what can be achieved with a small dedicated
team. It seems the bigger the company, the bigger the mess. I wonder
if there is a formula for this? :-)

>I've also heard in the university world that they think Windows is
>far too limited to use professionally (really!),
>so I find it strange that so many people want to use it!

I think the original Windows was equivilent to TOS 1.0, a bit naff but
it looked pretty and was a revelation in the PC world, as was TOS 1.0
in it's day. I suppose 3.1 was akin to TOS 1.4 in that you could say
it was usable.

If Bill Gates decided to do a mass experiment, I'm sure he could licence a unix, make the GUI look like windows, port the major Microsoft software to it, get a few groovy games and ship it in all the new machines as Windows PT (piss take). People would buy it and love it. It would even work well. He would also put himself out of business in the process! [hoorah] :-)

--

Guy Harrison

guy@swampdog.demon.co.uk

4225. Re: Atrari and Acorn/Apple join forces?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-10 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <4kguoa$nd@studs.sci.kun.nl>
Source record: 9882

In <ant1007531cbYBxi@tower.enterprise.net> Tower Electronics Ltd <tower@enterprise.net> writes:

>With Escom's statement that the next generation
>of Atari system will be based on the Power PC
>that means that Atari users will have access to
>the Common Hardware Reference Platform or CHRP
>to use the buzz word.

As much as I would like for this to happen, you're probably confusing Atari and Amiga here. Amiga was bought by Escom, not Atari. Atari recently merged with JTS, a harddisk manufacturer.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

4226. Re: connecting ataris to the internet; San Jose Mercury News

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-10 00:00:00 UTC
From: Tower Electronics Ltd <tower@enterprise.net>
Message-ID: <ant1022140b0YBxi@tower.enterprise.net>
Source record: 9883

In article <4k72inbqr1@mhadf.production.compuserve.com>, Marco Kummer
<mailto:100341.411@CompuServe.COM> wrote:

> great advantages. They should be taught how to use other
> platforms. Platforms like ATARI and Macintosh! Best you should
> have all kinds of platforms in a classroom. But if you can only
> have ATARI, use STiK / CAB to connect to the Internet. It's
> freeware unlike Netscape.
> -Marco A. Kummer, 100341.411@compuserve.com, ATARI / Windows
> programmer
>

I would agree with that and the Power Pc or CHRP is a safe bet to
take over from Micro$oft or MiccySoft as us Acorn users call it
check out my commercial web site at the url below for the latest
poop.....

Tom Waller Managing Director
Tower Electronics Ltd
An Acorn Consumer dealer
http://www.enterprise.net/tower-risc

4227. Re: Thoughts about Falcon THE Problem from the origen!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-10 00:00:00 UTC
From: Tower Electronics Ltd <tower@enterprise.net>
Message-ID: <ant102208868YBxi@tower.enterprise.net>
Source record: 9884

In article <DpDz32.DxM@ridgecrest.ca.us>, Michael Grove
<mailto:mgrove@owens.ridgecrest.ca.us> wrote:
> guenther@cabal.shnet.org (Thorsten Guenther) wrote:

> No, I don't really think I need a PPC.
>
> Mike
>

I like your style Mike - and I agree with you Atari were good and
like Acorn 32 bit from the late 70's. Keep up the good work -
see my Web Site for details on the common hardware platform that
may in the not to distant future allow me to run Atari software on
a co processor along with Mac and WinTel stuff...

Regards...

Tom Waller Managing Director
Tower Electronics Ltd
An Acorn Consumer dealer
http://www.enterprise.net/tower-risc

4228. Re: Hey Peter! The Ship is Sinking!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-10 00:00:00 UTC
From: Jim <mij67@delphi.com>
Message-ID: <JJBI+Dj.mij67@delphi.com>
Source record: 9885

PETER said:

>From what I have been told,
>Apple will be more careful in their product planning by giving what their
>customers want not what Apple thinks they should have.

I think that this is the biggest reason that so many people are turned off by Apple computer. You hit the nail on the head big time! Apple has a tendancy to ignore what the market really wants and produce other things. My loathing for System x.x (you name the rev) stems from the almost secret manner that they deal with everything. Hide those system files...we don't want our moronic customers messing up their computers...Use the same menu bar for every application ever written, our moronic customers can't figure out anything that varies in any way from our template. UGH!

Sorry, I'm rambling...thank god I no longer create Mac related hardware, and thank god I don't have a Mac on my desk at work anymore....I'm saved!

Jim

4229. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-10 00:00:00 UTC
From: mow@navigator.de
Message-ID: <4khddk$22j@marsu.navigator.schwaben.com>
Source record: 9886
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In <4kbgld$dfb@galaxy.ucr.edu> Joe Sloan wrote:
> Windows nt is *not* UNIX - not even close...

IMHO, Windows NT is closer to a good Unix than AIX.

--
Navigator Markus Wenzel
IT Consulting & System administration

Silberberger Weg 11 info@navigator.de
D-71272 Renningen, Germany http://www.neworbit.de/navigator/

4230. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-10 00:00:00 UTC
From: spork@mailhost.primenet.com
Message-ID: <spork-1004961946280001@ip241.phx.primenet.com>
Source record: 9887

In article <4kefpg$bbs@doc.zippo.com>, JEDI wrote:

>>>This message was delivered to the news groups via a PPP connection directly
>>>to my internet account from my Atari. Read it an weep you weenies!!
>>>You know who you are.
>>
>>
>>Gee...I'm trembling.
>
> Why? Afraid that a mass of Internet connected Atarians will object
> to cloner FUD?

Not exactly...if hooking an ST up to the internet is no big deal, he sure
made it sound like one. :)

>>Because there's a market for it. There are varying degrees of help books,
> Americans interested in enlightenment? Nah... More likely that those
> manuals are needed either because of system complexity (unnecesary)
> or 'software sans manuals'.

If you're talking about Windows, you're right...unnecessary complexity
(compared to everything else). But software that's more complex USUALLY
can do more sophisticated things. A skimpy little 35-page manual won't do
for QuarkXPress, for example...

>>from novice to intermediate to advanced, plus specific subject matter like
> Most are your Macs for Dummy's kind of books.

There's a lot of those, but everybody thinks they can put out a better
book. And if there's a market for it, why not?

>>want to expand their knowledge in certain areas. I recall seeing books
>>like this for the ST back in the '80s.
>> Most were programming manuals. Not gutenberg sized tomes on how to
> use the filemanager...

A lot of gaming books, too. But Filemanager could take up entire shelves...

>>You're stirred up, all right. And I'm not hurting...just smiling to
>>myself. I used to post messages just like yours waayyy back in my BBS
>>days, when my friends were slowly turning to Macs and PCs. Ah,
>>nostalgia...
> Waayyy back, eh? That explains it: bitterness. Spent 5x as much
> for less... would make me cranky too...

By "waayyy back" I mean several years, not decades, of course. It's still
nostalgic. :) But the only bitterness I see here are from those who

refuse to advocate their own platform and choose instead to bash others.
Sigh...

4231. Re: Atrari and Acorn/Apple join forces?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-10 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <BNKrW1r.brimiller@delphi.com>
Source record: 9888

Tower Electronics Ltd <tower@enterprise.net> writes:

>With Escom's statement that the next generation
>of Atari system will be based on the Power PC
>that means that Atari users will have access to
>the Common Hardware Reference Platform or CHRP
>to use the buzz word.

Escom develops Amigas, not "Ataris" (TOS systems).

BR Miller
Boston, MA

4232. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-10 00:00:00 UTC
From: JEDI
Message-ID: <4kgc1r$6dl@doc.zippo.com>
Source record: 9889

In article <spork-0704961508110001@ip110.phx.primenet.com>, spork@mailhost.primenet.com says...
>
>In article <828815398_OASIS_@bright.net>, lpursell@bright.net wrote:
>
>>Well, ok fine, so you dumped your Atari for a PC. So why bother reading
>>Atari news groups. Your new fancy puter that boring?
>
>
>This is exactly the answer I expected. Sorry, but I didn't dump my Atari
>for a PC. And I occasionally visit this newsgroup to see some Atari
>advocacy...but all I see are ruthless attacks on other platforms. What
That's a real nice bit of selective perception. The most dominant
thread in this group for weeks has been anti-atari fud spread by
cloners and the debunking thereof.

>about promoting Atari's strengths and marketability? Almost everyone here
>seems so bitter and hateful about everything.

The FUD won, and now a new FUD is beginning: Netscape FUD.

>
>
>>Ya, and the Atari Compendium which contains enough information to write
>>a full fledged app is smaller then most of those PC and MAC books which
>>you people claim to be tutorials and such. Ha ha ha ha... Heh he...
>
>
>So? There are so many Mac/Pee Cee books out there on so many different
>subjects, and not all of them low-level reading. There is a demand for
Most of it is: especially the Net material.
>reference and tutorial material, dictated by the size of the user
>base--and there's nothing wrong with that. If we had STs in place of the
>PC or Mac, we'd see shelves filled with ST books.
>
>
>>Now I'm laughing too.
>>
>>If you are trembling you better see a doctor about that. ;)
>
>
>Don't worry, I think it was just another quake. :)
>

4233. Re: Atrari and Acorn/Apple join forces?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-11 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4khqu1$pp5$1@mhade.production.compuserve.com>
Source record: 9790

>With Escom's statement that the next generation
>of Atari system will be based on the Power PC..

Er... except that Escom is dealing with the ** AMIGA ** not the Atari.

There IS no "next generation" of Atari computers.

BobR

4234. FREE JAGUAR AND GAMES

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-11 00:00:00 UTC
From: ac684@sfn.saskatoon.sk.ca
Message-ID: <4khs1s$mjb@tribune.usask.ca>
Source record: 9791

If you want free stuff like A home Page, A case Of Topps NBA cards, A case of Nabisco cookies, A tetra 3 gallon fish bowl kit, A tetra 2 1/2 gallon fish bowl kit, a Gatorade gymbag, a gatorade towl, a gatorade hat, Some power ranger videos, 20 0.5 ounce packs of chiclits or An atari Jaguar and games then go to http://www.kidscom.com
When you are there click on the register button. At the part of the registration where it says to type in the name of the person who sent you there type Chase Ward. At the part where it says to type the email address of the person who sent you there type ac684@sfn.saskatoon.sk.ca
Once you are registered you can begin to collect kidkash points. When you have enough points you can get a free atari jaguar or some other stuff. It is super easy to collect points all you have to do is go there once a week. You can get extra points by playing the online games they have there. EVERYTHING ABOUT THIS IS FREE. This is mostly for people younger than 14 but if you are an adult then you can go to. They have a special place for adults. You still get the free stuff. THERE IS NEVER ANY OBLIGATION. YOU DON'T EVEN HAVE TO GO BACK TO THE PAGE EVER IF YOU DON'T WANT TO.

4235. Re: Hey Peter! The Ship is Sinking!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Apr11.013221.53996@cobra.uni.edu>
Source record: 9792

In article <khaley.829056697@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
>>> Wow, Peter, you should learn some accounting. The GAAP Principle of
>>> Conservatism states that inventory should be valued at the cost of
>>> production. Thus, a writedown of inventory is a combination of both
>>> production cost AND sales cost. Apple _WILL_ lose money when it sells
>>> the units, it's simply absorbing some (most) of the loss now. Its
>>> revaluing of the inventory reflects its lesser value. Of course, if
>>> Apple sells the inventory at a lower price than the per cost value,
>>> additional losses are incurred. In the long and short of it, Apple
>>> definately loses money from inventory writedowns. They lose money
>>> in the form of selling below cost, they lose it in the form of
>>> valuing below cost. The financial effect may not be immediate, but it
>>> is there, which is why it is reflected on the income statement. If
>>> no losses were incurred, no adjustments would be made.
>
>>Apple paid for that inventory awhile ago and is much less than write down of
>>the value. Thus no cash is involved. Apple will lose the value of the
>>inventory.
>
> You still don't get it, don't you? What will that mean for the future
> sales of those units? These are still LOSSES, Peter, face reality.

Yes, from an accounting point of view..Buyers market for now..
>
> When Atari took write-downs for inventory, that translated to bigger
> losses in later quarters... look at the events. You know this, Peter,
> and it will be no different for Apple.

What does this have to do with Apple? IBM and Digital took heavy writedowns
before. Both doing fine..

>
>>> However, Apple continues making money-losing models. This means that in
>>> addition to writedowns, they take a hefty hit on revalued new units sold
>>> below cost. Common sense shows that money is lost when revenue is less
>>> than expenses.
>
>>Apple maybe making less of the money-losing models now that their Colorado
>>plant has been sold.
>
> More shades of Atari's past, Peter. Atari sold off assets to cover
> losses and write-downs, if the trend continues for Apple, they will
> go into the same downward spiral that Atari went into.

Saids who? Apple sold the original Mac Plant back in '89'. In '85' their Texas and Garden Grove Plant was sold. Afterwards bounced back. Their recently sold Colorado Plant will still produce Macs for at least the next three years. The company that bought it makes hardware for HP and other high tech firms. May end up being the main Mac clone plant.

Your logic equating Atari/Tramiel with Apple escapes me. Following your logic, Mercedes Benz is a gonner for losing $4 billion last year..

>
>>> -
>>> In short, the loss doesn't translate into immediate cash drain, but the
>>> long-term effects will include repayment of supplier credit above and
>>> beyond the valued amount (a cash drain), and, if applicable, any other
>>> variable and fixed costs accrued above the reassessed value of the
>>> inventory. Not good, not good at all.
>
>>Unless this is a constant situation. I doubt it.
>
> You DOUBT it!? You DOUBT it!? Where have you been, Peter?! Apple's
> marketshare has been declining for over 2 years now. It is finally
> catching up with them. If Apple had realized there were severe
> problems looming on the horizon 2 years ago, they could have avoided
> this disaster. But their stuck-up attitude blinded them to
> reality. And now it's time to pay the piper.

Ha ha ha ha ha ha ha ha ha ha..
>
>> From what I have been told,
>>Apple will be more careful in their product planning by giving what their
>>customers want not what Apple thinks they should have.
>
> At least they've recognized one of their problems (finally). But this
> looks like a FEEBLE attempt by Apple to try to regain consumer trust.
> Just HOW are they going to do this? I don't see any solutions or answers
> coming out of Apple right now... they're just desperately trying to
> cover their asses.

Thats funny, solutions are comming from what I have been privileged to.

>
> No, Peter, the B.S. they're spouting is just another Apple "money
> grabbing scheme" (quoted directly from you).

I stated no such thing. Delete Apple and add Atari, I stand correct.
>
> This is fun, Peter. Watch the worm squirm.

You..

>
> /Kevin
>

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4236. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-11 00:00:00 UTC
From: JEDI
Message-ID: <4kiurp$prp@doc.zippo.com>
Source record: 9793

In article <spork-1004961946280001@ip241.phx.primenet.com>, spork@mailhost.primenet.com says...
>
>In article <4kefpg$bbs@doc.zippo.com>, JEDI wrote:
>
>>>>This message was delivered to the news groups via a PPP connection directly
>>>>to my internet account from my Atari. Read it an weep you weenies!!
>>>>You know who you are.
>>>
>>>
>>>Gee...I'm trembling.
>>
>> Why? Afraid that a mass of Internet connected Atarians will object
>> to cloner FUD?
>
>
>Not exactly...if hooking an ST up to the internet is no big deal, he sure
>made it sound like one. :)

No more of a deal than anyone else in the history of the universe
connecting to the Net and a great deal less hype than is given
Netscape by certain cloners.

>
>
>>>Because there's a market for it. There are varying degrees of help books,
>> Americans interested in enlightenment? Nah... More likely that those
>> manuals are needed either because of system complexity (unnecesary)
>> or 'software sans manuals'.
>
>
>If you're talking about Windows, you're right...unnecessary complexity
>(compared to everything else). But software that's more complex USUALLY
>can do more sophisticated things. A skimpy little 35-page manual won't do
>for QuarkXPress, for example...

Should have shipped with the product. If it didn't that's really telling.

>
>
>>>from novice to intermediate to advanced, plus specific subject matter like
>> Most are your Macs for Dummy's kind of books.
>
>
>There's a lot of those, but everybody thinks they can put out a better

>book. And if there's a market for it, why not?

This does not address the original issue.

>
>
>>>want to expand their knowledge in certain areas. I recall seeing books
>>>like this for the ST back in the '80s.
>>> Most were programming manuals. Not gutenberg sized tomes on how to
>> use the filemanager...
>
>
>A lot of gaming books, too. But Filemanager could take up entire shelves...
>
>
>>>You're stirred up, all right. And I'm not hurting...just smiling to
>>>myself. I used to post messages just like yours waayyy back in my BBS
>>>days, when my friends were slowly turning to Macs and PCs. Ah,
>>>nostalgia...
>> Waayyy back, eh? That explains it: bitterness. Spent 5x as much
>> for less... would make me cranky too...
>
>
>By "waayyy back" I mean several years, not decades, of course. It's still
>nostalgic. :) But the only bitterness I see here are from those who
>refuse to advocate their own platform and choose instead to bash others.
>Sigh...
The AT Clones have a lot going against them. They always have.
Despite this, they're users have had the gaul to show EVERYONE
ELSE disrespect even when their systems were pathetically primitive
and unusable.

Reciprocity.

4237. Re: Hey Peter! The Ship is Sinking!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-11 00:00:00 UTC
From: JEDI
Message-ID: <4kiv74$qa4@doc.zippo.com>
Source record: 9794

In article <JJBI+Dj.mij67@delphi.com>, Jim says...
>
>PETER said:
>
>>From what I have been told,
>>Apple will be more careful in their product planning by giving what their
>>customers want not what Apple thinks they should have.
>
>I think that this is the biggest reason that so many people are turned off
>by Apple computer. You hit the nail on the head big time! Apple has a
>tendancy to ignore what the market really wants and produce other things.
>My loathing for System x.x (you name the rev) stems from the almost secret
>manner that they deal with everything. Hide those system files...we don't
>want our moronic customers messing up their computers...Use the same menu

Sorry to break the news to you but, this is the way that any reasonably
well designed OS does things. All the big irons & even NT assume that
the user is either stupid or malicious.

It is an assumption necessary to make if you're interested in any sort
of system integrity.

You may have gotten rid of your macs but, the 'philosophy' will soon
catch up to you anyways.

>bar for every application ever written, our moronic customers can't figure
>out anything that varies in any way from our template. UGH!
>

If you can't understand the utility of coding standards perhaps you
are in the wrong business.

>Sorry, I'm rambling...thank god I no longer create Mac related hardware,
>and thank god I don't have a Mac on my desk at work anymore....I'm saved!
>
>Jim

4238. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-11 00:00:00 UTC
From: JEDI
Message-ID: <4kiva5$qcp@doc.zippo.com>
Source record: 9795

In article <4khddk$22j@marsu.navigator.schwaben.com>, mow@navigator.de says...
>
>In <4kbgld$dfb@galaxy.ucr.edu> Joe Sloan wrote:
>> Windows nt is *not* UNIX - not even close...
>
>IMHO, Windows NT is closer to a good Unix than AIX.
>
If anything: it might be close to a good VMS.

4239. Re: Atrari and Acorn/Apple join forces?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-11 00:00:00 UTC
From: JEDI
Message-ID: <4kivef$qgu@doc.zippo.com>
Source record: 9796

In article <4khqu1$pp5$1@mhade.production.compuserve.com>, BobR says...
>
>>With Escom's statement that the next generation
>>of Atari system will be based on the Power PC..
>
>Er... except that Escom is dealing with the ** AMIGA ** not the Atari.

Don't know much about the system architecture, do you?

>
>There IS no "next generation" of Atari computers.

4240. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-11 00:00:00 UTC
From: lpursell@bright.net
Message-ID: <829280512_OASIS_@bright.net>
Source record: 9797

Ruthless attacks? I was reading these threads for a couple of weeks before posting and I am only defending what I consider to be a still viable platform. I read the "Atari" groups because I _use_ only Atari computers. The ruthless messages and inacurate information is coming form the ones who are not using the Atari computers in the first place.

I don't waste my time reading news groups devoted to other platforms. I simply don't have the time or the interest. Honest. Turn the tables and put yourself in my shoes and let's see if you can sit still and not get involved. Granted I've made the decision to stick with what I have, but that doesn't mean I have to sit an listen to such nonsense. So the PC finally pushed all the other platforms aside, that doesn't make it good, but it does make it easy for you PC users to find fault with everyone else.

I never said the PC sucked, I never said the Atari was the best, I only pointed out the obvious, or at least what I thought was the obvious. Perhaps the PC has a place in the market or whatever, you will however _not_ find a PC on my desk.

--

+---+
Lonny Pursell Atari Rules! E-Mail: lpursell@bright.net
If you understand or if you don't, If you believe or if you doubt,
There's a universal justice, And the eyes of truth,
Are always watching you. ENIGMA 2 - The CROSS Of Changes
+---+

4241. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-11 00:00:00 UTC
From: lpursell@bright.net
Message-ID: <829281664_OASIS_@bright.net>
Source record: 9798

In article <4ka1ueker1@mhadg.production.compuserve.com>
BobR <76702.1466@CompuServe.COM> said:-

||I don't recall MAC's being shipped with 24-bit as standard.
|
|I don't recall anyone talking about Macs.
|
|I also don't recall ANY Atari computer being shipped with 24-bit as standard
|either.
|
|So.. you didn't answer.. how much did your 24bit Atari video card cost..?
|
|

Why ask me? If you knew anything about the "Atari" you wouldn't need me
to tell you.

--

+---+
Lonny Pursell Atari Rules! E-Mail: lpursell@bright.net
If you understand or if you don't, If you believe or if you doubt,
There's a universal justice, And the eyes of truth,
Are always watching you. ENIGMA 2 - The CROSS Of Changes
+---+

4242. Re: WTB: redesigned 2600 or 7800

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-11 00:00:00 UTC
From: alexc@3rdplanet.com
Message-ID: <alexc-1104961249310001@news.3rdplanet.com>
Source record: 9799
Cross-posted to:
rec.games.video.atari,comp.sys.atari.advocacy,rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

In article <4kfkn9$ef0@tribune.concentric.net>, Pauldb@cris.com (Paul) wrote:

> : Sorry for the crosspost but trying to reach an informed party.
>
> : Where can a guy get one of those tiny redesigned 2600s - what were they
> : called after the redesign???? Are there any problems with the redesign??
>
> I think they were called 2600 jr's

B&C Computervisions had 2600 Jr's new in the box when I was there last
week--don't remember the exact price, but it was <= $40. Their number is
(408)986-9960.

--
Alex Chamberlain --- alexc@3rdplanet.com

4243. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-12 00:00:00 UTC
From: thomas@geac.co.nz
Message-ID: <4kkkcq$1mq6@ferrari.geac.co.nz>
Source record: 9800
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Markus Wenzel <mow@navigator.de> wrote:
>> Windows nt is *not* UNIX - not even close...
>
>IMHO, Windows NT is closer to a good Unix than AIX.

Interesting post, I'm not sure if you're more ignorant about NT, Unix
or AIX. Feel free to come back and give us another opinion when you've
used more than one of them.

--
Thomas Beagle
thomas@geac.co.nz

4244. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-12 00:00:00 UTC
From: spork@mailhost.primenet.com
Message-ID: <spork-1204960209230001@ip18-041.phx.primenet.com>
Source record: 9801

In article <4kgc1r$6dl@doc.zippo.com>, JEDI wrote:

>>This is exactly the answer I expected. Sorry, but I didn't dump my Atari
>>for a PC. And I occasionally visit this newsgroup to see some Atari
>>advocacy...but all I see are ruthless attacks on other platforms. What
> That's a real nice bit of selective perception. The most dominant
> thread in this group for weeks has been anti-atari fud spread by
> cloners and the debunking thereof.

Selective only because I don't read this newsgroup regularly (mostly
because of the mindless MCIBTYC wars). I'm not interested in bickering
about which is better...I just wanted to see something positive about
Atari.

>>about promoting Atari's strengths and marketability? Almost everyone here
>>seems so bitter and hateful about everything.
>
> The FUD won, and now a new FUD is beginning: Netscape FUD.

How...stimulating. :)

>>So? There are so many Mac/Pee Cee books out there on so many different
>>subjects, and not all of them low-level reading. There is a demand for
> Most of it is: especially the Net material.

Not most of what I find at the big bookstores around here... And the net
is the "next big thing" that everyone's trying to get into...not
everyone's an instant expert. Unfortunately. :)

4245. Re: Atrari and Acorn/Apple join forces?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-12 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960412043738.20547A-100000@PEAK.ORG>
Source record: 9802

On 10 Apr 1996, Sander Stoks wrote:

> In <ant1007531cbYBxi@tower.enterprise.net> Tower Electronics Ltd <tower@enterprise.net>
writes:
>
> >With Escom's statement that the next generation
> >of Atari system will be based on the Power PC
> >that means that Atari users will have access to
> >the Common Hardware Reference Platform or CHRP
> >to use the buzz word.
>
> As much as I would like for this to happen, you're probably confusing
> Atari and Amiga here. Amiga was bought by Escom, not Atari. Atari
> recently merged with JTS, a harddisk manufacturer.

Must be an 'off brand' harddisk manufacturer. Figures....I doubt you'd
see any large, successful, well-known hard disk company (Seagate, Maxtor,
Conner etc.) dealing with the TRAMIELS!!!!!!

4246. ART

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-12 00:00:00 UTC
From: Roger Hume <rkh@eng.cam.ac.uk>
Message-ID: <316EB869.6D23@eng.cam.ac.uk>
Source record: 9803

A friend with an Atari machine is looking for contacts preferably
near Cambridge, He is interested in computer produced art images.
Are there any user groups for Atari near Cambridge ?


```
+-------------------------------------------------------------+
|Roger Hume - CUED. Trumpington Street, Cambridge CB2 1PZ |
| Tel: (01223) 332736 (or 574404 evenings/weekends) |
| email rkh@eng.cam.ac.uk (answered weekdays only) |
| fax 01223-332600 (mark urgent as this is dept. fax) |
| (Home snail mail-11 Durnford Way Cambridge CB4 2DP) |
+-------------------------------------------------------------+
```

4247. Re: Atrari and Acorn/Apple join forces?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-12 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.435.00084178@cfcsc.dnd.ca>
Source record: 9804

In article <ant1007531cbYBxi@tower.enterprise.net> Tower Electronics Ltd
<tower@enterprise.net> writes:
>With Escom's statement that the next generation
>of Atari system will be based on the Power PC
>that means that Atari users will have access to
>the Common Hardware Reference Platform or CHRP
>to use the buzz word.
>This opens up the possiblity of multiple CPU's
>and operating systems in the one computer!
>More details are at the site listed below.
>Keep the faith - down with Gates and MS
>Yours Sincerely,

unless I am mistaken
Escom is Amiga, and
C-Lab is Atari.
I've heard nothing from C-Lab re: successors to Mark III and IV's

Atari/TOS 4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp
Kenneth Macdonald/ Coinneach Domhnullaich -speaking only for myself
CanForcesCollege, Toronto, Ontario, Canada
Qu&#65533;bec dit oui, Qu&#65533;bec dit non=Qu&#65533;bec, la nation dans le pays du Canada

4248. Re: Atrari and Acorn/Apple join forces?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-12 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <4klk8v$od2@studs.sci.kun.nl>
Source record: 9805

In <4kivef$qgu@doc.zippo.com> JEDI writes:

>>Er... except that Escom is dealing with the ** AMIGA ** not the Atari.

> Don't know much about the system architecture, do you?

Please enlighten - The way it stands now makes you look a bit silly.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

4249. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-12 00:00:00 UTC
From: JEDI
Message-ID: <4klkj2$5tv@doc.zippo.com>
Source record: 9806

In article <4kkkcq$1mq6@ferrari.geac.co.nz>, thomas@geac.co.nz says...
>
>Markus Wenzel <mow@navigator.de> wrote:
>>> Windows nt is *not* UNIX - not even close...
>>
>>IMHO, Windows NT is closer to a good Unix than AIX.
>
>Interesting post, I'm not sure if you're more ignorant about NT, Unix
>or AIX. Feel free to come back and give us another opinion when you've
>used more than one of them.
Do you know if NT has something equivalent to nice?

4250. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-12 00:00:00 UTC
From: JEDI
Message-ID: <4km1sg$kin@doc.zippo.com>
Source record: 9807

In article <spork-1204960209230001@ip18-041.phx.primenet.com>, spork@mailhost.primenet.com says...
>
>In article <4kgc1r$6dl@doc.zippo.com>, JEDI wrote:
>
>>>This is exactly the answer I expected. Sorry, but I didn't dump my Atari
>>>for a PC. And I occasionally visit this newsgroup to see some Atari
>>>advocacy...but all I see are ruthless attacks on other platforms. What
>> That's a real nice bit of selective perception. The most dominant
>> thread in this group for weeks has been anti-atari fud spread by
>> cloners and the debunking thereof.
>
>
>Selective only because I don't read this newsgroup regularly (mostly
>because of the mindless MCIBTYC wars). I'm not interested in bickering
>about which is better...I just wanted to see something positive about
>Atari.
>

An ST can browse the Web. and
An ST can connect to the Net.

are both positive statements.

>
>>>about promoting Atari's strengths and marketability? Almost everyone here
>>>seems so bitter and hateful about everything.
>>
>> The FUD won, and now a new FUD is beginning: Netscape FUD.
>
>
>How...stimulating. :)

The finer details have already been posted, repeatedly.

>
>
>>>So? There are so many Mac/Pee Cee books out there on so many different
>>>subjects, and not all of them low-level reading. There is a demand for
>> Most of it is: especially the Net material.
>
>
>Not most of what I find at the big bookstores around here... And the net

And what bookstores are around there? So that I or someone may verify
the validity of your statements.

Personally, I think you're FUDing...

>is the "next big thing" that everyone's trying to get into...not
>everyone's an instant expert. Unfortunately. :)

4251. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-12 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4kmr24$k81@julie.teleport.com>
Source record: 9808
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both
Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My
Web Address is below. On-Line Catalogs that you can View and Contact me via
my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3
PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

4252. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-12 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960412172139.7883A-100000@PEAK.ORG>
Source record: 9809

On Thu, 11 Apr 1996, Lonny Pursell wrote:

> In article <4ka1ueker1@mhadg.production.compuserve.com>
> BobR <76702.1466@CompuServe.COM> said:-
>
> ||I don't recall MAC's being shipped with 24-bit as standard.
> |
> |I don't recall anyone talking about Macs.
> |
> |I also don't recall ANY Atari computer being shipped with 24-bit as standard
> |either.
> |
> |So.. you didn't answer.. how much did your 24bit Atari video card cost..?
> |
> |
>
> Why ask me? If you knew anything about the "Atari" you wouldn't need me
> to tell you.

Yeah.....why ask you? If you knew anything about the "Atari" either, you'd
have answered the question.

James

4253. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-12 00:00:00 UTC
From: spork@mailhost.primenet.com
Message-ID: <spork-1204962042510001@ip027.phx.primenet.com>
Source record: 9810

In article <4km1sg$kin@doc.zippo.com>, JEDI wrote:

>>Selective only because I don't read this newsgroup regularly (mostly
>>because of the mindless MCIBTYC wars). I'm not interested in bickering
>>about which is better...I just wanted to see something positive about
>>Atari.
>
> An ST can browse the Web. and
> An ST can connect to the Net.
>
> are both positive statements.

I guess that'll have to do me for awhile, but your enthusiasm is lacking a bit... :) What's the ST browser called? Will it run on a Mega 2? I've been absent from the world of Atari for a while and am a bit behind, sorry.

>>Not most of what I find at the big bookstores around here... And the net
> And what bookstores are around there? So that I or someone may verify
> the validity of your statements.

The usual... Bookstar, Walden's, Borders, Barnes & Noble, plus the major computer stores. Now, if someone wants to go through all the trouble to visit each and every one of these in the Phoenix area, take inventory of all they carry, and make a comprehensive comparison of them all, they're welcome to do so. I just comment on what I see.

> Personally, I think you're FUDing...

Think what you wish, but I'm sorry you're so paranoid. I have much better things to do than FUD this newsgroup. (Unfortunately, it sounds like others like it.)

4254. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-12 00:00:00 UTC
From: "Tony \"Chow\" Chow" <greenboy@ucla.edu>
Message-ID: <316F4CB2.14C9@ucla.edu>
Source record: 9811
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

> > * Stable
> > * Well Documented
> > * Tight in Conformance with Pre-Existing Industry Standards
>
> All three of which Linux has in abundant quantities, and MS unfortunately
> lacks.

Bull!

>
> Linux is definitely stable. You can leave it on continuously for a year (And
> actually use it the whole time) and it will not ever crash.

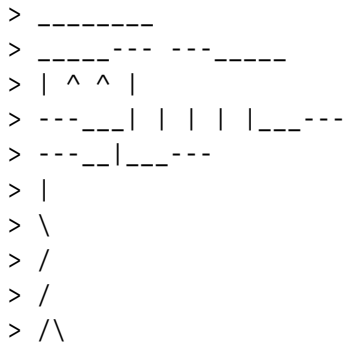
What a load of nonsense: I'd been glad to hear from a Linux user that actually ran the machine for a year continuously without having to reboot. Windows 95 is remarkably stable, by the way, I leave it on all the time (admittedly with reboots about once a week.)

>
> Linux is well documented. Better than any other OS out there. Look around in
> sites like www.linux.org to get an idea of the kind of documentation that
> there is.

Ha! The reason that so much has been written for Linux is that most trivial tasks are far more complicated than they have to be. People don't need 10 pages of instructions for Edit on Windows, but even that is not enough for vi.

>
> Linux conforms to standards. It's compatible with all Unix programs, and
> even supports DOS partitions cleanly, integrating them with it's own.
> (Unfortunately, MS thinks that it can create it's own "new", "accepted"
> standards on a whim.)

The "standards" that Linux is conforming to is a patch work of bugs and workarounds that has plagued UNIX users of all breeds for eons. A clean, proprietory, and properly licensed scheme like NT has its advantages.
>
> So, as you see, Linux fits in quite nicely.
>
> --
> _ _
> (0) (0)
> ~ ~
>



4255. Re: Atrari and Acorn/Apple join forces?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-13 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4kn22v$4v3$1@mhadf.production.compuserve.com>
Source record: 9812

>Don't know much about the system architecture, do you?

You really are an ass, aren't you..?

He said Escom was dealing with Atari computers. They're not.

Has nothing to do with system architecture at all. Period.

Crawl back under your rock.

BobR

4256. Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-13 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4knvt5$qr3@inca01.inca.co.nz>
Source record: 9813
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,comp.sys.atari.advocacy

> >> : The GOOD TIMES virsus is a HOAX!!!!!!!!!! Will this insanity ever end?
> >> : This hoax has been perpetuated for at least two years.....
> >> Thank goodness the hoax only 'affects' people with IBM PC and possibly
> >> Mac. Gee I'm glad I own a hoax-free Falcon... ;^)
> >You've got the right idea, but I think you have made a little mistake.
> >The Good Times virus only attacks hoaxes. The IBM and Mac are the hoaxes.
> >Unfortunately noone has caught on yet to the joke... {[:-)]
> But at least you can buy a HOAX from any computer store, not a WET DREAM
> like the Amiga and ST .

And "wet dreams" (ST and Meagre) are pleasurable, unlike hoaxes such as
the PeeWee and the machine named after an overhyped hamburger.

--

Quote For The Month:

"If she's a lady, I'm a Pernicious Knid"

4257. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-13 00:00:00 UTC
From: spork@mailhost.primenet.com
Message-ID: <spork-1304960215590001@ip21-045.phx.primenet.com>
Source record: 9814

In article <4kiurp$prp@doc.zippo.com>, JEDI wrote:

>>Not exactly...if hooking an ST up to the internet is no big deal, he sure
>>made it sound like one. :)
>
> No more of a deal than anyone else in the history of the universe
> connecting to the Net and a great deal less hype than is given
> Netscape by certain cloners.

But calling people "weenies" and gloating so much...that was kinda silly.
I never doubted the ST could connect to the net, I always figured it was
just a matter of someone writing the software. Looks like someone did...

>>If you're talking about Windows, you're right...unnecessary complexity
>>(compared to everything else). But software that's more complex USUALLY
>>can do more sophisticated things. A skimpy little 35-page manual won't do
>>for QuarkXPress, for example...
>
> Should have shipped with the product. If it didn't that's really telling.

True... Unfortunately, these big-program manuals don't always go as
in-depth as the users want. That's why we see these big books full of
other techniques, shortcuts, design tips, etc. The Photoshop Bible, for
example, is great. And, unlike a lot of these other books, it's written
with a sense of humor...

>>There's a lot of those, but everybody thinks they can put out a better
>>book. And if there's a market for it, why not?
>
> This does not address the original issue.

It doesn't? The original question was why there are so many books for all
these programs if the Mac and Pee Cee are so easy to use. So many people
are competing to write the best books with the best (and most
comprehensible) info. Thus, a flood of books to wade through. :)

> The AT Clones have a lot going against them. They always have.
> Despite this, they're users have had the gaul to show EVERYONE
> ELSE disrespect even when their systems were pathetically primitive
> and unusable.
>
> Reciprocity.

I agree...my PC friends always scoffed at my ST, but when I actually
showed it to them they pretty much shut up. The clone graphics have
improved since then, but to me it comes across as the same ol' blocky
stuff.

4258. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <829469560_OASIS_@swampdog.demon.co.uk>
Source record: 9815

In article <spork-1204962042510001@ip027.phx.primenet.com>
spork@mailhost.primenet.com (Spork) said:-

>I guess that'll have to do me for awhile, but your enthusiasm is
>lacking a bit... :) What's the ST browser called?

Cab, it comes as part of the www130 package - plug 'n' play now.

>Will it run on a Mega 2?

Yes. You need a SLIP connection currently (being worked on) unless you
have Mint which will already let it run under PPP.

>I've been absent from the world of Atari for a while and am a bit
>behind, sorry.

It also runs on the TT and Falcon, in just about any rez.

--

Guy Harrison

guy@swampdog.demon.co.uk

4259. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-13 00:00:00 UTC
From: mandtbac@news.abo.fi
Message-ID: <4kp00o$g3v@josie.abo.fi>
Source record: 9816
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Tony \"Chow\" Chow, in <316F4CB2.14C9@ucla.edu>:
>What a load of nonsense: I'd been glad to hear from a Linux user
>that actually ran the machine for a year continuously without having
>to reboot.

there have been several such reports. i've seen people posting about
what did and didn't happen when their jiffy counters turned around -
which, on an intel box, happens after just over 497 days of uptime.

>Windows 95 is remarkably stable, by the way, I leave it on all the
>time (admittedly with reboots about once a week.)

good for you. me, i couldn't care less.

>Ha! The reason that so much has been written for Linux is that most
>trivial tasks are far more complicated than they have to be. People
>don't need 10 pages of instructions for Edit on Windows, but even
>that is not enough for vi.

that's because Edit doesn't do jack shit. thing with unices is, all
these software toold that you complain about needing documentation
for, they actually have functionality that needs to be documented.

>The "standards" that Linux is conforming to is a patch work of bugs and
>workarounds that has plagued UNIX users of all breeds for eons.

as opposed to the patchwork of idiocies, backward compatibilities and
bugs that is MSWin, i take it. at least the Unix standards are
documented.

> A clean,
>proprietory, and properly licensed scheme like NT has its advantages.

the very fact that you try to _brag_ about something being
proprietary makes me wonder why i even bother following up to you.
--
"look on the bright side, is suicide" -- Nirvana

4260. Re: New Falcon!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-13 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DptKL0.82r@ridgecrest.ca.us>
Source record: 9817

Fanci Bour (bourci_f@epita.fr) wrote:
>>Does that Atari emulator run? I've got the demo that I've download of the
>>internet, but it doesn't seem to run anything. Though it does mount some
>>diskettes (not any that have been formatted at higher settings) and GEM
>>seems to run quick, but not much else happens.
>Don't you need this NVDI mac thing to make something work.
>
>>Any help would be appreciated. By the way I'm running MagiC on a 040 Mac
>>with sys 7.1 with 8megs ram.
>
>This may not be the matter cause most of the ataris got only 4 megas
>so this let 4megas for the operating system what is quite enough.

Hi,

System 7.5 will take up about 2.5mb, and if you have any autofolder or accessories
under MagicC you could end up with quite abit less than 4mb available. Check
the memory configuration under MagiC to see what it has allowed. You get to set
up mode by holding down the option (or mabey it is the shift key) while you start
MagiC.

Mike

>
>--
> /------\ /-------\ mail: bourci_f@epita.fr
> / /-----/ / / / http://www.epita.fr/~bourci_f
> / / / /______/ __ ___
> / /--> _ / / \ / / / / / _/ tresorier du
> / / / | |/\ / | / / / / / / / /-/ club Atari de
>|_/ _| | | \ | |_/________/ |__/ |__/ / | l'EPITA

4261. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-13 00:00:00 UTC
From: JEDI
Message-ID: <4kot8l$qj4@doc.zippo.com>
Source record: 9818

In article <spork-1204962042510001@ip027.phx.primenet.com>, spork@mailhost.primenet.com says...
>
>In article <4km1sg$kin@doc.zippo.com>, JEDI wrote:
>
>>>Selective only because I don't read this newsgroup regularly (mostly
>>>because of the mindless MCIBTYC wars). I'm not interested in bickering
>>>about which is better...I just wanted to see something positive about
>>>Atari.
>>
>> An ST can browse the Web. and
>> An ST can connect to the Net.
>>
>> are both positive statements.
>
>
>I guess that'll have to do me for awhile, but your enthusiasm is lacking a

Enthusiasm is not required. Facts speak for themselves when not overshadowed by marketing.

>bit... :) What's the ST browser called? Will it run on a Mega 2? I've
>been absent from the world of Atari for a while and am a bit behind,
>sorry.
>
>
>>>Not most of what I find at the big bookstores around here... And the net
>> And what bookstores are around there? So that I or someone may verify
>> the validity of your statements.
>
>
>The usual... Bookstar, Walden's, Borders, Barnes & Noble, plus the major
>computer stores. Now, if someone wants to go through all the trouble to

Waldens: NOT, Barnes&Nobles: NOT.

>visit each and every one of these in the Phoenix area, take inventory of
>all they carry, and make a comprehensive comparison of them all, they're
>welcome to do so. I just comment on what I see.
>
>
>> Personally, I think you're FUDing...
>
>
>Think what you wish, but I'm sorry you're so paranoid. I have much better

Paranoia implies that which is not grounded in fact. Observation contradicts your statements. Therefore I can safely assume you are lying.

>things to do than FUD this newsgroup. (Unfortunately, it sounds like >others like it.)

4262. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-13 00:00:00 UTC
From: JEDI
Message-ID: <4kotcn$qm0@doc.zippo.com>
Source record: 9819

In article <Pine.SUN.3.91.960412172139.7883A-100000@PEAK.ORG>, James says...
>
>
>
>On Thu, 11 Apr 1996, Lonny Pursell wrote:
>
>> In article <4ka1ueker1@mhadg.production.compuserve.com>
>> BobR <76702.1466@CompuServe.COM> said:-
>>
>> ||I don't recall MAC's being shipped with 24-bit as standard.
>> |
>> |I don't recall anyone talking about Macs.
>> |
>> |I also don't recall ANY Atari computer being shipped with 24-bit as standard
>> |either.
>> |
>> |So.. you didn't answer.. how much did your 24bit Atari video card cost..?
>> |
>> |
>>
>> Why ask me? If you knew anything about the "Atari" you wouldn't need me
>> to tell you.
>
>Yeah.....why ask you? If you knew anything about the "Atari" either, you'd
>have answered the question.

Why should we even bother answering the charges of the likes of YOU
who attempt to criticise upon a subject area they know NOTHING about?

Some of us would just prefer that you don't misinform others.

4263. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-13 00:00:00 UTC
From: JEDI
Message-ID: <4kosme$q3e@doc.zippo.com>
Source record: 9820

In article <316F4CB2.14C9@ucla.edu>, "Tony says...
>
>> > * Stable
>> > * Well Documented
>> > * Tight in Conformance with Pre-Existing Industry Standards
>>
>> All three of which Linux has in abundant quantities, and MS unfortunately
>> lacks.
>
>Bull!
>
>>
>> Linux is definitely stable. You can leave it on continuously for a year (And
>> actually use it the whole time) and it will not ever crash.
>
>What a load of nonsense: I'd been glad to hear from a Linux user that actually
>ran the machine for a year continuously without having to reboot. Windows 95 is
>remarkably stable, by the way, I leave it on all the time (admittedly with reboots
>about once a week.)

And the point that Win95 can run for a whole week (allegedly) without
crashing is?

>
>>
>> Linux is well documented. Better than any other OS out there. Look around in
>> sites like www.linux.org to get an idea of the kind of documentation that
>> there is.
>
>Ha! The reason that so much has been written for Linux is that most trivial tasks
>are far more complicated than they have to be. People don't need 10 pages of
>instructions for Edit on Windows, but even that is not enough for vi.

Then just dont use the false strawman's editor...

>
>>
>> Linux conforms to standards. It's compatible with all Unix programs, and
>> even supports DOS partitions cleanly, integrating them with it's own.
>> (Unfortunately, MS thinks that it can create it's own "new", "accepted"
>> standards on a whim.)
>
>The "standards" that Linux is conforming to is a patch work of bugs and
>workarounds that has plagued UNIX users of all breeds for eons. A clean,
>proprietory, and properly licensed scheme like NT has its advantages.

UNIX sysadmins perhaps... or even developers.

But to users...

...unix itself is the same (especially if you use the same shell) on
a Sun Sparc, an HP, a MicroVax 3000, an Atari Falcon, a PC clone,
an AIX station or even a cray YMP.

NT cant quite claim that yet.

>>
>> So, as you see, Linux fits in quite nicely.

4264. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-13 00:00:00 UTC
From: JEDI
Message-ID: <4kostf$qan@doc.zippo.com>
Source record: 9821

In article <spork-1304960215590001@ip21-045.phx.primenet.com>, spork@mailhost.primenet.com says...
>
>In article <4kiurp$prp@doc.zippo.com>, JEDI wrote:
>
>>>Not exactly...if hooking an ST up to the internet is no big deal, he sure
>>>made it sound like one. :)
>>
>> No more of a deal than anyone else in the history of the universe
>> connecting to the Net and a great deal less hype than is given
>> Netscape by certain cloners.
>
>
>But calling people "weenies" and gloating so much...that was kinda silly.

Not considering that he did 'the impossible'. That he can do that which
so easily intimidates others is reason enough to gloat.

>I never doubted the ST could connect to the net, I always figured it was
>just a matter of someone writing the software. Looks like someone did...

Yeah, Atari, in 1985. It's been on the ST language disk for 10 years.

>
>
>>>If you're talking about Windows, you're right...unnecessary complexity
>>>(compared to everything else). But software that's more complex USUALLY
>>>can do more sophisticated things. A skimpy little 35-page manual won't do
>>>for QuarkXPress, for example...
>>
>> Should have shipped with the product. If it didn't that's really telling.
>
>
>True... Unfortunately, these big-program manuals don't always go as
>in-depth as the users want. That's why we see these big books full of
>other techniques, shortcuts, design tips, etc. The Photoshop Bible, for
>example, is great. And, unlike a lot of these other books, it's written
>with a sense of humor...
>
>
>>>There's a lot of those, but everybody thinks they can put out a better
>>>book. And if there's a market for it, why not?
>>
>> This does not address the original issue.
>

>
>It doesn't? The original question was why there are so many books for all
>these programs if the Mac and Pee Cee are so easy to use. So many people
>are competing to write the best books with the best (and most
>comprehensible) info. Thus, a flood of books to wade through. :)

Attaining to write the best, irrelevant manual...

Whatever...

>
>
>> The AT Clones have a lot going against them. They always have.
>> Despite this, they're users have had the gaul to show EVERYONE
>> ELSE disrespect even when their systems were pathetically primitive
>> and unusable.
>>
>> Reciprocity.
>
>
>I agree...my PC friends always scoffed at my ST, but when I actually
>showed it to them they pretty much shut up. The clone graphics have
>improved since then, but to me it comes across as the same ol' blocky
>stuff.

4265. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-13 00:00:00 UTC
From: spork@mailhost.primenet.com
Message-ID: <spork-1304962213550001@ip053.phx.primenet.com>
Source record: 9822

In article <829280512_OASIS_@bright.net>, lpursell@bright.net wrote:

>Ruthless attacks? I was reading these threads for a couple of weeks before
>posting and I am only defending what I consider to be a still viable
>platform. I read the "Atari" groups because I _use_ only Atari computers. The
>ruthless messages and inacurate information is coming form the ones who are not
>using the Atari computers in the first place.

I didn't know there were a bunch of anti-Atari people coming in here and
FUD-ing. If you were slamming them back, I have no problem with that...

>I don't waste my time reading news groups devoted to other platforms. I simply
>don't have the time or the interest. Honest. Turn the tables and put
>yourself in my shoes and let's see if you can sit still and not get involved.
>Granted I've made the decision to stick with what I have, but that doesn't
>mean I have to sit an listen to such nonsense. So the PC finally pushed
>all the other platforms aside, that doesn't make it good, but it does make
>it easy for you PC users to find fault with everyone else.

Yup. I occasionally drop into the other platform newsgroups, but only to
lurk and see what the general conversation is about. Not a lot of
substance, of course. :)

>I never said the PC sucked, I never said the Atari was the best, I only
>pointed out the obvious, or at least what I thought was the obvious.
>Perhaps the PC has a place in the market or whatever, you will however _not_
>find a PC on my desk.

Unfortunately, there's one on my desk at work. :(

4266. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-13 00:00:00 UTC
From: lpursell@bright.net
Message-ID: <829500264_OASIS_@bright.net>
Source record: 9823

In article <4kq1qc$9q6$1@mhade.production.compuserve.com>
BobR <76702.1466@CompuServe.COM> said:-

|>>Why ask me? If you knew anything about the "Atari" you wouldn't need me
|>>to tell you.
|>
|>I asked you because you were the one who brought it up. You made it sound
|>as if you actually HAD a 24bit video card for your Atari computer, but since
|>you don't seem to be able to come up with the price, I guess you were just
|>lying to us.
|>
|>AND I do know that the Crazy Dots or AlberTT video cards (and the
|>others like them) cost HUNDREDS AND HUNDREDS of dollars. The Cyrel Sunrise
|>video card for Atari computers originally cost $1500.
|>
|>Your stupid "my computer is better than your computer" arguments don't hold
|>any water... the S3 based, accelerated 24bit video card I just put in one
|>of my PCs cost $79. AND... it just plugged in, unlike ANY of the video
|>upgrades I could buy for any of my Atari computers.
|>
|>So... one more time... what 24bit video card do you have, and how much
|>did you pay for it..?

That was the reply I expected. <== See how easy that is? Neat eh??

First of all you are the one doing the "my puter is better than your puter".
My original post that mentioned my 24-bit video card was to simply
show that Atari's these days have more than 320x200 in 16 shades of gray.
You can read into that whatever you want, apparently you already have.
Perhaps you have jumped into the middle of a conversation or simply like to
argue. I don't know? I don't care. I don't have to answer to you or anyone
else so if you want current prices call your nearest Atari dealer.
I seriously doubt your gonna buy a vidoe card for the ST you claim to have
after spewing out all those specs and dollar values on your PC.

Your postings are typical of has been Atari users trying to justify their
platform jumping.

--

+---+
Lonny Pursell Atari Rules! E-Mail: lpursell@bright.net
If you understand or if you don't, If you believe or if you doubt,
There's a universal justice, And the eyes of truth,
Are always watching you. ENIGMA 2 - The CROSS Of Changes

4267. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-13 00:00:00 UTC
From: Billy D'Augustine <azog@worldnet.att.net>
Message-ID: <31702D39.3AB5@worldnet.att.net>
Source record: 9824
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Gaven Miller wrote:
>
>and the machine named after an overhyped hamburger.
>

For the life of me, I can't figure this out. I know of no machine named after a hamburger? Unless he means the Mac, which is named after an apple...

--
Billy D'Augustine
azog@worldnet.att.net

4268. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-13 00:00:00 UTC
From: lpursell@bright.net
Message-ID: <829499796_OASIS_@bright.net>
Source record: 9825

In article <Pine.SUN.3.91.960412172139.7883A-100000@PEAK.ORG>
James Wood <jamesw@PEAK.ORG> said:-

]Yeah.....why ask you? If you knew anything about the "Atari" either, you'd
]have answered the question.
]
]James

Well, I don't see you spewing out any dollar figures so we can assume
you don't know _anything_ either. Works both ways you know...

--

```
+-------------------------------------------------------------------+
| Lonny Pursell Atari Rules! E-Mail: lpursell@bright.net |
|-------------------------------------------------------------------|
| If you understand or if you don't, If you believe or if you doubt, |
| There's a universal justice, And the eyes of truth, |
| Are always watching you. ENIGMA 2 - The CROSS Of Changes |
+-------------------------------------------------------------------+
```

4269. Re: Atrari and Acorn/Apple join forces?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-14 00:00:00 UTC
From: Tower Electronics Ltd <tower@enterprise.net>
Message-ID: <ant140035b49YBxi@tower.enterprise.net>
Source record: 9826

In article <BNKrW1r.brimiller@delphi.com>, Brian-Roland Miller
<mailto:brimiller@delphi.com> wrote:
>
> Tower Electronics Ltd <tower@enterprise.net> writes:
>
> >With Escom's statement that the next generation
> >of Atari system will be based on the Power PC
> >that means that Atari users will have access to
> >the Common Hardware Reference Platform or CHRP
> >to use the buzz word.
>
> Escom develops Amigas, not "Ataris" (TOS systems).
> ---
> BR Miller
> Boston, MA

Thank you Brian - Typo error not picked up by
spell - sorry for the confusion.

Yours Sincerely,

Tom Waller Managing Director
Tower Electronics Ltd
An Acorn Consumer dealer
http://www.enterprise.net/tower-risc

4270. Re: Atrari and Acorn/Apple join forces?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-14 00:00:00 UTC
From: waynem1@cq-pan.cqu.edu.au
Message-ID: <4kpvrc$c10@janus.cqu.edu.au>
Source record: 9827

Hold it guys, Escom have agreed to sell Amiga Technologies to US Viscorp, at a profit, and will hopefully no longer be dealing with them.

As for this comment below, can it be true, Escom selling off the Amiga and selling the Jag and ST's instead ;) (couldn't resist that).

Wayne

Jag II, come out.

Tower Electronics Ltd (tower@enterprise.net) wrote:
: With Escom's statement that the next generation
: of Atari system will be based on the Power PC
: that means that Atari users will have access to
: the Common Hardware Reference Platform or CHRP
: to use the buzz word.

: This opens up the possiblity of multiple CPU's
: and operating systems in the one computer!

: More details are at the site listed below.

: Keep the faith - down with Gates and MS

: Yours Sincerely,

: Tom Waller Managing Director
: Tower Electronics Ltd
: An Acorn Consumer dealer
: http://www.enterprise.net/tower-risc

--

4271. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-14 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4kq1qc$9q6$1@mhade.production.compuserve.com>
Source record: 9828

>Why ask me? If you knew anything about the "Atari" you wouldn't need me
>to tell you.

I asked you because you were the one who brought it up. You made it sound as if you actually HAD a 24bit video card for your Atari computer, but since you don't seem to be able to come up with the price, I guess you were just lying to us.

AND I do know that the Crazy Dots or AlberTT video cards (and the others like them) cost HUNDREDS AND HUNDREDS of dollars. The Cyrel Sunrise video card for Atari computers originally cost $1500.

Your stupid "my computer is better than your computer" arguments don't hold any water... the S3 based, accelerated 24bit video card I just put in one of my PCs cost $79. AND... it just plugged in, unlike ANY of the video upgrades I could buy for any of my Atari computers.

So... one more time... what 24bit video card do you have, and how much did you pay for it..?

BobR

4272. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-14 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4kq25j$9q6$2@mhade.production.compuserve.com>
Source record: 9829

>Not exactly...if hooking an ST up to the internet is no big deal, he sure
>made it sound like one. :)

Unfortunately no one defined what "hooking an ST up to the internet" actually
MEANS...

A dumb terminal, text-only, slow modem connection is no sweat.. sure, an ST
can do that.

Is that what 99% of the world means by "hooking up to the Internet"...?

I don't think so.

BobR

4273. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-14 00:00:00 UTC
From: colbee@tyndale.apana.org.au
Message-ID: <829560760_OASIS_@tyndale.apana.org.au>
Source record: 9830

In article <4kq25j$9q6$2@mhade.production.compuserve.com>
BobR <76702.1466@CompuServe.COM> said:-

>>Not exactly...if hooking an ST up to the internet is no big deal, he sure
>>made it sound like one. :)
>
>Unfortunately no one defined what "hooking an ST up to the internet" actually
>MEANS...
>
>A dumb terminal, text-only, slow modem connection is no sweat.. sure, an ST
>can do that.
>
>Is that what 990f the world means by "hooking up to the Internet"...?
>
>I don't think so.
Why is it that most of the people in this thread seem to know little
about the relevant subject?? I use Cab/STik/Antmail for browsing, mail and IRC,
and Oasis for mail and news, and having used 486's and Macs at work for the
same job, the only advantage of Netscape is that multiple connections load the
graphics a bit faster.
I'm using a 16mhz MegaSTE with a Matrix card, giving me the same
graphics capabilities as the PC's, except I crash less!!, particularly with the
latest versions of the software. Mind you, my machine only needs 4 meg of ram,
and all the programs concerned can fit on less than *two* HD floppies!
It must work OK, I spend 1-5hrs per day using it! And before anyone
brings up the card, it was a recent investment. I was getting the same sort of
usage in hires monochrome before. Not quite as pretty, but eminently functional,
and easy on the eyes!!
BTW.,installation of these progs is now virtually Plug and Play!!

--

G U I T A R I S T colbee@tyndale.apana.org.au

4274. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-14 00:00:00 UTC
From: bmeyer@bruce.cs.monash.edu.au
Message-ID: <4krdim$i4a@harbinger.cc.monash.edu.au>
Source record: 9831
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Tony \"Chow\" Chow (greenboy@ucla.edu) wrote:
: > > * Stable
: > > * Well Documented
: > > * Tight in Conformance with Pre-Existing Industry Standards
: >
: > Linux is definitely stable. You can leave it on continuously for a year (And
: > actually use it the whole time) and it will not ever crash.
:
: What a load of nonsense: I'd been glad to hear from a Linux user that actually
: ran the machine for a year continuously without having to reboot.

There is a huge number of them out there. Last time that subject came up
in one of the linux groups, 496 days was the best someone could offer, and
they had to reboot after that because they had to physically move the
machine.

: > Linux is well documented. Better than any other OS out there. Look around in
: > sites like www.linux.org to get an idea of the kind of documentation that
: > there is.
:
: Ha! The reason that so much has been written for Linux is that most trivial tasks
: are far more complicated than they have to be. People don't need 10 pages of
: instructions for Edit on Windows, but even that is not enough for vi.

So use joe, or asEdit, or XEmacs, or Crisp or whatever you prefer over
vi. Nobody has to use vi.

And, to put it nicely: The average Win95 user gets a single sheet of paper
which says "look at the online manual", and a lot of garbage on the
harddisk, and they call that "documentation".

: > Linux conforms to standards. It's compatible with all Unix programs, and
: > even supports DOS partitions cleanly, integrating them with it's own.
: > (Unfortunately, MS thinks that it can create it's own "new", "accepted"
: > standards on a whim.)
:
: The "standards" that Linux is conforming to is a patch work of bugs and
: workarounds that has plagued UNIX users of all breeds for eons. A clean,
: proprietory, and properly licensed scheme like NT has its advantages.

It's not a "preexisting standard", however. And linux has exactly that:
Linux/FT has recently been officially POSIX certified, so if you get
that distribution, you know that it will exactly follow the POSIX spec.
Is there even any real spec that details what behaviour of NT is

standardized and what behaviour just happens to be like it is in this version and might change any day now?

Bernie

4275. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-14 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4krkrehdp1@mhade.production.compuserve.com>
Source record: 9832

>And what bookstores are around there? So that I or someone may verify
>the validity of your statements.

So who the hell died and made YOU the God of the Internet, to sit in
judgement of "the validity" of ANYONE's statements..?

All I've heard from YOU are mindless *opinions*, backed up by very little
in the way of fact... so how do WE "verify the validity" of YOUR statements?

Let's hear it.. what are YOUR credentials for judging anyone else..?

Or are YOU just "talking out your ass"...?

BobR

4276. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-14 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4kro5s$t8h$1@mhadf.production.compuserve.com>
Source record: 9833

>Why is it that most of the people in this thread seem to know little
>about the relevant subject?

OK.. here's the "relevant subject"...

The ORIGINAL article starting this whole thread quoted a newspaper article with a picture of a TEACHER sitting in the middle of a classroom with an Atari monitor on her lap, decrying the fact that she had a room full of Atari computers and couldn't "connect to the Internet" with them.

The original poster asked if that was true or not.

MY response is that while YES you can "connect to the Internet" with an Atari, the Atari computer is NOT well suited for the application, especially in a normal classroom environment.

>I'm using a 16mhz MegaSTE with a Matrix card...

That's similar to a lot of the responses about the teacher.. "If you have a 68020 with FPU, you can run LINUX"... well, I seriously doubt the teacher has a 68020 with an FPU, OR a 16mhz MegaSTe with ANY video card.

If anything, the teacher probably has a bunch of 1 Meg 1040STfm systems with color monitors.

What "Internet applications" will run on those systems and be as easy to install and maintain as a more "mainstream" platform and application..?

Where does this teacher go to buy CAB/Stik/ANTmail..? Babbages..? Egghead..?

Who does the teacher call when she has problems installing the programs..? The local "Atari dealer"..? Is there an 800 number to call for CAB problems?

How does having a UseNet newsgroup or an e-mail address in Germany for support help someone who can't get the applications to work to get ON the Internet..?

Remember, we're not talking about someone who is already experienced with Atari systems and having to support themselves, or who can compile their own programs, or install Linux for fun... and we're not talking about someone who has all the time in the world to play with an unfamiliar operating system or track down missing pieces of a user-supported program.

Next, what are this person's expectations..?

Many of the responses to the original thread claimed that all the "Internet" hype was just glitz an unnecessary glitter, and that a text-only browser like Lynx is "just as good".

Sorry, but that sounds like a real case of sour grapes. Because a bare bones ST won't do the real-time video and audio, or even display an 8bit color picture, all of that becomes "unnecessary glitter"...

I don't think a text-only browser is what that teacher had in mind.

Watch a TV show like C-NET Central, and you'll see what the teacher probably wants to do.

Tell her how to do THAT with her 1040STfm.

Now, hand a new user.. someone who has NEVER played with KA9Q or Stik or MiNT a copy of WWW130 and watch them install and configure it. Someone like the teacher in the original article.

Take a look at the comp.sys.atari newsgroups or the large info services like CompuServe to see all the much more experienced Atari and Internet users who are having problems with CAB/Stik/ANTmail, and ask yourself what a complete novice like the teacher is going to do.

Ask yourself who the teacher is going to turn to for help.

There are probably dozens of people around her who could help her with Mosaic or Netscape... how many experienced Atari ST users do you think are in her school who could help her..?

Back to my point... YES, the Atari ST CAN "connect to the Internet", BUT for most people "the Internet" is an inappropriate application for an ST.

The teacher would be better served by using the Atari computers to run educational programs and obtaining a different platform for Internet connectivity.

The "relevant subject"...

BobR

4277. Re: Atrari and Acorn/Apple join forces?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-14 00:00:00 UTC
From: char4101@uni-trier.de
Message-ID: <4krnp7$irb@news01.uni-trier.de>
Source record: 9834

sanders@sci.kun.nl (Sander Stoks) writes:

>As much as I would like for this to happen, you're probably confusing
>Atari and Amiga here. Amiga was bought by Escom, not Atari. Atari
>recently merged with JTS, a harddisk manufacturer.

By the way: ESCOM just sold Commodore/Amiga for 40 Mio...

Bye, MC.

4278. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-14 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GDOVBACVUP@cabal.shnet.org>
Source record: 9835

In <4kq1qc$9q6$1@mhade.production.compuserve.com> BobR wrote:
>AND I do know that the Crazy Dots or AlberTT video cards (and the
>others like them) cost HUNDREDS AND HUNDREDS of dollars. The Cyrel Sunrise
>video card for Atari computers originally cost $1500.

The SuperNova currently costs 1.399,- DMs. This includes a mach64 powered
4 meg VRAM card (by ATI), an interface for the VME bus and driver
software.

Now tell me how much cheaper a Macintosh card with above specs does cost,
much less than 900 US$s?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4279. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-15 00:00:00 UTC
From: JEDI
Message-ID: <4ktjae$g5i@doc.zippo.com>
Source record: 9740
Body handling: HTML body converted to readable text

In article <4krkrehdp1@mhade.production.compuserve.com>, BobR says...
>
>
>>And what bookstores are around there? So that I or someone may verify
>>the validity of your statements.
>
>So who the hell died and made YOU the God of the Internet, to sit in
>judgement of "the validity" of ANYONE's statements..?

I may judge the validity of any fact that crosses my path.

Welcome to the 15th century.

Perhaps some day you will join us in this one.

Nevermind that you mislabeled my presumed diety entirely...

>
>All I've heard from YOU are mindless *opinions*, backed up by very little
>in the way of fact... so how do WE "verify the validity" of YOUR statements?

A nice bit of selective perception.

I posted a nice detailed tutorial on how to install lynx on a unix shell
account using any generic terminal.

That trumps anything you've posted by orders of magnitude.

STOP spreading LIES.
>
>Let's hear it.. what are YOUR credentials for judging anyone else..?
>
>Or are YOU just "talking out your ass"...?

Development of Windows Installation utilities for production systems.
QA of Windows applications for production systems.
QA of Unix applications for production systems.
QA of database applications.
Development of ST comms application.

8 years Unix shell user.
8 years ST user and programmer.

Systems architecture
Networks & Network programming
Systems Programming

8 years on the net,3 years on the web

Bobby talks out his ass

4280. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-15 00:00:00 UTC
From: JEDI
Message-ID: <4ktjak$g5s@doc.zippo.com>
Source record: 9741
Body handling: HTML body converted to readable text

In article <4krkrehdp1@mhade.production.compuserve.com>, BobR says...
>
>
>>And what bookstores are around there? So that I or someone may verify
>>the validity of your statements.
>
>So who the hell died and made YOU the God of the Internet, to sit in
>judgement of "the validity" of ANYONE's statements..?

I may judge the validity of any fact that crosses my path.

Welcome to the 15th century.

Perhaps some day you will join us in this one.

Nevermind that you mislabeled my presumed diety entirely...

>
>All I've heard from YOU are mindless *opinions*, backed up by very little
>in the way of fact... so how do WE "verify the validity" of YOUR statements?

A nice bit of selective perception.

I posted a nice detailed tutorial on how to install lynx on a unix shell
account using any generic terminal.

That trumps anything you've posted by orders of magnitude.

STOP spreading LIES.
>
>Let's hear it.. what are YOUR credentials for judging anyone else..?
>
>Or are YOU just "talking out your ass"...?

Development of Windows Installation utilities for production systems.
QA of Windows applications for production systems.
QA of Unix applications for production systems.
QA of database applications.
Development of ST comms application.

8 years Unix shell user.
8 years ST user and programmer.

Systems architecture
Networks & Network programming
Systems Programming

8 years on the net,3 years on the web

Bobby talks out his ass

4281. Re: Get a life... (TEST)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-15 00:00:00 UTC
From: JEDI
Message-ID: <4kto09$kh5@doc.zippo.com>
Source record: 9742
Body handling: HTML body converted to readable text

In article <4ktjak$g5s@doc.zippo.com>, JEDI says...
>
>In article <4krkrehdp1@mhade.production.compuserve.com>, BobR says...
>>
[deletia]
>
>
>
Bobby talks out his ass

>
If anyone saw those commands executed please tell me what platform
and browser you were using.

Bobby talks out his ass

4282. Re: Hey Peter! The Ship is Sinking!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-15 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.829576337@gmi.edu>
Source record: 9836

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>> When Atari took write-downs for inventory, that translated to bigger
>> losses in later quarters... look at the events. You know this, Peter,
>> and it will be no different for Apple.

>What does this have to do with Apple? IBM and Digital took heavy writedowns
>before. Both doing fine..

This just isn't about writedowns, Peter. This is about consumer perception
and market trends. It's about the future of the industry. It's about
learning to adjust in a rapidly changing market. All of which Apple
is having problems grappling with now.

>> More shades of Atari's past, Peter. Atari sold off assets to cover
>> losses and write-downs, if the trend continues for Apple, they will
>> go into the same downward spiral that Atari went into.

>Saids who? Apple sold the original Mac Plant back in '89'. In '85' their
>Texas and Garden Grove Plant was sold. Afterwards bounced back.

Have they ever really bounced back? Or is this just your perception,
Peter? Don't look at the $ figures. Look at marketshare and industry
trends. This tells a different story.

>Your logic equating Atari/Tramiel with Apple escapes me. Following your logic,
>Mercedes Benz is a gonner for losing $4 billion last year..

More Sinflop ignorance and hypocrisy. What were you talking about
when Atari was announcing losses in the past quarters? You kept saying
that Atari was a "gonner" because of their losses. This statement
should be directed at yourself, simpleton. All we need to do is wait
2 months for you to contradict what you previously ranted about.

>> You DOUBT it!? You DOUBT it!? Where have you been, Peter?! Apple's
>> marketshare has been declining for over 2 years now. It is finally
>> catching up with them. If Apple had realized there were severe
>> problems looming on the horizon 2 years ago, they could have avoided
>> this disaster. But their stuck-up attitude blinded them to
>> reality. And now it's time to pay the piper.

>Ha ha ha ha ha ha ha ha ha ha..

[Translation: "Duh... what do I say? Hmm... brain no responding."]

>> At least they've recognized one of their problems (finally). But this
>> looks like a FEEBLE attempt by Apple to try to regain consumer trust.
>> Just HOW are they going to do this? I don't see any solutions or answers

>> coming out of Apple right now... they're just desperately trying to
>> cover their asses.

>Thats funny, solutions are comming from what I have been privileged to.

[Translation: "Solutions are coming from Apple because they are God's holy Annointed. Apple is the choice of God and I will spend every available penny to buy and support Apple products. Death to the Infidels!"]

>> This is fun, Peter. Watch the worm squirm.

>You..

Heh heh... pretty lame, Peter. You must be running out of legitimate responses. You've gotten really pathetic lately. Then again, "pathetic" seems to be your middle name.

/Kevin

4283. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-15 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <96106.103724STIRRE31@MAINE.MAINE.EDU>
Source record: 9837

BobR,
I might have agreed with your assessment a little while ago but WWW130 really changed my opinions. WWW130 is a working, web browser which is easy-to-configure (probably easier to setup than Trumpet Winsock). It includes an installation program which is fairly nice. However, the script files are not hard to understand. I have not used the broswer much (I have a 2400 baud modem currently) but it seems very stable. Antmail looks nice, though I use Oasis for mail.
As far as getting a copy, just grab it off the Internet. This is the same deal as Netscape, correct? Besides there are many Atari dealers who could help. Teachers need only have Toad's phone number for information. I don't have an Egghead, Electronics Boutique or Software Etc. in my hometown. There are no mac dealers in my hometown but the high school has all Macs. They mail order *gasp*. My goodness, Bob, how can they stand it?!
Besides, look back at my statistics about schools and connecting to the Internet. A majority of people are using VT-100 programs to use Lynx. Yet, you seem to think that it isn't good enough.
The ST can handle VT-100 quite nicely.
-scott tirrell

4284. Re: Atrari and Acorn/Apple join forces?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-15 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4ktsbc$ar7$1@mhadf.production.compuserve.com>
Source record: 9838

>By the way: ESCOM just sold Commodore/Amiga for 40 Mio...

Interesting..! Do you know who bought them..?

BobR

4285. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-15 00:00:00 UTC
From: JEDI
Message-ID: <4ktiid$fdg@doc.zippo.com>
Source record: 9839

In article <4kro5s$t8h$1@mhadf.production.compuserve.com>, BobR says...
>
>>Why is it that most of the people in this thread seem to know little
>>about the relevant subject?
>
>OK.. here's the "relevant subject"...
>
>The ORIGINAL article starting this whole thread quoted a newspaper article
>with a picture of a TEACHER sitting in the middle of a classroom with an
>Atari monitor on her lap, decrying the fact that she had a room full of
>Atari computers and couldn't "connect to the Internet" with them.
>
>The original poster asked if that was true or not.
>
>MY response is that while YES you can "connect to the Internet" with an
>Atari, the Atari computer is NOT well suited for the application, especially
>in a normal classroom environment.

Your answer hinges on whether or not you think that the whole Internet
is comprised of the World Wide Web and whether or not you think you need
Netscape to browse it.

Also important is whether or not your main interest is 'data' or
'information'.

>
>>I'm using a 16mhz MegaSTE with a Matrix card...
>
>That's similar to a lot of the responses about the teacher.. "If you have
>a 68020 with FPU, you can run LINUX"... well, I seriously doubt the
>teacher has a 68020 with an FPU, OR a 16mhz MegaSTe with ANY video card.

Ignoring the resposes that suggested that one get one clone that YOU
would consider acceptable for the task and using it as a server.

Ignoring the responses mentioning that shell isp's do in fact exist,
making terminals more viable.

>
>If anything, the teacher probably has a bunch of 1 Meg 1040STfm systems
>with color monitors.
>
>What "Internet applications" will run on those systems and be as easy to
>install and maintain as a more "mainstream" platform and application..?

telnet,ftp,irc2,archie,finger,ping & lynx

also CAB.

>
>Where does this teacher go to buy CAB/Stik/ANTmail..? Babbages..? Egghead..?

BUY? You don't buy Internet software you rube. That is for cloners.

>
>Who does the teacher call when she has problems installing the programs..?
>The local "Atari dealer"..? Is there an 800 number to call for CAB problems?

Make that 1-900 number. Your clone customer standards are about 3 years
out of date or more.

And she'd go the same place she would if she had trumpet problems. She
could even get her likely possessed Apple IIe to get there too...

>
>How does having a UseNet newsgroup or an e-mail address in Germany for support
>help someone who can't get the applications to work to get ON the Internet..?
>

'cause you don't need ANY sort of net connection to get access to
Usenet.

>Remember, we're not talking about someone who is already experienced with
>Atari systems and having to support themselves, or who can compile their
>own programs, or install Linux for fun... and we're not talking about
>someone who has all the time in the world to play with an unfamiliar
>operating system or track down missing pieces of a user-supported program.

If the teacher can't handle GEM on in a closed architecture,
a winclone will be even more difficult.

Nevermind that the interface is the same.

>
>Next, what are this person's expectations..?
>
>Many of the responses to the original thread claimed that all the "Internet"
>hype was just glitz an unnecessary glitter, and that a text-only browser
>like Lynx is "just as good".
>
>Sorry, but that sounds like a real case of sour grapes. Because a bare bones
>ST won't do the real-time video and audio, or even display an 8bit color

QUIT SPREADING LIES Bobby.

The ST will do realtime audio and 8bit colour.

Realtime video, a clone wont do either: too much bandwidth. Realtime
audio the clone wont do either. It will ftp it and play it later. An
arrangement quite within the ST's capacities.
>picture, all of that becomes "unnecessary glitter"...
>
>I don't think a text-only browser is what that teacher had in mind.

Perhaps if her solutions weren't limited to the obvious ones by the
likes of you, she could effectively use the resources she appears to
be stuck with.

>
>Watch a TV show like C-NET Central, and you'll see what the teacher probably
>wants to do.

The vast wasteland?

>
>Tell her how to do THAT with her 1040STfm.

Ask one of the CABites to uuencode it on this newsgroup.

>
>Now, hand a new user.. someone who has NEVER played with KA9Q or Stik
>or MiNT a copy of WWW130 and watch them install and configure it. Someone
>like the teacher in the original article.

WWW130 comes ready to run.
As do the vast majority of all ST programs.

>
>Take a look at the comp.sys.atari newsgroups or the large info services like
>CompuServe to see all the much more experienced Atari and Internet users
>who are having problems with CAB/Stik/ANTmail, and ask yourself what a
>complete novice like the teacher is going to do.

Some examples might be nice. Despite all of your bluster, no real
examples have been shown. Is this laziness or the weakness of your
position?

>
>Ask yourself who the teacher is going to turn to for help.
>
>There are probably dozens of people around her who could help her with Mosaic
>or Netscape... how many experienced Atari ST users do you think are in her
>school who could help her..?
>
>Back to my point... YES, the Atari ST CAN "connect to the Internet", BUT
>for most people "the Internet" is an inappropriate application for an ST.

An interesting juxtaposition.

>
>The teacher would be better served by using the Atari computers to run
>educational programs and obtaining a different platform for Internet
>connectivity.

And if she doesn't have a few grand to spare? Her students lose out. They
are damaged. Their futures are put in jeopardy due to your shortsightedness.

>
>The "relevant subject"...

>
>BobR
^^^ The master of lies.

4286. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-16 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GDPVBDDSUP@cabal.shnet.org>
Source record: 9743

In <4kro5s$t8h$1@mhadf.production.compuserve.com> BobR wrote:
>If anything, the teacher probably has a bunch of 1 Meg 1040STfm systems
>with color monitors.
>
>What "Internet applications" will run on those systems and be as easy to
>install and maintain as a more "mainstream" platform and application..?
>
>Where does this teacher go to buy CAB/Stik/ANTmail..? Babbages..? Egghead..?

We were talking "Internet access", right? If there is no IP at that school
and the teacher hasn't Internet access at home, how would he be able to
teach his pupils about Internet?

And with internet access, finding www130.zip is not that hard.

>Who does the teacher call when she has problems installing the programs..?
>The local "Atari dealer"..? Is there an 800 number to call for CAB problems?

There are newsgroups. These are accessible via Internet.

>How does having a UseNet newsgroup or an e-mail address in Germany for support
>help someone who can't get the applications to work to get ON the Internet..?

How does one who is not on the Internet teach his pupils about it? He has
to learn it himself first.

>Remember, we're not talking about someone who is already experienced with
>Atari systems and having to support themselves, or who can compile their
>own programs, or install Linux for fun... and we're not talking about
>someone who has all the time in the world to play with an unfamiliar
>operating system

Finding a Linux expert is very hard these days ... NOT!
Installing a Linux system is equally hard ... NOT!

What is somewhat complicated is maintaing a Linux box, but remember that
it has some advantages, as it

- may serve as firewall for the classroom/school
- may serve as proxy cache system
- may serve as NNTP-server
- may serve as ftp-server
- may serve as IRC-server

etc.

Plus the teacher has some control about what the pupils do on their
subordinate machines.

>Many of the responses to the original thread claimed that all the "Internet"
>hype was just glitz an unnecessary glitter, and that a text-only browser
>like Lynx is "just as good".

lynx is good - and fast.

>I don't think a text-only browser is what that teacher had in mind.
>
>Watch a TV show like C-NET Central, and you'll see what the teacher probably
>wants to do.

Wait - he wants his pupils to click around through the web?

[problems with STiK]

There still is an alternative, as I said before, any ST is also capable of
emulating a VT100, and a terminal program is _very_ easy to install. Sure,
it's text only, but it _is_ the Internet, and this solution is cheap.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4287. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-16 00:00:00 UTC
From: fellowsd@cs.man.ac.uk
Message-ID: <4kvnr1$oir@m1.cs.man.ac.uk>
Source record: 9744
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <316F4CB2.14C9@ucla.edu>,
Tony \"Chow\" Chow <greenboy@ucla.edu> wrote:
[Attribution lost by M$-junkie <sigh>]
>> Linux is well documented. Better than any other OS out there. Look
>> around in sites like www.linux.org to get an idea of the kind of
>> documentation that there is.
>
> Ha! The reason that so much has been written for Linux is that most
> trivial tasks are far more complicated than they have to be. People
> don't need 10 pages of instructions for Edit on Windows, but even
> that is not enough for vi.

That's 'cos there's nothing to document with Edit! (I presume you mean
Notepad) I could write a clone of it before lunch (2 or 3 hours by my
watch) without even working hard - yes, I've got a good toolkit... :^)

Unix editors with lots of documentation tend to have lots of features
(including things that M$ would never think to put in a text editor)

Obviously, you've failed to link with libclue.a

Donal.
--
Donal K. Fellows, (at work) | Donal K. Fellows, (at home)
Dept. of Computer Science, | 6, Randall Place, Heaton,
University of Manchester | Bradford, BD9 4AE
U.K. Tel: ++44-161-275-6137 | U.K. Tel: ++44-1274-401017
fellowsd@cs.man.ac.uk (preferred) | donal@ugglan.demon.co.uk (if you must)

<http://r8h.cs.man.ac.uk:8000/> for my home page

4288. ATARI 520ST+ for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-16 00:00:00 UTC
From: b.hofschreuder@simed.nl
Message-ID: <3173706c.2194579@news.utrecht.nl.net>
Source record: 9745
Cross-posted to: alt.forsale,aus.forsale,misc.forsale.computers.other.systems,ne.forsale,sco.forsale,uk.forsale,nl.markt,comp.sys.atari.advocacy,comp.sys.atari.st,fido.ger.atari,fr.comp.sys.atari,mause.sys.atari.hardware,mause.sys.atari.software

I have for sale a ATARI 520ST+ computer
(HOLLAND)

With:
- 2.5Mb of memory
- 28Mhz speedup card built in
- hardware 386-DOS card
- 3.5" en 5.25" diskdrives
- harddisk 105MB
- HD and powersupply built in transparent case
- clock built in
- B/W and color monitors
- printer
- mous & joysticks
- books (Dutch)
- lots and lots of software (Prof. and games, more than you can
imagine!!!)
everything in good shape, and working properly.

The computer will be sold for any reasonable offer..

If you are interested mail me!!!
b.hofschreuder@simed.nl

4289. ATARI 520ST+ for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-16 00:00:00 UTC
From: b.hofschreuder@simed.nl
Message-ID: <3173711c.2370094@news.utrecht.nl.net>
Source record: 9746
Cross-posted to: alt.forsale,aus.forsale,misc.forsale.computers.other.systems,ne.forsale,sco.forsale,uk.forsale,nl.markt,comp.sys.atari.advocacy,comp.sys.atari.st,fido.ger.atari,fr.comp.sys.atari,mause.sys.atari.hardware,mause.sys.atari.software

I have for sale a ATARI 520ST+ computer
(HOLLAND)

With:
- 2.5Mb of memory
- 28Mhz speedup card built in
- hardware 386-DOS card
- 3.5" en 5.25" diskdrives
- harddisk 105MB
- HD and powersupply built in transparent case
- clock built in
- B/W and color monitors
- printer
- mous & joysticks
- books (Dutch)
- lots and lots of software (Prof. and games, more than you can
imagine!!!)
everything in good shape, and working properly.

The computer will be sold for any reasonable offer..

If you are interested mail me!!!
b.hofschreuder@simed.nl

4290. ATARI 520ST+ for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-16 00:00:00 UTC
From: b.hofschreuder@simed.nl
Message-ID: <31737121.2375215@news.utrecht.nl.net>
Source record: 9747
Cross-posted to: alt.forsale,aus.forsale,misc.forsale.computers.other.systems,ne.forsale,sco.forsale,uk.forsale,nl.markt,comp.sys.atari.advocacy,comp.sys.atari.st,fido.ger.atari,fr.comp.sys.atari,mause.sys.atari.hardware,mause.sys.atari.software

I have for sale a ATARI 520ST+ computer
(HOLLAND)

With:
- 2.5Mb of memory
- 28Mhz speedup card built in
- hardware 386-DOS card
- 3.5" en 5.25" diskdrives
- harddisk 105MB
- HD and powersupply built in transparent case
- clock built in
- B/W and color monitors
- printer
- mous & joysticks
- books (Dutch)
- lots and lots of software (Prof. and games, more than you can
imagine!!!)
everything in good shape, and working properly.

The computer will be sold for any reasonable offer..

If you are interested mail me!!!
b.hofschreuder@simed.nl

4291. ATARI 520ST+ for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-16 00:00:00 UTC
From: b.hofschreuder@simed.nl
Message-ID: <31737127.2380912@news.utrecht.nl.net>
Source record: 9748
Cross-posted to: alt.forsale,aus.forsale,misc.forsale.computers.other.systems,ne.forsale,sco.forsale,uk.forsale,nl.markt,comp.sys.atari.advocacy,comp.sys.atari.st,fido.ger.atari,fr.comp.sys.atari,mause.sys.atari.hardware,mause.sys.atari.software

I have for sale a ATARI 520ST+ computer
(HOLLAND)

With:
- 2.5Mb of memory
- 28Mhz speedup card built in
- hardware 386-DOS card
- 3.5" en 5.25" diskdrives
- harddisk 105MB
- HD and powersupply built in transparent case
- clock built in
- B/W and color monitors
- printer
- mous & joysticks
- books (Dutch)
- lots and lots of software (Prof. and games, more than you can
imagine!!!)
everything in good shape, and working properly.

The computer will be sold for any reasonable offer..

If you are interested mail me!!!
b.hofschreuder@simed.nl

4292. ATARI 520ST+ for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-16 00:00:00 UTC
From: b.hofschreuder@simed.nl
Message-ID: <3173712a.2383710@news.utrecht.nl.net>
Source record: 9749
Cross-posted to: alt.forsale,aus.forsale,misc.forsale.computers.other.systems,ne.forsale,sco.forsale,uk.forsale,nl.markt,comp.sys.atari.advocacy,comp.sys.atari.st,fido.ger.atari,fr.comp.sys.atari,mause.sys.atari.hardware,mause.sys.atari.software

I have for sale a ATARI 520ST+ computer
(HOLLAND)

With:
- 2.5Mb of memory
- 28Mhz speedup card built in
- hardware 386-DOS card
- 3.5" en 5.25" diskdrives
- harddisk 105MB
- HD and powersupply built in transparent case
- clock built in
- B/W and color monitors
- printer
- mous & joysticks
- books (Dutch)
- lots and lots of software (Prof. and games, more than you can
imagine!!!)
everything in good shape, and working properly.

The computer will be sold for any reasonable offer..

If you are interested mail me!!!
b.hofschreuder@simed.nl

4293. ATARI 520ST+ for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-16 00:00:00 UTC
From: b.hofschreuder@simed.nl
Message-ID: <31737130.2389731@news.utrecht.nl.net>
Source record: 9750
Cross-posted to: alt.forsale,aus.forsale,misc.forsale.computers.other.systems,ne.forsale,sco.forsale,uk.forsale,nl.markt,comp.sys.atari.advocacy,comp.sys.atari.st,fido.ger.atari,fr.comp.sys.atari,mause.sys.atari.hardware,mause.sys.atari.software

I have for sale a ATARI 520ST+ computer
(HOLLAND)

With:
- 2.5Mb of memory
- 28Mhz speedup card built in
- hardware 386-DOS card
- 3.5" en 5.25" diskdrives
- harddisk 105MB
- HD and powersupply built in transparent case
- clock built in
- B/W and color monitors
- printer
- mous & joysticks
- books (Dutch)
- lots and lots of software (Prof. and games, more than you can
imagine!!!)
everything in good shape, and working properly.

The computer will be sold for any reasonable offer..

If you are interested mail me!!!
b.hofschreuder@simed.nl

4294. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-16 00:00:00 UTC
From: spork@mailhost.primenet.com
Message-ID: <spork-1604960150560001@ip226.phx.primenet.com>
Source record: 9751

In article <4kostf$qan@doc.zippo.com>, JEDI wrote:

>>But calling people "weenies" and gloating so much...that was kinda silly.
>
> Not considering that he did 'the impossible'. That he can do that which
> so easily intimidates others is reason enough to gloat.

Did someone say it was impossible? I must've missed that one. I don't find it intimidating, but some of the flamers might...

>>I never doubted the ST could connect to the net, I always figured it was
>>just a matter of someone writing the software. Looks like someone did...
>
> Yeah, Atari, in 1985. It's been on the ST language disk for 10 years.

Actually I was talking about the web-browsing and stuff. I'm sure it's been able to make the connection, but the ST browser is a fairly new development, correct? At least, I didn't see one a couple of years ago, which was the last time I was able to use my ST for a while...I thought the guy who wrote RatSoft was working on one, but I could be wrong...

>>It doesn't? The original question was why there are so many books for all
>>these programs if the Mac and Pee Cee are so easy to use. So many people
>>are competing to write the best books with the best (and most
>>comprehensible) info. Thus, a flood of books to wade through. :)
>
> Attaining to write the best, irrelevant manual...
> Whatever...

Not irrelevant to everyone...remember, not everyone has as much tech experience as yourself. Different levels of competence on all platforms.

4295. *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-16 00:00:00 UTC
From: nce@liverpool.ac.uk
Message-ID: <DpyEB2.141@liverpool.ac.uk>
Source record: 9752
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

Open letter to a advocates of their pet OS's

*** Please note that this article has a large header that poster may ***
*** wish to edit. This is not a spam. It is a posting intended for ***
*** interested parties. ***

You know, there has to come a time, in every discussion, where someone says "Look, we're just never going to agree on this and it has taken up hours and hours of our time. So why don't we all just take stock of everything that's been said, make a decision and stick with it." Some might say that advocacy wars are fun. On behalf of the vast majority of people angaged in this leviathan circular whirlpool of discussion, I have to disagree. Look at how wound up we all get. Look at the number of capital letters. Look at all the highly personal and offensive insults that have been slung. Do you really think that this is fun?

So, lets say that you use a computer and you like the OS. Do you like it or do you have to use it? If you have to use it, then is that because there is some killer application on it that doesn't run on anything else? Let's face it, this is the nub of the issue so why don't we all take some advice? If you use a Mac or a Next Station or a PC and you just like it, then take a look around at what your freinds have. Have a go on their machines and see what they can do. You'll probably stick with what you have, but you will have a better appreciation of what's on the go. Certainly, you will stop making error-ridden diatribes against the machines in advocacy newsgroups.

Let's say you are in the killer application situation. It's daft for you to switch to another platform, or you can't do your work. BUT! If you feel that you have had a bit of a bum steer forced on you, do not try to hotly defend the machine if you think it is flawed. If you are a user who has a huge investement in say, Macintosh hardware and software, then it is silly for you to change platforms unless you have the funds to replace all of your software. The same goes for the users of all the other machines.

The crux of the issue comes with new users who understand very little about computers and about the choice available. It is certain that if they go into a PC store, they will be shown an IBM compatible machine. These users should ask to see the other types (Macs, Amigas, Ataris) etc. and make a real choice for themselves. Each individual has different needs and should buy the system with the software that most suits them.

So when it comes to advocacy, we are all right. Most of our machines really are the best machines for us because we know how they work and it would be

expensive and time-consuming to change. What we should really be arguing about is how best to get NeXT Stations, UNIX boxes, PCs, Macs, Amigas, Ataris and Acorns to talk to one another.

On the other hand, if you think that the advocacy war is fun, then go ahead. Perhaps we need a new group called comp.sys.any.advocacy.futile.

Regards,

Nigel.

Dr. Nigel C. Eastmond | Email nce@liv.ac.uk
Dept. Pharmacology and Therapeutics | Tel. +44 (0)151 794 5541
University of Liverpool | Fax. +44 (0)151 794 5540
Liverpool L69 3BX | Mobile 0468 453892

4296. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-16 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4l0gve$j67$1@mhadg.production.compuserve.com>
Source record: 9753

>The SuperNova currently costs 1.399,-DMs...

>Now tell me how much cheaper a Macintosh card with above specs does cost,
>much less than 900 US$s?

I guess I'll assume that 1.399 DM equals about $900US.. still sounds pretty
high to me.

And... who cares about Macintosh anyway..?

I don't have Macs, don't know about Macs, and don't care about Macs.

I know about (and care about) Atari and IBM computers, and $900 for a video
card is awfully pricy.

BobR

4297. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-16 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4l0hlr$j67$2@mhadg.production.compuserve.com>
Source record: 9754

>A nice bit of selective perception.

Spoken by the master of selective perception.

I quote:
>The most dominant thread in this group for weeks has been anti-atari fud
>spread by cloners and the debunking thereof.

What an fanciful perception of the previous discussion. Awfully paranoid sounding too. It's amazing how you can go from discussing whether a teacher can use an ST effectively for "connecting to the Internet" to "anti-atari fud spread by cloners".

I don't recall any "debunking" taking place either.

We know now that VT-100s can be connected to Pentiums used as a server, and that a 68020 with an FPU can run Linux, and that 16Mhz STes can run CAB/Stik, but we still don't know how that teacher can use her Atari computer to do what she wants to do.

>8 years on the net, 3 years on the web.

Ah.. that explains it... you're a clueless newbie.

BobR

4298. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-16 00:00:00 UTC
From: eqkec@westminster.ac.uk
Message-ID: <4l0qju$78v@badger.wmin.ac.uk>
Source record: 9755
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

Mr N.C. Eastmond (nce@liverpool.ac.uk) wrote:
: Open letter to a advocates of their pet OS's

<snipped>

: You know, there has to come a time, in every discussion, where someone says
: "Look, we're just never going to agree on this and it has taken up hours and
: hours of our time. So why don't we all just take stock of everything that's
: been said, make a decision and stick with it." Some might say that advocacy
: wars are fun. On behalf of the vast majority of people angaged in this lev-
: iathan circular whirlpool of discussion, I have to disagree. Look at how wound
: up we all get. Look at the number of capital letters. Look at all the highly
: personal and offensive insults that have been slung. Do you really think that
: this is fun?

<snipped>

: Regards,

: Nigel.

the easiest thing to do is probably not read those groups which you think
are a waste of time and let everyone else get on with it.

a good wind up never hurt anyone and anyone who gets upset over a topic like
this is a bit of a looser!

well ive taken stock of the situatuation and ive come to a decision, err
the amiga is definately the best machine and anybody who cant see that
has got to be a complete idiot :)

daniel

4299. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-16 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960416135451.5263C-100000@PEAK.ORG>
Source record: 9756

On 13 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:

> In article <Pine.SUN.3.91.960412172139.7883A-100000@PEAK.ORG>, James says...
> >
> >
> >
> >On Thu, 11 Apr 1996, Lonny Pursell wrote:
> >
> >> In article <4ka1ueker1@mhadg.production.compuserve.com>
> >> BobR <76702.1466@CompuServe.COM> said:-
> >>
> >> ||I don't recall MAC's being shipped with 24-bit as standard.
> >> |
> >> |I don't recall anyone talking about Macs.
> >> |
> >> |I also don't recall ANY Atari computer being shipped with 24-bit as standard
> >> |either.
> >> |
> >> |So.. you didn't answer.. how much did your 24bit Atari video card cost..?
> >> |
> >> |
> >>
> >> Why ask me? If you knew anything about the "Atari" you wouldn't need me
> >> to tell you.
> >>
> >Yeah.....why ask you? If you knew anything about the "Atari" either, you'd
> >have answered the question.
>
> Why should we even bother answering the charges of the likes of YOU
> who attempt to criticise upon a subject area they know NOTHING about?
>
> Some of us would just prefer that you don't misinform others.

I just saw someone asking how much a 24-bit video card costs for whatever Atari we're talking about and I wanted to know the price. You go off with this "Why should we bother answering charges of the likes of you....." and accuse me of knowing "NOTHING" about the subject...and accuse me of "misinforming" others??? Heh heh. Well "Jedi", you need to start using the force.... I saw BobR ask a question - "How much is a 24-bit video question" - and I don't see the question answered. I am curious myself. Clearly, the question has not been answered. This is merely a question. It has nothing to do with "knowing about" whatever YOU think it does, and it has nothing to do with misinformation. Also, the message came from "JEDI@.MISSING-HOST-NAME" and not from "some of us;" I point this out to you not because it makes any difference to me

whatsoever, but someone needs to point out the obvious to you.

James

PS- I thought the Star Wars movies were cool, but "JEDI@.MISSING-HOST-NAME" makes you look like a 14-year old masquerading behind his daddy's net account pretending to be an action figure. News for ya: a true Jedi has wisdom.

4300. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-16 00:00:00 UTC
From: nahender@prairie.NoDak.edu
Message-ID: <4l14oq$m8g@daily-planet.nodak.edu>
Source record: 9757
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

Mr N.C. Eastmond (nce@liverpool.ac.uk) wrote:
: Open letter to a advocates of their pet OS's

: been said, make a decision and stick with it." Some might say that advocacy
: wars are fun. On behalf of the vast majority of people angaged in this lev-
: iathan circular whirlpool of discussion, I have to disagree. Look at how wound

Then go away. Wasn't that easy? :-) What the *.advocacy groups are
is pretty well known and established, people that don't like what they
are should not read them. (Instead of trying to convert everyone else to
their kinder gentler way of doing things. :-)

4301. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-16 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <5ZKLH4e.brimiller@delphi.com>
Source record: 9758

BobR <76702.1466@CompuServe.COM> writes:

>MY response is that while YES you can "connect to the Internet" with an
>Atari, the Atari computer is NOT well suited for the application, especially
>in a normal classroom environment.

. . . and then failed to provide any logical and/or accurate reasons why
this is.

>That's similar to a lot of the responses about the teacher.. "If you have
>a 68020 with FPU, you can run LINUX"... well, I seriously doubt the
>teacher has a 68020 with an FPU, OR a 16mhz MegaSTe with ANY video card.

But this has no bearing on the original discussion, which is primariily about
whether these machines could be easily and effectively connected to the
Internet. They can, as evidenced by my explanation of the WWW130 package.

>If anything, the teacher probably has a bunch of 1 Meg 1040STfm systems
>with color monitors.

Again, perfectly capable of hooking up to the Internet.

>What "Internet applications" will run on those systems and be as easy to
>install and maintain as a more "mainstream" platform and application..?

WWW130, which includes the Install program you seem to find so vital, the
details of which I posted to this group (which were the catalyst that
ended your argument).

>Where does this teacher go to buy CAB/Stik/ANTmail..? Babbages..? Egghead..?

She doesn't "buy" them. S/He can order them through the mail from a PD
service, or call an online service and get them, or call their ISP and get
them (believe it or not, most ISPs I've dealt with have provisions for TOS,
in the form of NOS, and soon, I expect, in the form of STiK.) Oasis II
will be available shortly.
BTW, a trip to Babbages or Egghead, or any other computer games software
house will primarily yield a recommendation of OS/2 Warp. Talk about
unsupported applications. . .

>Who does the teacher call when she has problems installing the programs..?
>The local "Atari dealer"..? Is there an 800 number to call for CAB problems?

1. The programs are very well documented, and explained. Installation is
flawlessly easy.
-
2. If any problems are encountered, help is an e-mail message (or phone call
) away. Most confusion will be over Internet terminology, which can easily
be answered by the ISP.
-
3. If the teacher has problems with a DOS box, or Mac, where does s/he turn?
Many internet applications refuse to run under Windows 95. The best advice
I've gotten from the authors are "get Win 3.1." Most systems don'ty ship
with Win 3.1. Can't buy it at Babbage's, either.
-
4. There seems to be a myth that support for problems on the PC is
readily available, and free. Not so, otherwise, consultants like myself
wouldn't be able to make much of a living. :')

>How does having a UseNet newsgroup or an e-mail address in Germany for support
>help someone who can't get the applications to work to get ON the Internet..?

If, in the event that the software absolutely doesn't work, s/he cannot get
online, the ISP will provide technical support. Again, the tricky part
isn't copying the disk, or installing the modem, it's making sure that the
information about your provider and his account is accurate. Once this
problem is resolved, 99.999% of all problems disappear.
-
Most ISP's these days send a flyer with relevant information covering the
basic technical information procedures. And the tech support at your local
ISP will be fully able to overcome any problems you encounter, since at
a base level, the technology used on all computers (TCP/IP) is the same.

>Remember, we're not talking about someone who is already experienced with
>Atari systems and having to support themselves, or who can compile their
>own programs, or install Linux for fun... and we're not talking about

Of course not. We're talking about someone using WWW130 to install STiK,
CAB, Antmail, and MGFTP on a TOS machine. Not that difficult, really.

>Sorry, but that sounds like a real case of sour grapes. Because a bare bones
>ST won't do the real-time video and audio, or even display an 8bit color
>picture, all of that becomes "unnecessary glitter"...

If the school has the budget for the T-1 leased line for real-time video and
audio via the web, they most assuredly can purchase the necessary Sun
Workstations and pay the consultancy team the necessary funds to install
the system. Your argument flies out the window, yet again.

In reality, very little audio/video gets sent out over the net. It's primarily
pictures and text links. For this, the ST is adaquate (and the primary
issue is whether or not the STs should be scrapped for PCs). If you are
once again attempting to argue against the Falcon (modern TOS machines)

being used in place of PCs, your argument again flies into oblivion,
since the F030 base is fully capable of all of the above. You're fallacious
on both counts.

>Watch a TV show like C-NET Central, and you'll see what the teacher probably
>wants to do.

If the teacher wants to do that, s/he must first get the $1 million in funding
and full-time consultancy team. Chances are, the real application of Internet
isn't flashy graphics and text, it's getting the information out and in a
usable form in an educational context. This is why Apple IIs, the VAX, and
other text-based systems are still in use.

>Now, hand a new user.. someone who has NEVER played with KA9Q or Stik
>or MiNT a copy of WWW130 and watch them install and configure it. Someone
>like the teacher in the original article.

For that matter, hand the user a copy of Windows 3.11, Winsock, and Netscape
2.0 and watch them install it. They'll have a happier and easier time
using WWW130. Simply copy the disk to your destination disk, double-click
on "install.prg", have your ISP's tech information in front of you, and
type in whether it uses dynamic IP addressing, and your server address
when prompted to (with fully-automated help along the way). I'd assume
that the average computer teacher has the technical knowledge to slog
through such "horrible technical specifications."

>who are having problems with CAB/Stik/ANTmail, and ask yourself what a
>complete novice like the teacher is going to do.

Red herring. . . slog through the comp.sys newsgroups where people are
having trouble using Winsock, and ask the same question.
-
Besides, legions of users aren't going to post "What's wrong? CAB works
PERFECTLY." The only posts are going to be from the fraction of users
who have difficulty. Again, these problems are primarily linked to
having the improper information about your ISP in the browser install
category. A call and working with an ISP will resolve it in 15 minutes.

>There are probably dozens of people around her who could help her with Mosaic
>or Netscape... how many experienced Atari ST users do you think are in her
>school who could help her..?

Here, you demonstrate a complete lack of knowledge about how the WWW works.
The VAST amount of problems are not in the browser itself (like Netscape,
Mosaic, or CAB), but in the TCP/IP stack (STiK, WinSock,
and Lizard, to name a few). No amount of knowledge about Mosaic or
Netscape will help you if your problem is in TCP/IP (where most any
technical problem would be).

>Back to my point... YES, the Atari ST CAN "connect to the Internet", BUT
>for most people "the Internet" is an inappropriate application for an ST.

You have yet to make a valid point in defense of this statement not easily
refuted by fact/reality.

>The teacher would be better served by using the Atari computers to run
>educational programs and obtaining a different platform for Internet
>connectivity.

Spending more money in the process than buying hard drives, 24-bit graphics
cards, and TOS-relevant consultants to service the current systems.
There goes your cost argument, and hence, your entire argument.

4302. Re: Atrari and Acorn/Apple join forces?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-16 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <55Cr3AQ.brimiller@delphi.com>
Source record: 9759

BobR <76702.1466@CompuServe.COM> writes:

>>By the way: ESCOM just sold Commodore/Amiga for 40 Mio...
>
>Interesting..! Do you know who bought them..?
>
>BobR

VisCORP, a company of former Amiga engineers and developers who want to revive the Amiga as a viable platform, and who want to make set-top boxes based around Amiga technology. Of course, many argue that the former will only provide funds to shift to the latter (in implementation, that is).

BR Miller
Boston, MA

4303. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-16 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960416141406.5263E-100000@PEAK.ORG>
Source record: 9760

On 15 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:

> >MY response is that while YES you can "connect to the Internet" with an
> >Atari, the Atari computer is NOT well suited for the application, especially
> >in a normal classroom environment.
>
> Your answer hinges on whether or not you think that the whole Internet
> is comprised of the World Wide Web and whether or not you think you need
> Netscape to browse it.

I seriously doubt anyone WANTS to restrict themselves from the web.
Sounds like more sour grapes. Hell, can't even go "www.atari.com"
without that abilty. Whether or not "you think the whole Internet is
comprised of the World Wide Web" or not, it does exist and and why would
anyone NOT at least want the OPTION to use it?

>
> Also important is whether or not your main interest is 'data' or
> 'information'.

Uh-oh....don't get to technical on us now....

> >
> >That's similar to a lot of the responses about the teacher.. "If you have
> >a 68020 with FPU, you can run LINUX"... well, I seriously doubt the
> >teacher has a 68020 with an FPU, OR a 16mhz MegaSTe with ANY video card.
>
> Ignoring the resposes that suggested that one get one clone that YOU
> would consider acceptable for the task and using it as a server.
>
> Ignoring the responses mentioning that shell isp's do in fact exist,
> making terminals more viable.
>

The above quotes are sentence fragments. Perhaps you should review
sentence structure in a grammar school book.

> >The local "Atari dealer"..? Is there an 800 number to call for CAB problems?
>
> Make that 1-900 number. Your clone customer standards are about 3 years
> out of date or more.

Ok....make it a 1-900 number....now who do you call for 50 cents?

> If the teacher can't handle GEM on in a closed architecture,
> a winclone will be even more difficult.

We're talking about getting online, not how to use a mouse.

>
> Nevermind that the interface is the same.
>
Agreed. Nevermind....'cause it sounds like a stupid point anyway.

>
> QUIT SPREADING LIES Bobby.
>
> The ST will do realtime audio and 8bit colour.

Ok....how do I display 640x480x256-color images on a 520ST? Just asking
you to prove your quote above this text.

>
> Perhaps if her solutions weren't limited to the obvious ones by the
> likes of you, she could effectively use the resources she appears to
> be stuck with.

Brilliant...."effectively use the resources" - still can't get on the
web, but can "effectively use the resources" - heh heh heh.

> >The teacher would be better served by using the Atari computers to run
> >educational programs and obtaining a different platform for Internet
> >connectivity.
>
> And if she doesn't have a few grand to spare? Her students lose out. They
> are damaged. Their futures are put in jeopardy due to your shortsightedness.

If she doesn't have a few grand to spend, she can get a used 386SX system
(bare minumum to run 3.1 in enhanced mode), a $50 internal modem and run
Netscape and do everything imaginable on the net/web.

4304. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: JEDI
Message-ID: <4l3glj$d5t@doc.zippo.com>
Source record: 9690

In article <RVBpvSr.brimiller@delphi.com>, Brian-Roland says...
>
>BobR <76702.1466@CompuServe.COM> writes:
>
[deletia]
>Another TOS User: "Good video cards are available for $900."

More like: A video card to match any on the PC is available for the
ST for $900 bux.

>-
>BobR + James Woods: "900?!?!!? This proves the inferiority of TOS.
> They are useless for serious work!!!!"
>---
>And so the cycle continues. . . <sigh>
>---
>BR Miller
>Boston, MA

4305. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: nahender@prairie.NoDak.edu
Message-ID: <4l3m0g$qls@daily-planet.nodak.edu>
Source record: 9691
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

William Grosso (apuleius@ix.netcom.com) wrote:
: In <4l14oq$m8g@daily-planet.nodak.edu> nahender@prairie.NoDak.edu
: (Nathanael J Henderson) writes:
: >
: > Then go away. Wasn't that easy? :-) What the *.advocacy
: >groups are is pretty well known and established, people that
: >don't like what they are should not read them.
: >...

: Yeah. Why try to gently correct people or instruct them
: in how newsgroups were intended to be used or point

Who cares about what they were INTENDED to be used for? The people
have spoken, and anarchy it is.

: Much better to simply walk away. Abandon usenet as a
: resource for intelligent discussion. The Boetians win
: again and intelligent discussion retreats to moderated
: mailing lists.

Such a reactionary. :-) If you want calm intelligent discussion, use
the other groups, comp.sys.*.hardware, etc. *.advocacy groups are
inherently antagonistic, as they draw out the most fanatical and
confrontational members of the various communities.

"I was practically naked, dressed as a dominatrix and was slapping the
audience with this huge rubber dick I was carrying. (Bill Gates)
wandered by, so I started screaming 'Serve Me! Serve Me!' and put the
dick on his shoulder--at which point, he emitted a mouse-like squeal and
ran away. It was quite a scene." Slymenstra (GWAR)

4306. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4l3sb5$oh5@inca01.inca.co.nz>
Source record: 9692
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.os.ms-windows.advocacy

Daniel Wilcox (eqkec@westminster.ac.uk) wrote:
> the easiest thing to do is probably not read those groups which you think
> are a waste of time and let everyone else get on with it.

True. But advocacy groups can be fun!

I haven't heard such colourful language used in such a while. Just goes to
show what a sheltered life I've led.

(Yes, I do have a life now, and damned expensive it was to acquire one.
It took me years to save up enough to buy one, and the following week they
heavily discounted them. Such is life. Sigh.)

> a good wind up never hurt anyone and anyone who gets upset over a topic like
> this is a bit of a looser!

... and that they better tighten themselves immediately.

("looser" = not very tight, You probably meant "loser")

> well ive taken stock of the situatuation and ive come to a decision, err
> the amiga is definately the best machine and anybody who cant see that
> has got to be a complete idiot :)

You forgot to add ".. the best machine to ridicule".

I can't agree with you that the meagre as the best machine, so that makes
me a complete idiot. What is the next stage that I can progress to, oh
grand master of idiocy?

--

Quote For The Month:

"If she's a lady, I'm a Pernicious Knid"

4307. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: JEDI
Message-ID: <4l3ldu$irh@doc.zippo.com>
Source record: 9693

In article <4l3208$nij@hearst.cac.psu.edu>, korte@sabine.acs.psu.edu says...
>
>In <4l2bd1$lh1@news.sdsmt.edu>, kbs3387@silver.sdsmt.edu (Kevin Stone) writes:
>>Rodney R. Korte (korte@sabine.acs.psu.edu) wrote:
>>: > Then go away. Wasn't that easy? :-) What the *.advocacy groups are
[deletia]
>Um, no, it isn't, which is one of Mr. Eastmond's points (unfortunately
>not the first, but the one that he prompted him to write, I think).
>Pleading, advocating, and supporting doesn't include vicious
>name-calling, racial slurs, etc., etc. I think you must agree with

There hasn't yet been the need for asbestos undies in here.

In that respect, there isn't yet anything to complain about.

4308. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: JEDI
Message-ID: <4l3mjp$jqs@doc.zippo.com>
Source record: 9694

In article <Pine.SUN.3.91.960416141406.5263E-100000@PEAK.ORG>, James says...
>
>
>
>On 15 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:
>
>> >MY response is that while YES you can "connect to the Internet" with an
>> >Atari, the Atari computer is NOT well suited for the application, especially
>> >in a normal classroom environment.
>>
>> Your answer hinges on whether or not you think that the whole Internet
>> is comprised of the World Wide Web and whether or not you think you need
>> Netscape to browse it.
>
>I seriously doubt anyone WANTS to restrict themselves from the web.
>Sounds like more sour grapes. Hell, can't even go "www.atari.com"

There are some very obvious keywords: web, Netscape, mosaic, ALL, SLIP/PPP

Some of us have been about longer than the web has. Excuse us if we think
that the web is NOT the totality of the net.

>without that abilty. Whether or not "you think the whole Internet is
>comprised of the World Wide Web" or not, it does exist and and why would
>anyone NOT at least want the OPTION to use it?

The OPTION of using the web was not the way the question/statement was
posed. The approximate verbage was connecting to the internet. This
covers quite a bit of territory: from wyse60's to HP/UX workstations...

>
>>
>> Also important is whether or not your main interest is 'data' or
>> 'information'.
>
>Uh-oh....don't get to technical on us now....

Refer to the infamous: I need a computerized picture of a dragonfly
example. Use lycos.

>
>
>> >
>> >That's similar to a lot of the responses about the teacher.. "If you have
>> >a 68020 with FPU, you can run LINUX"... well, I seriously doubt the
>> >teacher has a 68020 with an FPU, OR a 16mhz MegaSTe with ANY video card.

>>
>> Ignoring the resposes that suggested that one get one clone that YOU
>> would consider acceptable for the task and using it as a server.
>>
>> Ignoring the responses mentioning that shell isp's do in fact exist,
>> making terminals more viable.
>>
>
>The above quotes are sentence fragments. Perhaps you should review
>sentence structure in a grammar school book.

If you can't understand the above, you need to re-examine your humanity.

>
>
>> >The local "Atari dealer"..? Is there an 800 number to call for CAB problems?
>>
>> Make that 1-900 number. Your clone customer standards are about 3 years
>> out of date or more.
>
>Ok....make it a 1-900 number....now who do you call for 50 cents?
You need to better inform yourself about 9xx numbers before you use
one next.

>
>
>> If the teacher can't handle GEM on in a closed architecture,
>> a winclone will be even more difficult.
>
>We're talking about getting online, not how to use a mouse.

Procomm is procomm, even if you call it STalker.

>
>>
>> Nevermind that the interface is the same.
>>
>Agreed. Nevermind....'cause it sounds like a stupid point anyway.

Well, your suggestion that one use 'scape on a 386 does show
certain lack of interest in usability.

>
>>
>> QUIT SPREADING LIES Bobby.
>>
>> The ST will do realtime audio and 8bit colour.
>
>Ok....how do I display 640x480x256-color images on a 520ST? Just asking
>you to prove your quote above this text.

Resolution wasn't specified.

However, do the entire image in greyscale (windowed) with the option
of zooming in on a quadrant to do in fullscreen mode.

>
>
>>
>> Perhaps if her solutions weren't limited to the obvious ones by the
>> likes of you, she could effectively use the resources she appears to
>> be stuck with.
>
>Brilliant...."effectively use the resources" - still can't get on the
>web, but can "effectively use the resources" - heh heh heh.

She could get on the web fine. You're conveniently ignoring the
previously posted ST web solutions.

>
>
>> >The teacher would be better served by using the Atari computers to run
>> >educational programs and obtaining a different platform for Internet
>> >connectivity.
>>
>> And if she doesn't have a few grand to spare? Her students lose out. They
>> are damaged. Their futures are put in jeopardy due to your shortsightedness.
>
>If she doesn't have a few grand to spend, she can get a used 386SX system
>(bare minumum to run 3.1 in enhanced mode), a $50 internal modem and run
>Netscape and do everything imaginable on the net/web.

On a 386 the only thing she will be able to use is DOSlynx or
WinWeb. She will be in the same situation as if she were using the
ST.

4309. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: glew@ionet.net
Message-ID: <31751fde.1259485@204.96.200.6>
Source record: 9695
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

nce@liverpool.ac.uk (Mr N.C. Eastmond) wrote:

>Open letter to a advocates of their pet OS's
>
** big snip **

Hear! Hear!

Gordon A. Lew
glew@ionet.net

4310. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4l1ek1$i18$1@mhade.production.compuserve.com>
Source record: 9761

>Well, I don't see you spewing out any dollar figures so we can assume
>you don't know _anything_ either. Works both ways you know...

No it doesn't.

James is not the one claiming to own a 24bit Atari card.

You (Lonny) ARE.

He's not the one I asked about the cost.

You (Lonny) ARE.

Why should James have to know how much your video card was..?

Why should I have to know how much your video card was..?

Seems funny that you have this much problem with a simple question.

BobR

4311. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: korte@sabine.acs.psu.edu
Message-ID: <4l1hdo$1drl@hearst.cac.psu.edu>
Source record: 9762
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

In <4l14oq$m8g@daily-planet.nodak.edu>, nahender@prairie.NoDak.edu (Nathanael J Henderson) writes:
>Mr N.C. Eastmond (nce@liverpool.ac.uk) wrote:
>: Open letter to a advocates of their pet OS's
>
>: been said, make a decision and stick with it." Some might say that advocacy
>: wars are fun. On behalf of the vast majority of people angaged in this lev-
>: iathan circular whirlpool of discussion, I have to disagree. Look at how wound
>
> Then go away. Wasn't that easy? :-) What the *.advocacy groups are
>is pretty well known and established, people that don't like what they

Are they, now? I was under the impression that they are intended to
be a place where people can argue the good and bad of their particular
platform (or whatever) in an intelligent manner. I believe that I
am hardly alone in this understanding.

>are should not read them. (Instead of trying to convert everyone else to
>their kinder gentler way of doing things. :-)

Hmmm. Based on the fact that you cut out the part of Mr. Eastmond's
post in where he chides those who use these forums for name-calling
and general bashing, I can easily read your statement as meaning that
you are support this degenerate kind of "discussion" in the
*.advocacy forums. I certainly hope this isn't true. If it is, it
would seem that the "why" and "what for" of *.advocacy groups aren't
well known and established enough.
--
Rodney R. Korte OS/2. Operate at a higher level.
korte@sabine.acs.psu.edu ---> MIME, PGP (finger for key) welcome.
http://sharkbait.arl.psu.edu/

4312. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: nahender@prairie.NoDak.edu
Message-ID: <4l1qn6$24p@daily-planet.nodak.edu>
Source record: 9763
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

Rodney R. Korte (korte@sabine.acs.psu.edu) wrote:
: In <4l14oq$m8g@daily-planet.nodak.edu>, nahender@prairie.NoDak.edu (Nathanael J Henderson) writes:
: >
: > Then go away. Wasn't that easy? :-) What the *.advocacy groups are
: >is pretty well known and established, people that don't like what they

: Are they, now? I was under the impression that they are intended to
: be a place where people can argue the good and bad of their particular
: platform (or whatever) in an intelligent manner.

<chuckle> Why YES! Usenet *.advocacy groups are the long standing place for intelligent, rational, and polite discussion. :-)
For the people that can't spot sarcasm if a liberal taxed them to read it, that's obviously not true. *.advocacy groups are second only to political groups when it comes to flaming, ranting, and screaming knock-down drag out debate. That's what it is, that's what it's always been, that's what it will probably always be. Think of it as a text based bar room brawl for geeks.

: I believe that I am hardly alone in this understanding.

Unless somebody has put AOL out of our misery, probably not. :-)

: >are should not read them. (Instead of trying to convert everyone else to
: >their kinder gentler way of doing things. :-)

: Hmmm. Based on the fact that you cut out the part of Mr. Eastmond's
: post in where he chides those who use these forums for name-calling
: and general bashing, I can easily read your statement as meaning that
: you are support this degenerate kind of "discussion" in the
: *.advocacy forums. I certainly hope this isn't true.

Think of this as an on-line IQ test: I know what this group is like. I deliberately stay here. Is there any chance I might like the group as it is?

: If it is, it
: would seem that the "why" and "what for" of *.advocacy groups aren't
: well known and established enough.

You read them a little and becomes rather obvious what they are like/about. There's no ruling class in Usenet--the groups are whatever we make of them.

"I was practically naked, dressed as a dominatrix and was slapping the audience with this huge rubber dick I was carrying. (Bill Gates) wandered by, so I started screaming 'Serve Me! Serve Me!' and put the dick on his shoulder--at which point, he emitted a mouse-like squeal and ran away. It was quite a scene." Slymenstra (GWAR)

4313. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: ghansen@isc.sjsu.edu
Message-ID: <4l1su7$h4l@nuke.csu.net>
Source record: 9764
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

In article <DpyEB2.141@liverpool.ac.uk>,
Mr N.C. Eastmond <nce@liverpool.ac.uk> wrote:
>Open letter to a advocates of their pet OS's

>You know, there has to come a time, in every discussion, where someone says
>"Look, we're just never going to agree on this and it has taken up hours and
>hours of our time. So why don't we all just take stock of everything that's
>been said, make a decision and stick with it." Some might say that advocacy

...or just stop arguing about it and junk the entire thread. That's been
my approach.

4314. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: reichman@usc.edu
Message-ID: <4l1u9b$a10@usc.edu>
Source record: 9765
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

In <4l1qn6$24p@daily-planet.nodak.edu> Nathanael J Henderson wrote:
> "I was practically naked, dressed as a dominatrix and was slapping the
> audience with this huge rubber dick I was carrying. (Bill Gates)
> wandered by, so I started screaming 'Serve Me! Serve Me!' and put the
> dick on his shoulder--at which point, he emitted a mouse-like squeal and
> ran away. It was quite a scene." Slymenstra (GWAR)

Now that's funny!

--
Be well,

Matthew Reichman
reichman@usc.edu
USC-CNTV
NeXTStep v.3.3 m68k
NeXTMAIL & MIME welcome

==
PGP key --> email w/ subject "request_PGP"

Computer Privacy Information --> http://www.eskimo.com/~joelm/

4315. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: reichman@usc.edu
Message-ID: <4l1ubn$a10@usc.edu>
Source record: 9766
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

In <4l1su7$h4l@nuke.csu.net> Gregory L Hansen wrote:
> In article <DpyEB2.141@liverpool.ac.uk>,
> Mr N.C. Eastmond <nce@liverpool.ac.uk> wrote:
> >Open letter to a advocates of their pet OS's
>
> >You know, there has to come a time, in every discussion, where someone
says
> >"Look, we're just never going to agree on this and it has taken up hours
and
> >hours of our time. So why don't we all just take stock of everything
that's
> >been said, make a decision and stick with it." Some might say that
advocacy
>
> ...or just stop arguing about it and junk the entire thread. That's been
> my approach.

Then why are you writing this?

I'd say this is exactly what this group and all advocacy groups are about!

P.S. you forgot to tangentially mention NeXT! Shame on you!

--
Be well,

Matthew Reichman
reichman@usc.edu
USC-CNTV
NeXTStep v.3.3 m68k
NeXTMAIL & MIME welcome

==
PGP key --> email w/ subject "request_PGP"

Computer Privacy Information --> http://www.eskimo.com/~joelm/

4316. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: reichman@usc.edu
Message-ID: <4l1udr$a10@usc.edu>
Source record: 9767
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

NOTE: FOLLOWUPS TO ALT.TEST

By the way - I knew this was crossposted to hell and back!

Godddamnit alll!!!!

--
Be well,

Matthew Reichman
reichman@usc.edu
USC-CNTV
NeXTStep v.3.3 m68k
NeXTMAIL & MIME welcome

==========
PGP key --> email w/ subject "request_PGP"

Computer Privacy Information --> http://www.eskimo.com/~joelm/

4317. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: nce@liverpool.ac.uk
Message-ID: <DpzwAu.2qA@liverpool.ac.uk>
Source record: 9768
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

```
: well ive taken stock of the situatuation and ive come to a decision, err
: the amiga is definately the best machine and anybody who cant see that
: has got to be a complete idiot :)
```

Did I forget to mention that I feel exactly the same way about my Macintosh?
The Mac is definitely the best machine, and anybody who can't see that
has got to be a complete idiot :-)

Regards,

Nigel.

Dr. Nigel C. Eastmond | Email nce@liv.ac.uk
Dept. Pharmacology and Therapeutics | Tel. +44 (0)151 794 5541
University of Liverpool | Fax. +44 (0)151 794 5540
Liverpool L69 3BX | Mobile 0468 453892

4318. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: kbs3387@silver.sdsmt.edu
Message-ID: <4l2bd1$lh1@news.sdsmt.edu>
Source record: 9769
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

Rodney R. Korte (korte@sabine.acs.psu.edu) wrote:
: > Then go away. Wasn't that easy? :-) What the *.advocacy groups are
: >is pretty well known and established, people that don't like what they
:
: Are they, now? I was under the impression that they are intended to
: be a place where people can argue the good and bad of their particular
: platform (or whatever) in an intelligent manner. I believe that I
: am hardly alone in this understanding.

I'm not so sure I agree with this 'understanding'. To clear
matters up, I shall quote from my big, blue Webster's dictionary
(unabridged, second edition-deluxe color!).

"ad'vo ca cy, n. 1. the act of pleading for or supporting; an
advocating (of something). 2.advowson."

Advocacy groups are therefore a place where people can plead or
support thier particular platform... not necessarily in an inteligent
mannor. Exactly what's been happening. ;)

Have fun!
-Kevin

4319. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: apuleius@ix.netcom.com
Message-ID: <4l1uts$rdi@dfw-ixnews8.ix.netcom.com>
Source record: 9770
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

In <4l14oq$m8g@daily-planet.nodak.edu> nahender@prairie.NoDak.edu
(Nathanael J Henderson) writes:
>
> Then go away. Wasn't that easy? :-) What the *.advocacy
>groups are is pretty well known and established, people that
>don't like what they are should not read them.
>...

Yeah. Why try to gently correct people or instruct them
in how newsgroups were intended to be used or point
out to the bickering masses that they're wasting time
in pointless self-flagellation or ....

Much better to simply walk away. Abandon usenet as a
resource for intelligent discussion. The Boetians win
again and intelligent discussion retreats to moderated
mailing lists.

Cheers,

Andy

4320. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <RVIqHAj.brimiller@delphi.com>
Source record: 9771

Mr N.C. Eastmond <nce@liverpool.ac.uk> writes:

>: well ive taken stock of the situatuation and ive come to a decision, err
>: the amiga is definately the best machine and anybody who cant see that
>: has got to be a complete idiot :)
>
>Did I forget to mention that I feel exactly the same way about my Macintosh?
>The Mac is definitely the best machine, and anybody who can't see that
>has got to be a complete idiot :-)

You're both wrong. The OmegaTech 4056716-25242XLESDG Mark II with
SuperBlastertron sound and MegaBlitter graphics is the best machine in
the universe! It's even appropriate for the Internet! :')

BR Miller
Boston, MA

4321. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <RXII3qj.brimiller@delphi.com>
Source record: 9772

BobR <76702.1466@CompuServe.COM> writes:

>I guess I'll assume that 1.399 DM equals about $900US.. still sounds pretty
>high to me.

Less than the purchase price of a new PC Clown, er, Clone. And it will
deliver stunningly crisp graphics.

>I don't have Macs, don't know about Macs, and don't care about Macs.

. . . or TOS machines, for that matter.
Of course, Macs aren't appropriate for the Internet, either, right? And
since you don't care about them, they're completely irrelevant to the
discussion, despite the fact that they'd probably be the best machines
to buy for school Internet access if "buy new" was an option.

>I know about (and care about) Atari and IBM computers, and $900 for a video
>card is awfully pricy.

Against $1500 and a lot of frustration for a Windows box, most teachers
would opt for the easy-to-use TOS machine. PCs are simply inappropriate for
a serious educational environment. &:'>

BR Miller
Boston, MA

4322. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <R3ALXwj.brimiller@delphi.com>
Source record: 9773

BobR <76702.1466@CompuServe.COM> writes:

>that a 68020 with an FPU can run Linux, and that 16Mhz STes can run CAB/Stik,
>but we still don't know how that teacher can use her Atari computer to do what
>she wants to do.

Sure we do, you just have selective vision (read: you are seeing what you
want to see, not the reality of the situation).

>I don't recall any "debunking" taking place either.

You said that installation of Web software on the ST was impossible.

You were proven incorrect.
---
all.

You were proven incorrect.

You said that ST WWW applications were not easy to set up and use
---
You were proven incorrect.

Seems like debunking to me.

BR Miller
Boston, MA

4323. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: korte@sabine.acs.psu.edu
Message-ID: <4l31md$nij@hearst.cac.psu.edu>
Source record: 9774
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

In <4l1qn6$24p@daily-planet.nodak.edu>, nahender@prairie.NoDak.edu (Nathanael J Henderson) writes:
>Rodney R. Korte (korte@sabine.acs.psu.edu) wrote:
>: If it is, it
>: would seem that the "why" and "what for" of *.advocacy groups aren't
>: well known and established enough.
>
> You read them a little and becomes rather obvious what they are
>like/about. There's no ruling class in Usenet--the groups are whatever we
>make of them.

Depends on the group and when you read it. You are right- the groups
are whatever we make of them. Mr. Eastmond was simply stating that
we should make them a place where name-calling, the inevitable
racial/religious/sexual-orientation bashing, and all of the other
stupid crap become the exception, rather than the norm. You know,
there are .flame and other established groups for this sort of lashing
out.

>----
>"I was practically naked, dressed as a dominatrix and was slapping the
>audience with this huge rubber dick I was carrying. (Bill Gates)
>wandered by, so I started screaming 'Serve Me! Serve Me!' and put the
>dick on his shoulder--at which point, he emitted a mouse-like squeal and
>ran away. It was quite a scene." Slymenstra (GWAR)

I bet! ;-)

Now, back to my regularly-scheduled search for intelligent advocacy.
It does exist- I've seen it. Sometimes, it even over-powers
irrational, unitelligent, and inappropriate discussion...
--
Rodney R. Korte OS/2. Operate at a higher level.
korte@sabine.acs.psu.edu ---> MIME, PGP (finger for key) welcome.
http://sharkbait.arl.psu.edu/

4324. TSRs and conventional memory

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: yorgo@ix.netcom.com
Message-ID: <4l21hh$mi3@dfw-ixnews3.ix.netcom.com>
Source record: 9775
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

This may sound like a stupid question, but how can a person 'safely'
free up some conventional memory without screwing up my TSR programs so
much that I've got to re-install everything? I would be much obliged
for some good instruction.
TNX
yorgo@ix.netcom.com

4325. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <RVBpvSr.brimiller@delphi.com>
Source record: 9776

BobR <76702.1466@CompuServe.COM> writes:

>
>You (Lonny) ARE.
>
>Why should James have to know how much your video card was..?
>
>Why should I have to know how much your video card was..?
>
>Seems funny that you have this much problem with a simple question.
>
>BobR

I find it more than amusing that instead of debating the facts with me,
you and historic blowhard James Woods have chosen to debate this moronic
topic.

Probably because your argument was never steeped in reality, and was
disproven by simple fact.

Ah, the frustrations of being factually correct, they take the fun out of
debating. . . Perhaps what this newsgroup needs is a virtual Peter
Sinclair-Day (but pro-Atari to the point of vomiting) to debate these
people. Then, we can simply sit back and watch the sparks fly.

BobR: "The Atari is inappropriate for the Internet, clueless newbie."
-
Rational person: "Explain WWW130 with point and click installation."
-
BobR: "URK! Well, your video card is more expensive. This PROVES
that the TOS platform can't do Internet. What about real-time
sound and video?"
-
Rational person: "Uh, Bob, no machine hooked up to the web at 28.8 K
baud can do RTS or RTV. You need a dedicated T-1
line, which runs at about $10,000 per month."
-
BobR: "Well, they can get that, but they can't afford to hire a
consultant. Besides, $900 for a video card stinks!"
-
Rational person: "Uh, Bob, for the standard Internet linkup, using
SLIP or PPP, Use of Oasis and/or STiK/CAB is
just as capable as Winsock/Netscape."
-
BobR: <silence>

-
Another TOS User: "Good video cards are available for $900."
-
BobR + James Woods: "900?!?!!? This proves the inferiority of TOS.
They are useless for serious work!!!!"

And so the cycle continues. . . <sigh>

BR Miller
Boston, MA

4326. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: korte@sabine.acs.psu.edu
Message-ID: <4l3208$nij@hearst.cac.psu.edu>
Source record: 9777
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

In <4l2bd1$lh1@news.sdsmt.edu>, kbs3387@silver.sdsmt.edu (Kevin Stone) writes:
>Rodney R. Korte (korte@sabine.acs.psu.edu) wrote:
>: > Then go away. Wasn't that easy? :-) What the *.advocacy groups are
>: >is pretty well known and established, people that don't like what they
>:
>: Are they, now? I was under the impression that they are intended to
>: be a place where people can argue the good and bad of their particular
>: platform (or whatever) in an intelligent manner. I believe that I
>: am hardly alone in this understanding.
>
> I'm not so sure I agree with this 'understanding'. To clear
>matters up, I shall quote from my big, blue Webster's dictionary
>(unabridged, second edition-deluxe color!).
>
> "ad'vo ca cy, n. 1. the act of pleading for or supporting; an
> advocating (of something). 2.advowson."
>
> Advocacy groups are therefore a place where people can plead or
>support thier particular platform... not necessarily in an inteligent

Well.... O.K.! You got me on that one. :-)

>mannor. Exactly what's been happening. ;)

Um, no, it isn't, which is one of Mr. Eastmond's points (unfortunately
not the first, but the one that he prompted him to write, I think).
Pleading, advocating, and supporting doesn't include vicious
name-calling, racial slurs, etc., etc. I think you must agree with
that. Thanks for posting the exact definition!
--
Rodney R. Korte OS/2. Operate at a higher level.
korte@sabine.acs.psu.edu ---> MIME, PGP (finger for key) welcome.
http://sharkbait.arl.psu.edu/

4327. Re: TSRs and conventional memory

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: Paul Irvine <paul.irvine@hoskyns.co.uk>
Message-ID: <4l33qm$o4n@typeset.hoskyns.co.uk>
Source record: 9778
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

yorgo@ix.netcom.com(G. Shouse) wrote:
>This may sound like a stupid question, but how can a person 'safely'
>free up some conventional memory without screwing up my TSR programs so
>much that I've got to re-install everything? I would be much obliged
>for some good instruction.
>TNX
>yorgo@ix.netcom.com
>

You really didn't need to post to so many newsgroups, now did you?

Anyway, on to your question. I am going to have to make some assumptions
here because you haven't given us a whole lot of information.

Assumptions:

MS-DOS
Posssibly Windows
You don't want to change settings in a dynamic manner

Suggestion:

Use Microsofts MEMMAKER, it's really quite good!

-- Paul Irvine.
~~~~~~~~~~~
~~~~~~~~~~~

4328. Re: TSRs and conventional memory

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: Paul Irvine <paul.irvine@hoskyns.co.uk>
Message-ID: <4l33rc$o4n@typeset.hoskyns.co.uk>
Source record: 9779
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

yorgo@ix.netcom.com(G. Shouse) wrote:
>This may sound like a stupid question, but how can a person 'safely'
>free up some conventional memory without screwing up my TSR programs so
>much that I've got to re-install everything? I would be much obliged
>for some good instruction.
>TNX
>yorgo@ix.netcom.com
>

You really didn't need to post to so many newsgroups, now did you?

Anyway, on to your question. I am going to have to make some assumptions
here because you haven't given us a whole lot of information.

Assumptions:

MS-DOS
Posssibly Windows
You don't want to change settings in a dynamic manner

Suggestion:

Use Microsofts MEMMAKER, it's really quite good!

-- Paul Irvine.
~~~~~~~~~~~
~~~~~~~~~~~

4329. Re: TSRs and conventional memory

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: Paul Irvine <paul.irvine@hoskyns.co.uk>
Message-ID: <4l3406$o9l@typeset.hoskyns.co.uk>
Source record: 9780
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

Paul Irvine <paul.irvine@hoskyns.co.uk> wrote:

<snip> - the same post twice.

B******s!! The same post twice, or severe "egg-on-face". It was because
I tried to mail and post reply, but I got an invalid DNS entry. Honest,
I hadn't realised that it had already been posted.

c'est la vie.

-- Paul Irvine.
~~~~~~~~~~~
~~~~~~~~~~~

4330. Re: ATARI 520ST+ for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: jorisd@bcl1.seri.philips.nl
Message-ID: <4l30hg$gqa@ns1.nl.cis.philips.com>
Source record: 9781
Cross-posted to: alt.forsale,aus.forsale,misc.forsale.computers.other.systems,ne.forsale,sco.forsale,uk.forsale,nl.markt,comp.sys.atari.advocacy,comp.sys.atari.st,fido.ger.atari,fr.comp.sys.atari,mause.sys.atari.hardware,mause.sys.atari.software

b.hofschreuder@simed.nl (Benno Hofschreuder) writes:
: I have for sale a ATARI 520ST+ computer
: (HOLLAND)
:
: With:
: - 2.5Mb of memory
: - 28Mhz speedup card built in
: - hardware 386-DOS card
: - 3.5" en 5.25" diskdrives
: - harddisk 105MB
: - HD and powersupply built in transparent case
: - clock built in
: - B/W and color monitors
: - printer
: - mous & joysticks
: - books (Dutch)
: - lots and lots of software (Prof. and games, more than you can
: imagine!!!)
: everything in good shape, and working properly.
:
: The computer will be sold for any reasonable offer..
:
: If you are interested mail me!!!
: b.hofschreuder@simed.nl
:

Best fijn dat je een Atari te koop hebt, maar probeer de volgende
keer het bericht maar 1 keer te posten, in plaats van ZES keer.

Doei,

-Dennis.
--
Ing. D.M. Joris, Software Specialist,
Philips CE/ADC-BcL, tel: +31 40 27 33826
Building: SFJ-7 +31 40 27 35365
E-mail : jorisd@iclab.ce.philips.nl fax: +31 40 27 37353
: gto@iaehv.nl (na 21:00 reply)
==========
Butt-Head: That SUCKS, uh uhu uhu.
Beavis: Yeah.... and it SUCKS too, uhuhu uhu uh.

4331. Re: TSRs and conventional memory

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: Robert M Tyler <Robertx_Tyler@ccm.ch.intel.com>
Message-ID: <31751463.6925@ccm.ch.intel.com>
Source record: 9782
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

G. Shouse wrote:
>
> This may sound like a stupid question, but how can a person 'safely'
> free up some conventional memory without screwing up my TSR programs so
> much that I've got to re-install everything? I would be much obliged
> for some good instruction.
> TNX
> yorgo@ix.netcom.com

In CONFIG.SYS, try devicehigh=c:\directory\drivername
In AUTOEXEC.BAT try loadhigh c:\directory\drivername

This will load drivers, TSRs in upper memory instead of conventional.

--

The opinions expressed here are mine and not Intel's.
If you don't like them, tough!

4332. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: JEDI
Message-ID: <4l2qep$jq9@doc.zippo.com>
Source record: 9783

In article <4l1hdo$1drl@hearst.cac.psu.edu>, korte@sabine.acs.psu.edu says...
>
>In <4l14oq$m8g@daily-planet.nodak.edu>, nahender@prairie.NoDak.edu (Nathanael J Henderson) writes:
>>Mr N.C. Eastmond (nce@liverpool.ac.uk) wrote:
>>: Open letter to a advocates of their pet OS's
>>
>>: been said, make a decision and stick with it." Some might say that advocacy
>>: wars are fun. On behalf of the vast majority of people angaged in this lev-
>>: iathan circular whirlpool of discussion, I have to disagree. Look at how wound
>>
>> Then go away. Wasn't that easy? :-) What the *.advocacy groups are
>>is pretty well known and established, people that don't like what they
>
>Are they, now? I was under the impression that they are intended to
>be a place where people can argue the good and bad of their particular
>platform (or whatever) in an intelligent manner. I believe that I
>am hardly alone in this understanding.

What planet are you from?

There's an FBI agent named Mulder that would love to talk to you...

'-)

4333. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: JEDI
Message-ID: <4l2rgc$kpt@doc.zippo.com>
Source record: 9784

In article <4l0hlr$j67$2@mhadg.production.compuserve.com>, BobR says...
>
>>A nice bit of selective perception.
>
>Spoken by the master of selective perception.
>
>I quote:
>>The most dominant thread in this group for weeks has been anti-atari fud
>>spread by cloners and the debunking thereof.
>
>What an fanciful perception of the previous discussion. Awfully paranoid
>sounding too. It's amazing how you can go from discussing whether a teacher
>can use an ST effectively for "connecting to the Internet" to "anti-atari
>fud spread by cloners".

1) Negative statements were made about Atari's
2) Positive statements were made about clones
3) Positive statements weren't made about Macs despite them
being as well suited for the task as contemporary clones

It might be a stretch (but not a long one) to consider you a cloner.

>
>I don't recall any "debunking" taking place either.

More selective perception, or lack thereof. Ref: my make tutorial.

>
>We know now that VT-100s can be connected to Pentiums used as a server, and
>that a 68020 with an FPU can run Linux, and that 16Mhz STes can run CAB/Stik,
>but we still don't know how that teacher can use her Atari computer to do what
>she wants to do.

Connecting to the Net she can do. Running Netscape she most probably cannot
do. However, connecting to the net != Running Netscape.

>
>>8 years on the net, 3 years on the web.
>
>Ah.. that explains it... you're a clueless newbie.

Ah, yeah, right, whatever...

The whole thread wouldn't quite be so pathetic were it not for the fact
that the alternate PC platform you first advocated would suffer from the
same constraints as ST's.

4334. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: JEDI
Message-ID: <4l2ro1$l10@doc.zippo.com>
Source record: 9785

In article <4l0gve$j67$1@mhadg.production.compuserve.com>, BobR says...
>
>>The SuperNova currently costs 1.399,-DMs...
>
>>Now tell me how much cheaper a Macintosh card with above specs does cost,
>>much less than 900 US$s?
>
>I guess I'll assume that 1.399 DM equals about $900US.. still sounds pretty
>high to me.

Depends. Many Mac upgrades tend to be rather upscale wrt to clone
upgrades.

>
>And... who cares about Macintosh anyway..?
>
>I don't have Macs, don't know about Macs, and don't care about Macs.
This pretty much confirms the cloner-anti-atarian suspicion.

>
>I know about (and care about) Atari and IBM computers, and $900 for a video
>card is awfully pricy.

Kinda depends on what you need it for.

4335. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: "JEDI via LYNX-AIX"
Message-ID: <4l3092$p5d@doc.zippo.com>
Source record: 9786

```
In article , BobR says...
>
>>A nice bit of selective perception.
>
>Spoken by the master of selective perception.
>
>I quote:
>>The most dominant thread in this group for weeks has been anti-atari fud
>>spread by cloners and the debunking thereof.
>
>What an fanciful perception of the previous discussion. Awfully paranoid
>sounding too. It's amazing how you can go from discussing whether a teacher
>can use an ST effectively for "connecting to the Internet" to "anti-atari
>fud spread by cloners".
>
>I don't recall any "debunking" taking place either.
>
>We know now that VT-100s can be connected to Pentiums used as a server, and
>that a 68020 with an FPU can run Linux, and that 16Mhz STes can run CAB/Stik,
>but we still don't know how that teacher can use her Atari computer to do what
>she wants to do.
>
>>8 years on the net, 3 years on the web.
>
>Ah.. that explains it... you're a clueless newbie.
A clueless newbie that's responding to you in lynx...
```

4336. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: JEDI@I.do.it.cause.i.can.edu
Message-ID: <4l31j7$qbh@doc.zippo.com>
Source record: 9787

```
In article <Pine.SUN.3.91.960416135451.5263C-100000@PEAK.ORG>, James says...
>
>
>
>On 13 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:
>
>> In article <Pine.SUN.3.91.960412172139.7883A-100000@PEAK.ORG>, James says...
>> >
>> >
>> >
>> >On Thu, 11 Apr 1996, Lonny Pursell wrote:
>> >
>> >> In article <4ka1ue$ker$1@mhadg.production.compuserve.com>
>> >> BobR <76702.1466@CompuServe.COM> said:-
>> >>
>> >> ||I don't recall MAC's being shipped with 24-bit as standard.
>> >> |
>> >> |I don't recall anyone talking about Macs.
>> >> |
>> >> |I also don't recall ANY Atari computer being shipped with 24-bit as standard
>> >> |either.
>> >> |
>> >> |So.. you didn't answer.. how much did your 24bit Atari video card cost..?
>> >> |
>> >> |
>> >>
>> >> Why ask me? If you knew anything about the "Atari" you wouldn't need me
>> >> to tell you.
>> >
>> >Yeah.....why ask you? If you knew anything about the "Atari" either, you'd
>> >have answered the question.
>>
>> Why should we even bother answering the charges of the likes of YOU
>> who attempt to criticise upon a subject area they know NOTHING about?
>>
>> Some of us would just prefer that you don't misinform others.
>
>
>I just saw someone asking how much a 24-bit video card costs for whatever
>Atari we're talking about and I wanted to know the price. You go off
>with this "Why should we bother answering charges of the likes of
>you....." and accuse me of knowing "NOTHING" about the subject...and
>accuse me of "misinforming" others??? Heh heh. Well "Jedi", you need
>to start using the force.... I saw BobR ask a question - "How much is a
```

>24-bit video question" - and I don't see the question answered. I am

It just points out a fundemental lack of knowledge of the subject.

This was more a mis-attribution. BobR is notorious in this group for
being misinformed and attempting to create that state in others. That
is to whom the comment was primarily directed.
>curious myself. Clearly, the question has not been answered. This is
>merely a question. It has nothing to do with "knowing about" whatever
>YOU think it does, and it has nothing to do with misinformation. Also,

Well, if Bobby's involved, so is misinformation.

>the message came from "JEDI@.MISSING-HOST-NAME" and not from "some of
>us;" I point this out to you not because it makes any difference to me

Please refer to the rest of the message that you quoted.

>whatsoever, but someone needs to point out the obvious to you.
>
>James
>
>PS- I thought the Star Wars movies were cool, but
>"JEDI@.MISSING-HOST-NAME" makes you look like a 14-year old masquerading
>behind his daddy's net account pretending to be an action figure. News
>for ya: a true Jedi has wisdom.
There is more to the online universe than just the Web or the net. You
don't appear to be aware of that either.

Jedi's are fictional characters.

The meaning of 'Jedi', within this culture, is not limited to the works
of Lucas and derivatives.

I would listen to any 'kid' who could fake a hostname over the likes of
you anyday. (especially on this subject)

You haven't the slightest clue as to what a bogus hostname implies anyways.

You also appear to be excessively superficial.

4337. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: JEDI
Message-ID: <4l3g2a$cgc@doc.zippo.com>
Source record: 9788

In article <RXII3qj.brimiller@delphi.com>, Brian-Roland says...
>
>BobR <76702.1466@CompuServe.COM> writes:
>
>>I guess I'll assume that 1.399 DM equals about $900US.. still sounds pretty
>>high to me.
>
>Less than the purchase price of a new PC Clown, er, Clone. And it will
>deliver stunningly crisp graphics.
>---
>
>>I don't have Macs, don't know about Macs, and don't care about Macs.
>
>. . . or TOS machines, for that matter.
>Of course, Macs aren't appropriate for the Internet, either, right? And
>since you don't care about them, they're completely irrelevant to the
>discussion, despite the fact that they'd probably be the best machines
>to buy for school Internet access if "buy new" was an option.
>---
>
>>I know about (and care about) Atari and IBM computers, and $900 for a video
>>card is awfully pricy.

Not too pricey. The price comparisons used to be a lot worse. However,
the card in question would set a clone user back ~$500. This is still
quite a premium for a VME adapter but, the atarian would probably not
be able to get as responsive a system for the extra 400.

>
>Against $1500 and a lot of frustration for a Windows box, most teachers
>would opt for the easy-to-use TOS machine. PCs are simply inappropriate for
>a serious educational environment. &:'>

4338. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-17 00:00:00 UTC
From: JEDI
Message-ID: <4l3gea$cui@doc.zippo.com>
Source record: 9789

In article <R3ALXwj.brimiller@delphi.com>, Brian-Roland says...
>
>BobR <76702.1466@CompuServe.COM> writes:
>
>>that a 68020 with an FPU can run Linux, and that 16Mhz STes can run CAB/Stik,
>>but we still don't know how that teacher can use her Atari computer to do what
>>she wants to do.
>
>Sure we do, you just have selective vision (read: you are seeing what you
>want to see, not the reality of the situation).
>---
>
>>I don't recall any "debunking" taking place either.
>
>You said that installation of Web software on the ST was impossible.
>---
>You were proven incorrect.
>---
>all.
>---
>You were proven incorrect.
>---
>You said that ST WWW applications were not easy to set up and use
>---
>You were proven incorrect.
>---
>Seems like debunking to me.
BTW... Lynx does not require building. It is distributed as an executable
(linux included).

Just unzip and run...

However, as I suspected, it does't support the subsequent html standards
too well.

No bobby this doesn't mean pictures. In fact, it does your pics just fine.
It's those other bits of html (those that you never brought up) that might
make lynx problematic: no support for forms and frames. Although I think
most people don't setup their pages well enough to deal with frames
anyways.

The dragonfly pictures came down just fine.
NO problem using lycos or webcrawler...
The web savvy atari advocates might find the first hit
under lycos:dragonfly insect a bit humorous...

And of course there is doslynx for bobby's beloved donated
386 pc clones... '-)

4339. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-18 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4l4aj1$3jq$1@mhade.production.compuserve.com>
Source record: 9696

>The whole thread wouldn't quite be so pathetic were it not for the fact
>that the alternate PC platform you first advocated would suffer from the
>same constraints as ST's.

Say what..?????

I advocated the use of a PC with a 4 Megabyte memory limitation..?

I advocated the use of a PC with 4 bit color video..(16 colors)..?

I advocated the use of a PC with only 32K of video memory..?

I advocated the use of a PC with 320 x 190 resolution..?

I advocated the use of a PC with low density floppy drives and hard drive
partitions limited to <32Megs..?

I advocated the use of a PC with seriously limited serial port speed..?

I advocated the use of a PC with no commercial Internet software development
and virtually no retail outlets..?

Wow... you must be smoking some really strong stuff..!

What an imagination...

(Quit spreading lies...)

BobR

4340. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-18 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4l4asa$3jq$2@mhade.production.compuserve.com>
Source record: 9697

>>I don't have Macs, don't know about Macs, and don't care about Macs.

>This pretty much confirms the cloner-anti-atarian suspicion.

That pretty much confirms the suspicion that you are absolutely clueless.

>>I know about (and care about) Atari and IBM computers...
^^^^^

Remedial reading courses are probably available in your area... try taking advantage of them... it helps if you can understand the messages you're replying to.

BobR

4341. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-18 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4l4b6n$3jq$3@mhade.production.compuserve.com>
Source record: 9698

"JEDI", the individual without a real name, a real address, and thus without any real credibility, writes:

>Your answer hinges on whether or not you think that the whole Internet is
>comprised of the World Wide Web and whether or not you think you need
>Netscape to browse it.

Interesting.. that one statement demonstrates that you have absolutely no grasp of the discussion at hand, and no ability at all to concentrate on a message and extract any meaning from it.

It's not *MY* perception of the Internet that is in question, but the desires of the teacher in the original thread which are under discussion. While we can't know exactly what was in her mind, I seriously doubt that a text-only web browser, or a text-only newsreader was what she was thinking of.

As I've mentioned countless times before, but which you seem to be unable to grasp.

Also, as I've mentioned many times before, Netscape is not the only available solution on other, more viable platforms. I've specifically also mentioned Mosaic... and there are plenty of other easily available and easy to use programs. You don't seem to be able to grasp that thought either.

>Ignoring responses that...

Responses that were impractical from the viewpoint of the teacher in the original article... which you seem to be constantly ignoring.

>Your clone customer standards are about 3 years out of date...

What does that have to do with the discussion at hand..? Try to keep with the program.

>QUIT SPREADING LIES Bobby.

>The ST will do realtime audio and 8 bit colour.

Right... in your dreams. Do pigs fly in your dreams too..?

Like James said.. tell me how the stock 1040STfm systems the teacher in the original article (remember, we're trying to concentrate on one thought here) can do realtime audio from the 'net, and display 8 bit color images in a browser. Talk about lies... sounds like you really don't know that much about Atari computers after all.

>And if she doesn't have a few grand to spare..?

Then she buys a reasonably priced alternative, mainstream computer platform. You seem to have a really skewed view of what's necessary, either monetarially or technically.

The modifications (hardware hacks) necessary to upgrade a 1040STfm to do what even an inexpensive PC or Mac can do would be VERY expensive by comparison, and would still result in an unsupported, obsolete platform. How could the teacher justify spending that kind of money on something like that?

Too bad I'm not in California... I'd contact the Mercury News and call the teacher to find out what she thinks of your "solutions"...

BobR

4342. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-18 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4l4bru$3jq$4@mhade.production.compuserve.com>
Source record: 9699

> 1) Negative statements were made about Atari's

Truthful statements were made about Atari computers.

Wah..! The truth hurts...!

> 2) Positive statments were made about clones

Truthful statements were made about clones.

Wah..! The truth hurts...!

>Connecting to the Net she can do. Running Netscape she most probably
>cannot do.

Congratulations, Einstein... I've only said that about six times already.

You're assuming the teacher in the original article has wet dreams about running a text-only browser or newsreader, or wants to become a computer weenie and learn to install CAB/Stik/ANTmail/MiNT/Linux/etc/etc/etc. when she could be up and running a full-fledged Internet application quickly and easily, and with full support facilities, on a more reasonable platform.

It still doesn't matter how many different ways you try to twist it, it still remains that the Atari ST is not a good platform for Internet applications in the original situation in this discussion.

BobR

4343. Re: 68030/68882 vs 80486 (wa

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-18 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <4l40mj$kub@nyheter.chalmers.se>
Source record: 9700

In article <4k6t8s$apk@inca01.inca.co.nz>,
Gaven Miller <gmiller@inca.co.nz> wrote:
>Brent (havoc@earthlight.co.nz) wrote:
>> Marcus Finlay <marcus_f@pointless.gen.nz> wrote:
>
>> MF>Gaven Miller wrote to All:

>040/25 was IIRC 22MIPS, so linearly scaling it to 33MHz, then scaling it
>by 1.7 (to "clock double" it) gives (22*(33/25))*1.7=49.3 MIPS. (I am not
^^^^^^^^^^^^^^^^^^^^^^^^^^^^
You have to shave that 1.7 factor back off again, since there is no such
thing as a "clock doubled" '040. The 33 MHz chip you're talking about is
exactly the same thing that some deluded people are now calling 66 MHz.

>P5/60 equalling dx2/80? Crap motherboard/chipset in the P5?

The P5 should be a lot better than that, especially for recompiled code.

>> MF>030/20 is 8 Mips so a 030/32 would be around 10 Mips

The figure I've seen is about 3.5 for a 16MHz '030.

Of course MIPS can mean any number of things, so comparisons are very
unlikely to give useful results.

If you count actual instructions executed per second (about the least
useful thing to do), a 20MHz '030 would top at 10 MIPS (or 6.5 if there
are no 2 cycle instructions, I can't recall at the moment).
Most instructions take much longer than that, though, and then there's
memory to worry about.

>> I seem to recollect once hearing (perhaps reading) the 68000 was
>> around 8 MIPS

Maybe if you could mange to run it at 66 MHz or so...

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

4344. Re: 68030/68882 vs 80486 (wa

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-18 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <4l412n$l13@nyheter.chalmers.se>
Source record: 9701

I hope the cancelling of my previous version of this message worked.
It's not always a good idea to post in the middle of the night...

(I managed to confuse the DX50 vs DX2/66 with the SX50 vs DX50 somehow.)

In article <60331203653$6FC8@pointless.gen.nz>,
Marcus Finlay <marcus_f@pointless.gen.nz> wrote:
>Hi Gaven,
>
>Gaven Miller wrote to All:
>
>
>>030/20 is 8 Mips so a 030/32 would be around 10 Mips
>>040/33 is 26 Mips
>>
>>A 040 is nearly twice a 486DX @ the same clock rate

Performance per MegaHerz is a totally irrelevant number.
You can get the 486 at three or four times the clock frequency, you know.

>GM> > You're not wrong by much. In a 'real' world test performed by my TT
>GM> > owning friend, (4meg ST/4meg TT RAM) who compiled POV Ray 2.2 for himself
>GM> > and compared render times on the same scene file at the same (sizeable)
>GM> > resolution, we found that his TT was matching 486DX50 machines with
>GM> > more RAM. That to me says that the 68030/68882 pairing, given 32-bit wide
>GM> > RAM access (TT-ram) is actually faster at a given clock speed than a

Something must've been _very_ wrong with your tests.
A 32MHz '030+'882 should be far behind a 50MHz 486DX at normal floating
point work, not to mention integer.

>GM> > 486DX chip. Imagine how much quicker the 68040 is than a 486DX. 040 is

At non-fp work an '040 is perhaps 50% faster per clock than a 486.
The 486's are available at _much_ higher clock speeds, though.

>GM> > reputed to command thrice the grunt of the 030/882 at the same clock

It could actually be a lot more than three times as fast at fp.

>When I got TT RAM it was matching it. I was also "embarressing" my
>40Mhz 040 Quadra owning friend, it was too much slower (can't remember
>how much slower) but it had him "worried".

That must've been an '040 without an FPU, or your tests were really
completely screwed up.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

4345. Re: TSRs and conventional memory

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-18 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <829897840_OASIS_@swampdog.demon.co.uk>
Source record: 9702

In article <4l21hh$mi3@dfw-ixnews3.ix.netcom.com>
yorgo@ix.netcom.com(G. Shouse) said:-

>This may sound like a stupid question, but how can a person 'safely'
>free up some conventional memory without screwing up my TSR programs so
>much that I've got to re-install everything? I would be much obliged
>for some good instruction.

```
#include <basepage.h>
#include <osbind.h>

main()
{
/* [code] */

Ptermres(BP->p_htpa - BP->p_lowtpa,exit_code);
}
```

Returns all memory not required by the process.

--

Guy Harrison

guy@swampdog.demon.co.uk

4346. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-18 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960418065946.22663E-100000@PEAK.ORG>
Source record: 9703

On Sat, 13 Apr 1996, Lonny Pursell wrote:

> In article <Pine.SUN.3.91.960412172139.7883A-100000@PEAK.ORG>
> James Wood <jamesw@PEAK.ORG> said:-
>
>
>]Yeah.....why ask you? If you knew anything about the "Atari" either, you'd
>]have answered the question.
>]
>]James
>
> Well, I don't see you spewing out any dollar figures so we can assume
> you don't know _anything_ either. Works both ways you know...
> --

Yeah....I was ASKING for the price. I never said that I had any "dollar figures", numbnuts.

4347. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-18 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960418070242.22663F-100000@PEAK.ORG>
Source record: 9704

On 17 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:

> >I seriously doubt anyone WANTS to restrict themselves from the web.
> >Sounds like more sour grapes. Hell, can't even go "www.atari.com"
>
> There are some very obvious keywords: web, Netscape, mosaic, ALL, SLIP/PPP
>
> Some of us have been about longer than the web has. Excuse us if we think
> that the web is NOT the totality of the net.

Oh.....it's one more of those guys who thinks he's the grandfather of the
net. Pissed off that it's not an exclusive thing? Sorry bub...even the
newbies today will be trying to sound like you in a couple of years
because if you think this exposive growth of the net is about to end,
you're as dumb as you appear to be. Trying to sit back and pride
yourself on being here before someone else is stupid....and doesn't
entitle you to a more valid opinion on what constitutes the "totality" of
the net. As I said before, can't even go "www.atari.com" without web
access. Wish I could ftp or gopher everything, but I can't.

>
> >without that abilty. Whether or not "you think the whole Internet is
> >comprised of the World Wide Web" or not, it does exist and and why would
> >anyone NOT at least want the OPTION to use it?
>
> The OPTION of using the web was not the way the question/statement was
> posed. The approximate verbage was connecting to the internet. This
> covers quite a bit of territory: from wyse60's to HP/UX workstations...

Yeah but quit acting like accessing the web is an unusual request.
You even see web sites in television and print ads. Don't act like the
general population who sees these web sites isn't expecting to access them.

> >>
> >> Ignoring the responses mentioning that shell isp's do in fact exist,
> >> making terminals more viable.
> >>
> >
> >The above quotes are sentence fragments. Perhaps you should review
> >sentence structure in a grammar school book.
>
> If you can't understand the above, you need to re-examine your humanity.
>

If you think the quotes I'm talking about are true sentences, you need to
refrain from asking me to re-examine my humanity (as if you could somehow

convince me anyway) and re-examine 6th grade grammar and try again.

> >
> >
> >> >The local "Atari dealer"..? Is there an 800 number to call for CAB problems?
> >>
> >> Make that 1-900 number. Your clone customer standards are about 3 years
> >> out of date or more.
> >
> >Ok....make it a 1-900 number....now who do you call for 50 cents?
> You need to better inform yourself about 9xx numbers before you use
> one next.

Yeah, I'll bet you're a 1-900 kind of guy and could put together quite a
primer on them for us to read. What does your phone bill look like?

James

4348. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-18 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960418071455.22663H-100000@PEAK.ORG>
Source record: 9705

On Wed, 17 Apr 1996, Brian-Roland Miller wrote:

>
> I find it more than amusing that instead of debating the facts with me,
> you and historic blowhard James Woods have chosen to debate this moronic
> topic.

Aaaahh....Brian Rolland-Miller blowing hard again calling others "blowhards" and proclaiming other's topics "moronic." What's new, besides abother bout of hypocricy? Why can't you just ignore the posts; you're blowing quite hard yourself. You're very highly opinionated. Everyone does it. You're not alone. Why don't you just back off and maybe the flames won't get so high this time? What did I do to you? Do you want us both to spend man-years trying to dog each other like that? You know we've done it before but what's the point? Learn not to take ASCII so seriously.....and don't pretend that you're not equally guilty.

> BobR: "The Atari is inappropriate for the Internet, clueless newbie."
> -
> Rational person: "Explain WWW130 with point and click installation."
> -
[snipped out a bunch of Brian's theatrics]

I think the point is that you can't even look at the latest Jaguar screenshots in any quality on www.atari.com - with an ST because it can't do the resolutions and colors commonly used. Big deal. I'm sure there's some compromising work-around with reduced colors and resolutions. Big deal. I think we should just forget it, and get another computer if you want to see the graphics as intended.

> -
> BobR + James Woods: "900?!?!!? This proves the inferiority of TOS.
> They are useless for serious work!!!!"
> ---
> And so the cycle continues. . . <sigh>
> ---

I didn't say that!!!!

James

4349. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-18 00:00:00 UTC
From: colbee@tyndale.apana.org.au
Message-ID: <829917168_OASIS_@tyndale.apana.org.au>
Source record: 9706

This thread is getting fairly exasperating! Yes, I know i mentioned using my Mega STE with Cab/STik being successful, but having read the news groups, there are a lot of Atari users using 1040's with colour or mono screens, with or without hard drives, using either shell accounts, Cab, oasis, those with more memory using mint, and so on. This indicates that the *original* argument that it was not feasible to use ST's on the net is quite false, no matter what furphies the opponents care to bring up.
As I said in my original post, the main advantage of Netscape is that it opens multiple connections, thus speeding the downloading of graphics. I must admit, on Macs and IBMs that I have used this is definitely a plus, but still slow. For speed, either a shell account or turning off the graphics would be preferable.
Oh, BTW. I *am* a teacher. I work with Atri ST's every day, both with classes for music applications and in our office for WP, DTP and accounts. If we needed to in our department, i would feel more than capably equipped to set up our 1 and 2 meg ST's to connect to the net!!

--


```
__ __ __ ___ ___ ___ _ _ __ _ _ Tablature is the
/ _)/ \( ) ( ,)( _)( ,) ( \( ) ( )( )( ) refuge of the
( (_( () ))(__ ) ,\ ) _) ) \ ) ( /__\ )()( musical
\__)\__/(____) (___/(___)(_)\_)(_)\_)(_)(_)\__/ illiterate
G U I T A R I S T colbee@tyndale.apana.org.au
```

4350. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-18 00:00:00 UTC
From: ghansen@isc.sjsu.edu
Message-ID: <4l5oip$m6p@nuke.csu.net>
Source record: 9707
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

In article <4l1ubn$a10@usc.edu>, Matthew N. Reichman <reichman@usc.edu> wrote:
>In <4l1su7$h4l@nuke.csu.net> Gregory L Hansen wrote:

>> ...or just stop arguing about it and junk the entire thread. That's been
>> my approach.

>Then why are you writing this?

Sometimes I randomly search threads to see if they have anything I want
to read. I thought the person who started this one was a little confused
when he proposed settling our differences, so I suggested junking the
tedious threads. Then I junked the rest of it.

>I'd say this is exactly what this group and all advocacy groups are about!

That's one reason I thought he was confused. The other was thinking we
actually could settle our differences or live in harmony. (Maybe it got
better, but I only read the first two paragraphs or so.)

>P.S. you forgot to tangentially mention NeXT! Shame on you!

I'll try to remember that NeXT time.

>Be well,

Thank you. You too.

4351. Re: TSRs and conventional memory

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-18 00:00:00 UTC
From: evansr@europa.lif.icnet.uk
Message-ID: <4l5lo2$5cj@charlie.lif.icnet.uk>
Source record: 9708
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

Robert M Tyler (Robertx_Tyler@ccm.ch.intel.com) wrote:
: G. Shouse wrote:
: >
: > This may sound like a stupid question, but how can a person 'safely'
: > free up some conventional memory without screwing up my TSR programs so
: > much that I've got to re-install everything? I would be much obliged
: > for some good instruction.
: > TNX
: > yorgo@ix.netcom.com

: In CONFIG.SYS, try devicehigh=c:\directory\drivername
: In AUTOEXEC.BAT try loadhigh c:\directory\drivername

I would like to add a little more info here.
In order to load high your config.sys must first load
Himem and emm386. This enables you to load drivers between addresses
C800 and E000. You should first check whether any of your hardware
uses any of these addresses, eg. Network cards, sound cards Etc.

Your Config.Sys should therefore start of with somthing like
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE /NOEMS

If you have hardware devices using the area of memory mentioned above
you should exclude EMM386 from using these addresses. For example
to excluse the area from D000 to D800 add /X=D000-D8000 to the
2nd line. Dont be too woried about this, if you get it wrong, the
worst that is likly to happen would be that your computer would crash
and you would have to boot from a floppy to correct the problem. Usualy
a mistake just means that a piece of hardware doesnt work properly.
Also you can usually make more memory available by adding /I=E000-EFFF.
This area is not used by default, but is available on most machines.

your config.sys should also contain a
DOS=UMB
it is also a good idea to load dos high by using
DOS=HIGH
you can combile these lines into one
DOS=HIGH,UMB

The order in which you load drivers into upper memory can also affect
the amount of memory that you free up.
If you type MEM /C | MORE you can see which drivers are loaded into

upper memory, and then experiment to to get as much into upper memory
as possable.

: This will load drivers, TSRs in upper memory instead of conventional.

: --

: The opinions expressed here are mine and not Intel's.
: If you don't like them, tough!

4352. Re: TSRs and conventional memory

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-18 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4l63sp$c5j@inca01.inca.co.nz>
Source record: 9709
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.os.ms-windows.advocacy

Nikol Su (nsu@zip.com.au) wrote:
> yorgo@ix.netcom.com(G. Shouse) wrote:

> >This may sound like a stupid question, but how can a person 'safely'
> >free up some conventional memory without screwing up my TSR programs so
> >much that I've got to re-install everything? I would be much obliged
> >for some good instruction.
> >TNX
> >yorgo@ix.netcom.com

> Run memmaker

Or, better yet, buy a real computer - not a PC Groan.

(BTW, why were you (yorgo@ix) asking advice in _advocacy_ groups? The only
[almost] on-topic group is comp.sys.ibm.pc.misc.)

--

Quote For The Month:

"If she's a lady, I'm a Pernicious Knid"

4353. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-18 00:00:00 UTC
From: JEDI
Message-ID: <4l5tuf$5jr@doc.zippo.com>
Source record: 9710

In article <4l4asa$3jq$2@mhade.production.compuserve.com>, BobR says...
>
>
>>>I don't have Macs, don't know about Macs, and don't care about Macs.
>
>>This pretty much confirms the cloner-anti-atarian suspicion.
>
>That pretty much confirms the suspicion that you are absolutely clueless.
>
>>>I know about (and care about) Atari and IBM computers..
> ^^^^^

You don't know squat about Atari. My cat knows more about computers
than you do.

>
>Remedial reading courses are probably available in your area... try taking
>advantage of them... it helps if you can understand the messages you're
>replying to.

Ran out of 'substantive' remarks, have we?

4354. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-18 00:00:00 UTC
From: JEDI
Message-ID: <4l5vhm$7hr@doc.zippo.com>
Source record: 9711

In article <4l4b6n$3jq$3@mhade.production.compuserve.com>, BobR says...
>
>
>"JEDI", the individual without a real name, a real address, and thus without
>any real credibility, writes:

Too bad you didn't come up with this gem on your own.

>
>>Your answer hinges on whether or not you think that the whole Internet is
>>comprised of the World Wide Web and whether or not you think you need
>>Netscape to browse it.
>
>
>Interesting.. that one statement demonstrates that you have absolutely no
>grasp of the discussion at hand, and no ability at all to concentrate on a
>message and extract any meaning from it.
>
>It's not *MY* perception of the Internet that is in question, but the desires
>of the teacher in the original thread which are under discussion. While we
>can't know exactly what was in her mind, I seriously doubt that a text-only
>web browser, or a text-only newsreader was what she was thinking of.

How utterly arrogant and presumptuous.

WE have no basis for determining what her perceptions were. They may
very well have been spoonfed to her by the same news media that has
fed you your own fud. WE dont know what her specific goals are.

At least I acknowledged the fact that how one approaches the problem
affects the possible solution.

One's goals might be attainable through other means. Without exposure to
them, one would never know. The current FUD would prevent such exposure.

Also, Usenet is nothing more than a text stream. Adding a gui to it will
not in and of itself enhance it's utility.

>
>As I've mentioned countless times before, but which you seem to be unable to
>grasp.
>
>Also, as I've mentioned many times before, Netscape is not the only available
>solution on other, more viable platforms. I've specifically also mentioned
References please.
>Mosaic... and there are plenty of other easily available and easy to use
>programs. You don't seem to be able to grasp that thought either.

Most of which have the same functionality as CAB.

As pathetic as it sounds: Netscape is the best wintel browser.
>
>>Ignoring responses that...
>
>Responses that were impractical from the viewpoint of the teacher in the
>original article... which you seem to be constantly ignoring.

Impractical to someone who already had a room fool of Ataris?

>
>>Your clone customer standards are about 3 years out of date...
>
>What does that have to do with the discussion at hand..? Try to keep with
>the program.

Money. You know, that thing that school districts are typically short of.

>
>>QUIT SPREADING LIES Bobby.
>
>>The ST will do realtime audio and 8 bit colour.
>
>Right... in your dreams. Do pigs fly in your dreams too..?

Mebbe you been kissing the pig...

>
>Like James said.. tell me how the stock 1040STfm systems the teacher in the
>original article (remember, we're trying to concentrate on one thought here)
>can do realtime audio from the 'net, and display 8 bit color images in a

It would seem that you are conceeding my points despite your rhetoric.
Why else would you 'raise the bar' and add constraints that weren't in
Jimmy's original taunt.

RA - desk accessory
images - greyscale preview window w/ the option to spawn a dslide equiv.

>browser. Talk about lies... sounds like you really don't know that much
>about Atari computers after all.

Enough to know what the real constrants of ST greyscale and pallete
flipping are. These details are glaringly absent from your replies.

>
>>And if she doesn't have a few grand to spare..?
>
>Then she buys a reasonably priced alternative, mainstream computer platform.

There aren't any. A clone or Mac that will run a current graphical
browser WILL COST you.

>You seem to have a really skewed view of what's necessary, either monetarially
>or technically.

Windows is bloated and inefficient.
Netscape/Mosaic are bloated and inefficient.

A wintel clone has to be configured accordingly, otherwise the ST's
will be outrunning it (by orders of magnitude).

>
>The modifications (hardware hacks) necessary to upgrade a 1040STfm to do
>what even an inexpensive PC or Mac can do would be VERY expensive by comparison,

>and would still result in an unsupported, obsolete platform. How could the
>teacher justify spending that kind of money on something like that?
>
>Too bad I'm not in California... I'd contact the Mercury News and call the
>teacher to find out what she thinks of your "solutions"...

Why don't you. Long distance rates aren't THAAT bad.

4355. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-18 00:00:00 UTC
From: JEDI
Message-ID: <4l608q$8i2@doc.zippo.com>
Source record: 9712

In article <4l1uts$rdi@dfw-ixnews8.ix.netcom.com>, apuleius@ix.netcom.com says...
>
>In <4l14oq$m8g@daily-planet.nodak.edu> nahender@prairie.NoDak.edu
>(Nathanael J Henderson) writes:
>>
>> Then go away. Wasn't that easy? :-) What the *.advocacy
>>groups are is pretty well known and established, people that
>>don't like what they are should not read them.
>>...
>
>Yeah. Why try to gently correct people or instruct them
>in how newsgroups were intended to be used or point
>out to the bickering masses that they're wasting time
>in pointless self-flagellation or ....

We don't really give a DAMN about your self-serving self-rightousness.

>
>Much better to simply walk away. Abandon usenet as a
>resource for intelligent discussion. The Boetians win

You are PATHETIC. One little corner of the net doesn't conform to
your petty little standards of conformity so you just want to give
up on the whole lot.

Visit a statistics group and ask for a clue.

>again and intelligent discussion retreats to moderated
>mailing lists.

Next time you want to be a pompous ass, try not so hard to make yourself
look like a fool.

4356. Re: Get a life... (Bobby is a liar and a thief)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-18 00:00:00 UTC
From: JEDI
Message-ID: <4l60d0$8nu@doc.zippo.com>
Source record: 9713

In article <4l4b6n$3jq$3@mhade.production.compuserve.com>, BobR says...
>
>
>"JEDI", the individual without a real name, a real address, and thus without
>any real credibility, writes:
At least I don't indulge in plagarism.

4357. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-18 00:00:00 UTC
From: JEDI
Message-ID: <4l61vk$au5@doc.zippo.com>
Source record: 9714

In article <4l4bru$3jq$4@mhade.production.compuserve.com>, BobR says...
>
>
>> 1) Negative statements were made about Atari's
>
>Truthful statements were made about Atari computers.
>
>Wah..! The truth hurts...!

Especially if it counters previous & extensive experience.
(shades of NowhereMan)

>
>> 2) Positive statments were made about clones
>
>Truthful statements were made about clones.
>
>Wah..! The truth hurts...!

Redmond is not a land of milk and honey. There are some thorns there
as well as a few toxic waste dumps.

>
>>Connecting to the Net she can do. Running Netscape she most probably
>>cannot do.
>
>Congratulations, Einstein... I've only said that about six times already
>
>You're assuming the teacher in the original article has wet dreams about
>running a text-only browser or newsreader, or wants to become a computer

Once again: Usenet is a text stream. Adding a gui to it doesn't enhance
its utility.

Also, a text only browser will not impair one's information gathering
abilities.

Those precious dragonfly pictures of yours are just as accessable with
Lynx or CAB.

>weenie and learn to install CAB/Stik/ANTmail/MiNT/Linux/etc/etc/etc. when
>she could be up and running a full-fledged Internet application quickly
>and easily, and with full support facilities, on a more reasonable platform.

Both platforms have the same aquistion method.
Both platforms have the same installation routine.
Both platforms have the same interface.

Both platforms have the same support interface.
Both platforms have 'full-fledged' network access.

>
>It still doesn't matter how many different ways you try to twist it, it still
>remains that the Atari ST is not a good platform for Internet applications in
>the original situation in this discussion.

The original situation included people that already had significant
Atari hardware resources. Replacing those resources would cost more
money than the time involved in having those who already have Atari
experience setting up CAB.

4358. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-18 00:00:00 UTC
From: JEDI
Message-ID: <4l5tmf$5bh@doc.zippo.com>
Source record: 9715

In article <4l4aj1$3jq$1@mhade.production.compuserve.com>, BobR says...
>
>>The whole thread wouldn't quite be so pathetic were it not for the fact
>>that the alternate PC platform you first advocated would suffer from the
>>same constraints as ST's.
>
>Say what..?????

BLOATware.

>
>I advocated the use of a PC with a 4 Megabyte memory limitation..?

Total addressable space isn't so much important as how much of
it will be gobbled up by the OS or the app.

You don't have the option of more RAM on a PC, you have the
necessity of it.
>
>I advocated the use of a PC with 4 bit color video..(16 colors)..?
Well, unless you have the extra money for a new card, most likely
you did.

>
>I advocated the use of a PC with only 32K of video memory..?
>
>I advocated the use of a PC with 320 x 190 resolution..?
>
>I advocated the use of a PC with low density floppy drives and hard drive
>partitions limited to <32Megs..?
Wake up Rip, this one hasn't been a problem for YEARS.

>
>I advocated the use of a PC with seriously limited serial port speed..?
Well, this one is right on the mark actually, if you don't know what
UARTS you have.

Also, 14.4 is not 'seriously limited'. Furthermore, the problem is in
software & not the MFP.

>
>I advocated the use of a PC with no commercial Internet software development
>and virtually no retail outlets..?
Very little Internet software development is 'commercial'.

And as far as the 386 goes: it is as much an orphan these days as the ST.
Everyone is developing for much bigger PC's.

>
>Wow... you must be smoking some really strong stuff..!
>
>What an imagination...

Nope, I just have happened to run Netscape on the sort of machine you
described.

>
>(Quit spreading lies...)

A 386 will run Netscape about as well as an ST will.

4359. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-18 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GDRWADDQUP@cabal.shnet.org>
Source record: 9716

In <4l0gve$j67$1@mhadg.production.compuserve.com> BobR wrote:
>>The SuperNova currently costs 1.399,-DMs...
>
>>Now tell me how much cheaper a Macintosh card with above specs does cost,
>>much less than 900 US$s?
>
>I guess I'll assume that 1.399 DM equals about $900US.. still sounds pretty
>high to me.
>
>And... who cares about Macintosh anyway..?
>
>I don't have Macs, don't know about Macs, and don't care about Macs.
>
>I know about (and care about) Atari and IBM computers, and $900 for a video
>card is awfully pricy.

Wait a minute: you are advising a computer illiterate (a teacher who can't
install WWW130, to be precise) to get clone PCs for this task? You surely
have a sadistic attitude.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4360. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-18 00:00:00 UTC
From: JEDI
Message-ID: <4l69t9$kat@doc.zippo.com>
Source record: 9717

In article FINITE STATE AUTOMATON<Pine.SUN.3.91.960418070242.22663F-100000@PEAK.ORG>,
James says...
>
>
>
>On 17 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:
>
>> >I seriously doubt anyone WANTS to restrict themselves from the web.
>> >Sounds like more sour grapes. Hell, can't even go "www.atari.com"
>>
>> There are some very obvious keywords: web, Netscape, mosaic, ALL, SLIP/PPP
>>
>> Some of us have been about longer than the web has. Excuse us if we think
>> that the web is NOT the totality of the net.
>
>Oh.....it's one more of those guys who thinks he's the grandfather of the
>net. Pissed off that it's not an exclusive thing? Sorry bub...even the

Nope, just being pedantic.

The Internet is a transmission medium. Usenet, the Web, ListServs, Veronica
Gopher, et all are overlayed on top of that. One can be on the net proper,
even have an IP address, and still not be touching the web. Not using the
web does not automatically make one's net connection useless.

THAT is one of the attitudes being objected to.

>newbies today will be trying to sound like you in a couple of years
>because if you think this exposive growth of the net is about to end,
>you're as dumb as you appear to be. Trying to sit back and pride
>yourself on being here before someone else is stupid....and doesn't

You are trying to derive too much from the echo, Mr. Kettle.

>entitle you to a more valid opinion on what constitutes the "totality" of
>the net. As I said before, can't even go "www.atari.com" without web
>access. Wish I could ftp or gopher everything, but I can't.

Actually, it depends on the website. I have connected to various websites
via ftp. No 'scape boggin me down.

If it is your life's ambition to surf at AtariWeb, by all means get CAB
or Lynx.

>
>>
>> >without that abilty. Whether or not "you think the whole Internet is

>> >comprised of the World Wide Web" or not, it does exist and and why would
>> >anyone NOT at least want the OPTION to use it?
>>
>> The OPTION of using the web was not the way the question/statement was
>> posed. The approximate verbage was connecting to the internet. This
>> covers quite a bit of territory: from wyse60's to HP/UX workstations...
>
>
>Yeah but quit acting like accessing the web is an unusual request.

It wasn't the request. The request was 'the internet'. The web
is only a subset thereof. If it is the Web that is the issue than
is should be 'the WEB', not 'the internet'. Browsers are only one
of many types of network client.

>You even see web sites in television and print ads. Don't act like the
>general population who sees these web sites isn't expecting to access them.

For those capable of accessing those pages, the information should be
redundant. (ref IP and URL conventions)

>
>> >>
>> >> Ignoring the responses mentioning that shell isp's do in fact exist,
>> >> making terminals more viable.
>> >>
>> >
>> >The above quotes are sentence fragments. Perhaps you should review
>> >sentence structure in a grammar school book.
>>
>> If you can't understand the above, you need to re-examine your humanity.
>>
>
>If you think the quotes I'm talking about are true sentences, you need to
>refrain from asking me to re-examine my humanity (as if you could somehow
>convince me anyway) and re-examine 6th grade grammar and try again.

If require, true grammatically correct sentences in order understand
language then your apparent intellegence less than machine upon
which typing.

>
>> >
>> >
>> >> >The local "Atari dealer"..? Is there an 800 number to call for CAB problems?
>> >>
>> >> Make that 1-900 number. Your clone customer standards are about 3 years
>> >> out of date or more.
>> >
>> >Ok....make it a 1-900 number....now who do you call for 50 cents?
>> You need to better inform yourself about 9xx numbers before you use
>> one next.

>
>Yeah, I'll bet you're a 1-900 kind of guy and could put together quite a
>primer on them for us to read. What does your phone bill look like?

I have access to the entire planet through the net. Your
query is non-sequitor.

4361. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-18 00:00:00 UTC
From: JEDI
Message-ID: <4l68dd$ilk@doc.zippo.com>
Source record: 9718

```
In article <4l3sb5$oh5@inca01.inca.co.nz>, gmiller@inca.co.nz says...
>
>Daniel Wilcox (eqkec@westminster.ac.uk) wrote:
>> the easiest thing to do is probably not read those groups which you think
[deletia]
>
>> well ive taken stock of the situatuation and ive come to a decision, err
>> the amiga is definately the best machine and anybody who cant see that
>> has got to be a complete idiot :)
>
>You forgot to add ".. the best machine to ridicule".

Fortunately NewTek was never quite so foolish...
```

4362. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-18 00:00:00 UTC
From: JEDI
Message-ID: <4l68oq$j3n@doc.zippo.com>
Source record: 9719

In article <Pine.SUN.3.91.960418071455.22663H-100000@PEAK.ORG>, James says...
>
>
>
>On Wed, 17 Apr 1996, Brian-Roland Miller wrote:
[deletia]
>
>> BobR: "The Atari is inappropriate for the Internet, clueless newbie."
>> -
>> Rational person: "Explain WWW130 with point and click installation."
>> -
>[snipped out a bunch of Brian's theatrics]
>
>
>I think the point is that you can't even look at the latest Jaguar
>screenshots in any quality on www.atari.com - with an ST because it can't
>do the resolutions and colors commonly used. Big deal. I'm sure there's
>some compromising work-around with reduced colors and resolutions. Big
>deal. I think we should just forget it, and get another computer if you
>want to see the graphics as intended.

Yet another raising of the bar...

You really should set your parameters in the beginning and then stick to
them, instead of changing them every time you are showed up.

If you've got the money, by all means get another computer. Some of us
need/would like to spend it elsewhere. (like purchasing said Jag)

[deletia]

4363. Re: TSRs and conventional memory

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-18 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <ZjPJ-Y3.brimiller@delphi.com>
Source record: 9720

Paul Irvine <paul.irvine@hoskyns.co.uk> writes:

>Assumptions:
>
>MS-DOS
>Posssibly Windows

So what's it doing on comp.sys.atari?

BR Miller
Boston, MA

4364. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-18 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <RhPo-e6.brimiller@delphi.com>
Source record: 9721

James Wood <jamesw@PEAK.ORG> writes:

>I think the point is that you can't even look at the latest Jaguar
>screenshots in any quality on www.atari.com - with an ST because it can't
>do the resolutions and colors commonly used. Big deal. I'm sure there's
>some compromising work-around with reduced colors and resolutions. Big
>deal. I think we should just forget it, and get another computer if you
>want to see the graphics as intended.

Quite a productive use of educational time, to be sure, too.
Yep, a stock ST cannot do hi-res 256 color graphics. But add a
graphics card, and it is quite capable of doing so. . . all for less
than a new computer.
-
Of course, getting a new computer is the best option. If one wanted
the best and easiest to use machine for internet access, the teacher could
purchase a Macintosh bank, easily networked using Appletalk. A t-1
leased line and Netscape 2.0 using MacTCP would complete the setup,
and would certainly be the most capable of the easy to use setups now
out there. However, it would also cost several hundred thousand dollars.
The added utility of being able to view pretty pictures in all 256
colors is most likely not worth the additional expense. And if one
was willing to add features to the machines to get these pictures,
s/he could purchase a graphics card and get decent video (even on a stock
1040 STfm).
-
It's a revolutionary business concept called matching added value to
added cost. If the latter exceeds the former, the investment is a poor
decision. Things would be a lot different in West Chester and Sunnyvale
if two computer companies' executives had adhered to this standard.

BR Miller
Boston, MA

4365. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-18 00:00:00 UTC
From: spork@mailhost.primenet.com
Message-ID: <spork-1804962204590001@ip251.phx.primenet.com>
Source record: 9722

In article <4l4aj1$3jq$1@mhade.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> wrote:

>Wow... you must be smoking some really strong stuff..!
>
>What an imagination...

Could it be that "selective perception" stuff again? :)

4366. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Apr18.232103.54169@cobra.uni.edu>
Source record: 9723

In article <4l5vhm$7hr@doc.zippo.com>, JEDI writes:
> In article <4l4b6n$3jq$3@mhade.production.compuserve.com>, BobR says...
>>
>>
>>"JEDI", the individual without a real name, a real address, and thus without
>>any real credibility, writes:
>
> Too bad you didn't come up with this gem on your own.
>
>
>>
>>>Your answer hinges on whether or not you think that the whole Internet is
>>>comprised of the World Wide Web and whether or not you think you need
>>>Netscape to browse it.
>>
>>
>>Interesting.. that one statement demonstrates that you have absolutely no
>>grasp of the discussion at hand, and no ability at all to concentrate on a
>>message and extract any meaning from it.
>>
>>It's not *MY* perception of the Internet that is in question, but the desires
>>of the teacher in the original thread which are under discussion. While we
>>can't know exactly what was in her mind, I seriously doubt that a text-only
>>web browser, or a text-only newsreader was what she was thinking of.
>
> How utterly arrogant and presumptuous.
>
> WE have no basis for determining what her perceptions were. They may
> very well have been spoonfed to her by the same news media that has
> fed you your own fud. WE dont know what her specific goals are.

Yes we do.. I am aware of educators needs. What you have stated is bull. You
are trying to defend a platform that is not suitable for the internet. What
part do you not understand?

>
> At least I acknowledged the fact that how one approaches the problem
> affects the possible solution.
>
> One's goals might be attainable through other means. Without exposure to
> them, one would never know. The current FUD would prevent such exposure.
>

The Fud that ignores the ST? Can't you accept the fact that the world has
moved on...

> Also, Usenet is nothing more than a text stream. Adding a gui to it will
> not in and of itself enhance it's utility.

Educators mostly would use the WEB..

>
>
>>
>>As I've mentioned countless times before, but which you seem to be unable to
>>grasp.
>>
>>Also, as I've mentioned many times before, Netscape is not the only available
>>solution on other, more viable platforms. I've specifically also mentioned
> References please.
>>Mosaic... and there are plenty of other easily available and easy to use
>>programs. You don't seem to be able to grasp that thought either.
> Most of which have the same functionality as CAB.
>
> As pathetic as it sounds: Netscape is the best wintel browser.
>>
>>>Ignoring responses that...
>>
>>Responses that were impractical from the viewpoint of the teacher in the
>>original article... which you seem to be constantly ignoring.
>
> Impractical to someone who already had a room fool of Ataris?
>
>>
>>>Your clone customer standards are about 3 years out of date...
>>
>>What does that have to do with the discussion at hand..? Try to keep with
>>the program.
>
> Money. You know, that thing that school districts are typically short of.
>
>>
>>>QUIT SPREADING LIES Bobby.
>>
>>>The ST will do realtime audio and 8 bit colour.
>>
>>Right... in your dreams. Do pigs fly in your dreams too..?
>
> Mebbe you been kissing the pig...
>
>>
>>Like James said.. tell me how the stock 1040STfm systems the teacher in the
>>original article (remember, we're trying to concentrate on one thought here)
>>can do realtime audio from the 'net, and display 8 bit color images in a
>
> It would seem that you are conceeding my points despite your rhetoric.
> Why else would you 'raise the bar' and add constraints that weren't in
> Jimmy's original taunt.

>
> RA - desk accessory
> images - greyscale preview window w/ the option to spawn a dslide equiv.
>
>
>>browser. Talk about lies... sounds like you really don't know that much
>>about Atari computers after all.
>
> Enough to know what the real constrants of ST greyscale and pallete
> flipping are. These details are glaringly absent from your replies.
>
>
>
>
>
>
>>
>>>And if she doesn't have a few grand to spare..?
>>
>>Then she buys a reasonably priced alternative, mainstream computer platform.
>
> There aren't any. A clone or Mac that will run a current graphical
> browser WILL COST you.

Computers cost money regardless.. The Mac has 62% of the k-12 market.

>
>>You seem to have a really skewed view of what's necessary, either monetarially
>>or technically.
>
> Windows is bloated and inefficient.
> Netscape/Mosaic are bloated and inefficient.

I don't see any equivelants on the ST platform. What is so bloated about
Netscape/Mosaic and why is it inefficient?

>
> A wintel clone has to be configured accordingly, otherwise the ST's
> will be outrunning it (by orders of magnitude).
>
>>
>>The modifications (hardware hacks) necessary to upgrade a 1040STfm to do
>>what even an inexpensive PC or Mac can do would be VERY expensive by comparison,
>
>
>
>>and would still result in an unsupported, obsolete platform. How could the
>>teacher justify spending that kind of money on something like that?
>>
>>Too bad I'm not in California... I'd contact the Mercury News and call the
>>teacher to find out what she thinks of your "solutions"...

>
> Why don't you. Long distance rates aren't THAAT bad.

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4367. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Apr18.232911.54170@cobra.uni.edu>
Source record: 9724

In article <RhPo-e6.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> James Wood <jamesw@PEAK.ORG> writes:
>
>>I think the point is that you can't even look at the latest Jaguar
>>screenshots in any quality on www.atari.com - with an ST because it can't
>>do the resolutions and colors commonly used. Big deal. I'm sure there's
>>some compromising work-around with reduced colors and resolutions. Big
>>deal. I think we should just forget it, and get another computer if you
>>want to see the graphics as intended.
>
> Quite a productive use of educational time, to be sure, too.
> Yep, a stock ST cannot do hi-res 256 color graphics. But add a
> graphics card, and it is quite capable of doing so. . . all for less
> than a new computer.

What browser would you use?

> -
> Of course, getting a new computer is the best option. If one wanted
> the best and easiest to use machine for internet access, the teacher could
> purchase a Macintosh bank, easily networked using Appletalk. A t-1
> leased line and Netscape 2.0 using MacTCP would complete the setup,
> and would certainly be the most capable of the easy to use setups now
> out there. However, it would also cost several hundred thousand dollars.
> The added utility of being able to view pretty pictures in all 256
> colors is most likely not worth the additional expense. And if one
> was willing to add features to the machines to get these pictures,
> s/he could purchase a graphics card and get decent video (even on a stock
> 1040 STfm).

Lots of schools are making the investment to hook up into the internet. Many
have their own web servers.

You have no idea what schools are using the WEB for. Its not for viewing just
pretty pictures. The web is full of resources that instills interactivity and
higher order learning. I developed a lesson plan on the Normandy invasion with
the help of the WEB. I printed out maps and diagrams of the German defenses in
occupied France.
> -
> It's a revolutionary business concept called matching added value to
> added cost. If the latter exceeds the former, the investment is a poor
> decision. Things would be a lot different in West Chester and Sunnyvale
> if two computer companies' executives had adhered to this standard.
> ---

> BR Miller
> Boston, MA

GREETINGS..

```
|-------------------------------------------------------------------------|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
| Http://www.rockgarden.com/andy/ |
|-------------------------------------------------------------------------|
```

4368. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-19 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <4l828b$92h@nyheter.chalmers.se>
Source record: 9640

In article <4l4bru$3jq$4@mhade.production.compuserve.com>,
BobR <76702.1466@CompuServe.COM> wrote:
>she could be up and running a full-fledged Internet application quickly
>and easily, and with full support facilities, on a more reasonable platform.

You must be rather stupid if you consider windows 95 + netscape quick and easy
to install. On the other hand, since you talk about a reasonable platform, you
can't be talking about pc:s, right?

/Christer

4369. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-19 00:00:00 UTC
From: JEDI
Message-ID: <4l8md2$ebn@doc.zippo.com>
Source record: 9641

In article <4l6oge$l0s@inca01.inca.co.nz>, gmiller@inca.co.nz says...
>
>On Thu, 18 Apr 1996 whome@eatme.com emailed me from an unknown host:
>> 320x200 16 colors 8mhx pleasurable???? GET REAL. remember most people didnt go
>> out and buy a Falcon, most people already jumped ship before then.So most STer
>> ar stuck with the old 8mhz. What is pleasurable in this. Most PC video cards
>
>Most people didn't buy a Falcon because few stores stocked it, there was
>little advertising, and it was underpowered and overpriced for the
>functions it was intended to do. Those are all Atari's "cheapest you can
>get it" approach to creating/selling hardware.
>
>8 Mhz isn't pleasurable for me (that is why I upgraded), however the
>plethora of accelerator cards for it shows just how good the design was.
>How many accelerators can you get for your PC?

That clock rate can be rather misleading. It is true that the ST has
relatively little muscle when compared to a current (10 year newer)
clone. However, the ST had an excellent design. Well, perhaps it may
have not been excellent; it just seems that way next to a clone.

I was not satisfied enough with pcs to switch over until the advent
of cheap 486's. Despite thier brute force, clones are still poorly
integrated and bloated. Their operating systems are bloated. GEM and
your favorite application will fit comfortably into the space that
Windows wastes. I was not truely satisfied with the responsiveness
of clones until I used a P5/90-16M running NT.

The bloat of Windows makes virtual memory a necessity (lest you have
16M or more). Once the VM is active, the PC's cpu horsepower will
help you not. Your system is limited to the speed of your harddrive.

At this point, the 8Mhz machine runs circles around the 100Mhz one.

This makes the given clock rate very misleading...

Tis a shame the MegaST didn't come with an isa slot or two...

4370. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-19 00:00:00 UTC
From: JEDI
Message-ID: <4l8qgo$ikf@doc.zippo.com>
Source record: 9642

In article <4l74n9mtb1@mhadg.production.compuserve.com>, BobR says...
>
[deletia]
[a plethora of the worst pc acclerator options posted by bobby]
>
>>...little has changed since then - video is still card based rather than
>>using (possibly separate) motherboard ram.
>
>"Still" card based..? Of course it is.. for the extreme flexibility that
>easily changed cards afford. You want a different video capability than was
>built into your ST's motherboard..? Hack and slash time.. solder, cut and
>hack.
>
>You'll notice the TT and VMEbus Atari machines are "card based" for video
>flexibility too.

.AMIGA.

>
>>PCers rarely use lower because they have been brainwashed that lesser
>>colours are (ugh!) primitive, nasty and (sometimes) not even available.
>
>Or perhaps they don't want to use 16 color mode (like the best the ST can do)
>because it is plain butt ugly compared to 256 color modes. You see, they're
>not stuck with 16 or 4 colors, and they can tell which looks better.. also
>they're not forced into rationalizing that "16 colors isn't alll that bad,
>really it isn't".

Double buffering is a rather good reason. It's also a nice side effect
of integrated video memory.

>
>>Most just plug-in and go with whatever setup the machine was in when
>>shipped to them, and remain blissfully ignorant of anything else the
>>hardware is capable of.
>
>Right. I guess that explains the zillion-dollar-a-year business in addon
>cards.. and all the catalogs and retail stores full of replacement addon
>cards. Most don't buy them, so that explains why there are so many available.

Yeah, right. Most retail outlets have a rather pathetic selection of
PC components.

Most cater towards pre-packaged systems.

>
>>Lesser colours onscreen will give faster video performance, smaller video
>>RAM requirements, and cheaper video hardware.
>
>Very true. I guess that means an 8-bit Atari 800 is FAR better than an ST
>because it has fewer colors available and far smaller video RAM requirements.
>It's cheaper too. And a Timex-Sinclair only has 2 colors max available, so
>it must be even better.

Will Calamus run on a Timex-Sinclair?

>
>>The most common use of computers is for wordprocessing.
>
>Actually I've read that entertainment and multimedia are the leading
>"application" on home computers of the type we've been discussing.

Multimedia is not an application. It is a BUZZWORD for those who
already didn't know that one set of bits is indistinguishable from
another (interpretation excepted).

>
>256 colors are essential for that kind of software.

Depends on the package.

>
>>A PC as a home computer (read "games box") is overkill. Why spend
>>thousands on an obsolete-before-you-buy-it PC when, for one tenth the
>>price, you can buy a console.
>
>Why spend thousands indeed..? When nicely games-capable computers are
>available for far less than $1000.

Bwahahahaha!

>
>Also, "console" games will never measure up to the quality and complexity of
>computer based games. You'll NEVER see games like X-Wing and Tie Fighter
>on a console. There just isn't enough RAM or mass (writable) storage.

Do you even know what the system requirements are?

>
>You'll never have a game as versatile as computer-based DOOM either, because
>of the same requirements.

And the difference between that and Jag-Doom are???

>
>Consoles are good for quickie "shootemup" and "beatemup" style games, but for
>anything with very much substance, you need more resources than consoles can
>provide for that "one tenth the price".

What resources?

>
>OK.. here's the deal.
>
>The Atari ST was a great computer in its day. It died a horrible death at
>the hands of the people who ran the company and I'm really pissed about that.
>
>The ST was my all-time favorite computer, just slightly edging out my Atari
>8-bit computers (very slightly).
>
>But comparing it to a currently produced system and trying to rationalize its
>limitations into strengths is futile.

Some limitations are worse than others. Some limitations can be engineered
away. Some limitations dissappear with better engineering in general.

>
>Faster is better, more colors is better, larger mass-storage is better, stereo
>multi-voice sound is better, versatile expandability is better, and on and on.

Now we know why the pc-card industry is booming...

4371. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-19 00:00:00 UTC
From: JEDI
Message-ID: <4l8rgi$jqd@doc.zippo.com>
Source record: 9643

In article <4l75hrmtb2@mhadg.production.compuserve.com>, BobbyR says...
>
>JABBA, who thinks that being a hacker is a mark of greatness, writes:
>

Any 'hacker' would have a greater level of knowledge in this domain
than you, and probably me. Not surprising, this is something you
don't appear to appreciate.

Nevermind that you don't know what a 'hacker' really is or why the
task in question would not require one.

>>This was more a mis-attribution. BobR is notorious in this group for
>>being misinformed and attempting to create that state in others. That
>>is to whom the comment was primarily directed.
>
>You should lay off the funny smokes, Jabba... quote me back something
>"misinformed" if you can...
>
>Stuff you may not like perhaps, and stuff you don't seem to be able to
>understand, true. "Misinformed"..? Not likely.
>

Interesting retort from someone claiming that a task that I explained
in sufficient detail for a 'mere teacher' to understand was, in fact,
rocket science.

>The question to Lonny was intended to draw him out about his supposed
>wonder-ST system. Since he can't answer the question, but has instead
>resorted to diversion, we can assume he was lying. Since you too have
>resorted to mis-direction on the same question, we can only assume you too
>don't have very much "information" on Atari computers available either.
>
>Just a lot of FUD.

Actually, I (and others) posted the information that you were mysteriously
unable or unwilling to find.

All that was required was a little lynxable web query...

>
>>Well if Bobby's involved, so is misinformation.
>
>Too bad, JABBA... bet you can't quote any...

Contemporary clones come with built in midi ports (equivalent to those
found in ST's) <paraphrase>

>
>>You haven't the slightest clue as to what a bogus hostname implies...
>
>Sure.. it implies someone with no credibility.

It is very much in your interests to believe that.
Oddly enough, it did not occur to you before.
Nevermind that you could find out my return address if you had
the inclination or the ability or weren't just so damn lazy.

>
>You could be Peter Sinclair-Day... in fact, you probably are.

Petey is an apple advocate. Your conclusion does not fit the available
facts.

>
>>You also appear to be excessively superficial.
>
>You, JABBA, appear to be excessively clueless and juvenile.

I am still standing (as it were); you are not.

4372. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-19 00:00:00 UTC
From: JEDI
Message-ID: <4l909n$oko@doc.zippo.com>
Source record: 9644

In article <Pine.SUN.3.91.960419015202.6842B-100000@PEAK.ORG>, James says...
>
>
>
>On 18 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:
>
>> >
>> >I advocated the use of a PC with a 4 Megabyte memory limitation..?
>>
>> Total addressable space isn't so much important as how much of
>> it will be gobbled up by the OS or the app.
>
>So blame the application? So I want to digitize 44.1 kHz 16-bit stereo.

Quite frankly, yes? Netscape takes a visible 2.5megs + another 2.5M
for OLE. What it might even use OLE for, I don't even know. It also
spawns other hidden processes.

>I want to manipulate 1280x1024 in truecolor. Is total addressable space

Unless you're output data format is windows *wav and *bmp, 4Meg
should be sufficient.

>important now? As an aside - can't the 68000 address 16 meg? Why does

The 68000 can, in fact, address 16M (64 actually).
>the Atari have that limit - I mean WHY?? Aren't there Mac and Amiga

The ST (specifically) has that limit. It is a hardware limit (pins)
of the MMU I do believe.

>(back when they used 68000 also) with huge memories?

I was an engineering descision. It was foolish but, not too much
of a constraint.

68000 or 680x0?

>
>
>>
>> You don't have the option of more RAM on a PC, you have the
>> necessity of it.
>> >
>
>Well, I have 16 megs now. Do I want 24 or 32 megs? No, I'll OPT not
>since it's not NECESSARY. Heh heh. Joking, of course....PCs are memory

I believe the magic number I used was 16M. These days that amount
of memory will set you back 700bux retail.

>hogs but good thing a meg of ram costs much less (and consumes SOOOOOOO
>much less power) than 10 years ago. If Atari computers were still made
>today, betcha most people would have 8 and power users would want 16.

Why not ask C-Lab? They are still made today.

>Look at how the 520ST's 512K became woefully inadequate. I'm sure there
>were people screaming that 4MB was a ridiculous amount of RAM back when
>512K was fab. Before that there may have been 128K users screaming that

That's why then there were the Megas and the STe, machines that had
4M as standard long before clones. However, unlike clones; one actually
has a hard time wasting all that space on an ST.

>512K was a waste. Before that it was 64K, 48K, 32K, 16K....etc... I
>accept it as fact that PCs are hogs, but it's not like the trend of
>ever-increasing memory requirements should come as a shock to any of us.

Memory requirements are increasing faster than memory prices are
decreasing. If you are not made of money, this is a problem.

>I'm sure there's a guy running CP/M on a 4 mHz Z80 with 16K thinking the
>rest of the world is a bunch of fools.....which brings us to Atari users
>who (with imposed 4MB limit) scoff at modern PCs.

MODERN does not necessarily mean better. MODERN only means NEWER.

>
>
>> >I advocated the use of a PC with 4 bit color video..(16 colors)..?
>> Well, unless you have the extra money for a new card, most likely
>> you did.
>>
>
>But there's no video CARD on the computer he's talking about.

Actually, the machine in question would most likely have an isa VGA card.

>
>
>> >
>> >I advocated the use of a PC with no commercial Internet software development
>> >and virtually no retail outlets..?
>> Very little Internet software development is 'commercial'.
>
>
>I've been formatting and using AOL, Compuserve, Delphi, (etc.) disks for
>years, glad for the free disks in the mail. However, its pretty

Now you truely show your ignorance. Those are not Internet Software
developers. Those aren't even Internet Service Providers. They are
large commercial timesharing systems that have just recently added

network gateways.

>commercial when all of it offers Net access and it's falling out of my
>mailbox for free, with other junk mail. Should I ever become
>self-abusing enough to try it, the option is there.

And very expensive. Not all of us are made of money. Try Netcom.

>
>
>>
>> And as far as the 386 goes: it is as much an orphan these days as the ST.
>> Everyone is developing for much bigger PC's.
>>
>>
>Yeah but I can still find every peripheral you can think of for a 386. I
>can still run a lot of new software on a 386. So it runs slower. So

If you can plug it into a 386, you can plug it into an ST.
ISA cards are becoming fewer and fewer. They are as much a dying breed
as Ataris. Even VESA is in decline.

>what? How long does it take a 386/33 to balance my meager checkbook?

Depends on how well you find software that is its contemporary on
which to run it, or if you opt to run something coded for a much
faster system.

>The only thing I can't do is play the latest games because they're
>hardware hogs. However, it's a far cry from being an orphaned ST user
>who can't find _any_ software or peripherals in retail outlets. Hell,
>you can't even find low density 3.5" disks much anymore.

Then use the high density ones. They always worked perfectly well for
me. Just more expensive.

Software is hard to come by, but not really necessary. When you're software
doesn't come with bugs as features, the need to get this years addition
is not quite as great.

SCSI harddrive is still a SCSI harddrive as is a modem or printer.

>
>
>> >Wow... you must be smoking some really strong stuff..!
>> >
>> >What an imagination...
>>
>> Nope, I just have happened to run Netscape on the sort of machine you
>> described.
>
>Were you using a 1200 baud modem? Admittedly I know little of Netscape
^^
Then dont presume those that have used it on multiple

platforms...
>but is it really a processor hog? Seems like any computer with a
>57K-baud fixed line would work fine.

Netscape is considered a necessary evil on most platforms.
Even many of its advocates admit to it's bloat.

>
>>
>> >
>> >(Quit spreading lies...)
>>
>> A 386 will run Netscape about as well as an ST will.
>>
>>
>
>Ok....I'll find a 386/40 with 256K cache and 8 megs of RAM and netscape,
>and you find an ST running NETSCAPE and we'll try 'em out. Your mission
>this weekend: write netscape for the ST.

I'm sure some enterprising fellow has managed LINUX on an ST...

It may just take all weekend to get Netscape loaded on that machine.

4373. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-19 00:00:00 UTC
From: JEDI
Message-ID: <4l90lc$ovp@doc.zippo.com>
Source record: 9645

In article <Pine.SUN.3.91.960419022809.6842D-100000@PEAK.ORG>, James says...
>
>
>
>On 18 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:
>
>>
>> Once again: Usenet is a text stream. Adding a gui to it doesn't enhance
>> its utility.
>
>
>Yeah, but what if my new CD-ROM drivers are on a web site? Seems like

What drivers are offered specifically NOT via FTP?

>ftp sites and gopher is dying. What about all that stuff that simply

Some names for the tombstones might be nice. That and the WEB
in many cases is just another layer on top of gopher and ftp.

>AIN'T OFFERED except on the web? Adding a gui woudn't enhance its
Such as?
>utility if I could somehow access the web from my VT100 terminal, but I
>can't.

Oh yes you can. Log on to a unix shell account, ftp lynx for that machine,
unzip it, and run it. Or just log into a unix shell if you want an
unequalled (by winsock clients) newsreader.

>
>
>> >
>> >It still doesn't matter how many different ways you try to twist it, it still
>> >remains that the Atari ST is not a good platform for Internet applications in
>> >the original situation in this discussion.
>>
>> The original situation included people that already had significant
>> Atari hardware resources. Replacing those resources would cost more
>> money than the time involved in having those who already have Atari
>> experience setting up CAB.
>
>
>All kindsa arguements made here. However, I think it would be
>frustrating to spend hundreds of dollars on modems and phone lines and
>not be able to access the fastest growing part of the net. Might be

The phone lines and modems are quite transferable.

>smarter just to ignore the net as a whole until it's time to upgrade.

I am rather glad I did not take this attitude.

4374. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-19 00:00:00 UTC
From: gubsb@trivux.ub.gu.se
Message-ID: <i877mvcchor.fsf@trivux.ub.gu.se>
Source record: 9646

In article <Pine.SUN.3.91.960419015202.6842B-100000@PEAK.ORG> James Wood <jamesw@PEAK.ORG> writes:
>Ok....I'll find a 386/40 with 256K cache and 8 megs of RAM and netscape,
>and you find an ST running NETSCAPE and we'll try 'em out. Your mission
>this weekend: write netscape for the ST.

NOOOOOOOO!!!!!!!!!!!!!!!! Please don't!!!!!!!!!!!!!!!!
--
--
Stefan Berndtsson - gubsb@trivux.ub.gu.se

4375. Re: TSRs and conventional memory

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-19 00:00:00 UTC
From: mpaque@next.com
Message-ID: <4l8pqf$3la@news.next.com>
Source record: 9647
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

In article <4l21hh$mi3@dfw-ixnews3.ix.netcom.com> yorgo@ix.netcom.com(G. Shouse) writes:
> This may sound like a stupid question, but how can a person 'safely'
> free up some conventional memory without screwing up my TSR programs so
> much that I've got to re-install everything? I would be much obliged
> for some good instruction.
> TNX
> yorgo@ix.netcom.com

That's easy. Under NEXTSTEP, the virtual memory system covers all the conventional memory/XMS/EMS garbage, so you don't need to worry about it.

(Don't you all just hate clueless posters who follow up on another thread, picking up a bazillion cross-posted groups, and then change the subject?)

Mike Paquette
--
I don't speak for my employer, and they don't speak for me.

"The Internet is an elite organization. Most of the people in the world have never even made a phone call." -- Noam Chomsky

4376. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-19 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <BlOpvfL.brimiller@delphi.com>
Source record: 9648

James Wood <jamesw@PEAK.ORG> writes:

>So blame the application? So I want to digitize 44.1 kHz 16-bit stereo.
>I want to manipulate 1280x1024 in truecolor. Is total addressable space

You want to to get a home equity line for a computer that can do all of
that instantly.

>important now? As an aside - can't the 68000 address 16 meg? Why does
>the Atari have that limit - I mean WHY?? Aren't there Mac and Amiga
>(back when they used 68000 also) with huge memories?

The limit you have stated is complete fiction. The 68020+ have no such limit,
the 16 meg limit on the 68000 is due to the architecture of the chip itself,
and is superceded on 68020 and above.

>Well, I have 16 megs now. Do I want 24 or 32 megs? No, I'll OPT not
>since it's not NECESSARY. Heh heh. Joking, of course....PCs are memory
>hogs but good thing a meg of ram costs much less (and consumes SOOOOOOO
>much less power) than 10 years ago. If Atari computers were still made

This is true - but again, what utility is added by the extra ram? If I am
forced to "upgrade" from a 386 running WinWord 6.0 to a Pentium 150 with 8
megs of RAM and Win95, with office 95, what utility am I gaining? Can anyone
actually tell the difference between output from Papyrus, WinWord 95, or
WinWord 6.0?

>much less power) than 10 years ago. If Atari computers were still made
>today, betcha most people would have 8 and power users would want 16.

TOS computers still are made, and most people have 4 and could use 8.
"Power users" tend to deck out their systems to the limit, and so it
can be assumed that they will max out their RAM.

>Look at how the 520ST's 512K became woefully inadequate. I'm sure there

The 520 became "inadaquate" due primarily to the demands of a graphical OS.
From 1985 to 1989, demands on memory increased because there was a mass
switch-over from text-based DOSes to GUIs. Such a growth in memory was
required in order to gain extra utility offered by a GUI. No such radical
transformations have since occurred, but RAM requirements in the PC market
have risen dramatically. This is due primarily to the fact that its easier
to program bloated, inefficient software and run it on fast hardware with

lots of RAM. However, a market condition like the "DRAM scam" of the mid to late
80's could dramatically alter that state.

You can get from there to here in a 230 horsepower V8 Chevy Caprice, a huge car that guzzles gas, or in a 240 horsepower Pontiac Grand Prix supercharged V6, which averages around 20 MPG, and has a considerably smaller engine. The Caprice is cheaper to insure and repair, but cost of operation is _VERY_ high.

BR Miller
Boston, MA

4377. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-19 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <BFPKX5C.brimiller@delphi.com>
Source record: 9649

James Wood <jamesw@PEAK.ORG> writes:

>Yeah, but what if my new CD-ROM drivers are on a web site? Seems like
>ftp sites and gopher is dying. What about all that stuff that simply

Granted, gopher is dying, but FTP is still very much alive, of not even
more vigorous, due to availability via the World Wide Web.

>All kindsa arguements made here. However, I think it would be
>frustrating to spend hundreds of dollars on modems and phone lines and
>not be able to access the fastest growing part of the net. Might be
>smarter just to ignore the net as a whole until it's time to upgrade.

But one _CAN_ use the World Wide Web on an ST.

ATTENTION: The World Wide Web can be accessed GRAPHICALLY using an easy-tp
install package called WWW130!

It seems that you and Bob continually gloss over this fact. You can access
EVERY component of the Internet on a 1040ST with a modem. EVERY component.

BR Miller
Boston, MA

4378. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-19 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <BJAo3ZB.brimiller@delphi.com>
Source record: 9650

James Wood <jamesw@PEAK.ORG> writes:

>(1) 286 can get a 386SX (like Kingston's "386/now")

Cannot run Windows 95 with any semblance of speed. In the PC market, it's obsolete.

>(2) 386SX can get a clock-multiplied 486slc

Obsolete.

>If memory serves, the video hardware took turns with the rest of the
>system (talking ST here) for access to the RAM. I've always wondered how
>they sped this up without an amazing number of wait states, and amazing
>cache, or both.

Incorrect. The ST and all following Atari and other systems use a DMA bus, which uses a flat memory model. Various pieces of RAM can be accessed almost simultaneously due to this design. It also greatly lowers processor overhead.

>You have two totally separate RAMs - ST RAM and TT RAM. Such an eloquent
>way to do things, eh? Such duplication. Since there's all that ST RAM

Only on the TT, only if you choose to use it in that fashion. Falcons, Medusas, PAK/30-equipped machines all have the option of using a single 32-bit memory configuration (all "TT RAM", if you will). And ST/TT RAM is completely transparent to the user, unlike the haphazard PC RAM scheme, still required for use by many different programs.

>totally separate from the original conception of the PC. Yeah, video is
>card based, so it can be tailored to individual needs and doesn't have to
>fight the CPU to access system RAM.

If you are attempting to say that the ST "fights the CPU for RAM," see above about DMA architecture, which is far more efficient than the typical PC setup.

>For lots of people, the PC is like a can opener or table saw: They turn

Yep. Except that the table saw's guard breaks off, cutting off several of your fingers in the process, and the electrical current standards change every two years, requiring complete replacement of the saw

in order to continue using it. In addition, replacements blades are phased out every eight months, requiring expensive upgrades. 1/4 of the time, the saw refuses to activate properly, requiring technical support.

BR Miller
Boston, MA

4379. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-19 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4l9mun$58r@linda.teleport.com>
Source record: 9651
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both
Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My
Web Address is below. On-Line Catalogs that you can View and Contact me via
my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3
PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

4380. Re: TSRs and conventional memory

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-19 00:00:00 UTC
From: nsu@zip.com.au
Message-ID: <3176f382.3251498@news.zip.com.au>
Source record: 9725
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

yorgo@ix.netcom.com(G. Shouse) wrote:

>This may sound like a stupid question, but how can a person 'safely'
>free up some conventional memory without screwing up my TSR programs so
>much that I've got to re-install everything? I would be much obliged
>for some good instruction.
>TNX
>yorgo@ix.netcom.com

Run memmaker

Nikol

4381. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-19 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4l6oge$l0s@inca01.inca.co.nz>
Source record: 9726
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

On Thu, 18 Apr 1996 whome@eatme.com emailed me from an unknown host:
> 320x200 16 colors 8mhx pleasurable???? GET REAL. remember most people didnt go
> out and buy a Falcon, most people already jumped ship before then.So most STer
> ar stuck with the old 8mhz. What is pleasurable in this. Most PC video cards

Most people didn't buy a Falcon because few stores stocked it, there was
little advertising, and it was underpowered and overpriced for the
functions it was intended to do. Those are all Atari's "cheapest you can
get it" approach to creating/selling hardware.

8 Mhz isn't pleasurable for me (that is why I upgraded), however the
plethora of accelerator cards for it shows just how good the design was.
How many accelerators can you get for your PC?

> dont even go down below 640x480 and 256 colors at a minumum because they all
> see lower as a TOTAL JOKE. I have mor memory in my video car , 8 megs , than
> most sters in their systems. Its almost the 21st century and you are on

And how much of that 8 Mbytes in your video is used? As a single screen
you would be able to have (at 256 colours) a screen larger than most
current monitors can display. 640x480x256 only uses 300k (307200 bytes)
for one contiguous image. Going to 24-bit colour ups this to 900k
(921600), or even 32-bit (which is really 24-bit colour with an extraneous
byte added to speed up [ha!] processing), this will only go to 1200k
(1228800). So where is the other 6984k of video ram used?

That smacks of "more money than common sense", or the PC-worlds "my stats
are better than your stats" childish phallus comparisons.

> technology that really hasnt changed since first conceived in 1979-80

1979 was the conception date of the Atari 8-bit.

THE ST was conceived in 1985. It owed nothing to the 8-bit, as it was a
"fresh from day one" design.

I own a TT, conceived around 1990. I am rarely in a screen mode lower than
640*480*16. My physical RAM is not limited to the 640k of "conventional"
RAM, and 8 or 16 Mbytes of Extended. I have 4Megs of 16-bit RAM, and 16
Mbytes of 32-bit RAM - both of which are expandable (in my case to 10 and
128 Mbytes respectively).

The PC architecture was conceived around 1980, (for the September 1981
release of IBM's original "home computer" PC). Little has changed since
then - video is still card based, rather than using (possibly separate)
motherboard ram.

PCers rarely use lower because they have been brainwashed that lesser colours are (ugh!) primitive, nasty and (sometimes) not even available.

Most just plug-in and go with whatever setup the machine was in when shipped to them, and remain blissfully ignorant of anything else the hardware is capable of.

Lesser colours onscreen will give faster video performance, smaller video RAM requirements, and cheaper video hardware.

Few users _need_ 256 or more colours.

Graphic artists, photo-retouchers, and other colour-intensive occupations are about the only areas where high colour counts are required.

The most common use of computers is for word processing. This is one area where large numbers of colours are a waste of time and money.

If you are wordprocessing, how many colours do you need? Black and white for the "page" and text upon it, perhaps red for typographical marks (errors, for example), perhaps blue for page layouts (margins, page breaks), and maybe one more colour for highlights or some other WP feature. That is five colours in total. Where would you suggest the other 251 (of the 256 available) colours be used?

A PC as a home computer (read "games box") is overkill. Why spend thousands on an obsolete-before-you-buy-it PC when, for one tenth the price, you can buy a console?

--

Quote For The Month:

"If she's a lady, I'm a Pernicious Knid"

4382. RE: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-19 00:00:00 UTC
From: "Robert S.Nalezinski" <robniles@daka.com>
Message-ID: <01bb2d98.23d410c0$d390facc@robniles>
Source record: 9727
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

You both are wrong.... My P100 running the powerful Win 95 is the best of
all.
And if you can't see that... then you must be blind.
;-)

Rob

4383. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-19 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4l74n9mtb1@mhadg.production.compuserve.com>
Source record: 9728
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

>however the plethora of accelerator cards for it...

A handful of very expensive hardware hacks is a "plethora" of "accelerator cards"..? I think not... a "plethora" is "the state of being too full, an overabundance, excess"...

Hardly the state of anything relating to the Atari ST.

>How many accelerators can you get for your PC?

How many would you like..? Let's see... there's the Evergreen 586 processor upgrade with the Cyrix 586 chip to upgrade '486 systems, the Evergreen DX4 upgrade for '486SX or DX systems to 100Mhz speed ($99), and the Evergreen upgrades for '386 systems to '486 chips. Then there's the CPU MAXmizer upgrades in 75, 100, 120 and 133 Mhz speeds to take a '486 system to Pentium power, and the 100 Mhz '486 MAXimizer to upgrade slower '486 systems to 100Mhz speed (that's $129). Also available is the CPU MAXimizer 686-100 and 120 to upgrade Pentiums. There's the Make-It 586 upgrade to replace a '486 chip with a Pentium class processor at up to 133 Mhz ($179-$219), and the Make-It DX4 upgrade for 286, 386 or 486 machines (give your 286 machine a 486 processor for $99). Not to mention the Intel Overdrive "accelerators", and all the others...

>...little has changed since then - video is still card based rather than
>using (possibly separate) motherboard ram.

"Still" card based..? Of course it is.. for the extreme flexibility that easily changed cards afford. You want a different video capability than was built into your ST's motherboard..? Hack and slash time.. solder, cut and hack.

You'll notice the TT and VMEbus Atari machines are "card based" for video flexibility too.

>PCers rarely use lower because they have been brainwashed that lesser
>colours are (ugh!) primitive, nasty and (sometimes) not even available.

Or perhaps they don't want to use 16 color mode (like the best the ST can do) because it is plain butt ugly compared to 256 color modes. You see, they're not stuck with 16 or 4 colors, and they can tell which looks better.. also they're not forced into rationalizing that "16 colors isn't alll that bad, really it isn't".

>Most just plug-in and go with whatever setup the machine was in when
>shipped to them, and remain blissfully ignorant of anything else the
>hardware is capable of.

Right. I guess that explains the zillion-dollar-a-year business in addon cards.. and all the catalogs and retail stores full of replacement addon cards. Most don't buy them, so that explains why there are so many available.

>Lesser colours onscreen will give faster video performance, smaller video
>RAM requirements, and cheaper video hardware.

Very true. I guess that means an 8-bit Atari 800 is FAR better than an ST because it has fewer colors available and far smaller video RAM requirements. It's cheaper too. And a Timex-Sinclair only has 2 colors max available, so it must be even better.

>The most common use of computers is for wordprocessing.

Actually I've read that entertainment and multimedia are the leading "application" on home computers of the type we've been discussing.

256 colors are essential for that kind of software.

>A PC as a home computer (read "games box") is overkill. Why spend
>thousands on an obsolete-before-you-buy-it PC when, for one tenth the
>price, you can buy a console.

Why spend thousands indeed..? When nicely games-capable computers are available for far less than $1000.

Also, "console" games will never measure up to the quality and complexity of computer based games. You'll NEVER see games like X-Wing and Tie Fighter on a console. There just isn't enough RAM or mass (writable) storage.

You'll never have a game as versatile as computer-based DOOM either, because of the same requirements.

Consoles are good for quickie "shootemup" and "beatemup" style games, but for anything with very much substance, you need more resources than consoles can provide for that "one tenth the price".

OK.. here's the deal.

The Atari ST was a great computer in its day. It died a horrible death at the hands of the people who ran the company and I'm really pissed about that.

The ST was my all-time favorite computer, just slightly edging out my Atari 8-bit computers (very slightly).

But comparing it to a currently produced system and trying to rationalize its limitations into strengths is futile.

Faster is better, more colors is better, larger mass-storage is better, stereo multi-voice sound is better, versatile expandability is better, and on and on.

If Atari had kept up developing the hardware, then maybe we'd have a competitive system today, but they didn't, and we don't.

We have a nice memory of a really great computer.

BobR

4384. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-19 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4l75hrmtb2@mhadg.production.compuserve.com>
Source record: 9729

JABBA, who thinks that being a hacker is a mark of greatness, writes:

>This was more a mis-attribution. BobR is notorious in this group for
>being misinformed and attempting to create that state in others. That
>is to whom the comment was primarily directed.

You should lay off the funny smokes, Jabba... quote me back something
"misinformed" if you can...

Stuff you may not like perhaps, and stuff you don't seem to be able to
understand, true. "Misinformed"..? Not likely.

The question to Lonny was intended to draw him out about his supposed
wonder-ST system. Since he can't answer the question, but has instead
resorted to diversion, we can assume he was lying. Since you too have
resorted to mis-direction on the same question, we can only assume you too
don't have very much "information" on Atari computers available either.

Just a lot of FUD.

>Well if Bobby's involved, so is misinformation.

Too bad, JABBA... bet you can't quote any...

>You haven't the slightest clue as to what a bogus hostname implies...

Sure.. it implies someone with no credibility.

You could be Peter Sinclair-Day... in fact, you probably are.

>You also appear to be excessively superficial.

You, JABBA, appear to be excessively clueless and juvenile.

BobR

4385. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-19 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960419015202.6842B-100000@PEAK.ORG>
Source record: 9730

On 18 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:

> >
> >I advocated the use of a PC with a 4 Megabyte memory limitation..?
>
> Total addressable space isn't so much important as how much of
> it will be gobbled up by the OS or the app.

So blame the application? So I want to digitize 44.1 kHz 16-bit stereo. I want to manipulate 1280x1024 in truecolor. Is total addressable space important now? As an aside - can't the 68000 address 16 meg? Why does the Atari have that limit - I mean WHY?? Aren't there Mac and Amiga (back when they used 68000 also) with huge memories?

>
> You don't have the option of more RAM on a PC, you have the
> necessity of it.
> >

Well, I have 16 megs now. Do I want 24 or 32 megs? No, I'll OPT not since it's not NECESSARY. Heh heh. Joking, of course....PCs are memory hogs but good thing a meg of ram costs much less (and consumes SOOOOOOO much less power) than 10 years ago. If Atari computers were still made today, betcha most people would have 8 and power users would want 16. Look at how the 520ST's 512K became woefully inadequate. I'm sure there were people screaming that 4MB was a ridiculous amount of RAM back when 512K was fab. Before that there may have been 128K users screaming that 512K was a waste. Before that it was 64K, 48K, 32K, 16K....etc... I accept it as fact that PCs are hogs, but it's not like the trend of ever-increasing memory requirements should come as a shock to any of us. I'm sure there's a guy running CP/M on a 4 mHz Z80 with 16K thinking the rest of the world is a bunch of fools.....which brings us to Atari users who (with imposed 4MB limit) scoff at modern PCs.

> >I advocated the use of a PC with 4 bit color video..(16 colors)..?
> Well, unless you have the extra money for a new card, most likely
> you did.
>

But there's no video CARD on the computer he's talking about.

> >
> >I advocated the use of a PC with no commercial Internet software development
> >and virtually no retail outlets..?
> Very little Internet software development is 'commercial'.

I've been formatting and using AOL, Compuserve, Delphi, (etc.) disks for years, glad for the free disks in the mail. However, its pretty commercial when all of it offers Net access and it's falling out of my mailbox for free, with other junk mail. Should I ever become self-abusing enough to try it, the option is there.

> And as far as the 386 goes: it is as much an orphan these days as the ST.
> Everyone is developing for much bigger PC's.
>
>
Yeah but I can still find every peripheral you can think of for a 386. I can still run a lot of new software on a 386. So it runs slower. So what? How long does it take a 386/33 to balance my meager checkbook? The only thing I can't do is play the latest games because they're hardware hogs. However, it's a far cry from being an orphaned ST user who can't find _any_ software or peripherals in retail outlets. Hell, you can't even find low density 3.5" disks much anymore.

> >Wow... you must be smoking some really strong stuff..!
> >
> >What an imagination...
>
> Nope, I just have happened to run Netscape on the sort of machine you
> described.

Were you using a 1200 baud modem? Admittedly I know little of Netscape but is it really a processor hog? Seems like any computer with a 57K-baud fixed line would work fine.

>
> >
> >(Quit spreading lies...)
>
> A 386 will run Netscape about as well as an ST will.
>
>

Ok....I'll find a 386/40 with 256K cache and 8 megs of RAM and netscape, and you find an ST running NETSCAPE and we'll try 'em out. Your mission this weekend: write netscape for the ST.

James

4386. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-19 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960419022809.6842D-100000@PEAK.ORG>
Source record: 9731

On 18 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:

>
> Once again: Usenet is a text stream. Adding a gui to it doesn't enhance
> its utility.

Yeah, but what if my new CD-ROM drivers are on a web site? Seems like
ftp sites and gopher is dying. What about all that stuff that simply
AIN'T OFFERED except on the web? Adding a gui woudn't enhance its
utility if I could somehow access the web from my VT100 terminal, but I
can't.

> >
> >It still doesn't matter how many different ways you try to twist it, it still
> >remains that the Atari ST is not a good platform for Internet applications in
> >the original situation in this discussion.
>
> The original situation included people that already had significant
> Atari hardware resources. Replacing those resources would cost more
> money than the time involved in having those who already have Atari
> experience setting up CAB.

All kindsa arguements made here. However, I think it would be
frustrating to spend hundreds of dollars on modems and phone lines and
not be able to access the fastest growing part of the net. Might be
smarter just to ignore the net as a whole until it's time to upgrade.

4387. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-19 00:00:00 UTC
From: nahender@prairie.NoDak.edu
Message-ID: <4l7l9k$mij@daily-planet.nodak.edu>
Source record: 9732
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

Robert S.Nalezinski (robniles@daka.com) wrote:
: You both are wrong.... My P100 running the powerful Win 95 is the best of
: all.

"Microsoft Windows" "Intel Pentium" and "best of all"

Now, good ladies and gentlemen--which one of the above three phrases
should not be uttered in the same breath as the others? :-)

Had you said 'WinNT running on 200Mhz P6' I might have let
it slide, but Lose95 and Pentiums? BWAHAHA! :-)

"I was practically naked, dressed as a dominatrix and was slapping the
audience with this huge rubber dick I was carrying. (Bill Gates)
wandered by, so I started screaming 'Serve Me! Serve Me!' and put the
dick on his shoulder--at which point, he emitted a mouse-like squeal and
ran away. It was quite a scene." Slymenstra (GWAR)

4388. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-19 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960419023747.6842E-100000@PEAK.ORG>
Source record: 9733
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

On 19 Apr 1996, Gaven Miller wrote:

> 8 Mhz isn't pleasurable for me (that is why I upgraded), however the
> plethora of accelerator cards for it shows just how good the design was.
> How many accelerators can you get for your PC?

If memory serves, the video hardware took turns with the rest of the
system (talking ST here) for access to the RAM. I've always wondered how
they sped this up without an amazing number of wait states, and amazing
cache, or both.

Accelerators for PC? Well......

(1) 286 can get a 386SX (like Kingston's "386/now")
(2) 386SX can get a clock-multiplied 486slc
(3) 386DX can get a Cyrix 486DRU (or whatever)
(4) 486: Most SX/DX motherboards either have "overdrive" processor slots,
or can have the CPU moved and jumpers changed. Either way, can go up
to DX4/100 (does AMD make a DX4/133?) or the Pentium overdrive (I always
want to call this kludge the Pentium SX).
(5) Pentium? I don't know of any accelerators, but 4 out of 5 ain't bad,
you did ask, and Pentiums are so much faster than a 520ST that they're
"already accelerated" it could be argued (grin).

>
> > dont even go down below 640x480 and 256 colors at a minumum because they all
> > see lower as a TOTAL JOKE. I have mor memory in my video car , 8 megs , than
> > most sters in their systems. Its almost the 21st century and you are on
>
> And how much of that 8 Mbytes in your video is used? As a single screen
> you would be able to have (at 256 colours) a screen larger than most
> current monitors can display. 640x480x256 only uses 300k (307200 bytes)
> for one contiguous image. Going to 24-bit colour ups this to 900k
> (921600), or even 32-bit (which is really 24-bit colour with an extraneous
> byte added to speed up [ha!] processing), this will only go to 1200k
> (1228800). So where is the other 6984k of video ram used?

How much does 1600 x 1280 in true-color need? Heh...never seen more than
4 myself. Never had nor needed more than one myself.

>
> That smacks of "more money than common sense", or the PC-worlds "my stats
> are better than your stats" childish phallus comparisons.
>

Goodness sakes, such a graphic choice of words! Heh heh. Such comparisons are everywhere, in every commodity, not just PCs. (Not that I'm defending it, mind you)

> > technology that really hasnt changed since first conceived in 1979-80
>
> 1979 was the conception date of the Atari 8-bit.
>

Actually, 1979 was the release year. The 400/800 was conceived in 1978.

> THE ST was conceived in 1985. It owed nothing to the 8-bit, as it was a
> "fresh from day one" design.
>

No, the ST was a good machine in its day, but typically slapped-together in a Tramiel corner-cutting move. Too bad the Amiga wasn't an Atari product, because with the ST's OS it would have been an Atari user's wet dream. I always felt like the 520ST was sort of a next-gen Commodore 64....from the guy who brought you the Commodore 64. Corner cutting like only 3-voice sound. I guess it owed its sound capabilities to the 8-bit Commodore because although totally different sound chips, similar capabilities. By definition of what ATARI was prior to the ST, the ST was an alien design and only Atari because of the name stamped and stickered on it.

> I own a TT, conceived around 1990. I am rarely in a screen mode lower than
> 640*480*16. My physical RAM is not limited to the 640k of "conventional"
> RAM, and 8 or 16 Mbytes of Extended. I have 4Megs of 16-bit RAM, and 16
> Mbytes of 32-bit RAM - both of which are expandable (in my case to 10 and
> 128 Mbytes respectively).
>

You have two totally separate RAMs - ST RAM and TT RAM. Such an eloquent way to do things, eh? Such duplication. Since there's all that ST RAM in there, why didn't they just throw in a $12 68000 and you could have stuck on another keyboard and screen and used both types of RAM at the same time....heh heh.

> The PC architecture was conceived around 1980, (for the September 1981
> release of IBM's original "home computer" PC). Little has changed since
> then - video is still card based, rather than using (possibly separate)
> motherboard ram.

IBM's home computer was the PCjr, the dismal flop that came LATER and totally separate from the original conception of the PC. Yeah, video is card based, so it can be tailored to individual needs and doesn't have to fight the CPU to access system RAM.

>
> PCers rarely use lower because they have been brainwashed that lesser
> colours are (ugh!) primitive, nasty and (sometimes) not even available.

Actually, because lesser colors look like sh*t and remind me of the days when I had no choice but 16 or 4 colors. The real world has more than 16 colors and so does my PC screen. You gotta problem with that? (grin)

> Most just plug-in and go with whatever setup the machine was in when
> shipped to them, and remain blissfully ignorant of anything else the
> hardware is capable of.
>

Hey - whatever works for 'em. Who says you have to judge them? Many people drive their sedan to work totally stock. Others probably lower it and put on 50-series tires and black windows, foxtail on the antenna, speakers the size of what the steering wheel USED to be and a steering wheel the size of what the speakers USED to be....maybe put on some hydraulics and some fringe hanging in the window to match that velvet glued on the dash! The driver of such a vehicle might look over at the guy who drives the same car stock but still makes it to work on time, and naively think that the guy is "blissfully ignorant" because he doesn't realize his car is capable of becoming a rolling ghetto.

For lots of people, the PC is like a can opener or table saw: They turn it on, use it, and turn it off. When you're using your power drill, do you contemplate what it is capable of? If the holes you're drilling are satisfactory, do you perplex yourself thinking that you don't have, should have, or do have the best power drill on the market? Personally, I drill with the sucker and then throw it back in the box.....kind of like my PC. Are you suggesting that it is used improperly, and what is your basis for such?

> Lesser colours onscreen will give faster video performance, smaller video
> RAM requirements, and cheaper video hardware.
>

You sound like the proponents of the original Macintosh. HEY, THAT'S IT...LET'S ALL BRING BACK MONOCHROME!!! Can't get any less colors than that! No thanks. As imperfect as my P5/PCI computer is, it makes beautiful graphics that no sour grapes can detract from.

> Few users _need_ 256 or more colours.
>

Few people _need_ a remote control for their television set, but it sure is nice.

>
> The most common use of computers is for word processing. This is one area
> where large numbers of colours are a waste of time and money.

Yeah but it's fun to play Descent II or Mech Warrior between pages....but you wouldn't know these games since they're not available on your platform.

>
> A PC as a home computer (read "games box") is overkill. Why spend

> thousands on an obsolete-before-you-buy-it PC when, for one tenth the
> price, you can buy a console?

I use both! I'm probably more of a Nintendo man than PC. I relish many NES and Super NES games that aren't available on other consoles or platforms. Yet I play some "nexgen" type games on my PC. What's wrong with that? Who says you can't enjoy it all?

4389. turbo falcon for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-19 00:00:00 UTC
From: abcdef@ix.netcom.com
Message-ID: <4l7cvr$i6q@dfw-ixnews1.ix.netcom.com>
Source record: 9734

```
falcon for sale
great condition

falcon 030
4mgs rams
16mg expansion board
125 hard drive
inside wizzatronics rack mount case -- great for music and graphics
geneva and neodesk
pc emulator -- run dos and windows
cubase 3.0 with key

asking for best price

i would like to start the biding at $400.00
buy the whole bundle or indiviually
```

4390. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-19 00:00:00 UTC
From: bmeyer@bruce.cs.monash.edu.au
Message-ID: <Dq4rvI.93@wombat.hanse.de>
Source record: 9735
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

BobR <76702.1466@CompuServe.COM> writes:

>>Lesser colours onscreen will give faster video performance, smaller video
>>RAM requirements, and cheaper video hardware.

Boy, have I got news for you.... Most modern video cards are fastest in
256 colour SVGA modes. 16 colour modes arebanked modes, and thus inherently
slow for quite a few operations.

>And a Timex-Sinclair only has 2 colors max available, so
>it must be even better.

Now _that_ goes without questioning, I presume?

Bernie
--
==========
I just switched back yo my good old home system. I might have lost articles
in the process, and there might be stuff that is not set up properly yet.
Please bear with me..... ;-)

4391. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-19 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.446.00083231@cfcsc.dnd.ca>
Source record: 9736
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

In article <DpzwAu.2qA@liverpool.ac.uk> nce@liverpool.ac.uk (Mr N.C. Eastmond) writes:
>From: nce@liverpool.ac.uk (Mr N.C. Eastmond)
>Subject: Re: *** Advocacy - The Final Word ***
>Date: Wed, 17 Apr 1996 07:18:29 GMT

>: well ive taken stock of the situatuation and ive come to a decision, err
>: the amiga is definately the best machine and anybody who cant see that
>: has got to be a complete idiot :)

>Did I forget to mention that I feel exactly the same way about my Macintosh?
>The Mac is definitely the best machine, and anybody who can't see that
>has got to be a complete idiot :-)
>Regards,
>Nigel.

It appears that I have not made myself clear here. My Falcon is undoubtedly
the best machine that has ever existed (in the known, or Dr Who's universe)
and those who do not realize this are Daleks, or robots, or both.
:^}
later.plus tard

Atari/TOS 4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp
Kenneth Macdonald/ Coinneach Domhnullaich -speaking only for myself
CanForcesCollege, Toronto, Ontario, Canada
Qu&#65533;bec dit oui, Qu&#65533;bec dit non=Qu&#65533;bec, la nation dans le pays du Canada

4392. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-19 00:00:00 UTC
From: JEDI
Message-ID: <4l8960$7n@doc.zippo.com>
Source record: 9737

In article <spork-1804962204590001@ip251.phx.primenet.com>, spork@mailhost.primenet.com says...
>
>In article <4l4aj1$3jq$1@mhade.production.compuserve.com>, BobR
><76702.1466@CompuServe.COM> wrote:
>
>>Wow... you must be smoking some really strong stuff..!
>>
>>What an imagination...
>
>
>Could it be that "selective perception" stuff again? :)

Yeah... that's it: Front 242 was all just a dream...
...as were the various cyberstudio animations (video and otherwise)...
...as was dslide, and spectrum itself...
...as were sisters.gif,cowgirl.gif and their 50 or so odd friends...
...and those nifty *tny's of Buzz Aldron (YOU wouldn't be able to tell it was a *tny), screens of Ghostbustser, Star Trek and Star Wars...
...Nevermind all those hours flaming about on Usenet or 'surfing' the net at Stuttgart and Utrecht with my lowly ST, Crashlink, & a PB 2400...
...and all of this running at Nanosecond response times vs. millisecond response times...

...they were all just dreams, spectres of the echo...

ellipses included for the grammatically impaired. '-p

'-p Raspberries included for the sarcasm impaired...

4393. Re: TSRs and conventional memory

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-19 00:00:00 UTC
From: JEDI
Message-ID: <4l8f7d$5of@doc.zippo.com>
Source record: 9738

In article <ZjPJ-Y3.brimiller@delphi.com>, Brian-Roland says...
>
>Paul Irvine <paul.irvine@hoskyns.co.uk> writes:
>
>>Assumptions:
>>
>>MS-DOS
>>Posssibly Windows
>
>So what's it doing on comp.sys.atari?
One doesn't fully appreciate the elegance of the ST and it's underlying
microprocessor family until one is faced with the impossiblity of accessing
that vast array of free memory you have because your software is depending
upon one particular (and miniscule) portion of it.

Although, the original segmented memory model of the 8088 was archaic
and just plain unnecessary even when compared to it's contemporaries.

4394. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-19 00:00:00 UTC
From: Piazza Talker 00000000 <piazza@soc.unl.ac.uk>
Message-ID: <Pine.GSO.3.93.960419185006.10101B-100000@jamshyd.unl.ac.uk>
Source record: 9739
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

On 10 Apr 1996, Markus Wenzel wrote:

> In <4kbgld$dfb@galaxy.ucr.edu> Joe Sloan wrote:
> > Windows nt is *not* UNIX - not even close...
>
> IMHO, Windows NT is closer to a good Unix than AIX.

Dear Mr. Markus Wenzel,
You should be responsible for your actions and also be prepared to back
them up with tangible facts. As for a fact, while we're at it, tell me
when did you put in a new tape drive in your dear NT and did not have to
reboot for the syestem to reckognize it. You should visit comp.os.aix
newsgroups and check out what those people are talking about. You need a
new driver? No worries matey, just chuff it in, dynamically, that's why
the PowerPC/AIX3000 is regarded as the BEST combo for a gateway with ISP's
(with deep pockets, of course)

> --
> Navigator Markus Wenzel
> IT Consulting & System administration
^^^^^^^^^^^^^^^^^^^^^
I really think you should be ashamed when
you are prepared to make such remarks as
"NT is closer to UNIX than AIX"
What are you administering anyway? Novell I presume...

> Silberberger Weg 11 info@navigator.de
> D-71272 Renningen, Germany http://www.neworbit.de/navigator/
>
>
Gott sei dank Sie sind mir nicht bekannt.
Thanx God I don't know you.

4395. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-20 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GDUBBAAYUP@cabal.shnet.org>
Source record: 9652

In <829917168_OASIS_@tyndale.apana.org.au> Colin Bernau wrote:
>the main advantage of Netscape is that it
>opens multiple connections, thus speeding the downloading of graphics.

...thus slowing the downloading of graphics for anyone else, thus being an
anti-social feature.

"Netscape Bugs" - OmniWeb's preferences panel

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4396. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-20 00:00:00 UTC
From: spork@mailhost.primenet.com
Message-ID: <spork-2004960037330001@ip18-098.phx.primenet.com>
Source record: 9653

In article <4l8960$7n@doc.zippo.com>, JEDI wrote:

>In article <spork-1804962204590001@ip251.phx.primenet.com>,
spork@mailhost.primenet.com says...
>>
>>In article <4l4aj1$3jq$1@mhade.production.compuserve.com>, BobR
>><76702.1466@CompuServe.COM> wrote:
>>
>>>Wow... you must be smoking some really strong stuff..!
>>>
>>>What an imagination...
>>
>>
>>Could it be that "selective perception" stuff again? :)
>
> Yeah... that's it: Front 242 was all just a dream...

[snippity]

Aha! The Front 242 reference speaks volumes. It's all so clear now...

4397. Re: *** Advocacy - The Humourous Quote ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-20 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4laf9h$54o@inca01.inca.co.nz>
Source record: 9654

> korte@sabine.acs.psu.edu says...
> >Are they, now? I was under the impression that they are intended to
> >be a place where people can argue the good and bad of their particular
> >platform (or whatever) in an intelligent manner. I believe that I
> >am hardly alone in this understanding.

"[Advocacy groups] are intended to be a place where people can argue...
in an intelligent manner"

Thank you for the laugh of the week.

I might even include that as next months quote in my .sig

--

Quote For The Month:

"If she's a lady, I'm a Pernicious Knid"

4398. Re: TSRs and conventional memory

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-20 00:00:00 UTC
From: amor@cli.di.unipi.it
Message-ID: <4lajfe$hu8@serra.unipi.it>
Source record: 9655
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

Hi!

Paul Irvine (paul.irvine@hoskyns.co.uk) wrote:
: yorgo@ix.netcom.com(G. Shouse) wrote:

: Assumptions:

: MS-DOS
: Posssibly Windows
: You don't want to change settings in a dynamic manner

: Suggestion:

: Use Microsofts MEMMAKER, it's really quite good!

Use Microsofts DELETE, that's even better!

Ciao,

Danny

4399. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-20 00:00:00 UTC
From: hemlock@unix.mclv.net
Message-ID: <4lb3j7$1iq@terminus.intermind.net>
Source record: 9656
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

Windows 3.x and 95 are cheap unstable systems that justify the need
for a "reset" button.
I'll stick with the VAX 4000-90a, VMS, and DEC windows. NeXTSTEP on
any supported hardware platform is hot too.

"DOS ain't done till Lotus won't run" - Mr. Bill

nahender@prairie.NoDak.edu (Nathanael J Henderson) wrote:
>Robert S.Nalezinski (robniles@daka.com) wrote:
>: You both are wrong.... My P100 running the powerful Win 95 is the best of
>: all.
[snip]
> "Microsoft Windows" "Intel Pentium" and "best of all"
[snip]
> Had you said 'WinNT running on 200Mhz P6' I might have let
>it slide, but Lose95 and Pentiums? BWAHAHA! :-)
[snip]

4400. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-20 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4lb7torbs3@mhadf.production.compuserve.com>
Source record: 9657

>>she could be up and running a full-fledged Internet application quickly
>>and easily, with full support facilities, on a more reasonable platform.

>You must be rather stupid if you consider windows 95 + netscape quick and

>/Christer

Christer, YOU must be rather stupid if you think you saw the words "windows 95"
and "netscape" anywhere in the above quoted sentence I wrote.

And yes, I do think installing Windows 95 and Netscape would be easier for
the teacher in the ORIGINAL POSTING to install than MiNT/Minix/CAB/Stik/ANTmail,
etc., etc., etc.

Tell me, Christer... what is the phone number for Stik technical support..?

BobR

4401. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-20 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4lb8gbrbs4@mhadf.production.compuserve.com>
Source record: 9658

>As an aside - can't the 68000 address 16 meg? Why does the Atari have that
>limit.

The Atari ST is limited to 4 Megs of total RAM for the same stupid reason the original IBM PC was limited to 640K.

Someone made the stupid assumption that no one would ever need more than 4 Megs of memory.

However... in the case of the Atari ST, the limitation is a HARDWARE limitation. That is, you can't use more than 4 Megs of memory EVER, unless you hack into the guts of the machine and modify the hardware.

The IBM design was limited by the OS, and new OS's have elimintated that problem. Thus you can have "flat memory" extending from 0000 to gigabytes of RAM.

Next time you hear an ST owner gloating about the 640K DOS limit, hand them an 8 Meg SIMM and ask them how they plan to use it..

BobR

4402. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-20 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GDUKDGAOUP@cabal.shnet.org>
Source record: 9659
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy

In <4l7l9k$mij@daily-planet.nodak.edu> Nathanael J Henderson wrote:
>Robert S.Nalezinski (robniles@daka.com) wrote:
>: You both are wrong.... My P100 running the powerful Win 95 is the best of
>: all.
>
> "Microsoft Windows" "Intel Pentium" and "best of all"
>
> Now, good ladies and gentlemen--which one of the above three phrases
>should not be uttered in the same breath as the others? :-)

Lose 95.

Sure, the Pentium may not be a well-designed CPU, but it's fast and cheap.

Of course, one should choose an operating system instead of Lose 95 to
operate such a computer.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4403. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-20 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <hVGrnnB.dpj@delphi.com>
Source record: 9660

Mr N.C. Eastmond <nce@liverpool.ac.uk> writes:

>You know, there has to come a time, in every discussion, where someone says
>"Look, we're just never going to agree on this and it has taken up hours and
>hours of our time. So why don't we all just take stock of everything that's
>been said, make a decision and stick with it." Some might say that advocacy
>wars are fun. On behalf of the vast majority of people angaged in this lev-
>iathan circular whirlpool of discussion, I have to disagree. Look at how wound
>up we all get. Look at the number of capital letters. Look at all the highly
>personal and offensive insults that have been slung. Do you really think that
>this is fun?

Bravo!! Thanks for a little bit of fresh air, Nigel.

Dana @ STReport International Online Magazine

4404. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-20 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Apr20.004956.54187@cobra.uni.edu>
Source record: 9661

In article <4l75hrmtb2@mhadg.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
> JABBA, who thinks that being a hacker is a mark of greatness, writes:
>
>>This was more a mis-attribution. BobR is notorious in this group for
>>being misinformed and attempting to create that state in others. That
>>is to whom the comment was primarily directed.
>
> You should lay off the funny smokes, Jabba... quote me back something
> "misinformed" if you can...
>
> Stuff you may not like perhaps, and stuff you don't seem to be able to
> understand, true. "Misinformed"..? Not likely.
>
> The question to Lonny was intended to draw him out about his supposed
> wonder-ST system. Since he can't answer the question, but has instead
> resorted to diversion, we can assume he was lying. Since you too have
> resorted to mis-direction on the same question, we can only assume you too
> don't have very much "information" on Atari computers available either.
>
> Just a lot of FUD.
>
>>Well if Bobby's involved, so is misinformation.
>
> Too bad, JABBA... bet you can't quote any...
>
>>You haven't the slightest clue as to what a bogus hostname implies...
>
> Sure.. it implies someone with no credibility.
>
> You could be Peter Sinclair-Day... in fact, you probably are.

I know Peter Sinclair-Day, JABBA is no Peter Sinclair-Day...

As for credibility, I am batting a 1,000!

>
>>You also appear to be excessively superficial.
>
> You, JABBA, appear to be excessively clueless and juvenile.
>
>
> BobR

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |

| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4405. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-20 00:00:00 UTC
From: JEDI
Message-ID: <4lbb2a$8hd@doc.zippo.com>
Source record: 9662

In article , spork@mailhost.primenet.com says...
>
>In article <4l8960$7n@doc.zippo.com>, JEDI wrote:
>
>>In article <spork-1804962204590001@ip251.phx.primenet.com>,
>spork@mailhost.primenet.com says...
>>>
>>>In article <4l4aj1$3jq$1@mhade.production.compuserve.com>, BobR
>>><76702.1466@CompuServe.COM> wrote:
>>>
>>>>Wow... you must be smoking some really strong stuff..!
>>>>
>>>>What an imagination...
>>>
>>>
>>>Could it be that "selective perception" stuff again? :)
>>
>> Yeah... that's it: Front 242 was all just a dream...
>
>[snippity]

Yeah... that's it: Front 242 was all just a dream...
...as were the various cyberstudio animations (video and otherwise)...
...as was dslide, and spectrum itself...
...as were sisters.gif,cowgirl.gif and their 50 or so odd friends...
...and those nifty *tny's of Buzz Aldron (YOU wouldn't be able to tell
it was a *tny), screens of Ghostbustser, Star Trek and Star Wars...
...Nevermind all those hours flaming about on Usenet or 'surfing' the
net at Stuttgart and Utrecht with my lowly ST, Crashlink, & a
PB 2400...
...and all of this running at Nanosecond response times vs. millisecond
response times..

<just to put things in perspective>

>
>Aha! The Front 242 reference speaks volumes. It's all so clear now..

As does Fujiboink? As does ShinyBubbles? As does Klingon Calamity?

Front242 is just a cool demo, like the rest. Any other significance is something else
entirely. (didn't get it then, didn't care then, don't now either)

Siezing upon that reference, and ignoring the others would be a rather good
example of selective perception.

You dissapoint me. There were much better references to hark upon. Although, that might actually require some knowledge of the given domain.

BTW-if anyone knows where I might find Klingon Calamity & a win player for it, I'd be rather appreciative.

4406. Re: 68030/68882 vs 80486 (wa

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-21 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4lbu7l$5dk@orm.southern.co.nz>
Source record: 9663

Johan Klockars (d8klojo@dtek.chalmers.se) wrote:
: I hope the cancelling of my previous version of this message worked.
: It's not always a good idea to post in the middle of the night...

Sometimes one has to post in the middle of the night (only because
NetscRape users hog net bandwidth during the day) :-)

: >GM> > resolution, we found that his TT was matching 486DX50 machines with
: >GM> > more RAM. That to me says that the 68030/68882 pairing, given 32-bit wide
: >GM> > RAM access (TT-ram) is actually faster at a given clock speed than a
:
: Something must've been _very_ wrong with your tests.
: A 32MHz '030+'882 should be far behind a 50MHz 486DX at normal floating
: point work, not to mention integer.

My mistake there. I posted the original about POVRay comparisons. The
machine that the TT030 matched was a DX2/50. I still believe that 030/882
can munch int and fp as fast (or pretty damn close) as a 486DX...

: >When I got TT RAM it was matching it. I was also "embarressing" my
: >40Mhz 040 Quadra owning friend, it was too much slower (can't remember
: >how much slower) but it had him "worried".
: That must've been an '040 without an FPU, or your tests were really
: _completely_ screwed up.

Maybe the Mac was using a slow port of POV, but Quadra 840AV were _NEVER_
shipped with 68LC040 'economy' version of the '040. They all were shipped
with the full 68040RC chip AFAIK.

Ciao...

Chris W.
/|\

4407. MY Video Games - Your Old Toys

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-21 00:00:00 UTC
From: "Joel Boblit"
Message-ID: <4lcko3$9tt@swifty.cfa.org>
Source record: 9664

I am looking for any amount of the following old toys:

Transformers
Gi Joe
He Man

Earlier toys are preferred - (80 to 84, but later is okay too)

I will purchase or trade for them, here is what I have to trade:

CASH$$$$$$$$

PC Games
Nintendo Games
Super Nintendo Games
Sega Genesis Games
Magic: The Gathering Cards - Many out of print

I really love the toys of the early 80's and if you have any cluttering up
your closet, let me know and I will buy/trade them from you

reply to Joel.M.Boblit@uwrf.edu if interested and thanks for looking

4408. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-21 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <xLLonrB.brimiller@delphi.com>
Source record: 9665

BobR <76702.1466@CompuServe.COM> writes:

>That is, you can't use more than 4 Megs of memory EVER, unless you hack into

Or plug in one of several memory expansion boards that bypass this
"problem" (which was in the two original revisions of Atari's custom
chip). The first only allowed expansion up to 1 meg, the second took it up
to four. The Tramiel theory was that if you needed more memory, you'd
buy a new computer (this is why the Mega2/Mega 4, though identical computers
, had solder-ed in memory to prevent expansion. In the M2's case, the
extra sockets were soldered closed in many machines!)

BR Miller
Boston, MA

4409. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-21 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4lcq24$bvl@inca01.inca.co.nz>
Source record: 9666
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Billy D'Augustine (azog@worldnet.att.net) wrote:
> Gaven Miller wrote:
> >
> >and the machine named after an overhyped hamburger.
> >

> For the life of me, I can't figure this out. I know of no machine
> named after a hamburger? Unless he means the Mac, which is named after
> an apple...

The _overhyped_hamburger_ I referred to was the Big Mac. (Wasn't the 512k Mac called the Big Mac, as opposed to the 128k Thin Mac?)

Wasn't the apple named "Mackintosh", whilst the computer is "Macintosh". And of course, down in this part of the globe, there is a brand of toffees with that name as well.

I have generally found that Apples "Be nice to the user" and "hide system details from everyone" seems to slow both me and the machine down whenever I use a Mac. I guess that means that I am just not a Mac person.

(Though the Motorola PowerStack 604/150 running a multimedia promo under (shudder!) TheEvilEmpire's NT was quite interesting when I saw it at a computer show during the past week).

--

Quote For The Month:

"If she's a lady, I'm a Pernicious Knid"

4410. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-21 00:00:00 UTC
From: Mike@ultrasnd.demon.co.uk
Message-ID: <19960421.111038.49@ultrasnd.demon.co.uk>
Source record: 9667
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy

In message <GDUKDGAOUP@cabal.shnet.org> Thorsten Guenther wrote:

> In <4l7l9k$mij@daily-planet.nodak.edu> Nathanael J Henderson wrote:
> >Robert S.Nalezinski (robniles@daka.com) wrote:
> >: You both are wrong.... My P100 running the powerful Win 95 is the best of
> >: all.
> >
> > "Microsoft Windows" "Intel Pentium" and "best of all"
> >
> > Now, good ladies and gentlemen--which one of the above three phrases
> >should not be uttered in the same breath as the others? :-)
>
> Lose 95.
>
> Sure, the Pentium may not be a well-designed CPU, but it's fast and cheap.

Hmm, funny definition of cheap. How about a processor that costs
$50 and runs at 200MHz? This might just count as being fast and
cheap. Throw in the fact that it also holds the record for the
highest MIPS/Watt rating of any cpu and it can run on AA batteries
then you have what you can call a well designed processor that
is fast and cheap.

I'm talking about the StrongARM processor, developed by ARM and
Digital. It will soon be available for use in the Acorn RPC
where tests have shown it working at 228MHz giving out 330,000
Dhrystones.

--
Mike Enderby
http://spodbox.linux.org.uk/~ultrasnd
http://www.interpages.co.uk - mike@interpages.co.uk
Just to have it is enough.

4411. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-21 00:00:00 UTC
From: hdoan@vworks.com
Message-ID: <4ldrde$hqm@nntp1.best.com>
Source record: 9668
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy

In article <19960421.111038.49@ultrasnd.demon.co.uk>, Mike@ultrasnd.demon.co.uk wrote:

>
>Hmm, funny definition of cheap. How about a processor that costs
>$50 and runs at 200MHz? This might just count as being fast and
>cheap. Throw in the fact that it also holds the record for the
>highest MIPS/Watt rating of any cpu and it can run on AA batteries
>then you have what you can call a well designed processor that
>is fast and cheap.
>
>I'm talking about the StrongARM processor, developed by ARM and
>Digital. It will soon be available for use in the Acorn RPC
>where tests have shown it working at 228MHz giving out 330,000
>Dhrystones.
>
>

Their press release never said anything about the CPU being used for Personal Computers---

Look at
http://www.digital.com/info/pr-news/95020601PR.txt.html

So far its vaporware

--HD
l

4412. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-21 00:00:00 UTC
From: Stuart Tyrrell <Stuart@stdevel.demon.co.uk>
Message-ID: <19960421.202708.46@STDevel.demon.co.uk>
Source record: 9669
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy

In message <4ldrde$hqm@nntp1.best.com> H Doan wrote:

> In article <19960421.111038.49@ultrasnd.demon.co.uk>, Mike@ultrasnd.demon.co.uk wrote:

> >I'm talking about the StrongARM processor, developed by ARM and
> >Digital. It will soon be available for use in the Acorn RPC
> >where tests have shown it working at 228MHz giving out 330,000
> >Dhrystones.
>
> Their press release never said anything about the CPU being used for Personal
> Computers---

Yes, but the release from Acorn Computers/ART, giving statistics for the
performance of the SSA-110 in their Risc PC architecture does.

> Look at
> http://www.digital.com/info/pr-news/95020601PR.txt.html

And try http://www.art.acorn.co.uk/ - there's plenty about it on there,
including a jpeg of the prototype board, and launch timings for
the uncached and cached cards.

> So far its vaporware

At least it's been demonstrated, which is more than we can say for
certain other new "cheap" microprocessors which are angling for
the same market. Don't you get the feeling that Intel are getting
left behind here - why pay US$250 for a processor, and another
US$100 for cooling, when you can get similar performance out of
something for US$50?

Stuart.
--
Stuart Tyrrell Stuart@STDevel.demon.co.uk
Stuart Tyrrell Developments AutoInfo@STDevel.demon.co.uk for info
Hardware/Software design & support Info@STDevel.demon.co.uk for a human!

4413. Atari/Linux

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-21 00:00:00 UTC
From: daymon@mammoth.valleynet.com
Message-ID: <4le4ad$kf4@alpine.valleynet.com>
Source record: 9670

Hello!

Amongst all this chit chat about whether or now Atari's can do internet stuff as well as other platforms, a thought occured to me. I do not know if it is possible, since I don't yet have a Falcon (next month! Yea!!!!), but would it be possible to run the Linux version of Netscape under the Atari version of Linux/X-Windows? If you could, that would just solve all this bickering once and for all (maybe?). I know that there are a lot of really great internet apps for anything you'd want to do on the internet (both thru Mint and thru STiK), and I do agree that CAB, still being in its development stage, is lacking in some features (PPP, Gopher, etc). But having Netscape under Linux would be a great alternative until CAB is fully featured (which hopefully will be soon). Has anyone tried this yet? Could someone try it and report back if it is possible? I don't know if it would require an accelerated Falcon or what the configuration should be. It will be one of the First things I try when my Falcon arrives.

Mike Freeman
daymon@valleynet.com

4414. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-21 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GDVMEIAFUP@cabal.shnet.org>
Source record: 9671

In <4lb8gbrbs4@mhadf.production.compuserve.com> BobR wrote:
>>As an aside - can't the 68000 address 16 meg? Why does the Atari have that
>>limit.
>
>The Atari ST is limited to 4 Megs of total RAM for the same stupid reason the
>original IBM PC was limited to 640K.
>
>Someone made the stupid assumption that no one would ever need more than 4 Megs
>of memory.
>
>However... in the case of the Atari ST, the limitation is a HARDWARE limitation.
>That is, you can't use more than 4 Megs of memory EVER, unless you hack into
>the guts of the machine and modify the hardware.
>
>The IBM design was limited by the OS, and new OS's have elimintated that
>problem. Thus you can have "flat memory" extending from 0000 to gigabytes
>of RAM.

Would you show me that one with a 1985 PC?

>Next time you hear an ST owner gloating about the 640K DOS limit, hand them
>an 8 Meg SIMM and ask them how they plan to use it..

Multiboard? That would also give TOS 2.06 sockets, an ISA slot for graphic
cards (driver software is available for ET4000 and mach32/64 cards) and an
IDE bus for cheap hdds.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4415. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-21 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <JbGIfTW.brimiller@delphi.com>
Source record: 9672

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>What browser would you use?

For the 999,999th time, CAB running under WWW130. (I don't doubt we're going to break the 1 million mark with this one). Why are the anti-TOS people so obtuse on this point?

>Lots of schools are making the investment to hook up into the internet. Many >have their own web servers.

So, if they can afford this, then having Ataris is a moot point - they can buy t are suited for the task. In this case, though, we're talking about schools with limited resources.

>You have no idea what schools are using the WEB for. Its not for viewing just

Oh, really? Must be fact, since it's a declaration of Peter Sinclair-Day.

>pretty pictures. The web is full of resources that instills interactivity and >higher order learning. I developed a lesson plan on the Normandy invasion with >the help of the WEB. I printed out maps and diagrams of the German defenses in >occupied France.

Yes, and all of this can be fetched using resources other than Netscape and the WWW. Of course, if you want to use the graphical WWW, WWW130 is ready and waiting. The Internet has many different ways of getting the same information.

4416. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-21 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4lea34$c2q$1@mhafn.production.compuserve.com>
Source record: 9673
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Actually the Macintosh computer's name had to be licensed from the High Fidelity audio manufacturer with the same name.

And, the Apple logo had to be licensed from Apple Corps. Ltd. (the Beatles' company) in england.

As I recall, the 512K version of the early Mac was called the "Fat Mac"...

BobR

4417. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-21 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4lebhm$c2q$2@mhafn.production.compuserve.com>
Source record: 9674

Jabbi continues to write:

>Some of us have been about longer than the web has. Excuse us if we think
>that the web is NOT the totality of the net.

So you're qualified to make assumptions about what the teacher in the
original article means by "connecting to the Internet", eh..?

You think the teacher was picturing a VT-100 and a text-only browser, eh..?

You think the teacher was picturing a VT-52 emulator in a GEM window with a
text-only telnet session...?

WE're not talking about YOU, remember...

You can probably toggle data in on the front panel of a PDP-8 like a madman..

Doesn't mean the teacher should have to.

Try to stay focused on the subject, eh..?

BobR

4418. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-21 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4lech1$c2q$3@mhafn.production.compuserve.com>
Source record: 9675

>Yep, a stock ST cannot do hi-res 256 color graphics. But add a
>graphics card, and it is quite capable of doing so.

OK...

How much is that graphics card..?

We never did establish the current price of a graphics upgrade to a 1040STfm, which is probably the system the teacher in California is dealing with.

The best we got was from Thorsten, which was approximately $900US.

How can a teacher possibly go to her administration and ask for a video card which costs $900 when a similar upgrade for a PC costs $79 (and they're certainly going to know it)..?

Next... where does the teacher GET the video card from..?

We can assume from the story that she is not ALREADY connected to the net, so where will she hear about the card and where to get it..?

Local computer stores will laugh her out the door unless she happens to hit one of the handful of stores still supporting Atari computers.

There are no Atari computer magazines on newsstands anymore, so she can't find out by browsing through Computer Shopper.

How can she justify the time needed to track all of this down, when a video card for a PC is probably 10 minutes away at the local computer store?

Next... how is she going to install the card..?

It doesn't just plug into a "slot" in the 1040STfm... unless she can hack and slash and solder, she's either going to have to have someone else, who undoubtedly will not be familiar with the ST's internals, do the installation, or send the entire ST in to someone like Toad to have them do it.

Next... will all the manufacturers of the software she has send her updates to the programs to take advantage of the new card..? Can she buy VGA versions of the EGA equivalent programs she now runs..?

There's a whole lot more beyond the statement of "it can be done" to think about.

BobR

4419. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-21 00:00:00 UTC
From: boris-m@tensornet.com
Message-ID: <4leh07$2tu@flood.xnet.com>
Source record: 9676

JEDI wrote:

> That clock rate can be rather misleading. It is true that the ST has
> relatively little muscle when compared to a current (10 year newer)
> clone. However, the ST had an excellent design. Well, perhaps it may
> have not been excellent; it just seems that way next to a clone.

True, it was a good design, at the time. Somehow I doubt that ST's architecture is any superior to that of a modern PCI-based clone. No expansion, for example...

> I was not satisfied enough with pcs to switch over until the advent
> of cheap 486's. Despite thier brute force, clones are still poorly
> integrated and bloated. Their operating systems are bloated. GEM and
> your favorite application will fit comfortably into the space that
> Windows wastes. I was not truely satisfied with the responsiveness
> of clones until I used a P5/90-16M running NT.

Heh, that's what I'm running. NT is quite sweet, IMHO.

One of the reasons that GEM and a few programs will fit into the space taken by Windows is that GEM simply does much less than Windows can (no matter how badly). Start adding such things as NVDI (font and graphic card support), some kind of networking (if you can find any; Ataris are rather hard to connect to standard LAN's), OutSide, and you probably will have to write your own OLE/DDE etc., and oyu will end up with disk/RAM requirements as bad as Windows.

> The bloat of Windows makes virtual memory a necessity (lest you have
> 16M or more). Once the VM is active, the PC's cpu horsepower will
> help you not. Your system is limited to the speed of your harddrive.

Well, CPU power will help, as long as you don't have to swap pages. For many number-crunching applications, the amount of data itself isn't that big, so it can probably sit nicely in RAM abd be processed by CPU at whatever speed it is capable of.

> At this point, the 8Mhz machine runs circles around the 100Mhz one.

Hmm, you'll really have to show me that. My P5/90-16 box with NT clearly outruns my 4+4 TT even on operations that require VM (of course, Fast SCSI-2 also helps with VM).

> This makes the given clock rate very misleading...

Quite true, but still _usually_ a computer with a similar CPU riunning at a higher clock speed will be faster.

>Tis a shame the MegaST didn't come with an isa slot or two...

Yes, and if TT had a PCI or VLB slots...

The above does not necessarily represent views of my employer,
my educational institution, or of myself.
-Amon Duul

4420. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-21 00:00:00 UTC
From: boris-m@tensornet.com
Message-ID: <4leh76$2tu@flood.xnet.com>
Source record: 9677
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Piazza Talker 00000000 <piazza@soc.unl.ac.uk> wrote:

>Dear Mr. Markus Wenzel,
>You should be responsible for your actions and also be prepared to back
>them up with tangible facts. As for a fact, while we're at it, tell me
>when did you put in a new tape drive in your dear NT and did not have to
>reboot for the syestem to reckognize it. You should visit comp.os.aix

Actually, that's not a problem. NT can start and stop device drivers
dynamicallyjust fine.

>newsgroups and check out what those people are talking about. You need a
>new driver? No worries matey, just chuff it in, dynamically, that's why
>the PowerPC/AIX3000 is regarded as the BEST combo for a gateway with ISP's
>(with deep pockets, of course)

As I've heard, Alpha boxes, are also quite popular. Alpha is faster than
PowerPC, last I heard.

> "NT is closer to UNIX than AIX"

Now, that was quite strange of him. NT is much closer to VMS, even tohugh it
includes certain degree of POSIX compatibility.

The above does not necessarily represent views of my employer,
my educational institution, or of myself.
-Amon Duul

4421. Re: TSRs and conventional memory

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-21 00:00:00 UTC
From: boris-m@tensornet.com
Message-ID: <4leifn$2tu@flood.xnet.com>
Source record: 9678

JEDI wrote:

> One doesn't fully appreciate the elegance of the ST and it's underlying
> microprocessor family until one is faced with the impossiblity of accessing
> that vast array of free memory you have because your software is depending
> upon one particular (and miniscule) portion of it.

> Although, the original segmented memory model of the 8088 was archaic
> and just plain unnecessary even when compared to it's contemporaries.

If oyu were a bit more knowledgeable about what you are writing about, you would know that:

1. Intel had resons for doing segmented memory; they did noit do that just to make eveyone miserable

and

2. Segmented memory does not have anything to do with 640K barrier, which is totally dependent on DOS.

The above does not necessarily represent views of my employer,
my educational institution, or of myself.
-Amon Duul

4422. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-21 00:00:00 UTC
From: nahender@prairie.NoDak.edu
Message-ID: <4lehk4$m5e@daily-planet.nodak.edu>
Source record: 9679
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy

Mike Enderby (Mike@ultrasnd.demon.co.uk) wrote:

: Hmm, funny definition of cheap. How about a processor that costs
: $50 and runs at 200MHz? This might just count as being fast and
: cheap. Throw in the fact that it also holds the record for the
: highest MIPS/Watt rating of any cpu and it can run on AA batteries
: then you have what you can call a well designed processor that
: is fast and cheap.

Sounds like the next generation of GameBoy processors. :-)

: I'm talking about the StrongARM processor, developed by ARM and
: Digital. It will soon be available for use in the Acorn RPC
: where tests have shown it working at 228MHz giving out 330,000
: Dhrystones.

Sound impressive as far as it goes, but you leave much out. What
about backwards compatability, process size, Spec95 scores? That's a
heck of a Dhrystones score, but does it hold up as well across the board?
Much depends on the flexabilty and GENERAL power of the chip--DSPs
have been producing obscenely high scores on specific benchmarks for a
long time. :-)

"I was practically naked, dressed as a dominatrix and was slapping the
audience with this huge rubber dick I was carrying. (Bill Gates)
wandered by, so I started screaming 'Serve Me! Serve Me!' and put the
dick on his shoulder--at which point, he emitted a mouse-like squeal and
ran away. It was quite a scene." Slymenstra (GWAR)

4423. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-21 00:00:00 UTC
From: nahender@prairie.NoDak.edu
Message-ID: <4lehvj$m5e@daily-planet.nodak.edu>
Source record: 9680
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy

Stuart Tyrrell (Stuart@stdevel.demon.co.uk) wrote:

: the same market. Don't you get the feeling that Intel are getting
: left behind here - why pay US$250 for a processor, and another
: US$100 for cooling, when you can get similar performance out of
: something for US$50?

Because you don't have to switch platforms and throw out all your
software to save what realistically isn't going to amount to much of a
savings in hardware, if anything at all? (Lower processor costs is no
assurance of lower cpu costs.) And $100 for cooling?? A couple bucks for a
heat sink is more like it.
I'm no fan of the x86 line, but you'll have to do a lot better than
that to get people to jump ship.

"I was practically naked, dressed as a dominatrix and was slapping the
audience with this huge rubber dick I was carrying. (Bill Gates)
wandered by, so I started screaming 'Serve Me! Serve Me!' and put the
dick on his shoulder--at which point, he emitted a mouse-like squeal and
ran away. It was quite a scene." Slymenstra (GWAR)

4424. CANCEL

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-21 00:00:00 UTC
From: lpursell@bright.net
Message-ID: <830148854_OASIS_@bright.net>
Source record: 9681

```
UNSUBSCRIBE comp.sys.atari.advocacy
```

--

```
+--------------------------------------------------------------------------+
| Your morbid fear of losing, destroys the lives you're using, you only |
| have one point of view. The stigma of delusion, confirms your self |
| illusion, and after all this could be you. Ozzy Osbourne - Ozzmosis |
+--------------------------------------------------------------------------+
```

4425. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-21 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <RTLr3jU.brimiller@delphi.com>
Source record: 9682

BobR <76702.1466@CompuServe.COM> writes:

>So you're qualified to make assumptions about what the teacher in the
>original article means by "connecting to the Internet", eh..?

Sorry, Bob, but you're snivelling, arrogant tone belies reality.

Here is a practical TOS based setup, with details on all aspects of use
of ANY element of the Internet.

Account: A SLIP line running at 28.8Kbps. Cost - $20/month or $200 per
academic year.
-
Hardware: Atari 1040STfm with 20 Meg hard drive and color monitor. Cost -
nothing, already in classroom. Possible cost of hard drive - $100 for
external unit.
-
INTERNET APPLICATIONS
-
Web access: Graphical, full color with extensible formats, CAB running STiK.
Cost: $free
-
Web access: Graphical, full color with extensible formats, Chimera on MiNTNet.
Cost: $free
-
Email: POP3 based, Antmail using STiK.
Cost: $free
-
Email: POP3 based, Oasis 2.
Cost: $30
-
USENET News: Oasis 2
Cost: Same as above
-
FTP: MGFTP using STiK.
Cost: Free.
-
Telnet: STelnet, using STiK.
Cost: Free.

If greater graphic resolutions are necessary, cards that interface directly
between the ST and the SC1224 are available for under $400.

STiK, CAB, Antmail, MGFTP, STelnet installation procedure:
-

1) Double click on INSTALL.PRG.
-
2) Enter IP address information, if your provider isn't already listed in
the (rapidly growing) list of providers.
-
3) Click on "^Accept."
-
4) Choose multitasking or singletasking.
0
5) Click on "^Accept."
-
6) Wait for installation procedure to finish.
-
7) Reboot computer. STiK and TCP/IP programs are now ready to use.

It's really difficult and really expensive, not to mention unpractical, to
use TOS. Why? Because I wish it to be so, and declare that every school
district in the country should hike its taxes to pay for new computers to
satisfy my ego rather than use their current capable resources.

Tell me another one. This is getting old. The capability is there and
fully implemented, the installation is easier than that for Winsock/Netscape
and includes vital internet utilities that netscape/Winsock lack. Finally,
all of these programs can be used to full ability on a one megabyte
1040, most can be used on a 520ST. Whether or not graphics depth on a stock
ST is good enough is irrelevant, since the cost of a new graphics card
would still keep the price below the cost of a new PC (not to mention the
frustration factor from installing Windoze 95 and keeping track of IRQ
ports).

BR Miller
Boston, MA

4426. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-21 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <ZTNo-Fe.brimiller@delphi.com>
Source record: 9683

BobR <76702.1466@CompuServe.COM> writes:

>How much is that graphics card..?

There are a variety of them. The Omnicrom (sp?) is around $400.

>The best we got was from Thorsten, which was approximately $900US.

That's Thorsten, not the entire TOS market. That was a single example.

>How can a teacher possibly go to her administration and ask for a video card
>which costs $900 when a similar upgrade for a PC costs $79 (and they're
>certainly going to know it)..?

They're not going to ask for graphics cards. Having served voluntarily on
committees to "Internetize" our local high school, I can tell you one thing.
They (the school board) will ask for a total cost. If the cost of the
video cards is lower (it will be substantially lower), the teacher
will receive a budget for that. In fact, that's how it pretty much worked
in one district I helped out.

>Next... where does the teacher GET the video card from..?

Mail order, same place most schools get their supplies and computer equipment
from.

>We can assume from the story that she is not ALREADY connected to the net,
>so where will she hear about the card and where to get it..?

This point is getting old and moldy. First, assuming the teacher is a
"she," she would simply contact her dealer. No dealer? She could check the
net online via someone else's account. No account? She can call her local
user group. Or ask the community for a referral. Happens all the time,
with Ataris, Amigas, Franklins, etc. "She" isn't living in a void devoid
of information. If "she" was a good, up-to-date teacher, "she" probably
has subscriptions to Current Notes, STI, or other literature dealing with
"her" particular computer line.

>Local computer stores will laugh her out the door unless she happens to hit
>one of the handful of stores still supporting Atari computers.

And computer stores are generally helpful in getting you service for your PC
or Mac? Computer stores are a good source of help? Wow, tell us another one.

>There are no Atari computer magazines on newsstands anymore, so she can't
>find out by browsing through Computer Shopper.

BZZZT! Wrong, go to Barnes and Noble, I count three titles for TOS machines.

>How can she justify the time needed to track all of this down, when a video
>card for a PC is probably 10 minutes away at the local computer store?

Well, sure, the VGA card would be easy to buy, but it wouldn't work too well
in her 1040STs. . .

>It doesn't just plug into a "slot" in the 1040STfm... unless she can hack
>and slash and solder, she's either going to have to have someone else, who
>undoubtedly will not be familiar with the ST's internals, do the installation,
>or send the entire ST in to someone like Toad to have them do it.

Wow, you seem fixated on this concept of "difficult installation" on a 1040.
The installation procedure is as follows:
-
1) Find cartridge port.
-
2) Insert graphics cartridge.
-
Considerably easier than the dip-switch-flipping and BIOS adventures on the
average ISA PC.

>Next... will all the manufacturers of the software she has send her updates
>to the programs to take advantage of the new card..? Can she buy VGA versions
>of the EGA equivalent programs she now runs..?

Uh. . . VGA and EGA are irrelevant term, here.
-
In terms of the card on the 1040, a VDI driver is included that allows full
display of GEM via the new modes. A single VDI driver is all that is required,
since GEM recognizes new reolutions and takes advantage of them on the fly.
Hence the success of Falcon graphics modes, screen blaster, etc.

>There's a whole lot more beyond the statement of "it can be done" to think
>about.

Not really. The 1040ST that you use as an example is pretty much a plug
and play solution, complete with graphical installation programs. The
process of upgrading the 1040's graphics would take all of 10 minutes,
from start to finish. Tech support from STeve's (incidentally, not too
far from where the school was located) is excellent, far superior to
most clone companies'. Of course, "she" probably wouldn't need it.

BR Miller
Boston, MA

4427. Re: Atari/Linux

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-21 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <RzNLX1a.brimiller@delphi.com>
Source record: 9684

Mike Freeman <daymon@mammoth.valleynet.com> writes:

>Yea!!!!), but would it be possible to run the Linux version of Netscape
>under the Atari version of Linux/X-Windows? If you could, that would just

It's already being done. I don't know the web address for the site,
but I remember coming across a site explaining how to do it.
Of course, BobR and Mr. Woods will insist that Windows 95 is easier to
use an install than Linux.

BR Miller
Boston, MA

4428. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-21 00:00:00 UTC
From: Mike@ultrasnd.demon.co.uk
Message-ID: <19960421.210339.84@ultrasnd.demon.co.uk>
Source record: 9685
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy

In message <4ldrde$hqm@nntp1.best.com> H Doan wrote:

> In article <19960421.111038.49@ultrasnd.demon.co.uk>, Mike@ultrasnd.demon.co.uk wrote:
>
> >
> >Hmm, funny definition of cheap. How about a processor that costs
> >$50 and runs at 200MHz? This might just count as being fast and
> >cheap. Throw in the fact that it also holds the record for the
> >highest MIPS/Watt rating of any cpu and it can run on AA batteries
> >then you have what you can call a well designed processor that
> >is fast and cheap.
> >
> >I'm talking about the StrongARM processor, developed by ARM and
> >Digital. It will soon be available for use in the Acorn RPC
> >where tests have shown it working at 228MHz giving out 330,000
> >Dhrystones.
> >
> >
>
> Their press release never said anything about the CPU being used for Personal
> Computers---
>
> Look at
> http://www.digital.com/info/pr-news/95020601PR.txt.html
>
> So far its vaporware

Look at ART's (Acorn Risc Technologies) web pages:

http://www.art.acorn.co.uk

IIRC, but if not then there is a link from Acorns pages at:

http://www.acorn.co.uk

There are photographs of a processor card with a StrongARM and
pictures of it running in an Acorn Risc PC.

This is far from vaporware!

--
Mike Enderby
http://spodbox.linux.org.uk/~ultrasnd
http://www.interpages.co.uk - mike@interpages.co.uk
Let's go get a pizza!

4429. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-21 00:00:00 UTC
From: JEDI
Message-ID: <4ldvhf$7pi@doc.zippo.com>
Source record: 9686

In article <4lb8gbrbs4@mhadf.production.compuserve.com>, BobR says...
>
>>As an aside - can't the 68000 address 16 meg? Why does the Atari have that
>>limit.
>
>The Atari ST is limited to 4 Megs of total RAM for the same stupid reason the
>original IBM PC was limited to 640K.
>
>Someone made the stupid assumption that no one would ever need more than 4 Megs
>of memory.

The original IBM PC was in fact limited to 640K (or rather 1Meg) because
of hardware. The cpu that that machine ran on was only capable of addressing
that much.

Subsequent systems addressed the issue, on both platforms.

>
>However... in the case of the Atari ST, the limitation is a HARDWARE limitation.
>That is, you can't use more than 4 Megs of memory EVER, unless you hack into
>the guts of the machine and modify the hardware.
>
>The IBM design was limited by the OS, and new OS's have elimintated that
>problem. Thus you can have "flat memory" extending from 0000 to gigabytes
>of RAM.

And it only took Microsoft 14 years to accomplish this feat (for
the masses anyways).

>
>Next time you hear an ST owner gloating about the 640K DOS limit, hand them
>an 8 Meg SIMM and ask them how they plan to use it..

The ST owner won't NEED that 8Meg SIMM to begin with. Any Microsoft user
will. An OS that eats up 400K vs one that eats up 4Megs...

The 4Meg barrier on the ST, although present, is much less of a problem.

4430. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4lfctn$6b7@orm.southern.co.nz>
Source record: 9590
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

James Wood (jamesw@PEAK.ORG) wrote:
: > I own a TT, conceived around 1990. I am rarely in a screen mode lower than
: > 640*480*16. My physical RAM is not limited to the 640k of "conventional"
: > RAM, and 8 or 16 Mbytes of Extended. I have 4Megs of 16-bit RAM, and 16
: > Mbytes of 32-bit RAM - both of which are expandable (in my case to 10 and
: > 128 Mbytes respectively).
: You have two totally separate RAMs - ST RAM and TT RAM. Such an eloquent
: way to do things, eh? Such duplication. Since there's all that ST RAM
: in there, why didn't they just throw in a $12 68000 and you could have
: stuck on another keyboard and screen and used both types of RAM at the
: same time....heh heh.

Umm...sorry to dissappoint you, but the TT quite happily uses ST and
TT-RAM together. You can even tell it to run which program in which RAM.
ST-RAM is for 24-bit addressing compatibility with older software, and
the video. TT-RAM is for full 32-bit addressing and burst mode
operations. TT-RAM can deliver 80 MB+/sec of addressing if used correctly
(burst mode and caching used). All from a 32 bit, 32MHz CPU and 32 bit bus.

:)

/|\

4431. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960422003646.14647E-100000@PEAK.ORG>
Source record: 9591

On Thu, 18 Apr 1996, Brian-Roland Miller wrote:

> Quite a productive use of educational time, to be sure, too.
> Yep, a stock ST cannot do hi-res 256 color graphics. But add a
> graphics card, and it is quite capable of doing so. . . all for less
> than a new computer.

How do you add a graphics card to an Atari 520ST? I'd like to see that. You must be talking about PCs if your're talking so nonchalantly about changing graphics cards. You can get VGA cards for $20 for PCs; how much (if this is possible) would it cost to "change the graphics card" on a 520ST or 1040STfm?

> However, it would also cost several hundred thousand dollars.
> The added utility of being able to view pretty pictures in all 256
> colors is most likely not worth the additional expense.

Good grief. Don't try to make it look like they need three-quarters of a million dollars to "look at pretty pictures." They need a low-end PC or Mac to do it easily. Who says 256 colors is just for viewing pretty pictures? Any picture would be at least somewhat accurate. Maybe they want to look at digitized maps or something that requires detail. Now we have to pretend like crappy graphics capabilities are all that's required, or pretend like seeing pictures as close as possible to how they actually are is not an advantage?

> And if one
> was willing to add features to the machines to get these pictures,
> s/he could purchase a graphics card and get decent video (even on a stock
> 1040 STfm).

How about some REAL details about how to do this to a 520ST or 1040STfm? How can I show 256-color graphics? What kind of resolution and color pallette are you talking about upgrading the 1040STfm to, what is involved, how is it installed, how much does it cost, and what software is compatible with it, where do I get all this stuff, who can install it for me, how much will it cost for installation, etc.?????

> -
> It's a revolutionary business concept called matching added value to
> added cost. If the latter exceeds the former, the investment is a poor
> decision. Things would be a lot different in West Chester and Sunnyvale
> if two computer companies' executives had adhered to this standard.

Sounds to me like investing all the above into a 1040ST that's hardly worth a lousy hundred bucks (and won't bring much more after all the expensive modifications) would be a pretty poor investment. One need not

try to sound like a blowhard/know-it-all spouting "revolutionary business concepts" to understand that.

James

4432. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960422004940.14647F-100000@PEAK.ORG>
Source record: 9592

On 19 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:

>
> >
> >>Well if Bobby's involved, so is misinformation.
> >
> >Too bad, JABBA... bet you can't quote any...
>
> Contemporary clones come with built in midi ports (equivalent to those
> found in ST's) <paraphrase>

What's unique about the ST's MIDI ports? Any clone with a Sound Blaster
or compatible has MIDI output on the "joystick/MIDI" port. This has been
since the first 8-bit Sound Blaster made its debut. Most "contemporary
clones" come not only with 16-bit Sound Blaster capability since CD-ROM
and "multimedia" became popular.

>
> >
> >>You haven't the slightest clue as to what a bogus hostname implies...
> >
> >Sure.. it implies someone with no credibility.
>
> It is very much in your interests to believe that.
> Oddly enough, it did not occur to you before.
> Nevermind that you could find out my return address if you had
> the inclination or the ability or weren't just so damn lazy.

It's not that big of a deal to anybody that they'd want to waste time
researching who you are. I wouldn't call anyone "so damn lazy" because
they don't care enough about you to research into who you are. Why would
anyone want to waste thier time doing that? If I thought if could
somehow improve your slumberous intellect, then perhaps. Despite all
that, you look like you have something to hide, or you're just some
lamester with a second alius trying to have some fun.

>
> >
> >You could be Peter Sinclair-Day... in fact, you probably are.
>
> Petey is an apple advocate. Your conclusion does not fit the available
> facts.
>

Heh heh. You cat as if you could do anything to substantiate ANY claim
as to who you are or are not.

> >>You also appear to be excessively superficial.
> >
> >You, JABBA, appear to be excessively clueless and juvenile.
>
> I am still standing (as it were); you are not.
>

Maybe from your misguided perspective.

4433. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: Katherine L Ellis <kellis@mtholyoke.edu>
Message-ID: <Pine.ULT.3.91.960422043349.16026C-100000@mhc.mtholyoke.edu>
Source record: 9593

Hi, Bobr
It seems that you are angry with atari users.
I just want to talk to you as a computer user not an atari user.
Firstly, I don't understand why you want to compare an st 8Mhz
and a brand new PC. The st was created 11 years ago.
An st cost nothing. You can find some for free.
If you want to compare atari and PC, you better choose something
like the Medusa, or the afterburner or the future Barracuda.
I completely agree with you when you say that it may be better if
the teacher choose a PC for Internet. Or even a mac, I think
everyone can understand that.
Secondly, about STik and Cab. Could you imagine how the programers
are good. Can you realize? It's the biggest challenge I ever seen
in the computer world. To be able to surf the net with the oldest
ST 8Mhz, without any extra hardware. Just 520kb memory and every
screen will work to. No need to get a High Resolution etc.
They really did a good job.
Cab and Stik work very well now, no problem. And remember , Stik
and Cab are still Beta version, so it is evident that you can not
call them via an 1.800 number.
Please, Atari have enough problems, And it is true that I can not
go out and buy easily some atari products.
But what for, to buy the latest CD ROM Mickey MOUSE screen saver?
I really don't care. When I need, I mean NEED something, there are
enough good shop do get what I need. Even if I have to wait 3days
to get it.
That's all for the moment, talk to you later, Bye.

4434. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960422010335.14647G-100000@PEAK.ORG>
Source record: 9594

On 19 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:

>
> That's why then there were the Megas and the STe, machines that had
> 4M as standard long before clones. However, unlike clones; one actually
> has a hard time wasting all that space on an ST.

I had 4 MB in my 1040STfm with the "Z-RAM" kit. 4M wasn't "standard" in all STs, only the expensive ones. For much of the time of the ST's life, Atari never made it easy to upgrade RAM. Good thing for third parties, but not to Atari's credit. There was no point in time when ALL ST's HAD 4 MB STANDARD. If you wanted to pay for 4MB, you could get it. You could also get any amount of memory on a clone if you wanted to pay for it. Don't pretend like Atari invented the idea of having 4MB.

>
> >512K was a waste. Before that it was 64K, 48K, 32K, 16K....etc... I
> >accept it as fact that PCs are hogs, but it's not like the trend of
> >ever-increasing memory requirements should come as a shock to any of us.
>
> Memory requirements are increasing faster than memory prices are
> decreasing. If you are not made of money, this is a problem.
>

Right. That's been the case since micros started coming home. PC's are memory hogs, but you can't blame the entire scenario on them.

> >I'm sure there's a guy running CP/M on a 4 mHz Z80 with 16K thinking the
> >rest of the world is a bunch of fools.....which brings us to Atari users
> >who (with imposed 4MB limit) scoff at modern PCs.
>
> MODERN does not necessarily mean better. MODERN only means NEWER.
>

By using the term "modern" I was hoping you'd think of the fact that even the skimpiest PC configuration (in 1996) has 4MB or 8MB. The point was that the guy with the 16K Z80 would scoff at a 4MB computer (of any brand) as having "too much needless/wasted memory," just as a 4MB Atari user would scoff at my 16 megs and "bloated" system. I wasn't hoping to incite a debate about the meaning of the word "modern."

> >
> >I've been formatting and using AOL, Compuserve, Delphi, (etc.) disks for
> >years, glad for the free disks in the mail. However, its pretty
>
> Now you truely show your ignorance. Those are not Internet Software

> developers. Those aren't even Internet Service Providers. They are
> large commercial timesharing systems that have just recently added
> network gateways.

Good greif, man. You really think you're that smart? I never said they were "Internet Software developers." I meant that they merely provide software to access the internet and web through THEIR service. The point I was trying to make is that they make it _that much easier_ for a PC/Mac user to get on the net/web. I know what they are, YOU BOZO. The point is that if you use thier service and software, you're at least online easily if you have a mainstream computer platform. Jeezus quit trying to read into things further than you can because you make the wrong assumptions and misinterpret what I'm saying (missing the point entirely) and then try to correct me (going so far as to spout "Now you truely show your ignorance") and when you're so haughty about it, it only serves to show YOUR "true ignorance."

>
> >commercial when all of it offers Net access and it's falling out of my
> >mailbox for free, with other junk mail. Should I ever become
> >self-abusing enough to try it, the option is there.
>
> And very expensive. Not all of us are made of money. Try Netcom.
>
Yes, but that's another issue. The fact is that it's just one of many avenues for accessing the net/web that's available to mainstream computer platforms. True or false: Mainstream computer platforms are easier to get online because they have more options to do so, and more assistance for users who may have trouble. No arguements or qualifications; true or false?

> >> Everyone is developing for much bigger PC's.
> >>
> >>
> >Yeah but I can still find every peripheral you can think of for a 386. I
> >can still run a lot of new software on a 386. So it runs slower. So
>
> If you can plug it into a 386, you can plug it into an ST.
> ISA cards are becoming fewer and fewer. They are as much a dying breed
> as Ataris. Even VESA is in decline.

ISA isn't in danger. Yes, VESA is in decline because of PCI, but it doesn't cost anything to leave in a few ISA slots. There are too many cheap modems, sound cards, and scanners that don't need 32-bit slots to perform fully. Just because VESA is in decline doesn't mean ISA will disappear for devices that operate beneath ISA's limitations. Who wants to use up a PCI slot for a $40 modem? By the way - cheap internal modems and cheap sound cards are two things that plug into a 386 that won't plug into an ST. I can find shareware in the bookstore or a $6.99 Calculus CD-ROM at Toys R Us that runs on a 386, and I can't for an ST.

>
> Software is hard to come by, but not really necessary. When you're software
> doesn't come with bugs as features, the need to get this years addition
> is not quite as great.

Oh, so now not only is Web access not really necessary, but we don't need
software either. Brilliant arguement son, really brilliant. Bugs aren't
standard features? I guess the "black page syndrome" that some people
have with AtariWorks is a feature that the latest Microsoft Office
doesn't have yet?

>
> SCSI harddrive is still a SCSI harddrive as is a modem or printer.

Ok. Thanks for the info. Let me know if those SCSI harddrives change
into something else, and keep me posted on those modems and printers and
let me know if they morph into something else. Take another bong hit
while you're at it.

> >> Nope, I just have happened to run Netscape on the sort of machine you
> >> described.
> > >
> > >Were you using a 1200 baud modem? Admittedly I know little of Netscape
> ^^
> Then dont presume those that have used it on multiple
> platforms...

Forgive me for being honest. Far be it from you to admit that you don't
know EVERYTHING. However, I have used Netscape on a 386 and it seemed to
me that the real slowdown was the net connection and not the PC's
processor. Having admitted that I know relatively little about Netscape
does not invalidate my experience, but it does serve to show that at
least I'm somewhat humble; you could use some humbleness yourself (a lot,
actually).

James

4435. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960422014119.14647H-100000@PEAK.ORG>
Source record: 9595

On 19 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:

> >Yeah, but what if my new CD-ROM drivers are on a web site? Seems like
>
> What drivers are offered specifically NOT via FTP?

I don't see the FTP sites advertised like web sites. Many times I see someone advertising their web pages and I email them asking what the FTP site is and they say that anonymous ftp logons or access to the proper directory is not available. This is a reality sometimes, whether or not you like it, or whether or not you'll admit it doesn't matter.

>
> >ftp sites and gopher is dying. What about all that stuff that simply
>
> Some names for the tombstones might be nice. That and the WEB
> in many cases is just another layer on top of gopher and ftp.
>

Re-read my previous paragraph until you're satisfied.

> >AIN'T OFFERED except on the web? Adding a gui woudn't enhance its
> Such as?
> >utility if I could somehow access the web from my VT100 terminal, but I
> >can't.
>
> Oh yes you can. Log on to a unix shell account, ftp lynx for that machine,
> unzip it, and run it. Or just log into a unix shell if you want an
> unequalled (by winsock clients) newsreader.

Or just set point your net browser on the site and it's a lot faster and easer, isn't it?

>
> >smarter just to ignore the net as a whole until it's time to upgrade.
>
> I am rather glad I did not take this attitude.

I wish you would have.

James

4436. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960422014626.14647I-100000@PEAK.ORG>
Source record: 9596

On Fri, 19 Apr 1996, Brian-Roland Miller wrote:

> James Wood <jamesw@PEAK.ORG> writes:
>
> >So blame the application? So I want to digitize 44.1 kHz 16-bit stereo.
> >I want to manipulate 1280x1024 in truecolor. Is total addressable space
>
> You want to to get a home equity line for a computer that can do all of
> that instantly.

I wasn't talking price. I was talking about things that are done better
(if at all) with greater than 4MB of RAM.

> ---
>
> >important now? As an aside - can't the 68000 address 16 meg? Why does
> >the Atari have that limit - I mean WHY?? Aren't there Mac and Amiga
> >(back when they used 68000 also) with huge memories?
>
> The limit you have stated is complete fiction. The 68020+ have no such limit,
> the 16 meg limit on the 68000 is due to the architecture of the chip itself,
> and is superceded on 68020 and above.

I was tallking about the 68000 (sixty-eight thousand) having an addressable
limit of 16 meg. I didn't say 68020+. Therefore, where is the fiction?
I was trying to raise the question (it has since been answered) of why
the ST had the 4MB limit when the 68000 can address 16 meg. The 68020
and subsequent releases had no bearing on the arguement because the subject
was the ST based on the 68000 microprocessor.

> This is true - but again, what utility is added by the extra ram? If I am
> forced to "upgrade" from a 386 running WinWord 6.0 to a Pentium 150 with 8
> megs of RAM and Win95, with office 95, what utility am I gaining? Can anyone
> actually tell the difference between output from Papyrus, WinWord 95, or
> WinWord 6.0?

You are changing two variables in the comparison. To test the effect of
manipulating one variable in an experiment, you have to hold the other
variables constant. Additional RAM grants you certain privledges (maybe
to run additional bloated programs) and different programs offer you
certain privledges (maybe new features) but they are different. Just
because I upgrade my RAM doesn't mean I have to change my word processing
program. I can still do all the things that more RAM allows me to do
without changing WP programs.

> ---
>
> >Look at how the 520ST's 512K became woefully inadequate. I'm sure there
>
> The 520 became "inadaquate" due primarily to the demands of a graphical OS.
> From 1985 to 1989, demands on memory increased because there was a mass
> switch-over from text-based DOSes to GUIs. Such a growth in memory was
> required in order to gain extra utility offered by a GUI. No such radical
> transformations have since occurred, but RAM requirements in the PC market
> have risen dramatically. This is due primarily to the fact that its easier
> to program bloated, inefficient software and run it on fast hardware with
> lots of RAM. However, a market condition like the "DRAM scam" of the mid to
> late
> 80's could dramatically alter that state.

That's true. One only need turn on a Nintendo to see the opposite of
bloated code....very little RAM, a slow processor, yet FAST games.

> ---
> You can get from there to here in a 230 horsepower V8 Chevy Caprice, a huge
> car that guzzles gas, or in a 240 horsepower Pontiac Grand Prix supercharged
> V6, which averages around 20 MPG, and has a considerably smaller engine.
> The Caprice is cheaper to insure and repair, but cost of operation is _VERY_
> high.

Actually, I'd take the pushrod V-8 ANYTIME over the sucky supercharged
V6. Chevy's newer "LT1" 350s make 260HP, 275HP, 285HP, 300HP, 305HP, and
330HP in the "LT4." The 1996 285HP Camaro with this 350 will blow the
doors off the weakling (with troublesome, non-durable supercharger) V-6
and all the 350s offer around 330 lb-ft of torque. I believe the 96
Camaro V8 (285HP) gets a 25MPG bill from the EPA, so there's no advantage
to the Pontiac. A better choice Pontiac would be the Formula Firebird or
Trans Am.

James

4437. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960422021633.14647M-100000@PEAK.ORG>
Source record: 9597

On 20 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:

>
> As does Fujiboink? As does ShinyBubbles? As does Klingon Calamity?

Good grief. Fujiboink was TEN YEARS ago. The 8-bit Atari could do that one well, and the sound was better than the cheesy ST version. ShinyBubbles was neat then, but a Super Nintendo could do better in 1991. What's the big deal?

4438. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4lfm1c$2k0@inca01.inca.co.nz>
Source record: 9598
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Chris Wilkinson (chriswil@southern.co.nz) wrote:
> : >How many accelerators can you get for your PC?
> : How many would you like..? Let's see... there's the Evergreen 586 processor
> : upgrade with the Cyrix 586 chip to upgrade '486 systems, the Evergreen DX4
> : upgrade for '486SX or DX systems to 100Mhz speed ($99), and the Evergreen
> : upgrades for '386 systems to '486 chips. Then there's the CPU MAXmizer upgrades
> : in 75, 100, 120 and 133 Mhz speeds to take a '486 system to Pentium power, and
> : <barf><barf<barf>...

> ...and with a deccelerator like Windows95 yo' sho' gonna need that...

<industryScuttlebutt>
Hard disc drive makers and Intel give M$ a kickback as it forces users to
buy larger drives/faster processors, both of which carry higher profit
margins.
</industryScuttlebutt>

So... I'm glad I use a TT.

> We ain't gonna convert to Billy boy and hi$ merry circu$ (follow the
> leader) $imply becau$e we hate everything it $tand$ for. Did you ever $top
> to think that Bill Gate$ i$ actually going the wrong way down the one way
> $y$tem? He ell a bloatation device called Window$95 that'll $ee a world
> RAM $hortage and ubequent price ri$e with the way it i$ going. Bigger
> ain't better...it$ ju$t more money for Billy boy$ retirement fund. I
> remain a non-contributor...

Unfortunately, I can not say the same.

In a moment of weakness, I purchased a copy of "Programming Windows 3.1".

What it revealed was a mass of spaghetti that one must write to get a
functional program up to run.

> TOS 4.04 '...the OS, the whole OS, and nothing but the OS...'
> PS. The reference to 'bloatation device' is a valid one, because you'll
> sink before swim with the amount of money that M$ will get out of you
> before too long...

--

Quote For The Month:

"If she's a lady, I'm a Pernicious Knid"

4439. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4lflbg$2k0@inca01.inca.co.nz>
Source record: 9599
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

James Wood (jamesw@PEAK.ORG) wrote:
> In response to my comments:
> > I own a TT, conceived around 1990. I am rarely in a screen mode lower than
> > 640*480*16. My physical RAM is not limited to the 640k of "conventional"
> > RAM, and 8 or 16 Mbytes of Extended. I have 4Megs of 16-bit RAM, and 16
> > Mbytes of 32-bit RAM - both of which are expandable (in my case to 10 and
> > 128 Mbytes respectively).
> You have two totally separate RAMs - ST RAM and TT RAM. Such an eloquent
> way to do things, eh? Such duplication. Since there's all that ST RAM
> in there, why didn't they just throw in a $12 68000 and you could have
> stuck on another keyboard and screen and used both types of RAM at the
> same time....heh heh.

The philosophy of two separate areas of RAM on the TT is even better than
that implemented on the current PC Groan.

Have one area for hardware access only, and another for software.

So sound, video, serial, MIDI all access ST RAM, whilst software programs
run in 32-bit RAM. Neither hardware or software conflict with one another.

Unfortunately, programmers being inveterate hackers tend to use
undocumented hacks which have made the programs require ST "slow" RAM.

Therefore, this pristine, high-level overview breaks.

All software I write is (I hope) immune from "needs to be run in XX RAM".

--

Quote For The Month:

"If she's a lady, I'm a Pernicious Knid"

4440. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960422022237.14647N-100000@PEAK.ORG>
Source record: 9600

On Sun, 21 Apr 1996, Brian-Roland Miller wrote:

> Hardware: Atari 1040STfm with 20 Meg hard drive and color monitor. Cost -
> nothing, already in classroom. Possible cost of hard drive - $100 for
> external unit.

It's hard to find a 20 Meg drive. By the time you pay for an external case, power supply, cables, and ST host adapter, you'd be a fool not to get a bigger drive for a few dollars more anyway. If I have NO hard drive, chances are it will cost me more than $100 to get one running for everything included. Remember, we're not talking about plugging in an internal IDE drive on a PC, in which case $100 is entirely feasible.

> -
> *INTERNET APPLICATIONS*
> -
> Web access: Graphical, full color with extensible formats, CAB running STiK.
> Cost: $free
> -
> Web access: Graphical, full color with extensible formats, Chimera on MiNTNet.
> Cost: $free
> -

"Full color?" What do you mean? How many colors is that ST going to put on the screen? "Full color" better mean 8-bit color or better, not 640 x 200 in 4 colors.

> ---
> If greater graphic resolutions are necessary, cards that interface directly
> between the ST and the SC1224 are available for under $400.

Not a wise investment in an obsolete machine that wouldn't bring a hundred bucks in a thrift store. Hell, we're talking about a machine just this side of a TI/994A in resale value. $400 plus another $300 for a monitor? No thanks. Couldn't give it away after all that expense.

> It's really difficult and really expensive, not to mention unpractical, to
> use TOS. Why? Because I wish it to be so, and declare that every school
> district in the country should hike its taxes to pay for new computers to
> satisfy my ego rather than use their current capable resources.

I don't know about you, but it's unpractical to ME to spend several hundred dollars on a computer whose only future is on the shelves at Salvation Army Thrift Stores. Most people wouldn't give a hundred bucks for a fully loaded 1040ST even if it was a good deal, simply because they're unfamiliar with it.

> ---
> Tell me another one. This is getting old. The capability is there and
> fully implemented, the installation is easier than that for Winsock/Netscape
> and includes vital internet utilities that netscape/Winsock lack. Finally,
> all of these programs can be used to full ability on a one megabyte
> 1040, most can be used on a 520ST. Whether or not graphics depth on a stock
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
(translation: whether or not the graphics suck)
> ST is good enough is irrelevant, since the cost of a new graphics card
> would still keep the price below the cost of a new PC (not to mention the
> frustration factor from installing Windoze 95 and keeping track of IRQ
> ports).

But you're such a know-it-all, Brian. How could you be confused by IRQs
when you're so much smarter than the rest of us? That's the dichotomy
with you PC-bashers. You're so highly opinionated and claim to know, but
when it comes to potential PC snags, you act like a helpless little
wuss. Come on....you know how many PCs there are in operation and the
country would come to a grinding hault if every pinhead that operates a
Wintel PC got snagged like you do with IRQs and installing WIN 95.
They're both pretty easy for me. Maybe you're not so smart after all.

James

4441. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960422020549.14647J-100000@PEAK.ORG>
Source record: 9601

On Fri, 19 Apr 1996, Brian-Roland Miller wrote:

>
> But one _CAN_ use the World Wide Web on an ST.
> ---
> ATTENTION: The World Wide Web can be accessed GRAPHICALLY using an easy-tp
> install package called WWW130!
> ---
> It seems that you and Bob continually gloss over this fact. You can access
> EVERY component of the Internet on a 1040ST with a modem. EVERY component.

Ok....ok.... Thanks for the clarification then. What resolution would
you use? 320x200 in 16 colors and 40-column text, 640 x 200 in four
colors, or monochrome?

James

4442. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960422020753.14647K-100000@PEAK.ORG>
Source record: 9602

On 18 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:

> You really should set your parameters in the beginning and then stick to
> them, instead of changing them every time you are showed up.

The feeling is mutual.

James

4443. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960422021120.14647L-100000@PEAK.ORG>
Source record: 9603

On Sun, 21 Apr 1996, Brian-Roland Miller wrote:

> BobR <76702.1466@CompuServe.COM> writes:
>
> >That is, you can't use more than 4 Megs of memory EVER, unless you hack into
>
> Or plug in one of several memory expansion boards that bypass this
> "problem" (which was in the two original revisions of Atari's custom
> chip). The first only allowed expansion up to 1 meg, the second took it up
> to four. The Tramiel theory was that if you needed more memory, you'd
> buy a new computer (this is why the Mega2/Mega 4, though identical computers
> , had solder-ed in memory to prevent expansion. In the M2's case, the
> extra sockets were soldered closed in many machines!)

Isn't that a typical "screw the user" Atari policy? They want you to
throw your machine away when it's time to upgrade to 4 megs..... Imagine
built-in obsolescence (in the form of soldered-closed sockets) so you'd
have to buy a new computer just to gain 2MB of RAM.....and we all thought
the PC platform was bad about inevitable obsolescence.

James

4444. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960422024612.14647P-100000@PEAK.ORG>
Source record: 9604

On Sun, 21 Apr 1996, Brian-Roland Miller wrote:

> And computer stores are generally helpful in getting you service for your PC
> or Mac? Computer stores are a good source of help? Wow, tell us another one.

Some computer stores are. Some are not. Computer stores vary. No generalization will always apply, except the one that they'll laugh you out if you're looking for help with your Atari. Don't ask us to conveniently pretend that ONE HUNDRED PERCENT of computer stores are completely useless ONE HUNDRED PERCENT of the time, merely because you can't get Atari service/help there. (You should realize that you have a tendency towards "sour grapes" and try to avoid such claims that are so obviously that way.)

> ---
>
> >There are no Atari computer magazines on newsstands anymore, so she can't
> >find out by browsing through Computer Shopper.
>
> BZZZT! Wrong, go to Barnes and Noble, I count three titles for TOS machines.

It's been years since I've seen an Atari computer magazine on the newsstand. Last one I saw was Atari Explorer. I hope that by citing whatever the case may be at "Barnes and Noble," you're not asking us to believe that there is widespread distribution of Atari-related literature amongst newsstands? You are more intelligent than that, I hope.

>
> Wow, you seem fixated on this concept of "difficult installation" on a 1040.
> The installation procedure is as follows:
> -
> 1) Find cartridge port.
> -
> 2) Insert graphics cartridge.
> -
> Considerably easier than the dip-switch-flipping and BIOS adventures on the
> average ISA PC.

Wow, you seem fixated on this concept of "difficult installation" on a PC. Probably very difficult than you. You must be a neophyte, then, or at least you sound like one.

> ---
>
> >There's a whole lot more beyond the statement of "it can be done" to think
> >about.

>
> Not really. The 1040ST that you use as an example is pretty much a plug
> and play solution, complete with graphical installation programs. The
> process of upgrading the 1040's graphics would take all of 10 minutes,
> from start to finish. Tech support from STeve's (incidentally, not too
> far from where the school was located) is excellent, far superior to
> most clone companies'. Of course, "she" probably wouldn't need it.

Yeah, but STeve's will soon dry up like most Atari outlets have. The
clone companies aren't going anywhere except moving up the NASDAQ. I'll
bet that really pisses you off, eh? Heh heh.

James

4445. Re: Get a life... (Bobby is a liar and a thief)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960422025535.14647Q-100000@PEAK.ORG>
Source record: 9605

On 18 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:

> In article <4l4b6n$3jq$3@mhade.production.compuserve.com>, BobR says...
> >
> >
> >"JEDI", the individual without a real name, a real address, and thus without
> >any real credibility, writes:
> At least I don't indulge in plagarism.

You expect anyone to believe you? You cower in anonymity and masquerade
behind a childish alius, and you expect others to believe anything you
say, even that your don't indulge in plagarism? I cite that as proof
that you're a fool.

James

4446. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960422023751.14647O-100000@PEAK.ORG>
Source record: 9606

On Sun, 21 Apr 1996, Thorsten Guenther wrote:

> >The IBM design was limited by the OS, and new OS's have elimintated that
> >problem. Thus you can have "flat memory" extending from 0000 to gigabytes
> >of RAM.
>
> Would you show me that one with a 1985 PC?

No. ST's were superior to PCs in 1985. That's a hands-down issue. PCs were overpriced and just plain sucked in 1985. I don't think there's anyone here trying to dispute that fact. But it's not 1985 anymore and things have changed, and some people seem to have difficulty warming up to that reality; they don't ask about 1985 PCs because it's not 1985 anymore.

>
> >Next time you hear an ST owner gloating about the 640K DOS limit, hand them
> >an 8 Meg SIMM and ask them how they plan to use it..
>
> Multiboard? That would also give TOS 2.06 sockets, an ISA slot for graphic
> cards (driver software is available for ET4000 and mach32/64 cards) and an
> IDE bus for cheap hdds.

1) Where is this multiboard available?
2) What is the cost?
3) Which model ST(s) does it work in?
4) What is involved in installation?
5) If I have to pay for installation, how much will it cost?
6) Who will I have it installed by, and how will I get it to/from them?
7) What kind of warranty do I have? What if I have a problem down the road?
8) After the expense of modification, how much more will my ST bring locally if I try to sell it?

James

4447. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960422030215.14647R-100000@PEAK.ORG>
Source record: 9607

On Fri, 19 Apr 1996, Brian-Roland Miller wrote:

> James Wood <jamesw@PEAK.ORG> writes:
>
> >(1) 286 can get a 386SX (like Kingston's "386/now")
>
> Cannot run Windows 95 with any semblance of speed. In the PC market, it's
> obsolete.

I didn't say it did. He asked WHAT KINDS OF ACCELERATORS I COULD GET FOR
A PC. I was a very stupid question, because there are a sh*tload of
accelerators for the PC and he naively asked as if he thought he was
putting us on the spot with a difficult question.

> ---
>
> >(2) 386SX can get a clock-multiplied 486slc
>
> Obsolete.

So is an ST. However, he asked and I answered the question. I didn't
say it wasn't obsolete. He didn't ask for "non-obsolete" accelerators.
He asked for accelerators and didn't ask about the practicality or
functionality of them.

> ---
>
> >If memory serves, the video hardware took turns with the rest of the
> >system (talking ST here) for access to the RAM. I've always wondered how
> >they sped this up without an amazing number of wait states, and amazing
> >cache, or both.
>
> Incorrect. The ST and all following Atari and other systems use a DMA
> bus, which uses a flat memory model. Various pieces of RAM can be accessed
> almost simultaneously due to this design. It also greatly lowers processor
> overhead.

That's funny. It's been years since I read the January, 1985 issue of
BYTE magazine. However, I do remember eagerly reading the article and
reading that that the video hardware and the
CPU took turns accessing RAM. At 8 mHz there was no waiting, however,
and there was no slowdown. You say that's not the case? Maybe I'll find
time to read some microfilms next time I'm in the library.

>
> >For lots of people, the PC is like a can opener or table saw: They turn

>
> Yep. Except that the table saw's guard breaks off, cutting off several
> of your fingers in the process, and the electrical current standards
> change every two years, requiring complete replacement of the saw
> in order to continue using it. In addition, replacements blades are
> phased out every eight months, requiring expensive upgrades. 1/4 of
> the time, the saw refuses to activate properly, requiring technical
> support.

That is a totally ridiculous, totally embellished exaggeration. As a TOS user and a PC-basher, you'd like to believe that, wouldn't you?

James

4448. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: Paul S <firb89%teach@dcs.shef.ac.uk>
Message-ID: <4lfqk7$bi6@bignews.shef.ac.uk>
Source record: 9608
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy

hdoan@vworks.com (H Doan) wrote:

>Their press release never said anything about the CPU being used for Personal
>Computers---

Well Digital are hardly going to point out that Acorn are using it ! ARM do.

And just think how nice it'll be to have five of these running in parallel and
with a Pentium for games ! Though the Pentium would probably melt all five SA
chips !

4449. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <p7NqfZa.brimiller@delphi.com>
Source record: 9609

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>Yes we do.. I am aware of educators needs. What you have stated is bull. You
>are trying to defend a platform that is not suitable for the internet. What
>part do you not understand?

Yup, folks, we should surrender. It's hopeless - Peter Sinclair-Day
disagrees with us. We are incorrect. He's obviously used CAB and WWW130
and seen just how superior E-World is to it. Oops, did I say E-World?
Sorry.

>The Fud that ignores the ST? Can't you accept the fact that the world has
>moved on...

Yep, the world has moved considerably past the 1040. . . toward an open
architecture like the Medusa, with PCI and open OS development.
Apple's style of closed-ended OS development and closed hardware truly is
drawing to a close, Peter. You're absolutely right. With the $50 StrongARM
chip, Pentiums and PowerPCs will soon be only remembered as HOT, expensive
failures.

> GREETINGS..

Adios.

BR Miller
Boston, MA

4450. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <h5GqXVd.brimiller@delphi.com>
Source record: 9610

James Wood <jamesw@PEAK.ORG> writes:

>How do you add a graphics card to an Atari 520ST? I'd like to see that.

Se post re: Ominicrom.

>changing graphics cards. You can get VGA cards for $20 for PCs; how much
>(if this is possible) would it cost to "change the graphics card" on a
>520ST or 1040STfm?

The cost of the card is irrelevant for several reasons:
-
1) You need to buy a new PC to put it in (more expensive than the priciest
TOS graphics cards.
-
2) Installation of an ISA VGA card is hellish, requiring BIOS modifications
and DIP switch flipping.

>Good grief. Don't try to make it look like they need three-quarters of a
>million dollars to "look at pretty pictures." They need a low-end PC or

They need new computers and new graphics cards to do this. A T-1 line
wouldn't hurt, either. This costs thousands of dollars and requires
replacement of several dozen capable computers. A 30-workstation Win95
system would cost $40,000 alone. Quite a hefty sum. That doesn't include
software or the $700-$10,000 per month T-1 line, either. I've helped install
several of these systems, I think I'm qualified to comment on cost.

>pretend like seeing pictures as close as possible to how they actually
>are is not an advantage?

Is it an "advantage" worth $2,000 per new machine? If so, by all means, get it.
I doubt it would pass the acid test of most school districts, though.

>try to sound like a blowhard/know-it-all spouting "revolutionary business
>concepts" to understand that.

If you're so obtuse that you don't understand the concept of added value,
it's not going to help your weak case by insulting. In fact, you haven't
even addressed the added value point.

BR Miller
Boston, MA

4451. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <p5GpnnU.brimiller@delphi.com>
Source record: 9611

James Wood <jamesw@PEAK.ORG> writes:

>Actually, I'd take the pushrod V-8 ANYTIME over the sucky supercharged
>V6. Chevy's newer "LT1" 350s make 260HP, 275HP, 285HP, 300HP, 305HP, and

Well, my Bonneville was supercharged, had the engine in 1991. Lasted
longer than my father's Caprice Impala SS.

The supercharged V6 actually offered more torque than the Ford V8 at a
much lower price.

Now I see why we disagree. Efficiency and cost-effectiveness are apparently
foreign concepts to you. For everyday driving, a Camaor or Firebird is
not practical. Neither is a loaded Win95 PC.

BR Miller
Boston, MA

4452. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <pdIqPrU.brimiller@delphi.com>
Source record: 9612

James Wood <jamesw@PEAK.ORG> writes:

>It's hard to find a 20 Meg drive. By the time you pay for an external
>case, power supply, cables, and ST host adapter, you'd be a fool not to
>get a bigger drive for a few dollars more anyway. If I have NO hard
>drive, chances are it will cost me more than $100 to get one running for
>everything included. Remember, we're not talking about plugging in an
>internal IDE drive on a PC, in which case $100 is entirely feasible.

Most places I've been to have 20 meg drives they're liquidating for around
$10. SCSI units, cheap. Add a case and host adaptor, it may be $150.
Considerably cheaper than a new PC.

>"Full color?" What do you mean? How many colors is that ST going to put
>on the screen? "Full color" better mean 8-bit color or better, not 640 x
>200 in 4 colors.

Again, you conveniently ignore graphics cards. Apparently, this is how you
argue. You ignore key points, and try to ram them home when they're invalid
to begin with.

>Not a wise investment in an obsolete machine that wouldn't bring a
>hundred bucks in a thrift store. Hell, we're talking about a machine

Schools don't buy hardware for resale value, they buy it for utility.
A 1970 Plymouth Valiant won't fetch much at a used car lot, but they can
be made into tremendous performance cars.
Again, the teacher's main concern is accessing the Internet, completely,
for the lowest possible cost. She already has ST hardware. She should use
it.

>just this side of a TI/994A in resale value. $400 plus another $300 for
>a monitor? No thanks. Couldn't give it away after all that expense.

Again, a red herring. The Omnicrom and most other video cards will still
use the SC1224.

>I don't know about you, but it's unpractical to ME to spend several
>hundred dollars on a computer whose only future is on the shelves at

Because you're more concerned with the machine than the usage. We're not
buying tthe hardware to resell it.
We're buying it to access the Internet cheaply and effectively. That's

what the whole thread is about.

>But you're such a know-it-all, Brian. How could you be confused by IRQs

Personal attack, since you have no rational argument. How clever.

>when you're so much smarter than the rest of us? That's the dichotomy

Wow, another one.

>with you PC-bashers. You're so highly opinionated and claim to know, but

A third one, we're getting a winning streak here. (I'm such a PC basher that I install them on site on a weekly basis, and recommend Netscape Web Server under Windows NT for my larger clients).

>when it comes to potential PC snags, you act like a helpless little
>wuss. Come on....you know how many PCs there are in operation and the

Another one. James, you're golden!

>country would come to a grinding hault if every pinhead that operates a
>Wintel PC got snagged like you do with IRQs and installing WIN 95.

Most don't ever use all the capability of the machine, which is why the demand to buy one is so contemptable.

>They're both pretty easy for me. Maybe you're not so smart after all.

Yet another one!

Here's a summary of your argument:

40% ignoring cheap graphics cards and hitting on a moot point relevant to this.
-
60% personal attacks.

With numbers like that, James, you should be proud. Heck, America should be proud that great debaters like you exist to educate us all in the ways of computerdom.

BR Miller
Boston, MA

4453. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <h9AIvlZ.brimiller@delphi.com>
Source record: 9613

James Wood <jamesw@PEAK.ORG> writes:

>can't get Atari service/help there. (You should realize that you have a
>tendency towards "sour grapes" and try to avoid such claims that are so
>obviously that way.)

Again, my clients have yet to receive meaningful help at a computer
store (that's why they hire me).

>whatever the case may be at "Barnes and Noble," you're not asking us to
>believe that there is widespread distribution of Atari-related literature
>amongst newsstands? You are more intelligent than that, I hope.

You made a blanket statement that TOS mags can't be bought at a local
bookstore. I refuted the point. Any attempt by you to allude to any greater
agenda on my part is pure nonsense.

4454. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <h9lrPjS.brimiller@delphi.com>
Source record: 9614

James Wood <jamesw@PEAK.ORG> writes:

>Yeah, but STeve's will soon dry up like most Atari outlets have. The

Not, really. Guess you've seen the financial statements, eh?

>clone companies aren't going anywhere except moving up the NASDAQ. I'll
>bet that really pisses you off, eh? Heh heh.

Not really. I just notice that all of them are furious at Intel for
sucking all the sales margin out for themselves. Most are trying to make
a profit in value added (utility per dollar) rather than sales of actual
iron. Bet that pisses you off, eh?
-
Please.

BR Miller
Boston, MA

4455. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <96113.101814STIRRE31@MAINE.MAINE.EDU>
Source record: 9615

BobR,
Actually, there is a board out called the Marpet board which allows
the ST to use 8 megs of RAM. Of course, you knew that because you're
informed, right? Or at least that is what you've been claiming.
I am also tired of you talking about how difficult it is to install
STiK and CAB. Have you tried WWW130? Boot up your STe and give
it a try. It is EASIER to install than Trumpet Winsock, IMHO.
Want help? What is wrong with comp.sys.atari.st? Also, is MultiTOS
that tough to install? I didn't think so. Came with decent
documentation. Besides, you don't need MultiTOS or Mint to run STiK.
Did you just decide to throw in a red herring for fun? Or are you
misinformed? I could choose to run Magix or Geneva with STik or
use single tasking. CAB runs with 1 meg of RAM, btw.
Again, though, a majority of schools are using Lynx for their web access.
So, again, I ask you, why can an ST not be used?
-scott tirrell
-The rocket science who set up a web browser on his Falcon!

4456. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <96113.104201STIRRE31@MAINE.MAINE.EDU>
Source record: 9616

James,
Interesting way to turn around an argument. BobR comes into this
group ranting that only a rocket scientist could configure a web browser

for the ST. Then, when someone points out the difficulties of
using a PC, you use pretty much call them stupid. I know a person
who is getting a 4.0 in her third year in Physics and her PC always
gives her headaches. Besides, we were comparing the difficulties
of use for a teacher wanting to connect to the Web. Both systems
have advantages as far as ease-of-use. I have heard quite a few horror
stories about Windows 95, btw, in PC magazines. Furthermore, I have
a friend running Netscape 2.0 under Win 95 and he thinks it is
very unstable.
-scott tirrell

4457. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <hbOL3NT.brimiller@delphi.com>
Source record: 9617

James Wood <jamesw@PEAK.ORG> writes:

>Ok....ok.... Thanks for the clarification then. What resolution would
>you use? 320x200 in 16 colors and 40-column text, 640 x 200 in four
>colors, or monochrome?

Or any of the numerous resolutions offered by the Omnicrom or other cartridge
video card.

Your argument is as valid as me asking whether I could run Netscape in 320 x
200 CGA four colors, or 640 x 200 one color.

BR Miller
Boston, MA

4458. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: rmadden@oz.net
Message-ID: <4lgd2q$nk7@emerald.oz.net>
Source record: 9618
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

In <DpyEB2.141@liverpool.ac.uk>, nce@liverpool.ac.uk (Mr N.C. Eastmond) writes:

>On the other hand, if you think that the advocacy war is fun, then go ahead.
>Perhaps we need a new group called comp.sys.any.advocacy.futile.

Well... I can't speak for anyone else, but I chose to use, and support OS/2 for one very simple reason. It does the job I need it to, on the one system that is most important to me, namely... MINE. To date, I have yet to be convinced that anything else will do any better. Although I have few peers when it comes to frustration over IBM's aparent lack of support for their own product, this does not change my primary reason for using OS/2 in the least.

I just happen to think my rationale is simple, straightforward, and hard to argue with.

I also encourage others who feel that some Microsoft offering better suits their needs to use it.

Your notion that we should cut-out whatever groups in this cross-post we deem to be appropriate is incorrect. If I am responding, then I wish everyone who read your post to see mine as well.

I will always encourage people to use what works for them, but if I see statements regarding OS/2 which I percieve to be incorrect, then as an OS/2 "Advocate" I will endeavor to correct them.

Bob M.

4459. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: Mike@ultrasnd.demon.co.uk
Message-ID: <19960422.101801.60@ultrasnd.demon.co.uk>
Source record: 9619
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy

In message <4lehk4$m5e@daily-planet.nodak.edu> Nathanael J Henderson wrote:

> Mike Enderby (Mike@ultrasnd.demon.co.uk) wrote:
>
> : Hmm, funny definition of cheap. How about a processor that costs
> : $50 and runs at 200MHz? This might just count as being fast and
> : cheap. Throw in the fact that it also holds the record for the
> : highest MIPS/Watt rating of any cpu and it can run on AA batteries
> : then you have what you can call a well designed processor that
> : is fast and cheap.
>
> Sounds like the next generation of GameBoy processors. :-)

And a lot more other things too. ISTR seeing on the Digital WWW site
an esitmated market running into billions!

> : I'm talking about the StrongARM processor, developed by ARM and
> : Digital. It will soon be available for use in the Acorn RPC
> : where tests have shown it working at 228MHz giving out 330,000
> : Dhrystones.
>
> Sound impressive as far as it goes, but you leave much out. What
> about backwards compatability, process size, Spec95 scores? That's a
> heck of a Dhrystones score, but does it hold up as well across the board?
> Much depends on the flexabilty and GENERAL power of the chip--DSPs
> have been producing obscenely high scores on specific benchmarks for a
> long time. :-)

Backwards compatability is very good as the same instruction set is
used. The main problem is due to the change in the pipeline length that
some self modifying code may not work as expected. But most software
should work fine apart from being a lot faster.

As for process size, Spec95 scores, etc, I suggest you look at the
Digital WWW site.

--
Mike Enderby
http://spodbox.linux.org.uk/~ultrasnd
http://www.interpages.co.uk - mike@interpages.co.uk
Whatever misfortune may be your lot, it could only be worse in Cleveland.

4460. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960422101402.24862A-100000@PEAK.ORG>
Source record: 9620
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

On 22 Apr 1996, Gaven Miller wrote:

>
> <industryScuttlebutt>
> Hard disc drive makers and Intel give M$ a kickback as it forces users to
> buy larger drives/faster processors, both of which carry higher profit
> margins.
> </industryScuttlebutt>
>

This isn't "industry scuttlebutt."
This sounds like a "sour grapes" attitude from a pissed off fringe
group. Yeah right....hard drive manufacturers are getting "kickbacks."
How CHEAP are 1 GIGABYTE hard drives now? Is it less than $400? I
haven't looked. Is it three-hundred-and-something dollars?
HOW MUCH WAS IT WHEN WINDOWS 3.1 CAME OUT??? You can get a 1.2 GIGABYTE
hard drive now to load your Windows 95 on for about half of what that
340 MB drive cost you the last time Windows was updated. Yeah....there's
a real potential for high profits and "kickbacks" when hard drive
bargains and increasing megabyte/dollar ratios have FAR exceeded even the
appetite of Windows.

4461. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: Katherine L Ellis <kellis@mtholyoke.edu>
Message-ID: <Pine.ULT.3.91.960422194909.8445C-100000@mhc.mtholyoke.edu>
Source record: 9621

On Mon, 22 Apr 1996, James Wood wrote:

> Date: Mon, 22 APR 1996 02:07:14 -0700
> From: James Wood <jamesw@PEAK.ORG>
> Newgroups: comp.sys.atari.advocacy
> Subject: Re: Get a life...
>
>
>
> On Fri, 19 Apr 1996, Brian-Roland Miller wrote:
>
> >
> > But one _CAN_ use the World Wide Web on an ST.
> > ---
> > ATTENTION: The World Wide Web can be accessed GRAPHICALLY using an easy-tp
> > install package called WWW130!
> > ---
> > It seems that you and Bob continually gloss over this fact. You can access
> > EVERY component of the Internet on a 1040ST with a modem. EVERY component.
>
> Ok....ok.... Thanks for the clarification then. What resolution would
> you use? 320x200 in 16 colors and 40-column text, 640 x 200 in four
> colors, or monochrome?

HI, Why are you talking about those reolutions, those are the standard.
If you take the standard resolution on the pc, it will be nothing, except
text. But you won't talking about that because when you buy a PC the
graphic card is already in the computer.
So let's talk on the same level. And st with graphic card displays
exactly the same as a pc with a graphic card. That's all.
Bye.

>
> James

4462. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: kathomas@nyx.cs.du.edu
Message-ID: <4lh5ut$n4u@nyx.cs.du.edu>
Source record: 9622
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

James Wood <jamesw@PEAK.ORG> writes:

>On 22 Apr 1996, Gaven Miller wrote:

>>
>> <industryScuttlebutt>
>> Hard disc drive makers and Intel give M$ a kickback as it forces users to
>> buy larger drives/faster processors, both of which carry higher profit
>> margins.
>> </industryScuttlebutt>
>>

Why are you complaining? processors and hard drives have gotten faster
bigger and cheaper. Everyone benefits from faster and cheaper hard
drives and cheaper RAM. Everyone benefits from faster and cheaper
processors. Mac and PC users get faster computers cheaper and Amiga
users get real cheap set top boxes so you can enjoy going blind viewing
high-resolution graphics on a TV set.

4463. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: Aristophanes <scribe@netcom.ca>
Message-ID: <317B70D2.78E4@netcom.ca>
Source record: 9623
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy

H Doan wrote:
>
> In article <19960421.111038.49@ultrasnd.demon.co.uk>, Mike@ultrasnd.demon.co.uk wrote:
>
> >
> >Hmm, funny definition of cheap. How about a processor that costs
> >$50 and runs at 200MHz? This might just count as being fast and
> >cheap. Throw in the fact that it also holds the record for the
> >highest MIPS/Watt rating of any cpu and it can run on AA batteries
> >then you have what you can call a well designed processor that
> >is fast and cheap.
> >
> >I'm talking about the StrongARM processor, developed by ARM and
> >Digital. It will soon be available for use in the Acorn RPC
> >where tests have shown it working at 228MHz giving out 330,000
> >Dhrystones.
> >
> >
>
> Their press release never said anything about the CPU being used for Personal
> Computers---
>
> Look at
> http://www.digital.com/info/pr-news/95020601PR.txt.html
>
> So far its vaporware

It's being Alpha tested in the new Newton 200 series and is being tested
by Digital for slate-based computing.

4464. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: nahender@prairie.NoDak.edu
Message-ID: <4lek0g$m5e@daily-planet.nodak.edu>
Source record: 9687
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Gaven Miller (gmiller@inca.co.nz) wrote:

: > For the life of me, I can't figure this out. I know of no machine
: > named after a hamburger? Unless he means the Mac, which is named after
: > an apple...

: The _overhyped_hamburger_ I referred to was the Big Mac. (Wasn't the 512k
: Mac called the Big Mac, as opposed to the 128k Thin Mac?)

'Fat' Mac. (Well, maybe some people called it the Big Mac, but that
wasn't the accepted term for it. :-)

: Wasn't the apple named "Mackintosh", whilst the computer is "Macintosh".

Something like that. Supposedly another company was already using the
apple's name, so Apple changed it enough to avoid legal trouble. Do you
HONESTLY think "McDonalds" is a more likely root for "Macintosh" than
"Mackintosh"? :-) <bonk>

: I have generally found that Apples "Be nice to the user" and "hide system
: details from everyone" seems to slow both me and the machine down whenever
: I use a Mac. I guess that means that I am just not a Mac person.

Perhaps. One of the main principles of the Mac's design was that as
many of the technical details as possible SHOULD be hidden from the
user. For most users, that's good design. A truly technically oriented
user can still learn a lot about the system and hack it up almost beyond
recognition, although it'll probably never be as hacker friendly as Unix. :-)

"I was practically naked, dressed as a dominatrix and was slapping the
audience with this huge rubber dick I was carrying. (Bill Gates)
wandered by, so I started screaming 'Serve Me! Serve Me!' and put the
dick on his shoulder--at which point, he emitted a mouse-like squeal and
ran away. It was quite a scene." Slymenstra (GWAR)

4465. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4lfcaf$6b7@orm.southern.co.nz>
Source record: 9688
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

BobR (76702.1466@CompuServe.COM) wrote:
: >How many accelerators can you get for your PC?
: How many would you like..? Let's see... there's the Evergreen 586 processor
: upgrade with the Cyrix 586 chip to upgrade '486 systems, the Evergreen DX4
: upgrade for '486SX or DX systems to 100Mhz speed ($99), and the Evergreen
: upgrades for '386 systems to '486 chips. Then there's the CPU MAXmizer upgrades
: in 75, 100, 120 and 133 Mhz speeds to take a '486 system to Pentium power, and
: <barf><barf<barf>...

...and with a deccelerator like Windows95 yo' sho' gonna need that...

We ain't gonna convert to Billy boy and hi$ merry circu$ (follow the
leader) $imply becau$e we hate everything it $tand$ for. Did you ever $top
to think that Bill Gate$ i$ actually going the wrong way down the one way
$y$tem? He ell a bloatation device called Window$95 that'll $ee a world
RAM $hortage and ubequent price ri$e with the way it i$ going. Bigger
ain't better...it$ ju$t more money for Billy boy$ retirement fund. I
remain a non-contributor...

Chris W.
/|\
TOS 4.04 '...the OS, the whole OS, and nothing but the OS...'
PS. The reference to 'bloatation device' is a valid one, because you'll
sink before swim with the amount of money that M$ will get out of you
before too long...

4466. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-22 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960422000903.14647C-100000@PEAK.ORG>
Source record: 9689

On Thu, 18 Apr 1996, Thorsten Guenther wrote:

>
> Wait a minute: you are advising a computer illiterate (a teacher who can't
> install WWW130, to be precise) to get clone PCs for this task? You surely
> have a sadistic attitude.
>
> Thorsten

THorsten you have a point. However, when a "computer illiterate" teacher needs to have her PC system configured, it isn't hard for her to find somebody nearby who DOES KNOW how to do it for her. When she has questions about getting on the internet with an Atari, she has to have a newspaper article (or whatever) printed about her. If she had an existing PC system rather than the Atari equipment to begin with, there never would have been an article (or this ongoing argument) because she'd have been on the net already and it wouldn't have been a situation worthy of print; it would have been "mission accomplished" rather than despair in the limelight.

James

4467. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: JEDI
Message-ID: <4lit48$kiv@doc.zippo.com>
Source record: 9540

In article , James says...
>
>
>
>On 19 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:
>
>>
>> >
>> >>Well if Bobby's involved, so is misinformation.
>> >
>> >Too bad, JABBA... bet you can't quote any...
>>
>> Contemporary clones come with built in midi ports (equivalent to those
>> found in ST's) <paraphrase>
>
>What's unique about the ST's MIDI ports? Any clone with a Sound Blaster

If they're done right: nothing.

>or compatible has MIDI output on the "joystick/MIDI" port. This has been
>since the first 8-bit Sound Blaster made its debut. Most "contemporary

Much like an ACSI port, an additional box is required to get that
'built-in' functionality.

>clones" come not only with 16-bit Sound Blaster capability since CD-ROM
>and "multimedia" became popular.
>
>
>>
>> >
>> >>You haven't the slightest clue as to what a bogus hostname implies...
>> >
>> >Sure.. it implies someone with no credibility.
>>
>> It is very much in your interests to believe that.
>> Oddly enough, it did not occur to you before.
>> Nevermind that you could find out my return address if you had
>> the inclination or the ability or weren't just so damn lazy.
>
>It's not that big of a deal to anybody that they'd want to waste time
>researching who you are. I wouldn't call anyone "so damn lazy" because
>they don't care enough about you to research into who you are. Why would
>anyone want to waste thier time doing that? If I thought if could

Odd, you've wasted enough time already.

>somehow improve your slumberous intellect, then perhaps. Despite all
>that, you look like you have something to hide, or you're just some
>lamester with a second alius trying to have some fun.

All rather convenient, as well as irrelevant.

>
>
>>
>> >
>> >You could be Peter Sinclair-Day... in fact, you probably are.
>>
>> Petey is an apple advocate. Your conclusion does not fit the available
>> facts.
>>
>
>Heh heh. You cat as if you could do anything to substantiate ANY claim
>as to who you are or are not.

I don't need to. The data speaks for itself. It will talk to those who will
listen.

>
>
>
>> >>You also appear to be excessively superficial.
>> >
>> >You, JABBA, appear to be excessively clueless and juvenile.
>>
>> I am still standing (as it were); you are not.
>>
>
>Maybe from your misguided perspective.

4468. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: JEDI
Message-ID: <4litnd$l84@doc.zippo.com>
Source record: 9541

In article , James says...
>
>
>
>On Thu, 18 Apr 1996, Thorsten Guenther wrote:
>
>>
>> Wait a minute: you are advising a computer illiterate (a teacher who can't
>> install WWW130, to be precise) to get clone PCs for this task? You surely
>> have a sadistic attitude.
>>
>> Thorsten
>
>THorsten you have a point. However, when a "computer illiterate" teacher
>needs to have her PC system configured, it isn't hard for her to find
>somebody nearby who DOES KNOW how to do it for her. When she has
>questions about getting on the internet with an Atari, she has to have a
>newspaper article (or whatever) printed about her. If she had an
>existing PC system rather than the Atari equipment to begin with, there
>never would have been an article (or this ongoing argument) because she'd
>have been on the net already and it wouldn't have been a situation worthy

Some of us have been on the Net longer than either Winsock or Netrape.

Pluging in a modem is all that is required.

Even on a lowly ST (although at the time not so lowly).

>of print; it would have been "mission accomplished" rather than despair
>in the limelight.

Were the media technically literate, she might have been steered to BBS's
or shell ISP's before the article ever made it to print.

TCP/IP and X.64 are hardware independent.

Platform specific knowledge is really not required.

4469. Re: TSRs and conventional memory

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: JEDI
Message-ID: <4liuq8$mi5@doc.zippo.com>
Source record: 9542

In article , boris-m@tensornet.com says...
>
>JEDI wrote:
>
>> One doesn't fully appreciate the elegance of the ST and it's underlying
>> microprocessor family until one is faced with the impossiblity of accessing
>> that vast array of free memory you have because your software is depending
>> upon one particular (and miniscule) portion of it.
>
>> Although, the original segmented memory model of the 8088 was archaic
>> and just plain unnecessary even when compared to it's contemporaries.
>
>If oyu were a bit more knowledgeable about what you are writing about, you would
>know that:
>
>1. Intel had resons for doing segmented memory; they did noit do that just to
>make eveyone miserable

And what were they?

>
>and
>
>2. Segmented memory does not have anything to do with 640K barrier, which is
>totally dependent on DOS.

Actually, the 640K barrier has to do with how much memory the 8088 was
capable of addressing. Microsoft chose to capture this limitation, as well
as other aspects of the 8088, within it's OS for all time.

Both the XT and ST would have been served better by putting I/O space
low in memory.

4470. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: JEDI
Message-ID: <4livjv$nga@doc.zippo.com>
Source record: 9543

In article , boris-m@tensornet.com says...
>
>JEDI wrote:
>
>> That clock rate can be rather misleading. It is true that the ST has
>> relatively little muscle when compared to a current (10 year newer)
>> clone. However, the ST had an excellent design. Well, perhaps it may
>> have not been excellent; it just seems that way next to a clone.
>
>True, it was a good design, at the time. Somehow I doubt that ST's architecture
>is any superior to that of a modern PCI-based clone. No expansion, for
>example...

That was one of it's glaring flaws.

>
>> I was not satisfied enough with pcs to switch over until the advent
>> of cheap 486's. Despite thier brute force, clones are still poorly
>> integrated and bloated. Their operating systems are bloated. GEM and
>> your favorite application will fit comfortably into the space that
>> Windows wastes. I was not truely satisfied with the responsiveness
>> of clones until I used a P5/90-16M running NT.
>
>Heh, that's what I'm running. NT is quite sweet, IMHO.

Although I have found that NewShell bogs it down visibly.

>
>One of the reasons that GEM and a few programs will fit into the space taken by
>Windows is that GEM simply does much less than Windows can (no matter how

Engineering. If you are working under specific resource limitations, some things
will likely need to get tossed.

re Windows, OLE would be a good start (of stuff to toss).

>badly). Start adding such things as NVDI (font and graphic card support), some
>kind of networking (if you can find any; Ataris are rather hard to connect to
>standard LAN's), OutSide, and you probably will have to write your own OLE/DDE

What do YOU use OLE for? Just curious. If I have, it has been rather covertly.

>etc., and oyu will end up with disk/RAM requirements as bad as Windows.
I doubt that. Do you have any examples?

>
>> The bloat of Windows makes virtual memory a necessity (lest you have

>> 16M or more). Once the VM is active, the PC's cpu horsepower will
>> help you not. Your system is limited to the speed of your harddrive.
>
>Well, CPU power will help, as long as you don't have to swap pages. For many
VERY VERY LIKELY.
>number-crunching applications, the amount of data itself isn't that big, so it
>can probably sit nicely in RAM abd be processed by CPU at whatever speed it is
>capable of.
The way swaps, I am beginning to believe that Windows just KILLS all locality...
>
>> At this point, the 8Mhz machine runs circles around the 100Mhz one.
>
>Hmm, you'll really have to show me that. My P5/90-16 box with NT clearly outruns
>my 4+4 TT even on operations that require VM (of course, Fast SCSI-2 also helps
>with VM)

Run Netscape and MSVC++ at the same time.

16Megs also helps and happens to be my magic number above.

.
>
>> This makes the given clock rate very misleading...
>
>Quite true, but still _usually_ a computer with a similar CPU riunning at a
>higher clock speed will be faster.

In the end, you really have to take it for a test drive. That is the only way you will
get real data.

>
>>Tis a shame the MegaST didn't come with an isa slot or two...
>
>Yes, and if TT had a PCI or VLB slots...

Actually, any bus put onto an older machine should have been included in the
newer ones. Having 3 different expansion standards did not help Atari at all.
(another one of my atari gripes)

4471. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: JEDI
Message-ID: <4lj083$oam@doc.zippo.com>
Source record: 9544

In article , BobbyR says...
>
>JEDI continues to write:
>
>>Some of us have been about longer than the web has. Excuse us if we think
>>that the web is NOT the totality of the net.
>
>So you're qualified to make assumptions about what the teacher in the
>original article means by "connecting to the Internet", eh..?

Yes, I am.
The above is English. Were Chomsky here he might even be able to give us a
grammar, that a machine would be able to use, to parse and interpret the above.

>
>You think the teacher was picturing a VT-100 and a text-only browser, eh..?

S/He may have been. YOU have no way of knowing. Even if she weren't she might
appreciate having the option.

>
>You think the teacher was picturing a VT-52 emulator in a GEM window with a
>text-only telnet session...?

S/He may have been. YOU have no way of knowing. Even if she weren't she might
appreciate having the option.

>
> *WE*'re not talking about YOU, remember...

We are not talking about YOU, either. Some of the assumptions of the problem
are unknown. Therefore, multiple solutions are required.

You and your ilk were suggesting only ONE.

If anyone here is presumptuous, it is you and yours.

>
>You can probably toggle data in on the front panel of a PDP-8 like a madman..
>
>Doesn't mean the teacher should have to.

The teacher wouldn't have to.

Also, the UNIX shell isn't so bad. Not all command lines are as horrible as MS-DOS.

>
>Try to stay focused on the subject, eh..?

Focus is not myopia...

4472. Re: Get a life... (Bobby is a liar and a thief)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: JEDI
Message-ID: <4lj0qj$p1k@doc.zippo.com>
Source record: 9545

In article , BobR says...
>
>>At least I don't indulge in plagarism.
>
>Say what, asshole..?

You used someone else's idea without attribution.

>
>
>Who's going to believe a cartoon character anyway..? or a Wookie, or an
>Ewok, or whatever you like to pretend you are under the covers...

They don't need to believe me. They can verify it themselves.
(Even if the Invisible Pink Unicorn were to tell them)

4473. Re: Get a life... (Bobby is a liar and a thief)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: JEDI
Message-ID: <4lj0qs$p1v@doc.zippo.com>
Source record: 9546

In article , BobR the Plagarist says...
>
>>At least I don't indulge in plagarism.
>
>Say what, asshole..?

You used someone else's idea without attribution.

>
>
>Who's going to believe a cartoon character anyway..? or a Wookie, or an
>Ewok, or whatever you like to pretend you are under the covers...

They don't need to believe me. They can verify it themselves.
(Even if the Invisible Pink Unicorn were to tell them)

4474. Re: Get a life... (Bobby is a liar and a thief)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: JEDI
Message-ID: <4lipib$grr@doc.zippo.com>
Source record: 9547

In article , James says...
>
>
>
>On 18 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:
>
>> In article <4l4b6n$3jq$3@mhade.production.compuserve.com>, BobR says...
>> >
>> >
>> >"JEDI", the individual without a real name, a real address, and thus without
>> >any real credibility, writes:
>> At least I don't indulge in plagarism.
>
>You expect anyone to believe you? You cower in anonymity and masquerade
If you believe you can, prove me wrong.

>behind a childish alius, and you expect others to believe anything you
>say, even that your don't indulge in plagarism? I cite that as proof
>that you're a fool.

A very poor proof.

If anonymity is all you can come up with to discount my ideas, then my ideas
must not be all that bad...

4475. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: JEDI
Message-ID: <4liq2i$h7s@doc.zippo.com>
Source record: 9548

In article , James says...
>
>
>
>On 20 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:
>
>>
>> As does Fujiboink? As does ShinyBubbles? As does Klingon Calamity?
>
>
>Good grief. Fujiboink was TEN YEARS ago. The 8-bit Atari could do that

You took the comment completely out of context.

>one well, and the sound was better than the cheesy ST version.
>ShinyBubbles was neat then, but a Super Nintendo could do better in
>1991. What's the big deal?

Odd no comment about Klingon Calamity tho...

4476. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: JEDI
Message-ID: <4liqog$hub@doc.zippo.com>
Source record: 9549

In article , James says...
>
>
>
>On Fri, 19 Apr 1996, Brian-Roland Miller wrote:
>
>> James Wood <jamesw@PEAK.ORG> writes:
[deletia]
>> This is true - but again, what utility is added by the extra ram? If I am
>> forced to "upgrade" from a 386 running WinWord 6.0 to a Pentium 150 with 8
>> megs of RAM and Win95, with office 95, what utility am I gaining? Can anyone
>> actually tell the difference between output from Papyrus, WinWord 95, or
>> WinWord 6.0?
>
>You are changing two variables in the comparison. To test the effect of
>manipulating one variable in an experiment, you have to hold the other
>variables constant. Additional RAM grants you certain privledges (maybe
>to run additional bloated programs) and different programs offer you
>certain privledges (maybe new features) but they are different. Just
>because I upgrade my RAM doesn't mean I have to change my word processing
>program. I can still do all the things that more RAM allows me to do
>without changing WP programs.

So, what are the functional and resource equivalents w/ Windows of
Stalker, 1st Word, DynaCadd & Pagestream?

FULL functionality.

>
>
>> ---
>>
>> >Look at how the 520ST's 512K became woefully inadequate. I'm sure there
>>
>> The 520 became "inadaquate" due primarily to the demands of a graphical OS.
>> From 1985 to 1989, demands on memory increased because there was a mass
>> switch-over from text-based DOSes to GUIs. Such a growth in memory was
>> required in order to gain extra utility offered by a GUI. No such radical
>> transformations have since occurred, but RAM requirements in the PC market
>> have risen dramatically. This is due primarily to the fact that its easier
>> to program bloated, inefficient software and run it on fast hardware with
>> lots of RAM. However, a market condition like the "DRAM scam" of the mid to
>> late
>> 80's could dramatically alter that state.
>

>
>That's true. One only need turn on a Nintendo to see the opposite of
>bloated code....very little RAM, a slow processor, yet FAST games.

My preference for that analogy would be a Sega Genesis (for obvious reasons).

4477. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: JEDI
Message-ID: <4lj1vg$qet@doc.zippo.com>
Source record: 9550

In article , BobR says...
>
>>>Too bad JABBA... bet you can't quote any.
>
>>Contemporary clones come with built-in midi ports (equivalent to those
>>found in ST's) <paraphrase>
>
>You call that a quote..?

NO, I call it a paraphrase. That is why "<paraphrase>" is used above.

>
>I call that a deliberate misquote to try to pull your sorry ass out of the
>fire. That's not at all what I said.

And what was it that you said, so that all may know how it was that I misquoted
you (without a lot of pointless effort)?

>
>You lose the point.

Without something more substantial, no one would be able to tell you ever had
a point.

>
>>>Sure... it implies someone with no credibility.
>
>>It is very much in your interests to believe that.
>
>>Nevermind that you could find out my return address if you had
>>the inclination or the ablility or weren't just so damn lazy.
>
>Or, guess the truth never occurred to you, eh Jeddi..?
>
>I don't fucking CARE who you are..

Your fixation on my identity, or rather lack of same, is uncalled for then.
Isn't it?
.
>
>Anyone who hides behind a cartoon character name has NO CREDIBILITY.

Oddthat you did not discover this until I had posted information making your
credibility look lacking.

>
>>>You could be Peter Sinclair-Day... in fact, you probably are.

>
>>Petey is an apple advocate. Your conclusion does not fit the available facts.
>
>No.. Petey is a twit. Ipso facto... I rest my case.

More facts are available.

>
>You lose that point too.
>
>You're still nothing but a cartoon character with no credibility.

We're all just echo, even you...

4478. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: JEDI
Message-ID: <4lj2af$qqr@doc.zippo.com>
Source record: 9551

In article , BobR says...
>
>
>>You don't know squat about Atari. My cat knows more about computers than
>>you do.
>
>Ah.. but cartoon characters aren't allowed to have cats, didn't you know..?

Seems that you don't know much about cartoon characters either, or intellectual constructs in general.

>
>Make-believe people like you can know anything they want about any subject,
>and no one ever believes them anyway...

Your effort implies otherwise...

>
>>>it helps if you can understand the messages you're replying to.
>
>>Ran out of 'substantive' remarks, have we?
>
>Not at all.. that was a very serious comment and suggestion. You seem to
>have a lot of trouble reading and understanding what people type here.

There are ambiguities inherent in Natural languages. Nothing that may have been misconstrued by myself here goes beyond that.

>
>As a result, you generate a lot of unnecessary and tangential verbage..
>(or, as you so elequoently said to someone else, 'I think you're FUDing').
>
>Not only do you waste a lot of net resources that way, but you make yourself
>look pretty silly in the process.

Another (near) last resort of one who has nothing to say: You're wasting bandwidth.

To retort: a picture is worth a thousand words.

>
>(Then again, anyone who hides behind a cartoon name is pretty silly to begin
>with).

You seem to be repeating this bit over and over again. Are you attempting to convince yourself of it as well?

4479. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: JEDI
Message-ID: <4liqa4$hdr@doc.zippo.com>
Source record: 9552

In article , James says...
>
>
>
>On Fri, 19 Apr 1996, Brian-Roland Miller wrote:
>
>>
>> But one _CAN_ use the World Wide Web on an ST.
>> ---
>> ATTENTION: The World Wide Web can be accessed GRAPHICALLY using an easy-tp
>> install package called WWW130!
>> ---
>> It seems that you and Bob continually gloss over this fact. You can access
>> EVERY component of the Internet on a 1040ST with a modem. EVERY component.
>
>Ok....ok.... Thanks for the clarification then. What resolution would
>you use? 320x200 in 16 colors and 40-column text, 640 x 200 in four
>colors, or monochrome?
>
Do the same thing if you're using a PC with VGA only and you happen upon a
site designed for 1K by 768.... put it in a window.

GUI's are useful that way...

4480. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: JEDI
Message-ID: <4lj2qs$rhq@doc.zippo.com>
Source record: 9553

In article , BobR says...
>
>JEDI writes:
>
>>That's why there were the Megas and the STe, machines that had 4M as
>>standard...

Mega 4 ST
Mega 4 STe
520/1040STe which shipped to users with 4M on demand.

>
>and
>
>>If you can plug it into a 386, you can plug it into an ST.
>
>I'm glad you said that JABBA.. it once and finally demonstrates that you
>have no real depth of knowledge about the Atari computer line.

Equipment that uses standard ports are usable across computer hardware
platforms. ST's have some of these ports. Therefore, you can get new hardware
for your ST at CompUSA, Computer City, MicroCenter, Incredible Universe...

Imagine that. They're supporting the Atari computer line and not even knowing it...

>
>It's sort of a relief, actually, to finally have you admit it in front of
>everyone.
>
>Because now I'm going to simply ignore you, like the twit you are.

If you were a real user, you already would have.

4481. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: JEDI
Message-ID: <4lj3gh$sce@doc.zippo.com>
Source record: 9554

In article , BobR says...
>
>Katherine Ellis writes:
>
>>It seems you are angry with atari users.
[deletia]
>(What you've noticed here is that I'm not too happy with "know-it-all" types
>who try to make themselves sound important and knowledgable, while ignoring
>the needs of the individual who asked for help.)
>
>The teacher in the original article which started all of this COULD use her
>Atari computers to access the Internet. I've already stated that several
>times now. BUT... I don't agree that it would be either easy or practical
>for her to do that.
>
>If someone like that came to an Atari user group meeting and stood up to ask
>the same question, I'd give her the same answer: Use the Atari computers for
>educational programs she may already have, but get a different platform for
>Internet access.

However, the ST line can be used for more than just 'educational programs'.
Also, if I were to make a recommendation for an 'educational platform'. It would
most likely NOT be the ST. Also, the ST is quite capable of doing other things
besides 'educational programs' and 'music'.

Also, buying new machines might not even be an option. For some it is not.
Had it been, the article in question would likely have never been necessary.

The recommendation: "Dump your current platform", is rarely a viable one.

>
>I agree that CAB and Stik are pretty remarkable programming efforts. Getting
>the ST to do what they can do is very good, and I agree too that they will
>undoubtedly improve over time. But at least for now, my answer is still
>the same. They're not practical for a use such as the one in the original
>article.
>
>There's a "grassroots" programming project just getting started on CompuServe
>to come up with a graphical "frontend" program for the ST which will work
>like the PC and Mac versions, and I expect that will run into much the same

Might they try convincing CI$ to use instant graphics?
An HTML oriented approach might also be in order.

>kinds of problems the CAB and Stik programmers have run into as well. I support
>that effort too, as it will help expand the horizons for Atari users who wish

>to dedicate the kind of time and resources necessary to get it to work.

4482. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: JEDI
Message-ID: <4lj5h0$1gm@doc.zippo.com>
Source record: 9555

In article , sschaem@teleport.com says...
>
>Hemlock (hemlock@unix.mclv.net) wrote:
>: Windows 3.x and 95 are cheap unstable systems that justify the need
>: for a "reset" button.
>
> Beleive it or not :) but it only been rencently that I found out that
> my PC had a reset button! For the past 8month I had no idea it was there
> I didn't care a bit since I never had to use it. and the power swith was
> only to shutdown the machine for its nap.
>
> So in short... I have no idea what you are talking about :)

Well, there is also the <control><alt><delete> sequence as well.
Although, THAT sometimes won't work.

You either must be rather lucky, or you're running a fully 32bit OS.
(No, 95 doesn't count)

4483. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GDXVFAAHUP@cabal.shnet.org>
Source record: 9556

In <4lech1$c2q$3@mhafn.production.compuserve.com> BobR wrote:
>>Yep, a stock ST cannot do hi-res 256 color graphics. But add a
>>graphics card, and it is quite capable of doing so.

>How much is that graphics card..?

A Volksfarben 4000 board costs 460,- DM including driver software, AFAIR.

>We never did establish the current price of a graphics upgrade to a 1040STfm,
>which is probably the system the teacher in California is dealing with.
>
>The best we got was from Thorsten, which was approximately $900US.

Nope, there are cheaper ways, but nonetheless equipping an otherwise stock
ST with a graphics board is a waste of money, for a used TT or MegaSTE
with board or even a Falcon030 have a greater value for the money.
That's why I advised using text only browsing, either with CAB or lynx or
via VT100.

>Next... will all the manufacturers of the software she has send her updates
>to the programs to take advantage of the new card..?

Again, Bob: GEM and TOS software runs on any graphics card. It's just
dirty hacks that don't. No need to buy new software.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4484. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: apuleius@ix.netcom.com
Message-ID: <4lhrqm$l8o@dfw-ixnews1.ix.netcom.com>
Source record: 9557
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy

In <317B70D2.78E4@netcom.ca> Aristophanes <scribe@netcom.ca> writes:
>
>...and is being tested by Digital for slate-based computing.
>

This gives new meaning to the words "blackboard architecture."

Just another irrelevant observation from,

Andy

4485. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Apr23.171511.54240@cobra.uni.edu>
Source record: 9558

In article <p7NqfZa.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>
>>Yes we do.. I am aware of educators needs. What you have stated is bull. You
>>are trying to defend a platform that is not suitable for the internet. What
>>part do you not understand?
>
> Yup, folks, we should surrender. It's hopeless - Peter Sinclair-Day
> disagrees with us. We are incorrect. He's obviously used CAB and WWW130
> and seen just how superior E-World is to it. Oops, did I say E-World?
> Sorry.
> ---
e-WORLD WAS A JOKE... How does E-world fit into this?

>
>>The Fud that ignores the ST? Can't you accept the fact that the world has
>>moved on...
>
> Yep, the world has moved considerably past the 1040. . . toward an open
> architecture like the Medusa, with PCI and open OS development.
> Apple's style of closed-ended OS development and closed hardware truly is
> drawing to a close, Peter. You're absolutely right. With the $50 StrongARM
> chip, Pentiums and PowerPCs will soon be only remembered as HOT, expensive
> failures.

Oh, please... TOS is just as elusive as Elvis.. I doubt that the Strong Arm
will ever challenge Intel and PPC in the market.. Ever hear Marketing? The
StrongArm will show up in future Newtons..

> ---
>
>> GREETINGS..
>
> Adios.
> ---
> BR Miller
> Boston, MA

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |

| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4486. The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Apr23.175556.54246@cobra.uni.edu>
Source record: 9559

Get a Life is an interesting thread to observe. The argument in whether the ST is appropriate in the classroom/media center reminds me of pass class discusion in my Masters program of school media study..

A case study was upon us where we had to develop a plan for a new media center from scratch. A budget had to be proposed with a set limit. A new collection in the media center had to be developed from scratch. I had to decide if I would except discarted out dated materials from other schools/district to fill up the shelves. I decided not to except discarded materials using to rationize if its not good for their students than its not appropriate for mine even if the media center collection will be somewhat bare for the first year.

So, if another school or district discarded their last ST's for school use inorder to get upto date with Mac/PC, would I aquire those ST's? Probably not, because it would do more harm than good. The ST is a outdated resource material. Even if you can get cheap ST's at flea markets, its a bad idea to add as a resorce tool to the media center. Other means like cheap refurbished Macs that can be aquired like the LC/Performa 570 line and other 040 Macs can be had for little money. Still can run the latest education and internet software and so on..

Even 486 clones can be had for next to nothing and have more utility than the ST. Much more adequate to run educational resorce apps as well as the latest internet apps.

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4487. Re: Get a life... (Bobby is a liar and a thief)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Apr23.233440.54249@cobra.uni.edu>
Source record: 9560

In article <4lhjpi$gh5$2@mhadg.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
>>At least I don't indulge in plagarism.
>
> Say what, asshole..?
>
>
> Who's going to believe a cartoon character anyway..? or a Wookie, or an
> Ewok, or whatever you like to pretend you are under the covers...
>
> (I still think you're Peter Sinclair-Day's little brother, playing with his
> computer when Petey isn't looking...)

BobR, Don't draw my name in your spat with Jedi...He is not my little brother.
My little brother is Matthew and his e-mail is Msinclai@Hawaii.edu .....->

The problem with you ST'ers is that you can dish it out but you can't take it
when it comes back to you all.

I remember when ST and Amiga users went off on thier tantrums towards Mac/PC
users in the 80's. I was an Amiga user/owner until 92 but defected when the
Mac became cheap and had fantastic apps that the Amiga and ST lacked. I never
flamed Mac/PC users for their choice.. I decided to state facts about the
Amiga and ST in a experiment to see if they could take their own medicine.
Well, I proved they could not.. It's nice to dish out but when the other foot
drops such as the Tramiels handling of the ST into the ground, all you fanatics
held the belief that the ST is superior despite the other platforms advancing
beyond the capabilities of the Amiga/ST..

>
> BobR
>

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4488. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Apr23.233751.54250@cobra.uni.edu>
Source record: 9561

In article <4lhkm4$gh5$3@mhadg.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
>>>Too bad JABBA... bet you can't quote any.
>
>>Contemporary clones come with built-in midi ports (equivalent to those
>>found in ST's) <paraphrase>
>
> You call that a quote..?
>
> I call that a deliberate misquote to try to pull your sorry ass out of the
> fire. That's not at all what I said.
>
> You lose the point.
>
>>>Sure... it implies someone with no credibility.
>
>>It is very much in your interests to believe that.
>
>>Nevermind that you could find out my return address if you had
>>the inclination or the ablility or weren't just so damn lazy.
>
> Or, guess the truth never occurred to you, eh Jeddi..?
>
> I don't fucking CARE who you are...
>
> Anyone who hides behind a cartoon character name has NO CREDIBILITY.
>
>>>You could be Peter Sinclair-Day... in fact, you probably are.
>
>>Petey is an apple advocate. Your conclusion does not fit the available facts.
>
> No.. Petey is a twit. Ipso facto... I rest my case.

Your mother wears army boots, a lesbian pyro and anarchist!! Ipso facto.. I
rest my case. -->..

>
> You lose that point too.
>
> You're still nothing but a cartoon character with no credibility.

Keep it up.. Quite entertaining how one gets so worked up over a cartoon
character..

>
> BobR
>

GREETINGS..

```
|-------------------------------------------------------------------------|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
| Http://www.rockgarden.com/andy/ |
|-------------------------------------------------------------------------|
```

4489. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: nahender@prairie.NoDak.edu
Message-ID: <4lhe1r$2hn@daily-planet.nodak.edu>
Source record: 9624
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

James Wood (jamesw@PEAK.ORG) wrote:

: How CHEAP are 1 GIGABYTE hard drives now? Is it less than $400? I
: haven't looked. Is it three-hundred-and-something dollars?

I'm seeing 1 Gig SCSI internal drives (fast, brand name) for around
$260, and have heard of 1 Gig IDE drives for under $200. :-)

4490. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4lhja4$gh5$1@mhadg.production.compuserve.com>
Source record: 9625
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

That was really cute..!

>it$ ju$t more money for Billy boy$ retirement fund. I remain a non-contributor.

Ah.. so instead you pay $900 for a $79 video card..?

And end up with a still obsolete system..?

Sounds pretty smart to me..!

>you'll sink before swim with the amount of money that M$ will get out of
>you before too long...

And do a whole lot more work than with an obsolete Atari system at the same
time...

Atari computers do have some strengths remaining, but you don't seem to know
what they really are.

BobR

4491. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4lhlru$gh5$5@mhadg.production.compuserve.com>
Source record: 9626

Jeddi, the cartoon-like know-it-all who never lets anyone forget it writes:

>That's why there were the Megas and the STe, machines that had 4M as
>standard...

and

>If you can plug it into a 386, you can plug it into an ST.

I'm glad you said that JABBA.. it once and finally demonstrates that you have no real depth of knowledge about the Atari computer line.

It's sort of a relief, actually, to finally have you admit it in front of everyone.

Because now I'm going to simply ignore you, like the twit you are.

See ya in cartoon land...

BobR

4492. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4lhmt0$gh5$6@mhadg.production.compuserve.com>
Source record: 9627

>The limit you have stated is complete fiction. The 68020+ have no such limit,
>the 16 meg limit on the 68000 is due to the architecture of the chip itself..

Umm.. no..

The "limit" James was talking about is the 4 Meg limit on memory in the Atari
ST computer design.

That limit is because of the HARDWARE DESIGN of the ST.

The MMU chip does not have enough address lines to fully address the 16 Meg
address space of the 68000 CPU. It was done that way to keep the costs of
the chip and the motherboard design down.

It's just as artificial a 'limit' as the '640K RAM limit' in DOS machines is.

BobR

4493. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4lhkm4$gh5$3@mhadg.production.compuserve.com>
Source record: 9628

>>Too bad JABBA... bet you can't quote any.

>Contemporary clones come with built-in midi ports (equivalent to those
>found in ST's) <paraphrase>

You call that a quote..?

I call that a deliberate misquote to try to pull your sorry ass out of the
fire. That's not at all what I said.

You lose the point.

>>Sure... it implies someone with no credibility.

>It is very much in your interests to believe that.

>Nevermind that you could find out my return address if you had
>the inclination or the ablility or weren't just so damn lazy.

Or, guess the truth never occurred to you, eh Jeddi..?

I don't fucking CARE who you are...

Anyone who hides behind a cartoon character name has NO CREDIBILITY.

>>You could be Peter Sinclair-Day... in fact, you probably are.

>Petey is an apple advocate. Your conclusion does not fit the available facts.

No.. Petey is a twit. Ipso facto... I rest my case.

You lose that point too.

You're still nothing but a cartoon character with no credibility.

BobR

4494. Re: Get a life... (Bobby is a liar and a thief)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4lhjpi$gh5$2@mhadg.production.compuserve.com>
Source record: 9629

>At least I don't indulge in plagarism.

Say what, asshole..?

Who's going to believe a cartoon character anyway..? or a Wookie, or an Ewok, or whatever you like to pretend you are under the covers...

(I still think you're Peter Sinclair-Day's little brother, playing with his computer when Petey isn't looking...)

BobR

4495. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4lhl5f$gh5$4@mhadg.production.compuserve.com>
Source record: 9630

>You don't know squat about Atari. My cat knows more about computers than
>you do.

Ah.. but cartoon characters aren't allowed to have cats, didn't you know..?

Make-believe people like you can know anything they want about any subject,
and no one ever believes them anyway...

>>it helps if you can understand the messages you're replying to.

>Ran out of 'substantive' remarks, have we?

Not at all.. that was a very serious comment and suggestion. You seem to
have a lot of trouble reading and understanding what people type here.

As a result, you generate a lot of unnecessary and tangential verbage..
(or, as you so elequoently said to someone else, 'I think you're FUDing').

Not only do you waste a lot of net resources that way, but you make yourself
look pretty silly in the process.

(Then again, anyone who hides behind a cartoon name is pretty silly to begin
with).

BobR

4496. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4lhnio$gh5$7@mhadg.production.compuserve.com>
Source record: 9631

>ATTENTION: The World Wide Web can be accessed GRAPHICALLY using an easy-tp
>install package called WWW130!

>It seems that you and Bob continually gloss over this fact.

No, I've mentioned WWW130 before, and I acknowledge that it's a very good programming effort.

But if it's so easy to install, why do we see so many articles in both comp.sys.atari.st and comp.sys.atari.st.tech from people having trouble installing and configuring it..?

I have to deal on an almost daily basis with fairly experinced Atari users in the Atari forums on CompuServe who have problems with it too.

Yes, it's better than the early versions, but I still don't think it's as easy to install and use as other similar applications on other platforms.

And, it's still faced with the same questions:

WHERE does the teacher in the newspaper story hear about WWW130...?

WHERE does the teacher GET a copy of WWW130...?

WHERE does she ask questions about it if she has trouble getting it to work..?

I'll gladly admit that WWW130 may be a fun thing for experienced Atari users to play with, and getting it installed and configured can be something really rewarding.

But I still don't think it's as practical a solution for the teacher in the original article as changing to a more well-supported platform.

BobR

4497. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4lhns4$gh5$8@mhadg.production.compuserve.com>
Source record: 9632

>>You could be Peter Sinclair-Day... in fact, you probably are.

>I know Peter Sinclair-Day, JABBA is no Peter Sinclair-Day...

Sorry... no offense intended..!
:)

BobR

4498. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4lhphu$gh5$9@mhadg.production.compuserve.com>
Source record: 9633

Katherine Ellis writes:

>It seems you are angry with atari users.

Not at all, Katherine. In the over 12 years that I've been both a voluntary and professional Sysop in the Atari areas of three different major online services, I've always made it a point to be as supportive of atari *users* as possible. As a longtime officer of one of the largest Atari user groups in the country, I've tried to help as many people get the most they can out of their Atari systems, both 8bit and STs.

If I'm angry at all, it's with the company which took one of the best computers ever designed, and utterly destroyed its chances of success.

(What you've noticed here is that I'm not too happy with "know-it-all" types who try to make themselves sound important and knowledgable, while ignoring the needs of the individual who asked for help.)

The teacher in the original article which started all of this COULD use her Atari computers to access the Internet. I've already stated that several times now. BUT... I don't agree that it would be either easy or practical for her to do that.

If someone like that came to an Atari user group meeting and stood up to ask the same question, I'd give her the same answer: Use the Atari computers for educational programs she may already have, but get a different platform for Internet access.

I agree that CAB and Stik are pretty remarkable programming efforts. Getting the ST to do what they can do is very good, and I agree too that they will undoubtedly improve over time. But at least for now, my answer is still the same. They're not practical for a use such as the one in the original article.

There's a "grassroots" programming project just getting started on CompuServe to come up with a graphical "frontend" program for the ST which will work like the PC and Mac versions, and I expect that will run into much the same kinds of problems the CAB and Stik programmers have run into as well. I support that effort too, as it will help expand the horizons for Atari users who wish to dedicate the kind of time and resources necessary to get it to work.

So, no.. I'm not angry with Atari *users* at all...

BobR

4499. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: sschaem@teleport.com
Message-ID: <4lica9$oaa@nadine.teleport.com>
Source record: 9634
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy,comp.os.ms-windows.advocacy

Hemlock (hemlock@unix.mclv.net) wrote:
: Windows 3.x and 95 are cheap unstable systems that justify the need
: for a "reset" button.

Beleive it or not :) but it only been rencently that I found out that
my PC had a reset button! For the past 8month I had no idea it was there
I didn't care a bit since I never had to use it. and the power swith was
only to shutdown the machine for its nap.

So in short... I have no idea what you are talking about :)

Stephan

4500. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: sschaem@teleport.com
Message-ID: <4licli$oaa@nadine.teleport.com>
Source record: 9635
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy

Stuart Tyrrell (Stuart@stdevel.demon.co.uk) wrote:
: In message <4ldrde$hqm@nntp1.best.com> H Doan wrote:

: > In article <19960421.111038.49@ultrasnd.demon.co.uk>, Mike@ultrasnd.demon.co.uk wrote:

: > >I'm talking about the StrongARM processor, developed by ARM and
: > >Digital. It will soon be available for use in the Acorn RPC
: > >where tests have shown it working at 228MHz giving out 330,000
: > >Dhrystones.
: >
: > Their press release never said anything about the CPU being used for Personal
: > Computers---

: Yes, but the release from Acorn Computers/ART, giving statistics for the
: performance of the SSA-110 in their Risc PC architecture does.

: > Look at
: > http://www.digital.com/info/pr-news/95020601PR.txt.html

: And try http://www.art.acorn.co.uk/ - there's plenty about it on there,
: including a jpeg of the prototype board, and launch timings for
: the uncached and cached cards.

: > So far its vaporware

: At least it's been demonstrated, which is more than we can say for
: certain other new "cheap" microprocessors which are angling for
: the same market. Don't you get the feeling that Intel are getting
: left behind here - why pay US$250 for a processor, and another
: US$100 for cooling, when you can get similar performance out of
: something for US$50?

I think P100 + fan are ~ 120$ right now?

This strongarm cpu wont eclips even a bit the x86 market (AMD, CYRIX,
INTEL) because the x86 feed on MS users...

Software is the key to a CPU, sad but true.

but hey, if the Strongarm is that good and can run a x86 emulation at
Pentium speed they could build some even cheaper multi OS clone with
it...

I think strongarm is more of a threat to the PPC then x86

Stephan

4501. Re: Atrari and Acorn/Apple join forces?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: Paul Squires <pns@soc.unl.ac.uk>
Message-ID: <Pine.GSO.3.93.960423134635.18791C-100000@jamshyd.unl.ac.uk>
Source record: 9636

On Fri, 12 Apr 1996, James Wood wrote:

> > As much as I would like for this to happen, you're probably confusing
> > Atari and Amiga here. Amiga was bought by Escom, not Atari. Atari
> > recently merged with JTS, a harddisk manufacturer.
>
>
> Must be an 'off brand' harddisk manufacturer. Figures....I doubt you'd
> see any large, successful, well-known hard disk company (Seagate, Maxtor,
> Conner etc.) dealing with the TRAMIELS!!!!!!

Fair comment - as far as I know, JTS also manufacture using the Tandon
brand name (PCs etc) which may be a little more recognizable.

Paul

- Paul Neale Squires ~ University of North London, London N7 8DB, England
Home: http://www.ace.mdx.ac.uk/hyperhomes/houses/core/paul/index.html
- SOFIA: Film Studies on the Web! http://idun.unl.ac.uk/~khy7squirep/

4502. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: veldmanf@natlab.research.philips.com
Message-ID: <veldmanf.6.003D8550@natlab.research.philips.com>
Source record: 9637
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy

>In message <4lehk4$m5e@daily-planet.nodak.edu> Nathanael J Henderson wrote:

>> Mike Enderby (Mike@ultrasnd.demon.co.uk) wrote:
>>
[snip]

>> : I'm talking about the StrongARM processor, developed by ARM and
>> : Digital. It will soon be available for use in the Acorn RPC
>> : where tests have shown it working at 228MHz giving out 330,000
>> : Dhrystones.
>>
>> Sound impressive as far as it goes, but you leave much out. What
>> about backwards compatability, process size, Spec95 scores? That's a
>> heck of a Dhrystones score, but does it hold up as well across the board?
>> Much depends on the flexabilty and GENERAL power of the chip--DSPs
>> have been producing obscenely high scores on specific benchmarks for a
>> long time. :-)

>Backwards compatability is very good as the same instruction set is
>used. The main problem is due to the change in the pipeline length that
>some self modifying code may not work as expected. But most software
>should work fine apart from being a lot faster.

The problem with self modifying code is not because of the longer pipeline,
but due to seperate data and instruction caches. So, the modified instruction
just written isn't available in the instruction cache yet. *that* is the
problem!

Ferdinand Veldmans Philips Research Laboratories Eindhoven
WY830 (building) +31 40 2743896 (phone)
veldmanf@natlab.research.philips.com +31 40 2744675 (fax)

4503. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: JEDI
Message-ID: <4lir2q$i9a@doc.zippo.com>
Source record: 9638

In article , James says...
>
>
>
>On 19 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:
>
>> >Yeah, but what if my new CD-ROM drivers are on a web site? Seems like
>>
>> What drivers are offered specifically NOT via FTP?
>
>
>I don't see the FTP sites advertised like web sites. Many times I see
>someone advertising their web pages and I email them asking what the FTP
>site is and they say that anonymous ftp logons or access to the proper
>directory is not available. This is a reality sometimes, whether or not
>you like it, or whether or not you'll admit it doesn't matter.

I asked for an example, not an anecdote.

>
>>
>> >ftp sites and gopher is dying. What about all that stuff that simply
>>
>> Some names for the tombstones might be nice. That and the WEB
>> in many cases is just another layer on top of gopher and ftp.
>>
>
>Re-read my previous paragraph until you're satisfied.

Re-read my reply until you can parse human language.

>
>
>> >AIN'T OFFERED except on the web? Adding a gui woudn't enhance its
>> Such as?
>> >utility if I could somehow access the web from my VT100 terminal, but I
>> >can't.
>>
>> Oh yes you can. Log on to a unix shell account, ftp lynx for that machine,
>> unzip it, and run it. Or just log into a unix shell if you want an
>> unequalled (by winsock clients) newsreader.
>
>Or just set point your net browser on the site and it's a lot faster and
>easer, isn't it?

Yes, such an operation is quite easy with Lynx. It will be quite a bit faster
as well.

>
>
>>
>> >smarter just to ignore the net as a whole until it's time to upgrade.
>>
>> I am rather glad I did not take this attitude.
>
>I wish you would have.

TOO BAD.

4504. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-23 00:00:00 UTC
From: JEDI
Message-ID: <4lisjl$jut@doc.zippo.com>
Source record: 9639

In article , James says...
>
>
>
>On 19 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:
[deletia]

>> >I'm sure there's a guy running CP/M on a 4 mHz Z80 with 16K thinking the
>> >rest of the world is a bunch of fools.....which brings us to Atari users
>> >who (with imposed 4MB limit) scoff at modern PCs.
>>
>> MODERN does not necessarily mean better. MODERN only means NEWER.
>>
>
>By using the term "modern" I was hoping you'd think of the fact that even
>the skimpiest PC configuration (in 1996) has 4MB or 8MB. The point was

The skimpiest PC in '96 NEEDS it, most of it just to load Windows.
The utility of software hasn't gone up quite as much as the resource
requirements have.

>that the guy with the 16K Z80 would scoff at a 4MB computer (of any
>brand) as having "too much needless/wasted memory," just as a 4MB Atari
>user would scoff at my 16 megs and "bloated" system. I wasn't hoping to
>incite a debate about the meaning of the word "modern."

However, the enviroment of the Z80 is vastly different from the PC or the ST.
The differences between the ST and the PC aren't that striking.

>
>
>
>> >
>> >I've been formatting and using AOL, Compuserve, Delphi, (etc.) disks for
>> >years, glad for the free disks in the mail. However, its pretty
>>
>> Now you truely show your ignorance. Those are not Internet Software
>> developers. Those aren't even Internet Service Providers. They are
>> large commercial timesharing systems that have just recently added
>> network gateways.
>
>
>Good greif, man. You really think you're that smart? I never said they
>were "Internet Software developers." I meant that they merely provide
>software to access the internet and web through THEIR service. The point

I made a remark about internet client developers and your retort was the
above.

>I was trying to make is that they make it _that much easier_ for a PC/Mac
>user to get on the net/web. I know what they are, YOU BOZO. The point
>is that if you use thier service and software, you're at least online

Online and on the 'net' are not the same thing.

Stalker will get you online. It will even get you online with CI$.

>easily if you have a mainstream computer platform. Jeezus quit trying to
>read into things further than you can because you make the wrong
>assumptions and misinterpret what I'm saying (missing the point entirely)

Lesse... the text comes right after a part of my text. Could it possibly
be.... a response to that text. Naw... that would be too simple and
straightforward. We're dealing with PC users here.

>and then try to correct me (going so far as to spout "Now you truely show
>your ignorance") and when you're so haughty about it, it only serves to
>show YOUR "true ignorance."

Right idea, wrong characteristics. Please continue. I might even decide to
assist you should you look too pitiable.

>
>
>>
>> >commercial when all of it offers Net access and it's falling out of my
>> >mailbox for free, with other junk mail. Should I ever become
>> >self-abusing enough to try it, the option is there.
>>
>> And very expensive. Not all of us are made of money. Try Netcom.
>>
>Yes, but that's another issue. The fact is that it's just one of many
>avenues for accessing the net/web that's available to mainstream computer
>platforms. True or false: Mainstream computer platforms are easier to
>get online because they have more options to do so, and more assistance
>for users who may have trouble. No arguements or qualifications; true or
>false?
>
>
>> >> Everyone is developing for much bigger PC's.
>> >>
>> >>
>> >Yeah but I can still find every peripheral you can think of for a 386. I
>> >can still run a lot of new software on a 386. So it runs slower. So
>>
>> If you can plug it into a 386, you can plug it into an ST.
>> ISA cards are becoming fewer and fewer. They are as much a dying breed
>> as Ataris. Even VESA is in decline.
>
>ISA isn't in danger. Yes, VESA is in decline because of PCI, but it

Depends on what you want to do with it.

>doesn't cost anything to leave in a few ISA slots. There are too many
>cheap modems, sound cards, and scanners that don't need 32-bit slots to
>perform fully. Just because VESA is in decline doesn't mean ISA will
>disappear for devices that operate beneath ISA's limitations. Who wants
>to use up a PCI slot for a $40 modem? By the way - cheap internal
>modems and cheap sound cards are two things that plug into a 386 that

Slot modems aren't that much cheaper than external ones and are still
plentiful.

>won't plug into an ST. I can find shareware in the bookstore or a
>$6.99 Calculus CD-ROM at Toys R Us that runs on a 386, and I can't for an ST.
>
>
>>
>> Software is hard to come by, but not really necessary. When you're software
>> doesn't come with bugs as features, the need to get this years addition
>> is not quite as great.
>
>Oh, so now not only is Web access not really necessary, but we don't need
>software either. Brilliant arguement son, really brilliant. Bugs aren't

You don't need MSWord 7.0. I believe you admitted as much in one of
your other articles.

Although I should have been more clear: THIS YEARS software is not really
necessary.

Ancient VanTerm does not deliver me much more in the way of utility than
this years version of ProComm.

>standard features? I guess the "black page syndrome" that some people
>have with AtariWorks is a feature that the latest Microsoft Office
>doesn't have yet?

Office has it's own problems.

>
>>
>> SCSI harddrive is still a SCSI harddrive as is a modem or printer.
>
>Ok. Thanks for the info. Let me know if those SCSI harddrives change
>into something else, and keep me posted on those modems and printers and
>let me know if they morph into something else. Take another bong hit
>while you're at it.

Your previous statements appeared to imply that you were not acknowledging
the above.

>
>
>> >> Nope, I just have happened to run Netscape on the sort of machine you
>> >> described.

>> >
>> >Were you using a 1200 baud modem? Admittedly I know little of Netscape
>> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>> Then dont presume those that have used it on multiple
>> platforms...
>
>Forgive me for being honest. Far be it from you to admit that you don't
>know EVERYTHING. However, I have used Netscape on a 386 and it seemed to
>me that the real slowdown was the net connection and not the PC's
>processor. Having admitted that I know relatively little about Netscape

Actually, the slowdown appears to be busy-waiting.

The connection should slow down 'scape but, leave the rest of the
machine very usuable. This typically isn't the case.

The connection bandwidth of the modem should be trivial, even to an ST.

>does not invalidate my experience, but it does serve to show that at
>least I'm somewhat humble; you could use some humbleness yourself (a lot,
>actually).

Then I better get away from the likes of you.

4505. WiTNESS THE BEAT!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-24 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-2404961939330001@tdw.vip.best.com>
Source record: 9490

http://www.tecnation.com/14/
(Falcon, wow!)

--
TECNATION DIGITAL WORLD
555 Bryant Street, #322
Palo Alto, California 94301, U.S.A.
http://www.tecnation.com

4506. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-24 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960424011035.11181A-100000@PEAK.ORG>
Source record: 9562

On Mon, 22 Apr 1996 STIRRE31@MAINE.MAINE.EDU wrote:

> James,
> Interesting way to turn around an argument. BobR comes into this
> group ranting that only a rocket scientist could configure a web browser
> for the ST. Then, when someone points out the difficulties of
> using a PC, you use pretty much call them stupid.

Hang there, dude. I wasn't _really_ calling "anyone" who has difficulty with a PC "stupid." I was pointing out that if these self-proclaimed, alleged "Atari experts" are indeed so knowledgeable about computers as they purport to be in their postings, they shouldn't find it so difficult to install a VGA card. If someone is so adept with computers that they are an "expert" and they can't install an internal modem or VGA card in a PC (provided they had instructions, like all new VGA cards come with), then they must indeed be stupid. That's not "everybody." As a matter of fact, PCI is very popular today and has pretty much become the standard since the Pentium push got underway. PCI is "plug&play." Even the new Macs are using PCI. What's so hard? Maybe they're the type who needs a video to watch first....hardware sold under the mass-market package name "Reveal" comes with a VHS cassette and a 1-800 number for people like these "Atari experts," should they ever sprout pubic hair and attempt a major technical undertaking like installing a VGA card in a PC.

> I know a person
> who is getting a 4.0 in her third year in Physics and her PC always
> gives her headaches.

I'm sure if you look hard enough, you can find someone with a 4.0 who can't tell his a**hole from a hole in the ground; in either case it doesn't necessarily mean the task is difficult.

> Besides, we were comparing the difficulties
> of use for a teacher wanting to connect to the Web.

True. Then the "experts" asked everyone to bow down and agree that installing an ISA card is far beyond the capabilities of the general population, and I replied and you replied and here we are. Such a cute little play-by-play, eh?

> Both systems
> have advantages as far as ease-of-use.

I'd say their both easy to use. I'd have to say that my ST was easier to use, but using a PC still hasn't been difficult for me. There's always a learning curve that you're constantly moving up and switching to PC moved me back down the curve as far as my relations

with my personal computer, but of course it's not difficult to use a PC or they wouldn't be so popular. They're just not "the easiest in the world." Macintosh is. But we weren't talking about Mac. Also, I didn't do all the things with the ST that I do with Windoze (OLE, DDE, PCMCIA, etc.) so of course it was easier.

> I have heard quite a few horror
> stories about Windows 95, btw, in PC magazines.

You'll see horror stories about anything under the sun. Does that mean you believe them all? All it takes to generate a horror story is a petulant, emotional, highly-opinionated malcontent like these "experts" I'm arguing with.

> Furthermore, I have
> a friend running Netscape 2.0 under Win 95 and he thinks it is
> very unstable.

Since Windows 3.1 came out, my PCs have been the most stable computers I've used. I had occasional crashes with 3.0, just as I got bombs on my ST - which wasn't much of the time. I'm sure a Macintosh may be _more_ stable, but my Windows PCs have been very stable still. Nothing is idiot proof. People's experiences may vary. However, it's not as bad as the malcontents like to cry about.

James

4507. Cbase Audio 16 for 2 Falcons

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-24 00:00:00 UTC
From: t4221ad@hp12.lrz-muenchen.de
Message-ID: <4llasc$o9m@sparcserver.lrz-muenchen.de>
Source record: 9563

A friend of mine wants to drive the Harddisc Recording program
Cubase Audio 16 on 2 Falcons. There is only one problem: He doesn't
want to buy 2 full licenses .... Steinberg, the software firm, doesn't
offer any solution cheaper than this. To copy the whole crap doesn't
work (apart from it would be illegal) for the program demands a ROM key.
Is there any idea in the universe how to deal with that without to
waste 1000$?

Christof

4508. Cable without adapter for Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-24 00:00:00 UTC
From: t4221ad@hp12.lrz-muenchen.de
Message-ID: <4llbc8$p94@sparcserver.lrz-muenchen.de>
Source record: 9564

A friend of mine (same as in the previous news) has a Falcon and a VGA Monitor and a special cupboard, where both are installed. There is too less space to connect the computer with the monitor with a cable AND an adapter. So he has the question: Is there any vendor of falcon stuff who may sell cables to connect VGA and Falcon directly?

Christof

4509. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-24 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960424014952.13204B-100000@PEAK.ORG>
Source record: 9565

On Mon, 22 Apr 1996, Brian-Roland Miller wrote:

> James Wood <jamesw@PEAK.ORG> writes:
>
> >Ok....ok.... Thanks for the clarification then. What resolution would
> >you use? 320x200 in 16 colors and 40-column text, 640 x 200 in four
> >colors, or monochrome?
>
> Or any of the numerous resolutions offered by the Omnicrom or other cartridge
> video card.
> Your argument is as valid as me asking whether I could run Netscape in 320 x
> 200 CGA four colors, or 640 x 200 one color.

Central to this arguement is the fact that you have been telling us
that WWW130 (or whatever) will allow me to access the web with ***ANY ST***
and that is why (if you'll put your insolence on hold for just a second)
I mentioned the ST's graphics resolutions. So to correct you, the
relevance of my question is unquestionable; what other resolution is a
standard ST going to run it in? I have no doubt with $800 investment in
a $50 520ST I could have imatation VGA. However, I can get a second hand
386 system for waaaay less than that and still sell it in the classified
ads when I upgrade. I buy PCs and parts in the paper all the time and
upgrade for very little because I can sell the old stuff; there's a
market. Good luck trying to get anything for a $50 ST plus $400 graphics
box plus $200-$400 monitor. Hell, I've bought and sold stuff on the
campus bulletin board. Good luck trying to do that with a large Atari
investment. Anyway....to reiterate the point, how about some details of
running "any" ST on the web? One more time and see if you can get it
this time....What resolution does the browser run in? 320x200 in 16
colors, 640x200 in 4 colors, or monochrome?

Thanks!

James

4510. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-24 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960424015852.13204C-100000@PEAK.ORG>
Source record: 9566

On Mon, 22 Apr 1996, Brian-Roland Miller wrote:

> James Wood <jamesw@PEAK.ORG> writes:
>
> >It's hard to find a 20 Meg drive. By the time you pay for an external
> >case, power supply, cables, and ST host adapter, you'd be a fool not to
> >get a bigger drive for a few dollars more anyway. If I have NO hard
> >drive, chances are it will cost me more than $100 to get one running for
> >everything included. Remember, we're not talking about plugging in an
> >internal IDE drive on a PC, in which case $100 is entirely feasible.
>
> Most places I've been to have 20 meg drives they're liquidating for around
> $10. SCSI units, cheap. Add a case and host adaptor, it may be $150.
> Considerably cheaper than a new PC.

Oh....now we're just talking about a standard ST and a $150 hard drive?
Oh...last message you made it look like we were talking about an
"Omnicrom" (or whatever) graphics upgrade box that costs $400. Yeah,
$150 is cheaper than a new PC, but there are compromises to running ANY
ST, not one with several hundred dollars of modification. If we're
talking about the $150 (as you say above) plus the ST that's one thing.

>
> >"Full color?" What do you mean? How many colors is that ST going to put
> >on the screen? "Full color" better mean 8-bit color or better, not 640 x
> >200 in 4 colors.
>
> Again, you conveniently ignore graphics cards. Apparently, this is how you
> argue. You ignore key points, and try to ram them home when they're invalid
> to begin with.

Again, you conveniently ignore the fact that we're talking about "any"
ST. Ok...so now you're talking about the $150 from above, plus this
Omnicrom thing....plus a monitor. You flip-flop, first talking about
$150 in a hard drive being "considerably cheaper than a new PC" [note:
please re-read your own ASCII three quotes above, where you said it] then
digress with a querulous accusation that I "conveniently ignore graphics
cards" and flop to talking about an ST with EXPENSIVE GRAPHICS HARDWARE
added. I was talking about a stock ST (as in "any ST"). Finally, you
unsuccessfully try to narrate my actions in your last sentence and accuse
_ME_ of ignoring key points. That's really funny. What other tricks can
you do? Roll-over and beg?

"Any" ST means a 512K 520ST with a single-sided floppy and a television
screen. However, I guess we need a hard disk. Need more RAM? Oh, it's
not a SIMM and I have to pay someone for a kit, plus the RAM, plus

installation, plus shipping and insurance, plus down-time. So what are
we talking about here? "Any" ST or what do I need? How many modifications?

>
> >Not a wise investment in an obsolete machine that wouldn't bring a
> >hundred bucks in a thrift store. Hell, we're talking about a machine
>
> Schools don't buy hardware for resale value, they buy it for utility.

That doesn't mean they should piss money down a rathole. How convenient
for you to try to duck behind the school and miss the point that
regardless of WHO is doing modifications to an ST, they couldn't sell it
for dirt. I suppose you'll pretend like that isn't the case now.
C'mon....give me a good performance!

> A 1970 Plymouth Valiant won't fetch much at a used car lot, but they can
> be made into tremendous performance cars.

That's a pretty crappy car. I'd go with a Satellite or Charger if I
wanted an old mopar. Trouble is that the vast majority of all old cars are
all worn out now (as are Valiants) and to truly restore one to like-new specs
(and do it right) would cost far more than a new bargain performance
car. The alternative is to find a rare, low-mile collector's item but
that would cost a fortune. It's also easier to get the newer car to
generate more impressive numbers. However there are many REAL NICE old
cars but they are EXPENSIVE and the owners weren't doing it to save
money; they were doing it because of an emotional attachment to the
vehicle and a desire for it. Gee....kind of like when you try to reason
with your emotion.

> Again, the teacher's main concern is accessing the Internet, completely,
> for the lowest possible cost. She already has ST hardware. She should use
> it.

Ok. Now we're talking (above) about the teacher again. Let's say she
has some 512K 520STs with single-sided drives. Would she then have the
hardware? If she had a standard 1040ST with 1024K, would the then have
the hardware? If so, what screen resolution would it run in (reference
other relevant discussion on subject)? Or does she need that $150 for a
hard drive?

> ---
>
> >just this side of a TI/994A in resale value. $400 plus another $300 for
> >a monitor? No thanks. Couldn't give it away after all that expense.
>
> Again, a red herring. The Omnicrom and most other video cards will still
> use the SC1224.

Ok...now we're talking about a $400 (??? is that right???) Omnicrom.
Well if she "already has the hardware" then she doesn't need an
Omnicrom, since "any" ST can access the web, right?

On an UNRELATED note; what is the max resolution and colors that the Omnicrom can display legibly on an SC1224, and how much would it cost (in addition to

> >I don't know about you, but it's unpractical to ME to spend several
> >hundred dollars on a computer whose only future is on the shelves at
>
> Because you're more concerned with the machine than the usage. We're not
> buying tthe hardware to resell it.
> We're buying it to access the Internet cheaply and effectively. That's
> what the whole thread is about.

In the case of the school, it's a socialist-run institution, so I'm sure they spend taxpayers dollars a little more freely than you and I. However, as a genral principle, it is not wise to piss money down a rathole you can't get at least part back from. Are you going to admit that sinking money into an ST is a risky "investment" or are you going to duck behind the school arguement to try and conveniently ignore this fact? If I spent several hundred adding RAM, hard drive, omnicrom, etc. and tried to sell it on the open market, I wouln't get DIRT for it. Are you going to 'fess up to at least this much fact, or ignore it, or deny it?

> >But you're such a know-it-all, Brian. How could you be confused by IRQs
>
> Personal attack, since you have no rational argument. How clever.

Personal attack. This much is true. My arguement is rational. If you're the computer "boy wonder" that you purport to be, why do you whine so much about elementary operations (to someone of "your stature") like an IRQ?

> >when you're so much smarter than the rest of us? That's the dichotomy
>
> Wow, another one.
> ---

Well at least you're easily impressed.

> >with you PC-bashers. You're so highly opinionated and claim to know, but
>
> A third one, we're getting a winning streak here. (I'm such a PC basher that
> I install them on site on a weekly basis, and recommend Netscape Web Server
> under Windows NT for my larger clients).

Ok....now you got your feather cap out for all to see....or at least you've thrown up some unsubstantiated ASCII towards that end. I knew it was coming....you self-proclaimed expert, you. What you have just typed above (boasting of your alleged expertise) is exactly what I was talking about. You think it entitles you to preach that anyone who uses a PC is going to be laid waste by an onslaught of IRQ troubles....heh. Good one!

>
> >when it comes to potential PC snags, you act like a helpless little
> >wuss. Come on....you know how many PCs there are in operation and the
>
> Another one. James, you're golden!

Try to play narrator and ___totally____ dodge what I was saying. I was saying that you KNOW HOW MANY PCS ARE IN OPERATION and many run by dolts who are able to do it. They wouldn't be as popular if they were as bad as you like to think. Are you going to keep ducking by lapsing into narrator mode, or are you going to at least try to contend with the points that I bring to your attention?

>
> >country would come to a grinding hault if every pinhead that operates a
> >Wintel PC got snagged like you do with IRQs and installing WIN 95.
>
> Most don't ever use all the capability of the machine, which is why the
> demand to buy one is so contemptable.

Contemptable??? Is that what your emotional reasoning powers tell you? The demand is because they are cheap and they follow standards. Contemptable for you, perhaps, which doesn't surprise me.

>
> >They're both pretty easy for me. Maybe you're not so smart after all.
>
> Yet another one!

Whoops! You're in narrator mode again because you wanted to say something smart but it just didn't come to mind.

> ---
> Here's a summary of your argument:
>
> 40% ignoring cheap graphics cards and hitting on a moot point relevant to
> this.
> -

Sorry I don't follow you. Your arguements are dis-jointed and your "reasoning" so evasive that I don't even know what you're talking about.

> 60% personal attacks.

Oh, so now you want to play the injured party. Are you going to hold your wounds out for others to kiss? Seems like a few lines back, you were accusing me of "ignoring key points" and "trying to ram them home when they're invalid." What, were you just being sweet? Were you hoping that I'd blow you a kiss in retaliation? Sorry to disappoint you.

> ---
> With numbers like that, James, you should be proud. Heck, America should
> be proud that great debaters like you exist to educate us all in the ways

> of computerdom.

Those numbers are your opinion, which is about as useless to me as most of what you say. You're the one tryig to educate us all in the ways of computerdom. You're the one trying hard to look like an expert, posting your computer resume and boasting that you make PC recommendations. I'm just trying to counter your bullsh*t. First you say you're talking about "any ST" then with a hard drive added, then with a Omnicrom added. Then you try to pretend like nobody in this world can use a PC without tripping up on IRQ conflicts..... You've demonstrated genius....at least YOUR brand of it.

James

4511. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-24 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960424031732.13204D-100000@PEAK.ORG>
Source record: 9567

On Mon, 22 Apr 1996, Brian-Roland Miller wrote:

> James Wood <jamesw@PEAK.ORG> writes:
>
> >can't get Atari service/help there. (You should realize that you have a
> >tendency towards "sour grapes" and try to avoid such claims that are so
> >obviously that way.)
>
> Again, my clients have yet to receive meaningful help at a computer
> store (that's why they hire me).

Your clients aren't everybody. Your clients may not be a representative
sample of the entire population. Computer stores vary incredibly.
Are you going to deny this?

>
> >whatever the case may be at "Barnes and Noble," you're not asking us to
> >believe that there is widespread distribution of Atari-related literature
> >amongst newsstands? You are more intelligent than that, I hope.
>
> You made a blanket statement that TOS mags can't be bought at a local
> bookstore. I refuted the point. Any attempt by you to allude to any greater
> agenda on my part is pure nonsense.

I made a statement based on observation over the Pacific Northwest and
Alaska, that TOS magazines are not distributed widely amongst newsstands
as they once were. You cited an exception to the rule. There's no
"alluding" going on; you need only admit that you cited an exception to
the rule, that's all. The fact that Barnes&Noble has TOS magazines
doesn't help the fact that I can't get one at Safeway, where PC Magazine
and Mac User are, nationwide. That is my point. In your above quote,
you said you refuted the point. So you refute the rule with an
exception? You're the one who's "golden."

James

4512. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-24 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960424032548.13204E-100000@PEAK.ORG>
Source record: 9568

On Mon, 22 Apr 1996, Brian-Roland Miller wrote:

> James Wood <jamesw@PEAK.ORG> writes:
>
> >Yeah, but STeve's will soon dry up like most Atari outlets have. The
>
> Not, really. Guess you've seen the financial statements, eh?

No, but I've watched most Atari outlets dry up or switch to mainstream platforms. I suppose now you'll "convenienty ignore" the trend in ever-diminishing Atari stores? You think there's going to forever be profit an an ever-shrinking market? You probably do...

>
> >clone companies aren't going anywhere except moving up the NASDAQ. I'll
> >bet that really pisses you off, eh? Heh heh.
>
> Not really. I just notice that all of them are furious at Intel for
> sucking all the sales margin out for themselves. Most are trying to make
> a profit in value added (utility per dollar) rather than sales of actual
> iron. Bet that pisses you off, eh?

My PC was a good deal. That's all that matters to me. Why would I be pissed off? I don't care who gets the margin. I'm not loyal to any brand. I buy what's good quality at the cheapest price. You're the one who's emotionally-attached to one brand; I have no reason to get emotional (pissed).

James

4513. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-24 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960424033243.13204F-100000@PEAK.ORG>
Source record: 9569

On 21 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:

> >The IBM design was limited by the OS, and new OS's have elimintated that
> >problem. Thus you can have "flat memory" extending from 0000 to gigabytes
> >of RAM.
>
> And it only took Microsoft 14 years to accomplish this feat (for
> the masses anyways).

Nevertheless, they accomplished it and since this is now and now is
relevant, how long it took is irrelevant and the fact that the feat was
accomplished is all that remains.

> >
> >Next time you hear an ST owner gloating about the 640K DOS limit, hand them
> >an 8 Meg SIMM and ask them how they plan to use it..
>
> The ST owner won't NEED that 8Meg SIMM to begin with. Any Microsoft user
> will. An OS that eats up 400K vs one that eats up 4Megs...

Sure, a much simpler OS without as many bells & whistles. I'm sure
you'll say that OLE isn't necessary, but I've found it to be handy.
So the ST owner wouldn't need that 8 Meg SIMM? So a TI 99/4A owner
wouldn't either, and you'd have about as much luck getting a local shop to
put in that SIMM in the 99/4A as you would the ST.

>
> The 4Meg barrier on the ST, although present, is much less of a problem.

Less of a problem? But a couple lines up, you acknowledged that the
problem was taken care of, albeit over 14 years. If you've said the
problem was taken care of, then how can the ST's 4Meg barrier be much
less of a problem?

James

4514. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-24 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960424034121.13204G-100000@PEAK.ORG>
Source record: 9570

On Mon, 22 Apr 1996, Katherine L Ellis wrote:

> >
> > Ok....ok.... Thanks for the clarification then. What resolution would
> > you use? 320x200 in 16 colors and 40-column text, 640 x 200 in four
> > colors, or monochrome?
>
> HI, Why are you talking about those reolutions, those are the standard.

I'm talking about those resolutions BECAUSE THEY ARE the standard for the ST. If we're going to access the WWW with a standard ST, then what other resolutions would you like to talk about?

> If you take the standard resolution on the pc, it will be nothing, except
> text. But you won't talking about that because when you buy a PC the
> graphic card is already in the computer.
> So let's talk on the same level. And st with graphic card displays
> exactly the same as a pc with a graphic card. That's all.

I am attempting to establish that "any" ST can access the web. If so, then that doesn't mean with an add-on graphics hardware. This isn't a comparison as to whether or not a SVGA PC can display better graphics than a stock ST, so there's no "level" to talk on. I just want to know what the web pages are going to look like on the ST's dated graphics modes, since I wouldn't consider pouring money into an ST. I have no doubt if I sank hundreds into graphics hardware and memory, I could display a picture as well on an ST - but I've have pissed more money down a rathole than I care to.

James

4515. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-24 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <BFErPZ9.brimiller@delphi.com>
Source record: 9571

BobR <76702.1466@CompuServe.COM> writes:

>>>You could be Peter Sinclair-Day... in fact, you probably are.
>
>>I know Peter Sinclair-Day, JABBA is no Peter Sinclair-Day...
>
>Sorry... no offense intended..!

"JEDI" actually has used a TOS system, which makes him a tad more skilled
in describing them than Peter Sinclair-Day.

BR Miller
Boston, MA

4516. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-24 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <BFEK-T5.brimiller@delphi.com>
Source record: 9572

BobR <76702.1466@CompuServe.COM> writes:

>But if it's so easy to install, why do we see so many articles in both
>comp.sys.atari.st and comp.sys.atari.st.tech from people having trouble
>installing and configuring it..?

Again, noone who is completely happy with WWW130 is going to post about
problems they're having with it. Only the few with problems will post.
There are many posts from people confused about Netscape, too. Does this
mean Netscape is absolutely useless?

>I have to deal on an almost daily basis with fairly experinced Atari users in
>the Atari forums on CompuServe who have problems with it too.

I can just see this:

"Give up, buy a PC, the Atari is inappropriate for Internet access.

Thanks, BobR, Atari Forum Manager"

>Yes, it's better than the early versions, but I still don't think it's as
>easy to install and use as other similar applications on other platforms.

EVer install Netscape or other applications? The trick is in getting the
TCP/IP stack to talk to your server. Once this is done, the actual applications
like WWW Browsers, Telnet, etc. are not an issue. And after having installed
dozens of TCP/IP stacks, I'd rate STiK as one of the easier ones to install.

>But I still don't think it's as practical a solution for the teacher in the
>original article as changing to a more well-supported platform.

Again, it would be easier to "switch," but it would also be expensive. If
every time you couldn't tackle a problem on your computer without having to
look for help, you switched machines, you'd be broke in short order. Smae
with most school districts (and taxpayers).

BR Miller
Boston, MA

4517. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-24 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <BIFKHd0.brimiller@delphi.com>
Source record: 9573

BobR <76702.1466@CompuServe.COM> writes:

>(What you've noticed here is that I'm not too happy with "know-it-all" types
>who try to make themselves sound important and knowledgable, while ignoring
>the needs of the individual who asked for help.)

If that's a sideways shot, it's a poor one. I've already explained how
the teacher could set up and use the TOS system to sully access the Web.
Isn't the need of the individual.

Ah, what the hell, I give up. It's pretty obvious that we're going nowhere
fast with this thread.
-
The original question was whether the ST could easily access the net. I
explained how. And since I advocated saving money through use of a still-
capable system already in place, I was bombarded by people attempting to
advocate purchase of new computers (which is not, and never will be
cost-effective). I explained the basic philospphy of value-added, and
was blasted as a "know-it-all" by the inciteful, you uninsightful Mr.
Woods, despite the fact that this is a basic tenet of the free market.
Fine, school district, go buy your Pentium 150's to run Netscape on.
Just don't be dismayed when you get the bill, and realize your needs for
internet could have been met for tens of thousands of dollars less.

BR Miller
Boston, MA

4518. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-24 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <BFFL3R7.brimiller@delphi.com>
Source record: 9574

James Wood <jamesw@PEAK.ORG> writes:

>I made a statement based on observation over the Pacific Northwest and
>Alaska, that TOS magazines are not distributed widely amongst newsstands
>as they once were. You cited an exception to the rule. There's no

Small sample of the population. Surely this isn't the case in the whole
country. Or to paraphrase you, "Bookstores vary. You can't deny that."

BR Miller
Boston, MA

4519. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-24 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <BFGoXP9.brimiller@delphi.com>
Source record: 9575

James Wood <jamesw@PEAK.ORG> writes:

>vehicle and a desire for it. Gee....kind of like when you try to reason
>with your emotion.

So why do you continue arguing?

>That doesn't mean they should piss money down a rathole. How convenient
>for you to try to duck behind the school and miss the point that
>regardless of WHO is doing modifications to an ST, they couldn't sell it
>for dirt. I suppose you'll pretend like that isn't the case now.

Anyone who invests money in a computer (or car) for resale value is a fool.

BR Miller
Boston, MA

4520. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-24 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <BFFqvJ9.brimiller@delphi.com>
Source record: 9576

BobR <76702.1466@CompuServe.COM> writes:

>There's a "grassroots" programming project just getting started on CompuServe
>to come up with a graphical "frontend" program for the ST which will work
>like the PC and Mac versions, and I expect that will run into much the same
>kinds of problems the CAB and Stik programmers have run into as well. I support
>that effort too, as it will help expand the horizons for Atari users who wish
>to dedicate the kind of time and resources necessary to get it to work.

The fact that CompuServe wasn't willing to port a graphical interface for
TOS users shows a lack of committment to TOS, not support of it, to me. . .
Of course, on Delphi, we haven;t any such problems.

BR Miller
Boston, MA

4521. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-24 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <JlHqnZ-.brimiller@delphi.com>
Source record: 9577

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>Get a Life is an interesting thread to observe. The argument in whether the ST
>is appropriate in the classroom/media center reminds me of pass class discusion
>in my Masters program of school media study..

Oh, boy, Socialism 101. . .

>A case study was upon us where we had to develop a plan for a new media center
>from scratch. A budget had to be proposed with a set limit. A new collection

Which makes it irrelevant, since the discussion was neither about a new
facility nor about a "media center" (fancy lingo for "library with lots
of expensive hardware that nobody uses").

>up the shelves. I decided not to except discarded materials using to rationize
>if its not good for their students than its not appropriate for mine even if
>the media center collection will be somewhat bare for the first year.

Well, since you have access to unlimited funds by draining other peoples'
pockets through taxation, cost/benefit analysis pribably wouldn't be
that good an idea.

>So, if another school or district discarded their last ST's for school use
>inorder to get upto date with Mac/PC, would I aquire those ST's? Probably

Who cares? If I were a district with STs (or Amigas, Acorns, etc.), I would
want to use the resources I've got, rather than go to the taxpayers and
say "I'm spending $70,000 to buy new computers since I found it too
difficult as a computer teacher to update the capable machines I've got."
This is where the argument centers. . . whether or not the ease of
"getting support" (questionable) for the PC, and ability to view an entire
hi-color picture on screen at once is worth $70,000. I'd say no.

BR Miller
Boston, MA

4522. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-24 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960424035420.13204H-100000@PEAK.ORG>
Source record: 9578

On 23 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:

> >On Fri, 19 Apr 1996, Brian-Roland Miller wrote:
> >
> >> James Wood <jamesw@PEAK.ORG> writes:
> [deletia]
> >> This is true - but again, what utility is added by the extra ram? If I am
> >> forced to "upgrade" from a 386 running WinWord 6.0 to a Pentium 150 with 8
> >> megs of RAM and Win95, with office 95, what utility am I gaining? Can anyone
> >> actually tell the difference between output from Papyrus, WinWord 95, or
> >> WinWord 6.0?
> >
> >You are changing two variables in the comparison. To test the effect of
> >manipulating one variable in an experiment, you have to hold the other
> >variables constant. Additional RAM grants you certain privledges (maybe
> >to run additional bloated programs) and different programs offer you
> >certain privledges (maybe new features) but they are different. Just
> >because I upgrade my RAM doesn't mean I have to change my word processing
> >program. I can still do all the things that more RAM allows me to do
> >without changing WP programs.
>
> So, what are the functional and resource equivalents w/ Windows of
> Stalker, 1st Word, DynaCadd & Pagestream?
>
> FULL functionality.

That has nothing to do with the fact that I can just stick in another 8MB SIMM when I want, and I don't have to upgrade my applications to new memory-hogs, like Brian-Roland was saying. He was trying to invalidate any advantage to upgrading the memory on a PC by suggesting that I'd have a new WP program (or whatever) that would soak it up. I can buy however much RAM I want and I can install whatever applications I want, and I don't understand the comment since my ability to do either is independent.

As far as functional equivalents for those programs listed, I don't know or care. However, if there's a need for a program (functional equivalents to those programs, or any) then chances are there is one for a mainstream PC. Atari computers play a very miniscule role in the functioning of this nation. PCs and Macs keep the wheels turning. Whatever those programs do, there are equivalents because you can do anything with a PC too. There are many competing brands of software that do the same/similar thing. You know that. You're just trying to set up an arguement so you can crow about how fantastic those programs are on the Atari [and how much better they are than PC equivalents] , in your search for reasons to keep your Atari. That's fine. However, the world

continues to turn with those programs playing a miniscule role, since the
user base is so tiny. I guess the rest of the world is so poor, eh?

> >
> >That's true. One only need turn on a Nintendo to see the opposite of
> >bloated code....very little RAM, a slow processor, yet FAST games.
>
> My preference for that analogy would be a Sega Genesis (for obvious reasons).

I was using "Nintendo" as an example because the NES has only 2K of RAM,
but the games are still fast and fun, and the graphics far better than
any other console or computer that used a 6502 microprocessor.

If I was thinking 16-bit console, I'd say the Super Nintendo, since it
has so much bettter graphics and sound than the Genesis. However, fast
games on a 6502/1.8mHz sounded more dramatic.

James

4523. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-24 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960424041641.13204I-100000@PEAK.ORG>
Source record: 9579

On 23 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:

> >
> >I don't see the FTP sites advertised like web sites. Many times I see
> >someone advertising their web pages and I email them asking what the FTP
> >site is and they say that anonymous ftp logons or access to the proper
> >directory is not available. This is a reality sometimes, whether or not
> >you like it, or whether or not you'll admit it doesn't matter.
>
> I asked for an example, not an anecdote.

The anecdote was the example, Einstein. There may not BE an ftp site so
if I can't get on the web then I'm handicapped to that information.
Since you can't seem to understand the anecdote, here's your example.
The toothpaste commercial had a web address of WWW.COLGATE.COM. I
want to see what's there. How do I get that information from ftp?
Without web access, I'm handicapped to that information. You disagree?

>
> >
> >>
> >> >ftp sites and gopher is dying. What about all that stuff that simply
> >>
> >> Some names for the tombstones might be nice. That and the WEB
> >> in many cases is just another layer on top of gopher and ftp.
> >>
> >
> >Re-read my previous paragraph until you're satisfied.
>
> Re-read my reply until you can parse human language.
>

You were supposed to re-read my paragraph until you warmed up to the fact
that without web access, you're handicapped to a lot of information. It
didn't work, you didn't get it, so forget it. Re-reading your reply
wouldn't be as entertaining as the first - which is the only reason I
read it - so I won't.

James

4524. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-24 00:00:00 UTC
From: JEDI
Message-ID: <4ll911$2im@doc.zippo.com>
Source record: 9580

In article , BobR says...
>
>>ATTENTION: The World Wide Web can be accessed GRAPHICALLY using an easy-tp
>>install package called WWW130!
>
>>It seems that you and Bob continually gloss over this fact.
>
>No, I've mentioned WWW130 before, and I acknowledge that it's a very good
>programming effort.
>
>But if it's so easy to install, why do we see so many articles in both
>comp.sys.atari.st and comp.sys.atari.st.tech from people having trouble
>installing and configuring it..?

Where?
And what are they complaining about? How many people are complaining about it?

>
>I have to deal on an almost daily basis with fairly experinced Atari users in
>the Atari forums on CompuServe who have problems with it too.
>
>Yes, it's better than the early versions, but I still don't think it's as
>easy to install and use as other similar applications on other platforms.

Since you have apparently seen a plethora of posted problems about this
package, it would seem trivial for you to share a few with us...

...and give us some insight into why the 'other' platform is NOT such a problem.

The one genuine configuration issue I saw posted would be similarly problematic
for most PC's.

>
>And, it's still faced with the same questions:
>
>WHERE does the teacher in the newspaper story hear about WWW130...?

Someone with more than narrow, system specific, popular media fed information.

>
>WHERE does the teacher GET a copy of WWW130...?

The same place shareware has been gotten from for a decade (more actually).

>
>WHERE does she ask questions about it if she has trouble getting it to work..?

You already answered this yourself above. You don't need a SLIP account
or Shell account for it either...
>
>I'll gladly admit that WWW130 may be a fun thing for experienced Atari users
>to play with, and getting it installed and configured can be something really
>rewarding.
>
>But I still don't think it's as practical a solution for the teacher in the
>original article as changing to a more well-supported platform.
Depends on what she has more of time or money. In a few weeks, she'll
have plenty of time. Schools are notorious for not having enough money.

Besides, she's already obviously an Atari user.

4525. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-24 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960424043129.23188A-100000@PEAK.ORG>
Source record: 9581

On 23 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:

> >
> >I don't see the FTP sites advertised like web sites. Many times I see
> >someone advertising their web pages and I email them asking what the FTP
> >site is and they say that anonymous ftp logons or access to the proper
> >directory is not available. This is a reality sometimes, whether or not
> >you like it, or whether or not you'll admit it doesn't matter.
>
> I asked for an example, not an anecdote.
>

The anecdote WAS your example, Einstein. Without access to the web,
you're handicapped for information that is only available on the web.
How hard is it for you to figure out? I see WWW.DISCOVERY.COM. I don't
know what's there. How is ftp going to help me?
It doesn't. Without web access, you're handicapped to that information.

> >>
> >> >ftp sites and gopher is dying. What about all that stuff that simply
> >>
> >> Some names for the tombstones might be nice. That and the WEB
> >> in many cases is just another layer on top of gopher and ftp.
> >>
> >
> >Re-read my previous paragraph until you're satisfied.
>
> Re-read my reply until you can parse human language.

The point to re-reading my paragraph was so (hopefully) you'd finally
realize that without web access, you're handicapped to that information.
Seems pretty simple to understand, but since you had difficulty with the
concept and instead wanted to argue that web access could be equalled
through text-only means, I hoped re-reading it might help you.
Re-reading your replies isn't an option because it isn't as funny the
second time, which is the only reason I read it the first.

James

4526. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-24 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960424043740.23188B-100000@PEAK.ORG>
Source record: 9582

On 23 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:

> >> >I'm sure there's a guy running CP/M on a 4 mHz Z80 with 16K thinking the
> >> >rest of the world is a bunch of fools.....which brings us to Atari users
> >> >who (with imposed 4MB limit) scoff at modern PCs.
> >>
> >> MODERN does not necessarily mean better. MODERN only means NEWER.
> >>
> >
> >By using the term "modern" I was hoping you'd think of the fact that even
> >the skimpiest PC configuration (in 1996) has 4MB or 8MB. The point was
>
> The skimpiest PC in '96 NEEDS it, most of it just to load Windows.
> The utility of software hasn't gone up quite as much as the resource
> requirements have.

Get used to it, Mac. If that wasn't the ongoing trend, we'd all still be
using 16K. What you fail to mention is that computing resourcs have
gotten much cheaper too. Could you get 1 gig drives for $200 3 years
ago? Could you get a meg of RAM for $25?

>
> >that the guy with the 16K Z80 would scoff at a 4MB computer (of any
> >brand) as having "too much needless/wasted memory," just as a 4MB Atari
> >user would scoff at my 16 megs and "bloated" system. I wasn't hoping to
> >incite a debate about the meaning of the word "modern."
>
> However, the enviroment of the Z80 is vastly different from the PC or the ST.
> The differences between the ST and the PC aren't that striking.
>

Just adding OLE alone (an God knows what else) to the ST would make an OS
the size of the ST's baloon. Just because you double click an icon to
run a program doesn't mean you can do everything Windows does. For
turning a machine based on an archaic architecture into a point-and-click
machine, Windows does quite a lot, slow as it is. Added features equals
added bulk. I'm not totally disagreeing with you on this point; Windows
is a hog. However, it does do more than the ST OS.

> >> >
> >> >I've been formatting and using AOL, Compuserve, Delphi, (etc.) disks for
> >> >years, glad for the free disks in the mail. However, its pretty
> >>
> >> Now you truely show your ignorance. Those are not Internet Software
> >> developers. Those aren't even Internet Service Providers. They are
> >> large commercial timesharing systems that have just recently added

> >> network gateways.
> >
> >
> >Good greif, man. You really think you're that smart? I never said they
> >were "Internet Software developers." I meant that they merely provide
> >software to access the internet and web through THEIR service. The point
>
> I made a remark about internet client developers and your retort was the
> above.

Yes....the above, which explains to you that getting on the net and web
is as easy as opening my mailbox, which isn't the case with your
proprietary computer.

>
> >I was trying to make is that they make it _that much easier_ for a PC/Mac
> >user to get on the net/web. I know what they are, YOU BOZO. The point
> >is that if you use thier service and software, you're at least online
>
> Online and on the 'net' are not the same thing.
>

Ohhhhh.....now you want to quibble.... Of course I meant to access the
internet, which ment "getting online" to begin with. Those services (the
ones whose disks I format and use) all offer net and web access, by the
way. Please don't try to dodge the point by trying to quibble.....

> Stalker will get you online. It will even get you online with CI$.
>

A dumb terminal and 300-baud acoustic modem will get you online. Big deal.

> >easily if you have a mainstream computer platform. Jeezus quit trying to
> >read into things further than you can because you make the wrong
> >assumptions and misinterpret what I'm saying (missing the point entirely)
>
> Lesse... the text comes right after a part of my text. Could it possibly
> be.... a response to that text. Naw... that would be too simple and
> straightforward. We're dealing with PC users here.

Spare me the analysis. Make your point.

>
> >and then try to correct me (going so far as to spout "Now you truely show
> >your ignorance") and when you're so haughty about it, it only serves to
> >show YOUR "true ignorance."
>
> Right idea, wrong characteristics. Please continue. I might even decide to
> assist you should you look too pitiable.
>

You're dreaming again. Somebody slap him and bring him to his senses!!!
(or just slap him)

> >True or false: Mainstream computer platforms are easier to
> >get online because they have more options to do so, and more assistance
> >for users who may have trouble. No arguements or qualifications; true or
> >false?
> >

Here's a point you conveniently ignored. By "online" I meant access to
the net and web included, of course. Here's another chance for you to
answer the above quote of mine, or are you going to dodge it again?

> >to use up a PCI slot for a $40 modem? By the way - cheap internal
> >modems and cheap sound cards are two things that plug into a 386 that
>
> Slot modems aren't that much cheaper than external ones and are still
> plentiful.

Slot modems ARE significantly cheaper. External ones are plentiful, and
they will be, at a higher cost.

>

> >> Software is hard to come by, but not really necessary. When you're software
> >> doesn't come with bugs as features, the need to get this years addition
> >> is not quite as great.
> >
> >Oh, so now not only is Web access not really necessary, but we don't need
> >software either. Brilliant arguement son, really brilliant. Bugs aren't
>
> You don't need MSWord 7.0. I believe you admitted as much in one of
> your other articles.

Yeah, I can use MSWord 5 and print my document. However, I'm not
HANDICAPPED TO INFORMATION like someone who doesn't have WWW access. Big
difference.

> Although I should have been more clear: THIS YEARS software is not really
> necessary.

Of course THIS YEAR'S software isn't necessary. Last years still works fine.

>
> Ancient VanTerm does not deliver me much more in the way of utility than
> this years version of ProComm.

Last year's ProComm still works well too, as does the year before.
What's your point? There does exist old versions of PC sofware too. Just
because you can't get new software doesn't mean you have to spite it.
BTW, I'll bet ancient VanTerm isn't so good at 28.8 KBPS, kinda like the ST.

>
> >standard features? I guess the "black page syndrome" that some people
> >have with AtariWorks is a feature that the latest Microsoft Office
> >doesn't have yet?
>
> Office has it's own problems.

>
Really? They don't seem to slow down its popularity. I'm sure it does
have its problems, but when you PC bashers say PC software has "bugs for
features," it's a fantastic embellishment.

> >
> >does not invalidate my experience, but it does serve to show that at
> >least I'm somewhat humble; you could use some humbleness yourself (a lot,
> >actually).
>
> Then I better get away from the likes of you.

Yes, please do, but for different reasons.

James

4527. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-24 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960424050526.23188C-100000@PEAK.ORG>
Source record: 9583

On 23 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:

>
> >or compatible has MIDI output on the "joystick/MIDI" port. This has been
> >since the first 8-bit Sound Blaster made its debut. Most "contemporary
>
> Much like an ACSI port, an additional box is required to get that
> 'built-in' functionality.

Uhhh, not "an additional box" but a cable adapter. It looks like a "Y"
with standard MIDI ports on one side and a joystick pass-through on the
other. The right signals are there, just the connector is different.
Hardly the same as what's required to turn a proprietary Atari interface
into something the rest of the world uses.

> >
> >It's not that big of a deal to anybody that they'd want to waste time
> >researching who you are. I wouldn't call anyone "so damn lazy" because
> >they don't care enough about you to research into who you are. Why would
> >anyone want to waste thier time doing that? If I thought if could
>
> Odd, you've wasted enough time already.

It's been entertaining, although it grows tiresome as of lately.

James

4528. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-24 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960424051148.23188D-100000@PEAK.ORG>
Source record: 9584

On 23 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:

> >
> >THorsten you have a point. However, when a "computer illiterate" teacher
> >needs to have her PC system configured, it isn't hard for her to find
> >somebody nearby who DOES KNOW how to do it for her. When she has
> >questions about getting on the internet with an Atari, she has to have a
> >newspaper article (or whatever) printed about her. If she had an
> >existing PC system rather than the Atari equipment to begin with, there
> >never would have been an article (or this ongoing argument) because she'd
> >have been on the net already and it wouldn't have been a situation worthy
>
> Some of us have been on the Net longer than either Winsock or Netrape.
>
> Pluging in a modem is all that is required.

Then what was the problem? Why did't she plug in the modem? What was
the stimulus for the story to begin with???? If she had a PC or Mac,
she'd have been online instead of having the story. AIN'T THAT SO?

James

4529. Re: Get a life... (Bobby is a liar and a thief)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-24 00:00:00 UTC
From: JEDI
Message-ID: <4llmv4$g5q@doc.zippo.com>
Source record: 9585

In article , sinclap2954@cobra.uni.edu says...
>
>In article <4lhjpi$gh5$2@mhadg.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
>>>At least I don't indulge in plagarism.
>>
[deletia]
>BobR, Don't draw my name in your spat with Jedi...He is not my little brother.
>My little brother is Matthew and his e-mail is Msinclai@Hawaii.edu .....->
>
>The problem with you ST'ers is that you can dish it out but you can't take it
>when it comes back to you all.
>
>I remember when ST and Amiga users went off on thier tantrums towards Mac/PC
>users in the 80's. I was an Amiga user/owner until 92 but defected when the
>Mac became cheap and had fantastic apps that the Amiga and ST lacked. I never

Interestingly enough, it was in this general timeframe when Bobby's comments
would have been true. That state of affairs, and the obscene price of Atari
hardware (and relative expense of Apples) led me to clones.

However, things have changed. SLIP finally came to GEM.

>flamed Mac/PC users for their choice.. I decided to state facts about the
>Amiga and ST in a experiment to see if they could take their own medicine.
>Well, I proved they could not.. It's nice to dish out but when the other foot
>drops such as the Tramiels handling of the ST into the ground, all you fanatics
>held the belief that the ST is superior despite the other platforms advancing
>beyond the capabilities of the Amiga/ST..

Actually, that bit would probably be more appropriately aimed at me.
Bobby is of the: "I now have a PC, the Atari is completely useless now" camp.

I'm more of the: "A Turing Machine is a Turing Machine" & "We will make it
work even if it doesn't want to" camps.

"Buy PC's (or Apples)" might not be the best recommendation for someone with
a room full of Ataris and a tight budget.

The majority of the microcomputer market doesn't want to acknowledge older
machines (even older PC's). (and no; ancient software that's less than ST caliber
being sold in bargain bins doesn't count as significant acknowledgement).

4530. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-24 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.830373786@gmi.edu>
Source record: 9586

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>Get a Life is an interesting thread to observe. The argument in whether the ST
>is appropriate in the classroom/media center reminds me of pass class discusion
>in my Masters program of school media study..

... and in this [wannabe] Masters program you studied the wonders of
the card catalog, no doubt.

Blah blah blah...

Go back and play with your card catalogs, doofus. You're too much
of an ignoramus to serve any useful purpose on this planet.

/Kevin

4531. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-24 00:00:00 UTC
From: JEDI
Message-ID: <4llqf9$jkl@doc.zippo.com>
Source record: 9587

In article , James says...
>
>
>
>On Mon, 22 Apr 1996 STIRRE31@MAINE.MAINE.EDU wrote:
>
>> James,
>> Interesting way to turn around an argument. BobR comes into this
>> group ranting that only a rocket scientist could configure a web browser
>> for the ST. Then, when someone points out the difficulties of
>> using a PC, you use pretty much call them stupid.
>
>Hang there, dude. I wasn't _really_ calling "anyone" who has difficulty
>with a PC "stupid." I was pointing out that if these self-proclaimed,
>alleged "Atari experts" are indeed so knowledgeable about computers as
>they purport to be in their postings, they shouldn't find it so difficult
>to install a VGA card. If someone is so adept with computers that they
I'm curious when this popped up?
Nevermind it has to be just about the most loaded PC example available.
There is BIOS support for VGA and all of the hardware i/o settings are fixed.

Drivers for non-standard resolutions can be a pain however.

WHO was complaining about the difficulty in installing a VGA card again.

>are an "expert" and they can't install an internal modem or VGA card in a
>PC (provided they had instructions, like all new VGA cards come with),

Well, now this is a bit more relevant. Installing a modem can be rather hairy
if it is NOT THE ONLY 'expansion card' you have. Not all PC's are consistent
in their behaivor given a common configuration. One significantly differing
component can cause problems.

Also, the built in irq/baseaddress monitor is faulty. That is why there are various
and multiple replacements for it.

>then they must indeed be stupid. That's not "everybody." As a matter of
>fact, PCI is very popular today and has pretty much become the standard
>since the Pentium push got underway. PCI is "plug&play." Even the new

PCI = buy new system (or at least motherboard).

Legacy is a rather sticky problem with PC's: hardware and software.

>Macs are using PCI. What's so hard? Maybe they're the type who needs a
>video to watch first....hardware sold under the mass-market package name
>"Reveal" comes with a VHS cassette and a 1-800 number for people like

>these "Atari experts," should they ever sprout pubic hair and attempt a
>major technical undertaking like installing a VGA card in a PC.

Again, WHO claimed that installing a VGA card was difficult (as opposed to
broader generalizations that may have by their nature allowed you the room
to rant such as above)?

>
>
>> I know a person
>> who is getting a 4.0 in her third year in Physics and her PC always
>> gives her headaches.
>
>I'm sure if you look hard enough, you can find someone with a 4.0 who
>can't tell his a**hole from a hole in the ground; in either case it
>doesn't necessarily mean the task is difficult.

There is a genuine rocket scientist that I consult for occasionally.
The term 'rocket scientist' is greatly misused.

>
>> Besides, we were comparing the difficulties
>> of use for a teacher wanting to connect to the Web.
>
>True. Then the "experts" asked everyone to bow down and agree that
>installing an ISA card is far beyond the capabilities of the general
>population, and I replied and you replied and here we are. Such a cute
>little play-by-play, eh?

With a mult-i/o board with all of it's ports active, no documentation, and a creative
labs card also inside: an isa modem would likely be beyond the skill level of most
users.

>
>> Both systems
>> have advantages as far as ease-of-use.
>
>I'd say their both easy to use. I'd have to say that my ST was easier to
>use, but using a PC still hasn't been difficult for me. There's
>always a learning curve that you're constantly moving up and
>switching to PC moved me back down the curve as far as my relations
>with my personal computer, but of course it's not difficult to use a
>PC or they wouldn't be so popular. They're just not "the easiest in
>the world." Macintosh is. But we weren't talking about Mac. Also, I didn't
>do all the things with the ST that I do with Windoze (OLE, DDE, PCMCIA,

So? What do you use OLE & DDE for?

>etc.) so of course it was easier.
>
>
>> I have heard quite a few horror
>> stories about Windows 95, btw, in PC magazines.

>
>You'll see horror stories about anything under the sun. Does that mean
>you believe them all? All it takes to generate a horror story is a
>petulant, emotional, highly-opinionated malcontent like these "experts"
>I'm arguing with.

Windows 95 wasn't ready for the level of information hiding that it presumed
it could do. The setup wizard could really screw over a novice user BIGTIME.
Also, the configuration itself is rather unstable as well as not consistently
supporting rather common hardware (well).

>
>
>> Furthermore, I have
>> a friend running Netscape 2.0 under Win 95 and he thinks it is
>> very unstable.
>
>Since Windows 3.1 came out, my PCs have been the most stable computers
>I've used. I had occasional crashes with 3.0, just as I got bombs on my

And you said you used OLE/DDE?

>ST - which wasn't much of the time. I'm sure a Macintosh may be _more_
>stable, but my Windows PCs have been very stable still. Nothing is idiot
>proof. People's experiences may vary. However, it's not as bad as the
>malcontents like to cry about.

Actually, not many complaints about 'doze stability have been hurled about
lately.

However, if you use the system capabilities as advertised (serious multi-tasking),
you will likely break it frequently.

One could coddle the system (NT doesn't need to be, neither does LINUX).
However, doing so limits the utility of a Wintel clone significantly, erasing much
of it's advantage over an ST.

4532. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-24 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960424163410.5237A-100000@PEAK.ORG>
Source record: 9588

On Wed, 24 Apr 1996, Brian-Roland Miller wrote:

> James Wood <jamesw@PEAK.ORG> writes:
>
> >I made a statement based on observation over the Pacific Northwest and
> >Alaska, that TOS magazines are not distributed widely amongst newsstands
> >as they once were. You cited an exception to the rule. There's no
>
> Small sample of the population. Surely this isn't the case in the whole
> country. Or to paraphrase you, "Bookstores vary. You can't deny that."

Once again, you cited an EXCEPTION to the rule. Won't you acknowledge that? Don't you know that the Atari days are over? Hell, man, in 1986 one couldn't even blow hard (as you do) about the availability of TOS magazines. Now that the ST has long since disappeared from stores, you expect anyone to believe your denial? All I am trying to say is that RELATIVELY SPEAKING, relative to both how Atari magazines USED to be distributed, AND relative to how PC and Mac magazines are now distributed, the rule is that there is not widespread distribution of TOS magazines. I don't know how you could argue otherwise. You just like to argue and you can't stand to lose, no matter how preposterous your stand. That's fine. Why don't you try going into a B. Dalton's or Waldenbooks and find some TOS magazines? You might have in the past. You won't now, because there things are not like they used to be and there is no longer widespread distribution. I don't know how to spell it out for your sorry ass any better than that. You'd argue with a signpost, wouldn't you? Have fun living in denial.

James

4533. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-24 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960424163948.5237C-100000@PEAK.ORG>
Source record: 9589

On Wed, 24 Apr 1996, Brian-Roland Miller wrote:

> James Wood <jamesw@PEAK.ORG> writes:
>
> >vehicle and a desire for it. Gee....kind of like when you try to reason
> >with your emotion.
>
> So why do you continue arguing?
> ---

It's fun to watch you bop and weave and dodge and deny.

>
> >That doesn't mean they should piss money down a rathole. How convenient
> >for you to try to duck behind the school and miss the point that
> >regardless of WHO is doing modifications to an ST, they couldn't sell it
> >for dirt. I suppose you'll pretend like that isn't the case now.
>
> Anyone who invests money in a computer (or car) for resale value is a fool.
> ---

Yeah, looks like like your brand of bullsh*t, alright. What about a guy
who buys a vehicle in basically good shape for wholesale (low book value) or
less, spends a little on polish and two-tone paint, a little trim and
clean-up, and some used wheels and tires. Those things cost; they are an
"investment" into the vehicle. Then, the vehicle is sold for high book,
or somewhere close. Money is made. I know a little something about
this. That's an investment made for resale value, much as people fix up
houses sell them for a profit. You really don't have any economic
sense. YOU'RE WRONG!! Not surprising coming from you. The fact that
you said that shows how truly narrow-minded you are. I cite it as proof.

James

4534. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-25 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <h5LKHB3.brimiller@delphi.com>
Source record: 9491

James Wood <jamesw@PEAK.ORG> writes:

>that? Don't you know that the Atari days are over? Hell, man, in 1986

Atari's days are over. And the best years of TOS sales are behind us.
This does not mean that current users cannot continue to gain utility from
their machines, or that the machines have nothing to offer the new user.

>one couldn't even blow hard (as you do) about the availability of TOS
>magazines. Now that the ST has long since disappeared from stores, you

Please define "blowhard." I suspect you don't know what one is, and are
merely using the term since I applied it (quite aptly) to you.

>magazines. Now that the ST has long since disappeared from stores, you
>expect anyone to believe your denial? All I am trying to say is that

I'm not denying anything. Certainly, the support of TOS varies from region
to region. However, you used your limited experience with TOS magazines
availability to make a general blanket statement about all users' ability
to obtain them.

If your general point is that PC hardware is easier to buy than PC hardware,
that there's more documentation, and peripherals and software are easier to
buy, fine, you're correct. However, there are simply areas in programming,
usage, and utility where TOS machines make sense. Add into this continued
production by a multitude of companies, OS development driven primarily by
users (instead of Microsoft, Apple, or Amiga Tech), a growing developer base,
and decent support by system resellers, and you have a great system, one that
has allowed me to compete quite well with the competition.

One selling point for TOS systems (especially among small businesses) is the
fact that it is different and less known. The $1 million dollar company
competing with the $10 million company doesn't have the $250,000 MIS
budget that the $10 million company does. Result? If they're running the
same systems, the $1 million company is probably running behind. TOS and
Mac both make excellent systems. Output from them is less "guessable,"
](ie. potential clients don't say "they did that in Word 6.0 and did that
presentation in PowerPoint using the business graphics package).

You see, James, you're trying to characterize me rather than stick to the
issues, and your characterizations are incorrect. You'll find me installing
SBT-based NT accounting systems for $5 million companies along with
BEST Business Management accounting systems for $150,000 companies. I

choose the machine for the job.

In terms of the school district, I recommended continuing use of TOS systems
to save costs. A newer system would have been easier, but utility would
have been exceeded by cost. This argument was ignored (as my clients sometimes
ignore my advice), however, you characterized me as advocating purchase
of 1040STs for Internet access (untrue), and played fast and loose with
my position on the entire post. When you could not longer bend the argument
to suit your needs, you blathered on through insults, and suggested I am
saddened by the profits of PC makers, among other ludicrous things.

If you refuse to see the utility of a multi-OS solution, I cannot make you
see. However, don't come whining back to me later when output drops due
to a system switch. I had a client who switched from Mac to Windows 95
(against my advice) try to blame me for the resultant drop in productivity
and all of the problems associated with the system (despite the fact I
didn't install them, and told them that Win95 is ineffective in a business
climate). Looks like I should send your name to them for a job reference.

BR Miller
Boston, MA

4535. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-25 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <h7Drvj0.brimiller@delphi.com>
Source record: 9492

James Wood <jamesw@PEAK.ORG> writes:

>who buys a vehicle in basically good shape for wholesale (low book value) or
>less, spends a little on polish and two-tone paint, a little trim and
>clean-up, and some used wheels and tires. Those things cost; they are an
>"investment" into the vehicle. Then, the vehicle is sold for high book,

That assumes that the labor involved is worth less than the profit (not
true for most people).

Of course, you missed the entire point about computers' resale (the original
subject). I cannot say I am surprised by your dodging the subject. Tell
us, James, why should a computer be purchased primarily for resale value?
Can you name me some "modern" computers that appreciate in value over usage
time, or that have been known to retain 50% of the purchase value of the
machine over 5 years?

Unless you're a hobbyist, a good mutual fund, or careful market investment
yourself will yield far higher returns than car restoration. Computer
resale will porbably never yield returns (look at the death of used computer
outfits like Exsel, Inc. for evidence).

Try and make your original points hold water, James, or you're only going
to "win" by outscreaming everyone else (which, I guess, is your style
anyway).

BR Miller
Boston, MA

4536. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-25 00:00:00 UTC
From: JEDI
Message-ID: <4lnuok$g9n@doc.zippo.com>
Source record: 9493

In article , James says...
>
>
>
>On 21 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:
>
>> >The IBM design was limited by the OS, and new OS's have elimintated that
>> >problem. Thus you can have "flat memory" extending from 0000 to gigabytes
>> >of RAM.
>>
>> And it only took Microsoft 14 years to accomplish this feat (for
>> the masses anyways).
>
>Nevertheless, they accomplished it and since this is now and now is
>relevant, how long it took is irrelevant and the fact that the feat was
>accomplished is all that remains.

Now all you have to do is hope it doesn't mysteriously misplace any of
your hardware.

Then, hope your old software doesn't break (msvc 1.5 is a prime example).

>
>> >
>> >Next time you hear an ST owner gloating about the 640K DOS limit, hand them
>> >an 8 Meg SIMM and ask them how they plan to use it..
>>
>> The ST owner won't NEED that 8Meg SIMM to begin with. Any Microsoft user
>> will. An OS that eats up 400K vs one that eats up 4Megs...
>
>Sure, a much simpler OS without as many bells & whistles. I'm sure
>you'll say that OLE isn't necessary, but I've found it to be handy.
I'd be more than happy to find out WHY you find it handy.

>So the ST owner wouldn't need that 8 Meg SIMM? So a TI 99/4A owner
And what were those TI equivalents of STalker, Calamus, Cyberstudio,
and DynaCADD again.

>wouldn't either, and you'd have about as much luck getting a local shop to
>put in that SIMM in the 99/4A as you would the ST.
If you find a shop that is not allergic to soldering you might have a bit
of a chance with either.

>
>>
>> The 4Meg barrier on the ST, although present, is much less of a problem.

>
>Less of a problem? But a couple lines up, you acknowledged that the
>problem was taken care of, albeit over 14 years. If you've said the

The ST can fully address it's entire physical memory space without
contortions. This is much better than having 8 Megs of physical memory
and having to deal with 3 overlapping DOS memory models.

>problem was taken care of, then how can the ST's 4Meg barrier be much
>less of a problem?

What the ST presumes to do, it can do within the 4 Meg limitation.

4537. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-25 00:00:00 UTC
From: JEDI
Message-ID: <4lnvp7$h7t@doc.zippo.com>
Source record: 9494

In article , James says...
>
>
>
>On 23 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:
>
>> >On Fri, 19 Apr 1996, Brian-Roland Miller wrote:
>> >
>> >> James Wood <jamesw@PEAK.ORG> writes:
>> [deletia]
>> >> This is true - but again, what utility is added by the extra ram? If I am
>> >> forced to "upgrade" from a 386 running WinWord 6.0 to a Pentium 150 with 8
>> >> megs of RAM and Win95, with office 95, what utility am I gaining? Can anyone
>> >> actually tell the difference between output from Papyrus, WinWord 95, or
>> >> WinWord 6.0?
>> >
>> >You are changing two variables in the comparison. To test the effect of
>> >manipulating one variable in an experiment, you have to hold the other
>> >variables constant. Additional RAM grants you certain privledges (maybe
>> >to run additional bloated programs) and different programs offer you
>> >certain privledges (maybe new features) but they are different. Just
>> >because I upgrade my RAM doesn't mean I have to change my word processing
>> >program. I can still do all the things that more RAM allows me to do
>> >without changing WP programs.
>>
>> So, what are the functional and resource equivalents w/ Windows of
>> Stalker, 1st Word, DynaCadd & Pagestream?
>>
>> FULL functionality.
>
>
>That has nothing to do with the fact that I can just stick in another 8MB
>SIMM when I want, and I don't have to upgrade my applications to new
>memory-hogs, like Brian-Roland was saying. He was trying to invalidate

However, if the old applications are memory hogs anyways, you won't
need to upgrade them in order to need/(increase utility) by adding more
RAM.

Your point exists on the premise that there exists applications for windows
that aren't memory hogs.

>any advantage to upgrading the memory on a PC by suggesting that I'd have
>a new WP program (or whatever) that would soak it up. I can buy however
>much RAM I want and I can install whatever applications I want, and I

And spend money whenever you want; make some computer vendor
rich whenever you want.

>don't understand the comment since my ability to do either is independent.

>
>As far as functional equivalents for those programs listed, I don't know
>or care. However, if there's a need for a program (functional
Translation: I know nothing about ST's and not much more about PC's.

>equivalents to those programs, or any) then chances are there is one for
>a mainstream PC. Atari computers play a very miniscule role in the
Unless those chances are miniscule, you must have encountered it at
some time with all of those PC users running about and all of that retailer
support....

>functioning of this nation. PCs and Macs keep the wheels turning.
Only in the sense that they function as steering wheels (re: Big Irons)

>Whatever those programs do, there are equivalents because you can do
>anything with a PC too. There are many competing brands of software that
>do the same/similar thing. You know that. You're just trying to set up
Actually, the PC software market is rather sparse. In some areas there
is more diversity amongst STs. Giants pushing most of the smaller firms
out...

>an arguement so you can crow about how fantastic those programs are on
>the Atari [and how much better they are than PC equivalents] , in your
Well, in the absense of data from the opposing position, it is difficult
to compare atari-wares to anything.

>search for reasons to keep your Atari. That's fine. However, the world
<chortle> You need to pay better attention.

>continues to turn with those programs playing a miniscule role, since the
>user base is so tiny. I guess the rest of the world is so poor, eh?

Some of us don't need the bandwagon. If our software works and our
machines are sufficiently responsive we have no reason to care whether
or not our 'wares play a greater (or smaller) part in the grand scheme of
things.

>
>
>> >
>> >That's true. One only need turn on a Nintendo to see the opposite of
>> >bloated code....very little RAM, a slow processor, yet FAST games.
>>
>> My preference for that analogy would be a Sega Genesis (for obvious reasons).
>
>I was using "Nintendo" as an example because the NES has only 2K of RAM,
>but the games are still fast and fun, and the graphics far better than
>any other console or computer that used a 6502 microprocessor.

Restricting the field to just the 6502 is a bit 'cheeezey'.

However, the Genesis shows what a lowly 68000 can do. It still manages to best the PC at times (even today).

>
>If I was thinking 16-bit console, I'd say the Super Nintendo, since it
>has so much bettter graphics and sound than the Genesis. However, fast

Which game(s).

>games on a 6502/1.8mHz sounded more dramatic.

4538. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-25 00:00:00 UTC
From: JEDI
Message-ID: <4lnti5$f9g@doc.zippo.com>
Source record: 9495

In article , James says...
>
>
>
>On Mon, 22 Apr 1996, Brian-Roland Miller wrote:
>
>> James Wood <jamesw@PEAK.ORG> writes:
>>
>> >Ok....ok.... Thanks for the clarification then. What resolution would
>> >you use? 320x200 in 16 colors and 40-column text, 640 x 200 in four
>> >colors, or monochrome?
>>
>> Or any of the numerous resolutions offered by the Omnicrom or other cartridge
>> video card.
>> Your argument is as valid as me asking whether I could run Netscape in 320 x
>> 200 CGA four colors, or 640 x 200 one color.
>
>Central to this arguement is the fact that you have been telling us
>that WWW130 (or whatever) will allow me to access the web with ***ANY ST***
>and that is why (if you'll put your insolence on hold for just a second)
>I mentioned the ST's graphics resolutions. So to correct you, the

And I offered solutions around them. You might not like them, but they were
viable.

>relevance of my question is unquestionable; what other resolution is a
>standard ST going to run it in? I have no doubt with $800 investment in
>a $50 520ST I could have imatation VGA. However, I can get a second hand

Actually, with $800 an ST would have resolution that would make your clones'
VGA look like an intellevision. The card would also be useful in any subsequent
clones you might buy (assuming the right bus, of course).

Also, the stated cost of the latest ST video 'board' mentioned was ~$200.

>386 system for waaaay less than that and still sell it in the classified
The only way you will make a profit from it is by swindling the unknowing.

>ads when I upgrade. I buy PCs and parts in the paper all the time and
>upgrade for very little because I can sell the old stuff; there's a
>market. Good luck trying to get anything for a $50 ST plus $400 graphics
>box plus $200-$400 monitor. Hell, I've bought and sold stuff on the
The ST has a used market as well. Nevermind that a decent monitor for a clone
will cost as much (no: .40 dot pitch monitors upon which you can surf upon the
flicker dont count as decent pc monitors)

>campus bulletin board. Good luck trying to do that with a large Atari
>investment. Anyway....to reiterate the point, how about some details of
>running "any" ST on the web? One more time and see if you can get it
>this time....What resolution does the browser run in? 320x200 in 16

While a windowed solution may be a bit awkward for any 80 column data exchange,
for most pages this wouldn't be a problem.

>colors, 640x200 in 4 colors, or monochrome?

4539. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-25 00:00:00 UTC
From: JEDI
Message-ID: <4lntt6$flb@doc.zippo.com>
Source record: 9496

In article , James says...
>
>
>
>On Mon, 22 Apr 1996, Brian-Roland Miller wrote:
>
>> James Wood <jamesw@PEAK.ORG> writes:
>>
>> >can't get Atari service/help there. (You should realize that you have a
>> >tendency towards "sour grapes" and try to avoid such claims that are so
>> >obviously that way.)
>>
>> Again, my clients have yet to receive meaningful help at a computer
>> store (that's why they hire me).
>
>
>Your clients aren't everybody. Your clients may not be a representative
>sample of the entire population. Computer stores vary incredibly.
>Are you going to deny this?

Stores are there to get your money. That is their primary point in existence. They will do what they can to further that goal, oftentimes at your expense. I've yet to be in a computer store where the staff wasn't incompetent or just plain LIED. Variation may all be in one relative direction: down.

In the end: a salesman is a salesman.

4540. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-25 00:00:00 UTC
From: JEDI
Message-ID: <4lo22n$j7c@doc.zippo.com>
Source record: 9497

In article , James says...
>
>
>
>On 23 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:
>
>> >
>> >I don't see the FTP sites advertised like web sites. Many times I see
>> >someone advertising their web pages and I email them asking what the FTP
>> >site is and they say that anonymous ftp logons or access to the proper
>> >directory is not available. This is a reality sometimes, whether or not
>> >you like it, or whether or not you'll admit it doesn't matter.
>>
>> I asked for an example, not an anecdote.
>
>The anecdote was the example, Einstein. There may not BE an ftp site so
>if I can't get on the web then I'm handicapped to that information.

No you're not. There are usenet (and probably fido) groups setup
to disseminate just that kind of information.

>Since you can't seem to understand the anecdote, here's your example.
>The toothpaste commercial had a web address of WWW.COLGATE.COM. I

And what drivers are located at colgate?

>want to see what's there. How do I get that information from ftp?
>Without web access, I'm handicapped to that information. You disagree?

You're definitely handicapped. However, the use of the term 'information'
for those particular data are dubious.

>
>>
>> >
>> >>
>> >> >ftp sites and gopher is dying. What about all that stuff that simply
>> >>
>> >> Some names for the tombstones might be nice. That and the WEB
>> >> in many cases is just another layer on top of gopher and ftp.
>> >>
>> >
>> >Re-read my previous paragraph until you're satisfied.
>>
>> Re-read my reply until you can parse human language.
>>

>
>You were supposed to re-read my paragraph until you warmed up to the fact
>that without web access, you're handicapped to a lot of information. It
>didn't work, you didn't get it, so forget it. Re-reading your reply
>wouldn't be as entertaining as the first - which is the only reason I
>read it - so I won't.

Some people see a particular impediment as a mortal thing. Others
do not. Some bits of information are more accessable than others.
Your original example was a glaring example of same.

I'm still curious who put's their drivers on the web only: firms to avoid.

Also, you come up with a not quite so vacuous webpage as a counter-example;
they aren't too hard too find.

4541. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-25 00:00:00 UTC
From: JEDI
Message-ID: <4lo2tp$jqt@doc.zippo.com>
Source record: 9498

In article , James says...
>
>
>
>On 23 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:
>
>> >
>> >THorsten you have a point. However, when a "computer illiterate" teacher
>> >needs to have her PC system configured, it isn't hard for her to find
>> >somebody nearby who DOES KNOW how to do it for her. When she has
>> >questions about getting on the internet with an Atari, she has to have a
>> >newspaper article (or whatever) printed about her. If she had an
>> >existing PC system rather than the Atari equipment to begin with, there
>> >never would have been an article (or this ongoing argument) because she'd
>> >have been on the net already and it wouldn't have been a situation worthy
>>
>> Some of us have been on the Net longer than either Winsock or Netrape.
>>
>> Pluging in a modem is all that is required.
>
>
>Then what was the problem? Why did't she plug in the modem? What was
An intriguing question. If she was managing a significant group of ST's
one would expect that she would have already been plugged into what
support exists for the machine. It's seems strange that any experienced
ST user would be unaware of, at the very least, Toad.

>the stimulus for the story to begin with???? If she had a PC or Mac,
>she'd have been online instead of having the story. AIN'T THAT SO?

Perhaps. If she were that ignorant of her own machines, she might
have problems with other platforms that one wouldn't normally expect.

Also, as alluded to in the deleted part of the article: someone with better
general online knowledge could have easily steered her towards user groups,
atari fido and usenet groups & BBS's in general, as well as SLIP account
providers.

4542. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-25 00:00:00 UTC
From: JEDI
Message-ID: <4lo5rg$mjp@doc.zippo.com>
Source record: 9499

In article , James says...
>
>
>
>On 23 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:
>
>> >> >I'm sure there's a guy running CP/M on a 4 mHz Z80 with 16K thinking the
>> >> >rest of the world is a bunch of fools.....which brings us to Atari users
>> >> >who (with imposed 4MB limit) scoff at modern PCs.
>> >>
>> >> MODERN does not necessarily mean better. MODERN only means NEWER.
>> >>
>> >
>> >By using the term "modern" I was hoping you'd think of the fact that even
>> >the skimpiest PC configuration (in 1996) has 4MB or 8MB. The point was
>>
>> The skimpiest PC in '96 NEEDS it, most of it just to load Windows.
>> The utility of software hasn't gone up quite as much as the resource
>> requirements have.
>
>Get used to it, Mac. If that wasn't the ongoing trend, we'd all still be

Why should I? It's precisely this 'bend over and say AHHH' attitude of the
computer buying consumer that causes much of the bloat and bugs.
Much is tolerated with computers that would not fly in most other industries.

>using 16K. What you fail to mention is that computing resourcs have
>gotten much cheaper too. Could you get 1 gig drives for $200 3 years
>ago? Could you get a meg of RAM for $25?

Another 'resin fire' and the relatively recent and short lasting price drop in
DRAM may evaporate again. It is fortunate that those prices dropped, finally,
as they are a practical necessity. Hopefully the bloat wont grow too quickly and
nullify recent gains.

>
>
>>
>> >that the guy with the 16K Z80 would scoff at a 4MB computer (of any
>> >brand) as having "too much needless/wasted memory," just as a 4MB Atari
>> >user would scoff at my 16 megs and "bloated" system. I wasn't hoping to
>> >incite a debate about the meaning of the word "modern."
>>
>> However, the enviroment of the Z80 is vastly different from the PC or the ST.
>> The differences between the ST and the PC aren't that striking.

>>
>
>Just adding OLE alone (an God knows what else) to the ST would make an OS
>the size of the ST's baloon. Just because you double click an icon to

Well, it is larger by an order of magnitude (probably more).
So, what specifically, has OLE done for you lately?

>run a program doesn't mean you can do everything Windows does. For

One might not need too. It might improve performance (even on windows)
if the kitchen sink weren't a required inclusion.

>turning a machine based on an archaic architecture into a point-and-click
>machine, Windows does quite a lot, slow as it is. Added features equals

GEM does it better (in terms of resource efficiency).
The graphical enviroment doesn't require massive resources,
even on a PC-clone.

>added bulk. I'm not totally disagreeing with you on this point; Windows
>is a hog. However, it does do more than the ST OS.

So, what do you so urgently need your GUI to do that GEM does not?

It is called GEM (& TOS) btw, in case you were unware.

[deletia]
>Yes....the above, which explains to you that getting on the net and web
>is as easy as opening my mailbox, which isn't the case with your
>proprietary computer.

Get on Toad's mailing list.

>
>>
>> >I was trying to make is that they make it _that much easier_ for a PC/Mac
>> >user to get on the net/web. I know what they are, YOU BOZO. The point
>> >is that if you use thier service and software, you're at least online
>>
>> Online and on the 'net' are not the same thing.
>>
>
>Ohhhhh.....now you want to quibble.... Of course I meant to access the
>internet, which ment "getting online" to begin with. Those services (the

Nope, there are an entire universe of systems that have no connnections
or affiliations whatsoever with the internet. 12-18 months ago this was also
true for the online systems (mail excepted).

>ones whose disks I format and use) all offer net and web access, by the
>way. Please don't try to dodge the point by trying to quibble.....
>
>

>> Stalker will get you online. It will even get you online with CI$.
>>
>
>A dumb terminal and 300-baud acoustic modem will get you online. Big deal.

It will let you surf the web; your protestations to the otherwise notwithstanding.

[deletia]
>Slot modems ARE significantly cheaper. External ones are plentiful, and
>they will be, at a higher cost.

The added expense of the case and power supply of an external modem is
less than the added expense of a MIDI adaptor for a sound card.

That amount may seem significant too you.

>
>>
>
>> >> Software is hard to come by, but not really necessary. When you're software
>> >> doesn't come with bugs as features, the need to get this years addition
>> >> is not quite as great.
>> >
>> >Oh, so now not only is Web access not really necessary, but we don't need
>> >software either. Brilliant arguement son, really brilliant. Bugs aren't
>>
>> You don't need MSWord 7.0. I believe you admitted as much in one of
>> your other articles.
>
>Yeah, I can use MSWord 5 and print my document. However, I'm not
>HANDICAPPED TO INFORMATION like someone who doesn't have WWW access. Big
>difference.

You can surf the web with a wyse60...
NO ONE, need be excluded from the Net (or even the web).

>
>
>> Although I should have been more clear: THIS YEARS software is not really
>> necessary.
>
>Of course THIS YEAR'S software isn't necessary. Last years still works fine.

The only catch is that last years software (if made for windows) is likely
to be rather bloated as well.

>
>>
>> Ancient VanTerm does not deliver me much more in the way of utility than
>> this years version of ProComm.
>
>Last year's ProComm still works well too, as does the year before.
>What's your point? There does exist old versions of PC sofware too. Just

So what PC program contemporary to Pagestream has it's functionality
and interface?

>because you can't get new software doesn't mean you have to spite it.

ProComm is much bigger than it needs to be and is obscenely overpriced.
New comms can be had for the ST. (could write one if need be)

>BTW, I'll bet ancient VanTerm isn't so good at 28.8 KBPS, kinda like the ST.

Just get serialfix and max out the i/o buffers.

>
>>
>> >standard features? I guess the "black page syndrome" that some people
>> >have with AtariWorks is a feature that the latest Microsoft Office
>> >doesn't have yet?
>>
>> Office has it's own problems.
>>
>Really? They don't seem to slow down its popularity. I'm sure it does
>have its problems, but when you PC bashers say PC software has "bugs for
>features," it's a fantastic embellishment.

MS-Word has made it to the point where it has it's own virii now.
Excell & Word both like to re-arrange your documents for you (without
prior approval or notification) MS products don't play well together.
They hog the system and hog the resource segments. Excell eats up
enough of user/gdi, by itself, to make the system unreliable.

[deletia]
3E >
>> >THorsten you have a point. However, when a "computer illiterate" teacher
>> >needs to have her PC system configured, it isn't hard for her to find
>> >somebody nearby who DOES KNOW how to do it for her. When she has
>> >questions about getting on the internet with an Atari, she has to have a
>> >newspaper article (or whatever) printed about her. If she had an
>> >existing PC system rather than the Atari equipment to begin with, there
>> >never would have been an article (or this ongoing argument) because she'd
>> >have been on the net already and it wouldn't have been a situation worthy
>>
>> Some of us have been on the Net longer than either Winsock or Netrape.
>>
>> Pluging in a modem is all that is required.
>
>
>Then what was the problem? Why did't she plug in the modem? What was
An intriguing question. If she was managing a significant group of ST's
one would expect that she would have already been plugged into what
support exists for the machine. It's seems strange that any experienced
ST user would be unaware of, at the very least, Toad.

>the stimulus for the story to begin with???? If she had a PC or Mac,
>she'd have been online instead of having the story. AIN'T THAT SO?

Perhaps. If she were that ignorant of her own machines, she might have problems with other platforms that one wouldn't normally expect.

Also, as alluded to in the deleted part of the article: someone with better general online knowledge could have easily steered her towards user groups, atari fido and usenet groups & BBS's in general, as well as SLIP account providers.

4543. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-25 00:00:00 UTC
From: JEDI
Message-ID: <4lo956$pq4@doc.zippo.com>
Source record: 9500

In article , James says...
>
>
>
>On Mon, 22 Apr 1996, Brian-Roland Miller wrote:
>
>> James Wood <jamesw@PEAK.ORG> writes:
[deletia]
>> Most places I've been to have 20 meg drives they're liquidating for around
>> $10. SCSI units, cheap. Add a case and host adaptor, it may be $150.
>> Considerably cheaper than a new PC.

Might as well just get a better external SCSI device & the host adaptor.
The cost of the SCSI host will pretty much be sunk but, the drive will
be quite migratable. Toad has 105M ext. for 100bux & Zip drives can be
had for 200bux.

>
>Oh....now we're just talking about a standard ST and a $150 hard drive?
>Oh...last message you made it look like we were talking about an
>"Omnicrom" (or whatever) graphics upgrade box that costs $400. Yeah,
>$150 is cheaper than a new PC, but there are compromises to running ANY

150bux is a LOT cheaper than a new PC.

& the Omnicrom was quoted at ~400 DM not dollars...

>ST, not one with several hundred dollars of modification. If we're
>talking about the $150 (as you say above) plus the ST that's one thing.
>
>>
>> >"Full color?" What do you mean? How many colors is that ST going to put
>> >on the screen? "Full color" better mean 8-bit color or better, not 640 x
>> >200 in 4 colors.
>>
>> Again, you conveniently ignore graphics cards. Apparently, this is how you
>> argue. You ignore key points, and try to ram them home when they're invalid
>> to begin with.
>
>Again, you conveniently ignore the fact that we're talking about "any"
>ST. Ok...so now you're talking about the $150 from above, plus this
>Omnicrom thing....plus a monitor. You flip-flop, first talking about

As stated previously, the Omnicrom is an ST (presumably solderless)
upgrade and uses the standard atari monitors.

[deletia]
>
>"Any" ST means a 512K 520ST with a single-sided floppy and a television
>screen. However, I guess we need a hard disk. Need more RAM? Oh, it's

I could surf the web with that machine. (HAVE surfed the net with THAT machine)

>not a SIMM and I have to pay someone for a kit, plus the RAM, plus
>installation, plus shipping and insurance, plus down-time. So what are
>we talking about here? "Any" ST or what do I need? How many modifications?
>
>>
>> >Not a wise investment in an obsolete machine that wouldn't bring a
>> >hundred bucks in a thrift store. Hell, we're talking about a machine
>>
>> Schools don't buy hardware for resale value, they buy it for utility.
>
>That doesn't mean they should piss money down a rathole. How convenient

This is the case for ANY computer.

>for you to try to duck behind the school and miss the point that
>regardless of WHO is doing modifications to an ST, they couldn't sell it
>for dirt. I suppose you'll pretend like that isn't the case now.

So? Even PC's decline in value. They do so more rapidly in fact.

>C'mon....give me a good performance!
Complain to the software developers.

[deletia]
>> Again, the teacher's main concern is accessing the Internet, completely,
>> for the lowest possible cost. She already has ST hardware. She should use
>> it.
>
>Ok. Now we're talking (above) about the teacher again. Let's say she
>has some 512K 520STs with single-sided drives. Would she then have the
>hardware? If she had a standard 1040ST with 1024K, would the then have
>the hardware? If so, what screen resolution would it run in (reference
>other relevant discussion on subject)? Or does she need that $150 for a
>hard drive?

Well, if she doesn't have 150bux then she wont have 1000bux either.
Time to fire up VanTerm, logon to PrimeNet, and run Lynx...

>
>> ---
>>
>> >just this side of a TI/994A in resale value. $400 plus another $300 for
>> >a monitor? No thanks. Couldn't give it away after all that expense.
>>
>> Again, a red herring. The Omnicrom and most other video cards will still
>> use the SC1224.
>

>Ok...now we're talking about a $400 (??? is that right???) Omnicrom.
>Well if she "already has the hardware" then she doesn't need an
>Omnicrom, since "any" ST can access the web, right?

The Omnicrom is just a response to your dire need for viewing large pictures
all at once in their original color depth.

If one concentrates on the more germane aspects of HTML 2 & 3, your dire need
seems rather peripheral.

>
>On an UNRELATED note; what is the max resolution and colors that the
>Omnicrom can display legibly on an SC1224, and how much would it cost (in
^^^^^^^^^^ please restate your query in objective terms.
>addition to
>
>>
>> >I don't know about you, but it's unpractical to ME to spend several
>> >hundred dollars on a computer whose only future is on the shelves at
>>
>> Because you're more concerned with the machine than the usage. We're not
>> buying tthe hardware to resell it.
>> We're buying it to access the Internet cheaply and effectively. That's
>> what the whole thread is about.
>
>In the case of the school, it's a socialist-run institution, so I'm sure
>they spend taxpayers dollars a little more freely than you and I.
>However, as a genral principle, it is not wise to piss money down a
>rathole you can't get at least part back from. Are you going to admit
>that sinking money into an ST is a risky "investment" or are you going to

Nope. Spending money on any computer is not an 'investment'.
...and even schools have budgets. However, they won't need to sink
any more money into that great black hole.

The need to do so is only brought about by your personal preferences.

Instead of doing without, and interim solution can be used (Apple II,
ST, Ameoba, 386).

>duck behind the school arguement to try and conveniently ignore this
>fact? If I spent several hundred adding RAM, hard drive, omnicrom, etc.

RAM and HD's should be quite migratable.

>and tried to sell it on the open market, I wouln't get DIRT for it. Are
>you going to 'fess up to at least this much fact, or ignore it, or deny it?

Your point is irrelevant. Resale price has no bearing on how well a given
device will perform a given function.

[deletia]
>above (boasting of your alleged expertise) is exactly what I was talking
>about. You think it entitles you to preach that anyone who uses a PC is

Did he say use, or reconfigure(hardware)? If it is the latter then you are
seriously misrepresenting his arguments to your own benefit.

Much of the increased utility and viablity of a clone hinges upon it's
expandiblity.

>going to be laid waste by an onslaught of IRQ troubles....heh. Good one!
>
>>
>> >when it comes to potential PC snags, you act like a helpless little
>> >wuss. Come on....you know how many PCs there are in operation and the
>>
>> Another one. James, you're golden!
>
>Try to play narrator and ___totally____ dodge what I was saying. I was
>saying that you KNOW HOW MANY PCS ARE IN OPERATION and many run by dolts

And how many help desk operators and consultants do all of those dolts keep
employed. Do those dolts take full advantage of PC-expandibility, or would they
just be easily served by a machine with none at all.

>who are able to do it. They wouldn't be as popular if they were as bad
>as you like to think. Are you going to keep ducking by lapsing into
<chortle>
>narrator mode, or are you going to at least try to contend with the points
>that I bring to your attention?

[deletia]

>
>Those numbers are your opinion, which is about as useless to me as most
>of what you say. You're the one tryig to educate us all in the ways of
>computerdom. You're the one trying hard to look like an expert, posting

He isn't. Really he isn't.

>your computer resume and boasting that you make PC recommendations. I'm
>just trying to counter your bullsh*t. First you say you're talking about
>"any ST" then with a hard drive added, then with a Omnicrom added. Then
>you try to pretend like nobody in this world can use a PC without

If they want to use the much vaunted 'expandibility' of the PC, they
will have to deal with IRQ and baseaddress allocation problems.
Given the many possible configurations of a PC (configurability is a
double edged sword), such problems can get rather nasty and quite
beyond the capacity of most users (especially some of the more recent ones).

>tripping up on IRQ conflicts..... You've demonstrated genius....at least
Between IRQ2 passthru, the com1/com3 & com2/com4 sharing irq's, and
some software not recognizing some irq's, configuration can become
nontrivial. (not to mention insufficient documentation of the hardware.

>YOUR brand of it.

4544. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-25 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960425125315.1198C-100000@PEAK.ORG>
Source record: 9501

On Thu, 25 Apr 1996, Brian-Roland Miller wrote:

>
> Atari's days are over. And the best years of TOS sales are behind us.
> This does not mean that current users cannot continue to gain utility from
> their machines, or that the machines have nothing to offer the new user.
> ---

New user? Why would a new user want to board a sunken ship? I would say
that the most potential left in a TOS machine is to existing, experienced
users of the platform. I would not recommend an obscure, proprietary
computer to a new user or they'd soon be frustrated when all the software
an accessories they saw cheap at COSTCO wouldn't work with their "new"
computer. Elementary concept. No go ahead and pretend like you don't
understand...or maybe you really don't...not surprising.

>
> >one couldn't even blow hard (as you do) about the availability of TOS
> >magazines. Now that the ST has long since disappeared from stores, you
>
> Please define "blowhard." I suspect you don't know what one is, and are
> merely using the term since I applied it (quite aptly) to you.

Blowhard: Brian-Rolland Miller (or whatever your name is).
You asked.

> ---
>
> >magazines. Now that the ST has long since disappeared from stores, you
> >expect anyone to believe your denial? All I am trying to say is that
>
> I'm not denying anything. Certainly, the support of TOS varies from region
> to region. However, you used your limited experience with TOS magazines
> availability to make a general blanket statement about all users' ability
> to obtain them.

Oh, it "varies from region to region." That's as close as you can come
to admitting that it has dried up in large part. My "limited experience"
with TOS magazines is greatly overshadowed by my virtually UNlimited
experience in not being able to find any. I can make a "blanket
statement" that PC magazine is available on most newsstands and TOS
magazines are not. If you have trouble with that, or the situation is
unpalatable to you, it doesn't change the reality. Once again, you are
citing an exception to the rule.

> ---
> If your general point is that PC hardware is easier to buy than PC hardware,
> that there's more documentation, and peripherals and software are easier to
> buy, fine, you're correct.

And if you're going to pretend like what you have just written above (the
only truth I've seen from you yet) is not a boon for a new user (rather
than going on frustrating, unsuccessful searches for TOS support), then
you're every bit the fool you appear to be.

> However, there are simply areas in programming,
> usage, and utility where TOS machines make sense.

Sure, it's a great hobbiest machine for someone experienced with the
platform.

> Add into this continued
> production by a multitude of companies, OS development driven primarily by
> users (instead of Microsoft, Apple, or Amiga Tech), a growing developer base,

Heh heh!!! A multitude of companies? A growing developing base? You
try to make it sound rosy. It's been a continuing story of "jumping
ship" ever since Atari discontinued computer production. Why would there
be a growing developer base? To take care of all those new customers?
Users are defecting to alternative platforms all the time. It's a
shrinking user base. A shrinking user base means a growing developer
base? Probably using your brand of [il]logic. The "continued production
by a multitude of companies" is a joke; you must be talking about
mainstream platforms which are truly supported by a real "multitude of
companies."

> and decent support by system resellers, and you have a great system, one that
> has allowed me to compete quite well with the competition.

Ha ha ha! System resellers where? Do you mean "system reseller?" TOAD
is a long way from most people. I'm sure there are a few Atari dealers
left. But they've mostly dried up. Are you going to try to pretend like
that isn't the case now?

Sure it's a good system to meet hobbiest needs.

> One selling point for TOS systems (especially among small businesses) is the
> fact that it is different and less known.

This statement just shows what a disillusioned fool you are. That's the
WORST thing about TOS systems. It's so different and less-known that
it's obscure. I see you value obscurity as a virtue in microcomputers.
You bozo. Businesses want to get software, peripherals, supplies at
places like Costco or OfficeMax.

> The $1 million dollar company
> competing with the $10 million company doesn't have the $250,000 MIS
> budget that the $10 million company does. Result? If they're running the
> same systems, the $1 million company is probably running behind.

Heh heh heh. Only in your little scrambled noggin wou ld a $250K company
and a $10 million company "run the same system." Right....tell us
another one one, Brian. You don't know what a $10mil company runs
because no $10mil company would let your sorry ass through the door.
Your "services" could be very nocuous to a successful company.

> TOS and
> Mac both make excellent systems. Output from them is less "guessable,"
>](ie. potential clients don't say "they did that in Word 6.0 and did that
> presentation in PowerPoint using the business graphics package).

Mac has nothing to do with TOS. Don't try and hide in the shadows of
Mac. Mac is smaller than PC, but there's a big enough base of Mac users
to make it a viable platform. Mac is a world ahead of Atari. Mac can be
considered a mainstream platform.

> You see, James, you're trying to characterize me rather than stick to the
> issues, and your characterizations are incorrect.

I'm not trying to characterize you. I have. You're a fool. I base this
on most of what you say. Only a fool like you would value OBSCURITY (ie
where you said the best selling point of TOS is that it's different and
less-known) in microcomputers. Only a fool like you would suggest that a
$250K and $10mil firm "run the same system." Only a fool like you would
recommend an obscure, proprietary platform for new users or businesses,
handicapping those users with industry incompatibility and a dearth of
software and supplies. You should learn another trade if that's the best
you can do.

> You'll find me installing
> SBT-based NT accounting systems for $5 million companies along with
> BEST Business Management accounting systems for $150,000 companies. I
> choose the machine for the job.
> -

Talk is cheap, I don't want to read your alleged resume. You've already
proven that you're a fool. [see above about your value of obscurity in
small-business computing]

> When you could not longer bend the argument
> to suit your needs, you blathered on through insults, and suggested I am
> saddened by the profits of PC makers, among other ludicrous things.
>
Not as ludicrous as your value of obscurity as a micro's selling points.

> didn't install them, and told them that Win95 is ineffective in a business
> Looks like I should send your name to them for a job reference.

Send them anybody else's name. Anybody could do a better job than you.

James
(now laughing at Brian-rolland's crazy antics)

4545. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-25 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960425124220.1198B-100000@PEAK.ORG>
Source record: 9502

On Thu, 25 Apr 1996, Brian-Roland Miller wrote:

> Of course, you missed the entire point about computers' resale (the original
> subject). I cannot say I am surprised by your dodging the subject. Tell
> us, James, why should a computer be purchased primarily for resale value?
> Can you name me some "modern" computers that appreciate in value over usage
> time, or that have been known to retain 50% of the purchase value of the
> machine over 5 years?

I see "Used Computer Stores" going up everywhere. True, they're small.
What the hell, bozo..... Of course there's no profit to be made on
buying NEW computers. There's no profit to be made on NEW cars,
either. Also, there's a difference in spending $1000 in PC hardware or
pissing a grand into proprietary Atari hardware because there's at least
a possibility of getting at least a good part of your money back with
INDUSTRY STANDARD hardware. No doubt you'll try to sidestep this point
as well. I didn't suggest that anyone would be reselling their used PC
equipment at a profit, but at least you can find someone who wants it and
will pay _something_ for it. Go ahead and pretend like that isn't the case
now; you're fully expected to.

> Unless you're a hobbyist, a good mutual fund, or careful market investment
> yourself will yield far higher returns than car restoration. Computer
> resale will porbably never yield returns (look at the death of used computer
> outfits like Exsel, Inc. for evidence).

Probably. Depends on what kind of car restoration. If you know people
at the bank who'll call you when a cheap REPO comes in, you can make
$2500 with a touch-up brush, polisher, pinstripe, and carpet shampoo. It
all varies. As far as used computer stores go, I still see small ones so
there must be SOME money in them. However, they DO NOT deal in Atari
equipment, just PC and Mac because those used systems are still worth
something.

> Try and make your original points hold water, James, or you're only going
> to "win" by outscreaming everyone else (which, I guess, is your style
> anyway).

"Outscreaming?" Take it easy, son. It's only ASCII. Gee, isn't that
ironic that you have trouble with my points? Your the one who won't
admit that used Atari equipment (or any proprietary computer) is
esentially worthless, and instead pretend like ALL used computer
equipment is equally worthless. From deep within your denial, maybe it
erroneously appears that way to you.

James

4546. Just some HTML

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-25 00:00:00 UTC
From: JEDI
Message-ID: <4lojl2$6fs@doc.zippo.com>
Source record: 9503
Body handling: HTML body converted to readable text

This is just an HTML document...

My Homepage...

SURF THE WEB...

Search the web and show

titles
summaries

for

10
25
100
results

Example: diving swimming NOT (pool OR "hot tub")
Search tips

Find:

lycos catalog a2z directory point reviews
Enhance your search.

The Dilbert
Zone

4547. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Apr25.212716.54285@cobra.uni.edu>
Source record: 9504

In article <khaley.830373786@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
>>Get a Life is an interesting thread to observe. The argument in whether the ST
>>is appropriate in the classroom/media center reminds me of pass class discusion
>>in my Masters program of school media study..
>
> ... and in this [wannabe] Masters program you studied the wonders of
> the card catalog, no doubt.

The card catalog has been put to the pasture.. The emphasis is in
instructional resources.

>
> Blah blah blah...

I have not seen that in the card catalog when lastly available four years ago.
Is this a new entry?
>
> Go back and play with your card catalogs, doofus. You're too much
> of an ignoramus to serve any useful purpose on this planet.
>

Oh poo pah!

> /Kevin
>
>

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4548. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Apr25.214426.54286@cobra.uni.edu>
Source record: 9505

In article <JlHqnZ-.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>
>>Get a Life is an interesting thread to observe. The argument in whether the ST
>>is appropriate in the classroom/media center reminds me of pass class discusion
>>in my Masters program of school media study..
>
> Oh, boy, Socialism 101. . .

I don't see the connection..

> ---
>
>>A case study was upon us where we had to develop a plan for a new media center
>>from scratch. A budget had to be proposed with a set limit. A new collection
>
> Which makes it irrelevant, since the discussion was neither about a new
> facility nor about a "media center" (fancy lingo for "library with lots
> of expensive hardware that nobody uses").

I don't see the connection, what expensive hardware?

> ---
>
>>up the shelves. I decided not to except discarded materials using to rationize
>>if its not good for their students than its not appropriate for mine even if
>>the media center collection will be somewhat bare for the first year.
>
> Well, since you have access to unlimited funds by draining other peoples'
> pockets through taxation, cost/benefit analysis pribably wouldn't be
> that good an idea.

Get off it. What is draining the poor tax payers? If the tax payers properly
supported their local school district consistantly instead of playing catch up
through stop gap measures, the cost of appropriate funding would not be as
high.

Do you advocate I accept materials that has been descarded long ago that is
titled Rhodesia, West Germany, and Etheopia(sp) considering that the content is
lacking accuracy. Is this your definition of cost/benefit analysis. No wonder
our people can't compete today is because cost analysis people as such as
yourself micro managed schools to the ground...

> ---
>

>>So, if another school or district discarded their last ST's for school use
>>inorder to get upto date with Mac/PC, would I aquire those ST's? Probably
>
> Who cares? If I were a district with STs (or Amigas, Acorns, etc.), I would
> want to use the resources I've got, rather than go to the taxpayers and
> say "I'm spending $70,000 to buy new computers since I found it too
> difficult as a computer teacher to update the capable machines I've got."
> This is where the argument centers. . . whether or not the ease of
> "getting support" (questionable) for the PC, and ability to view an entire
> hi-color picture on screen at once is worth $70,000. I'd say no.

And were do you draw the line when those systems serve no use anymore? The
$70,000 is an investment in the schools..

> ---
> BR Miller
> Boston, MA

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4549. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-25 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4lnbd0$gkh@orm.southern.co.nz>
Source record: 9506
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

BobR (76702.1466@CompuServe.COM) wrote:
: That was really cute..!

Thank you. I'm a champ at cute...

: > more money for Billy boy$ retirement fund. I remain a non-contributor.
: Ah.. so instead you pay $900 for a $79 video card..?
: And end up with a still obsolete system..?
: Sounds pretty smart to me..!

Where am I paying $900 for a $79 video card? Watch your threads more closely! The video on my Falcon is perfectly OK without upgrading...

: >you'll sink before swim with the amount of money that M$ will get out of
: >you before too long...
: And do a whole lot more work than with an obsolete Atari system at the same
: time...
: Atari computers do have some strengths remaining, but you don't seem to know
: what they really are.

I don't think my Falcon is obsolete. I will bet that I can do the same work on my Falcon as you can on a PC - but faster!! You seem to be under the misconception that if someone owns a computer that they must be (only) working with it. I think you should broaden your horizons a little, and stop staring down Bill Gate's anal tract. Buy a C-LAB Falcon and get APEX media or the forthcoming Apex 3/APEX audio and have some FUN with your computing for a change.

I have just watched my employer renew their site license to M$. On the basis of what I have of observed (problems they have, the sheer physical COST of the license, and the complete LACK of support from the 'M$ accredited technical people' that sold us the system (Win95/Word7/Office95/Access95 for 100 users)) I would say that M$ are more than getting their (un)fair share of my employers money...

Oh, and BTW, find another newsgroup to bother...you're boring me to death here...

Chris W.
/|\

4550. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-25 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <830560792_OASIS_@pcc-uky.campus.mci.net>
Source record: 9507

Just for the record...Computer DirecT out of Canada is selling the Panther video adaptor card for only $188.00...lets any ST use a PC video card and all inside the original casing...Lets any ST have 800 x 600 video in 256 colors... Seems to me that schoolteacher should be told about that product. <grin> Toad Computers is also supposed to be selling it soon...

Keep up the good work, advocating Atari's, Mr. Miller and I'll go right out and buy another one...! <silly grin>

--

```
_/_/_/
```

4551. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-25 00:00:00 UTC
From: JEDI
Message-ID: <4lo2dh$jfj@doc.zippo.com>
Source record: 9508

In article , James says...
>
>
>
>On 23 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:
>
>>
>> >or compatible has MIDI output on the "joystick/MIDI" port. This has been
>> >since the first 8-bit Sound Blaster made its debut. Most "contemporary
>>
>> Much like an ACSI port, an additional box is required to get that
>> 'built-in' functionality.
>
>Uhhh, not "an additional box" but a cable adapter. It looks like a "Y"
>with standard MIDI ports on one side and a joystick pass-through on the

And where might I find this item? The only one I have yet seen retail is
the Advanced Gravis version (microcenter) and it is indeed a box.

4552. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-26 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4lp6p5$q29$2@mhadg.production.compuserve.com>
Source record: 9509

>Or plug in one of the several memory expansion boards that bypass this
>"problem" (which was in the two original revisions of Atari's custom
>chip). The first only allowed expansion up to 1 meg, the second took it up
>to four.

Umm... no... sorry, but that's not how it was.

The VERY FIRST 520ST had 4 Meg capable MMU chips in them from day one.

I know, I have one.

It wasn't long before 520 owners started hacking more memory into their machines by piggybacking 256K chips on top of the 256K chips already on the motherboard to give a total of 1 Meg. From there it was an easy step to using 1 Meg chips to give a total of 4 Megs.

But...

If you tried to go ONE BYTE further, the MMU would generate a buss error and the ST would bomb.

Sometime MUCH later in the life of the ST, Atari started using MMU chips with the 1 Meg limitation in some of the lower level computers as a cost saving measure. These were only used for a very short time.

The STe and Mega STe can address the full 4 Megs.

Originally the Mega ST1, ST2 and ST4 all used the SAME motherboard, with only the necessary amount of memory installed. The extra holes for the unneeded memory were left empty and were soldered shut as part of the normal manufacturing process (it's called "wave soldering", and results in any open hole on the motherboard being filled with solder. This one time, it can't be laid to the Tramiels' greed.)

However, when it became a well known and easy upgrade to simply melt the solder out of the empty memory positions and install relatively inexpensive RAM chips (the only difference between a Mega ST4 and a Mega ST2 was the 2 Megs of RAM, and the difference in cost was WAY more than the cost of the RAM would justify), Atari all of a sudden redesigned the Mega 2ST motherboard to eliminate the holes and positions for the extra RAM, making it impossible to use the simple upgrade method.

>Or plug in...

Er.. no. You don't simply "plug in" a hardware mod to allow addressing more than 4 Megs of RAM on an ST other than a Mega STe. Certainly not like "plugging in" a SIMM on a PC.

There's a thread on comp.sys.atari.st about extending memory beyond 4 Megs right now. From messages posted there, there exist THREE solutions to getting more than 4 Megs on an ST, and all of them are VERY expensive.

The one "plug in" that allows going beyond 4 Megs is a VMEbuss card which only fits into a Mega STe, and certainly isn't cheap.

Very little in the ST world just "plugs in".

BobR

4553. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-26 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960426071624.18099C-100000@PEAK.ORG>
Source record: 9510
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

On 25 Apr 1996, Chris Wilkinson wrote:

> I don't think my Falcon is obsolete.

Then a Macintosh SE/30 isn't either.

> I have just watched my employer renew their site license to M$. On the
> basis of what I have of observed (problems they have, the sheer physical
> COST of the license, and the complete LACK of support from the 'M$
> accredited technical people' that sold us the system
> (Win95/Word7/Office95/Access95 for 100 users)) I would say that M$ are
> more than getting their (un)fair share of my employers money...

Unfair? It's a free country and an open market. There are competing applications (Lotus, WordPerfect) and of course Macintosh (competing platform). Nobody put a gun to your employer's head, so it is his/her own fault.

James

4554. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-26 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960426062513.18099A-100000@PEAK.ORG>
Source record: 9511

On 25 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:

>
>Another 'resin fire' and the relatively recent and short lasting price drop in
>DRAM may evaporate again. It is fortunate that those prices dropped, finally,
>as they are a practical necessity. Hopefully the bloat wont grow too quickly and
>nullify recent gains.

Hopefully the competition between producers will keep that from happening
again, for that's what finally got RAM fetching a reasonable price again
after the alleged "disaster." Yes, I remember hearing a story and
watching the prices rise but I don't recall the specifics. Anyone??

> >Just adding OLE alone (an God knows what else) to the ST would make an OS
> >the size of the ST's baloon. Just because you double click an icon to
>
> Well, it is larger by an order of magnitude (probably more).
> So, what specifically, has OLE done for you lately?

OLE is great when preparing a document with graphics and text. I print
out my lab reports with graphs, charts, and illustrations on a color
inkjet and the results are phenomenal. OLE makes it easy. I can't
excuse the "bloat" of Windows, and I don't intend to. However, I do
maintain that it does more than the ST OS. Of course it should; it's a
decade-plus newer. I'm not suggesting that Windows is God or anything;
just that (bloat aside) it does have a lot more bells & whistles. A lot
of the bloat is because Windows has to try to be all things to all people
- to run all the f___ed-up DOS software in its own environment as well as
the new Windows apps. Windows thus has more of a burden to carry than a
platform that started out with a GUI on a "clean slate."

>
> It is called GEM (& TOS) btw, in case you were unware.

"TOS" makes me think of "Tramiel Operating System" and "Tramiel" makes me
think of being screwed repeatedly by my [then] favorite company....
If I say GEM I could be talking about another platform's GEM. So I said
"ST OS." If I say "TOS" though, I don't know if it truly includes the
GEM parts or if it's just "CPM/68K" or whatever the underlying "DOS" is.

>
> The added expense of the case and power supply of an external modem is
> less than the added expense of a MIDI adaptor for a sound card.
>
> That amount may seem significant too you.

There are a lot more internal modems in DOS boxes than MIDI keyboards hanging off the side, so it generally isn't a problem. Seeing how you have to buy an expensive MIDI synth (or other device) anyway, the added expense of a MIDI adapter is very little by comparison. You make it sound like some elaborate hardware is required. It's just a cable! Any generic Taiwanese part will do fine. Cheap modems are cheap modems and a cable Y-splitter purchase for MIDI doesn't lessen the value of a cheap modem. I hate having the external cables, power supply, and on/off switch of external. I always connect at HS so I don't need that light. My modem's on when my computer's on so I don't need that light. It's rather obvious by watching the screen what's going on. Back in the days of 300 baud I used to look at the SD and RD lights but now the bits go by so fast those lights do no good. Many users prefer the reduced bulk and reduced hassle of internal.....oh yeah, did I say they're cheaper?

>
> You can surf the web with a wyse60...

I've used WYSE terminals before but I don't remember the number. THey were all green or amber text-only. A wyse60 must be something better (a graphics terminal) if the web can be surfed with it. You're not going to tell me I can surf the web with a VT100 (or VT52), are you?

> >What's your point? There does exist old versions of PC sofware too. Just
>
> So what PC program contemporary to Pagestream has it's functionality
> and interface?

I don't know. I would imagine Aldus Pagemaker. I don't want to quibble over functionality and interface. Interface could be a matter of preference, so its not worthy of discussion. However, someone skilled in Pagemaker is more valuable if job hunting in that kind of work. Seeing how the wheels of industry keep turning with Pagestream playing a nil part, it must not be that revolutionary or the desktop publishing industry would have been turned upside-down. They're too busy using what they have - what's standard - and evidently what works (functionality). I'm sure Pagestream is a fine program nonetheless.

> >BTW, I'll bet ancient VanTerm isn't so good at 28.8 KBPS, kinda like the ST.
>
> Just get serialfix and max out the i/o buffers.

What is serialfix? Is that a hardware mod? Exactly what is the problem (hard/software) with the serial port to begin with?

James

4555. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-26 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <96117.124549STIRRE31@MAINE.MAINE.EDU>
Source record: 9512

James,
Glad to see that you have again resorted to name calling. Funny how it always come to you calling other people names. Why does a differing opinion make a person a "fool?" Why do you take these things serious enough to resort to personal attacks? Is it because you wish you still had your ST? I remember the days when you were espousing the Mega ST as being a great machine and that it was much easier to use than a PC.
Now will you call me a name again? I don't agree with you so you should start flipping through your book of insults.
-scott tirrell

4556. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-26 00:00:00 UTC
From: Katherine L Ellis <kellis@mtholyoke.edu>
Message-ID: <Pine.ULT.3.91.960426144914.20802B-100000@mhc.mtholyoke.edu>
Source record: 9513
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

On Fri, 26 Apr 1996, James Wood wrote:

> Date: Fri, 26 APR 1996 07:26:29 -0700
> From: James Wood <jamesw@PEAK.ORG>
> Newgroups: comp.sys.atari.advocacy, comp.sys.amiga.advocacy
> Subject: Re: Hoaxes (was: **Internet Virus!**)
>
>
>
> On 25 Apr 1996, Chris Wilkinson wrote:
>
> > I don't think my Falcon is obsolete.
>
> Then a Macintosh SE/30 isn't either.

Wrong, a Macintosh SE/30 can not do the third of a falcon do.

> > I have just watched my employer renew their site license to M$. On the
> > basis of what I have of observed (problems they have, the sheer physical
> > COST of the license, and the complete LACK of support from the 'M$
> > accredited technical people' that sold us the system
> > (Win95/Word7/Office95/Access95 for 100 users)) I would say that M$ are
> > more than getting their (un)fair share of my employers money...
>
>
> Unfair? It's a free country and an open market. There are competing
> applications (Lotus, WordPerfect) and of course Macintosh (competing
> platform). Nobody put a gun to your employer's head, so it is his/her
> own fault.

Completely Right . I agree with you, James, for once.

> James

K.L.E

4557. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-26 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960426072855.18099D-100000@PEAK.ORG>
Source record: 9514

On Wed, 24 Apr 1996, Brian-Roland Miller wrote:

> Who cares? If I were a district with STs (or Amigas, Acorns, etc.), I would
> want to use the resources I've got, rather than go to the taxpayers and
> say "I'm spending $70,000 to buy new computers since I found it too
> difficult as a computer teacher to update the capable machines I've got."
> This is where the argument centers. . . whether or not the ease of
> "getting support" (questionable) for the PC, and ability to view an entire
> hi-color picture on screen at once is worth $70,000. I'd say no.

This is a typically assinine embellishment from you, Brian-Rolland. You're asking "the $70,000 question" in the end there and we don't even know what the hell quantity of computers we're talking about! Maybe all they need is 10 PCs; maybe they need three. We're not talking about getting them a P6/200mHz. HP donates PC hardware and printers to the U here, and also sells at a discount. PCs are cheap even at full-price if you bargain hunt.

There used to be a time when Atari was known for great graphics. Even when the ST came out (even though Amiga graphics whipped its ass) it was known for great graphics. Atari users wanted/received good graphics capabilities for the day. Now that the tables have turned and PC/Mac are doing truecolor, it's another case of SOUR GRAPES from people like you who reduce the virtues of good graphics to "looking at pretty pictures" and in your ridiculous embellishment, "paying $70,000" for them - a meaningless figure you pulled out of your ass.

You should try really hard to back off and take a wider perspective and see how many times the "sour grapes" scenario comes into play as far as your arguements go. It's a rather unsophisticated phenomenon, and even a vacuous imbecile could become self-aware enough to see when it's happening - but you persist. Could it be that your bull-headed arrogance (the most salient of your virtues) beguiles your common sense down to the last infantile modicum when you get in a pissing contest, or were you born devoid of all common sense? You unequivocally suffer from one case or the other.

James

4558. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-26 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <prLs4qB.brimiller@delphi.com>
Source record: 9515

James Wood <jamesw@PEAK.ORG> writes:

>Blowhard: Brian-Rolland Miller (or whatever your name is).
>You asked.

<other intellectual dysentery deleted>
No logic, no facts, no surprise.

>Oh, it "varies from region to region." That's as close as you can come
>to admitting that it has dried up in large part. My "limited experience"

Nice rhetoric. Let's see some compelling evidence, please.

>with TOS magazines is greatly overshadowed by my virtually UNlimited
>experience in not being able to find any. I can make a "blanket

It's still limited, so making blanket statements about general availability
based on that limited experience is enagement in the slippery-slope fallacy.

>And if you're going to pretend like what you have just written above (the
>only truth I've seen from you yet) is not a boon for a new user (rather
>than going on frustrating, unsuccessful searches for TOS support), then
>you're every bit the fool you appear to be.

1) I have not argued that the above isn't a boon to the new user. You are
inferring that I did.
-
2) Engagement in such an argument is known as the "red herring" fallacy, in
which the opponent, with no factual argument, attempts to make it appear as
though his opponent is arguing an obviously irrational point, in order to
unethically gain an advantage.
-
3) I fully consider these to be advantages. I also don't consider them to be
enough of an advantage to _all_ new users to justify purchase of a PC. If
any new user was to consider only PC's, his decision would be skewed. You,
James, are not the king of new user logic. New users should evaluate all
systems based on their needs, desires, and expectations, and purchase the one
that meets them.
-
The PC is available everywhere, but has an inability to run new software
after about four years, requiring constant replacement. The TOS machine
has a longer useful lifespan, but "help" isn't available in every corner
of the world a block away. The user has to decide what he wants, and how
much he is willing to pay (in time, money, and frustration) to make the

choice. By attempting to make the choice for him, you engaging in
paternalistic arrogance.

>Sure, it's a great hobbiest machine for someone experienced with the
>platform.

Or even someone inexperienced with the platform. For example, consider an
idividual with a decent knowledge of BASIC, wanting to move up to C.
HiSoft C Interpreter is a wonderful tool for learning C. When he is ready
to progress, he can continue with Lattice or Prospero or any number of
compiled C languages, and integrate cross-platform compatibility along with
learning without paying high prices. This is but one example.

>Heh heh!!! A multitude of companies? A growing developing base? You

OK, James, there are no companies that develop TOS software, the number
of shareware developers is shrinking. In fact, no new software has been
released for TOS since 1986. Right?

>try to make it sound rosy. It's been a continuing story of "jumping
>ship" ever since Atari discontinued computer production. Why would there

Atari's discontinuation did not affect supply since C-LAB and others took
over production and development.

>ship" ever since Atari discontinued computer production. Why would there
>be a growing developer base? To take care of all those new customers?

Developers aren't just commercial - they also program freeware and shareware.
And application development overall (in commercial and shareware markets)
has markedly INCREASED over the last year and a half (a perusal of
ftp.atari.archive.umich.edu will prove this).

>shrinking user base. A shrinking user base means a growing developer
>base? Probably using your brand of [il]logic. The "continued production

Ignoring yet another fallacious personal attack, most of the userbase that
was going to leave left during 1991-1993 (at least in N. America). Now,
new users are being attracted by the open OS development (a point
you don't address, interestingly enough).

>base? Probably using your brand of [il]logic. The "continued production
>by a multitude of companies" is a joke; you must be talking about
>mainstream platforms which are truly supported by a real "multitude of
>companies."

The C-LAB Falcon, Medusa, Hades, Eagle, and other TOS clones are all produced
by various companies. Apparently you don't know too much about anything

other than 520STs and Atari Corp.

>Ha ha ha! System resellers where? Do you mean "system reseller?" TOAD

I can call STeve's (or Toad, or a number of other mail order companies) and
get a knowledgable person to answer my call for the cost of long distance
(ie. no 900-numbers). If you want to attack users who purchase PC's and
service/add-ons through the mail, consider the fact that according to
Dataquest, 30% of computer sales were via mail last year. The biggest
PC clone makers all operate by mail, and usually offer far worse technical
support for the systems they sell than the TOS resellers in the US.
The point remains valid.

>This statement just shows what a disillusioned fool you are. That's the

Tell that to Yankee Graphics here in Massachusetts, which recently used
APEX Media to dazzle attendees at the Internet Conference held in the
Prudential Center in Boston recently. Noone knew how it was done,
and everyone was pleased. It also was the lowest-cost multimedia option
available to them, and they were able to produce these results with just one
Falcon and two people, not a dozen Suns and a team of twenty. I am most
assuredly skilled to speak in this area (it's where I make my money).
Again, your personal attack was without merit, and once again reinforced
the "blowhard" element of your personality. (You may want to check the
dictionary and find out just what "blowhard" means.)

>WORST thing about TOS systems. It's so different and less-known that
>it's obscure. I see you value obscurity as a virtue in microcomputers.

So when competitors reverse-engineer your presentations or techniques,
they cannot do it. This is of untold value, especially in small business.

>You bozo. Businesses want to get software, peripherals, supplies at
>places like Costco or OfficeMax.

:') I can see that you have no grounding in reality.
Most businessess don't buy software themselvges - they have an MIS
dpepartment that buys it, or they have consultants who recommend systems.
This way, they use a system in their price range that real support is
readily available for.

Office Max (and Staples, etc.) primarily sell disks, printers, and cases.
All things that are universal.

Of course, no business want's SUN Workstations, either. They don't even
have a floppy drive, and you cannot buy ANY Sun peripherals at Staples.
No local dealers exist, software support is tiny even compared to TOS,
and most purchases have to be made through mail order.
What a horrible system.

Jeez, James, I think it's time for you to stop flipping burgers at McDonalds
and start your own business. If you survive in a competitive marketplace,
I'll be amazed. You're insistence on blindly adhering to a single standard
rather than exploring all options doesn't work in the free market, or in
any market with a modicum of competition.

BR Miller
Boston, MA

4559. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-26 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <pJNsASP.brimiller@delphi.com>
Source record: 9516

James Wood <jamesw@PEAK.ORG> writes:

>I see "Used Computer Stores" going up everywhere. True, they're small.

JW brain emulator on: I don'
t have a local one, therefore it is unviable. Since I have a local
Atari store, everyone throughout the US will be able to get a
local ST for cheap. Noone will be able to get a used PC, bozo.
JW brain emulator off.

>buying NEW computers. There's no profit to be made on NEW cars,
>either. Also, there's a difference in spending $1000 in PC hardware or

Oh, really? Add $150 over invoice and the 2.5 - 4% paybacks by automakers
to dealers at the end of the year, and we get a gross margin of 3.5 to
5.5 percent - not bad in a market that has essentially evolved into a
commodity industry (interestingly enough, higher than the average margin
on a PC clone).

>a possibility of getting at least a good part of your money back with
>INDUSTRY STANDARD hardware. No doubt you'll try to sidestep this point

Apple II hardware was "industry standard in education" 5 years ago when
it was still popular. What can a school get for a circa-1990 Apple II?
A circa-1992 PC clone? There is no resale value, this argument is complete
nonsense.
You have yet to give a concrete example.

>equipment at a profit, but at least you can find someone who wants it and
>will pay _something_ for it. Go ahead and pretend like that isn't the case

Anyone can find someone who will pay "something" for a computer. The
question is : How much? The answer is: Not enough to worry about by the
time you're ready to scrap the computers. The consideration isn't a
"mainstream" consideration.

>there must be SOME money in them. However, they DO NOT deal in Atari
>equipment, just PC and Mac because those used systems are still worth
>something.

So what will a 486DX2-100 sell for in 2001 (in 5 years)? What is the
purchase price now?

Souped-up STs command decent prices on comp.sys.atari.misc. There is a marketplace, one just hs to find it.

Stooping to this argument is really scraping the depths of desperation. Most business purchase computer hardware and amortize it over a period of four years (some even do it in two). Any money gained from resale is seen as a lucky strike, not as an expected return. Why should schools expect anything different?

BR Miller
Boston, MA

4560. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-26 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <hpFsgGA.brimiller@delphi.com>
Source record: 9517

BobR <76702.1466@CompuServe.COM> writes:

>There's a thread on comp.sys.atari.st about extending memory beyond 4 Megs
>right now. From messages posted there, there exist THREE solutions to
>getting more than 4 Megs on an ST, and all of them are VERY expensive.
>
>The one "plug in" that allows going beyond 4 Megs is a VMEbuss card which
>only fits into a Mega STe, and certainly isn't cheap.
>
>Very little in the ST world just "plugs in".

Of course, this thread isn't relevant to the discussion, but that's what
red herrings are for - diversion from the task at hand.

BR Miller
Boston, MA

4561. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-26 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <hpFswSG.brimiller@delphi.com>
Source record: 9518

James Wood <jamesw@PEAK.ORG> writes:

>"TOS" makes me think of "Tramiel Operating System" and "Tramiel" makes me
>think of being screwed repeatedly by my [then] favorite company....

This emoto-psychological connection explains the violent and irrational
posts on c.s.a.a. . . but then again, most c.s.a.a. posts are
somewhat irrational. . .

BR Miller
Boston, MA

4562. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-26 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <ppFNYkA.brimiller@delphi.com>
Source record: 9519

James Wood <jamesw@PEAK.ORG> writes:

>how the wheels of industry keep turning with Pagestream playing a nil
>part, it must not be that revolutionary or the desktop publishing

The wheels of industry in this case, revolve around PostScript and
subsequent modifications, which allow platform-independent page description
and typesetting.

BR Miller
Boston, MA

4563. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-26 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <pLOvAuO.brimiller@delphi.com>
Source record: 9520

James Wood <jamesw@PEAK.ORG> writes:

>asking "the $70,000 question" in the end there and we don't even know

I outlined it multiple times. . . too bad you were busy things
thinking "Tramiel Operating System" Atari. . . . AGHHHGHGHGH!
instead of reading my argument. The $70,000 number quoted numerous
times throughout this and related threads was for 25 net capable PCs
and included all of the amenities that you and BobR claimed were necessary
(full-motion video, etc.). It does not include the $7000 to $10,000
monthly for a T-1 leased line for Internet access at speeds conducive to
what you were advocating. Use of a SLIP line would deliver no better
results on a PC than on an 1040ST.

>need is 10 PCs; maybe they need three. We're not talking about getting

Okay, for 10PCs, we have $28,000 in expenses. For three, we have $8,400.
I am not including the growth in price from such purchases as volume
decreases. I assume that since she has a "classroom full," 25 is a
conservative estimate.

>meaningless figure you pulled out of your ass.

Ignorance is bliss, isn't it?

The number is full documented, and cited for all to see. Perhaps what you
need to do is actually read the messages you are responding to, rather than
engage in a typical blowhard rant.

BR Miller
Boston, MA

4564. Re: Cable without adapter for Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-26 00:00:00 UTC
From: seahub@delphi.com
Message-ID: <hVCMIGH.seahub@delphi.com>
Source record: 9521

Christof,
You might try Toad Computers at:1-800-448-8623. They carry a great deal of
Atari stuff. Good luck!
Sean

4565. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-26 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GDZVAFCVUP@cabal.shnet.org>
Source record: 9522

In <Pine.SUN.3.91.960424014952.13204B-100000@PEAK.ORG> James Wood wrote:
>I have no doubt with $800 investment in
>a $50 520ST I could have imatation VGA. However, I can get a second hand
>386 system for waaaay less than that and still sell it in the classified
>ads when I upgrade.

But you can use WWW130 with a stock ST, I guess? You can't get any 386 for
way less than 0 US$s.

>What resolution does the browser run in? 320x200 in 16
>colors, 640x200 in 4 colors, or monochrome?

I guess the two latter ones will suffice. Anyone checked it?

Thorsten
--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4566. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-26 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GD1RBBAGUP@cabal.shnet.org>
Source record: 9523

In <1996Apr23.175556.54246@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>Get a Life is an interesting thread to observe. The argument in whether the ST
>is appropriate in the classroom/media center reminds me of pass class discusion
>in my Masters program of school media study..
>
>A case study was upon us where we had to develop a plan for a new media center
>from scratch. A budget had to be proposed with a set limit.

OK, I set a limit for you: 5,000 US$.

The classroom is equipped with stock STs.

Create as many workplaces for Internet access as possible, using money
given.

Your solution is?

>A new collection
>in the media center had to be developed from scratch. I had to decide if I
>would except discarted out dated materials from other schools/district to fill
>up the shelves. I decided not to except discarded materials using to rationize
>if its not good for their students than its not appropriate for mine even if
>the media center collection will be somewhat bare for the first year.
>
>So, if another school or district discarded their last ST's for school use
>inorder to get upto date with Mac/PC, would I aquire those ST's? Probably
>not, because it would do more harm than good. The ST is a outdated resource
>material.

I.e. an ST work processor or spreadsheet, a programming language or
database will not teach them anything. What pupils really need is Windows
95, Netscape, Excel, Word and Access on a 133 MHz Pentium.

>Other means like cheap
>refurbished Macs that can be aquired like the LC/Performa 570 line and other
>040 Macs can be had for little money.

As opposed to "no money" for the STs already there.

>Still can run the latest education and
>internet software and so on..

How much longer? Remember that the Mac is also sinking into oblivion, and
moreso the 0x0 models. And forget the silly impression that Netcrap runs
on a Fat Mac or SE/030.

Thorsten

```
--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)
```

4567. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-26 00:00:00 UTC
From: martin@llanelli.demon.co.uk
Message-ID: <4lq1fb$7k@llanelli.demon.co.uk>
Source record: 9524

JEDI wrote:
: Then, hope your old software doesn't break (msvc 1.5 is a prime example).

I haven't had any problems running this under Windows NT 3.51.

: The ST can fully address it's entire physical memory space without
: contortions. This is much better than having 8 Megs of physical memory
: and having to deal with 3 overlapping DOS memory models.

Tell me what 'contortions' NT, OS/2, Linux or Free/NetBSD go through to
address 8 megs?

Regards,

Martin.
--
| The 'Church' of $cientology has declared war on the Internet, to find |
| out more read alt.religion.scientology, or point your web browser at |
| http://www.cybercom.net/~rnewman/scientology/home.html. Xenu rules, OK! |

4568. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-26 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4ls95r$r9l@kelly.teleport.com>
Source record: 9525
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both
Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My
Web Address is below. On-Line Catalogs that you can View and Contact me via
my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3
PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

4569. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-26 00:00:00 UTC
From: Stuart Tyrrell <Stuart@stdevel.demon.co.uk>
Message-ID: <19960426.232456.96@STDevel.demon.co.uk>
Source record: 9526
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy

In message <4licli$oaa@nadine.teleport.com> Stephan Schaem wrote:

> Stuart Tyrrell (Stuart@stdevel.demon.co.uk) wrote:

> : At least it's been demonstrated, which is more than we can say for
> : certain other new "cheap" microprocessors which are angling for
> : the same market. Don't you get the feeling that Intel are getting
> : left behind here - why pay US$250 for a processor, and another
> : US$100 for cooling, when you can get similar performance out of
> : something for US$50?
>
> I think P100 + fan are ~ 120$ right now?

OK, so put a P100 + fan into a palmtop and see how far it gets. For
a medium-dissipation device, cooling means a little more design than
fitting a fan and hoping for the best. Remember the marketting scam
which resulted in so many people buying new cases, special cooling
mechanisms etc etc?

Rumour has it (but I don't like to play on rumour) that Nintendo's
new device for the GameBoy is a SSA-110. There'd be a lot of kiddies
with burned fingers if it was a P5/P6 ;-)

> This strongarm cpu wont eclips even a bit the x86 market (AMD, CYRIX,
> INTEL) because the x86 feed on MS users...

I was actually (obliquely!) referring to Intel's foray into the STB
market, with their cut-down 486SX - it seems this is fairly underpowered,
but they're stuck without a hope of using a P5/P6 type core, because
no-one's likely to tolerate forced cooling in their living room. Anyone
for a petlier-effect heat pump?

> Software is the key to a CPU, sad but true.

;-) I generally detest most of what is M$, but isn't WinNT multi-platform?

> but hey, if the Strongarm is that good and can run a x86 emulation at
> Pentium speed they could build some even cheaper multi OS clone with
> it...

"allegedly" It's going into a PPCP based machine that ART are developing.
(note that this isn't the machine that the SSA-110 has been demonstated in)
Given the likely price of these things, cost of packaging etc etc there's
no reason why a SSA-110 PPCP card should be very expensive.

> I think strongarm is more of a threat to the PPC then x86

I think strongarm will, like the Arm, create its own new market areas.
It's the size of these market areas which will determine the success of
the product and its competitors.

Stuart.
--
Stuart Tyrrell Stuart@STDevel.demon.co.uk
Stuart Tyrrell Developments AutoInfo@STDevel.demon.co.uk for info
Hardware/Software design & support Info@STDevel.demon.co.uk for a human!
PO Box 183, OLDHAM. OL2 8FB

4570. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Apr27.105222.54327@cobra.uni.edu>
Source record: 9527

In article <GD1RBBAGUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
> In <1996Apr23.175556.54246@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>>Get a Life is an interesting thread to observe. The argument in whether the ST
>>is appropriate in the classroom/media center reminds me of pass class discusion
>>in my Masters program of school media study..
>>
>>A case study was upon us where we had to develop a plan for a new media center
>>from scratch. A budget had to be proposed with a set limit.
>
> OK, I set a limit for you: 5,000 US$.

The case study budget limit was $50,000. My ending conclusion was that it is
not enough to start a media center from scratch. Thats what my prof looked
for. I analyzed the situation and concluded correctly.
>
> The classroom is equipped with stock STs.

Why not C-64's? TI 99/4a? I can get used LC's with harddrives for $97 from
ComputerTown in Massachusettes and New Hampshire. I still would not buy those
LC's, IICI 8/160 for $297.. I would buy used PowerMac Performas for $1000.

>
> Create as many workplaces for Internet access as possible, using money
> given.

$5000 for the entire collection such as ref. materials?

>
> Your solution is?

I would quit.

>
>>A new collection
>>in the media center had to be developed from scratch. I had to decide if I
>>would except discarted out dated materials from other schools/district to fill
>>up the shelves. I decided not to except discarded materials using to rationize
>>if its not good for their students than its not appropriate for mine even if
>>the media center collection will be somewhat bare for the first year.
>>
>>So, if another school or district discarded their last ST's for school use
>>inorder to get upto date with Mac/PC, would I aquire those ST's? Probably
>>not, because it would do more harm than good. The ST is a outdated resource
>>material.
>

> I.e. an ST work processor or spreadsheet, a programming language or
> database will not teach them anything. What pupils really need is Windows
> 95, Netscape, Excel, Word and Access on a 133 MHz Pentium.
>
>>Other means like cheap
>>refurbished Macs that can be aquired like the LC/Performa 570 line and other
>>040 Macs can be had for little money.
>
> As opposed to "no money" for the STs already there.

Are the ST's already there?

>
>>Still can run the latest education and
>>internet software and so on..
>
> How much longer? Remember that the Mac is also sinking into oblivion, and
> moreso the 0x0 models. And forget the silly impression that Netcrap runs
> on a Fat Mac or SE/030.

Apple II's are still useful with all that software. There are a lot of
software that works fine for the 68k Macs. The Statewide AEA centers supply
schools with anything they need..

>
> Thorsten
>
>
>

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

>
>
> --
> - guenther@cabal.shnet.org (Thorsten G�nther) - _O
> ----�=ae--�=oe--�=ue--�=Ae--�=Oe--�=Ue--�=sz---- /
> \
>)

4571. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-27 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <JFAtwmX.brimiller@delphi.com>
Source record: 9528

Martin Thomas <martin@llanelli.demon.co.uk> writes:

>Tell me what 'contortions' NT, OS/2, Linux or Free/NetBSD go through to
>address 8 megs?

None at all. Windows NT is very stable, it's the OS I install most for clients. OS/2 has even been giving way to NT as of late, especially for Web server applications. However, for small business or the average user, the cost of NT is _STEEP_. IF Microsoft bundled NT with other manufacturers' computers rather than 95, things would be a lot smoother for the average user. Unfortunately, Microsoft believes stability and reliability are things that the user should have to pay a premium for.

BR Miller
Boston, MA

4572. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <830713324_OASIS_@swampdog.demon.co.uk>
Source record: 9529

In article <1996Apr23.175556.54246@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>
>Get a Life is an interesting thread to observe. The argument in
>whether the ST is appropriate in the classroom/media center reminds me
>of pass class discusion in my Masters program of school media study..
>
>A case study was upon us where we had to develop a plan for a new
>media center from scratch. A budget had to be proposed with a set
>limit. A new collection in the media center had to be developed from
>scratch. I had to decide if I would except discarted out dated
>materials from other schools/district to fill up the shelves. I
>decided not to except discarded materials using to rationize if its
>not good for their students than its not appropriate for mine even if
>the media center collection will be somewhat bare for the first year.

Groovy conclusion. I assume that you have not omitted any relevent
information? If not then it is reasonable to assume we do not know
why the equipment was discarded. The reason could be simple - their
budget could be larger than ours in which case we would be missing out
on an ideal opportunity to pick up equipment at cheap rates.

>So, if another school or district discarded their last ST's for school
>use inorder to get upto date with Mac/PC, would I aquire those ST's?
>Probably not, because it would do more harm than good. The ST is a
>outdated resource material. Even if you can get cheap ST's at flea
>markets, its a bad idea to add as a resorce tool to the media center.
>Other means like cheap refurbished Macs that can be aquired like the
>LC/Performa 570 line and other 040 Macs can be had for little money.
>Still can run the latest education and internet software and so on..

The ST is not an outdated resource material. "Outdated" implies it was
at one time not so - this is clearly not the case. The ST's internet
potential has never been at the leading edge and never will be. The
essential point is that a ten year old machine can do very nearly as
much as a top of the range PC or Mac can do - albeit not as fast or as
pretty. It can certainly do far more than a ten year PC could ever
have done or be made to do, and easily held its own against a ten year
old Mac.

>Even 486 clones can be had for next to nothing and have more utility
>than the ST. Much more adequate to run educational resorce apps as
>well as the latest internet apps.

No denials from me on that score. To put it in context though, will you still be able to make satisfactory use of your current machine ten years from now?

--

Guy Harrison

guy@swampdog.demon.co.uk

4573. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-28 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <hbIvwuY.brimiller@delphi.com>
Source record: 9440

James Wood <jamesw@PEAK.ORG> writes:

>Intel makes portable versions of the pentium that are made like a PIECE
>OF TAPE. There is no fan. It's not necessary! It generates less heat
>and consumes less power. Too bad you didin't know this.

The StrongARM is consideraly faster than the Pentium. And considerably
cheaper and cooler-running. There are going to be some amazing new
desktops, notebooks, and other machines not yet conceived based upon this
architecture.

BR Miller
Boston, MA

4574. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-28 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4lumjg$s04$1@mhadg.production.compuserve.com>
Source record: 9530
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Buy an overpriced, underpowered C-LAB Falcon..?

And you're worried about MicroSoft getting too much money..?

Pretty funny..!

>Oh, and BTW, find another newwsgroup to bother...you're boring me to death
>here...

Too bad..!

BobR

4575. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-28 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <RRINQUb.brimiller@delphi.com>
Source record: 9531

Thorsten Guenther <guenther@cabal.shnet.org> writes:

>In <Pine.SUN.3.91.960424014952.13204B-100000@PEAK.ORG> James Wood wrote:
>>I have no doubt with $800 investment in
>>a $50 520ST I could have imatation VGA. However, I can get a second hand
>>386 system for waaaay less than that and still sell it in the classified
>>ads when I upgrade.
>
>But you can use WWW130 with a stock ST, I guess? You can't get any 386 for
>way less than 0 US$s.

First of all, Thorsten, you've fallen into his trap. _NO_ graphics
card for an ST costs $800. The most expensive I've seen for the single
box units is around $400 (or 50% of his inflated, fabricated figure).

>>What resolution does the browser run in? 320x200 in 16
>>colors, 640x200 in 4 colors, or monochrome?
>
>I guess the two latter ones will suffice. Anyone checked it?

It runs in all of the above resolutions, plus any others you're capable of
running.
-
It looks prettier in hi-color on my Falcon, but runs fine in mono or medium
res. And the pretty looks don't justify the $70,000 expenditure necessary.

BR Miller
Boston, MA

4576. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-28 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <ZTJMoyW.brimiller@delphi.com>
Source record: 9532

James Wood <jamesw@PEAK.ORG> writes:

>> I don't think my Falcon is obsolete.
>
>Then a Macintosh SE/30 isn't either.

Let's view this paradigm in an appropriate light.
-
1) Define obsolete.
-
2) Define how utility is affected by obsolecence.
-
3) Tell me how a vastly-superior Falcon030 in any way, shape, or form, can be compared with a Mac SE/30 on any basis other than that of CPU.
-
Until you do this, your argument is a vacuous expanse of hot air.

>Unfair? It's a free country and an open market. There are competing
>applications (Lotus, WordPerfect) and of course Macintosh (competing
>platform). Nobody put a gun to your employer's head, so it is his/her
>own fault.

Yes, but all of those are "inappropriate" for business, right, James?
You've just validated the entire multiplatform argument from my perspective.
Many businesses I work with on a weekly basis CHOOSE TOS over other OSes because of its ease of use and low cost of operation. MS applications aren't good for everyone. Neither are Intel systems. Or Suns. Or TOS machines. Or Amigas.

When people are permitted to find their own solutions, without a James Woods blowing hard about "adherence to standards," and other such manipulative garbage, the world shall be a much less unpleasant place to do business.

BR Miller
Boston, MA

4577. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-28 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <ZTIsgYV.brimiller@delphi.com>
Source record: 9533

Thorsten Guenther <guenther@cabal.shnet.org> writes:

>OK, I set a limit for you: 5,000 US$.
>
>The classroom is equipped with stock STs.
>
>Create as many workplaces for Internet access as possible, using money
>given.

I pick up the challenge.

For the completely computer illiterate computer teacher (an ironic contrast
that frequently can be observed):
(I'm assuming we have 25 ST's).
-
1) Buy 25 modems for $100 each - $2,500 spent.
-
2) Buy 25 copies of STalker for $20 each - $500 spent.
-
3) Purchase 25 shell account from an ISP for $50 per year (volume
discount frequently encountered) - $1,250.

WOW! We're still within budget. And if the teacher even wishes to invest
the effort, CAB/STiK could be used on this system.

We're now on the Internet, not with state of the art equipment, but we've
achieved far more here than we could have by putting the $5K toward all-new
equipment.

BR Miller
Boston, MA

4578. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-28 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960428000009.6855A-100000@PEAK.ORG>
Source record: 9534

On Fri, 26 Apr 1996 STIRRE31@MAINE.MAINE.EDU wrote:

> James,
> Glad to see that you have again resorted to name calling.

Glad to see you're so easily thrilled.

> Funny how it
> always come to you calling other people names.

Funnier how you only see one side of the situation.

> Why does a differing
> opinion make a person a "fool?"

If they're making arguements laced with lies and mistuths, and call me a fool when I try to correct them, I'd say they meet the qualifications.

> Why do you take these things serious
> enough to resort to personal attacks?

Who says I take things so seriously? I'm usually smiling when I'm in this newsgroup....smiling because so much of what I read here is laughable. Yes...this is entertainment. Are you so woefully oblivious to the fact that this kind of newsgroup serves as entertainment? You think I was in here to learn from all the geniuses? BWA HA HA HA!

> Is it because you wish you still
> had your ST?

BWA HA HA! That's another good one. I can get another ST cheap. When I can get another one free, I will have one. I guarantee ya!

> I remember the days when you were espousing the Mega ST
> as being a great machine and that it was much easier to use than
> a PC.

As if that's contradictory to where I stand now? What's your point? Where did I say otherwise? Oh boy I can't wait to see this.....BWA HA HA!!

> Now will you call me a name again?

Only if you ask me NICELY. YOU HAVE TO ASK NICELY.

> I don't agree with you so you should
> start flipping through your book of insults.

No, you don't agree with me. You wouldn't be wrong but you didn't (try to figure that one out!)

James

4579. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-28 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960428001121.6855B-100000@PEAK.ORG>
Source record: 9535
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy

On Fri, 26 Apr 1996, Stuart Tyrrell wrote:

> In message <4licli$oaa@nadine.teleport.com> Stephan Schaem wrote:

> OK, so put a P100 + fan into a palmtop and see how far it gets. For

Intel makes portable versions of the pentium that are made like a PIECE
OF TAPE. There is no fan. It's not necessary! It generates less heat
and consumes less power. Too bad you didin't know this.

4580. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-28 00:00:00 UTC
From: Stuart Tyrrell <Stuart@stdevel.demon.co.uk>
Message-ID: <19960428.120854.21@STDevel.demon.co.uk>
Source record: 9536
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy

In message <Pine.SUN.3.91.960428001121.6855B-100000@PEAK.ORG> James Wood wrote:

> Intel makes portable versions of the pentium that are made like a PIECE
> OF TAPE. There is no fan. It's not necessary! It generates less heat
> and consumes less power. Too bad you didin't know this.

Hehe - I'm quite aware that there are P5 notebooks. Perhaps irony went
awol.

So what's the dissipation of these things (presumably @3V, or are they
onto differential logic?), and where's the palmtops? How much do they
/really/ cost in quantity? I thought the Mips/watt thing had been
laid to rest a long time ago.

Whoever puts a decent amount of Intel processing power in something the
size of a Psion 3 will be a very rich person indeed!

Stuart.
--
Stuart Tyrrell Stuart@STDevel.demon.co.uk
Stuart Tyrrell Developments AutoInfo@STDevel.demon.co.uk for info
Hardware/Software design & support Info@STDevel.demon.co.uk for a human!
PO Box 183, OLDHAM. OL2 8FB

4581. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-28 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <RvPPgId.brimiller@delphi.com>
Source record: 9537

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>The case study budget limit was $50,000. My ending conclusion was that it is
>not enough to start a media center from scratch. Thats what my prof looked
>for. I analyzed the situation and concluded correctly.

Profligate spending with no substantive return. "Media center" is a
catch-phrase for libraries with lots of expensive equipment that nobody
uses. I've seen schools spend over $100,000 for such stuff as laser
disc players and CD-ROM access units. They are lucky if they get turned on
twice per year.

Fancy technological equipment does not an education make.

BR Miller
Boston, MA

4582. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-28 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <RxBPomQ.brimiller@delphi.com>
Source record: 9538

BobR <76702.1466@CompuServe.COM> writes:

>Buy an overpriced, underpowered C-LAB Falcon..?

"Overpriced: a state in which price demanded is greater than utility gained." In other words, the purchase of all-new computers when STs presently installed would be sufficient for access.
-
In addition, those "underpowered, overpriced" systems are used by individuals and businesses every day to keep a competitive edge. Power is defined by utility and results, not a bunch of CPU speed figures. Effective throughput of a TOS system running at 20 MHz is equal to Pentium 100 systems running Windows 95. All the extra power is consumed by the OS on the Intel system. Whether or not that's good is irrelevant. The issue is that, for any application
you put a Falcon030 up to, (be it C-LAB or Atari), it effectively competes with Pentium systems due to its lower resource requirements and more elegant architecture.

BR Miller
Boston, MA

4583. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-28 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <hbAPgAT.brimiller@delphi.com>
Source record: 9539

James Wood <jamesw@PEAK.ORG> writes:

>Funnier how you only see one side of the situation.

Seems to me that only one side engages in insults - usually when his
argument is bursting into flames and plunging toward the ocean.

>If they're making arguements laced with lies and mistuths, and call me a
>fool when I try to correct them, I'd say they meet the qualifications.

Mistruths like "utility should meet the additional expense." Mistruths like
"STs can boost graphics resolution for $400." Mistruths like "BEST Business
works is adaquate for small business." Mistruths like "The Falcon is viable
for small business."
-
Doesn't seem to be too many mistruths there. You may disagree, but your
engagement in obscene/vulgar insults is demonstrative of your general
lack/failure of mental capabilities. Your psychological-emotional
connection between TOS and Sam Tramiel is but one example of this.

>> I remember the days when you were espousing the Mega ST
>> as being a great machine and that it was much easier to use than
>> a PC.
>
>As if that's contradictory to where I stand now? What's your point?
>Where did I say otherwise? Oh boy I can't wait to see this.....BWA HA HA!!

This is demonstrative of your "mine is better" ethic. Whatever machine you
happen to think is best at a particular time is the only machine that makes
sense for anyone at a given time, and all others are useless, etc.

>> Now will you call me a name again?
>
>Only if you ask me NICELY. YOU HAVE TO ASK NICELY.

What arrogant pap.

>> I don't agree with you so you should
>> start flipping through your book of insults.
>
>No, you don't agree with me. You wouldn't be wrong but you didn't (try
>to figure that one out!)

My predicition: if Mr. Tirrell (sp?) engages in an argument with you that lasts for a while, after six posts, you will engage in multiple insults when your psychological-emotive connection between TOS and Tramiel cannot be justified by the facts.
-
Really, James, let it rest. Until you can describe specific applications that the PC does and doesn't excel in, what replacements are available, and how much they cost, you will be continuing the blowing of noxious hot air that has given you such a poor reputation on the c.atari newsgroups.

BR Miller
Boston, MA

4584. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-29 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <31842461.5513512@usenet.onramp.net>
Source record: 9441
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

On 25 Apr 1996 07:59:28 GMT, chriswil@southern.co.nz (Chris Wilkinson) wrote:

>I have just watched my employer renew their site license to M$. On the
>basis of what I have of observed (problems they have, the sheer physical
>COST of the license, and the complete LACK of support from the 'M$
>accredited technical people' that sold us the system
>(Win95/Word7/Office95/Access95 for 100 users)) I would say that M$ are
>more than getting their (un)fair share of my employers money...

Why didn't your employer get an Atari Falcon (or rather, 100 of them) and Falcon WP/DB/SS/Pres software for all of the users? Apparently there was a -reason- for doing what he did. What was it?

4585. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-29 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Apr29.003049.54363@cobra.uni.edu>
Source record: 9442

In article <RvPPgId.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>
>>The case study budget limit was $50,000. My ending conclusion was that it is
>>not enough to start a media center from scratch. Thats what my prof looked
>>for. I analyzed the situation and concluded correctly.
>
> Profligate spending with no substantive return. "Media center" is a
> catch-phrase for libraries with lots of expensive equipment that nobody
> uses. I've seen schools spend over $100,000 for such stuff as laser
> disc players and CD-ROM access units. They are lucky if they get turned on
> twice per year.

Thats funny. Its the opposite here at the local high school. This "media
Center" utilizes the expensive equipment. Looks like those schools did not
plan and not the right people involved. Yes, I have been to quite a few that
have Workgroup servers and the whole nine yards.

> ---
> Fancy technological equipment does not an education make.
> ---

To you..

> BR Miller
> Boston, MA

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4586. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-29 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960429063721.11647A-100000@PEAK.ORG>
Source record: 9443

On Sun, 28 Apr 1996, Brian-Roland Miller wrote:

> "Media center" is a
> catch-phrase for libraries with lots of expensive equipment that nobody
> uses. I've seen schools spend over $100,000 for such stuff as laser
> disc players and CD-ROM access units. They are lucky if they get turned on
> twice per year.

Obviously you have never done research. Of course, based on the general
lack of intelligence your cockheaded contentions serve to indicate of
you, that's not surprising. "Lucky if they get turned on twice per
year." Hah! Equipment that "nobody uses." Hah Hah! Yeah, if that
nobody is a dumba** like you.

> Fancy technological equipment does not an education make.

Yeah, and your cheesy attempts at pretending you're and "erudite" are
very entertaining. Keep it up!

James

4587. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-29 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960429070319.11647E-100000@PEAK.ORG>
Source record: 9444

On Sun, 28 Apr 1996, Brian-Roland Miller wrote:

> Effective throughput
> of a TOS system running at 20 MHz is equal to Pentium 100 systems running
> Windows 95.

Do you have proof of this? Just because you're spouting it doesn't mean
it's believeable (quite the opposite). Where's your proof? How did you
even arrive at this equivalancy, your self-proclaimed [non]expert?
Sounds to me like another of your biased, unsubstantiated guesses.
Seeing how you've demonstrated your genius by telling of your value of
OBSCURITY in proprietary business computers....ha ha ha!
Keep it up...."you're golden too!"

James

4588. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-29 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960429064212.11647C-100000@PEAK.ORG>
Source record: 9445

On Sun, 28 Apr 1996, Brian-Roland Miller wrote:

> James Wood <jamesw@PEAK.ORG> writes:
>
> >> I don't think my Falcon is obsolete.
> > >
> > >Then a Macintosh SE/30 isn't either.
> >
> Let's view this paradigm in an appropriate light.

Nah, let's not....since you'd argue with a signpost.

> -
> 1) Define obsolete.

Any computer spawned by Tramiels.

> -
> 2) Define how utility is affected by obsolecence.
> -

Your computer sucks.

> 3) Tell me how a vastly-superior Falcon030 in any way, shape, or form, can
> be compared with a Mac SE/30 on any basis other than that of CPU.
> -

I don't go past the CPU question because anything with a 16mHz processor
is far beneath my minimum standards so comparing by CPU is the only
relevant comparison..they both have s...l....o...w processors.

> Until you do this, your argument is a vacuous expanse of hot air.

Awwwww....sounds like what I've been telling you the whole time.

> ---
>
> >Unfair? It's a free country and an open market. There are competing
> > >applications (Lotus, WordPerfect) and of course Macintosh (competing
> > >platform). Nobody put a gun to your employer's head, so it is his/her
> > >own fault.
> >
> Yes, but all of those are "inappropriate" for business, right, James?

I don't know what you're talking about. Try to invalidate my text that
you have quoted above. IT'S A FREE COUNTRY AND OPEN MARKET. It's the
employer's fault is all that matters. Don't try to dodge that key point
by pretending you're intelligent enough to play devil's advocate and do

another sidestep.

> You've just validated the entire multiplatform argument from my perspective.

If so, only conincidentally. I just stated the truth, which I never deviated from to begin with. I'll bet you think you're on to something now, eh? You tell me what it was. You habitually fail to comprehend simple concepts and combined with your surly bullheadedness, you've probably been arguing for nothing the whole time. Heh...that would be another surprise!

> When people are permitted to find their own solutions, without a James Woods
> blowing hard about "adherence to standards," and other such manipulative
> garbage, the world shall be a much less unpleasant place to do business.

Hey dill-weed! I never said that people were REQUIRED to adhere to standards. That isn't the point at all. I don't give a rat's ass what kind of computer anyone uses. What I WILL MAINTAIN is that there ARE some advantages to using a PC, and of course being standard is a big one. I DIDN'T SAY that there were no advantages to other platforms; I DIDN'T SAY that there were no disadvantages to the PC platform. Maybe YOU ASSUMED. I only said THERE ARE ADVANTAGES. The reason I said that was because of all the PC Bashing that you do; telling lies like "bugs as features" for Windows software. That is totally ridiculous bullsh*t. Yes, I'm sure you'd like to call it "blowing hard" when you're WRONG and the other party is opposing you. You erroneously seem to think that your opinion is worth more than anyone elses. Grow up....this is usenet....

James

4589. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-29 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960429071414.11647F-100000@PEAK.ORG>
Source record: 9446

On Sun, 28 Apr 1996, Brian-Roland Miller wrote:

> James Wood <jamesw@PEAK.ORG> writes:
>
> >Funnier how you only see one side of the situation.
>
> Seems to me that only one side engages in insults - usually when his
> argument is bursting into flames and plunging toward the ocean.

I really didn't care what it "seemed to you." You brown-noser. Of course
you're going to agree with him. You're a couple of Atari nuts and your
message only serves for you to kiss his a** for agreeing with you. Why
don't you do something with the balls while you're down there?
Careful...he might stop suddenly.....

> ---
>
> >If they're making arguements laced with lies and mistuths, and call me a
> >fool when I try to correct them, I'd say they meet the qualifications.
>
> Mistruths like "utility should meet the additional expense." Mistruths like
> "STs can boost graphics resolution for $400." Mistruths like "BEST Business
> works is adaquate for small business." Mistruths like "The Falcon is viable
> for small business."

Mistruths about Windows being orders of magnitude worse than it is.
Mistruths like your value for obscurity in small-business computing.
Mistruths like your erroneous misconceptions based on your
inference/assumption.

> Doesn't seem to be too many mistruths there. You may disagree, but your
> engagement in obscene/vulgar insults is demonstrative of your general
> lack/failure of mental capabilities.

Of course I disagree, you dodo.
My "engagement in obscene/vulgar insults" is demonstrative of nothing
more than the fact that I have ZERO respect for you. Duh!!! You must be
the one with "lack/failure of mental capabilities" or you'd have figured
out an easy one like that!

> Your psychological-emotional
> connection between TOS and Sam Tramiel is but one example of this.
>

Hah!!! You are obviously trying really too hard to generate an arguement.
"psychological-emotional connection?" Heh heh heh...you dumba**.. Who
are you pretending to sound like now? I was joking..... You take things

too seriously...hee hee... but that's okay because it's so funny to watch
you go off in so many crazy directions....

> >> I remember the days when you were espousing the Mega ST
> >> as being a great machine and that it was much easier to use than
> >> a PC.
> >
> >As if that's contradictory to where I stand now? What's your point?
> >Where did I say otherwise? Oh boy I can't wait to see this.....BWA HA HA!!
>
> This is demonstrative of your "mine is better" ethic. Whatever machine you
> happen to think is best at a particular time is the only machine that makes
> sense for anyone at a given time, and all others are useless, etc.

No it's not, dumba**. I still say that the ST is easier. I don't say
it's better. I never said what was better. I just won't stand for the
bullsh*t lies that you make up about PCs to try and make them sound so
bad and perpetuate your denial. That's it is one sentence. You dolt; if
you'd have understood what I said to him (above what you quoted of me)
and were properly prepared to reply (you never are) then you'd have
answered my question and SHOWED ME what was contradictory....all you did
was spout off again.... So what was contradictory?

> >
> >Only if you ask me NICELY. YOU HAVE TO ASK NICELY.
>
> What arrogant pap.

Yeah, you seem to like that word ("arrogant") ever since I told you that
arrogance was the most salient of your virtues...heh heh.

>
> My predicition: if Mr. Tirrell (sp?) engages in an argument with you that
> lasts for a while, after six posts, you will engage in multiple insults
> when your psychological-emotive connection between TOS and Tramiel cannot
> be justified by the facts.

The above is so stupid (particularly the latter part) that nothing
further will be said about it.

> -
> Really, James, let it rest. Until you can describe specific applications
> that the PC does and doesn't excel in, what replacements are available, and
> how much they cost, you will be continuing the blowing of noxious hot air
> that has given you such a poor reputation on the c.atari newsgroups.

#1 - You're the one who thinks he has a reputation to protect. I don't.
I don't care.

#2 - Obviously, you wouldn't have mentioned reputation if it wasn't important
to you. Also obvious, since you oppose me you think you're right
and that you have an opposite ('good') reputation.

#3 - Conclusion...."YOU'RE NOBODY!!!" Otherwise you'd have a life and worry about that instead. Get real....an Atari advocacy newsgroup....and you're trying to be the MENTOR and hero here... HEH HEH HEH!!!!

I just come here for fun, you cretin. I told you already.

The only reason you want me to mention specific applications is because you want to get into a a quibble-piss about them in a cheesy attempt to qualify your ridiculous opinion. The PC doesn't have to be the best in everything; just good in a lot of things. That's what it is. That's all I say, however that's good enough. Evidently MS Office, Pagemaker, Photoshop etc are good...since they and the platforms they run on are standard and wouldn't be if they didn't. Did I say it was theoretically perfect? Do I give a damn? No. Does that mean it's bad? No. Hard reasoning for you? Evidently, or you wouldn't be so lost.

James

4590. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-29 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960429074342.11647G-100000@PEAK.ORG>
Source record: 9447

On Sun, 28 Apr 1996, Brian-Roland Miller wrote:

> First of all, Thorsten, you've fallen into his trap

Hee Hee... Look at "little brian" trying to be a badass MENTOR and loyalist leader in the newsgroup. Don't anyone bend over...brian's on a mission here.....

> _NO_ graphics
> card for an ST costs $800. The most expensive I've seen for the single
> box units is around $400 (or 50% of his inflated, fabricated figure).

This has already been cleared up, buttwipe. You know that. I was pricing a monitor to handle all that resolution. A good monitor is from $300 to $400, plus $400 for the Omnicrom (or whatever). That's how the "inflated, fabricated" figure was arrived at. I was since told that the SC1224 will work....as if it will somehow go beyond 640x200. Ok...whatever...assume it will. That still doesn't change the fact that in the last bout of messages, we went through this already. You just wanted to piss some more and I caught you.....

>
> >>What resolution does the browser run in? 320x200 in 16
> >>colors, 640x200 in 4 colors, or monochrome?
> >
> >I guess the two latter ones will suffice. Anyone checked it?
>
> It runs in all of the above resolutions, plus any others you're capable of
> running.

And just how many resolutions can you run? What kind of monitor? SC1224?

> -
> It looks prettier in hi-color on my Falcon, but runs fine in mono or medium
> res. And the pretty looks don't justify the $70,000 expenditure necessary.

Yeah....it looks prettier on a $35 VGA card too. Pretty looks without any "$70,000 expenditure."

James

4591. Re: Get a life... (Bobby is a liar and a thief)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-29 00:00:00 UTC
From: jnorton@ra
Message-ID: <4m2re2$ku8@thoth.nilenet.com>
Source record: 9448

JEDI wrote:
: "Buy PC's (or Apples)" might not be the best recommendation for someone with
: a room full of Ataris and a tight budget.

: The majority of the microcomputer market doesn't want to acknowledge older
: machines (even older PC's). (and no; ancient software that's less than ST
: caliber being sold in bargain bins doesn't count as significant
: acknowledgement).

I have to agree with you on this latest advocacy thread. In the PC world it is "P75 - only $1799.99 (monitor sold separately)". How frustrating. I keep waiting for some evolutionary change in the computing world (Pacific Rim maybe) that will cause me to loosen my budget (forget the kids braces!) and buy a PC. It is pointless to wax emptily within the PC or Apple advocacy groups. They know nothing of the latest Atari stuff and they probably don't spend anytime playing baseball with the kids, taking long walks or gardening.

I have never really spent anytime using a Mac or PC. The various people that I do help with their PC machines (three at present) are pretty lost when it comes to manipulating programs (unzipping, installing, working with directories [copying, deleting, etc.], zipping, archiving, well you name it). I always help them and their kids always come over to our house to play with the Atari because "we don't have games or music or stuff like that at home" (well, they do - they just don't know how to get to it and, even though I set up the stuff on their machines, they are always loosing the programs [the icons or whatever]). I like the PC and Mac. All computers can have very high learning curves. I just never thought that TOS/GEM had as high a learning curve as the PC and Mac. I only say this because TOS/GEM has always given people easy and intuitive access to the computer. That has helped me when it came to actively participating in various projects on other platforms. Poor Atari! Nolan Busnell tried to purchase the games section of Atari recently and was turned down I think.

So, don't be disheartened by people whose present computer activitites are on a platform "other than Atari". They are probably missing out on some really neat things happening within their "own computer community" by spending their time over here at Atari. In fact, I probably could win a bet on this if I had any money (and if I was a betting man). We could could all have a ham and cheese sandwich if we had any cheese. And if we had any ham. :)

4592. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-29 00:00:00 UTC
From: JEDI
Message-ID: <4m2fvq$9q8@doc.zippo.com>
Source record: 9449

In article , James says...
>
>
>
>On Fri, 26 Apr 1996, Stuart Tyrrell wrote:
>
>> In message <4licli$oaa@nadine.teleport.com> Stephan Schaem wrote:
>
>> OK, so put a P100 + fan into a palmtop and see how far it gets. For
>
>
>Intel makes portable versions of the pentium that are made like a PIECE
>OF TAPE. There is no fan. It's not necessary! It generates less heat

...and where might I obtain the OEM version of this mythical beast?

>and consumes less power. Too bad you didin't know this.

Next you'll try to sell us the Brooklyn Bridge...

4593. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-29 00:00:00 UTC
From: JEDI
Message-ID: <4m2gqf$apl@doc.zippo.com>
Source record: 9450

In article , martin@llanelli.demon.co.uk says...
>
>JEDI wrote:
>: Then, hope your old software doesn't break (msvc 1.5 is a prime example).
>
>I haven't had any problems running this under Windows NT 3.51.

I wasn't aware that NT3.51 was a version of Windows95.

>
>: The ST can fully address it's entire physical memory space without
>: contortions. This is much better than having 8 Megs of physical memory
>: and having to deal with 3 overlapping DOS memory models.
^^^

4594. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-29 00:00:00 UTC
From: JEDI
Message-ID: <4m2hq3$bt1@doc.zippo.com>
Source record: 9451

In article , James says...
>
>
>
>
>On 25 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:
[deletia]
>
>> >Just adding OLE alone (an God knows what else) to the ST would make an OS
>> >the size of the ST's baloon. Just because you double click an icon to
>>
>> Well, it is larger by an order of magnitude (probably more).
>> So, what specifically, has OLE done for you lately?
>
>OLE is great when preparing a document with graphics and text. I print
>out my lab reports with graphs, charts, and illustrations on a color
>inkjet and the results are phenomenal. OLE makes it easy. I can't

OLE makes your printing better?...

<chortle><choke><chortle>
[deletia]
>
>>
>> The added expense of the case and power supply of an external modem is
>> less than the added expense of a MIDI adaptor for a sound card.
>>
>> That amount may seem significant too you.
>
>
>There are a lot more internal modems in DOS boxes than MIDI keyboards
>hanging off the side, so it generally isn't a problem. Seeing how you
>have to buy an expensive MIDI synth (or other device) anyway, the added
>expense of a MIDI adapter is very little by comparison. You make it
>sound like some elaborate hardware is required. It's just a cable! Any

I'll say it more bluntly. Where have you been getting these 'splitter cables'?

>
>
>>
>> You can surf the web with a wyse60...
>
>
>I've used WYSE terminals before but I don't remember the number. THey

>were all green or amber text-only. A wyse60 must be something better (a
>graphics terminal) if the web can be surfed with it. You're not going to
>tell me I can surf the web with a VT100 (or VT52), are you?

Yup... All it requires is a cursor addressable terminal. (ST-VT52 will do.)

>
>
>> >What's your point? There does exist old versions of PC sofware too. Just
>>
>> So what PC program contemporary to Pagestream has it's functionality
>> and interface?
>
>I don't know. I would imagine Aldus Pagemaker. I don't want to quibble
>over functionality and interface. Interface could be a matter of
>preference, so its not worthy of discussion. However, someone skilled in

Yes it is. Otherwise the objections to Lynx and CAB would also be irrelevant.

PC's don't have the ST equivalents in resource requirements, functionality
and usablility.

>Pagemaker is more valuable if job hunting in that kind of work. Seeing
>how the wheels of industry keep turning with Pagestream playing a nil
>part, it must not be that revolutionary or the desktop publishing

Some of us prefer usable software to bandwagons...

>> >BTW, I'll bet ancient VanTerm isn't so good at 28.8 KBPS, kinda like the ST.
>>
>> Just get serialfix and max out the i/o buffers.
>
>What is serialfix? Is that a hardware mod? Exactly what is the problem
>(hard/software) with the serial port to begin with?

Last I heard, FlowControl. The MFP should be more than up to the task.

4595. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-29 00:00:00 UTC
From: JEDI
Message-ID: <4m2rah$o1n@doc.zippo.com>
Source record: 9452

In article , sinclap2954@cobra.uni.edu says...
>
>In article <khaley.830373786@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>>
>>>Get a Life is an interesting thread to observe. The argument in whether the ST
>>>is appropriate in the classroom/media center reminds me of pass class discusion
>>>in my Masters program of school media study..
>>
>> ... and in this [wannabe] Masters program you studied the wonders of
>> the card catalog, no doubt.
>
>The card catalog has been put to the pasture.. The emphasis is in
>instructional resources.
You can dress it up anyway you like but, it's still a card
catalog.

4596. Re: *** Advocacy - The Humourous Quote ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-29 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4m39sd$5qi@inca01.inca.co.nz>
Source record: 9453

> korte@sabine.acs.psu.edu says...
> >Are they, now? I was under the impression that they are intended to
> >be a place where people can argue the good and bad of their particular
> >platform (or whatever) in an intelligent manner. I believe that I
> >am hardly alone in this understanding.

"[Advocacy groups] are intended to be a place where people can argue...
in an intelligent manner"

Thank you for the laugh of the week.

I might even include that as next months quote in my .sig

--

Quote For The Month:

"If she's a lady, I'm a Pernicious Knid"

4597. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-29 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GD4VBFCDUP@cabal.shnet.org>
Source record: 9454

In <ZTIsgYV.brimiller@delphi.com> Brian-Roland Miller wrote:
>Thorsten Guenther <guenther@cabal.shnet.org> writes:
>
>>OK, I set a limit for you: 5,000 US$.
>>
>>The classroom is equipped with stock STs.
>>
>>Create as many workplaces for Internet access as possible, using money
>>given.
>
>I pick up the challenge.
>---
>For the completely computer illiterate computer teacher (an ironic contrast
>that frequently can be observed):
>(I'm assuming we have 25 ST's).
>-
>1) Buy 25 modems for $100 each - $2,500 spent.

Argh! That'd look terrible. I'd advise to get _one_ Unix workstation, e.g.
a Linux PC, and serial I/O cards with as many ports as possible. As I
said, that machine might also serve as a proxy, ftp, news server and
firewall. Get enough serial cables to connect the STs. But of course that
solution would require some computer literate available.

>2) Buy 25 copies of STalker for $20 each - $500 spent.

I'd prefer CoNnect :-).

>3) Purchase 25 shell account from an ISP for $50 per year (volume
>discount frequently encountered) - $1,250.
>---
>WOW! We're still within budget. And if the teacher even wishes to invest
>the effort, CAB/STiK could be used on this system.
>---
>We're now on the Internet, not with state of the art equipment, but we've
>achieved far more here than we could have by putting the $5K toward all-new
>equipment.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4598. wanted: atari games

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-30 00:00:00 UTC
From: strytelr@soho.ios.com
Message-ID: <4m4avs$squ@news.ios.com>
Source record: 9455

im looking for six gun shoot out, and galactic adventures for the atari
8 bit...

email me if you have theses games, or know where i can get them

4599. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-30 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4m4hrc$a9s@orm.southern.co.nz>
Source record: 9456
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Ahem...

David Corn (dcorn@paradise.pplnet.com) wrote:
: On 25 Apr 1996 07:59:28 GMT, chriswil@southern.co.nz (Chris Wilkinson)
: wrote:
: >I have just watched my employer renew their site license to M$. On the
:
: Why didn't your employer get an Atari Falcon (or rather, 100 of them)
: and Falcon WP/DB/SS/Pres software for all of the users? Apparently
: there was a -reason- for doing what he did. What was it?

Thats a silly question. We run a lot of machinery (US$150 million worth) on some terminals using ControlView software (DOS based). These terminals pass data to PLC racks that control the equipment. About half the machines (mostly in Admin, some in other areas) get used fairly often for duties like memo typing, staff notices, spreadsheets etc...The company use M$ because they don't know any better. Our entire network runs from two 486dx PC's with Ethernet cabling/hubs. The network installation of Windows 3.1 has been (often) responsible for the crashing of the file server, resulting in lost production data (production is monitored and data used to grade physical quality of the product we make). If such data is lost, we cannot grade the stuff and cannot assure our customers of a quality product so we lose about US$250 a minute for a dead file server. Big dollars indeed!

I happen to use my Falcon (on the odd occasion) at work because all the M$ software (including Win95's 'famous' comms software) has difficulty in running via a Novell network to a modem that we use to sd/rd data from our corporate head office. I use my 030 to get software via the net for work by taking my own modem/computer in.

It was a corporate decision to go M$. The next choice would have been Linux or Win NT, but the corporate toss pots decided to penny pinch and go for networked PC's etc...In light of the losses that we make from crashes of our server, I think a bad decision has been made. And the irony of it all is that problems are never blamed on software, but people instead. It is the software that causes the problems, not the poor person typing the memo.

I think 100 Atari Falcons would have been nice here. So do others. Sadly the corporate propellor heads couldn't really justify such frivolity. The buck stops shortly however. Our computer CapEx budget has been halfed, meaning no more expensive upgrades just to keep older 486's up to speed with the new M$ stuff...

See what I mean?

Chris W.
/|\
ATARI Falcon030 user and DAMNED PROUD OF IT TOO!!

4600. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-30 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4m4i98$a9s@orm.southern.co.nz>
Source record: 9457
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Ahem...

James Wood (jamesw@PEAK.ORG) wrote:
: On 25 Apr 1996, Chris Wilkinson wrote:
: > I don't think my Falcon is obsolete.
: Then a Macintosh SE/30 isn't either.
: > I have just watched my employer renew their site license to M$. On the
: > ... M$ get an unfair share of $ from my employer (or something like
: > that)
: Unfair? It's a free country and an open market. There are competing
: applications (Lotus, WordPerfect) and of course Macintosh (competing
: platform). Nobody put a gun to your employer's head, so it is his/her
: own fault.

You're not wrong!! Sadly I'm not quite able to influence CapEx directives
(or we'd be using x-windows/linux). We're suffering now from corporate
shortsightedness though...

Read my latest followup for Mr. 'BobR' to see what I mean...

Chris W.
/|\
ATARI Falcon030 owner and DAMNED PROUD OF IT TOO!!

4601. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-30 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4m4ilt$a9s@orm.southern.co.nz>
Source record: 9458
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

BobR (76702.1466@CompuServe.COM) wrote:
: Buy an overpriced, underpowered C-LAB Falcon..?
: And you're worried about MicroSoft getting too much money..?

Yes I am. I'm talking a five figure sum here...

: Pretty funny..!

No it isn't. Not when I'm an employee who has to put up with a meagre salary because of enormous CapEx budgets for computers at the expense of wages and salary. The buck stops soon as our computer CapEx budget has recently been halved. About time...maybe I'll get paid closer to what I'm worth...

: >Oh, and BTW, find another newwsgroup to bother...you're boring me to death
: >here...
:
: Too bad..!
: BobR

I didn't really mean that last bit. I just love trying to wind people up... :-)

Chris W.
/|\
ATARI FAlcon030 owner and DAMNED PROUD OF IT!!

4602. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-30 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4m4ivd$a9s@orm.southern.co.nz>
Source record: 9459

Brian-Roland Miller (brimiller@delphi.com) wrote:
: BobR <76702.1466@CompuServe.COM> writes:
: >Buy an overpriced, underpowered C-LAB Falcon..?
: "Overpriced: a state in which price demanded is greater than utility
: gained." In other words, the purchase of all-new computers when STs
: presently installed would be sufficient for access.
: In addition, those "underpowered, overpriced" systems are used by individuals
: and businesses every day to keep a competitive edge. Power is defined by
: utility and results, not a bunch of CPU speed figures. Effective throughput
: of a TOS system running at 20 MHz is equal to Pentium 100 systems running
: Windows 95. All the extra power is consumed by the OS on the Intel system.
: Whether or not that's good is irrelevant. The issue is that, for any
: application
: you put a Falcon030 up to, (be it C-LAB or Atari), it effectively competes
: with Pentium systems due to its lower resource requirements and more elegant
: architecture.

Words spoken true to my heart. If you listen carefully to your telephone
cable, you might hear PC users squirm as they read the truth out to their
disbelieving selves...

Chris W.
/|\

4603. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-30 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <x-JMwEp.brimiller@delphi.com>
Source record: 9460

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>Thats funny. Its the opposite here at the local high school. This "media
>Center" utilizes the expensive equipment. Looks like those schools did not
>plan and not the right people involved. Yes, I have been to quite a few that
>have Workgroup servers and the whole nine yards.

It's been my experience that unless the equipment is directly tied into
research and academic pursuits (ie. it is necessary to use the materials),
it goes unused. Perhaps people in Iowa enjoy watching laserdisk films
on the Kennedy assasination.

>> Fancy technological equipment does not an education make.
>> ---
>
>To you..

To anyone. Education is not smply using equipment. Education is (supposed
to be) skills learned for life that allow an individual to compete and
participate in the capitalist system of the US. Based upon the "educations"
of many people I know (who have no problems writing valency equations, but
cannot balance their checkbooks), the system is failing in many respects.
While not a neanderthal who advocates "return to basics," I also don't thing
that electronic purchases should be made if they do not substantially assist
in the achievement of the educational goal.

BR Miller
Boston, MA

4604. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-30 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <5dJPoQl.brimiller@delphi.com>
Source record: 9461

James Wood <jamesw@PEAK.ORG> writes:

>Obviously you have never done research. Of course, based on the general
>lack of intelligence your cockheaded contentions serve to indicate of
>you, that's not surprising. "Lucky if they get turned on twice per
>year." Hah! Equipment that "nobody uses." Hah Hah! Yeah, if that
>nobody is a dumba** like you.

So what equipment have you used in a media center this year, James?
Perhaps you've helped install them?

Experience in implementation is the best research of all.

>> Fancy technological equipment does not an education make.
>
>Yeah, and your cheesy attempts at pretending you're and "erudite" are

OK, Fancy technological alone makes an education. Happy? After all,
it's quite evident from the sophisticated grammar, spelling, and postulation
which so freely graces we USENET users from the keyboard of your superior
Pentium PC. We are awed by your wisdom and understanding. Please leave
us, we're not worthy to even format your disks.

BR Miller
Boston, MA

4605. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-30 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <x9DsIYv.brimiller@delphi.com>
Source record: 9462

James Wood <jamesw@PEAK.ORG> writes:

>> card for an ST costs $800. The most expensive I've seen for the single
>> box units is around $400 (or 50% of his inflated, fabricated figure).
>
>This has already been cleared up, buttwipe. You know that. I was

No it hasn't (extraneous, expected insult due to lack of argument ignored).
You quote $800 for a video card. The card is $400. The monitor is
immaterial to the argument since we were talking about the display card
(which can be used with the omnipresent SC1224 monitors anyway).

>And just how many resolutions can you run? What kind of monitor?
>SC1224?

See above.

>Yeah....it looks prettier on a $35 VGA card too. Pretty looks without
>any "$70,000 expenditure."

That's it. . . we'll replace the STs with VGA cards. I bet these are
the new Tseng Labs chipset VGA cards with an OS, web browser, and everything
else you need in a single chip. Just hook up a keyboard and monitor, and go!
You no longer need those minimum $1,200 PC boxes anymore, just the card!
Wow, James, your post has confirmed and sealed your reputation on the
USENET for FUD (which, I understand, goes back to your equally-embarrasing
stint at a Mega ST advocate!).

Please, James, get a clue, get an argument, and credibility may yet find
its way to your posts.

BR Miller
Boston, MA

4606. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-30 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <5fAMYat.brimiller@delphi.com>
Source record: 9463

James Wood <jamesw@PEAK.ORG> writes:

>> 1) Define obsolete.
>
>Any computer spawned by Tramiels.

Fallacy.

>> 2) Define how utility is affected by obsolecence.
>> -
>
>Your computer sucks.

Woodspeak, aka, "trash" talking. Pretty obvious you've lost this round.

>> 3) Tell me how a vastly-superior Falcon030 in any way, shape, or form, can
>> be compared with a Mac SE/30 on any basis other than that of CPU.
>> -
>
>I don't go past the CPU question because anything with a 16mHz processor
>is far beneath my minimum standards so comparing by CPU is the only
>relevant comparison..they both have s...l....o...w processors.

And what applications would the user be running that would require the
additional speed? Windows 95? Graphics (in which case, the DSP more
than makes up for it)? Again, this comparison is another blow-hard
Woodspeak.

>> Until you do this, your argument is a vacuous expanse of hot air.
>
>
>Awwwww....sounds like what I've been telling you the whole time.

I've got proof, you've got air.

BR Miller
Boston, MA

4607. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-30 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <5-AvYWq.brimiller@delphi.com>
Source record: 9464

James Wood <jamesw@PEAK.ORG> writes:

>> Effective throughput
>> of a TOS system running at 20 MHz is equal to Pentium 100 systems running
>> Windows 95.
>
>Do you have proof of this? Just because you're spouting it doesn't mean

The utility that the average user realizes from Papyrus (effective
throughput) is the same as that from Word95 on a Pentium. However, the
Pentium requires more power due to the inherent inefficiencies of Win95.

>Seeing how you've demonstrated your genius by telling of your value of
>OBSCURITY in proprietary business computers....ha ha ha!

Um. . . obscure business systems like Solaris-based Suns, Windows NT, and
other systems in a small and medium business setting?
-
Seems more like you demonstrated your lack of knowledge of business computing
by the above statement. Most businesses couldn't care less about "standards."
What they care about is how to achieve goal A to maximize profit by minimizing
cost. If "standards" are a necessary part of minimization of expenses, they
are taken into consideration. However, the success of Sun, Bailey Controls,
and other firms indicate that proprietary, custom systems are far from
dead or useless.

BR Miller
Boston, MA

4608. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-30 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <5fCvIOp.brimiller@delphi.com>
Source record: 9465

James Wood <jamesw@PEAK.ORG> writes:

>Mistruths about Windows being orders of magnitude worse than it is.

It's highly stable, which is why Windows 3.11 and Windows 95 are the
leading Web servers on the Internet today, right? Well, erm, no. . .

>Mistruths like your value for obscurity in small-business computing.

Businesses couldn't care less about "obscurity" if the equipment is within
budget, lowers the cost of getting something done, and especially if
it prevents reverse-engineering by competitors. This is why proprietary
custom systems still thrive, and why Sun is bigger than most any PC
clone maker.
-
Again, utility per dollar, and not "standards" are the primary consideration
of small businesses. I've only brought this point up 1,000 times, you
call it a lie.
-
OK, businesses do not at all value utility or cost savings from a computer
system. In fact, small business buys PC clones not to lower costs and
increase productivity, but rather, because they're just plain neat, and
OfficeMax sells disks and printer paper for them. Come off it, James.

>Mistruths like your erroneous misconceptions based on your
>inference/assumption.

My inferences are based upon extensive experience in my field, and have been
confirmed time and again. Yours are based on a psycological connection
between TOS and Sam Tramiel. Who has more ethos here, I wonder?

BR Miller
Boston, MA

4609. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-30 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <96121.131027STIRRE31@MAINE.MAINE.EDU>
Source record: 9466

James,
Your idea of fun is to post in an advocacy group of a computer that
you apparently care little about (you're definitely not here for
information or you'd have an open mind) and to make enemies with
infantile name calling. Who needs the life?
Someone posts one messege agreeing with me and you call it
a conspiracy of Atari nuts sticking together? I am curious;
who do you think assassinated JFK? Yes, James, all of us hail
the fuji symbol and we are infiltrating Microsoft as we speak.
We will soon assassinate Bill Gates and all who oppose us.
Speaking of conspiracies, you haven't even attacked your traditional
enemy, BobR. As long as people agree with you, they are redeemed,
huh? Of course, you are the one who backtracked from claiming
that PCs are incredibly tough to use to "if you can't use one, maybe
you're not as smart as you claim to be." Anything for an excuse
to argue, I guess.
Anyway, I will definitely not personally attack you. I think that
your posts speak for themselves.
-scott tirrell

4610. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-30 00:00:00 UTC
From: JEDI
Message-ID: <4m52aj$5tj@doc.zippo.com>
Source record: 9467

In article , James says...
>
>
>
>On Sun, 28 Apr 1996, Brian-Roland Miller wrote:
>
>> James Wood <jamesw@PEAK.ORG> writes:
>>
>> >Funnier how you only see one side of the situation.
>>
>> Seems to me that only one side engages in insults - usually when his
>> argument is bursting into flames and plunging toward the ocean.
>
>I really didn't care what it "seemed to you." You brown-noser. Of course
>you're going to agree with him. You're a couple of Atari nuts and your
>message only serves for you to kiss his a** for agreeing with you. Why
>don't you do something with the balls while you're down there?
>Careful...he might stop suddenly.....

Interesting bit of self-incrimination.
[deletia]

The beast shows it's true colours...

4611. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-30 00:00:00 UTC
From: JEDI
Message-ID: <4m5rjo$jdi@doc.zippo.com>
Source record: 9468

In article , James says...
>
>
>
>On Sun, 28 Apr 1996, Brian-Roland Miller wrote:
>
>> James Wood <jamesw@PEAK.ORG> writes:
>>
>> >> I don't think my Falcon is obsolete.
>> >
>> >Then a Macintosh SE/30 isn't either.
>>
>> Let's view this paradigm in an appropriate light.
[deletia]
>> 1) Define obsolete.
>
>Any computer spawned by Tramiels.

I suppose this criterion would keep a Commie Pet or a PDP-8 from being
obsolete then (regardless of any other factors).

>> 2) Define how utility is affected by obsolecence.
>> -
>
>Your computer sucks.

Please restate your argument in less subjective terms.

>
>> 3) Tell me how a vastly-superior Falcon030 in any way, shape, or form, can
>> be compared with a Mac SE/30 on any basis other than that of CPU.
>> -
>
>I don't go past the CPU question because anything with a 16mHz processor
>is far beneath my minimum standards so comparing by CPU is the only
>relevant comparison..they both have s...l....o...w processors.

So? The CPU clock is only one of many Meaningless Indicators of Performance.
That number may have very little to do with thruput or even real,percieved
performance.

[deletia]

4612. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-04-30 00:00:00 UTC
From: JEDI
Message-ID: <4m5s4p$k3v@doc.zippo.com>
Source record: 9469

In article , James says...
>
>
>
>On Sun, 28 Apr 1996, Brian-Roland Miller wrote:
>
>> First of all, Thorsten, you've fallen into his trap
>
>Hee Hee... Look at "little brian" trying to be a badass MENTOR and
>loyalist leader in the newsgroup. Don't anyone bend over...brian's on a
>mission here.....

You just can't handle the implications of Brian being willing to 'correct'
a loyal Atarian... ...kinda blows holes into your persecution complex.

>> _NO_ graphics
>> card for an ST costs $800. The most expensive I've seen for the single
>> box units is around $400 (or 50% of his inflated, fabricated figure).
>
>This has already been cleared up, buttwipe. You know that. I was
>pricing a monitor to handle all that resolution. A good monitor is from
>$300 to $400, plus $400 for the Omnicrom (or whatever). That's how the

And any such monitor would also (most highly likely) be directly
transferable to any other PC or Apple system.

>"inflated, fabricated" figure was arrived at. I was since told that the
>SC1224 will work....as if it will somehow go beyond 640x200.

It doesn't need to. That is a quite readable 80 column resolution.

>Ok...whatever...assume it will. That still doesn't change the fact that
[deletia]
>And just how many resolutions can you run? What kind of monitor?
>SC1224?
>
>> -
>> It looks prettier in hi-color on my Falcon, but runs fine in mono or medium
>> res. And the pretty looks don't justify the $70,000 expenditure necessary.
>
>Yeah....it looks prettier on a $35 VGA card too. Pretty looks without
>any "$70,000 expenditure."

A $35 VGA card will look about as nice as an ST: same colordepth.

4613. damaged UNIT.HLP file

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-01 00:00:00 UTC
From: pero@imola.jump.org
Message-ID: <1996May1.030124.1506@rcum>
Source record: 9470

Hi' i'm using Pure Pascal, but i have damaged UNIT.HLP file.

So, can anybody send me a copy of it (UNIT.HLP), please?

thanx!

Peter CAJA
Peter.Caja@uni-mb.si

4614. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-01 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960501054530.27140F-100000@PEAK.ORG>
Source record: 9471

On Tue, 30 Apr 1996 STIRRE31@MAINE.MAINE.EDU wrote:

> James,
> Your idea of fun is to post in an advocacy group of a computer that
> you apparently care little about (you're definitely not here for
> information or you'd have an open mind) and to make enemies with
> infantile name calling. Who needs the life?

I subscribed to this newsgroup for information. Later, as Roland Miler began the theatrics, it became a form of entertainment. What do you mean "would have an open mind?" Specifically, to what are you referring? Also, while you're bitching about the name-calling (and associated behavior), why do you pretend like my nemesis has been sweet and kind. Do you believe that to be the case, or are each of you in despair, looking for another user to cling tenaciously to?

> Someone posts one messege agreeing with me and you call it
> a conspiracy of Atari nuts sticking together?

Atari nuts, yes. Conspiracy? You just introduced that word. I never said it was a "conspiracy." Hell, I don't take it seriously enough to call it a conspiracy. A true "conspiracy" would have to be highly organized and require participation, and nobody would follow you numb-nuts out of a burning building, so NO, I don't think it's a conspiracy because conspiracy is beyond what you two are capable of.

> I am curious;
> who do you think assassinated JFK?

I really don't care. However, they started killing Kennedys at the wrong end...they should have started with Teddy instead of JFK.

> Yes, James, all of us hail
> the fuji symbol and we are infiltrating Microsoft as we speak.
> We will soon assassinate Bill Gates and all who oppose us.

Brilliant! You're great at making up crappy stories. What else can you do?

> Speaking of conspiracies, you haven't even attacked your traditional
> enemy, BobR.

I haven't seen BobR post anything that I'd argue with. But that's irrelevant. That has nothing to do with "speaking of conspiracies." What is the connection, since YOU brought it up?

> As long as people agree with you, they are redeemed,
> huh?

As long as they don't tell me that (1) businesses value obscurity in microcomputing, (2) that different/less-known is a selling point, (3) that NOBODY uses library media resources, (4) that businesses COULDN'T CARE LESS about standards. Now Mr. Tirrell, you know that it's not merely that "I disagree" with my nemesis, it's that his arguements are so ridiculous......

> Of course, you are the one who backtracked from claiming
> that PCs are incredibly tough to use to "if you can't use one, maybe
> you're not as smart as you claim to be." Anything for an excuse
> to argue, I guess.

Yeah....you guess....and your guess is wrong. You really like to keep *trying* to bring it up like ANYTHING I have said somehow conflicts with what I said about the ST being easier to use. Have I ever ONCE said that the PC _is easier_ than an ST? No. Does that mean that a PC is HARD to use? No. Does the fact that I say a PC isn't HARD to use somehow invalidate the fact that the ST is easier? No. You see, you guys are entirely too one-sided about it and erroneously believe I'm the same way. Just because I won't stand for LIES that Windows is "totally unstable" you assume I worship it and must therefore "hate" TOS computers and have "turned around" in my arguement. Sorry. I use and value many platforms, and I see strengths and weaknesses in all of them. YOUR MISSION, SCOTT TIRRELL (in caps so you won't miss it) IS TO NAIL DOWN WHATEVER POINT YOU THINK YOU ARE TRYING TO MAKE by continually bringing this up. I have tried to explain it to you and I will try again, if necessary. I await your move, or just drop it if you don't think you have a leg to stand on.

> Anyway, I will definitely not personally attack you. I think that
> your posts speak for themselves.

Oh, you're such a good and mature young man. I pat you on the back. Oooooh "my posts speak for themselves." I'm so insulted....I'm in tears...boo-hoo... (This is all in jest, of course, but I thought it might make you feel better because you're so sensitive.)

James

4615. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-01 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960501040829.27140A-100000@PEAK.ORG>
Source record: 9472

On Tue, 30 Apr 1996, Brian-Roland Miller wrote:

>
> Woodspeak, aka, "trash" talking. Pretty obvious you've lost this round.

Sorry; nothing is "obvious." If that was a valid arguement, I'd have
said that YOU lost a long time ago.

> Again, this comparison is another blow-hard
> Woodspeak.
>

Oooooh I'm so offended at "Woodspeak." Can you try a little harder, please?
Also - you try to sit there pretending you're not a blowhard
yourself.....heh he

> I've got proof, you've got air.

Ha ha....you don't have proof for anything and wouldn't know what to do
with it if you did.

James

4616. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-01 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960501041328.27140B-100000@PEAK.ORG>
Source record: 9473

On Tue, 30 Apr 1996, Brian-Roland Miller wrote:

> James Wood <jamesw@PEAK.ORG> writes:
>
> >> Effective throughput
> >> of a TOS system running at 20 MHz is equal to Pentium 100 systems running
> >> Windows 95.
> >
> >Do you have proof of this? Just because you're spouting it doesn't mean
>
> The utility that the average user realizes from Papyrus (effective
> throughput) is the same as that from Word95 on a Pentium. However, the
> Pentium requires more power due to the inherent inefficiencies of Win95.

Once again, you rocket-scientist-wannabe.... Re-read the quote to which
you were responding. I said "Do you have proof of this? Just because
you're spouting it doesn't mean it's true. You respond NOT with the
requested proof, but with more spouting off. Is there anybody here
surprised? How about that proof?

>
> >Seeing how you've demonstrated your genius by telling of your value of
> >OBSCURITY in proprietary business computers....ha ha ha!
>
> Um. . . obscure business systems like Solaris-based Suns, Windows NT, and
> other systems in a small and medium business setting?

Those aren't obscure....Those are high-end, and they ARE stanards as
such. OBSCURE would be using TOS. We were talking about using TOS as a
small business machine. I lamented that the sparse and ever-shrinking
base of users, software, and support was such that the platform would not
be attractive for small-business use. You tried to turn that - THE
DEFINITIVE HANDICAP with using TOS - into some cock-eyed contention
that this OBSCURITY is a virtue. Yeah...real virtue when you need to
expand your operation or implement changes. Here once again you do a
typical Roland-Miler sidestep and try to pretend we were talking about
SUNs, etc. Good try, but it didn't work. To refresh your memory
(convenient amnesia, no doubt) here's your quote: ["One selling point for
TOS systems (especially among small businesses) is the fact that it is
different and less known."]

> -
> Seems more like you demonstrated your lack of knowledge of business computing
> by the above statement. Most businesses couldn't care less about "standards."

Rather, seems like you demonstrate YOUR lack of knowledge of business computing with that last sentence above. If businesses didn't care about standards then each business would have a totally proprietary computer....kind of like 20 years ago. I can't believe that although you want to look so much like a know-it-all, you'd say something so stupid as "Most businesses couldn't care less about standards." You think a small business can afford to hire a team of programmers to write their software when they can open a box of standard business software instead, and have no trouble finding employees who are already familiar with the software? Don't look now, Brian, but you're talking out of your nether regions again. You shouldn't try so hard to accuse others of having a "lack of knowledge" because with DUMB arguements like this, you don't look very bright yourself and you DO look quite hypocritical.

> What they care about is how to achieve goal A to maximize profit by minimizing
> cost. If "standards" are a necessary part of minimization of expenses, they
> are taken into consideration.

Oh....another Brian flip-flop. Just above you said they "COULDN'T CARE LESS" (read my lips) about standards. Now you flip-flop. Now they're considered if they "are a necessary part of minimization of expenses." OF COURSE standards have greatly reduced cost. Why else are they used, bonehead? That's the whole point. With the mass-production that standards yield, economies of scale allow lower costs and thus lower prices. You know NOTHING of economics.

Keep trying.

James

4617. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-01 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960501043905.27140C-100000@PEAK.ORG>
Source record: 9474

On Tue, 30 Apr 1996, Brian-Roland Miller wrote:

> James Wood <jamesw@PEAK.ORG> writes:
>
> >Obviously you have never done research. Of course, based on the general
> >lack of intelligence your cockheaded contentions serve to indicate of
> >you, that's not surprising. "Lucky if they get turned on twice per
> >year." Hah! Equipment that "nobody uses." Hah Hah! Yeah, if that
> >nobody is a dumba** like you.
>
> So what equipment have you used in a media center this year, James?
> Perhaps you've helped install them?

What does installation have to do with anything? Oh, you're trying to
introduce irrelevance into the arguement because you have nothing more
material to say...how wonderfully typical of you, Brian.
What difference does it maked what equipment *I* use? What I have used
this year has no bearing on the fact that many people DO use media
centers, they are useful, and next time I need to use one, I'll be glad.
The fact is that YOU (in an egocentric bout) said that NOBODY uses them,
and you were simply WRONG about it and you want to argue. Of course YOU
don't use any resources, since you think you know everything already, why
would you need them?

> ---
> Experience in implementation is the best research of all.

Implementation of what? This doesn't change the fact that you said
NOBODY uses media centers, which (of course) is wr-wr-wr-WRONG.

> OK, Fancy technological alone makes an education. Happy? After all,
^^^^^^^^^^^^^^^^^^^^^^^^^
> it's quite evident from the sophisticated grammar, spelling, and postulation
> which so freely graces we USENET users from the keyboard of your superior
> Pentium PC.

"Fancy technological alone?" Gee, you're attempting to chastise me for
my grammar (etc.) when you f*ck up that very paragraph? Sheesh....

> We are awed by your wisdom and understanding. Please leave
> us, we're not worthy to even format your disks.

Actually, I wouln't trust you to format disks anyway, but it doesn't
matter because disks come formatted already for "standard" computers.
You should avoid referring to YOURSELF as "we" because the arguement is
with YOU.

James

4618. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-01 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4m7p0f$ck6$1@mhade.production.compuserve.com>
Source record: 9475

>It can certainly do far more than a 10 year old PC or Mac could ever
>have done or be made to do.

Oh, I dunno about that.

Shall we talk about actual, real-world examples here..?

I still have a 10 year old PC-XT clone on another desk with a 12Mhz NEC-V20 CPU chip (plug in installation), an 8-bit buss 640x480 256color VGA video card (plug in installation), both 1.2 Meg and 1.44 Meg High Density floppy disk drives (plug in installation) an 8-bit SoundBlaster sound card with 11-voice FM synthesizer, voice input, MIDI ports and DSP chip (plug in installation) and an internal 40 Meg hard drive.

I also still have a 10 year old Atari 520ST next to it with a 2.5Meg memory upgrade (hack, slash and solder installation).

Except for cute hacks like the "Tweety board" which only created a "pseudo-stereo" effect from the internal three voices, and sound digitizer cartridges, I'm not aware of ANY sound system upgrades available for my ST.

High Density floppy drives..? Only with hack and slash "upgrade kits".

Video upgrades..? Except for the one cartridge port plug-in (which I've just heard about recently, have never seen, and have no idea where to purchase), any video upgrade is an expensive hack and slash installation.

CPU upgrade..? Again, expensive hack and slash installation.

Oh.. and considering most of the available space inside the case is already taken up by the memory upgrade, where is all this hacked in hardware going to fit..?

On the software front, the XT and ST are in similar situations. Much of the current PC software requires Windows and 386 protected mode to run, so that leaves out the XT. ST software development however has virtually come to a halt too.

The XT won't run Windows, so it can't run Netscape, but again all the other "solutions" given for the ST (text-only browsers like Lynx, telnet, ftp, etc) are all available for it.

In other words, a 10 year old PC can certainly do at least as much as a 10 year old ST, easier and more inexpensively.

BobR

4619. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-01 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960501045156.27140D-100000@PEAK.ORG>
Source record: 9476

On Tue, 30 Apr 1996, Brian-Roland Miller wrote:

> James Wood <jamesw@PEAK.ORG> writes:
>
> >Mistruths about Windows being orders of magnitude worse than it is.
>
> It's highly stable, which is why Windows 3.11 and Windows 95 are the
> leading Web servers on the Internet today, right? Well, erm, no. . .

I don't know or care what is the "leading Web server ont he Interet today." Whether or not Windows is or not doesn't change the fact that it is NOT as unstable as you'd like to believe. Of course you're going to spout off/exaggerate/embellish such a claim to try (unsuccessfully, I might add) to support your specious arguements. Of course, you can't understand MODERATION in your beliefs. I don't advocate that Windows is perfect or crap. I merely contend that it DOES WORK and it would not be a standard if it was SO bad. I think you know this but won't admit it (utter arrogance) or else you're really stupid.

> ---
>
> >Mistruths like your value for obscurity in small-business computing.
>
> Businesses couldn't care less about "obscurity" if the equipment is within
> budget, lowers the cost of getting something done, and especially if
> it prevents reverse-engineering by competitors. This is why proprietary
> custom systems still thrive, and why Sun is bigger than most any PC
> clone maker.

Reverse-engineering of what, genius? I'm talking about common business software. You think someone is going to reverse-engineer the output from my spreadsheet? What kind of nonsense are you talking about? Small business doesn't need a Sun. Quit trying to hide in the shadows of Sun...we were talking about TOS systems. Proprietary custom systems still thrive? Yeah, like TOS, Amiga, etc... He he he. I wasn't talking "high end" like Sun...you keep trying to associate TOS with Sun..(hee hee) and hide behind it. Good try.

> Again, utility per dollar, and not "standards" are the primary consideration
> of small businesses. I've only brought this point up 1,000 times, you
> call it a lie.

Again, if you can get the software in a standard box for cheap, then that's the name of the game. You think it's cheaper to hire a team of programmers so I can run TOS? You've missed that point 1,000 times.

> -
> OK, businesses do not at all value utility or cost savings from a computer
> system. In fact, small business buys PC clones not to lower costs and
> increase productivity, but rather, because they're just plain neat, and
> OfficeMax sells disks and printer paper for them. Come off it, James.

I don't know what the above means. Are you seriously that dumb,
pretending to be? Is that a failed attempt at sarcasm? Are you just
dribbling ASCII out your bunghole again? Well, I'll tell ya.....
They buy PC clones because they are cheap, they follow standards, and
they have every kind of software and hardware accessory available under
the sun, widely-distributed. I DARE you to disprove that statement.

> ---
> My inferences are based upon extensive experience in my field, and have been
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Talk is cheap. Extensive by your own standards, no doubt.

> confirmed time and again.

Yeah, right. Only a cretin would boast that something has "been
confirmed" as a supporting arguement. As if that means anything to
anyone reading it.....

> Yours are based on a psycological connection
> between TOS and Sam Tramiel.

I didn't say "Sam Tramiel." I said "Tramiel." I don't know what
"psychological connection" you're talking about, but it looks like the
only PSYCHO phenomenon at hand is your infatuation with repeating this.
I said that "T.O.S." at one time (when the ST was new) was rumored to stand
for "Tramiel Operating System." I said that when I saw the "T" for
"Tramiel" it reminded me of all the injustices that the Tramiels did for
Atari computing. It seems like a very simple notion, and it was an
extremely SMALL deal. YOu just seem to get your rocks off with further
embellishment (the only measurable commodity you produce).

> Who has more ethos here, I wonder?
^^^^^

Yeah I'll bet you wonder. What do basic beliefs and guiding principles
have to do with this situation, though?

James

4620. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-01 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960501051635.27140E-100000@PEAK.ORG>
Source record: 9477

On Tue, 30 Apr 1996, Brian-Roland Miller wrote:

> James Wood <jamesw@PEAK.ORG> writes:
>
> >> card for an ST costs $800. The most expensive I've seen for the single
> >> box units is around $400 (or 50% of his inflated, fabricated figure).
> > >
> > >This has already been cleared up, buttwipe. You know that. I was
> >
> > No it hasn't (extraneous, expected insult due to lack of argument ignored).
> > You quote $800 for a video card. The card is $400. The monitor is
> > immaterial to the argument since we were talking about the display card
> > (which can be used with the omnipresent SC1224 monitors anyway).

Lack of arguement? There's nothing to argue. I TOLD YOU that someone
had already made that point and I understood it. You just like to argue,
despite the fact that it's not relevant to anything. Picture the
scenario. Thorsten (or someone) says $900 for a video card. Then I hear
about the Omnicrom for $400 and figure a high-res monitor costs
$300-$400, so it's $700-$800. Then someone TOLD ME that the Omnicrom
uses the SC1224 and I acknowlege it, then you bitch more as if I didn't.
Then I tell you a second time that I acknowledged it and you still want
to argue that it's $400..... Jeesus this is the third time I'm telling
you I know that....now drop it and try to make a sensible, relevant
arguement for once.

> ---
>

> > >And just how many resolutions can you run? What kind of monitor?
> > >SC1224?
> >
> > See above.

YEah, I see SC1224 above, and I knew that prior to reading the above (see
above). But you CONVENIENTLY IGNORED the part of the question about what
resolution will then be run. How can an SC1224 display higher than
640x200 non-interlaced? Hmmm?? Is it interlaced? What is the maximum
resolution and color depth will that $400 buy me when it's on an SC1224?

> ---
>
> > >Yeah....it looks prettier on a $35 VGA card too. Pretty looks without
> > >any "$70,000 expenditure."
> >
> > That's it. . . we'll replace the STs with VGA cards.

No, you dips*it. You could use a cheap PC with such typically-cheap
hardware. The point I was trying to make was that you are trying to
pretend that $70,000 is required to access the web in "pretty color" and
regardless of how you misinterpret and misunderstand what I am trying to
say, you are WRONG.

> I bet these are
> the new Tseng Labs chipset VGA cards with an OS, web browser, and everything
> else you need in a single chip. Just hook up a keyboard and monitor, and go!
> You no longer need those minimum $1,200 PC boxes anymore, just the card!

That is really juvenille. You KNOW that I meant more than a card. You
were just spouting off again, that's all. VERY stupid; VERY typical of you.

> Wow, James, your post has confirmed and sealed your reputation on the
> USENET for FUD (which, I understand, goes back to your equally-embarrasing
> stint at a Mega ST advocate!).
> Please, James, get a clue, get an argument, and credibility may yet find
> its way to your posts.

Here you go off again with your concerns of reputation.
Obviously, you have no life and little to pride yourself on if you're
trying to find it here in an advocacy newsgroup!!! HA HA HA!! I already
said (in another post) that I don't care about that at all. Why would I?
Furthermore, why would I look to you, my nemesis, for advice on
credibility? Do you *really* think I believe your criticisms? Are you
so stupid to think you can give me advice on credibility? Evidently so,
for you have...HA HAHA!

As for your credibility: You're the one who said:
-that a $250,000 company and $10million company may be running the
same systems.

-that NOBODY uses library media centers/resources

-that the SELLING POINT for TOS is that it's different and less-known

-that businesses COULDN'T CARE LESS about standards (then flip-flopped
and said that they do if it's a matter of cost, as if cost sometimes
doesn't matter...ha ha)

Good work! You're credible, alright....in a pig's eye.

Oh...and about that Mega-ST advocacy thing you think you're onto: What
are you talking about? I'd really like to know what that's about. YOU
MENTIONED IT. You must know what you're talking about then, right? So
tell me; what is the conflict of interest you think you're upon? Come
on....oh....you don't know? Didn't think so....

James

4621. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-01 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GEBIAIALUP@cabal.shnet.org>
Source record: 9478

In <1996Apr27.105222.54327@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>In article <GD1RBBAGUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>> In <1996Apr23.175556.54246@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>>>Get a Life is an interesting thread to observe. The argument in whether the ST
>>>is appropriate in the classroom/media center reminds me of pass class discusion
>>>in my Masters program of school media study..
>>>
>>>A case study was upon us where we had to develop a plan for a new media center
>>>from scratch. A budget had to be proposed with a set limit.
>>
>> OK, I set a limit for you: 5,000 US$.
>
>The case study budget limit was $50,000.

The limit I am setting you is not 50,000, but 5,000 US$.

>> The classroom is equipped with stock STs.
>
>Why not C-64's? TI 99/4a? I can get used LC's with harddrives for $97 from
>ComputerTown in Massachusettes and New Hampshire. I still would not buy those
>LC's, IICI 8/160 for $297.. I would buy used PowerMac Performas for $1000.

Five machines for an entire classroom? A poor result.

>> Create as many workplaces for Internet access as possible, using money
>> given.
>
>$5000 for the entire collection such as ref. materials?

$5,000 for hardware and OS.

>> Your solution is?
>
>I would quit.

Yep, thought so. I hope you'll never be responsible for the computer
equipment of a school that is low on money. You'd throw out all the
existing equipment (esp. if it were STs) and leave an empty room as a
result.

>>>So, if another school or district discarded their last ST's for school use
>>>inorder to get upto date with Mac/PC, would I aquire those ST's? Probably
>>>not, because it would do more harm than good. The ST is a outdated resource
>>>material.
>>
>> I.e. an ST work processor or spreadsheet, a programming language or

>> database will not teach them anything. What pupils really need is Windows
>> 95, Netscape, Excel, Word and Access on a 133 MHz Pentium.
>>
>>>Other means like cheap
>>>refurbished Macs that can be aquired like the LC/Performa 570 line and other
>>>040 Macs can be had for little money.
>>
>> As opposed to "no money" for the STs already there.
>
>Are the ST's already there?

See above, in my example they are. Of course, if the computer room is
equipped with old clone PCs or Macs, I'd use _them_ for Internet
connectivity.

>>>Still can run the latest education and
>>>internet software and so on..
>>
>> How much longer? Remember that the Mac is also sinking into oblivion, and
>> moreso the 0x0 models. And forget the silly impression that Netcrap runs
>> on a Fat Mac or SE/030.
>
>Apple II's are still useful with all that software.

Wait a minute: Apple IIs are useful, but STs "do more harm than good"?

>There are a lot of
>software that works fine for the 68k Macs. The Statewide AEA centers supply
>schools with anything they need..

That's why I'd use any existant computer that meets some minimum standards
(e.g. 80 chars/line are preferrable) for my equipment if I were low on
money. Do you finally get the idea?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4622. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-01 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <xNEu4Q4.brimiller@delphi.com>
Source record: 9479

James Wood <jamesw@PEAK.ORG> writes:

>Those aren't obscure....Those are high-end, and they ARE stanards as
>such. OBSCURE would be using TOS. We were talking about using TOS as a

Your definition of obscure is most obviously measured by available help
in an office/computer store. So James, walk into OfficeMax and ask for
the latest upgrade to Solaris. Or tell them that you need an update to
the OS on your Bailey Controls system. See what they tell you.

>(convenient amnesia, no doubt) here's your quote: ["One selling point for
>TOS systems (especially among small businesses) is the fact that it is
>different and less known."]

It still stands. And you _STILL_ haven't even addressed the point about
reverse-engineering (the primary reason I believe this quote to be accurate).
Perhaps you cannot, simply because the point is valid. Systems that allow
throughput that cannot be reverse-engineered, equivalent to competing
systems, are inherently advantaged to those systems which can be reverse-
engineered. This doesn't require vast intelligence to understand.

>> The utility that the average user realizes from Papyrus (effective
>> throughput) is the same as that from Word95 on a Pentium. However, the
>> Pentium requires more power due to the inherent inefficiencies of Win95.
>
>Once again, you rocket-scientist-wannabe.... Re-read the quote to which
>you were responding. I said "Do you have proof of this? Just because

Throughput = results, the final product, in a volume desired.
Can you tell the difference between a Papyrus printoout or a Word printout?
Is one printout "better" than the other? Nope. Throughput is equivalent.

>Rather, seems like you demonstrate YOUR lack of knowledge of business
>computing with that last sentence above. If businesses didn't care about
>standards then each business would have a totally proprietary
>computer....kind of like 20 years ago. I can't believe that although you

All businesses are not equivalent. Not all businesses have need for proprietary
systems. Others still do. By engaging yet again in the slippery slope
fallacy, you damn your entire argument.

>"Most businesses couldn't care less about standards." You think a small
>business can afford to hire a team of programmers to write their software

>when they can open a box of standard business software instead, and have
>no trouble finding employees who are already familiar with the software?

Most businesses couldn't care less about standards. In the example you
pose, th ebusiness must first ask itself whether utility justifies cost
in the acquisition of the computer system. They must then select the system
that costs the least to achieve the desired goal.

If I am a consultant for them, any machine they choose will be decently
supported. The support issue is primarily one of cost, not an initial
consideration, but only a part of one.

TOS machines have plenty of boxed software, so what's your point? As per
customized software, there are many software companies engaging in
production of customizable systems (ie. lean production). Perhaps you
should learn a little bit about that too.

Businesses don't start out with "standards" consideration. They start
with cost/benefit analysis. Those that start with "standards" as a primary
consideration find themselves frequently being dusted by the larger, more
fluid competition.

>bonehead? That's the whole point. With the mass-production that
>standards yield, economies of scale allow lower costs and thus lower
>prices. You know NOTHING of economics.

Economics? Which school of thought? Keynesian? Friedman/Chicago?
Austrian? Classical? Socialist?

Re: mass production
Economies of scale were not the primary benefits of mass production.
Interchangability was. This is why GM, Ford, and Chrysler prospered in
the period before Japanese competition. However, the Japanese entered
the market, wth a lean production effort which combined economies of
scale with customization, and dusted the Big 3 for years to come.
While GM made 1 million Caprices and then sold them, Honda receioved a million
orders for Civics and made them to order.

You need to learn more about standardized business theory. I suggest you
start by reading Eli Goldratt's "The Goal," a novel-like text that
explains the benefits of continuous improvement (frequently incompatible
with mass production). A perusal of "The Machine that Changed the World,"
another frequently-read text about lean versus mass production, will further
educate you on the methodology of lean production. An understanding of these
concepts will help you understand why mass-produced systems in a competitive
economy rarely succeed, and why lean production ethics rule.

An understanding of lean production will give you an insight into why
businesses and individuals buy computers - or anything else. Utility
attained >= cost of aquisition.

BR Miller
Boston, MA
-
"Standards are the hobgoblins of small minds." - Anonymous

4623. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-01 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <5NNM4A8.brimiller@delphi.com>
Source record: 9480

James Wood <jamesw@PEAK.ORG> writes:

>I don't know or care what is the "leading Web server ont he Interet
>today." Whether or not Windows is or not doesn't change the fact that

If Windows 3.11 or 95 were stable, they'd be the most popular, since these
are the easiest to find OS systems available. The fact that they cannot
serve as Web servers effectively underlines the fact that they are
UNSTABLE OSes. Hence, stability does count, and is less with 3.X/95.

>Reverse-engineering of what, genius? I'm talking about common business
>software. You think someone is going to reverse-engineer the output from
>my spreadsheet? What kind of nonsense are you talking about? Small

How does Excel provide any greater utility than K-Spread? Or any other
competent spreadsheet? Do you frequently do probability distributions
using Solver? Or (more likely) accounting? If so, spreadsheets are
interchangable.

No what if you create a presentation within powerpoint? How tiresome.
Every competitor (and client) knows how you did it and what pictures
you used. Use of APEX Media will stun them, and they won't know how
you did it.

On a simplistic level, you're keeping your competitors guessing (which
is always a good thing - a predictable competitor is a dead one.)

>business doesn't need a Sun. Quit trying to hide in the shadows of
>Sun...we were talking about TOS systems. Proprietary custom systems
>still thrive? Yeah, like TOS, Amiga, etc... He he he. I wasn't talking
>"high end" like Sun...you keep trying to associate TOS with Sun..(hee
>hee) and hide behind it. Good try.

What makes a Sun (or Amiga, or TOS) useful? The utility gained from it.
The point is that Suns are "obscure" by your definintion, yet contribute
greatly to business workings. So do TOS, Amiga, and others.

Tell you what, James. You propose a layout for an airport shuttle business'
advertisement in a local magazine (full color). Tell me how your PC syste,
will do a better job than a Sun, TOS, Amiga, Acorn. Be systematic and
specific. You won't be able to do it, but that's another issue entirely
with you, right?

BR Miller

Boston, MA

4624. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-01 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <xvOsAK0.brimiller@delphi.com>
Source record: 9481

James Wood <jamesw@PEAK.ORG> writes:

>> That's it. . . we'll replace the STs with VGA cards.
>
>No, you dips*it. You could use a cheap PC with such typically-cheap
>hardware. The point I was trying to make was that you are trying to
>pretend that $70,000 is required to access the web in "pretty color" and
>regardless of how you misinterpret and misunderstand what I am trying to
>say, you are WRONG.

The expenditure would require purchases of PCs as well as graphics cards,
T-1 line, etc. It would cost $70,000 in total, since the school has to
scrap the STs and replace them with PCs. You know, they don't have PCs,
remember? Logic? Facts?

>> the new Tseng Labs chipset VGA cards with an OS, web browser, and everything
>> else you need in a single chip. Just hook up a keyboard and monitor, and go!
>> You no longer need those minimum $1,200 PC boxes anymore, just the card!
>
>That is really juvenille. You KNOW that I meant more than a card. You
>were just spouting off again, that's all. VERY stupid; VERY typical of you.

Yes, I did know you meant more than the card. But the new PCs would have to
be purchased. Trying to get rid of the $70,000 is impossible. It's a
hell of a lot more expensive to purchase new PC clones than upgrade the STs.
Period. My sarcasm illustrated how obtuse your graphics cost argument was.
$75 per system is a tiny percentage of the total replacement cost per system,
and is only a fraction of the total (realistic) number above.

>Here you go off again with your concerns of reputation.
>Obviously, you have no life and little to pride yourself on if you're
>trying to find it here in an advocacy newsgroup!!! HA HA HA!! I already

Ask the typical usenet surfer about James Woods, and his digital eyes roll.
"Oh, you mean the Atari nut."
-
"No, he's a PC nut now."
-
"Does he still think the system he's using at a particular time is the only
one that makes sense for anyone?"
-
"Yep."
-
"Poor guy."

BR Miller
Boston, MA

4625. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-01 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960501142403.23378A-100000@PEAK.ORG>
Source record: 9482

On 30 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:

> >Hee Hee... Look at "little brian" trying to be a badass MENTOR and
> >loyalist leader in the newsgroup. Don't anyone bend over...brian's on a
> >mission here.....
>
> You just can't handle the implications of Brian being willing to 'correct'
> a loyal Atarian... ...kinda blows holes into your persecution complex.

What the hell are you talking about? I think my comment was pretty self-explanatory. Brian's trying too hard to be a hero here, which is obvious because he wants to fight everyone else's battles for them in the hopes of appearing as n almighty Atari demi-God. It has nothing to do with "correcting loyal Atarians" or "persecution complex."

>
> >"inflated, fabricated" figure was arrived at. I was since told that the
> >SC1224 will work....as if it will somehow go beyond 640x200.
>
> It doesn't need to. That is a quite readable 80 column resolution.

Good grief. The entire point is that the Omnicrom allegedly gives you high resolution. Brian has vehemently declared that it works with the SC1224 monitor. Since "quite readable 80 column resolution" is available on a STOCK ST, then what's the Omnicrom doing? That IS what we're talking about - the Omnicrom with the SC1224 and I want to know how it gets all that resolution on the monitor that I've only seen do 640x200 or 640x400 INTERLACED when plugged into an Amiga.

> A $35 VGA card will look about as nice as an ST: same colordepth.

Tell me another one. VGA has been around since 1987. I would think you'd be familiar with simple specifications like VGA. VGA is backward-compatible with EGA, which includes a 640x350 in 16 colors, which is far beyond the ST. VGA includes 320x200x256 colors (versus 320x200x16 colors for ST) and 640x480x16 colors (versus 640x200x4 colors) for the ST. There's also a 320x400 mode for VGA. Now, do you still say that a PC with a $35 VGA card has the same colordepth as an ST? I don't see how.

James

4626. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-01 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <xtPuwU2.brimiller@delphi.com>
Source record: 9483

Thorsten Guenther <guenther@cabal.shnet.org> writes:

>>I would quit.
>
>Yep, thought so. I hope you'll never be responsible for the computer
>equipment of a school that is low on money. You'd throw out all the
>existing equipment (esp. if it were STs) and leave an empty room as a
>result.

This happens all the time. Not only are the budgets blown, but the end result is _WORSE_ than when the project began. All because of this strange obsession with dumping useable equipment for new stuff to be able to "play with."

>money. Do you finally get the idea?

I think you already know the answer to this one.

BR Miller
Boston, MA

4627. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-01 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <xtPMYiw.brimiller@delphi.com>
Source record: 9484

BobR <76702.1466@CompuServe.COM> writes:

>>It can certainly do far more than a 10 year old PC or Mac could ever
>>have done or be made to do.

>Except for cute hacks like the "Tweety board" which only created a "pseudo-
>stereo" effect from the internal three voices, and sound digitizer cartridges,
>I'm not aware of ANY sound system upgrades available for my ST.

Um, we're talking about a Falcon vs. Mac SE/30 here. . .

>High Density floppy drives..? Only with hack and slash "upgrade kits".

An external high density drive goes for about $130. Not "hack and slash"
to me. But just try installing a high-density drive in a 10-year old
PC or Macintosh. In the former, cards with DIP sswitches and BIOS calls
will be necessary. In the latter, professional upgrades are in order.
And while the 520 can run most new software coming out, the PC-XT can
run none of the new stuff, and the Mac, almost none.

>Video upgrades..? Except for the one cartridge port plug-in (which I've just
>heard about recently, have never seen, and have no idea where to purchase),
>any video upgrade is an expensive hack and slash installation.

Of course, Mac color is very cheap. And for the XT, you can run a GUI
on an eight bit card running at 4.77 MHz. Whooie!

>CPU upgrade..? Again, expensive hack and slash installation.

Ummmm. . can you even _BUY_ a CPU upgrade for a PC-XT? I know that the
AT ones require extensive desoldering in many cases, and rarely run
all of the software that a replacement 486 box would run. . .

>Oh.. and considering most of the available space inside the case is already
>taken up by the memory upgrade, where is all this hacked in hardware going
>to fit..?

That assumes you want/need all of that hardware on a TOS system. If so, it's
cheaper (and easier) to just buy a Falcon.

>On the software front, the XT and ST are in similar situations. Much of the
>current PC software requires Windows and 386 protected mode to run, so that
>leaves out the XT. ST software development however has virtually come to a

>halt too.

Gotta love that one. "ST software development has ground to a halt." I
guess all those software reviews in ST Format are a long-time hoax!

>"solutions" given for the ST (text-only browsers like Lynx, telnet, ftp, etc)
>are all available for it.

Except for the browser that 99% of all TOS machines use, the CAB graphical
browser. Development of CAB/STiK and Oasis II are both far more vibrant
than DOS TCP/Lynx development.

With the XT, you're stuck since no magazines cater to it, most newsgroup
users simply order you to upgrade when you ask for help.

>In other words, a 10 year old PC can certainly do at least as much as a
>10 year old ST, easier and more inexpensively.

I particularly enjoy DTP, graphical Web browsing, and WYSIWYG word processing
on my PC/XT. <sarcasm mode off>

BR Milelr
Boston, MA

4628. Help for Falcon 030

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-01 00:00:00 UTC
From: Jakov Pavic <jpavic@public.srce.hr>
Message-ID: <3187DCE6.7686@public.srce.hr>
Source record: 9485

Hallo , I am Jakov (Jack) from Zagreb, Croatia . I have Falcon 030 , but unfortunately left audio chanel is not OK. Please, if anybody know where I can send Falcon on service - close to Croatia, if it is possible, send me e-mail.
Regards from Zagreb, Jack

4629. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-02 00:00:00 UTC
From: JEDI
Message-ID: <4mapn6$94v@doc.zippo.com>
Source record: 9390

In article , James says...
>
>
>
>On Tue, 30 Apr 1996, Brian-Roland Miller wrote:
>
>> James Wood <jamesw@PEAK.ORG> writes:
[deletia]
>> >Yeah....it looks prettier on a $35 VGA card too. Pretty looks without
>> >any "$70,000 expenditure."
>>
>> That's it. . . we'll replace the STs with VGA cards.
>
>No, you dips*it. You could use a cheap PC with such typically-cheap
>hardware. The point I was trying to make was that you are trying to

The only catch is that PC-cheap is cheap relative 3K systems.
Also, those cheap systems have significantly less computing power.
Any graphical web browser is going to soak up quite a bit.

>pretend that $70,000 is required to access the web in "pretty color" and

70k is required just to run 'scape, mosaic or explorer. The pretty color,
unfortunately, has to go through those.

>regardless of how you misinterpret and misunderstand what I am trying to
>say, you are WRONG.
>
>
>> I bet these are
>> the new Tseng Labs chipset VGA cards with an OS, web browser, and everything
>> else you need in a single chip. Just hook up a keyboard and monitor, and go!
>> You no longer need those minimum $1,200 PC boxes anymore, just the card!
>
>That is really juvenille. You KNOW that I meant more than a card. You
>were just spouting off again, that's all. VERY stupid; VERY typical of you.

The card has to plug in somewhere. The hardware requirements of a machine
to plug that card into, one with enough power to run a win browser, are not
cheap. (despite how loudly you may protest it)

They would unlikely be cheaper than even an ST video board.

You were still conveniently ignoring the cost of the system into which the
video board would have to be plugged into.

[deletia]

4630. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-02 00:00:00 UTC
From: plouie@isc.sjsu.edu
Message-ID: <4m9j5u$5c5@nuke.csu.net>
Source record: 9486

I just want to stick my head in this argument for a little second to share some info on that article in the SJ Mercury News.

The article was about how schools in more affluent areas of the city have more up to date equipment than those in poorer neighborhoods. It seems that this school with the STs is in one of the latter neighborhoods. The teacher wanted to connect to the web page where Net Day 96 was being held. (Of course, she could have used a VT100 emulator or WWW130 to do so...) But I don't think she had the information on how to do this.

It's quite odd since B&C Computervisions (a major Atari dealer in Santa Clara) is only a free local phone call away. However, I think I know why they didn't help the school. The people at B&C say that you can't use the Internet on the ST unless you have a Falcon! I found this out when a customer was chatting with the owner of how he and his friend were using WWW130 on their STs and Falcons to hook up to the WWW. Yet, the B&C owner still didn't believe his customers. The oddest thing is that the owner said that "It's very hard to connect to the Internet" when using a TEXT only!

So it seems like the school is stuck with an Internet illiterate Atari dealer telling them the wrong info. (B&C is pretty good with other stuff though...) I wonder why they didn't bother contacting an Atari user group. There are three in the SF Bay Area: BAAUG (Santa Clara),ABACUS (SF),SLCC (San Leandro). They're listed in Microtimes (a free mag). (Computer Currents sucks rocks.) I'm sure someone in those groups uses WWW130...

I noticed the picture in the article showing the lab was quite odd. It looks like the school was part of the CCC Microhost Systems service. This was a VAR that specialized in making educational software just for their systems. And they chose the Atari ST as their platform. The STs were in a pretty funky setup. It looks like the STs are all networked up, and instead of a mouse, there's some joystick-looking device hooked up to it. The monitor screen showed a CLI (!) instead of the GEM desktop. I wonder if the CCC people replace TOS with their own ROMs?

Anyone have any information on this CCC Microhost Systems setup?

A Useless Fact: At one point, Atari had 1% of the educational market because CCC was able to install 100,000 STs in schools using their own software.

-Phil

4631. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-02 00:00:00 UTC
From: glenzabr@xmission.com
Message-ID: <4m9opa$qcf@news.xmission.com>
Source record: 9487

Only thing is, most the new printers require mac or PC drivers(Windows) to get any use of the printer . Look at the current Inkjets, you need the new drivers to be able to access the full capability of the printer. Sure my epson Stylus color works fine on both my MegaSTE and my 2 pentium 166's , but you are stuck emulating a EpsonLQ2550 printer at a very low res and you will find similar limitations on newer modems, etc with voicemail and most of the newer SCSI drives give serious fits to TT's and megaSTE's due to their need to support parity etc.....

In article <4lj2qs$rhq@doc.zippo.com>, JEDI wrote:

>In article , BobR says...
>>
>>JEDI writes:
>>
>>>That's why there were the Megas and the STe, machines that had 4M as
>>>standard...
>
> Mega 4 ST
> Mega 4 STe
> 520/1040STe which shipped to users with 4M on demand.
>
>
>>
>>and
>>
>>>If you can plug it into a 386, you can plug it into an ST.
>>
>>I'm glad you said that JABBA.. it once and finally demonstrates that you
>>have no real depth of knowledge about the Atari computer line.
>
> Equipment that uses standard ports are usable across computer hardware
> platforms. ST's have some of these ports. Therefore, you can get new
> hardware
> for your ST at CompUSA, Computer City, MicroCenter, Incredible
> Universe...
>
> Imagine that. They're supporting the Atari computer line and not even
> knowing it...
>
>
>>
>>It's sort of a relief, actually, to finally have you admit it in front of
>>everyone.
>>

>>Because now I'm going to simply ignore you, like the twit you are.
>
> If you were a real user, you already would have.

4632. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-02 00:00:00 UTC
From: glenzabr@xmission.com
Message-ID: <4m9qe6$qcf@news.xmission.com>
Source record: 9488

Whats so special about the ET4000 cards. The chipset these boards are based on are 4 year old chipsets. Very outdated. Slow as tar , for anything on a PC above a 386. Thats why noone uses them anymore. Only reason They used the chipset on the STupid ST boards is because NOONE makes a chipset anymore that will even drop down to 16 colors on the PC. Or at least makes drivers capable to do so. It an insult in 1996 to even consider sing anything less than 24 bit color or higher on any system. Why dick with 16 colors. my god my old TI994a had 16 colors 6 years before the fucking ST even came out.

In article <4lnti5$f9g@doc.zippo.com>, JEDI wrote:
>In article , James says...
>>
>>
>>
>>On Mon, 22 Apr 1996, Brian-Roland Miller wrote:
>>
>>> James Wood <jamesw@PEAK.ORG> writes:
>>>
>>> >Ok....ok.... Thanks for the clarification then. What resolution would
>>> >you use? 320x200 in 16 colors and 40-column text, 640 x 200 in four
>>> >colors, or monochrome?
>>>
>>> Or any of the numerous resolutions offered by the Omnicrom or other
> cartridge
>>> video card.
>>> Your argument is as valid as me asking whether I could run Netscape in 320
> x
>>> 200 CGA four colors, or 640 x 200 one color.
>>
>>Central to this arguement is the fact that you have been telling us
>>that WWW130 (or whatever) will allow me to access the web with ***ANY ST***
>>and that is why (if you'll put your insolence on hold for just a second)
>>I mentioned the ST's graphics resolutions. So to correct you, the
>
> And I offered solutions around them. You might not like them, but they
> were
> viable.
>
>>relevance of my question is unquestionable; what other resolution is a
>>standard ST going to run it in? I have no doubt with $800 investment in
>>a $50 520ST I could have imatation VGA. However, I can get a second hand
>
> Actually, with $800 an ST would have resolution that would make your
> clones'

> _VGA_ look like an intellevision. The card would also be useful in any
> subsequent
> clones you might buy (assuming the right bus, of course).
>
> Also, the stated cost of the latest ST video 'board' mentioned was
> ~$200.
>
>>386 system for waaaay less than that and still sell it in the classified
> The only way you will make a profit from it is by swindling the
> unknowing.
>
>>ads when I upgrade. I buy PCs and parts in the paper all the time and
>>upgrade for very little because I can sell the old stuff; there's a
>>market. Good luck trying to get anything for a $50 ST plus $400 graphics
>>box plus $200-$400 monitor. Hell, I've bought and sold stuff on the
> The ST has a used market as well. Nevermind that a decent monitor for a
> clone
> will cost as much (no: .40 dot pitch monitors upon which you can surf
> upon the
> flicker dont count as decent pc monitors)
>
>>campus bulletin board. Good luck trying to do that with a large Atari
>>investment. Anyway....to reiterate the point, how about some details of
>>running "any" ST on the web? One more time and see if you can get it
>>this time....What resolution does the browser run in? 320x200 in 16
>
> While a windowed solution may be a bit awkward for any 80 column data
> exchange,
> for most pages this wouldn't be a problem.
>
>>colors, 640x200 in 4 colors, or monochrome?

4633. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-02 00:00:00 UTC
From: jnorton@ra
Message-ID: <4mab3a$gqv@thoth.nilenet.com>
Source record: 9489

Pagestream has an Epson Stylus driver. But, you are correct in that text editors, for the most part, that do not have printer driver support from their authors have trouble with the newer printers.

However, even though I help others set up their programs on their PC machines, I am still waiting for a machine (monitor not included! funny!) that I can afford (that means under $2000). The lose of meaningful competition in OS's and main processors has really affected me (note that I said "me" - pointless getting into a discussion about whether or not the last statement is true for anyone "other" than ME.

Glen Zabriskie (glenzabr@xmission.com) wrote:
: Only thing is, most the new printers require mac or PC drivers(Windows) to get
: any use of the printer . Look at the current Inkjets, you need the new drivers
: to be able to access the full capability of the printer. Sure my epson Stylus
: color works fine on both my MegaSTE and my 2 pentium 166's , but you are stuck
: emulating a EpsonLQ2550 printer at a very low res and you will find similar
: limitations on newer modems, etc with voicemail and most of the newer SCSI
: drives give serious fits to TT's and megaSTE's due to their need to support
: parity etc.........

: In article <4lj2qs$rhq@doc.zippo.com>, JEDI wrote:

: >In article , BobR says...
: >>
: >>JEDI writes:
: >>
: >>>That's why there were the Megas and the STe, machines that had 4M as
: >>>standard...
: >
: > Mega 4 ST
: > Mega 4 STe
: > 520/1040STe which shipped to users with 4M on demand.
: >
: >
: >>
: >>and
: >>
: >>>If you can plug it into a 386, you can plug it into an ST.
: >>
: >>I'm glad you said that JABBA.. it once and finally demonstrates that you
: >>have no real depth of knowledge about the Atari computer line.
: >
: > Equipment that uses standard ports are usable across computer hardware
: > platforms. ST's have some of these ports. Therefore, you can get new

: > hardware
: > for your ST at CompUSA, Computer City, MicroCenter, Incredible
: > Universe...
: >
: > Imagine that. They're supporting the Atari computer line and not even
: > knowing it...
: >
: >
: >>
: >>It's sort of a relief, actually, to finally have you admit it in front of
: >>everyone.
: >>
: >>Because now I'm going to simply ignore you, like the twit you are.
: >
: > If you were a real user, you already would have.

4634. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-03 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <31897d65.2877840@usenet.onramp.net>
Source record: 9391
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

On 30 Apr 1996 08:09:16 GMT, chriswil@southern.co.nz (Chris Wilkinson)
wrote:

>: Why didn't your employer get an Atari Falcon (or rather, 100 of them)
>: and Falcon WP/DB/SS/Pres software for all of the users? Apparently
>: there was a -reason- for doing what he did. What was it?
>
>Thats a silly question. We run a lot of machinery (US$150 million worth)
>on some terminals using ControlView software (DOS based). These terminals
>pass data to PLC racks that control the equipment. About half the machines
>(mostly in Admin, some in other areas) get used fairly often for duties
>like memo typing, staff notices, spreadsheets etc...The company use M$
>because they don't know any better. Our entire network runs from two

Then why not inform your boss about the efficiencies of the Falcon?
You'd get a fantastic raise and a bonus too!

>486dx PC's with Ethernet cabling/hubs. The network installation of
>Windows 3.1 has been (often) responsible for the crashing of the file
>server, resulting in lost production data (production is monitored and
>data used to grade physical quality of the product we make). If such data
>is lost, we cannot grade the stuff and cannot assure our customers of a
>quality product so we lose about US$250 a minute for a dead file server.
>Big dollars indeed!

Count yourself lucky that's all you lose per minute.

>I happen to use my Falcon (on the odd occasion) at work because all the
>M$ software (including Win95's 'famous' comms software) has difficulty in
>running via a Novell network to a modem that we use to sd/rd data from
>our corporate head office. I use my 030 to get software via the net for
>work by taking my own modem/computer in.

Just out of curiosity, what software do you use to hit your corporate
office over your infranet? What protocol does your modem talk to
thier modem with?

>I think 100 Atari Falcons would have been nice here. So do others. Sadly
>the corporate propellor heads couldn't really justify such frivolity. The
>buck stops shortly however. Our computer CapEx budget has been halfed,
>meaning no more expensive upgrades just to keep older 486's up to speed
>with the new M$ stuff...

So why weren't Falcons used? Apparently some MIS guy decided the
software they needed didn't exist. Can your Falcon log in to an NDS
Novell 4.1 server, for example?

>See what I mean?

Not really. Win3.1 has problems, sure, but everything under the sun runs on it, and the updates and new software come out first for it. They're easily sourced from a variety of vendors, and support staffs for them are plentiful and knowledgeable. They network easily, and they're continually being innovated, something I can't say about the Falcon.

4635. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-03 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <p-AtQ1I.brimiller@delphi.com>
Source record: 9392

David Corn <dcorn@paradise.pplnet.com> writes:

>So why weren't Falcons used? Apparently some MIS guy decided the
>software they needed didn't exist. Can your Falcon log in to an NDS
>Novell 4.1 server, for example?
>
>>See what I mean?
>
>Not really. Win3.1 has problems, sure, but everything under the sun
>runs on it, and the updates and new software come out first for it.
>They're easily sourced from a variety of vendors, and support staffs
>for them are plentiful and knowledgeable. They network easily, and

Agreed. For this application, I would not recommend TOS systems. However,
I would take a look at the following:
-
1) System instability.
Windows NT for Workgroups would clear up much of the problem. It is
expensive, however, it is stable.
-
2) Open systems.
A move toward PPCP or other open standards would reduce reliance on
employees' machines.

Re: Intel "innovations" vs. Falcon ones
The Falcon is innovative, and being innovated upon.
"Innovation" in Intel-speak means a boost in CPU speed, period. Innovations
under TOS are primarily software-oriented (though the upcoming res-booster
from Black Scorpion Software looks interesting).

The primary utility of TOS in a business environment is definitely NOT
in a Novell-network situation, but rather, in a small business setting.
Usually, my less-computer-literate small clients find Best Business
Management combined with AtariWorks to be a good starter system. They
can, with Calamus 1.09N, design brochures for their business, and generally
get started for less money and less aggravation than a PC. Of course,
I also primarily aim TOS machines at creative customers (those offering
creative services that require an inexpensive, highly-flexible system).
And many shops I've worked with adopted TOS before I got involved with
them, becoming TOS "legacy shops."

I came up with an interesting proposal for "internetworking" for larger
clients that would allow the usage of e-mail and most other distributed
systems (other than workgroups and networked software like MS Office).
Since most companies that have multiple platforms based upon user preference

(SBT systems on NT for accounting, Macs for graphics, Falcons for multimedia, etc.) are more productive, using TCP/IP based central systems with decent security via a high-speed digital serial network would allow full access to e-mail, file sharing, and other such necessities. It would also eliminate much of the proprietary problems encountered (like getting a Novell network at one site to "talk" to a Banyan Vines network at another). It also allows for quick adaptation of a WAN. And it's cheap.

BR Miller
Boston, MA

4636. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-03 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <96124.100822STIRRE31@MAINE.MAINE.EDU>
Source record: 9393

James,
Why do I "pretend" like Brian has been "sweet?" Perhaps because, as usual, you started the name calling? Do you really believe that it makes me "sensitive" to expect a semblance of maturity to be used on the Net? Sorry, I didn't realize that proving my manliness entailed acting like a first grader.
I will stop talking about your name calling, though, because apparently you want people to remember you for the 1% of substance in your posts filled with ranting and "heh heh"s. If you want to again get back to the issue of using STs in education, I would again like to point out that not even half of schools have Internet access. Out of these schools a majority of them merely have Lynx access. Now, James, explain to me why an ST cannot accomplish this task.
As far as your close-mindedness, how many times are you going to imply that Toad is the only Atari dealer in the States? It is hard to argue about anything else when you will not acknowledge simple facts such as these.
As far as your past Mega ST advocacy (you really don't remember how you wowed your friends with demos?) it kind of speaks to your credibility. Your advocacy of the Mega ST in times past at least rivaled what Brian has been saying. Accusing us of being "Atari nuts" is rather silly given the circumstances.
I have never said that Windows 3.1 is unstable. Netscape for Windows is but that is another matter although it does relate to the current argument.
Sorry I didn't keep snippets of your past Mega ST cheerleading. Even though you were a fellow "Atari nut" I didn't find your tripe worthy of saving.
-scott tirrell

4637. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-03 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <96124.102517STIRRE31@MAINE.MAINE.EDU>
Source record: 9394

James,
In the past you had monumental arguments (okay, shouting matches)
where you did argue that the PC is hard to use for the beginner.
You claimed that newbies would be overwhelmed by autoexec.bat
and config.sys files. Now you claim the PC is easy-to-use (or
at least not hard). Which is your current opinion? Is the PC hard
or easy?
-scott tirrell

4638. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-03 00:00:00 UTC
From: holgate@ic.ac.uk
Message-ID: <4md5jh$57e@oban.cc.ic.ac.uk>
Source record: 9395
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,alt.windows95,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.ibm.pc.misc,comp.sys.next.advocacy,comp.sys.powerpc.advocacy

In article <Pine.SUN.3.91.960428001121.6855B-100000@PEAK.ORG> James Wood <jamesw@PEAK.ORG> writes:
>
>On Fri, 26 Apr 1996, Stuart Tyrrell wrote:
>
>> In message <4licli$oaa@nadine.teleport.com> Stephan Schaem wrote:
>
>> OK, so put a P100 + fan into a palmtop and see how far it gets. For
>
>
>Intel makes portable versions of the pentium that are made like a PIECE
>OF TAPE. There is no fan. It's not necessary! It generates less heat
>and consumes less power. Too bad you didin't know this.

Fair point, but this approach is not cheap. The big sale point of the
ARM is high performance with low cost with low power consumption. The
x86 designs can currently score on two out of the three for any given
chip - but not all at once.

Chris (holgate@ee.ic.ac.uk)

--
Key words : Neural Systems Engineering, Alcohol, Rock and Roll,
Acorn RiscPC, Contax 167MT, EMU Proteus, Onix OA21s,
Automatic, Twice Naked, Crow Road, East of Ealing.
http://www.ee.ic.ac.uk/research/neural/students/Holgate.html

4639. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-03 00:00:00 UTC
From: JEDI
Message-ID: <4mcu7i$nis@doc.zippo.com>
Source record: 9396

In article , James says...
>
>
>
>On 30 Apr 1996 JEDI@.MISSING-HOST-NAME. wrote:
>
>> >Hee Hee... Look at "little brian" trying to be a badass MENTOR and
>> >loyalist leader in the newsgroup. Don't anyone bend over...brian's on a
>> >mission here.....
>>
>> You just can't handle the implications of Brian being willing to 'correct'
>> a loyal Atarian... ...kinda blows holes into your persecution complex.
>
>What the hell are you talking about? I think my comment was pretty
>self-explanatory. Brian's trying too hard to be a hero here, which is

You need to get out more...

[deletia]
>> >"inflated, fabricated" figure was arrived at. I was since told that the
>> >SC1224 will work....as if it will somehow go beyond 640x200.
>>
>> It doesn't need to. That is a quite readable 80 column resolution.
>
>Good grief. The entire point is that the Omnicrom allegedly gives you
>high resolution. Brian has vehemently declared that it works with the
>SC1224 monitor. Since "quite readable 80 column resolution" is available
>on a STOCK ST, then what's the Omnicrom doing? That IS what we're

Satisfying your need for 256 colours.
>
>
>> A $35 VGA card will look about as nice as an ST: same colordepth.
>
>Tell me another one. VGA has been around since 1987. I would think
>you'd be familiar with simple specifications like VGA. VGA is
>backward-compatible with EGA, which includes a 640x350 in 16 colors,
>which is far beyond the ST. VGA includes 320x200x256 colors (versus
>320x200x16 colors for ST) and 640x480x16 colors (versus 640x200x4 colors)
>for the ST. There's also a 320x400 mode for VGA. Now, do you still say
>that a PC with a $35 VGA card has the same colordepth as an ST? I don't
>see how.

Do you often run Windows in less than 640x480? I suppose it is possible
(never tried it) but, you would be breaking your own prevoiusly stated

criteria.

4640. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-03 00:00:00 UTC
From: JEDI
Message-ID: <4md224$qe4@doc.zippo.com>
Source record: 9397

In article , glenzabr@xmission.com says...
>
>Only thing is, most the new printers require mac or PC drivers(Windows) to get
>any use of the printer . Look at the current Inkjets, you need the new drivers

I'll keep this in mind the next time I'm printing from LINUX with my HP540...

>to be able to access the full capability of the printer. Sure my epson Stylus
>color works fine on both my MegaSTE and my 2 pentium 166's , but you are stuck
>emulating a EpsonLQ2550 printer at a very low res and you will find similar
>limitations on newer modems, etc with voicemail and most of the newer SCSI
>drives give serious fits to TT's and megaSTE's due to their need to support
>parity etc.........

HP isn't the only entity that can write a driver, or software....

4641. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-03 00:00:00 UTC
From: JEDI
Message-ID: <4md377$rd9@doc.zippo.com>
Source record: 9398

In article , glenzabr@xmission.com says...
>
>Whats so special about the ET4000 cards. The chipset these boards are based on
>are 4 year old chipsets. Very outdated. Slow as tar , for anything on a PC

That explains why they were being used as ST graphics cards 3 years ago...

>above a 386. Thats why noone uses them anymore. Only reason They used the
>chipset on the STupid ST boards is because NOONE makes a chipset anymore that
>will even drop down to 16 colors on the PC. Or at least makes drivers capable

A free clue: GEM had 24bit color support long before ms-windows.
Only the standard ST hardware has the 4bit limitation.

>to do so. It an insult in 1996 to even consider sing anything less than 24 bit
>color or higher on any system. Why dick with 16 colors. my god my old TI994a

The only thing 8-bit or better color is really useful for is photographic
images. Even those can be quite decently viewed with 16 colors (greyscale).

Also, not everyone has the 4megs on their graphics cards it would take to do
truecolor at the resolution pages are being designed for these days
(1024x768).

>had 16 colors 6 years before the fucking ST even came out.

For stills, the limit is 512 colors: NOT 16 btw.
For pretty pictures, that is more than adequate (tho small).

So? What were those TI equivalents of Calamus & GEM again?
So? How do you view a 256 color gif on a TI again?

4642. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-03 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GEDWBFCNUP@cabal.shnet.org>
Source record: 9399

In <4m7p0f$ck6$1@mhade.production.compuserve.com> BobR wrote:
>>It can certainly do far more than a 10 year old PC or Mac could ever
>>have done or be made to do.
>
>Oh, I dunno about that.

Running a GUI? GEM requires an AT (286), AFAIK, and is not available any
more. Geoworks? Is there Internet software for Geoworks?

>The XT won't run Windows, so it can't run Netscape, but again all the other
>"solutions" given for the ST (text-only browsers like Lynx, telnet, ftp, etc)
>are all available for it.
>
>In other words, a 10 year old PC can certainly do at least as much as a
>10 year old ST, easier and more inexpensively.

Perhaps not easier for the user, though. A GUI certainly has it's
advantages. "More inexpensively"? Used 4 meg MegaSTEs w/ SCSI hdd cost 300
US$s equiv. in Germany, and they ship with a fast serial port.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4643. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-03 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4meukr$op@julie.teleport.com>
Source record: 9400
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both
Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My
Web Address is below. On-Line Catalogs that you can View and Contact me via
my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3
PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

4644. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-03 00:00:00 UTC
From: martin@llanelli.demon.co.uk
Message-ID: <4mccdc$a9@llanelli.demon.co.uk>
Source record: 9401

JEDI wrote:
: In article , martin@llanelli.demon.co.uk says...
: >JEDI wrote:
: >: Then, hope your old software doesn't break (msvc 1.5 is a prime example).

: >I haven't had any problems running this under Windows NT 3.51.

: I wasn't aware that NT3.51 was a version of Windows95.

There is no mention of Win95 in your original post. You were writing about
the first OS from MS that had a flat memory model, and that's not Win95.

: >: The ST can fully address it's entire physical memory space without
: >: contortions. This is much better than having 8 Megs of physical memory
: >: and having to deal with 3 overlapping DOS memory models.

: >Tell me what 'contortions' NT, OS/2, Linux or Free/NetBSD go through to
: >address 8 megs?

: Would you please bother to read posts before you respond to them.

I did read it. Why are you so reluctant to answer my question?

Regards,

Martin.
--
| The 'Church' of $cientology has declared war on the Internet, to find |
| out more read alt.religion.scientology, or point your web browser at |
| http://www.cybercom.net/~rnewman/scientology/home.html. Xenu rules, OK! |

4645. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-04 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4mf1pg$c6f$2@mhadf.production.compuserve.com>
Source record: 9402

>>> I don't think my Falcon is obsolete.

>> Then a Macintosh SE/30 isn't either.

>Wrong, a Macintosh SE/30 can not do the third of a falcon do.

The issue is not what the individual systems CAN DO, but whether or not the individual systems are "obsolete".

Based on the arguments presented here, my Ohio Scientific Instruments C1P computer is just as viable as an Atari Falcon030 since it still plays my favorite Star Trek clone game.. in other words, it's not "obsolete" until it fails to play the game I want to play.

In that respect, an Atari 520ST is not "obsolete".

Unfortunately, the rest of the world has a far different definition of what "obsolete" means.

BobR

4646. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-04 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4mf19p$c6f$1@mhadf.production.compuserve.com>
Source record: 9403

> I'll say it more bluntly. Where have you been getting these
>'splitter cables'?

No doubt the same store that sells Atari hardware and up to date
Atari software...

BobR

4647. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-04 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May4.134722.54489@cobra.uni.edu>
Source record: 9404

In article <GEBIAIALUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
> In <1996Apr27.105222.54327@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>>In article <GD1RBBAGUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>>> In <1996Apr23.175556.54246@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>>>>Get a Life is an interesting thread to observe. The argument in whether the ST
>>>>is appropriate in the classroom/media center reminds me of pass class discusion
>>>>in my Masters program of school media study..
>>>>
>>>>A case study was upon us where we had to develop a plan for a new media center
>>>>from scratch. A budget had to be proposed with a set limit.
>>>
>>> OK, I set a limit for you: 5,000 US$.
>>
>>The case study budget limit was $50,000.
>
> The limit I am setting you is not 50,000, but 5,000 US$.
>
>>> The classroom is equipped with stock STs.
>>
>>Why not C-64's? TI 99/4a? I can get used LC's with harddrives for $97 from
>>ComputerTown in Massachusettes and New Hampshire. I still would not buy those
>>LC's, IICI 8/160 for $297.. I would buy used PowerMac Performas for $1000.
>
> Five machines for an entire classroom? A poor result.

I would rather have 5 useful machines. Plus were are you going to put these
computers, classroom space is very limited.
Plus if there was only 15-20 students, 3-4 students per machine increases
collaboration.

>
>>> Create as many workplaces for Internet access as possible, using money
>>> given.
>>
>>$5000 for the entire collection such as ref. materials?
>
> $5,000 for hardware and OS.
>
>>> Your solution is?
>>
>>I would quit.
>
> Yep, thought so. I hope you'll never be responsible for the computer

> equipment of a school that is low on money. You'd throw out all the
> existing equipment (esp. if it were STs) and leave an empty room as a
> result.

I wasn't aware that I would have ST's from the beginning. If I was going to
install from scratch, the ST would not be on the list of must have..

>
>>>>So, if another school or district discarded their last ST's for school use
>>>>inorder to get upto date with Mac/PC, would I aquire those ST's? Probably
>>>>not, because it would do more harm than good. The ST is a outdated resource
>>>>material.
>>>
>>> I.e. an ST work processor or spreadsheet, a programming language or
>>> database will not teach them anything. What pupils really need is Windows
>>> 95, Netscape, Excel, Word and Access on a 133 MHz Pentium.
>>>
>>>>Other means like cheap
>>>>refurbished Macs that can be aquired like the LC/Performa 570 line and other
>>>>040 Macs can be had for little money.
>>>
>>> As opposed to "no money" for the STs already there.

The situation is that the local AEA does not have ST software in their
collection. What use is a platform without apps that the other platforms take
for granted?

>>
>>Are the ST's already there?
>
> See above, in my example they are. Of course, if the computer room is
> equipped with old clone PCs or Macs, I'd use _them_ for Internet
> connectivity.
>
>>>>Still can run the latest education and
>>>>internet software and so on..
>>>
>>> How much longer? Remember that the Mac is also sinking into oblivion, and
>>> moreso the 0x0 models. And forget the silly impression that Netcrap runs
>>> on a Fat Mac or SE/030.

He he he...I have not encountered a Fat Mac and SE/30 in a school in years.
Last Thursday in a small town called Hudson, nine miles from were I am at has
one k-12 school with one elementary and high school media center. Both centers
were equipped with lots of PowerMac LC 5200 and LC475 all hooked up into the
Alexandria catalog. Some were wired for the internet. Across from the H.S.
media center is the Technology lab filled up with LC5200's.

When leaving, a new high school is being constructed across the street. Will
be wired for everything including the Iowa Communication Network Center that my
school has.. Education is an investment not a expense.

>>
>>Apple II's are still useful with all that software.
>
> Wait a minute: Apple IIs are useful, but STs "do more harm than good"?
>

Apple II's still have the software base that the ST never had. The Apple II
can be hooked up into the Apple Talk network.

>>There are a lot of
>>software that works fine for the 68k Macs. The Statewide AEA centers supply
>>schools with anything they need..
>
> That's why I'd use any existant computer that meets some minimum standards
> (e.g. 80 chars/line are preferrable) for my equipment if I were low on
> money. Do you finally get the idea?
>
> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G�nther) - _O
> ----�=ae--�=oe--�=ue--�=Ae--�=Oe--�=Ue--�=sz---- /
> \
>)

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4648. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-04 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May4.135112.54490@cobra.uni.edu>
Source record: 9405

In article <xtPuwU2.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> Thorsten Guenther <guenther@cabal.shnet.org> writes:
>
>>>I would quit.
>>
>>Yep, thought so. I hope you'll never be responsible for the computer
>>equipment of a school that is low on money. You'd throw out all the
>>existing equipment (esp. if it were STs) and leave an empty room as a
>>result.

I never stated that I would throw out existing equipment. I enferred if I had
to start from scratch with a $5000 budget, it's ludicrous.

>
> This happens all the time. Not only are the budgets blown, but the end
> result is _WORSE_ than when the project began. All because of this
> strange obsession with dumping useable equipment for new stuff to be
> able to "play with."

And you know how to define usable equipment? What are your credentials? Do
you have any education credetials?
> ---
>
>>money. Do you finally get the idea?
>
> I think you already know the answer to this one.
> ---

Yea, business trying to micromanaged the education system into the ground..

> BR Miller
> Boston, MA

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4649. Re: Hoaxes (was: **Internet Virus!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-04 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <hdGsIvZ.brimiller@delphi.com>
Source record: 9406

BobR <76702.1466@CompuServe.COM> writes:

>The issue is not what the individual systems CAN DO, but whether
>or not the individual systems are "obsolete".

Since you've not defined "obsolete," a word with a strongly negative
connotation, it is futile and fallacious to attempt to argue about it.

>Based on the arguments presented here, my Ohio Scientific
>Instruments C1P computer is just as viable as an Atari Falcon030

Yep, the Ohio Scientific Instrusments C1P is completely non-obsolete. Every
month, I trot down to Barnes and Noble to pick up C1P Format Magazine,
and read about Apex Media for C1P. Recently, the latest release of
MagiC for C1P is thoroughly up-to-date and looks great. Not to mention
the new C-LAB machines based on its architecture and countless other
new products available for it on a monthly basis.

>since it still plays my favorite Star Trek clone game.. in other
>words, it's not "obsolete" until it fails to play the game I want
>to play.
>
>In that respect, an Atari 520ST is not "obsolete".

AN Atari 520ST is also not "obsolete" if it is capable of running the
newest applications available for it, right?

>Unfortunately, the rest of the world has a far different
>definition of what "obsolete" means.

Most of the "rest of the world," as you surreptitiously refer to it as,
uses machines that Micrsofot/Intel/Apple and other manufacturers define
as "obsolete" every day. 386SX, 486, Mac 68K and other machines are all
running newer software, at locations across the world.

BR Miller
Boston, MA

4650. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-04 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <pdPMIjU.brimiller@delphi.com>
Source record: 9407

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>I would rather have 5 useful machines. Plus were are you going to put these
>computers, classroom space is very limited.

Except that "useful" doesn't mean fulfills the necessary requirements,
it means "a new toy."

>Plus if there was only 15-20 students, 3-4 students per machine increases
>collaboration.

So that the smart students are held back by other students, and are forced
to all go at the slowest imaginable speed. In high school, I hated this
problem. In college group work, it was more bearable, since we set the
parameters and weren't assigned to anyone. In both situations, its primary
purpose is to make it easier for the teacher to grade. The end results,
in an elementary/high school environment, is to stunt all learning down
to the speed of the slowest student. This is an unfair "solution" for all
students involved.

>I wasn't aware that I would have ST's from the beginning. If I was going to
>install from scratch, the ST would not be on the list of must have..

Well, you obviously weren't paying much attention to the discussion. Not
that I'm surprised. . .

>The situation is that the local AEA does not have ST software in their
>collection. What use is a platform without apps that the other platforms take
>for granted?

Oh, boy, we've got bureaucratic governmental acronyms like AEA to deal with
now.
-
Peter, in most primary schools, the software is purchased by the school. I
can also say that most schools are shameless software pirates, purchasing
one copy of software for 200 terminals. Software access won't be a problem
in a realistic sense (though I don't condone or support piracy). Assuming
the each school district has budgeting allocations, it simply includes
provisions in the budget. And the budget I came up with included software for
every terminal.

>school has.. Education is an investment not a expense.

Agreed, but I trust parents far more than government as "investors." In addition, investments have a return. If the utility gained from the $70,000 expenditure doesn't at least equal the return in education value, and is not the lowest cost option, it is a poor investment. If you are going to use business terms to describe runaway, uncontrolled spending, you'd better be prepared to use business terms to defend your position.

BR Miller
Boston, MA

4651. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-04 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <pdPMg1T.brimiller@delphi.com>
Source record: 9408

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>I never stated that I would throw out existing equipment. I enferred if I had
>to start from scratch with a $5000 budget, it's ludicrous.

No problem, you've already admitted to not having carefully read the posts.

>And you know how to define usable equipment? What are your credentials? Do
>you have any education credetials?

"Education credentials" - education in a state-run institution, primarily
funded through taxation of others. In addition, membership in a local
socialist party (such as the Democratic Party) is helpful. People experiences
in the private sector need not apply.
-
Too bad these credentials continue producing results that are the fastest-
falling on the planet.

BR Miller
Boston, MA

4652. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-04 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <h-PNYVV.brimiller@delphi.com>
Source record: 9409

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>Yea, business trying to micromanaged the education system into the ground..

Gotta hate those businessmen and businesswomen - taking limited resoirces
and making the best of their destinies, rather than fudging up cash
from bonds and footing innocent people with the bills for their mistakes.

Peter, if business does not have a better idea of how to educate people,
why does the NEA oppose parents' rights to educate their children
(and use their tax money to do so) in an institution of their choice?
Why are all the top-rated schools (college and high/middle) private and
not public?

BR Miller
Boston, MA

4653. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-04 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GEEVAFBYUP@cabal.shnet.org>
Source record: 9410

Glen Zabriskie (glenzabr@xmission.com) wrote:
>Only thing is, most the new printers require mac or PC drivers(Windows) to get
>any use of the printer . Look at the current Inkjets, you need the new drivers
>to be able to access the full capability of the printer. Sure my epson Stylus
>color works fine on both my MegaSTE and my 2 pentium 166's , but you are stuck
>emulating a EpsonLQ2550 printer at a very low res and you will find similar
>limitations on newer modems, etc with voicemail and most of the newer SCSI
>drives give serious fits to TT's and megaSTE's due to their need to support
>parity etc.........

- TTs, Falcons, MegaSTEs and STs with newer SCSI host adaptors have no
problems with parity, it's just that at least TTs won't boot from drives
that require bus arbitration (if their ROM is not patched first), as
they have no ID.

- Stylus printer drivers are available, the most common one ships with
NVDI 3/4, which also supports construction of your own driver using
MAKEPRN.APP.

- the voice mode of modems is pretty similar even in different models, as
the modem does most of the work. As CoNnect 2.46 supports voice mode
with ZyXel E/E+ modems, and 2.60 is on the way, that "problem" will
vanish. I don't know about other software, though, anyone here with
STalker experience?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4654. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-05 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4mgun3$lqe@inca01.inca.co.nz>
Source record: 9411

Thorsten Guenther (guenther@cabal.shnet.org) wrote:
> Running a GUI? GEM requires an AT (286), AFAIK, and is not available any
> more. Geoworks? Is there Internet software for Geoworks?

<nitpick>
The original 1986-era GEM also ran on Amstrad 2086 PCs, an XT-level
computer (ie it had an 8086 CPU)
</nitpick>

When I was shopping for a computer, (1987-ish timeframe) I seriously
looked at that model, but chose a 1040ST over it, as the ST fit my needs
better than the PC-XT and AT of the day.

My 1992 TT still fits my needs very well.

--

Quote For The Month:

"[Computer Advocacy groups] are intended to be a place where people can
argue... in an intelligent manner"

4655. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-05 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4mj2j7fdf1@mhade.production.compuserve.com>
Source record: 9412

> ... how many times are you going to imply that Toad is the only Atari
>dealer in the States? It is hard to argue about anything else when you
>will not acknowledge simple facts such as these.

Scott, I think the problem is not the absolute number of Atari dealers still operating in the US, but the proportionate number compared to dealers supporting other computer platforms.

When an "average computer user" of ANY brand of computer has a problem, or wants to buy something new for their system, where will they go for help?

In the case of a more well supported computer platform, help is likely to be available within a 10 minute drive of where they live or work.

In the case of an Atari system, there are more likely than not, NO Atari dealers in their entire state.

Unless the system owner happens to live near the couple (three?) of Atari dealers still in operation in the Sunnyvale/Silicon Valley area, or near the one still running in Ohio, or the couple on the East Coast, where will they turn..?

How will the system owner even KNOW about these few remaining dealers..?

The Atari print magazines published in the US used to maintain lists of the surviving US Atari dealers, but those magazines are all gone. The Atari system owner in question can't even go to a local newsstand and find a magazine that lists places he can contact in the United States, let alone in his particular state, or even locally to him.

Although I haven't tried calling Atari Corp lately, I highly doubt they'd be much help. One CIS Atari Forum member reported calling Atari for information about his Atari Falcon030 and was told to get an IBM system. At the very best, anyone would probably be referred to Toad Computers, thus reinforcing the impression that they are the only effective Atari dealer left in the US.

Where will Joe Shmoe, who just bought a Mega STe at a garage sale, find out about ANY of these few remaining Atari dealers?

(Scott.. these are not just rhetorical questions.. I'm interested in your thoughts about them.)

BobR

4656. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-05 00:00:00 UTC
From: Joe Mirando <porthos@delphi.com>
Message-ID: <pFHswBj.porthos@delphi.com>
Source record: 9413

BobR,

>The one "plug in" that allows going beyond 4 Megs is a VMEbuss card <
>which only fits into a Mega STE, and certainly isn't cheap. <

Ooohhhh! Where can I find more about this little bugger???

Joe Mirando @ STReport

4657. Re: Get a life... (Bobby is a liar and a thief)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-05 00:00:00 UTC
From: Joe Mirando <porthos@delphi.com>
Message-ID: <hJJvAnh.porthos@delphi.com>
Source record: 9414

John Norton <jnorton@ra> writes:

>could all have a ham and cheese sandwich if we had any cheese. And if
>we had any ham. :)

John,

And if we had some bread! (;^{>

I'm also one of those folks without the financial wherewithall to go out and purchase a new machine for the purpose of keeping up with the Jones's.

As a matter of fact, I'm so broke right now that I couldn't even pay attention!

The fact remains, though, that my MegaSTE does just about everything I need it to do (for the time-being). When it no longer does that, or when it finally dies, I'll have to jump to another platform.

See ya,

Joe Mirando @ STReport

4658. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-05 00:00:00 UTC
From: JEDI
Message-ID: <4mjklr$sle@doc.zippo.com>
Source record: 9415

In article <4mf19p$c6f$1@mhadf.production.compuserve.com>, BobR says...
>
>> I'll say it more bluntly. Where have you been getting these
>>'splitter cables'?
>
>No doubt the same store that sells Atari hardware and up to date
>Atari software...

In other words, you're talking out your ass again.
The much vaunted midi/sbp-joystick multiplexor is about as easy
to get as most atari hardware...

4659. Re: Get a life... (Bobby is a liar and a thief)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-06 00:00:00 UTC
From: jnorton@ra
Message-ID: <4mkvec$jrd@thoth.nilenet.com>
Source record: 9416

Joe Mirando (porthos@delphi.com) wrote:
: As a matter of fact, I'm so broke right now that I couldn't even pay
: attention.
:
: The fact remains, though, that my MegaSTE does just about everything I need
: it to do (for the time-being). When it no longer does that, or when it
: finally dies, I'll have to jump to another platform.

Joe, I have been reading the advocacy thread with great interest. Yesterday, I loaded/unzipped and installed two dozen programs on a PC for a friend. That whole process really throws him. I still don't understand why Microsoft hangs on that weird "tree" thing for displaying disk contents. I have seen very capable people get very frustrated with the whole thing.

Today, I am knocking out a display for patient skin care for a local hospital using Pagestream on my MegaSTE. I was telling my 7 month old daughter that she would come of age in the third millenium and it would be very strange indeed. Now, I think not! I still won't be able to afford a decent computer for her to drag off to college. Funny!

4660. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-06 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <96127.100756STIRRE31@MAINE.MAINE.EDU>
Source record: 9417

BobR,
You certainly have a point. For instance, I personally have no Atari dealers within reasonable driving distance. I am not arguing that everyone can simply pop down to a local Atari dealer.
That said, there are two Atari magazines in North America- ST Informer and Current Notes. I have heard from Rod MacDonald at ST Informer that Atari Corp. refers users to his company. Anyone pointed in that direction has access to lots of mail order firms.
Anyone who has Netnews access can easily get support. I have always found the people on comp.sys.atari helpful.
As far as local support for PCs, I agree that one can easily buy software locally. However, the places most people buy software from (Software Etc., Electronics Boutique) are not going to offer much support anyway. Most users are stuck if there are no competant PC users around. Furthermore, many people in the PC world turn to mail order as evidenced by the popularity of Computer Shopper, etc.
The PC can be serviced locally, but how much of a computer's life is spent in the shop? It is an annoyance sending an Atari out but I don't think it is that big a deal.
I would actually argue that Atari support is better because the people still dedicated to the Atari care more about the system and its users. Big chain stores like Lechmeres will most likely not help install that new commercial game or setup a bootdisk for you.
My argument wasn't to prove that Atari dealers are all over the country but to show there was choice and Toad does not have a monopoly. I can shop around for the best price on items from a variety of Atari dealers. By saying that Toad is the only dealers, it implies that if Toad dies all Atari users are left high and dry while this is just not true. I have dealt with a variety of dealers.
I hope I answered your question. I was angered by the huge generalization (all Atari users have to go through Toad). It is equivelent to me saying that Windows is a bear to use and crashes all of the time based on what one friend told me.
-scott tirrell

4661. Re: Get a life... (Bobby is a liar and a thief)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-06 00:00:00 UTC
From: Joe Mirando <porthos@delphi.com>
Message-ID: <B3MNg57.porthos@delphi.com>
Source record: 9418

John Norton <jnorton@ra> writes:

>Today, I am knocking out a display for patient skin care for a local
>hospital using Pagestream on my MegaSTE. I was telling my 7 month old
>daughter that she would come of age in the third millenium and it would
>be very strange indeed. Now, I think not! I still won't be able to
>afford a decent computer for her to drag off to college. Funny!

John,

No, it's not funny... It's sad. I remember back to the early days of personal computing when it looked like before long all com manufacturers would have VIC-20 prices for some of their machines... of course they wouldn't have the latest whiz-bang processors, but they'd be good enough to get by with. Alas, this is not to be the case. No matter how fast manufacturers make a machine, software engineers will find a way to slow it down to a crawl.

See ya,

Joe Mirando @ STReport

4662. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-07 00:00:00 UTC
From: glenzabr@xmission.com
Message-ID: <4mo1dc$m39@news.xmission.com>
Source record: 9419

In article <4md377$rd9@doc.zippo.com>, JEDI wrote:
>In article , glenzabr@xmission.com says...
>>
>>Whats so special about the ET4000 cards. The chipset these boards are based on
>
>>are 4 year old chipsets. Very outdated. Slow as tar , for anything on a PC
>
> That explains why they were being used as ST graphics cards 3 years
> ago...
>
>>above a 386. Thats why noone uses them anymore. Only reason They used the
>>chipset on the STupid ST boards is because NOONE makes a chipset anymore that
>>will even drop down to 16 colors on the PC. Or at least makes drivers capable
>
> A free clue: GEM had 24bit color support long before ms-windows.
> Only the standard ST hardware has the 4bit limitation.
>
>>to do so. It an insult in 1996 to even consider sing anything less than 24 bit
>
>>color or higher on any system. Why dick with 16 colors. my god my old TI994a
>
> The only thing 8-bit or better color is really useful for is
> photographic
> images. Even those can be quite decently viewed with 16 colors
> (greyscale).
>
> Also, not everyone has the 4megs on their graphics cards it would
> take to do
> truecolor at the resolution pages are being designed for these days
> (1024x768).
>
>>had 16 colors 6 years before the fucking ST even came out.
>
> For stills, the limit is 512 colors: NOT 16 btw.
> For pretty pictures, that is more than adequate (tho small).
>
> So? What were those TI equivalents of Calamus & GEM again?
> So? How do you view a 256 color gif on a TI again?
You took all my comments and twisted them around. I said i had 16 colors like
you so love, years before the ST came out. I never said that it had
equivalent software on my old thrown out TI99. No matter what you claim, you
are just faking the amount of colors on screen. You never have more than tha
actual 16 colors displayed at once on screen on the ST. Why in the hell would
you want to use 8bit color for PHOTOGRAPHIC quality pictures. You probably

still play with GI Joes and have a pet rock under your bed. Aggreed the falcon broke out of this limit but, only a handfull have them.

4663. Re: *** Advocacy - The Final Word ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-07 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4mo63r$78t@morgoth.sfu.ca>
Source record: 9420

Brian-Roland Miller <brimiller@delphi.com> writes:

>The StrongARM is consideraly faster than the Pentium. And considerably
>cheaper and cooler-running. There are going to be some amazing new
>desktops, notebooks, and other machines not yet conceived based upon this
>architecture.

Actually, I saw benchmarks for the test verion of the StrongArm. It was
slower than a MPC604 @ 150MHz. This wouldn't make it "considerably faster"
than the Pentium @ 166MHz. And, of course, it would be considerably
slower than a PentiumPro.

--
Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

4664. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-07 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <xpFPAD8.dpj@delphi.com>
Source record: 9421

PMFJI, but a reader rcently asked me if STReport would publish as complete list as possible of the dealers & mail order companies available. We are currently putting together such a list/article for a not too distant issue.

Dana @ STReport International Online Magazine

4665. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-08 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4mooul$ol0$1@mhade.production.compuserve.com>
Source record: 9422

>>No doubt the same store that sells Atari hardware and up to date
>>Atari software...

>In other words, you're talking out your ass again.
>The much vaunted midi/sbp-joystick multiplexeor is about as easy
>to get as most atari hardware...

That's what I said, asshole...

Must be awfully hard to think, when you're a Super Hero cartoon character,
eh..?

By the way.. be careful using big words like "multiplexor".. you might
hurt yourself. Not to mention the MIDI adapter cable has nothing to do
with multiplexing anything.

Not such an expert as you'd have everyone think you are, eh Cartoon-Boy..?

Oops.. I forgot.. I wasn't going to talk to anyone who pretends to be
an action figure.

Go play with Princess Leia...

BobR

4666. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-08 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May8.023327.54567@cobra.uni.edu>
Source record: 9423

In article <pdPMg1T.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>
>>I never stated that I would throw out existing equipment. I enferred if I had
>>to start from scratch with a $5000 budget, it's ludicrous.
>
> No problem, you've already admitted to not having carefully read the posts.
> ---

Must be those late nights..

>
>>And you know how to define usable equipment? What are your credentials? Do
>>you have any education credetials?
>
> "Education credentials" - education in a state-run institution, primarily
> funded through taxation of others. In addition, membership in a local
> socialist party (such as the Democratic Party) is helpful. People experiences
> in the private sector need not apply.

Yes it would help. Running a school like a business is ludicrous. look at
what happen in the Hartford, CT. School District.

Now I am been labeled as a Socialist..Standard response by the opposition who's
Contract with America is kaput..

> -
> Too bad these credentials continue producing results that are the fastest-
> falling on the planet.

Lets peel the media/curriculum specialists from the classroom teaching
profession. I agree there are too many horrible teachers. You get what you pay
for. Paying poverty wages and offering poor working conditions will give you
the brightest and committed..->
> ---
> BR Miller
> Boston, MA

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |

```
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
| Http://www.rockgarden.com/andy/ |
|-------------------------------------------------------------------------------|
```

4667. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-08 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May8.023932.54568@cobra.uni.edu>
Source record: 9424

In article <h-PNYVV.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>
>>Yea, business trying to micromanaged the education system into the ground..
>
> Gotta hate those businessmen and businesswomen - taking limited resoirces
> and making the best of their destinies, rather than fudging up cash
> from bonds and footing innocent people with the bills for their mistakes.
> ---
> Peter, if business does not have a better idea of how to educate people,
> why does the NEA oppose parents' rights to educate their children
> (and use their tax money to do so) in an institution of their choice?
> Why are all the top-rated schools (college and high/middle) private and
> not public?
> ---

Business is a generic term? What business are you referring to? Private
schools? The reason private schools are better and you should know this is:
Private schools spend twice as much per pupil, smaller classes, competent
teachers and can pick and choose who they accept.

Public schools = public money and by law cannot keep out students regardless.
I am all for private schools and I may want to work in a private setting. But
I draw the line to public financing unless private schools accept all.

> BR Miller
> Boston, MA

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4668. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-08 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May8.022537.54566@cobra.uni.edu>
Source record: 9425

In article <pdPMIjU.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>
>>I would rather have 5 useful machines. Plus were are you going to put these
>>computers, classroom space is very limited.
>
> Except that "useful" doesn't mean fulfills the necessary requirements,
> it means "a new toy."
> ---

Excuse me.. And how would you know? Are you an instructional curriculm
professional?

>
>>Plus if there was only 15-20 students, 3-4 students per machine increases
>>collaboration.
>
> So that the smart students are held back by other students, and are forced
> to all go at the slowest imaginable speed. In high school, I hated this
> problem. In college group work, it was more bearable, since we set the
> parameters and weren't assigned to anyone. In both situations, its primary
> purpose is to make it easier for the teacher to grade. The end results,
> in an elementary/high school environment, is to stunt all learning down
> to the speed of the slowest student. This is an unfair "solution" for all
> students involved.

Why is it unfair? There is not enough machines to go around due to budget
restraints. Life is not fair...Your teacher most likely had to many students
in the class and to improvise under poor working conditions.
> ---
>
>>I wasn't aware that I would have ST's from the beginning. If I was going to
>>install from scratch, the ST would not be on the list of must have..
>
> Well, you obviously weren't paying much attention to the discussion. Not
> that I'm surprised. . .

I guess not...

> ---
>
>>The situation is that the local AEA does not have ST software in their
>>collection. What use is a platform without apps that the other platforms take
>>for granted?
>

> Oh, boy, we've got bureaucratic governmental acronyms like AEA to deal with
> now.

Tough..AEA is a godsend..
> -
> Peter, in most primary schools, the software is purchased by the school. I
> can also say that most schools are shameless software pirates, purchasing
> one copy of software for 200 terminals. Software access won't be a problem
> in a realistic sense (though I don't condone or support piracy). Assuming
> the each school district has budgeting allocations, it simply includes
> provisions in the budget. And the budget I came up with included software for
> every terminal.

True..But a teacher may want a certain material for a special project and the
AEA is ideal.
> ---
>
>>school has.. Education is an investment not a expense.
>
> Agreed, but I trust parents far more than government as "investors." In
> addition, investments have a return. If the utility gained from the
> $70,000 expenditure doesn't at least equal the return in education
> value, and is not the lowest cost option, it is a poor investment. If you
> are going to use business terms to describe runaway, uncontrolled spending,
> you'd better be prepared to use business terms to defend your position.
> ---

You said that $70,000 is a wasted investment. You may have valid reasons that
this kind of spending is wasteful, but from where I am it is not due to having
competent staff and appropriate curiculum.
I trust the professionals over parents in many cases.

> BR Miller
> Boston, MA

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4669. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-08 00:00:00 UTC
From: daymon@mammoth.valleynet.com
Message-ID: <4mqmae$sms@alpine.valleynet.com>
Source record: 9426

```
From alpine.valleynet.com!news2.agis.net!agis!world1.bawave.com!imci3!imci4!newsfeed.inter
netmci.com!xmission!glenzabr Wed May 8 09:57:15 1996
Path: alpine.valleynet.com!news2.agis.net!agis!world1.bawave.com!imci3!imci4!newsfeed.inte
rnetmci.com!xmission!glenzabr
From: glenzabr@xmission.com (Glen Zabriskie)
Newsgroups: comp.sys.atari.advocacy
Subject: Re: Get a life...
Date: Tue, 07 May 96 17:31:21 GMT
Organization: XMission Internet (801 539 0900)
Lines: 46
Message-ID: <4mo1dc$m39@news.xmission.com>
References: <4l61vk$au5@doc.zippo.com> <Pine.SUN.3.91.960419022809.6842D-100000@PEAK.ORG>
<BFPKX5C.brimiller@delphi.com> <Pine.SUN.3.91.960422020549.14647J-100000@PEAK.ORG>
<hbOL3NT.brimiller@delphi.com> <4lnti5$f9g@doc.zippo.com> <4md377$rd9@doc.zippo.co
m>
NNTP-Posting-Host: slc200.xmission.com
X-Newsreader: News Xpress 2.0 Beta #0

>>>above a 386. Thats why noone uses them anymore. Only reason They used the
>>>chipset on the STupid ST boards is because NOONE makes a chipset
anymore that
>>>will even drop down to 16 colors on the PC. Or at least makes drivers
capable

How can you compare a 1985 ST to a 1996 PC?!

>>
>> A free clue: GEM had 24bit color support long before ms-windows.
>> Only the standard ST hardware has the 4bit limitation.
>>
>>>to do so. It an insult in 1996 to even consider sing anything less
than 24 bit >
>>>color or higher on any system. Why dick with 16 colors. my god my old
TI994a >

I'd like to see that TI994 do what the ST did with those 16 colors. And
by the way, could the TI machine do what Spectrum 512 did? My guess would
be no.

>> The only thing 8-bit or better color is really useful for is
>> photographic
>> images. Even those can be quite decently viewed with 16 colors
>> (greyscale).
>>
>> Also, not everyone has the 4megs on their graphics cards it would
>> take to do
```

>> truecolor at the resolution pages are being designed for
these days > (1024x768).
>>
>>>had 16 colors 6 years before the fucking ST even came out.

Did Macs and PC's of 1985 have the graphics capabilities of the ST? None
that I ever saw did. Again, you can't compare 1985 technology to 1996
technology.

>>
>> For stills, the limit is 512 colors: NOT 16 btw.
>> For pretty pictures, that is more than adequate (tho small).
>>
>> So? What were those TI equivalents of Calamus & GEM again?
>> So? How do you view a 256 color gif on a TI again?
>You took all my comments and twisted them around. I said i had 16 colors
>like you so love, years before the ST came out. I never said that it had
>equivalent software on my old thrown out TI99. No matter what you claim,

I think his point was that yeah, the TI had 16 colors, heck so did my
Atari 2600, but the quality of the machine is what counts here. Did your
TI have a 512 color palette? Was it capable of doing as much. See this is
what I mean by comparing technologies of different eras. The ST was light
years ahead of what was out in the previous years. So it isn't a fair
comparison.

>you
>are just faking the amount of colors on screen. You never have more than
>tha
>actual 16 colors displayed at once on screen on the ST. Why in the hell
>would

Well, I don't care whether my ST was faking it or not, I DID get a
rock-solid 512 colors on my screen at once. No flicker, no funky
dithering, but pure 512 color displays through software like Spectrum 512.
And with Photochrome you could even "fake" 4096 colors on an old ST, with a
bit of flicker, but still a very nice picture.

>you want to use 8bit color for PHOTOGRAPHIC quality pictures. You probably

He said 8 bit OR BETTER. I agree 8 bit graphics is quite lacking. So how
about 16 or 24 bit? That was included in his statement. He wasn't
limiting himself to 8 bit.

>still play with GI Joes and have a pet rock under your bed. Aggreed the
>falcon broke out of this limit but, only a handfull have them.

I know of more Falcon owners than I do ST owners. And more are getting
these and better systems now that C-Lab, Medusa, and other companies are
developing new TOS machines. And the Falcon wasn't the only one to break
the 16-color "limit" (Which really wasn't, but I'll just go with it).
Look at TT. And I don't know what prompted the ET4000 discussion, but I
know that there are a bunch more graphics cards than that old thing

available. So I am quite content to own a Falcon, a 1040STf, and a 1200XL (and it still works!!!).

Mike Freeman
daymon@valleynet.com

4670. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-08 00:00:00 UTC
From: JEDI
Message-ID: <4mq3fv$g5c@doc.zippo.com>
Source record: 9427

In article , glenzabr@xmission.com says...
>
>In article <4md377$rd9@doc.zippo.com>, JEDI wrote:
>>In article , glenzabr@xmission.com says...
>>>
>>>Whats so special about the ET4000 cards. The chipset these boards are based on
>>
>>>are 4 year old chipsets. Very outdated. Slow as tar , for anything on a PC
>>
>> That explains why they were being used as ST graphics cards 3 years
>> ago...
>>
>>>above a 386. Thats why noone uses them anymore. Only reason They used the
>>>chipset on the STupid ST boards is because NOONE makes a chipset anymore that
>>>will even drop down to 16 colors on the PC. Or at least makes drivers capable
>>
>> A free clue: GEM had 24bit color support long before ms-windows.
>> Only the standard ST hardware has the 4bit limitation.
>>
>>>to do so. It an insult in 1996 to even consider sing anything less than 24 bit
>>
>>>color or higher on any system. Why dick with 16 colors. my god my old TI994a
>>
>> The only thing 8-bit or better color is really useful for is
>> photographic
>> images. Even those can be quite decently viewed with 16 colors
>> (greyscale).
>>
>> Also, not everyone has the 4megs on their graphics cards it would
>> take to do
>> truecolor at the resolution pages are being designed for these days
>> (1024x768).
>>
>>>had 16 colors 6 years before the fucking ST even came out.
>>
>> For stills, the limit is 512 colors: NOT 16 btw.
>> For pretty pictures, that is more than adequate (tho small).
>>
>> So? What were those TI equivalents of Calamus & GEM again?
>> So? How do you view a 256 color gif on a TI again?
>You took all my comments and twisted them around. I said i had 16 colors like
>you so love, years before the ST came out. I never said that it had
One good twisting deserves another. You can take any one characteristic
of anything and make demented points from them.

>equivalent software on my old thrown out TI99. No matter what you claim, you
>are just faking the amount of colors on screen. You never have more than tha
You haven't the faintest clue what you are talking about. If the level of
color is percieved then what is the difference whether those colors are
'real' enough.

>actual 16 colors displayed at once on screen on the ST. Why in the hell would
>you want to use 8bit color for PHOTOGRAPHIC quality pictures. You probably
One can effectively fool the human visual system at that color depth.
As to the usefullness of such a thing: I was not the one advocating use
of such things strongly. So, your following comment is mostly gibberish.

>still play with GI Joes and have a pet rock under your bed. Aggreed the falcon
>broke out of this limit but, only a handfull have them.

Your pathetic attempts at insulting me don't change the fact that a stock
520ST (no f, no m) can display 256 color stills, runs on a 32 bit cpu, has a flat
4meg address space, does device to device DMA, has comfortable DMA
thruput (1.5 m/s+), has a serial hardware capable of handling the thruput of
contemporary analog modems,a GUI, applications to run under that GUI and
computing power necessary to run them with a civilized amount of
responsiveness.

4671. Re: The ST is like a discarded school material..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-08 00:00:00 UTC
From: JEDI
Message-ID: <4mqi79$2n8@doc.zippo.com>
Source record: 9428

In article , sinclap2954@cobra.uni.edu says...
>
>In article <pdPMIjU.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
>> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>>
>>>I would rather have 5 useful machines. Plus were are you going to put these
>>>computers, classroom space is very limited.
>>
>> Except that "useful" doesn't mean fulfills the necessary requirements,
>> it means "a new toy."
>> ---
>
>Excuse me.. And how would you know? Are you an instructional curriculm
>professional?

The un-ST crowd around here for the most part seems to be holding
the useful='new toy' mentality. It seems you're joining them. Useful is
a fairly simple term with a rather straightforward meaning as long as
Orwellian linguistic gymnastics are not used.

If the schools objectives, in any endeavor, are stated in a manner so obtuse
as to be incomprehensible by the majority of the parents, than those
objectives are too complex. Such obtuseness also hinders useful
accountablity.

Anyone should be able to glance at the project and see how
well it is meeting established goals, or if those goals are even worth-
while.

>
>>
>>>Plus if there was only 15-20 students, 3-4 students per machine increases
>>>collaboration.
>>
>> So that the smart students are held back by other students, and are forced
>> to all go at the slowest imaginable speed. In high school, I hated this
>> problem. In college group work, it was more bearable, since we set the
>> parameters and weren't assigned to anyone. In both situations, its primary
>> purpose is to make it easier for the teacher to grade. The end results,
>> in an elementary/high school environment, is to stunt all learning down
>> to the speed of the slowest student. This is an unfair "solution" for all
>> students involved.
>
>Why is it unfair? There is not enough machines to go around due to budget

>restraints. Life is not fair...Your teacher most likely had to many students
If there are not enough machines to go around, then it seems more
austere computing requirements might be in order.

>in the class and to improvise under poor working conditions.

I am where I am now DESPITE of those conditions. Most of my peers
are NOT.

[deletia]

>>
>>>school has.. Education is an investment not a expense.
>>
>> Agreed, but I trust parents far more than government as "investors." In
>> addition, investments have a return. If the utility gained from the
>> $70,000 expenditure doesn't at least equal the return in education
>> value, and is not the lowest cost option, it is a poor investment. If you
>> are going to use business terms to describe runaway, uncontrolled spending,
>> you'd better be prepared to use business terms to defend your position.
>> ---
>
>You said that $70,000 is a wasted investment. You may have valid reasons that
>this kind of spending is wasteful, but from where I am it is not due to having
>competent staff and appropriate curiculum.
?huh?

> I trust the professionals over parents in many cases.
This would be true only in the 'hood as that is where you must go to
find parents generally less educated than 'professional' teachers.

4672. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-08 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960508051244.15743E-100000@PEAK.ORG>
Source record: 9429

On Fri, 3 May 1996 STIRRE31@MAINE.MAINE.EDU wrote:

> James,
> Why do I "pretend" like Brian has been "sweet?" Perhaps because, as
> usual, you started the name calling?

Yeah....you say so....another Atari user.

> Do you really believe that
> it makes me "sensitive" to expect a semblance of maturity to be
> used on the Net? Sorry, I didn't realize that proving my
> manliness entailed acting like a first grader.

Then why do you whine like one?

> I will stop talking about your name calling, though, because

finally.

> apparently you want people to remember you for the 1% of substance
> in your posts filled with ranting and "heh heh"s.

No; not "apparently." That's your own ignorant inference. As far as the "heh heh's" go - I'm glad they piss you off so. Heh heh. I know you've pissed and moaned about them before. Heh heh. Only makes them more effective. Heh.

> As far as your close-mindedness, how many times are you going to
> imply that Toad is the only Atari dealer in the States? It is
> hard to argue about anything else when you will not acknowledge
> simple facts such as these.

Hey dumbass...I never said it was. You're just talking out your ass again. Please...my challenge to you....QUOTE ME on saying that "Toad is the only Atari dealer int he States." Go ahead. I dare ya. Ok....now SHUT UP.

> As far as your past Mega ST advocacy (you really don't remember
> how you wowed your friends with demos?) it kind of speaks to
> your credibility. Your advocacy of the Mega ST in times past
> at least rivaled what Brian has been saying.

Yeah....the demos are still impressive. Now, Scottie....SINCE YOU THINK YOU HAVE SOME BRILLIANT POINT TO BE MADE.... Rather than vaguely blather about "it kind of speaks for your credibility," why don't you give some SPECIFIC EXAMPLES and HARDCORE EVIDENCE of whatever misguided point you THINK you're on to. I want to know what the alleged contradiction is that you've been pissing about for so many posts yet never seem to

uncover. Maybe after you realize you have no point, you'll put a cork in your ass and shut up about this too....but I'd be surprised.

> Accusing us of
> being "Atari nuts" is rather silly given the circumstances.

Sure it's rather silly....rather silly under your circumstances....from your viewpoint....AS an Atari nut.... I'm sure YOU think it's rather silly. Heh heh.

> I have never s
> Even though you were a fellow "Atari nut" I didn't find your tripe worthy
> of saving.

Yeah...convenient excuse from you....you accuse me of something and then when it comes time to prove it, you duck with this.... good try...
Ain't it interesting how this scenario so conveniently meshes with the fact that YOU HAVE NO POINT and you're just spouting.

James

4673. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-09 00:00:00 UTC
From: JEDI
Message-ID: <4mspfo$8bq@doc.zippo.com>
Source record: 9430

In article , BobR says...
>
>>>No doubt the same store that sells Atari hardware and up to date
>>>Atari software...
>
>>In other words, you're talking out your ass again.
>>The much vaunted midi/sbp-joystick multiplexeor is about as easy
>>to get as most atari hardware...
>That's what I said, asshole...
Then you shouldn't be objecting much to the summation then...
>
>By the way.. be careful using big words like "multiplexor".. you might
>hurt yourself. Not to mention the MIDI adapter cable has nothing to do
>with multiplexing anything.
2 devices, 1 connection: sounds like multiplexing will come in
sooner or later.

4674. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-10 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <96131.101611STIRRE31@MAINE.MAINE.EDU>
Source record: 9431

James,
Oh, so you admit that getting on my nerves is your intent? What a
noble goal. Listen, if you have nothing of use to say, why not leave?
You'd be doing everyone here a favor. If you really think that
you've annoyed me, fine. Live in your little dream world.
Of course, I don't think I've ever encountered another person get so
emotional in comp.sys.atari.advocacy posts as you do. Brian
offended you by disagreeing with you? Awwwww, poor James.
I also love how I am an Atari nut simply because I agreedwith Brian
in one post. I've got news for you, funboy. I could not know a lick
about computers and still find your antics and childish namecalling
worth calling you on. What other reasons do you have for calling
me an Atari nut? Because I own a Falcon? Please.... Since
you seem to love "hard evidence," give me an example of where I
said the Atari was the greatest platform. Oh, you can't? What
a surprise. Heh heh.
What have a been trying to prove with my posts? That you are a
hypocrite, James. Everyone here long enough will remember
your Atari cheerleading. Yet, I am the one who is an Atari nut. Why?
Because I disagree with you on some points (I do agree with you on
others).
You may have never said "Toad is the only Atari dealer in the US"
but you keep mentioning Severna Park, Maryland. Base your
arguments on semantics, if you wish, but people realize the implications
of what you are saying.
In a year, I might ask for hard evidence, so clip this out, James,
and store it on your hard drive.
-scott tirrell

4675. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-10 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4n0t3u$b73@linda.teleport.com>
Source record: 9432
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both
Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My
Web Address is below. On-Line Catalogs that you can View and Contact me via
my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3
PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

4676. >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May14.223627.54679@cobra.uni.edu>
Source record: 9433

Where is everyone? I leave for awhile and this area is dead..

By the way, you can pick up 8/16 bit color LC's with HD for under $200. So
LC's with internet capabilities render the ST a bad investment..

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |

| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4677. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-15 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <832210682_OASIS_@pcc-uky.campus.mci.net>
Source record: 9434

In article <1996May14.223627.54679@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>By the way, you can pick up 8/16 bit color LC's with HD for under $200. So
>LC's with internet capabilities render the ST a bad investment..

Ah...$200.00...Umm, would you mind listing the specs. for that machine?
Ram, hard drive size, video rez., and does that include a monitor and
the software to access the Internet? Thank you...

Nothing personal, but -nobody- on Gods green Earth will ever convince
me that my Atari equipment have ever been or ever will be, a "bad"
investment...I own a Lynx, Jaguar, Mega 4 ST (runs my BBS), STe (games
for my 5 year old) and my Falcon 030 that takes me wherever I want to
go...Just one man's humble opinion... :)

--

```
_/_/_/
```

4678. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-15 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <4ncpmq$ac2@nyheter.chalmers.se>
Source record: 9435

In article <1996May14.223627.54679@cobra.uni.edu>,
PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> wrote:
>By the way, you can pick up 8/16 bit color LC's with HD for under $200. So
>LC's with internet capabilities render the ST a bad investment..

Sooo??? You can get ST:s for free...

/Christer

4679. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-15 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May15.180722.54689@cobra.uni.edu>
Source record: 9436

In article <832210682_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
> In article <1996May14.223627.54679@cobra.uni.edu>
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>
>>By the way, you can pick up 8/16 bit color LC's with HD for under $200. So
>>LC's with internet capabilities render the ST a bad investment..
>
>
>
> Ah...$200.00...Umm, would you mind listing the specs. for that machine?
> Ram, hard drive size, video rez., and does that include a monitor and
> the software to access the Internet? Thank you...

Performa 405(aka LCII)
16 mhz 030
4 mb ram
80 mb HD

>
> Nothing personal, but -nobody- on Gods green Earth will ever convince
> me that my Atari equipment have ever been or ever will be, a "bad"
> investment...I own a Lynx, Jaguar, Mega 4 ST (runs my BBS), STe (games
> for my 5 year old) and my Falcon 030 that takes me wherever I want to
> go...Just one man's humble opinion... :)

Nobody is asking you to do so. The original question was if its a good idea to buy used obsolete ST's for schools. My criteria in evaluating is the same with school materials. Others stated that schools should get the lowest denominator and that Powermacs and Pentiums are a luxury and waste of tax payers money.

I see the widening of the gap bewtween a technology driven higher ed and public k-12 schools that are way behind..

>
> __
>
> _/_/_/_

```
> _/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~_/
> _/ _/
> _/ --> WinDoze '95: OS of the 90's--or Survival of the Fattest? <-- _/
> _/ _/
> _/_/_/_
```

4680. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-15 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May15.221732.54693@cobra.uni.edu>
Source record: 9437

In article <4ncpmq$ac2@nyheter.chalmers.se>, d2cg@dtek.chalmers.se (Christer Gustavsson) writes:
> In article <1996May14.223627.54679@cobra.uni.edu>,
> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> wrote:
>>By the way, you can pick up 8/16 bit color LC's with HD for under $200. So
>>LC's with internet capabilities render the ST a bad investment..
>
> Sooo??? You can get ST:s for free...

Where?

>
> /Christer

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4681. Re: Get a life... (Bobby is a liar and a thief)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-15 00:00:00 UTC
From: ha-user@ux-01.bg.bib.de
Message-ID: <4nd4o5$mgc@ux-01.bg.bib.de>
Source record: 9438

Joe Mirando (porthos@delphi.com) wrote:
: The fact remains, though, that my MegaSTE does just about everything I need
: it to do (for the time-being). When it no longer does that, or when it
: finally dies, I'll have to jump to another platform.
Hear, hear! Precisely my point. But why another platform? Same platform,
better hardware --- why not a used TT or a Mac with MagicMac???

See ya
Erik Meltzer
(melsh94@ux-01.ha.bib.de)

4682. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-16 00:00:00 UTC
From: jnorton@ra
Message-ID: <4nfam6$npn@thoth.nilenet.com>
Source record: 9290

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:

: Where is everyone? I leave for awhile and this area is dead..

: By the way, you can pick up 8/16 bit color LC's with HD for under $200. So
: LC's with internet capabilities render the ST a bad investment..

What kind of Atari do you have? Do yo like it? What would you like to
see in a future Falcon-like rendition?

4683. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-16 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GEQNDEBSUP@cabal.shnet.org>
Source record: 9291

In <832210682_OASIS_@pcc-uky.campus.mci.net> Ronald J. Hall wrote:

> In article <1996May14.223627.54679@cobra.uni.edu>
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>
>>By the way, you can pick up 8/16 bit color LC's with HD for under $200. So
>>LC's with internet capabilities render the ST a bad investment..

> Ah...$200.00...Umm, would you mind listing the specs. for that machine?
> Ram, hard drive size, video rez., and does that include a monitor and
> the software to access the Internet? Thank you...

68020 (=> System 6 only) @ 16 MHz, 40 meg hdd (Conner), 640*480/256 colours,
(512*384/32768 colours?), 4 meg RAM.

I wonder what kind of Internet software runs on the LC, if any.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4684. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-16 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4nfr40$3f3@ccshst05.uoguelph.ca>
Source record: 9292

```
: Where?

Look around and ask nicely.

>> Mark <<

--
-------------------------------------------------------------------------
Mark A Rathwell
-------------------
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
at ... http://www.uoguelph.ca/~mrathwel
-------------------------------------------------------------------------
```

4685. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-16 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May16.215611.54718@cobra.uni.edu>
Source record: 9293

In article <Pine.ULT.3.91.960516034206.22500B-100000@mhc.mtholyoke.edu>, Katherine L Ellis <kellis@mtholyoke.edu> writes:
> Hi, How is it possible? What are the features of the LC?
> Is it better than the Falcon?

What does the Falcon have to do with this? I am referring to 520 and 1040ST's for under $200.

> BTW when the guy said ST's for free, that's true, I have a lot of friends
> who gave their STs, and on the net you can find some for $25 bucks, so I
> also considere that price as free.
>
> On 14 May 1996, PETER SINCLAIR-DAY wrote:
>
>> Date: 14 MAY 96 22:36:27 -0500
>> From: PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu>
>> Newgroups: comp.sys.atari.advocacy
>> Subject: >$200 LC's render the ST a bad investment..
>>
>>
>> Where is everyone? I leave for awhile and this area is dead..
>>
>> By the way, you can pick up 8/16 bit color LC's with HD for under $200. So
>> LC's with internet capabilities render the ST a bad investment..
>>
>>
>> GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4686. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-16 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May16.215914.54720@cobra.uni.edu>
Source record: 9294

In article <4nfr40$3f3@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Where?
>
> Look around and ask nicely.

Why?->
>
> >> Mark <<
>
> --
> ---
> Mark A Rathwell
> -------------------
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
>
> Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
> and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
> at ... http://www.uoguelph.ca/~mrathwel
> ---
>

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4687. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-16 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May16.215832.54719@cobra.uni.edu>
Source record: 9295

In article <GEQNDEBSUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
> In <832210682_OASIS_@pcc-uky.campus.mci.net> Ronald J. Hall wrote:
>
>> In article <1996May14.223627.54679@cobra.uni.edu>
>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>>
>>>By the way, you can pick up 8/16 bit color LC's with HD for under $200. So
>>>LC's with internet capabilities render the ST a bad investment..
>
>> Ah...$200.00...Umm, would you mind listing the specs. for that machine?
>> Ram, hard drive size, video rez., and does that include a monitor and
>> the software to access the Internet? Thank you...
>
> 68020 (=> System 6 only) @ 16 MHz, 40 meg hdd (Conner), 640*480/256 colours,
> (512*384/32768 colours?), 4 meg RAM.

Nope..I am referring to the LCII. 68030@16 mhz, 80 meg HD. 640/480/256-32,000
colors(vram), 4 megs..

>
> I wonder what kind of Internet software runs on the LC, if any.
>

Lots..

> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O
> ----&#65533;=ae--&#65533;=oe--&#65533;=ue--&#65533;=Ae--&#65533;=Oe--&#65533;=Ue--&#65533;=sz---- /
> \
>)

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4688. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-16 00:00:00 UTC
From: Katherine L Ellis <kellis@mtholyoke.edu>
Message-ID: <Pine.ULT.3.91.960516034206.22500B-100000@mhc.mtholyoke.edu>
Source record: 9439

Hi, How is it possible? What are the features of the LC?
Is it better than the Falcon?
BTW when the guy said ST's for free, that's true, I have a lot of friends
who gave their STs, and on the net you can find some for $25 bucks, so I
also considere that price as free.

On 14 May 1996, PETER SINCLAIR-DAY wrote:

> Date: 14 MAY 96 22:36:27 -0500
> From: PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu>
> Newgroups: comp.sys.atari.advocacy
> Subject: >$200 LC's render the ST a bad investment..
>
>
> Where is everyone? I leave for awhile and this area is dead..
>
> By the way, you can pick up 8/16 bit color LC's with HD for under $200. So
> LC's with internet capabilities render the ST a bad investment..
>
>
> GREETINGS..
> |---|
> | Peter Sinclair-Day POWER MACINTOSH 7100/80 |
> | University of Northern Iowa NEWTON 110 |
> | Graduate School of Library Science |
> | Rod Library - Systems & Technology |
> | 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
> | Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
> | Http://www.rockgarden.com/andy/ |
> |---|
>
>
>

4689. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-17 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4nggmv$t7k@morgoth.sfu.ca>
Source record: 9296

mrathwel@uoguelph.ca (Mark Rathwell) writes:

> Look around and ask nicely.

Could you please send me six :) ?

--
Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

4690. Re: Get a life...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-17 00:00:00 UTC
From: eesurfer@aol.com
Message-ID: <4nh0q7$4ov@newsbf02.news.aol.com>
Source record: 9297

You can't argue with people that don't know how to argue. But you can bicker 24 hours a day, seven days a week with anyone.......seems to me this series of messages is for people who LOVE to annoy each other, therefore I shall never visit this thread again. What an oppurtunity to take your best shots at somenone! Bye!

4691. Sound tools for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-17 00:00:00 UTC
From: gersonrose@aol.com
Message-ID: <4niiqv$ibm@newsbf02.news.aol.com>
Source record: 9298

Digidesign Atari Sound Tools- For sale- Brand new- $199- For more info contact gersonrose@aol.com

4692. ANY computer is a bad investment

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-17 00:00:00 UTC
From: JEDI
Message-ID: <4nib7g$ouj@doc.zippo.com>
Source record: 9299

In article , sinclap2954@cobra.uni.edu says...
>
>In article <832210682_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net
(Ronald J. Hall) writes:
>> In article <1996May14.223627.54679@cobra.uni.edu>
[deletia]
>Performa 405(aka LCII)
>16 mhz 030
>4 mb ram
>80 mb HD

So? What will actually run on this setup, or is contemporary software availablity
much like the Falcon or ST?

[deletia]
>Nobody is asking you to do so. The original question was if its a good idea to
>buy used obsolete ST's for schools. My criteria in evaluating is the same with

This had little or nothing to do with the original example and had nothing
to do with your major counter-example.

>school materials. Others stated that schools should get the lowest denominator
>and that Powermacs and Pentiums are a luxury and waste of tax payers money.
This is non-sequitor.

>
>I see the widening of the gap bewtween a technology driven higher ed and public
>k-12 schools that are way behind..

So? What are the schools unable to do?

In most cases, those 'technology drivers' are peripheral at best.

4693. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-18 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4njpbl$eh9@orm.southern.co.nz>
Source record: 9300

Ahem...

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
:
: Where is everyone? I leave for awhile and this area is dead..

We're still here. We're just having a rest while we think up more reasons
to knock you Mac and PC owners off your 'pedestal'... :-)

: By the way, you can pick up 8/16 bit color LC's with HD for under $200. So
: LC's with internet capabilities render the ST a bad investment..

My father purchased a 2nd hand LC III a short while ago for New Zealand
$1800 which is around US$1200 (8meg RAM, 240meg HD, 14" screen, CD-300
CD-ROM). He said he purchased it because the screen looked similar to my
Falcon desktop. So far it has failed to talk to the CD-ROM, crashed
occasionally, and been a general pain in setting up any software he tries
to install on it. On top of that, MacOs 7.1 (I think it is 7.1 for this
model?) seems slower than the TOS 1.2 STfm sitting next to it!! Just
imagine how much slower the Mac desktop will be than than my Falcon desk!!!

Just to show I care...

Chris W.
/|\

4694. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-18 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <832465962_OASIS_@pcc-uky.campus.mci.net>
Source record: 9301

In article <1996May15.180722.54689@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>Nobody is asking you to do so. The original question was if its a good idea to
>buy used obsolete ST's for schools. My criteria in evaluating is the same with
>school materials. Others stated that schools should get the lowest denominator
>and that Powermacs and Pentiums are a luxury and waste of tax payers money.
>
>I see the widening of the gap bewtween a technology driven higher ed and public
>k-12 schools that are way behind..
>

If the school system has -unlimited- funds, fine...let them buy the top of
the line in everything...Education decidedly deserves the best...However,
if they are operating along "real world" constraints, then I would, beyond
a shadow of a doubt, recommend the (used) ST line as a viable, economical,
alternative...

--

```
_/_/_/
```

4695. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-18 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GESGFBAIUP@cabal.shnet.org>
Source record: 9302

In <1996May15.180722.54689@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>In article <832210682_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net
(Ronald J. Hall) writes:
>> In article <1996May14.223627.54679@cobra.uni.edu>
>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>>
>>>By the way, you can pick up 8/16 bit color LC's with HD for under $200. So
>>>LC's with internet capabilities render the ST a bad investment..

>> Ah...$200.00...Umm, would you mind listing the specs. for that machine?
>> Ram, hard drive size, video rez., and does that include a monitor and
>> the software to access the Internet? Thank you...
>
>Performa 405(aka LCII)
>16 mhz 030

ROTFL

Ronald: "Could you give me the specs for a VW Beetle?"

Petey-boy: "VW Golf: ..."

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4696. The ultimate TOS bug fix!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-18 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4nkehf$glp@inca01.inca.co.nz>
Source record: 9303
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Joe Starr (jstarr@keyww.com) wrote:
> TOS Fix: Pentium 166 w/128MB RAM & 30GB HD Space! What a way to go!

Dropping one of those (Pentium 166) from a great height onto the head of the person who created the "can't save desktop in Medium rez" bug in TOS 1.06 would be the way to go.

"TOO ULTIMATE".

Come to think of it, just dropping the Pentiums from a great height for no good reason would be even better!

{[:-)]

--

Quote For The Month:

"[Computer Advocacy groups] are intended to be a place where people can argue... in an intelligent manner"

4697. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-18 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4nkn4s$h8@linda.teleport.com>
Source record: 9304
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both
Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My
Web Address is below. On-Line Catalogs that you can View and Contact me via
my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3
PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

4698. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-18 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4nlm84$knc@ccshst05.uoguelph.ca>
Source record: 9305

: Why?->

You asked where you could get a free ST. It is indeed possible
... several have been offered to me in the past.

>> Mark <<

--

Mark A Rathwell
---
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
at ... http://www.uoguelph.ca/~mrathwel

4699. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-18 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4nlm6g$knc@ccshst05.uoguelph.ca>
Source record: 9306

```
: Could you please send me six :) ?

I don't have any to send at the moment. :-)

>> Mark <<

--
------------------------------------------------------------------------
Mark A Rathwell
-------------------
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
at ... http://www.uoguelph.ca/~mrathwel
------------------------------------------------------------------------
```

4700. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-18 00:00:00 UTC
From: Randy Kramer <rhkramer@fast.net>
Message-ID: <319E5AAF.6552@fast.net>
Source record: 9307

> Could you please send me six :) ?

That goes double for me <g> !

4701. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-18 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GESLBABTUP@cabal.shnet.org>
Source record: 9308

In <1996May16.215832.54719@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>In article <GEQNDEBSUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>> In <832210682_OASIS_@pcc-uky.campus.mci.net> Ronald J. Hall wrote:
>>> In article <1996May14.223627.54679@cobra.uni.edu>
>>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>>>
>>>>By the way, you can pick up 8/16 bit color LC's with HD for under $200. So
>>>>LC's with internet capabilities render the ST a bad investment..
>>
>>> Ah...$200.00...Umm, would you mind listing the specs. for that machine?
>>> Ram, hard drive size, video rez., and does that include a monitor and
>>> the software to access the Internet? Thank you...
>>
>> 68020 (=> System 6 only) @ 16 MHz, 40 meg hdd (Conner), 640*480/256 colours,
>> (512*384/32768 colours?), 4 meg RAM.
>
>Nope..I am referring to the LCII. 68030@16 mhz, 80 meg HD. 640/480/256-32,000
>colors(vram), 4 megs..

By saying "LC" you are referring to the LCII...makes me wonder whether you
are referring to Pentium PCs when you say "Mac".

>> I wonder what kind of Internet software runs on the LC, if any.
>>
>
>Lots..

I have not yet heard of "Lots", most people seem to use MacTCP instead.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

4702. Why has Atari stock increased so much?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-18 00:00:00 UTC
From: "Ralph Carmichael", ralph@bbs.cruzio.com
Message-ID: <DrMKM4.LvD@cruzio.com>
Source record: 9309

It appears that an investment in Atari on Jan 1 of this year
would have been a better investment than IBM or Netscape or HP or
Yahoo or Microsoft or Adobe or any of those companies that are
always in the news. I never hear anything about Atari.
Do they actually have any products? Well, something seems to be
going on as the stock has tripled in price over the last few months?

Is there something we should know?

--
==========
Ralph Carmichael ralph@pdas.com (408)454-9754
Public Domain Aeronautical Software 300 Potrero Santa Cruz CA 95060
Want more info? http://www.pdas.com or finger ralph@cruzio.com

4703. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May18.224905.54745@cobra.uni.edu>
Source record: 9310

In article <4njpbl$eh9@orm.southern.co.nz>, chriswil@southern.co.nz (Chris Wilkinson) writes:
> Ahem...
>
> PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
> :
> : Where is everyone? I leave for awhile and this area is dead..
>
> We're still here. We're just having a rest while we think up more reasons
> to knock you Mac and PC owners off your 'pedestal'... :-)

You can't-> Nothing to compare->
>
> : By the way, you can pick up 8/16 bit color LC's with HD for under $200. So
> : LC's with internet capabilities render the ST a bad investment..
>
> My father purchased a 2nd hand LC III a short while ago for New Zealand
> $1800 which is around US$1200 (8meg RAM, 240meg HD, 14" screen, CD-300
> CD-ROM). He said he purchased it because the screen looked similar to my
> Falcon desktop. So far it has failed to talk to the CD-ROM, crashed
> occasionally, and been a general pain in setting up any software he tries
> to install on it. On top of that, MacOs 7.1 (I think it is 7.1 for this
> model?) seems slower than the TOS 1.2 STfm sitting next to it!! Just
> imagine how much slower the Mac desktop will be than than my Falcon desk!!!

I guess New Zealand is behind the times on hardware and price compared to the U.S.... Did he set up the Cd-Rom correctly on the SCSI chain? I don't know why it doesn't work. Maybe the CD drive or the cable is defective.. A local Apple reseller may help..

>
> Just to show I care...
>
> Chris W.
> /|\
>
>

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |

```
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
| Http://www.rockgarden.com/andy/ |
|-------------------------------------------------------------------------------|
```

4704. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May18.225019.54746@cobra.uni.edu>
Source record: 9311

In article <832465962_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
> In article <1996May15.180722.54689@cobra.uni.edu>
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>
>>Nobody is asking you to do so. The original question was if its a good idea to
>>buy used obsolete ST's for schools. My criteria in evaluating is the same with
>>school materials. Others stated that schools should get the lowest denominator
>>and that Powermacs and Pentiums are a luxury and waste of tax payers money.
>>
>>I see the widening of the gap bewtween a technology driven higher ed and public
>>k-12 schools that are way behind..
>>
>
>
> If the school system has -unlimited- funds, fine...let them buy the top of
> the line in everything...Education decidedly deserves the best...However,
> if they are operating along "real world" constraints, then I would, beyond
> a shadow of a doubt, recommend the (used) ST line as a viable, economical,
> alternative...

Right..The economical LC would be more relative..
>
> __
>
> _/_/_/_

```
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
| Http://www.rockgarden.com/andy/ |
|-------------------------------------------------------------------------|
```

4705. Re: ANY computer is a bad investment

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May18.224513.54744@cobra.uni.edu>
Source record: 9312

In article <4nib7g$ouj@doc.zippo.com>, JEDI writes:
> In article , sinclap2954@cobra.uni.edu says...
>>
>>In article <832210682_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net
(Ronald J. Hall) writes:
>>> In article <1996May14.223627.54679@cobra.uni.edu>
> [deletia]
>>Performa 405(aka LCII)
>>16 mhz 030
>>4 mb ram
>>80 mb HD
>
> So? What will actually run on this setup, or is contemporary software availablity
> much like the Falcon or ST?

Can run off the Alexandria automation system. Z-term, ClarisWorks and lots
more.

>
> [deletia]
>>Nobody is asking you to do so. The original question was if its a good idea to
>>buy used obsolete ST's for schools. My criteria in evaluating is the same with
>
> This had little or nothing to do with the original example and had nothing
> to do with your major counter-example.

Eh?
>
>>school materials. Others stated that schools should get the lowest denominator
>>and that Powermacs and Pentiums are a luxury and waste of tax payers money.
> This is non-sequitor.

In what way?

>
>>
>>I see the widening of the gap bewtween a technology driven higher ed and public
>>k-12 schools that are way behind..
>
> So? What are the schools unable to do?

Preparing students for the real world. Not being ready for college..
>
> In most cases, those 'technology drivers' are peripheral at best.

?

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |

| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4706. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May18.225259.54747@cobra.uni.edu>
Source record: 9313

In article <GESLBABTUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
> In <1996May16.215832.54719@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>>In article <GEQNDEBSUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>>> In <832210682_OASIS_@pcc-uky.campus.mci.net> Ronald J. Hall wrote:
>>>> In article <1996May14.223627.54679@cobra.uni.edu>
>>>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>>>>
>>>>>By the way, you can pick up 8/16 bit color LC's with HD for under $200. So
>>>>>LC's with internet capabilities render the ST a bad investment..
>>>
>>>> Ah...$200.00...Umm, would you mind listing the specs. for that machine?
>>>> Ram, hard drive size, video rez., and does that include a monitor and
>>>> the software to access the Internet? Thank you...
>>>
>>> 68020 (=> System 6 only) @ 16 MHz, 40 meg hdd (Conner), 640*480/256 colours,
>>> (512*384/32768 colours?), 4 meg RAM.
>>
>>Nope..I am referring to the LCII. 68030@16 mhz, 80 meg HD. 640/480/256-32,000
>>colors(vram), 4 megs..
>
> By saying "LC" you are referring to the LCII...makes me wonder whether you
> are referring to Pentium PCs when you say "Mac".

Okay, since you are a slow learner, I am referring to the LCII. The LC and
LCII had the same performance and not whole different accept the processor.

>
>>> I wonder what kind of Internet software runs on the LC, if any.
>>>
>>
>>Lots..
>
> I have not yet heard of "Lots", most people seem to use MacTCP instead.

Z-term, Microphone and your choices of web browsers..

>
> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O
> ----&#65533;=ae--&#65533;=oe--&#65533;=ue--&#65533;=Ae--&#65533;=Oe--&#65533;=Ue--&#65533;=sz---- /
> \

>)

GREETINGS..

```
|-------------------------------------------------------------------------|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
| Http://www.rockgarden.com/andy/ |
|-------------------------------------------------------------------------|
```

4707. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-18 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <832549440_OASIS_@pcc-uky.campus.mci.net>
Source record: 9314

In article <1996May18.225019.54746@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>> If the school system has -unlimited- funds, fine...let them buy the top of
>> the line in everything...Education decidedly deserves the best...However,
>> if they are operating along "real world" constraints, then I would, beyond
>> a shadow of a doubt, recommend the (used) ST line as a viable, economical,
>> alternative...
>
>Right..The economical LC would be more relative..

Please explain how the LC would be more "relative"...Overall operating
costs, IMHO would be higher...

--

_/_/_/

4708. Re: Why has Atari stock increased so much?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-19 00:00:00 UTC
From: Donald Fields <fields@pop.unb.ca>
Message-ID: <319FD189.24E9@pop.unb.ca>
Source record: 9315

Ralph, Carmichael, ralph@bbs.cruzio.com wrote:
>
> It appears that an investment in Atari on Jan 1 of this year
> would have been a better investment than IBM or Netscape or HP or
> Yahoo or Microsoft or Adobe or any of those companies that are
> always in the news. I never hear anything about Atari.
> Do they actually have any products? Well, something seems to be
> going on as the stock has tripled in price over the last few months?
>
> Is there something we should know?
>
> --
> ==
> Ralph Carmichael ralph@pdas.com (408)454-9754
> Public Domain Aeronautical Software 300 Potrero Santa Cruz CA 95060
> Want more info? http://www.pdas.com or finger ralph@cruzio.com

I dropped into this site to see if anyone was discussing this
phenomenon. I thought about Atari Stock several times when it was low.
Alas.
--

-
Donald L. Fields University of New Brunswick
Department of Psychology Sleep Laboratory

-
SNAIL: Bag 45444 Email: fields@unb.ca
Fredericton, NB Fax: 506\453-4505
CANADA E3B 6E4 Phone: 506\453-4707

-

4709. Re: ANY computer is a bad 'investment'

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-20 00:00:00 UTC
From: JEDI
Message-ID: <4nqiip$l7i@doc.zippo.com>
Source record: 9316

In article , sinclap2954@cobra.uni.edu says...
>
>In article <4nib7g$ouj@doc.zippo.com>, JEDI writes:
>> In article , sinclap2954@cobra.uni.edu says...
>>>
>>>In article <832210682_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net
(Ronald J. Hall) writes:
>>>> In article <1996May14.223627.54679@cobra.uni.edu>
>> [deletia]
>>>Performa 405(aka LCII)
>>>16 mhz 030
>>>4 mb ram
>>>80 mb HD
>>
>> So? What will actually run on this setup, or is contemporary software availablity
>> much like the Falcon or ST?
>
>Can run off the Alexandria automation system. Z-term, ClarisWorks and lots
>more.

So? How do these differ from the limitations that would be imposed by a
$200 386 system? What graphical browser(s) will run on it? How does this
benefit the school beyond the AppleII's that are likely already in place?

What do the students get out of all this besides not having to use a typewriter?

>
>>
>> [deletia]
>>>Nobody is asking you to do so. The original question was if its a good idea to
>>>buy used obsolete ST's for schools. My criteria in evaluating is the same with
>>
>> This had little or nothing to do with the original example and had nothing
>> to do with your major counter-example.
>
>Eh?

There was zero cost (at least in terms of money) involved in aquistion or
retension of Atari hardware. This was the case in the original referenced
article and your 'I am an MLS student' sub-thread.

[deletia-all grammar lamers must dye]
>>>
>>>I see the widening of the gap bewtween a technology driven higher ed and public
>>>k-12 schools that are way behind..
>>

>> So? What are the schools unable to do?
>
>Preparing students for the real world. Not being ready for college..

This is only rhetoric.
How does knowledge of ClarisWorks and Z-Term enhance your preparedness
for the 'real world'? Why could not the same be had with older (presumably
existent) 'Turing Machine' computers?

The entire curriculum need not be entwined with the computer room for
students (at any level) to be sufficiently introduced to them. Going out of
one's way to apply a tool does not necessarily enhance it's effectiveness.

>>
>> In most cases, those 'technology drivers' are peripheral at best.
>
>?
The 'gadgets' could be ripped away without affecting the curriculum
or quality thereof.

In many instances it is the teachers that need the most upgrading
(not the computers). That is where the most potential gain wrt
to 'investment' is.

If one is not servicing a specific need, 'new' computers are just a
waste of money. It is one of those 'feel good' 'do-nothing' type 'solutions'
where one just throws money at a problem without any real mental
engagement or time expecting the problem or (the resposibility for that
problem) to suddenly evaporate.

You make a poor argument, especially considering that there are MUCH
better ones to be made (and have).

4710. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-20 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May20.230459.54777@cobra.uni.edu>
Source record: 9317

In article <832549440_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
>
> In article <1996May18.225019.54746@cobra.uni.edu>
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>
>>> If the school system has -unlimited- funds, fine...let them buy the top of
>>> the line in everything...Education decidedly deserves the best...However,
>>> if they are operating along "real world" constraints, then I would, beyond
>>> a shadow of a doubt, recommend the (used) ST line as a viable, economical,
>>> alternative...
>>
>>Right..The economical LC would be more relative..
>
>
> Please explain how the LC would be more "relative"...Overall operating
> costs, IMHO would be higher...

The wealth of the software base is relative, plus you can instal an Apple II card to run many of the useful apps.

In what way would the overal operating costs be higher? The LC does not need premium electricity to run-->.

>
> __
>
> _/_/_/_

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |

| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4711. Re: ANY computer is a bad 'investment'

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-20 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May20.232208.54778@cobra.uni.edu>
Source record: 9318

In article <4nqiip$l7i@doc.zippo.com>, JEDI writes:
> In article , sinclap2954@cobra.uni.edu says...
>>
>>In article <4nib7g$ouj@doc.zippo.com>, JEDI writes:
>>> In article , sinclap2954@cobra.uni.edu says...
>>>>
>>>>In article <832210682_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net
(Ronald J. Hall) writes:
>>>>> In article <1996May14.223627.54679@cobra.uni.edu>
>>> [deletia]
>>>>Performa 405(aka LCII)
>>>>16 mhz 030
>>>>4 mb ram
>>>>80 mb HD
>>>
>>> So? What will actually run on this setup, or is contemporary software availablity
>>> much like the Falcon or ST?
>>
>>Can run off the Alexandria automation system. Z-term, ClarisWorks and lots
>>more.
>
> So? How do these differ from the limitations that would be imposed by a
> $200 386 system? What graphical browser(s) will run on it? How does this
> benefit the school beyond the AppleII's that are likely already in place?

I am not concerned with the 386 issue, it's irelavant! The relevant issue is
the use of the ST. The majority of the installed base of LC's in use is at the
k-12 level. The LC can use NCSA telnet, microphone and much of the browser
apps. However, won't be a speed demon. With inexpensive Apple II card
installed in the LC can run useful Apple II software.

>
> What do the students get out of all this besides not having to use a typewriter?
>
>>
>>>
>>> [deletia]
>>>>Nobody is asking you to do so. The original question was if its a good idea to
>>>>buy used obsolete ST's for schools. My criteria in evaluating is the same with
>>>
>>> This had little or nothing to do with the original example and had nothing
>>> to do with your major counter-example.
>>
>>Eh?
>

> There was zero cost (at least in terms of money) involved in aquistion or
> retension of Atari hardware. This was the case in the original referenced
> article and your 'I am an MLS student' sub-thread.

There will always be a cost involved in aquiring ST software such as near zero
k-12 apps. With cheap LC's, a computer lab and media center can be stocked
with inexpensive hardware along with the wealth of apps..

>
> [deletia-all grammar lamers must dye]
>>>>
>>>>I see the widening of the gap bewtween a technology driven higher ed and public
>>>>k-12 schools that are way behind..
>>>
>>> So? What are the schools unable to do?
>>
>>Preparing students for the real world. Not being ready for college..
>
> This is only rhetoric.
> How does knowledge of ClarisWorks and Z-Term enhance your preparedness
> for the 'real world'? Why could not the same be had with older (presumably
> existent) 'Turing Machine' computers?

Higher order learning skills through interaction from the new apps being
available.

>
> The entire curriculum need not be entwined with the computer room for
> students (at any level) to be sufficiently introduced to them. Going out of
> one's way to apply a tool does not necessarily enhance it's effectiveness.
>
>>>
>>> In most cases, those 'technology drivers' are peripheral at best.
>>
>>?
> The 'gadgets' could be ripped away without affecting the curriculum
> or quality thereof.
>

I don't consider aquiring computer technology as the gadget thing.. Planning
for instituting the gadget in to the curriculum is important. And is a reason
why computer technology in many schools is a waste.

> In many instances it is the teachers that need the most upgrading
> (not the computers). That is where the most potential gain wrt
> to 'investment' is.

Of, course, teachers have to come aboard 100 percent. Just because of your
expereince of seeing computers not being utilized as it should does not mean is
the norm nation wide.
>
> If one is not servicing a specific need, 'new' computers are just a

> waste of money. It is one of those 'feel good' 'do-nothing' type 'solutions'
> where one just throws money at a problem without any real mental
> engagement or time expecting the problem or (the resposibility for that
> problem) to suddenly evaporate.

Maybe from your little observations, but in the districts I have been to, it's
the oposite. Generalizations will not get anywhere and ends of condemming all.

>
> You make a poor argument, especially considering that there are MUCH
> better ones to be made (and have).

I don't think so..I have credibility and you don't..

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4712. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-21 00:00:00 UTC
From: jnorton@ra
Message-ID: <4nragn$kpd@thoth.nilenet.com>
Source record: 9319

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:

: Okay, since you are a slow learner, I am referring to the LCII. The LC and
: LCII had the same performance and not whole different accept the processor.

Notice how Mr. Sinclair-Day has everyone focused on Mac's. Funny!

4713. Re: The ultimate TOS bug fix!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-21 00:00:00 UTC
From: ug3b010@eee.bham.ac.uk
Message-ID: <4ns0bk$cud@sun4.bham.ac.uk>
Source record: 9320

Gaven Miller (gmiller@inca.co.nz) wrote:
: Joe Starr (jstarr@keyww.com) wrote:
: > TOS Fix: Pentium 166 w/128MB RAM & 30GB HD Space! What a way to go!

: Dropping one of those (Pentium 166) from a great height onto the head of
: the person who created the "can't save desktop in Medium rez" bug in TOS
: 1.06 would be the way to go.

: "TOO ULTIMATE".

: Come to think of it, just dropping the Pentiums from a great height for no
: good reason would be even better!

: {[:-)]

: --

: Quote For The Month:

: "[Computer Advocacy groups] are intended to be a place where people can
: argue... in an intelligent manner"

4714. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-21 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4nsktj$obp@ccshst05.uoguelph.ca>
Source record: 9321

```
: The wealth of the software base is relative, plus you can instal an Apple II
: card to run many of the useful apps.

Whoopie Peter! You can also install a PC board in ST's to run
many of those useful apps too. Who cares about older software anyway?

>> Mark <<

--
-------------------------------------------------------------------------
Mark A Rathwell
-------------------
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
at ... http://www.uoguelph.ca/~mrathwel
-------------------------------------------------------------------------
```

4715. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-21 00:00:00 UTC
From: ha-user@ux-01.bg.bib.de
Message-ID: <4nsnm7$8r1@ux-01.bg.bib.de>
Source record: 9322

Hi,

Thorsten Guenther (guenther@cabal.shnet.org) wrote:
: In <1996May15.180722.54689@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
: >In article <832210682_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net
(Ronald J. Hall) writes:
: >> In article <1996May14.223627.54679@cobra.uni.edu>
: >> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
: >>
: >>>By the way, you can pick up 8/16 bit color LC's with HD for under $200. So
: >>>LC's with internet capabilities render the ST a bad investment..

: >> Ah...$200.00...Umm, would you mind listing the specs. for that machine?
: >> Ram, hard drive size, video rez., and does that include a monitor and
: >> the software to access the Internet? Thank you...
: >
: >Performa 405(aka LCII)
: >16 mhz 030

: *ROTFL*

: Ronald: "Could you give me the specs for a VW Beetle?"

: Petey-boy: "VW Golf: ..."

Hey, hey! No need to punish the Beetle! I'd prefer an old Beetle over
a BRAND NEW Golf any day. OK, it's off topic, don't flame me please,
but I couldn't resist... ;-)

Regards from an aircooled fanatic,
Erik Meltzer
(melsh94@ux-01.ha.bib.de)

--
Water: You can make steam with it.
You can make ice with it.
You can make rust with it.
You can forget it.
(If you're driving an aircooled Volkswagen, that is.)

4716. Re: ANY computer is a bad 'investment'

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-21 00:00:00 UTC
From: JEDI
Message-ID: <4nsnjd$hcp@doc.zippo.com>
Source record: 9323

In article , sinclap2954@cobra.uni.edu says...
>
>In article <4nqiip$l7i@doc.zippo.com>, JEDI writes:
>> In article , sinclap2954@cobra.uni.edu says...
>>>
>>>In article <4nib7g$ouj@doc.zippo.com>, JEDI writes:
>>>> In article , sinclap2954@cobra.uni.edu says...
>>>>>
>>>>>In article <832210682_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net
(Ronald J. Hall) writes:
>>>>>> In article <1996May14.223627.54679@cobra.uni.edu>
>>>> [deletia]
>>>>>Performa 405(aka LCII)
>>>>>16 mhz 030
>>>>>4 mb ram
>>>>>80 mb HD
>>>>
>>>> So? What will actually run on this setup, or is contemporary software availablity
>>>> much like the Falcon or ST?
>>>
>>>Can run off the Alexandria automation system. Z-term, ClarisWorks and lots
>>>more.
>>
>> So? How do these differ from the limitations that would be imposed by a
>> $200 386 system? What graphical browser(s) will run on it? How does this
>> benefit the school beyond the AppleII's that are likely already in place?
>
>I am not concerned with the 386 issue, it's irelavant! The relevant issue is
I asked for a comparison. Considering your unwillingness (or perhaps
lack of ability) to provide it I will, of course, presume that the comparison
would be unfavorable.

>the use of the ST. The majority of the installed base of LC's in use is at the
>k-12 level. The LC can use NCSA telnet, microphone and much of the browser
>apps. However, won't be a speed demon. With inexpensive Apple II card
Which browser apps & can it use more than just LYNX. Also, with a terminal
program and an ISP, telnet is pretty much irrelevant.
Also, why emulate that which is already, presumably, present. Also, you neglected
to include the cost of monitors.

>installed in the LC can run useful Apple II software.
>
>>
>> What do the students get out of all this besides not having to use a typewriter?
>>

>>>
>>>>
>>>> [deletia]
>>>>>Nobody is asking you to do so. The original question was if its a good idea to
>>>>>buy used obsolete ST's for schools. My criteria in evaluating is the same with
>>>>
>>>> This had little or nothing to do with the original example and had nothing
>>>> to do with your major counter-example.
>>>
>>>Eh?
>>
>> There was zero cost (at least in terms of money) involved in aquistion or
>> retension of Atari hardware. This was the case in the original referenced
>> article and your 'I am an MLS student' sub-thread.
>
>There will always be a cost involved in aquiring ST software such as near zero
>k-12 apps. With cheap LC's, a computer lab and media center can be stocked
>with inexpensive hardware along with the wealth of apps..

So. Name a few essentials, or at least standards.
Also, how does the machine's age effect it's viability for new titles?
Is it stuck in time (much the same way a 386 or appleII would be).

Also, software usually isn't free unless it's pirated... (even if it is apple)

>
>>
>> [deletia-all grammar lamers must dye]
>>>>>
>>>>>I see the widening of the gap bewtween a technology driven higher ed and public
>>>>>k-12 schools that are way behind..
>>>>
>>>> So? What are the schools unable to do?
>>>
>>>Preparing students for the real world. Not being ready for college..
>>
>> This is only rhetoric.
>> How does knowledge of ClarisWorks and Z-Term enhance your preparedness
>> for the 'real world'? Why could not the same be had with older (presumably
>> existent) 'Turing Machine' computers?
>
>Higher order learning skills through interaction from the new apps being
>available.

More gibberish. You might try to actually dredge up at least one example
currently relevant in education.

>
>>
>> The entire curriculum need not be entwined with the computer room for
>> students (at any level) to be sufficiently introduced to them. Going out of
>> one's way to apply a tool does not necessarily enhance it's effectiveness.

>>
>>>>
>>>> In most cases, those 'technology drivers' are peripheral at best.
>>>
>>>?
>> The 'gadgets' could be ripped away without affecting the curriculum
>> or quality thereof.
>>
>
>I don't consider aquiring computer technology as the gadget thing.. Planning
>for instituting the gadget in to the curriculum is important. And is a reason
>why computer technology in many schools is a waste.
>
>> In many instances it is the teachers that need the most upgrading
>> (not the computers). That is where the most potential gain wrt
>> to 'investment' is.
>
>Of, course, teachers have to come aboard 100 percent. Just because of your

They have to become competent in the things that they are attempting to
teach now before they try new things.

>expereince of seeing computers not being utilized as it should does not mean is
>the norm nation wide.

This has been a common complaint nationwide for quite some time (at least
15 years) with all sorts of blue ribbon panels and commisions being thrown
at the issue with no real result.

>>
>> If one is not servicing a specific need, 'new' computers are just a
>> waste of money. It is one of those 'feel good' 'do-nothing' type 'solutions'
>> where one just throws money at a problem without any real mental
>> engagement or time expecting the problem or (the resposibility for that
>> problem) to suddenly evaporate.
>
>Maybe from your little observations, but in the districts I have been to, it's
>the oposite. Generalizations will not get anywhere and ends of condemming all.

I suspect you are rather selective about what you deal with, much like catholic
school nuns. The swill is out there and not hard to miss at all. Just bother to look.
Much of the country still needs to learn to crawl and you think they'll manage
to run... (assuming any new hardware is put to effective use anyways)

>
>>
>> You make a poor argument, especially considering that there are MUCH
>> better ones to be made (and have).
>
>I don't think so..I have credibility and you don't..

In this group you have less than nothing. I don't really care about your bragging or your bravado or your empy rhetoric.

As far as better arguments go, just flip through a newstand. You'll find them quite easily [better arguments] (NetGuide and such). No need take my word for it...

4717. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-22 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <hdNsaAV.brimiller@delphi.com>
Source record: 9324

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>The wealth of the software base is relative, plus you can instal an Apple II

Precisely. . . "wealth" is relative.

Why not try matching needs to costs, and select the lowest cost option?
If we're looking at the purchase of used computers in a school that has
none available, a used PC clone would be cheapest and most readily
available. It would also have the greatest "relative wealth" of software.
If the machines are already in the classroom, you should use what you've
got if its economically viable.

The argument for the LC over a free ST is like saying that an 82 AMC
Spirit is available for $200, why even go for the $100 79 LeSabre?

BR Miller
Boston, MA

4718. Re: ANY computer is a bad 'investment'

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-22 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <pfOMqqV.brimiller@delphi.com>
Source record: 9325

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>I am not concerned with the 386 issue, it's irelavant! The relevant issue is

Irrelevant. . . because your case crumbles when viewed from that angle.

>k-12 level. The LC can use NCSA telnet, microphone and much of the browser
>apps. However, won't be a speed demon. With inexpensive Apple II card
>installed in the LC can run useful Apple II software.

And a 1040ST can run PC, Atari 8-bit, and CP/M for free with public domain
utilities. Your point?

>There will always be a cost involved in aquiring ST software such as near zero
>k-12 apps. With cheap LC's, a computer lab and media center can be stocked

What, pray tell, _are_ "k-12 apps"? Educational games, like Bentley Bear
or kidPRGS? Or is this another rhetorical gesture?

>Higher order learning skills through interaction from the new apps being
>available.

Oh, boy, you've pulled out the old "higher level thinking skills" pot.
Higher level thinking skills, besides being a piece of rhetoric used to
justify institutional opression of many of our children, is the ability to
think and reason, and solve problems. Computer brands have _NO_ effect
on this skill. These skills are aquired through the solving of problems,
and involve resourcefulness and freedom, rather than mandatory, mandated
"tools" like Mac LC's.

>I don't consider aquiring computer technology as the gadget thing.. Planning

Why not? Show that the utility gained exceeds the net cost, and that similar
utility wouldn't be available via the cheapest option. If you cannot,
(as is the case), then the word "investment" to describe the purchase is
a misnomer.

>Of, course, teachers have to come aboard 100 percent. Just because of your
>expereince of seeing computers not being utilized as it should does not mean is
>the norm nation wide.

Reread that and tell me what's wrong with this picture
. . . (substitute the word "computers" with "Atari STs"). . .

BR Miller
Boston, MA

4719. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May22.232630.54825@cobra.uni.edu>
Source record: 9326

```
In article <4nsktj$obp@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : The wealth of the software base is relative, plus you can instal an Apple II
> : card to run many of the useful apps.
>
> Whoopie Peter! You can also install a PC board in ST's to run
> many of those useful apps too. Who cares about older software anyway?

After you hack it to pieces-->...Who cares about older software? Schools with
a limited budget, plus there are some apps that are useful..
>
> >> Mark <<
>
> --
> ------------------------------------------------------------------------------
> Mark A Rathwell
> -------------------
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
>
> Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
> and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
> at ... http://www.uoguelph.ca/~mrathwel
> ------------------------------------------------------------------------------
>

GREETINGS..
|------------------------------------------------------------------------------|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
| Http://www.rockgarden.com/andy/ |
|------------------------------------------------------------------------------|
```

4720. Re: ANY computer is a bad 'investment'

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May22.234128.54826@cobra.uni.edu>
Source record: 9327

In article <4nsnjd$hcp@doc.zippo.com>, JEDI writes:
> In article , sinclap2954@cobra.uni.edu says...
>>
>>In article <4nqiip$l7i@doc.zippo.com>, JEDI writes:
>>> In article , sinclap2954@cobra.uni.edu says...
>>>>
>>>>In article <4nib7g$ouj@doc.zippo.com>, JEDI writes:
>>>>> In article , sinclap2954@cobra.uni.edu says...
>>>>>>
>>>>>>In article <832210682_OASIS_@pcc-uky.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
>>>>>>> In article <1996May14.223627.54679@cobra.uni.edu>
>>>>> [deletia]
>>>>>>Performa 405(aka LCII)
>>>>>>16 mhz 030
>>>>>>4 mb ram
>>>>>>80 mb HD
>>>>>
>>>>> So? What will actually run on this setup, or is contemporary software availablity
>>>>> much like the Falcon or ST?
>>>>
>>>>Can run off the Alexandria automation system. Z-term, ClarisWorks and lots
>>>>more.
>>>
>>> So? How do these differ from the limitations that would be imposed by a
>>> $200 386 system? What graphical browser(s) will run on it? How does this
>>> benefit the school beyond the AppleII's that are likely already in place?
>>
>>I am not concerned with the 386 issue, it's irelavant! The relevant issue is
> I asked for a comparison. Considering your unwillingness (or perhaps
> lack of ability) to provide it I will, of course, presume that the comparison
> would be unfavorable.

Ask someone else for a comparison. You are off the topic...It's the ST not the
386 unless your are conceding.

>
>>the use of the ST. The majority of the installed base of LC's in use is at the
>>k-12 level. The LC can use NCSA telnet, microphone and much of the browser
>>apps. However, won't be a speed demon. With inexpensive Apple II card
> Which browser apps & can it use more than just LYNX. Also, with a terminal
> program and an ISP, telnet is pretty much irrelevant.
> Also, why emulate that which is already, presumably, present. Also, you neglected
> to include the cost of monitors

The current browsers. Cost of used/refurbished monitors from $100.
.
>
>>installed in the LC can run useful Apple II software.
>>
>>>
>>> What do the students get out of all this besides not having to use a typewriter?
>>>
>>>>
>>>>>
>>>>> [deletia]
>>>>>>Nobody is asking you to do so. The original question was if its a good idea to
>>>>>>buy used obsolete ST's for schools. My criteria in evaluating is the same with
>>>>>
>>>>> This had little or nothing to do with the original example and had nothing
>>>>> to do with your major counter-example.
>>>>
>>>>Eh?
>>>
>>> There was zero cost (at least in terms of money) involved in aquistion or
>>> retension of Atari hardware. This was the case in the original referenced
>>> article and your 'I am an MLS student' sub-thread.
>>
>>There will always be a cost involved in aquiring ST software such as near zero
>>k-12 apps. With cheap LC's, a computer lab and media center can be stocked
>>with inexpensive hardware along with the wealth of apps..
>
> So. Name a few essentials, or at least standards.
> Also, how does the machine's age effect it's viability for new titles?
> Is it stuck in time (much the same way a 386 or appleII would be).
>
> Also, software usually isn't free unless it's pirated... (even if it is apple)
>

You will have the same issues involved with the ST..

>
>>
>>>
>>> [deletia-all grammar lamers must dye]
>>>>>>
>>>>>>I see the widening of the gap bewtween a technology driven higher ed and public
>>>>>>k-12 schools that are way behind..
>>>>>
>>>>> So? What are the schools unable to do?
>>>>
>>>>Preparing students for the real world. Not being ready for college..
>>>
>>> This is only rhetoric.
>>> How does knowledge of ClarisWorks and Z-Term enhance your preparedness
>>> for the 'real world'? Why could not the same be had with older (presumably
>>> existent) 'Turing Machine' computers?

>>
>>Higher order learning skills through interaction from the new apps being
>>available.
>
> More gibberish. You might try to actually dredge up at least one example
> currently relevant in education.

Look what we have here, a cheap scape taxpayer who knows best->

>
>>
>>>
>>> The entire curriculum need not be entwined with the computer room for
>>> students (at any level) to be sufficiently introduced to them. Going out of
>>> one's way to apply a tool does not necessarily enhance it's effectiveness.
>>>
>>>>>
>>>>> In most cases, those 'technology drivers' are peripheral at best.
>>>>
>>>>?
>>> The 'gadgets' could be ripped away without affecting the curriculum
>>> or quality thereof.
>>>
>>
>>I don't consider aquiring computer technology as the gadget thing.. Planning
>>for instituting the gadget in to the curriculum is important. And is a reason
>>why computer technology in many schools is a waste.
>>
>>> In many instances it is the teachers that need the most upgrading
>>> (not the computers). That is where the most potential gain wrt
>>> to 'investment' is.
>>
>>Of, course, teachers have to come aboard 100 percent. Just because of your
>
> They have to become competent in the things that they are attempting to
> teach now before they try new things.

The schools I have visited, the staff are competent.

>
>>expereince of seeing computers not being utilized as it should does not mean is
>>the norm nation wide.
>
> This has been a common complaint nationwide for quite some time (at least
> 15 years) with all sorts of blue ribbon panels and commisions being thrown
> at the issue with no real result.

What do you mean "with not real result"? Pannels or schools?

>
>>>
>>> If one is not servicing a specific need, 'new' computers are just a

>>> waste of money. It is one of those 'feel good' 'do-nothing' type 'solutions'
>>> where one just throws money at a problem without any real mental
>>> engagement or time expecting the problem or (the resposibility for that
>>> problem) to suddenly evaporate.
>>
>>Maybe from your little observations, but in the districts I have been to, it's
>>the oposite. Generalizations will not get anywhere and ends of condemming all.
>
> I suspect you are rather selective about what you deal with, much like catholic
> school nuns. The swill is out there and not hard to miss at all. Just bother to look.
> Much of the country still needs to learn to crawl and you think they'll manage
> to run... (assuming any new hardware is put to effective use anyways)
>

I am not selective at all. I recal back in the old days when the Atari 8 bits,
C-64 and the Apple II were the norm. The gagets were a must have but were not
being utilized for the intended purpose. And that is true today.

>>
>>>
>>> You make a poor argument, especially considering that there are MUCH
>>> better ones to be made (and have).
>>
>>I don't think so..I have credibility and you don't..
>
> In this group you have less than nothing. I don't really care about your bragging
> or your bravado or your empy rhetoric.
>
> As far as better arguments go, just flip through a newstand. You'll find them
> quite easily [better arguments] (NetGuide and such). No need take my word
> for it...

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4721. Re: ANY computer is a bad 'investment'

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May22.235449.54827@cobra.uni.edu>
Source record: 9328

In article <pfOMqqV.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>
>>I am not concerned with the 386 issue, it's irelavant! The relevant issue is
>
> Irrelevant. . . because your case crumbles when viewed from that angle.
> ---

I see running away from the ST and bringing in the 386. The 386 is a generic
term. Not all 386's have the same features and configurations. For me to
comment on a 386 issue is not relavent..

>
>>k-12 level. The LC can use NCSA telnet, microphone and much of the browser
>>apps. However, won't be a speed demon. With inexpensive Apple II card
>>installed in the LC can run useful Apple II software.
>
> And a 1040ST can run PC, Atari 8-bit, and CP/M for free with public domain
> utilities. Your point?

Your point?
> ---
>
>>There will always be a cost involved in aquiring ST software such as near zero
>>k-12 apps. With cheap LC's, a computer lab and media center can be stocked
>
> What, pray tell, _are_ "k-12 apps"? Educational games, like Bentley Bear
> or kidPRGS? Or is this another rhetorical gesture?

I thought you knew? Pick up a catalog Einstein..

> ---
>
>>Higher order learning skills through interaction from the new apps being
>>available.
>
> Oh, boy, you've pulled out the old "higher level thinking skills" pot.
> Higher level thinking skills, besides being a piece of rhetoric used to
> justify institutional opression of many of our children, is the ability to
> think and reason, and solve problems. Computer brands have _NO_ effect
> on this skill. These skills are aquired through the solving of problems,
> and involve resourcefulness and freedom, rather than mandatory, mandated
> "tools" like Mac LC's.
> ---

What is this institutional oppression? Oh, boy a bottom line taxpayer who has to set the ed. professionals in their place. A tax payer who thinks he knows best despite the lack or no credetionals.. A tax payer who would vote to have the city issue $300 million in bonds to finance a football stadium to bribe for the prestige.

Oh, please...YOU HAVE NO CREDENTIALS!
>
>>I don't consider aquiring computer technology as the gadget thing.. Planning
>
> Why not? Show that the utility gained exceeds the net cost, and that similar
> utility wouldn't be available via the cheapest option. If you cannot,
> (as is the case), then the word "investment" to describe the purchase is
> a misnomer.
> ---

Oh, please YOU have no credentials or know what is needed..

>
>>Of, course, teachers have to come aboard 100 percent. Just because of your
>>expereince of seeing computers not being utilized as it should does not mean is
>>the norm nation wide.
>
> Reread that and tell me what's wrong with this picture
> . . . (substitute the word "computers" with "Atari STs"). .

Yea right..Its cheapscapes like you that schools suck in may areas.
Schools can't be run like business..

> ---
> BR Miller
> Boston, MA

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4722. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-23 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <832920224_OASIS_@pcc-uky.campus.mci.net>
Source record: 9329

In article <1996May20.230459.54777@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>The wealth of the software base is relative, plus you can instal an Apple II
>card to run many of the useful apps.
>
>In what way would the overal operating costs be higher? The LC does not need
>premium electricity to run-->.

Sure, the software base is relative...thats why the ST is viable! Install
more hardware? Hmm...

The ST line is the -cheapest- to operate and maintain, period. I don't
remember saying anything about what kind of electricity it needs to run.
Of course, maybe "premium" electricity would add a little zip to that old
Macs performance...<grin>

--

```
_/_/_/
```

4723. Re: ANY computer is a bad 'investment'

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-23 00:00:00 UTC
From: JEDI
Message-ID: <4o1nnm$cr8@doc.zippo.com>
Source record: 9330

In article , sinclap2954@cobra.uni.edu says...
>
>In article <pfOMqqV.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
>> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>>
>>>I am not concerned with the 386 issue, it's irelavant! The relevant issue is
>>
>> Irrelevant. . . because your case crumbles when viewed from that angle.
>> ---
>
>I see running away from the ST and bringing in the 386. The 386 is a generic

Lesse... more software... easier to get... sometimes cheaper...
Since your whole little point was that your could get a complete and better
supported machine for less [than an ST], used 386's are as much relevant to
your point as any '030 machine.

Although, it was primarily brought up for the 'orphaned by age' point but that got
lost on you...

>term. Not all 386's have the same features and configurations. For me to

Complete 386's (16Mhz,4m/80M) can also be had for under $200 dollars. One
also needn't search as hard to find them.

>comment on a 386 issue is not relavent..
[deletia]
>>
>>>There will always be a cost involved in aquiring ST software such as near zero
>>>k-12 apps. With cheap LC's, a computer lab and media center can be stocked
>>
>> What, pray tell, _are_ "k-12 apps"? Educational games, like Bentley Bear
>> or kidPRGS? Or is this another rhetorical gesture?
>
>I thought you knew? Pick up a catalog Einstein..

...an easy way to avoid admitting ignorance of the subject...
Also, just because it is in some catalog does not necessarily indicate that any
real teacher would find it useful.

>
>> ---
>>
>>>Higher order learning skills through interaction from the new apps being
>>>available.

>>
>> Oh, boy, you've pulled out the old "higher level thinking skills" pot.
>> Higher level thinking skills, besides being a piece of rhetoric used to
>> justify institutional opression of many of our children, is the ability to
>> think and reason, and solve problems. Computer brands have _NO_ effect
>> on this skill. These skills are aquired through the solving of problems,
>> and involve resourcefulness and freedom, rather than mandatory, mandated
>> "tools" like Mac LC's.
>> ---
>
>What is this institutional oppression? Oh, boy a bottom line taxpayer who has
>to set the ed. professionals in their place. A tax payer who thinks he knows
>best despite the lack or no credetionals.. A tax payer who would vote to have

Joe-sixpack is likely to have training in something besides attempting to
impart information that he himself has never mastered.

>the city issue $300 million in bonds to finance a football stadium to bribe for
>the prestige.
STraNGe state you live in...

>
>Oh, please...YOU HAVE NO CREDENTIALS!

If TEACHERS can't state their desired goals in plain english in a manner in which
ALL of their client parents can understand, then their 'credentials' don't really
mean much.

>>
>>>I don't consider aquiring computer technology as the gadget thing.. Planning
>>
>> Why not? Show that the utility gained exceeds the net cost, and that similar
^^^^^^^^
>> utility wouldn't be available via the cheapest option. If you cannot,
>> (as is the case), then the word "investment" to describe the purchase is
>> a misnomer.
>> ---
>
>Oh, please YOU have no credentials or know what is needed..

He never claimed to. All he posted was for you to put up or shut up.

4724. Re: ANY computer is a bad 'investment'

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-23 00:00:00 UTC
From: JEDI
Message-ID: <4o1oum$e1d@doc.zippo.com>
Source record: 9331

In article , sinclap2954@cobra.uni.edu says...
>
>In article <4nsnjd$hcp@doc.zippo.com>, JEDI writes:
>> In article , sinclap2954@cobra.uni.edu says...
>>>
>>>In article <4nqiip$l7i@doc.zippo.com>, JEDI writes:
>>>> In article , sinclap2954@cobra.uni.edu says...
>>>>>
>>>>>In article <4nib7g$ouj@doc.zippo.com>, JEDI writes:
>>>>>> In article , sinclap2954@cobra.uni.edu says...
>>>>>>>
>>>>>>>In article <832210682_OASIS_@pcc-uky.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
>>>>>>>> In article <1996May14.223627.54679@cobra.uni.edu>
>>>>>> [deletia]
>>>>>>>Performa 405(aka LCII)
>>>>>>>16 mhz 030
>>>>>>>4 mb ram
>>>>>>>80 mb HD
>>>>>>
>>>>>> So? What will actually run on this setup, or is contemporary software availablity
>>>>>> much like the Falcon or ST?
>>>>>
>>>>>Can run off the Alexandria automation system. Z-term, ClarisWorks and lots
>>>>>more.
>>>>
>>>> So? How do these differ from the limitations that would be imposed by a
>>>> $200 386 system? What graphical browser(s) will run on it? How does this
>>>> benefit the school beyond the AppleII's that are likely already in place?
>>>
>>>I am not concerned with the 386 issue, it's irelavant! The relevant issue is
>> I asked for a comparison. Considering your unwillingness (or perhaps
>> lack of ability) to provide it I will, of course, presume that the comparison
>> would be unfavorable.
>
>Ask someone else for a comparison. You are off the topic...It's the ST not the
>386 unless your are conceding.

It's not off topic at all. The LC may be as much of an orphan as a 386. It's
bus is passe, it is passe. No more software is being written for it. That which
may trickle down is being written for PowerPC's & 040's if you're lucky.
It is orphaned by age as everyone else has moved on. Whereas what little
that comes out for the Atari will very likely run on an ST.

Both 030 & 386 are stuck in the past. They are to even a slightly more degree
than ST's.

Although, a 386 at least has bargain bins going for it these days...

>>>the use of the ST. The majority of the installed base of LC's in use is at the
>>>k-12 level. The LC can use NCSA telnet, microphone and much of the browser
>>>apps. However, won't be a speed demon. With inexpensive Apple II card
>> Which browser apps & can it use more than just LYNX. Also, with a terminal
>> program and an ISP, telnet is pretty much irrelevant.
>> Also, why emulate that which is already, presumably, present. Also, you neglected
>> to include the cost of monitors
>
>The current browsers. Cost of used/refurbished monitors from $100.

So? Netscape & Mosaic will run on this machine? Has anyone ever managed to
do this and stay awake or are you just blowing hot air...

[deletia]
>>>with inexpensive hardware along with the wealth of apps..
>>
>> So. Name a few essentials, or at least standards.
>> Also, how does the machine's age effect it's viability for new titles?
>> Is it stuck in time (much the same way a 386 or appleII would be).
>>
>> Also, software usually isn't free unless it's pirated... (even if it is apple)
>>
>
>You will have the same issues involved with the ST..

However, it's a fair bet to assume that Mac developers have all moved on...

[deletia]
>>>> This is only rhetoric.
>>>> How does knowledge of ClarisWorks and Z-Term enhance your preparedness
>>>> for the 'real world'? Why could not the same be had with older (presumably
>>>> existent) 'Turing Machine' computers?
>>>
>>>Higher order learning skills through interaction from the new apps being
>>>available.
>>
>> More gibberish. You might try to actually dredge up at least one example
>> currently relevant in education.
>
>Look what we have here, a cheap scape taxpayer who knows best->

Well, if you can't even give me one good concrete non-rhetorical reason
for getting new machines, then I should not take your claims seriously.

You simply have not attempted (much less actually managed) to prove a point.

[deletia]

>> They have to become competent in the things that they are attempting to
>> teach now before they try new things.
>
>The schools I have visited, the staff are competent.

Get out more.

>
>>
>>>expereince of seeing computers not being utilized as it should does not mean is
>>>the norm nation wide.
>>
>> This has been a common complaint nationwide for quite some time (at least
>> 15 years) with all sorts of blue ribbon panels and commisions being thrown
>> at the issue with no real result.
>
>What do you mean "with not real result"? Pannels or schools?

Quantitatively: how have American schools improved in the last 15 years?

[masterpiece of a non-sequitor deleted]
[deletia]

4725. Atari Web Site: More Atari Items for Sale: Bravo's Atari Store!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-24 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4o5vgm$cf6@kelly.teleport.com>
Source record: 9332
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My Web Address is below. On-Line Catalogs that you can View and Contact me via my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST. E-Mail: bensmith@teleport.com

BSC has just acquired, tested and added more stock to catalogs, available now on WWW. And soon to be available on the new FTP site. As soon as it's ready. So feel free!

http://www.teleport.com/~bensmith/bscomputers.shtml
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3 PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

4726. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-24 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May24.233233.54851@cobra.uni.edu>
Source record: 9333

In article <832920224_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
> In article <1996May20.230459.54777@cobra.uni.edu>
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>
>>The wealth of the software base is relative, plus you can instal an Apple II
>>card to run many of the useful apps.
>>
>>In what way would the overal operating costs be higher? The LC does not need
>>premium electricity to run-->.
>
>
> Sure, the software base is relative...thats why the ST is viable! Install
> more hardware? Hmm...
>
> The ST line is the -cheapest- to operate and maintain, period. I don't
> remember saying anything about what kind of electricity it needs to run.
> Of course, maybe "premium" electricity would add a little zip to that old
> Macs performance...<grin>

In what way is it the cheapest to operate? No electricity needed? Where does one acquire this wealth of apps?

>
> __
>
> _/_/_/_

| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4727. Re: ANY computer is a bad 'investment'

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-24 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May24.234246.54852@cobra.uni.edu>
Source record: 9334

In article <4o1nnm$cr8@doc.zippo.com>, JEDI writes:
> In article , sinclap2954@cobra.uni.edu says...
>>
>>In article <pfOMqqV.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
>>> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>>>
>>>>I am not concerned with the 386 issue, it's irelavant! The relevant issue is
>>>
>>> Irrelevant. . . because your case crumbles when viewed from that angle.
>>> ---
>>
>>I see running away from the ST and bringing in the 386. The 386 is a generic
>
> Lesse... more software... easier to get... sometimes cheaper...
> Since your whole little point was that your could get a complete and better
> supported machine for less [than an ST], used 386's are as much relevant to
> your point as any '030 machine.
>
> Although, it was primarily brought up for the 'orphaned by age' point but that got
> lost on you...
>
>>term. Not all 386's have the same features and configurations. For me to
>
> Complete 386's (16Mhz,4m/80M) can also be had for under $200 dollars. One
> also needn't search as hard to find them.
>
>>comment on a 386 issue is not relavent..

Getting off the issue of the ST, I see. So the ST can't hold its own and you
concede by drawing in the 386. Do all 386's come with 256 color graphic
boards?

> [deletia]
>>>
>>>>There will always be a cost involved in aquiring ST software such as near zero
>>>>k-12 apps. With cheap LC's, a computer lab and media center can be stocked
>>>
>>> What, pray tell, _are_ "k-12 apps"? Educational games, like Bentley Bear
>>> or kidPRGS? Or is this another rhetorical gesture?
>>
>>I thought you knew? Pick up a catalog Einstein..
>
> ...an easy way to avoid admitting ignorance of the subject...
> Also, just because it is in some catalog does not necessarily indicate that any

> real teacher would find it useful.
>

Sounds like sour grapes to me. Educational Resources is the premiere catalog
for the K-12 market. You know, the bible. I have not seen one ST title
listed.

>>
>>> ---
>>>
>>>>Higher order learning skills through interaction from the new apps being
>>>>available.
>>>
>>> Oh, boy, you've pulled out the old "higher level thinking skills" pot.
>>> Higher level thinking skills, besides being a piece of rhetoric used to
>>> justify institutional opression of many of our children, is the ability to
>>> think and reason, and solve problems. Computer brands have _NO_ effect
>>> on this skill. These skills are aquired through the solving of problems,
>>> and involve resourcefulness and freedom, rather than mandatory, mandated
>>> "tools" like Mac LC's.
>>> ---
>>
>>What is this institutional oppression? Oh, boy a bottom line taxpayer who has
>>to set the ed. professionals in their place. A tax payer who thinks he knows
>>best despite the lack or no credetionals.. A tax payer who would vote to have
>
> Joe-sixpack is likely to have training in something besides attempting to
> impart information that he himself has never mastered.

Joe-sixpack needs to get his/her head out of their asses. Its a new world now
and 1950's curiculum/learning will not cut it in this age..

>
>>the city issue $300 million in bonds to finance a football stadium to bribe for
>>the prestige.
> STraNGe state you live in...

Iowa?

>
>>
>>Oh, please...YOU HAVE NO CREDENTIALS!
>
> If TEACHERS can't state their desired goals in plain english in a manner in which
> ALL of their client parents can understand, then their 'credentials' don't really
> mean much.

If the public could understand english to its full meaning and instead of
responding to their emotions, would be a new ball game.

>
>>>
>>>>I don't consider aquiring computer technology as the gadget thing.. Planning

>>>
>>> Why not? Show that the utility gained exceeds the net cost, and that similar
> ^^^^^^^^
>>> utility wouldn't be available via the cheapest option. If you cannot,
>>> (as is the case), then the word "investment" to describe the purchase is
>>> a misnomer.

So what criteria is used? The Joe six-pack approach?

>>> ---
>>
>>Oh, please YOU have no credentials or know what is needed..
>
> He never claimed to. All he posted was for you to put up or shut up.

He must not understand..

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4728. Re: ANY computer is a bad 'investment'

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-24 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May24.235542.54853@cobra.uni.edu>
Source record: 9335

In article <4o1oum$e1d@doc.zippo.com>, JEDI writes:
> In article , sinclap2954@cobra.uni.edu says...

>>In article <4nsnjd$hcp@doc.zippo.com>, JEDI writes:
>>> In article , sinclap2954@cobra.uni.edu says...
>>>>
>>>>>> So? What will actually run on this setup, or is contemporary software availablity
>>>>>> much like the Falcon or ST?
>>>>>>
>>>>>>Can run off the Alexandria automation system. Z-term, ClarisWorks and lots
>>>>>>more.
>>>>>
>>>>> So? How do these differ from the limitations that would be imposed by a
>>>>> $200 386 system? What graphical browser(s) will run on it? How does this
>>>>> benefit the school beyond the AppleII's that are likely already in place?
>>>>
>>>>I am not concerned with the 386 issue, it's irelavant! The relevant issue is
>>> I asked for a comparison. Considering your unwillingness (or perhaps
>>> lack of ability) to provide it I will, of course, presume that the comparison
>>> would be unfavorable.
>>
>>Ask someone else for a comparison. You are off the topic...It's the ST not the
>>386 unless your are conceding.
>
> It's not off topic at all. The LC may be as much of an orphan as a 386. It's
> bus is passe, it is passe. No more software is being written for it. That which
> may trickle down is being written for PowerPC's & 040's if you're lucky.
> It is orphaned by age as everyone else has moved on. Whereas what little
> that comes out for the Atari will very likely run on an ST.

The LC will serve as a secondary tool. Netscape runs on the LC, except for a
speed hit. Many of the LC's contain 040's as well. You're last sentence does not
make sense. There are more titles for the LC than there will ever be for the
ST.. What is that little that comes out for the ST? State the titles?

>
> Both 030 & 386 are stuck in the past. They are to even a slightly more degree
> than ST's.
>
> Although, a 386 at least has bargain bins going for it these days...
>
>
>>>>the use of the ST. The majority of the installed base of LC's in use is at the
>>>>k-12 level. The LC can use NCSA telnet, microphone and much of the browser
>>>>apps. However, won't be a speed demon. With inexpensive Apple II card

>>> Which browser apps & can it use more than just LYNX. Also, with a terminal
>>> program and an ISP, telnet is pretty much irrelevant.
>>> Also, why emulate that which is already, presumably, present. Also, you neglected
>>> to include the cost of monitors
>>
>>The current browsers. Cost of used/refurbished monitors from $100.
>
> So? Netscape & Mosaic will run on this machine? Has anyone ever managed to
> do this and stay awake or are you just blowing hot air...

Netscape will run on the LC. Can Netscape, Mosaic and MS Explorer run on the
ST at acceptable speed?

>
>
> [deletia]
>>>>with inexpensive hardware along with the wealth of apps..
>>>
>>> So. Name a few essentials, or at least standards.
>>> Also, how does the machine's age effect it's viability for new titles?
>>> Is it stuck in time (much the same way a 386 or appleII would be).
>>>
>>> Also, software usually isn't free unless it's pirated... (even if it is apple)
>>>
>>
>>You will have the same issues involved with the ST..
>
> However, it's a fair bet to assume that Mac developers have all moved on...
>
> [deletia]
>>>>> This is only rhetoric.
>>>>> How does knowledge of ClarisWorks and Z-Term enhance your preparedness
>>>>> for the 'real world'? Why could not the same be had with older (presumably
>>>>> existent) 'Turing Machine' computers?
>>>>
>>>>Higher order learning skills through interaction from the new apps being
>>>>available.
>>>
>>> More gibberish. You might try to actually dredge up at least one example
>>> currently relevant in education.
>>
>>Look what we have here, a cheap scape taxpayer who knows best->
>
> Well, if you can't even give me one good concrete non-rhetorical reason
> for getting new machines, then I should not take your claims seriously.
>
> You simply have not attempted (much less actually managed) to prove a point.
>

What do I have to prove? Wake up and look around... You can figure it out..

> [deletia]
>
>>> They have to become competent in the things that they are attempting to
>>> teach now before they try new things.
>>
>>The schools I have visited, the staff are competent.
>
> Get out more.
>
>
>>
>>>
>>>>expereince of seeing computers not being utilized as it should does not mean is
>>>>the norm nation wide.
>>>
>>> This has been a common complaint nationwide for quite some time (at least
>>> 15 years) with all sorts of blue ribbon panels and commisions being thrown
>>> at the issue with no real result.
>>
>>What do you mean "with not real result"? Pannels or schools?
>
> Quantitatively: how have American schools improved in the last 15 years?
>
> [masterpiece of a non-sequitor deleted]
> [deletia]

Please state again, the formatting is awfull...

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4729. Atari Stock

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-26 00:00:00 UTC
From: pmulvey@newshost.li.net
Message-ID: <4o9cai$lbt@linet06.li.net>
Source record: 9336

One of the reasons that Atari Stock has increased so much since Jan is
that a few months back (March I think) they invested 25-50 million dollars
in a merger with a Disk Drive company (JTS?) Atari chairman Jack Tramiel
is now on the Board of the new merged company and for now the two companies
will operate under the (JTS?) name. Technically as an individual entitiy
Atari no longer exists, but the new merged company can produce products
using the Atari name and logo....

Hope this helps....

4730. Re: Atari Stock

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-26 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May26.104127.54864@cobra.uni.edu>
Source record: 9337

In article <4o9cai$lbt@linet06.li.net>, pmulvey@newshost.li.net (Patrick Mulvey) writes:
> One of the reasons that Atari Stock has increased so much since Jan is
> that a few months back (March I think) they invested 25-50 million dollars
> in a merger with a Disk Drive company (JTS?) Atari chairman Jack Tramiel
> is now on the Board of the new merged company and for now the two companies
> will operate under the (JTS?) name. Technically as an individual entitiy
> Atari no longer exists, but the new merged company can produce products
> using the Atari name and logo....
>
> Hope this helps....

The reason that the stock went up is when Atari announced that they are getting
out of the video console market.

Read their 10K report to SEC.
>

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4731. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-26 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <833175660_OASIS_@pcc-uky.campus.mci.net>
Source record: 9338

In article <1996May24.233233.54851@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In what way is it the cheapest to operate? No electricity needed? Where does
>one acquire this wealth of apps?

It is the cheapest to operate because:

1) Software is available at bargain-basement prices (many times free)
especially when held up to comparable software on alternative systems.
2) Atari hardware is notoriously reliable...
3) You don't have to spend $$$ everytime a new standard is enacted just
to upgrade...(especially in the PC world)

Please read my postings again, but carefully...at no time did I say that
Atari machines did not need electricity... :)

Why, Mr. Sinclair, you are accessing the very medium that allows Atari
owners (as well as other platforms owners) to acquire nearly unlimited
apps...I'm referring to the Internet, of course! :)

--

```
_/_/_/
```

4732. Re: ANY computer is a bad 'investment'

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-26 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <ZpBuinE.brimiller@delphi.com>
Source record: 9339

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>> Irrelevant. . . because your case crumbles when viewed from that angle.
>> ---
>
>I see running away from the ST and bringing in the 386. The 386 is a generic
>term. Not all 386's have the same features and configurations. For me to
>comment on a 386 issue is not relavent..

Hmmm... that's a "runaway" that would cost tens of thousands of dollars,
yet not provide a single or consolidated group of improvements worth the
expenditure.

>>>apps. However, won't be a speed demon. With inexpensive Apple II card
>>>installed in the LC can run useful Apple II software.
>>
>> And a 1040ST can run PC, Atari 8-bit, and CP/M for free with public domain
>> utilities. Your point?
>
>Your point?
>> ---

Exactly. You had no point. So the Mac LC can run obsolete Apple II software.
The 1040ST can run obsolete PC, 8-bit and CP/M software. If you're using
this as a point to say that the Mac is somehow "better supported," you're
simply incorrect.

>> What, pray tell, _are_ "k-12 apps"? Educational games, like Bentley Bear
>> or kidPRGS? Or is this another rhetorical gesture?
>
>I thought you knew? Pick up a catalog Einstein..

Again, what is a "K-12 app"? You've not defined this. Until you do, you're
statement is meaningless. It's like me saying that the Mac has no "Mega Super
Cool" apps. Just what is a "Mega Super Cool" app?

>> on this skill. These skills are aquired through the solving of problems,
>> and involve resourcefulness and freedom, rather than mandatory, mandated
>> "tools" like Mac LC's.
>> ---
>
>What is this institutional oppression? Oh, boy a bottom line taxpayer who has
>to set the ed. professionals in their place. A tax payer who thinks he knows

>best despite the lack or no credetionals.. A tax payer who would vote to have
>the city issue $300 million in bonds to finance a football stadium to bribe for
>the prestige.

I suffered greatly through primary school since I attempted to think and
reason in ways that contradicted the teachers' point of view. The fact of
the matter is, no expenditure of money for computer equipment generates or
furthers "higher level thinking skills." Computer equipment's main utility
is as a supplement - one that helps students learn. You have yet to show how
an expenditure of tens of thousands of dollars and hundreds of hours of time
justifies this.

As for "knowing it all," I have been through the school system. I'll soon
have kids who will be going into it. If the justification for spending massive
sums of money on equipment is that it "stimulates higher thinking skills,"
I'll chuckle. Try coming out into the real world, with fifty-hour work
weeks, and see how far this reasoning will take you.

As for my political views, again, you're way off base. I would not vote to
have "taxpayer money" spent on any frivolous venture. I'll tell you what.
Why not let me keep my educational taxes and educate my kids in the manner
that I see fit, and you send yours to public schools that spend massive sums
of money on things likeyou described. Then, let's send them out into the
real world. I'm pretty darn sure my kids will have the edge.

>> Why not? Show that the utility gained exceeds the net cost, and that similar
>> utility wouldn't be available via the cheapest option. If you cannot,
>> (as is the case), then the word "investment" to describe the purchase is
>> a misnomer.
>> ---
>

>Oh, please YOU have no credentials or know what is needed..

What are your "credentials"? I have worked in the computer consulting,
accounting, and computerized automation business for years. When someone
says "investment," they mean an expenditure that will return more than their
initial cost (and more than an expenditure elsewhere would return). You have
yet to prove that.

Besides, the "credentials" you seem to be throwing around is education in
a podunk state university. Again, spend some time in the real world.

>> Reread that and tell me what's wrong with this picture
>> . . . (substitute the word "computers" with "Atari STs"). .
>
>
>Yea right..Its cheapscapes like you that schools suck in may areas.
>Schools can't be run like business..

I have no problem spending as much money as is needed on my kids' education. In fact, I will probably spend more on them than you shall. Where I object is in spending that has _NO PROVEN INTRINSIC VALUE_. If opposing spending of tens of thousands of dollars on something that has no proven additional benefit that can match the expenditure makes me a "cheapskate," so be it. It's easy to be a free spender with other peoples' money. But run up that balance on a credit card for "investments in yourself" like hairstyles, expensive clothes, and other things you cannot afford, and you'll get no sympathy from anyone. The only difference is in the amount of money and whose money it is. . . the logic is exactly the same.

BR Miller
Boston, MA

4733. Re: Why has Atari stock increased so much?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-26 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <RpBPyBG.brimiller@delphi.com>
Source record: 9340

Donald Fields <fields@pop.unb.ca> writes:

>> It appears that an investment in Atari on Jan 1 of this year
>> would have been a better investment than IBM or Netscape or HP or
>> Yahoo or Microsoft or Adobe or any of those companies that are
>> always in the news. I never hear anything about Atari.
>> Do they actually have any products? Well, something seems to be
>> going on as the stock has tripled in price over the last few months?
>>
>> Is there something we should know?

The reason is simple. Atari recently merged with Jugi Tandon Systems, a new maker of hard drives resurrected from Kalok Corp. The stock isn't "Atari" stock anymore, it is now JTS stock. The shares now reflect the value of Atari Corp. (snickers kept quiet) and JTS. Thus the entity now reflected by the ticker symbol ATC is far bigger, far different, and has a far better future than the Atari Corp. of a few months ago.

I predict that the Atari name will soon be irrelevant. Tramiels are out of the management game, for the most part, Jag stock is being liquidated, and JTS is looking to sell the name and rights to the technology. Any "Atari" that exists in the future will be a new company with the old technology and perhaps patents.

BR Miller
Boston, MA

4734. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May27.110116.54885@cobra.uni.edu>
Source record: 9341

In article <833175660_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
>
> In article <1996May24.233233.54851@cobra.uni.edu>
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>
>>In what way is it the cheapest to operate? No electricity needed? Where does
>>one acquire this wealth of apps?
>
> It is the cheapest to operate because:
>
> 1) Software is available at bargain-basement prices (many times free)
> especially when held up to comparable software on alternative systems.

What is this bargain basement apps? How much? The Corel Corporation has a whole suite of education apps at $19.95

> 2) Atari hardware is notoriously reliable...

You're opinion. I can say that the LC notoriously reliable.

> 3) You don't have to spend $$$ everytime a new standard is enacted just
> to upgrade...(especially in the PC world)

Why would I have to if the existing ones work well. Ever hear of progress. I guess the ST platform is safe since innovation and development have all but stop.
>
> Please read my postings again, but carefully...at no time did I say that
> Atari machines did not need electricity... :)
>

He he he. Still generalizing.

> Why, Mr. Sinclair, you are accessing the very medium that allows Atari
> owners (as well as other platforms owners) to acquire nearly unlimited
> apps...I'm referring to the Internet, of course! :)

What could that be? Can the lowly ST use Netscape just like the lowly LC?

>
> __
>
> _/_/_/_

```
> _/ You and we were first to conquer, | Dark><Chyld _/
> _/ You and we shall be the last! | \/ _/
> _/ | _/
> _/ - from "Song of the Dragon Masters" - | The Fuji Lives! _/
> _/ | _/
> _/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~_/
> _/ _/
> _/ --> WinDoze '95: OS of the 90's--or Survival of the Fattest? <-- _/
> _/ _/
> _/_/_/_
```

4735. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-27 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <5xIMqXN.brimiller@delphi.com>
Source record: 9342

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>What is this bargain basement apps? How much? The Corel Corporation has a
>whole suite of education apps at $19.95

Again, what the heck is a "K-12 app"? Usually, it's fancy video games that
purport to teach students. Some do, some don't. Most aren't very useful
except as a substitute for teaching (and a waste of money).

Again, a K-12 "app" isn't an app, but a video game that doesn't rot the brain
quite as badly as the rest of them, but is a video game nonetheless. Mr.
Sinclair wants to pay for Macintoshes using a credit card billed to us so
kids can play video games in school. Unbelievable. Play games at home.
Learn about real world applications, like programming, office productivity,
communications, and the arts on computers. All these areas are served
adaquately by the TOS machine. There are even more than a few education
video games for the machines as well - many of them cheap or free.

BR Miller
Boston, MA

4736. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-27 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <833289446_OASIS_@pcc-uky.campus.mci.net>
Source record: 9343

In article <1996May27.110116.54885@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>What is this bargain basement apps? How much? The Corel Corporation has a
>whole suite of education apps at $19.95

Call CeeJays Software, or the Computer Dungeon and order their catalogs,
in said catalogs you will find first-class hardware, software, etc, at
simply incredible prices...Their listings are way too large to post in
this newsgroup....

>You're opinion. I can say that the LC notoriously reliable.

Its not just "my" opionion...Atari hardware is recognized the world over
by computer users with far more experience than myself as being very, very
reliable...my first Atari 520 ST that I bought in 1986 is still being used
by my best friend to this day--total repairs in all that time? One $59.00
power supply...

>Why would I have to if the existing ones work well. Ever hear of progress. I
>guess the ST platform is safe since innovation and development have all but
>stop.

New TOS clones with amazing power and features are being released -still-
but of course you've probably never heard of Computer DirecT...
Innovative software is also still being released (especially from the
Euro-crowd)

>He he he. Still generalizing.

No sir-I was just answering your charge that Atari computers did not need
electricity...that was what you implied that I said, although I did not
say any such thing in any message...

>What could that be? Can the lowly ST use Netscape just like the lowly LC?

Actually, no...but with innovative programs like Oasis and CAB who needs
a bloated piece of software that looks like it mated with a porcupine with
all the holes in its security! %^)

--

_/_/_/

```
_/ | _/
_/ - from "Song of the Dragon Masters" - | The Fuji Lives! _/
_/ | _/
_/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~_/
_/ _/
_/ --> WinDoze '95: OS of the 90's--or Survival of the Fattest? <-- _/
_/ _/
_/_/_/
```

4737. Re: ANY computer is a bad 'investment'

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-28 00:00:00 UTC
From: JEDI
Message-ID: <4oevje$m04@doc.zippo.com>
Source record: 9344

In article , sinclap2954@cobra.uni.edu says...
>
>In article <4o1nnm$cr8@doc.zippo.com>, JEDI writes:
>> In article , sinclap2954@cobra.uni.edu says...
>>>
>>>In article <pfOMqqV.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
>>>> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
[deletia]
>> Complete 386's (16Mhz,4m/80M) can also be had for under $200 dollars. One
>> also needn't search as hard to find them.
>>
>>>comment on a 386 issue is not relavent..
>
>
>Getting off the issue of the ST, I see. So the ST can't hold its own and you
>concede by drawing in the 386. Do all 386's come with 256 color graphic
>boards?

Since the comparison seems to make you uncomfortable I'll just have to
conclude that a 030 Mac has limitations similar to 386's. Since those were
already dispatched, your LC goes down as well.

>
>> [deletia]
>>>>
>>>>>There will always be a cost involved in aquiring ST software such as near zero
>>>>>k-12 apps. With cheap LC's, a computer lab and media center can be stocked
>>>>
>>>> What, pray tell, _are_ "k-12 apps"? Educational games, like Bentley Bear
>>>> or kidPRGS? Or is this another rhetorical gesture?
>>>
>>>I thought you knew? Pick up a catalog Einstein..
>>
>> ...an easy way to avoid admitting ignorance of the subject...
>> Also, just because it is in some catalog does not necessarily indicate that any
>> real teacher would find it useful.
>>
>
>Sounds like sour grapes to me. Educational Resources is the premiere catalog
>for the K-12 market. You know, the bible. I have not seen one ST title
>listed.

And you've not mentioned one Mac title from it either. Using your own standards
we can assume that there are none.

[deletia]
>> Joe-sixpack is likely to have training in something besides attempting to
>> impart information that he himself has never mastered.
>
>Joe-sixpack needs to get his/her head out of their asses. Its a new world now
> and 1950's curiculum/learning will not cut it in this age..

...and what core courses would you add?

You have not proposed any substantive changes in the curriculum as of
yet despite your desire to throw computers at it.

[deletia]
>>
>> If TEACHERS can't state their desired goals in plain english in a manner in which
>> ALL of their client parents can understand, then their 'credentials' don't really
>> mean much.
>
>If the public could understand english to its full meaning and instead of
>responding to their emotions, would be a new ball game.

The public shouldn't need to. The more adept should be able to communicate
effectively. If they cannot manage 'superior feats', then their 'superior aptitudes'
are meaningless. Language is a communications tool. It should be used as such.

>
>>
>>>>
>>>>>I don't consider aquiring computer technology as the gadget thing.. Planning
>>>>
>>>> Why not? Show that the utility gained exceeds the net cost, and that similar
>> ^^^^^^^^
>>>> utility wouldn't be available via the cheapest option. If you cannot,
>>>> (as is the case), then the word "investment" to describe the purchase is
>>>> a misnomer.
>
>So what criteria is used? The Joe six-pack approach?

Until the advocates of the expenditures come up with some sort of
objective approach, it may just have to do...

4738. Re: ANY computer is a bad 'investment'

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-28 00:00:00 UTC
From: JEDI
Message-ID: <4of075$mph@doc.zippo.com>
Source record: 9345

In article , sinclap2954@cobra.uni.edu says...
>
>In article <4o1oum$e1d@doc.zippo.com>, JEDI writes:
>> In article , sinclap2954@cobra.uni.edu says...
>
>>>In article <4nsnjd$hcp@doc.zippo.com>, JEDI writes:
>>>> In article , sinclap2954@cobra.uni.edu says...
[deletia]
>>
>> It's not off topic at all. The LC may be as much of an orphan as a 386. It's
>> bus is passe, it is passe. No more software is being written for it. That which
>> may trickle down is being written for PowerPC's & 040's if you're lucky.
>> It is orphaned by age as everyone else has moved on. Whereas what little
>> that comes out for the Atari will very likely run on an ST.
>
>The LC will serve as a secondary tool. Netscape runs on the LC, except for a
>speed hit. Many of the LC's contain 040's as well. You're last sentence does not

I doubt that you would tolerate the speed hit...

>make sense. There are more titles for the LC than there will ever be for the
>ST.. What is that little that comes out for the ST? State the titles?

CAB - a graphical browser designed to run on an austere machine.
This gives the ST an important edge already.

[deletia]
>> So? Netscape & Mosaic will run on this machine? Has anyone ever managed to
>> do this and stay awake or are you just blowing hot air...
>
>Netscape will run on the LC. Can Netscape, Mosaic and MS Explorer run on the

Netscape, an app that can bring down some Unixes, running comfortably
(if at all) on an 030 w/4Megs... I'd need more than just your word to beleive
such a
fable.

[deletia]
>>>>>> This is only rhetoric.
>>>>>> How does knowledge of ClarisWorks and Z-Term enhance your preparedness
>>>>>> for the 'real world'? Why could not the same be had with older (presumably
>>>>>> existent) 'Turing Machine' computers?
>>>>>
>>>>>Higher order learning skills through interaction from the new apps being
>>>>>available.
>>>>

>>>> More gibberish. You might try to actually dredge up at least one example
>>>> currently relevant in education.
>>>
>>>Look what we have here, a cheap scape taxpayer who knows best->
>>
>> Well, if you can't even give me one good concrete non-rhetorical reason
>> for getting new machines, then I should not take your claims seriously.
>>
>> You simply have not attempted (much less actually managed) to prove a point.
>>
>
>What do I have to prove? Wake up and look around... You can figure it out..

STill more rhetoric...

>> [deletia]
>>>>
>>>> This has been a common complaint nationwide for quite some time (at least
>>>> 15 years) with all sorts of blue ribbon panels and commisions being thrown
>>>> at the issue with no real result.
>>>
>>>What do you mean "with not real result"? Pannels or schools?
>>
>> Quantitatively: how have American schools improved in the last 15 years?

If you cannot understand this, it is little wonder that your ilk has no capacity
to communicate with anyone outside of ivory towers.

4739. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May28.212450.54918@cobra.uni.edu>
Source record: 9346

In article <833289446_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net
(Ronald J. Hall) writes:
>
> In article <1996May27.110116.54885@cobra.uni.edu>
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>
>>What is this bargain basement apps? How much? The Corel Corporation has a
>>whole suite of education apps at $19.95
>
> Call CeeJays Software, or the Computer Dungeon and order their catalogs,
> in said catalogs you will find first-class hardware, software, etc, at
> simply incredible prices...Their listings are way too large to post in
> this newsgroup....

Passe.

>
>>You're opinion. I can say that the LC notoriously reliable.
>
> Its not just "my" opionion...Atari hardware is recognized the world over
> by computer users with far more experience than myself as being very, very
> reliable...my first Atari 520 ST that I bought in 1986 is still being used
> by my best friend to this day--total repairs in all that time? One $59.00
> power supply...

Apple II's are still in use since the early 80's and are incredibily reliable.
Whats your point?

>
>>Why would I have to if the existing ones work well. Ever hear of progress. I
>>guess the ST platform is safe since innovation and development have all but
>>stop.
>
> New TOS clones with amazing power and features are being released -still-
> but of course you've probably never heard of Computer DirecT...
> Innovative software is also still being released (especially from the
> Euro-crowd)

I just saw the prices on these pups..Imagine $3000 for an 040 box in 1996.

>
>>He he he. Still generalizing.
>
> No sir-I was just answering your charge that Atari computers did not need
> electricity...that was what you implied that I said, although I did not
> say any such thing in any message...

>
>>What could that be? Can the lowly ST use Netscape just like the lowly LC?
>
> Actually, no...but with innovative programs like Oasis and CAB who needs
> a bloated piece of software that looks like it mated with a porcupine with
> all the holes in its security! %^)

Sounds like sour grapes. There is nothing on the ST side that can mact
Netscape.

>
> __
>
> _/_/_/_

4740. Re: ANY computer is a bad 'investment'

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May28.213352.54919@cobra.uni.edu>
Source record: 9347

In article <4oevje$m04@doc.zippo.com>, JEDI writes:
> In article , sinclap2954@cobra.uni.edu says...
>>
>>In article <4o1nnm$cr8@doc.zippo.com>, JEDI writes:
>>> In article , sinclap2954@cobra.uni.edu says...
>>>>
>>>>In article <pfOMqqV.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
>>>>> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
> [deletia]
>>> Complete 386's (16Mhz,4m/80M) can also be had for under $200 dollars. One
>>> also needn't search as hard to find them.
>>>
>>>>comment on a 386 issue is not relavent..
>>
>>
>>Getting off the issue of the ST, I see. So the ST can't hold its own and you
>>concede by drawing in the 386. Do all 386's come with 256 color graphic
>>boards?
>
> Since the comparison seems to make you uncomfortable I'll just have to
> conclude that a 030 Mac has limitations similar to 386's. Since those were
> already dispatched, your LC goes down as well.

What is the point? Of Course the LC has limitations since the design is six
years old.

>
>>
>>> [deletia]
>>>>>
>>>>>There will always be a cost involved in aquiring ST software such as near zero
>>>>>k-12 apps. With cheap LC's, a computer lab and media center can be stocked
>>>>>
>>>>> What, pray tell, _are_ "k-12 apps"? Educational games, like Bentley Bear
>>>>> or kidPRGS? Or is this another rhetorical gesture?
>>>>
>>>>I thought you knew? Pick up a catalog Einstein..
>>>
>>> ...an easy way to avoid admitting ignorance of the subject...
>>> Also, just because it is in some catalog does not necessarily indicate that any
>>> real teacher would find it useful.

Educational Resources is the premiere K-12 mailorder catalog firm. I got one
with out asking.

Teachers will most likely read reviews Einstein, before deciding..

>>>
>>
>>Sounds like sour grapes to me. Educational Resources is the premiere catalog
>>for the K-12 market. You know, the bible. I have not seen one ST title
>>listed.
>
> And you've not mentioned one Mac title from it either. Using your own standards
> we can assume that there are none.

What Mac title do you want me to list?
>
> [deletia]
>>> Joe-sixpack is likely to have training in something besides attempting to
>>> impart information that he himself has never mastered.
>>
>>Joe-sixpack needs to get his/her head out of their asses. Its a new world now
>> and 1950's curiculum/learning will not cut it in this age..
>
> ...and what core courses would you add?

Courses? I never stated that new courses are needed if any exists. What is
needed is a new approach.

>
> You have not proposed any substantive changes in the curriculum as of
> yet despite your desire to throw computers at it.
>
> [deletia]
>>>
>>> If TEACHERS can't state their desired goals in plain english in a manner in which
>>> ALL of their client parents can understand, then their 'credentials' don't really
>>> mean much.
>>
>>If the public could understand english to its full meaning and instead of
>>responding to their emotions, would be a new ball game.
>
> The public shouldn't need to. The more adept should be able to communicate
> effectively. If they cannot manage 'superior feats', then their 'superior aptitudes'
> are meaningless. Language is a communications tool. It should be used as such.
? English please, not clichues..
>>
>>>
>>>>
>>>>>I don't consider aquiring computer technology as the gadget thing.. Planning
>>>>>
>>>>> Why not? Show that the utility gained exceeds the net cost, and that similar
>>> ^^^^^^^^
>>>>> utility wouldn't be available via the cheapest option. If you cannot,
>>>>> (as is the case), then the word "investment" to describe the purchase is
>>>>> a misnomer.

>>
>>So what criteria is used? The Joe six-pack approach?
>
> Until the advocates of the expenditures come up with some sort of
> objective approach, it may just have to do...

ROTFL... The Cedar Falls School District is excellent due to the investment and backing by the parents. Many of the parents are faculty here at UNI. So, I should point out this is not the Joe six-pack bunch..

>

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4741. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May28.213609.54920@cobra.uni.edu>
Source record: 9348

In article <5xIMqXN.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>
>>What is this bargain basement apps? How much? The Corel Corporation has a
>>whole suite of education apps at $19.95
>
> Again, what the heck is a "K-12 app"? Usually, it's fancy video games that
> purport to teach students. Some do, some don't. Most aren't very useful
> except as a substitute for teaching (and a waste of money).

Sheesh..So much you know..Know wonder many of our schools are shit because
people like you turn it into shit.
> ---
> Again, a K-12 "app" isn't an app, but a video game that doesn't rot the brain
> quite as badly as the rest of them, but is a video game nonetheless. Mr.
> Sinclair wants to pay for Macintoshes using a credit card billed to us so
> kids can play video games in school. Unbelievable. Play games at home.
> Learn about real world applications, like programming, office productivity,
> communications, and the arts on computers. All these areas are served
> adaquately by the TOS machine. There are even more than a few education
> video games for the machines as well - many of them cheap or free.
> ---

This is to pathetic to respond. Get a clue Brian!

> BR Miller
> Boston, MA

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4742. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-28 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <833408328_OASIS_@pcc-uky.campus.mci.net>
Source record: 9349

In article <1996May28.212450.54918@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>Passe.

Passe. Passe.

>Apple II's are still in use since the early 80's and are incredibily reliable.
>Whats your point?

You started that with your statement that it was just my "opinion" that
Atari hardware was reliable...Quite obviously, its not just -my- opinion.

>I just saw the prices on these pups..Imagine $3000 for an 040 box in 1996.

Umm...those prices were in Canadian, if I'm not mistaken-but I'm not
really sure about that... :|

>Sounds like sour grapes. There is nothing on the ST side that can mact
>Netscape.

I much prefer good, sound, GEM programming over -anything- on the PC or
Mac side... :)

--

```
_/_/_/
```

4743. Re: ANY computer is a bad 'investment'

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-29 00:00:00 UTC
From: JEDI
Message-ID: <4ohlhh$rh0@doc.zippo.com>
Source record: 9350

In article , sinclap2954@cobra.uni.edu says...
>
>In article <4oevje$m04@doc.zippo.com>, JEDI writes:
>> In article , sinclap2954@cobra.uni.edu says...
>>>
>>>In article <4o1nnm$cr8@doc.zippo.com>, JEDI writes:
>>>> In article , sinclap2954@cobra.uni.edu says...
>>>>>
>>>>>In article <pfOMqqV.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
>>>>>> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
[deletia]
Since the comparison seems to make you uncomfortable I'll just have to
>> conclude that a 030 Mac has limitations similar to 386's. Since those were
>> already dispatched, your LC goes down as well.
>
>What is the point? Of Course the LC has limitations since the design is six
>years old.

Orphaned by age... with all would be fanatics developing for subsequent
models...

>>>> [deletia]
>>>>>>
>>>>>>>There will always be a cost involved in aquiring ST software such as near zero
>>>>>>>k-12 apps. With cheap LC's, a computer lab and media center can be stocked
>>>>>>
>>>>>> What, pray tell, _are_ "k-12 apps"? Educational games, like Bentley Bear
>>>>>> or kidPRGS? Or is this another rhetorical gesture?
>>>>>
>>>>>I thought you knew? Pick up a catalog Einstein..
>>>>
>>>> ...an easy way to avoid admitting ignorance of the subject...
>>>> Also, just because it is in some catalog does not necessarily indicate that any
>>>> real teacher would find it useful.
>
>Educational Resources is the premiere K-12 mailorder catalog firm. I got one
>with out asking.
>
>Teachers will most likely read reviews Einstein, before deciding..

No empirical data collection? Well, they're only teachers. We can't expect them
to have any grasp of science now can we...

>>>Sounds like sour grapes to me. Educational Resources is the premiere catalog
>>>for the K-12 market. You know, the bible. I have not seen one ST title
>>>listed.
>>
>> And you've not mentioned one Mac title from it either. Using your own standards
>> we can assume that there are none.
>
>
>What Mac title do you want me to list?

Something that actually enhances educational effectiveness would be an obvious
starter...

Something that makes the hardware expenditure worthwhile...

Something that lends the remotest support to your point...

>> [deletia]
>>>> Joe-sixpack is likely to have training in something besides attempting to
>>>> impart information that he himself has never mastered.
>>>
>>>Joe-sixpack needs to get his/her head out of their asses. Its a new world now
>>> and 1950's curiculum/learning will not cut it in this age..
>>
>> ...and what core courses would you add?
>
>Courses? I never stated that new courses are needed if any exists. What is
>needed is a new approach.

...and how is a particular gadget paramount to this new paradigm?
What will it add, if anything?

>
>>
>> You have not proposed any substantive changes in the curriculum as of
>> yet despite your desire to throw computers at it.
>>
>> [deletia]
>>>>
>>>> If TEACHERS can't state their desired goals in plain english in a manner in which
>>>> ALL of their client parents can understand, then their 'credentials' don't really
>>>> mean much.
>>>
>>>If the public could understand english to its full meaning and instead of
>>>responding to their emotions, would be a new ball game.
>>
>> The public shouldn't need to. The more adept should be able to communicate
>> effectively. If they cannot manage 'superior feats', then their 'superior aptitudes'
>> are meaningless. Language is a communications tool. It should be used as such.

These words should convey ideas. They should do so effectively.
This is especially true for those who presume to be 'smarter'.
Such people should be able to effectively communicate with the

'dumber'. The superior ability of 'the smarter' should make up for
the inferior ability of 'the dumber' when the two groups are
communicating with each other.

If those who presume to be smarter cannot manage this then
'the smarter' are not quite as smart as they presume.

>? English please, not clichues..

A cliche', perhaps but: it obviously needs to be said again.

Also, I would welcome any 3rd party comments on MY clarity.

>>>
>>>>
>>>>>>
>>>>>>>I don't consider aquiring computer technology as the gadget thing.. Planning
>>>>>>
>>>>>> Why not? Show that the utility gained exceeds the net cost, and that similar
>>>> ^^^^^^^^
>>>>>> utility wouldn't be available via the cheapest option. If you cannot,
>>>>>> (as is the case), then the word "investment" to describe the purchase is
>>>>>> a misnomer.
>>>
>>>So what criteria is used? The Joe six-pack approach?
>>
>> Until the advocates of the expenditures come up with some sort of
>> objective approach, it may just have to do...
>
>ROTFL... The Cedar Falls School District is excellent due to the investment and
>backing by the parents. Many of the parents are faculty here at UNI. So, I

If this is the extent of your experience with American education it is little wonder
you have a 'Bill Gates' attitude towards it...

>should point out this is not the Joe six-pack bunch..

It doesn't matter. Your statement doesn't answer the question.
The characterization of your 1 locus also isn't objective enough to be
useful. It also has other problems but, we wont likely ever get to those...

4744. Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-29 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <4oh88n$s0i@dux.dundee.ac.uk>
Source record: 9351

Has Atari stopped making the Jaguar?

Rod

--
--
Rod McCall | Dundee University | Computer Science & Accountancy |**********|
Theatre Critic (hack) for Student Times Newpaper| ************************|
URL http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html |****************|

4745. Re: Atari Stock

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-31 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4olheu$sia@ccshst05.uoguelph.ca>
Source record: 9352

```
: However, with a Tramiel on the board, it probably won't
: be long before the company goes into the dumper after
: losing respect from vendors and developers that they will
: dump on. Anything the Tramiels get there hands on turns
: to shit.

: In the case of JTS, it will be "everything old is new again"
: all over.

Not quite. JTS isn't going to be managed by the Tramiels or
anything like that. A couple of them will sit on the board of directors
(along with many JTS personel) and that's about it for the involvment.

>> Mark <<

--
------------------------------------------------------------------------
Mark A Rathwell
-------------------
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
at ... http://www.uoguelph.ca/~mrathwel
------------------------------------------------------------------------
```

4746. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-31 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May31.114606.54948@cobra.uni.edu>
Source record: 9353

In article <833408328_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
> In article <1996May28.212450.54918@cobra.uni.edu>
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>
>>Passe.
>
> Passe. Passe.
>
>>Apple II's are still in use since the early 80's and are incredibily reliable.
>>Whats your point?
>
> You started that with your statement that it was just my "opinion" that

> Atari hardware was reliable...Quite obviously, its not just -my- opinion.

Atari maybe reliable but is it relevant? Is there credible apps and is internet ready?

>
>>I just saw the prices on these pups..Imagine $3000 for an 040 box in 1996.
>
> Umm...those prices were in Canadian, if I'm not mistaken-but I'm not
> really sure about that... :|
>

Price quote in U.S. currency.

>>Sounds like sour grapes. There is nothing on the ST side that can mact
>>Netscape.
>
> I much prefer good, sound, GEM programming over -anything- on the PC or
> Mac side... :)

Does not matter what you want, is irelevant! What about what schools want?

>
> __
>
> _/_/_/_

```
> _/ - from "Song of the Dragon Masters" - | The Fuji Lives! _/
> _/ | _/
> _/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~_/
> _/ _/
> _/ --> WinDoze '95: OS of the 90's--or Survival of the Fattest? <-- _/
> _/ _/
> _/_/_/_
```

4747. Re: ANY computer is a bad 'investment'

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-31 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996May31.115755.54951@cobra.uni.edu>
Source record: 9354

```
In article <4ohlhh$rh0@doc.zippo.com>, JEDI writes:
> In article , sinclap2954@cobra.uni.edu says...
>>
>>In article <4oevje$m04@doc.zippo.com>, JEDI writes:
>>> In article , sinclap2954@cobra.uni.edu says...
>>>>
>>>>In article <4o1nnm$cr8@doc.zippo.com>, JEDI writes:
>>>>> In article , sinclap2954@cobra.uni.edu says...
>>>>>>
>>>>>>In article <pfOMqqV.brimiller@delphi.com>, Brian-Roland Miller
<brimiller@delphi.com> writes:
>>>>>>> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
> [deletia]
> Since the comparison seems to make you uncomfortable I'll just have to
>>> conclude that a 030 Mac has limitations similar to 386's. Since those were
>>> already dispatched, your LC goes down as well.
>>
>>What is the point? Of Course the LC has limitations since the design is six
>>years old.
>
> Orphaned by age... with all would be fanatics developing for subsequent
> models...

You can still run thousands of the apps will run but at a slower speed. As for
the fanatics developing new models, I call it progress. I guess you ST owners
do no know what progress is?

>
>>>>> [deletia]
>>>>>>>
>>>>>>>>There will always be a cost involved in aquiring ST software such as near zero
>>>>>>>>k-12 apps. With cheap LC's, a computer lab and media center can be stocked
>>>>>>>
>>>>>>> What, pray tell, _are_ "k-12 apps"? Educational games, like Bentley Bear
>>>>>>> or kidPRGS? Or is this another rhetorical gesture?
>>>>>>
>>>>>>I thought you knew? Pick up a catalog Einstein..
>>>>>
>>>>> ...an easy way to avoid admitting ignorance of the subject...
>>>>> Also, just because it is in some catalog does not necessarily indicate that any
>>>>> real teacher would find it useful.
>>
>>Educational Resources is the premiere K-12 mailorder catalog firm. I got one
>>with out asking.
>>
```

>>Teachers will most likely read reviews Einstein, before deciding..
>
> No empirical data collection? Well, they're only teachers. We can't expect them
> to have any grasp of science now can we...

Are you that stupid? One of the criteria for selecting is reading reviews.

>
>>>>Sounds like sour grapes to me. Educational Resources is the premiere catalog
>>>>for the K-12 market. You know, the bible. I have not seen one ST title
>>>>listed.
>>>
>>> And you've not mentioned one Mac title from it either. Using your own standards
>>> we can assume that there are none.
>>
>>
>>What Mac title do you want me to list?
>
> Something that actually enhances educational effectiveness would be an obvious
> starter...
>
> Something that makes the hardware expenditure worthwhile...
>
> Something that lends the remotest support to your point...
>
What subject?

>>> [deletia]
>>>>> Joe-sixpack is likely to have training in something besides attempting to
>>>>> impart information that he himself has never mastered.
>>>>
>>>>Joe-sixpack needs to get his/her head out of their asses. Its a new world now
>>>> and 1950's curiculum/learning will not cut it in this age..
>>>
>>> ...and what core courses would you add?
>>
>>Courses? I never stated that new courses are needed if any exists. What is
>>needed is a new approach.
>
> ...and how is a particular gadget paramount to this new paradigm?
> What will it add, if anything?

Ha ha ha ha ha ha.. This is so funny but sad..

>
>
>>
>>>
>>> You have not proposed any substantive changes in the curriculum as of
>>> yet despite your desire to throw computers at it.
>>>
>>> [deletia]

>>>>>
>>>>> If TEACHERS can't state their desired goals in plain english in a manner in which
>>>>> ALL of their client parents can understand, then their 'credentials' don't really
>>>>> mean much.
>>>>
>>>>If the public could understand english to its full meaning and instead of
>>>>responding to their emotions, would be a new ball game.
>>>
>>> The public shouldn't need to. The more adept should be able to communicate
>>> effectively. If they cannot manage 'superior feats', then their 'superior aptitudes'
>>> are meaningless. Language is a communications tool. It should be used as such.
>
> These words should convey ideas. They should do so effectively.
> This is especially true for those who presume to be 'smarter'.
> Such people should be able to effectively communicate with the
> 'dumber'. The superior ability of 'the smarter' should make up for
> the inferior ability of 'the dumber' when the two groups are
> communicating with each other.
>
> If those who presume to be smarter cannot manage this then
> 'the smarter' are not quite as smart as they presume.
>
>>? English please, not clichues..
>
> A cliche', perhaps but: it obviously needs to be said again.
>
> Also, I would welcome any 3rd party comments on MY clarity.
>
>>>>
>>>>>
>>>>>>>
>>>>>>>>I don't consider aquiring computer technology as the gadget thing.. Planning
>>>>>>>
>>>>>>> Why not? Show that the utility gained exceeds the net cost, and that similar
>>>>> ^^^^^^^^
>>>>>>> utility wouldn't be available via the cheapest option. If you cannot,
>>>>>>> (as is the case), then the word "investment" to describe the purchase is
>>>>>>> a misnomer.
>>>>
>>>>So what criteria is used? The Joe six-pack approach?
>>>
>>> Until the advocates of the expenditures come up with some sort of
>>> objective approach, it may just have to do...
>>
>>ROTFL... The Cedar Falls School District is excellent due to the investment and
>>backing by the parents. Many of the parents are faculty here at UNI. So, I
>
> If this is the extent of your experience with American education it is little wonder
> you have a 'Bill Gates' attitude towards it...
>

>>should point out this is not the Joe six-pack bunch..
>
> It doesn't matter. Your statement doesn't answer the question.
> The characterization of your 1 locus also isn't objective enough to be
> useful. It also has other problems but, we wont likely ever get to those...
>

You can't comprehend!

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4748. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-31 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <RdAs6z4.brimiller@delphi.com>
Source record: 9355

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>Sheesh..So much you know..Know wonder many of our schools are shit because
>people like you turn it into shit.

How open minded. . . assuming you have one, that is.

>> quite as badly as the rest of them, but is a video game nonetheless. Mr.
>> Sinclair wants to pay for Macintoshes using a credit card billed to us so
>> kids can play video games in school. Unbelievable. Play games at home.
>> Learn about real world applications, like programming, office productivity,
>> communications, and the arts on computers. All these areas are served
>> adaquately by the TOS machine. There are even more than a few education
>> video games for the machines as well - many of them cheap or free.
>> ---
>
>This is to pathetic to respond. Get a clue Brian!

How pathetic. I advocate real world education. How pathetic. I say
if kiddies want to play video games, the parents should buy them, not
the taxpayers. How pathetic. I guess I am just pathetic - wanting
return on investment and education for the real world.

Jeez, people like me are what armaking this country so. . . so. . .
<shudder> practical.

BR Miller
Boston, MA

4749. Re: Atari Stock

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-31 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <RdLsqn2.brimiller@delphi.com>
Source record: 9356

Mark Rathwell <mrathwel@uoguelph.ca> writes:

> Not quite. JTS isn't going to be managed by the Tramiels or
>anything like that. A couple of them will sit on the board of directors
>(along with many JTS personel) and that's about it for the involvment.
>
> >> Mark <<

I'd argue with that. Atari shareholders got 60% of JTS in exchange for their current shares. The Tramiels owned half of Atari. That means they own 30% of JTS. Jack and Company aren't going to let the company alone with that much of an investment in it. Suffice to say that any Tramiel family member who wants any high-ranking job at JTS probably won't even have to ask nicely.

Speaking of Atari, I recently called them to get a brochure on the Jaguar, and ask about direct ordering of the Jaguar. They sent me a photocopy of a file printing (HTML) that listed Jags at $99 ($50 more than in the shops). The address
was in San Luis Obispo, not Sunnyvale. And the address to send it to was "Go Atari", not "JTS Atari Division." Looks like an old and once great name in consumer electronics may fade away. Duesenberg, Studebaker, Atari. . . .

BR Miller
Boston, MA

4750. Re: Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-31 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <ZdDtKN+.brimiller@delphi.com>
Source record: 9357

Rod McCall <rmccall@mcs.dundee.ac.uk> writes:

>Has Atari stopped making the Jaguar?
>
>Rod

Atari Explorer Online Magazine has stopped publishing because Atari will
be no more after they finish selling out of stock. All development,
advertising,
and other projects are DOA.

So yes, Atari has stopped making the Jaguar. And JTS has stopped making Atari
:'/.

BR Miller
Boston, MA

4751. Re: >$200 LC's render the ST a bad investment..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-31 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <833625432_OASIS_@pcc-uky.campus.mci.net>
Source record: 9358

In article <1996May31.114606.54948@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>Atari maybe reliable but is it relevant? Is there credible apps and is
>internet ready?

Atari being reliable is relevant as far as it being a long-term purchase
that an investor can count on...There are many credible apps and sure, it
is Internet ready-just add modem, CAB or Oasis, mix well, and voila'!! :)

The same way you would have to add a modem and software to the LC...

>Price quote in U.S. currency.

Then you were mis-quoted, or mis-read it...

>Does not matter what you want, is irelevant! What about what schools want?

This thread is confusing, and sometimes hard to follow I'll admit--but
if the schools already "want" a particular system then anything you or
I say is negligible, correct? I'm only supporting what other Atari users
have been saying-that if a school system already has an ST setup, then
it is viable for continued use, and is worth upgrading if necessary. :)

--

```
_/_/_/
```

4752. Re: ANY computer is a bad 'investment'

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-31 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <833626064_OASIS_@pcc-uky.campus.mci.net>
Source record: 9359

In article <1996May31.115755.54951@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>You can still run thousands of the apps will run but at a slower speed. As for
>the fanatics developing new models, I call it progress. I guess you ST owners
>do no know what progress is?

Sure, we have "fanatics" developing new models too! I give you Hades,
Medusa, Eagle, DirecT '40 and '060, C-labs Falcon Mk I, Mk II, and
MKX...not to mention all the new software that is -still- being worked
on...and sold! I'd call that progress...even if it is trailing edge,
and not leading edge...but I'll take TOS on a backburner over Mac/PC
stuff over a hot (expensive, bloated) flame everytime!!!

--> Its a fact, Jack! <--

--

```
_/_/_/
```

4753. Re: Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-31 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <hRMMaJ0.dpj@delphi.com>
Source record: 9360

Rod McCall <rmccall@mcs.dundee.ac.uk> writes:

>Has Atari stopped making the Jaguar?

Yes. There is no reason to continue making more with 75,000 sitting in
their warehouse.

Dana @ STReport International Online Magazine

4754. Atari Web Site: More Atari Items for Sale: Bravo's Atari Store!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-31 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4ook7v$31q@julie.teleport.com>
Source record: 9361
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My Web Address is below. On-Line Catalogs that you can View and Contact me via my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST. E-Mail: bensmith@teleport.com

BSC has just acquired, tested and added more stock to catalogs, available now on WWW. And soon to be available on the new FTP site. As soon as it's ready. So feel free!

http://www.teleport.com/~bensmith/bscomputers.shtml
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3 PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

4755. Help?!:) ST or PC music?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-05-31 00:00:00 UTC
From: jburman@icis.on.ca
Message-ID: <4opk9f$s7@loki.tor.hookup.net>
Source record: 9362

I use an Akai S2800 with two keyboards and an Atari ST running a Korg program called Multi:) I am writing alot of songs, but I can't decide what the next step should be with my limited supply of money.
1.Buy a 4 track and start sending tapes to studio big wigs

2.Buy a sequencer and start playing seedy bars

3.Expand my system (eg. change over to a PC music program or expand the memory in my sampler).

HELP! What should I do. You see I am not sure how much money I need to switch over to PC music making. What would I need to be able to do on screen editing of my Akai samples? And could I ever find a program better than Multi? I hate myself

Jon Burman
jburman@icis.on.ca

p.s. can anyone send me some address's to studio big wigs?

4756. Re: Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-01 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <4opa30$n8i@dux.dundee.ac.uk>
Source record: 9363

dpj@delphi.com wrote:
: Rod McCall <rmccall@mcs.dundee.ac.uk> writes:
:
: >Has Atari stopped making the Jaguar?
:
: Yes. There is no reason to continue making more with 75,000 sitting in
: their warehouse.

Well given their total inability to market anything it's not really much
of a suprise. It seems a shame because they had a two year lead over
the competition and totally failed to make any use of it. Does Mr Hoff
or any other party wish to aquire the Jag, I heard rumours to that effect
a while back.

Rod

--
Rod McCall | Dundee University | Computer Science & Accountancy |**********|
Theatre Critic (hack) for Student Times Newpaper| ************************|
URL http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html |****************|

4757. Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-02 00:00:00 UTC
From: JEDI
Message-ID: <4otu4s$pro@doc.zippo.com>
Source record: 9364

```
In article <1996May31.115755.54951@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <4ohlhh$rh0@doc.zippo.com>, JEDI writes:
>> In article , sinclap2954@cobra.uni.edu says...
>>>
>>>In article <4oevje$m04@doc.zippo.com>, JEDI writes:
>>>> In article , sinclap2954@cobra.uni.edu says...
>>>>>
>>>>>In article <4o1nnm$cr8@doc.zippo.com>, JEDI writes:
>>>>>> In article , sinclap2954@cobra.uni.edu says...
>>>>>>>
>>>>>>>In article <pfOMqqV.brimiller@delphi.com>, Brian-Roland Miller
<brimiller@delphi.com> writes:
>>>>>>>> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>> [deletia]
>> Since the comparison seems to make you uncomfortable I'll just have to
>>>> conclude that a 030 Mac has limitations similar to 386's. Since those were
>>>> already dispatched, your LC goes down as well.
>>>
>>>What is the point? Of Course the LC has limitations since the design is six
>>>years old.
>>
>> Orphaned by age... with all would be fanatics developing for subsequent
>> models...
>
>You can still run thousands of the apps will run but at a slower speed. As for
That will be productive. The whole class gets to wait for the computers
to catch up. This will give the kiddies a real positive computing
experience.

Just think what they'll think of Apple afterwards...

Your plan just may make the dreams of cloners everywhere finally
come true... '-p

>the fanatics developing new models, I call it progress. I guess you ST owners
>do no know what progress is?

Progress is a PowerMac advocate pushing the use of 030's in schools...

>
>>
>>>>>> [deletia]
>>>>>>>>
>>>>>>>>>There will always be a cost involved in aquiring ST software such as near zero
>>>>>>>>>k-12 apps. With cheap LC's, a computer lab and media center can be stocked
```

>>>>>>>>
>>>>>>>> What, pray tell, _are_ "k-12 apps"? Educational games, like Bentley Bear
>>>>>>>> or kidPRGS? Or is this another rhetorical gesture?
>>>>>>>
>>>>>>>I thought you knew? Pick up a catalog Einstein..
>>>>>>
>>>>>> ...an easy way to avoid admitting ignorance of the subject...
>>>>>> Also, just because it is in some catalog does not necessarily indicate that any
>>>>>> real teacher would find it useful.
>>>
>>>Educational Resources is the premiere K-12 mailorder catalog firm. I got one
>>>with out asking.
>>>
>>>Teachers will most likely read reviews Einstein, before deciding..
>>
>> No empirical data collection? Well, they're only teachers. We can't expect them
>> to have any grasp of science now can we...
>
>Are you that stupid? One of the criteria for selecting is reading reviews.

This is not empirical. It is an appeal to authority.

>
>>
>>>>>Sounds like sour grapes to me. Educational Resources is the premiere catalog
>>>>>for the K-12 market. You know, the bible. I have not seen one ST title
>>>>>listed.
>>>>
>>>> And you've not mentioned one Mac title from it either. Using your own standards
>>>> we can assume that there are none.
>>>
>>>
>>>What Mac title do you want me to list?
>>
>> Something that actually enhances educational effectiveness would be an obvious
>> starter...
>>
>> Something that makes the hardware expenditure worthwhile...
>>
>> Something that lends the remotest support to your point...
>>
>What subject?

This is just an attempt to dodge the issue further.
You really don't need my specification. You could have just
picked your favorite one.

However, that assumes you had one or more to begin with.

>
>
>>>> [deletia]

>>>>>> Joe-sixpack is likely to have training in something besides attempting to
>>>>>> impart information that he himself has never mastered.
>>>>>
>>>>>Joe-sixpack needs to get his/her head out of their asses. Its a new world now
>>>>> and 1950's curiculum/learning will not cut it in this age..
>>>>
>>>> ...and what core courses would you add?
>>>
>>>Courses? I never stated that new courses are needed if any exists. What is
>>>needed is a new approach.
>>
>> ...and how is a particular gadget paramount to this new paradigm?
>> What will it add, if anything?
>
>Ha ha ha ha ha ha.. This is so funny but sad..

No, it just undermines your possible role as pontiff intellegensa.
This is the central question that you have never addressed.
It matters not that the answer may be obvious. Nothing can be accepted
blindly, especially the obvious.

Your constant retreat into rhetoric just seems to show that your own
belief is founded on NOTHING and may in fact not even be your belief
at all...

>
>>
>>
>>>
>>>>
>>>> You have not proposed any substantive changes in the curriculum as of
>>>> yet despite your desire to throw computers at it.
>>>>
>>>> [deletia]
>>>>>>>>>I don't consider aquiring computer technology as the gadget thing.. Planning
>>>>>>>>>
>>>>>>>>> Why not? Show that the utility gained exceeds the net cost, and that similar
>>>>>> ^^^^^^^^
>>>>>>>>> utility wouldn't be available via the cheapest option. If you cannot,
>>>>>>>>> (as is the case), then the word "investment" to describe the purchase is
>>>>>>>>> a misnomer.
>>>>>
>>>>>So what criteria is used? The Joe six-pack approach?
>>>>
>>>> Until the advocates of the expenditures come up with some sort of
>>>> objective approach, it may just have to do...
>>>
>>>ROTFL... The Cedar Falls School District is excellent due to the investment and
>>>backing by the parents. Many of the parents are faculty here at UNI. So, I
>>
>> If this is the extent of your experience with American education it is little wonder

>> you have a 'Bill Gates' attitude towards it...
>>
>>>should point out this is not the Joe six-pack bunch..
>>
>> It doesn't matter. Your statement doesn't answer the question.
>> The characterization of your 1 locus also isn't objective enough to be
>> useful. It also has other problems but, we wont likely ever get to those...
>>
>
>You can't comprehend!

Such a comment is only a convenient way to avoid the fact that you
cannot communicate (or just wont).

Excellent is not quantified.
What is excellent is never specified.
Two variables are stated as responsible for the effect.
The sample is stated as being highly atypical.
NO criteria are ever stated.
(and no, 'it gets better' doesnt count as a valid criterion)

4758. Pete can't be bothered to support his own arguments

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-02 00:00:00 UTC
From: JEDI
Message-ID: <4otrur$nrt@doc.zippo.com>
Source record: 9365

In article <1996May31.114818.54949@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <4ohhvd$nef@doc.zippo.com>, JEDI writes:
>> In article , sinclap2954@cobra.uni.edu says...
>>>
>>>In article <5xIMqXN.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
>>>> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>>>>
>>>>>What is this bargain basement apps? How much? The Corel Corporation has a
>>>>>whole suite of education apps at $19.95
>>>>
>>>> Again, what the heck is a "K-12 app"? Usually, it's fancy video games that
>>>> purport to teach students. Some do, some don't. Most aren't very useful
>>>> except as a substitute for teaching (and a waste of money).
>
>Think again Einstein?
>
>>>
>>>Sheesh..So much you know..Know wonder many of our schools are shit because
>>>people like you turn it into shit.
>>
>> And yet you pass up an opportunity to at least attempt to unlighten us
>> 'unwashed masses'... Too bad you would rather take this as an opportunity
>> to just to be pompous.
>>
>> Nevermind that you have yet to this point shown any superior knowledge of
>> this subject yourself...
>
>Yep and you proved it right here why our schools are in sad condition!

Time to start living in the 15th century petey. Perhaps you'll join
us in ours sometime...

Demand for verification is anyone's perogative.

4759. Netscape is an HTTP client Petey

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-02 00:00:00 UTC
From: JEDI
Message-ID: <4otsub$osb@doc.zippo.com>
Source record: 9366

In article <1996May31.115229.54950@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <4ohijb$o44@doc.zippo.com>, JEDI writes:
>> In article , sinclap2954@cobra.uni.edu says...
>>>
>>>In article <833289446_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net
(Ronald J. Hall) writes:
>>>>
>>>> In article <1996May27.110116.54885@cobra.uni.edu>
>>>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>> [deletia].
>>>>
>>>>>What could that be? Can the lowly ST use Netscape just like the lowly LC?
>>>>
>>>> Actually, no...but with innovative programs like Oasis and CAB who needs
>>>> a bloated piece of software that looks like it mated with a porcupine with
>>>> all the holes in its security! %^)
>>>
>>>Sounds like sour grapes. There is nothing on the ST side that can mact
>>>Netscape.
>>
>> A Netscape clone is not what is required. A complete implementation of
>> HTML 3.0 would be nice, however. The rest is just a waste of CPU, disk and
>> packets.
>
>So you know what uis best? "Atari does not have this feature, so it's not
>important" is that what you are stating? I would hate to have you on board as
>parent advisor.

Try to respond again after you've mastered enough of this subject to actually
understand what it was that I posted above.

Of course you'd hate to have me on the board. I'd make you look like
an undereducated moron the moment you were presumptuous enough to lecture
outside of your element.

>
>>
>>
>> However, the way Netscape runs.... even on 'real' OS's (HP/UX,Solaris,linux)
>> does make one ST-nostalgic. It hogs a machine as well as any ST app ever
>> did.
>Hogs the machine? In what way? Is it relevant?

Disk space.
RAM space.
Processor Cycles.
A nasty tendency to NOT yeild the CPU.

The machine quoted had a CMT OS, small RAM, small disk and a slow,
old CPU with no FPU.

Again... I would be curious to see you actually use the setup you are
advocating.

I have little doubt that you would not tolerate it for your own personal
use...

4760. Alternate Reality Fans - Websites to check out!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-03 00:00:00 UTC
From: seaner@exo.com
Message-ID: <4ovqlc$amc@tofu.alt.net>
Source record: 9367
Cross-posted to: comp.emulators.apple2,comp.emulators.cbm,comp.sys.amiga.games,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.cbm,comp.sys.ibm.pc.games,comp.sys.ibm.pc.games.rpg

First let me apologize, there are quite a few newsgroups but I tried to make them all on topic.

If you remember those great games from the Atari/Commodore/Apple][era, Alternate Reality the City and Alternate Reality the Dungeon, and you are one of the many people that remember playing long hours with this game, then the following web sites may be of interest to you!

http://www.pacificone.com/sean/
http://www.cc.utah.edu/~krw8466/
http://www.ksk.sala.se/~sp93rob/dungeon/

4761. Hey Peter ... have you ever seen an 8-bit game?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-04 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4p00n9$fsn@ccshst05.uoguelph.ca>
Source record: 9368

A question for Mr. Sinclair Day ...

In rec.games.video.atari, you constantly bash the Jaguar (even
though it's not an advocacy group and even though you've never seen a
real Jag) about the quality of games. One of your favorite assertations
is that the games are "8-16-bit quality." Most recently, you claimed that
Iron Soldier 2 was nothing more than an 8-bit quality game. I ask you Mr
Sinclair ... have you ever seen an 8-bit game? Do you remember what they
look like? Remember the small sprites, flickering graphics, 3 channel
sound, 16 color, low res screens with one layer of scrolling? Obviously not.

Tell me ... how would you program Iron Soldier II on something
like an NES? How would you get 256+ color screens on a machine that's
only capable of displaying 13 colors at a time? How would you get such
high resolution? How would you create a fast moving 3D environment on a
machine that has extreme trouble doing parallax scrolling in 2-D video
games? How would you chuck around thousands of polygons a second on a
machine that doesn't do polygons? (The Super NES couldn't do IS2's
polygons either). How about the 16-bit color used in the FMV sequences?
The DSP music? The texture mapping? How would you keep the frame rate at
25 FPS or higher (especially when the NES could do less than 20 FPS with
simple shooters)? How would you keep the game from a) flickering, b)
breaking apart, c) slowing down? How would you fit a game like IS2 (a cd)
or even IS1 (a cart) on a 640K maximum NES cartridge? I'd really like you
to answer this.

Of course, Petey has no balls, no knowledge and no Jaguar
experience so he can't. He probably doesn't even remember what NES games
like Castlevania and Super Mario Brothers look like. But go ahead Peter
... prove yourself. Make an NES version of Iron Soldier II. Heck ... I'll
even let you make it on a more powerful 8-bit like a Sega Master System.
Take it away Peter ... if you dare!

>> Mark <<

--

Mark A Rathwell
---
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
at ... http://www.uoguelph.ca/~mrathwel

4762. Re: Pete can't be bothered to support his own arguments

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-04 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun4.133604.55011@cobra.uni.edu>
Source record: 9369

In article <4otrur$nrt@doc.zippo.com>, JEDI writes:
> In article <1996May31.114818.54949@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>>
>>In article <4ohhvd$nef@doc.zippo.com>, JEDI writes:
>>> In article , sinclap2954@cobra.uni.edu says...
>>>>
>>>>In article <5xIMqXN.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
>>>>> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>>>>>
>>>>>>What is this bargain basement apps? How much? The Corel Corporation has a
>>>>>>whole suite of education apps at $19.95
>>>>>
>>>>> Again, what the heck is a "K-12 app"? Usually, it's fancy video games that
>>>>> purport to teach students. Some do, some don't. Most aren't very useful
>>>>> except as a substitute for teaching (and a waste of money).
>>
>>Think again Einstein?
>>
>>>>
>>>>Sheesh..So much you know..Know wonder many of our schools are shit because
>>>>people like you turn it into shit.
>>>
>>> And yet you pass up an opportunity to at least attempt to unlighten us
>>> 'unwashed masses'... Too bad you would rather take this as an opportunity
>>> to just to be pompous.
>>>
>>> Nevermind that you have yet to this point shown any superior knowledge of
>>> this subject yourself...

And you? You most know best?

>>
>>Yep and you proved it right here why our schools are in sad condition!
>
> Time to start living in the 15th century petey. Perhaps you'll join
> us in ours sometime...

Were still in the industrial age of thinking in the era of the information age
because of dumbshits like you..

>
> Demand for verification is anyone's perogative.
>

F ck off..

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4763. Re: Netscape is an HTTP client Petey

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-04 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun4.133923.55012@cobra.uni.edu>
Source record: 9370

In article <4otsub$osb@doc.zippo.com>, JEDI writes:
> In article <1996May31.115229.54950@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>>
>>In article <4ohijb$o44@doc.zippo.com>, JEDI writes:
>>> In article , sinclap2954@cobra.uni.edu says...
>>>>
>>>>In article <833289446_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net
(Ronald J. Hall) writes:
>>>>>
>>>>> In article <1996May27.110116.54885@cobra.uni.edu>
>>>>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>>> [deletia].
>>>>>
>>>>>>What could that be? Can the lowly ST use Netscape just like the lowly LC?
>>>>>
>>>>> Actually, no...but with innovative programs like Oasis and CAB who needs
>>>>> a bloated piece of software that looks like it mated with a porcupine with
>>>>> all the holes in its security! %^)

And what is bloat?

>>>>
>>>>Sounds like sour grapes. There is nothing on the ST side that can mact
>>>>Netscape.
>>>
>>> A Netscape clone is not what is required. A complete implementation of
>>> HTML 3.0 would be nice, however. The rest is just a waste of CPU, disk and
>>> packets.
>>
>>So you know what uis best? "Atari does not have this feature, so it's not
>>important" is that what you are stating? I would hate to have you on board as
>>parent advisor.
>
> Try to respond again after you've mastered enough of this subject to actually
> understand what it was that I posted above.

I suggest you communicate english, jabba.
>
> Of course you'd hate to have me on the board. I'd make you look like
> an undereducated moron the moment you were presumptuous enough to lecture
> outside of your element.
>

Ha ha ha ha. You must know best jabba. Keep it up and all our children will
be like you..

>>
>>>
>>>
>>> However, the way Netscape runs.... even on 'real' OS's (HP/UX,Solaris,linux)
>>> does make one ST-nostalgic. It hogs a machine as well as any ST app ever
>>> did.
>>Hogs the machine? In what way? Is it relevant?
>
> Disk space.
> RAM space.
> Processor Cycles.
> A nasty tendency to NOT yeild the CPU.
>

What is the issue, jabba.

>
> The machine quoted had a CMT OS, small RAM, small disk and a slow,
> old CPU with no FPU.

what is your point?
>
>
> Again... I would be curious to see you actually use the setup you are
> advocating.
>
> I have little doubt that you would not tolerate it for your own personal
> use...
>

Tolerate what? You speak in clichue, jabba.

>

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4764. Re: Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-04 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun4.134849.55013@cobra.uni.edu>
Source record: 9371

Jabba spoke..

In article <4otu4s$pro@doc.zippo.com>, JEDI writes:
> In article <1996May31.115755.54951@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>>
>>In article <4ohlhh$rh0@doc.zippo.com>, JEDI writes:
>>> In article , sinclap2954@cobra.uni.edu says...
>>>>
>>>>In article <4oevje$m04@doc.zippo.com>, JEDI writes:
>>>>> In article , sinclap2954@cobra.uni.edu says...
>>>>>>
>>>>>>In article <4o1nnm$cr8@doc.zippo.com>, JEDI writes:
>>>>>>> In article , sinclap2954@cobra.uni.edu says...
>>>>>>>>
>>>>>>>>In article <pfOMqqV.brimiller@delphi.com>, Brian-Roland Miller
<brimiller@delphi.com> writes:
>>>>>>>>> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>>> [deletia]
>>> Since the comparison seems to make you uncomfortable I'll just have to
>>>>> conclude that a 030 Mac has limitations similar to 386's. Since those were
>>>>> already dispatched, your LC goes down as well.
>>>>
>>>>What is the point? Of Course the LC has limitations since the design is six
>>>>years old.
>>>
>>> Orphaned by age... with all would be fanatics developing for subsequent
>>> models...

And the ST is not an orphan?

>>
>>You can still run thousands of the apps will run but at a slower speed. As for
> That will be productive. The whole class gets to wait for the computers
> to catch up. This will give the kiddies a real positive computing
> experience.
>

Wait a minute.. The whole issue is that there is no money for the latest but
you critisize that the LC is slow. Of course it would be slower, JAbba!

> Just think what they'll think of Apple afterwards...

And you? The ST would be better?

>
> Your plan just may make the dreams of cloners everywhere finally

> come true... '-p
>
>>the fanatics developing new models, I call it progress. I guess you ST owners
>>do no know what progress is?
>
> Progress is a PowerMac advocate pushing the use of 030's in schools...
>

Hello, hello Jabba. No, I would push PowerMacs if the budget was there. The
issue was that the budget would not afford PowerMacs but LC's. Have you still
have your nose up your ass, Jabba?
>>
>>>
>>>>>>> [deletia]
>>>>>>>>>
>>>>>>>>>>There will always be a cost involved in aquiring ST software such as near zero
>>>>>>>>>>k-12 apps. With cheap LC's, a computer lab and media center can be stocked
>>>>>>>>>
>>>>>>>>> What, pray tell, _are_ "k-12 apps"? Educational games, like Bentley Bear
>>>>>>>>> or kidPRGS? Or is this another rhetorical gesture?
>>>>>>>>
>>>>>>>>>I thought you knew? Pick up a catalog Einstein..
>>>>>>>
>>>>>>> ...an easy way to avoid admitting ignorance of the subject...
>>>>>>> Also, just because it is in some catalog does not necessarily indicate that any
>>>>>>> real teacher would find it useful.
>>>>
>>>>Educational Resources is the premiere K-12 mailorder catalog firm. I got one
>>>>with out asking.
>>>>
>>>>Teachers will most likely read reviews Einstein, before deciding..
>>>
>>> No empirical data collection? Well, they're only teachers. We can't expect them
>>> to have any grasp of science now can we...
>>
>>Are you that stupid? One of the criteria for selecting is reading reviews.
>
> This is not empirical. It is an appeal to authority.
>
What is? Reviews can be found in Technology Connection, Book Report, library
journal and many more. What part do you not understand Jabba?

>>>
>>>>>>Sounds like sour grapes to me. Educational Resources is the premiere catalog
>>>>>>for the K-12 market. You know, the bible. I have not seen one ST title
>>>>>>listed.
>>>>>
>>>>> And you've not mentioned one Mac title from it either. Using your own standards
>>>>> we can assume that there are none.
>>>>
>>>>

>>>>What Mac title do you want me to list?
>>>
>>> Something that actually enhances educational effectiveness would be an obvious
>>> starter...

Pick a subject and grade level..

>>> Something that makes the hardware expenditure worthwhile...
>>>
>>> Something that lends the remotest support to your point...
>>>
>>What subject?
>
> This is just an attempt to dodge the issue further.
> You really don't need my specification. You could have just
> picked your favorite one.
>
> However, that assumes you had one or more to begin with.
>
>>
>>
>>>>> [deletia]
>>>>>>> Joe-sixpack is likely to have training in something besides attempting to
>>>>>>> impart information that he himself has never mastered.
>>>>>>
>>>>>>Joe-sixpack needs to get his/her head out of their asses. Its a new world now
>>>>>> and 1950's curiculum/learning will not cut it in this age..
>>>>>
>>>>> ...and what core courses would you add?
>>>>
>>>>Courses? I never stated that new courses are needed if any exists. What is
>>>>needed is a new approach.
>>>
>>> ...and how is a particular gadget paramount to this new paradigm?
>>> What will it add, if anything?
>>
>>Ha ha ha ha ha ha.. This is so funny but sad..
>
> No, it just undermines your possible role as pontiff intellegensa.
> This is the central question that you have never addressed.
> It matters not that the answer may be obvious. Nothing can be accepted
> blindly, especially the obvious.

The proof is that you are an idiot..
>
> Your constant retreat into rhetoric just seems to show that your own
> belief is founded on NOTHING and may in fact not even be your belief
> at all...
>
>
>>

>>>
>>>
>>>>
>>>>>
>>>>> You have not proposed any substantive changes in the curriculum as of
>>>>> yet despite your desire to throw computers at it.
>>>>>
>>>>> [deletia]
>>>>>>>>>>>I don't consider aquiring computer technology as the gadget thing.. Planning
>>>>>>>>>
>>>>>>>>> Why not? Show that the utility gained exceeds the net cost, and that similar
>>>>>>> ^^^^^^^^
>>>>>>>>> utility wouldn't be available via the cheapest option. If you cannot,
>>>>>>>>> (as is the case), then the word "investment" to describe the purchase is
>>>>>>>>> a misnomer.
>>>>>>
>>>>>>So what criteria is used? The Joe six-pack approach?
>>>>>
>>>>> Until the advocates of the expenditures come up with some sort of
>>>>> objective approach, it may just have to do...
>>>>
>>>>ROTFL... The Cedar Falls School District is excellent due to the investment and
>>>>backing by the parents. Many of the parents are faculty here at UNI. So, I
>>>
>>> If this is the extent of your experience with American education it is little wonder
>>> you have a 'Bill Gates' attitude towards it...
>>>

No, but I have been to horrible ones to..

>>>>should point out this is not the Joe six-pack bunch..
>>>

Never said that..

>>> It doesn't matter. Your statement doesn't answer the question.
>>> The characterization of your 1 locus also isn't objective enough to be
>>> useful. It also has other problems but, we wont likely ever get to those...
>>>
>>
>>You can't comprehend!
>
> Such a comment is only a convenient way to avoid the fact that you
> cannot communicate (or just wont).
>
>
> Excellent is not quantified.
> What is excellent is never specified.
> Two variables are stated as responsible for the effect.
> The sample is stated as being highly atypical.
> NO criteria are ever stated.

> (and no, 'it gets better' doesnt count as a valid criterion)

English please...

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4765. Re: Hey Peter ... have you ever seen an 8-bit game?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-04 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun4.173608.55017@cobra.uni.edu>
Source record: 9372
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <4p00n9$fsn@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> A question for Mr. Sinclair Day ...
>
> In rec.games.video.atari, you constantly bash the Jaguar (even
> though it's not an advocacy group and even though you've never seen a
> real Jag) about the quality of games. One of your favorite assertations
> is that the games are "8-16-bit quality." Most recently, you claimed that
> Iron Soldier 2 was nothing more than an 8-bit quality game. I ask you Mr
> Sinclair ... have you ever seen an 8-bit game? Do you remember what they
> look like? Remember the small sprites, flickering graphics, 3 channel
> sound, 16 color, low res screens with one layer of scrolling? Obviously not.

Ever hear of sarcasm?

>
> Tell me ... how would you program Iron Soldier II on something
> like an NES? How would you get 256+ color screens on a machine that's
> only capable of displaying 13 colors at a time? How would you get such
> high resolution? How would you create a fast moving 3D environment on a
> machine that has extreme trouble doing parallax scrolling in 2-D video
> games? How would you chuck around thousands of polygons a second on a
> machine that doesn't do polygons? (The Super NES couldn't do IS2's
> polygons either). How about the 16-bit color used in the FMV sequences?
> The DSP music? The texture mapping? How would you keep the frame rate at
> 25 FPS or higher (especially when the NES could do less than 20 FPS with
> simple shooters)? How would you keep the game from a) flickering, b)
> breaking apart, c) slowing down? How would you fit a game like IS2 (a cd)
> or even IS1 (a cart) on a 640K maximum NES cartridge? I'd really like you
> to answer this.
>
> Of course, Petey has no balls, no knowledge and no Jaguar
> experience so he can't. He probably doesn't even remember what NES games
> like Castlevania and Super Mario Brothers look like. But go ahead Peter
> ... prove yourself. Make an NES version of Iron Soldier II. Heck ... I'll
> even let you make it on a more powerful 8-bit like a Sega Master System.
> Take it away Peter ... if you dare!

Oh, right Mark..Did I rub you in the wrong way? For christ sakes, its video
game..

>
> >> Mark <<
>
> --

> --
> Mark A Rathwell
> -------------------
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
>
> Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
> and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
> at ... http://www.uoguelph.ca/~mrathwel
> --
>

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4766. Petey is a chicken

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-04 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4p2ebd$74m@ccshst05.uoguelph.ca>
Source record: 9373

Hey Peter ... you still haven't told us why Iron Soldier 2 is an "8-bit quality game" or how it could be done on an 8-bit. We're waiting.

>> Mark <<

--

Mark A Rathwell
---
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out at ... http://www.uoguelph.ca/~mrathwel
---

4767. Re: Hey Peter ... have you ever seen an 8-bit game?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-05 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4p2pni$ctg@ccshst05.uoguelph.ca>
Source record: 9374
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

: Ever hear of sarcasm?

Yes ... and that wasn't it. That was just an insult. If it were
sarcasm, you would secretly be lauding the impressiveness of IS2.

: Oh, right Mark..Did I rub you in the wrong way? For christ sakes, its video
: game..

No Petey ... I just like to make you and your flames look
STUPID. Especially your comments on Jaguar game quality when you've
never seen one.

>> Mark <<

--

Mark A Rathwell
---
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
at ... http://www.uoguelph.ca/~mrathwel

4768. When is Atari merger final?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-05 00:00:00 UTC
From: jshea@primenet.com
Message-ID: <4p4bb5$p0g@nnrp1.news.primenet.com>
Source record: 9375

Can anyone tell me when the Atari merger will be final? I am also curious to know, who is buying Atari's stock. Is it small investors, corporate buyers, also any predictions as to how high it will go.

Thank You.

Jim Shea

4769. Re: Hey Peter ... have you ever seen an 8-bit game?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-05 00:00:00 UTC
From: kce@netcom.com
Message-ID: <kceDsJCAC.Ez9@netcom.com>
Source record: 9376
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <1996Jun4.173608.55017@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>> Sinclair ... have you ever seen an 8-bit game? Do you remember what they
>> look like? Remember the small sprites, flickering graphics, 3 channel
>> sound, 16 color, low res screens with one layer of scrolling? Obviously not.
>
>Ever hear of sarcasm?

Ever hear of correctness and relevant data?

>> ... prove yourself. Make an NES version of Iron Soldier II. Heck ... I'll
>> even let you make it on a more powerful 8-bit like a Sega Master System.
>> Take it away Peter ... if you dare!
>
>Oh, right Mark..Did I rub you in the wrong way? For christ sakes, its video
>game..

Ooh, Peter goes for the infamous "jeez it's just a game, relax" when proven wrong and backed into a corner. Not surprising.

--
Keith C. Estanol / kce@netcom.com / Internet Member since 1989
"Angel on my shoulder, Devil in my pocket" / Atari and OS/2 Fanatics unite!

4770. Re: Pete can't be bothered to support his own arguments

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-05 00:00:00 UTC
From: JEDI
Message-ID: <4p404o$1gn@doc.zippo.com>
Source record: 9377

In article , sinclap2954@cobra.uni.edu says...
>
>In article <4otrur$nrt@doc.zippo.com>, JEDI writes:
>> In article <1996May31.114818.54949@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>>>
>>>In article <4ohhvd$nef@doc.zippo.com>, JEDI writes:
>>>> In article , sinclap2954@cobra.uni.edu says...
[deletia]
>>>>
>>>> Nevermind that you have yet to this point shown any superior knowledge of
>>>> this subject yourself...
>
>And you? You most know best?

At this point in the discussion, we were just waiting for you to justify your
claims...

>
>>>
>>>Yep and you proved it right here why our schools are in sad condition!
>>
>> Time to start living in the 15th century petey. Perhaps you'll join
>> us in ours sometime...
>
>Were still in the industrial age of thinking in the era of the information age
>because of dumbshits like you..

Would you like to tell me what paradigms separate the two?
Do you even have the slightest clue?
Are you even aware upon what the previous eras were based upon
philosophically?

Would you mind telling me what precisely about my worldview exposed thus
far is counterproductive in 'the information age'?

>
>>
>> Demand for verification is anyone's perogative.
>>
>
>F ck off..

So much for Petey living in the information age...

4771. Re: Netscape is an HTTP client Petey

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-05 00:00:00 UTC
From: JEDI
Message-ID: <4p41rc$3c3@doc.zippo.com>
Source record: 9378

In article , sinclap2954@cobra.uni.edu says...
>
>In article <4otsub$osb@doc.zippo.com>, JEDI writes:
>> In article <1996May31.115229.54950@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>>>
>>>In article <4ohijb$o44@doc.zippo.com>, JEDI writes:
>>>> In article , sinclap2954@cobra.uni.edu says...
>>>>>
>>>>>In article <833289446_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net
(Ronald J. Hall) writes:
>>>>>>
>>>>>> In article <1996May27.110116.54885@cobra.uni.edu>
>>>>>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>>>> [deletia].
>>>>>>
>>>>>>>What could that be? Can the lowly ST use Netscape just like the lowly LC?
>>>>>>
>>>>>> Actually, no...but with innovative programs like Oasis and CAB who needs
>>>>>> a bloated piece of software that looks like it mated with a porcupine with
>>>>>> all the holes in its security! %^)
>
>And what is bloat?

Allowing an applications size to grow uncontrollably merely because your
development system happens to have an excess of CPU, RAM and disk.

Often (I have personal first hand experience with such a case) no gain
in utility is achieved for the extra 'bloat'.

>
>>>>>
>>>>>Sounds like sour grapes. There is nothing on the ST side that can mact
>>>>>Netscape.
>>>>
>>>> A Netscape clone is not what is required. A complete implementation of
>>>> HTML 3.0 would be nice, however. The rest is just a waste of CPU, disk and
>>>> packets.
>>>
>>>So you know what uis best? "Atari does not have this feature, so it's not
>>>important" is that what you are stating? I would hate to have you on board as
>>>parent advisor.
>>
>> Try to respond again after you've mastered enough of this subject to actually
>> understand what it was that I posted above.
>

>I suggest you communicate english, jabba.

Well... we have breached the spacewall and have entered 'cyberspace'.
There are certain terms and jargon that apply to the domain. If you wish
to make comments or policy, why don't you try to actually learn them.

>>
>> Of course you'd hate to have me on the board. I'd make you look like
>> an undereducated moron the moment you were presumptuous enough to lecture
>> outside of your element.
>>
>
>Ha ha ha ha. You must know best jabba. Keep it up and all our children will
>be like you..

If they restrain themselves from making claims in subjects they know nothing
of, they will best the likes of you anytime...

>>>> However, the way Netscape runs.... even on 'real' OS's (HP/UX,Solaris,linux)
>>>> does make one ST-nostalgic. It hogs a machine as well as any ST app ever
>>>> did.
>>>Hogs the machine? In what way? Is it relevant?
>>
>> Disk space.
>> RAM space.
>> Processor Cycles.
>> A nasty tendency to NOT yeild the CPU.
>>
>
>What is the issue, jabba.

An LC has a small disk
An LC has miniscule RAM (by Netscape standards)
An LC has a slow, old CPU
An LC has a CMT OS

'scape wont fit into the LC's physical memory.
'scape will require VM and hit it HARD
(petespeak translation: it will make it slow)
'scape will tax the CPU expecting a V8 and find a 4 cylinder with no fuel injection
(petespeak translation: it will make it slow)
'scape will do heavy FP math decoding the jpegs and find no FPU
(petespeak translation: it will make it slow)
'scape will do all this and not want to give up the system, even when it is
not getting anywhere.
(petespeak translation: it will make EVERYTHING slow)

This is also the case for a wintel clone 486DX/33 4M or less...

>
>>
>> The machine quoted had a CMT OS, small RAM, small disk and a slow,
>> old CPU with no FPU.

>
>what is your point?

Resource requirements > resources

Being on the dole (professionally speaking), I can see how this point
eludes you.

>>
>>
>> Again... I would be curious to see you actually use the setup you are
>> advocating.
>>
>> I have little doubt that you would not tolerate it for your own personal
>> use...
>>
>
>Tolerate what? You speak in clichue, jabba.

If the cliche fits...

Apparently, some cliches' become overused base on merit.

4772. Re: Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-05 00:00:00 UTC
From: JEDI
Message-ID: <4p4341$4te@doc.zippo.com>
Source record: 9379

```
In article , sinclap2954@cobra.uni.edu says...
>
>Jabba spoke..
>
>In article <4otu4s$pro@doc.zippo.com>, JEDI writes:
>> In article <1996May31.115755.54951@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>>>
>>>In article <4ohlhh$rh0@doc.zippo.com>, JEDI writes:
>>>> In article , sinclap2954@cobra.uni.edu says...
>>>>>
>>>>>In article <4oevje$m04@doc.zippo.com>, JEDI writes:
>>>>>> In article , sinclap2954@cobra.uni.edu says...
>>>>>>>
>>>>>>>In article <4o1nnm$cr8@doc.zippo.com>, JEDI writes:
>>>>>>>> In article , sinclap2954@cobra.uni.edu says...
>>>>>>>>>
>>>>>>>>>In article <pfOMqqV.brimiller@delphi.com>, Brian-Roland Miller
<brimiller@delphi.com> writes:
>>>>>>>>>> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>>>> [deletia]
>>>> Since the comparison seems to make you uncomfortable I'll just have to
>>>>>> conclude that a 030 Mac has limitations similar to 386's. Since those were
>>>>>> already dispatched, your LC goes down as well.
>>>>>
>>>>>What is the point? Of Course the LC has limitations since the design is six
>>>>>years old.
>>>>
>>>> Orphaned by age... with all would be fanatics developing for subsequent
>>>> models...
>
>And the ST is not an orphan?

When was the last 68030 (or lower) specific program released for the Mac?
The ST still has a trickle of new titles, including CAB.

It is a bit less of an orphan than a Mac LC in this respect.

>
>>>
>>>You can still run thousands of the apps will run but at a slower speed. As for
>> That will be productive. The whole class gets to wait for the computers
>> to catch up. This will give the kiddies a real positive computing
>> experience.
>>
>
```

>Wait a minute.. The whole issue is that there is no money for the latest but
>you critisize that the LC is slow. Of course it would be slower, JAbba!

That is why I have constantly advocated the proposition that the older
wintel clones and macs would be limited to the software that was released
in the same 'era' [as the older machines].

>
>> Just think what they'll think of Apple afterwards...
>
>And you? The ST would be better?

That vastly depends upon the applications. There are plenty of atarians here to
provide information on the atari side for comparison and only one raving mac
advocate: you.

Without the input that you have evaded thusfar, no comparison can be made.

>
>>
>> Your plan just may make the dreams of cloners everywhere finally
>> come true... '-p
>>
>>>the fanatics developing new models, I call it progress. I guess you ST owners
>>>do no know what progress is?
>>
>> Progress is a PowerMac advocate pushing the use of 030's in schools...
>>
>
>Hello, hello Jabba. No, I would push PowerMacs if the budget was there. The
>issue was that the budget would not afford PowerMacs but LC's. Have you still
>have your nose up your ass, Jabba?

MC68030 != PPC601

The relatively lower performance of the LC will limit what can be done with it
and restrict it's usable [pragmatic] software base.

[deletia]
>> that stupid? One of the criteria for selecting is reading reviews.
>>
>> This is not empirical. It is an appeal to authority.
>>
>What is? Reviews can be found in Technology Connection, Book Report, library
>journal and many more. What part do you not understand Jabba?

You did not address the question.
You would make a poor librarian.
You would make a PATHETIC research librarian.

>>>>>> [deletia]
>>>>>>>> Joe-sixpack is likely to have training in something besides attempting to
>>>>>>>> impart information that he himself has never mastered.

>>>>>>>
>>>>>>>Joe-sixpack needs to get his/her head out of their asses. Its a new world now
>>>>>>> and 1950's curiculum/learning will not cut it in this age..
>>>>>>
>>>>>> ...and what core courses would you add?
>>>>>
>>>>>Courses? I never stated that new courses are needed if any exists. What is
>>>>>needed is a new approach.
>>>>
>>>> ...and how is a particular gadget paramount to this new paradigm?
>>>> What will it add, if anything?
>>>
>>>Ha ha ha ha ha ha.. This is so funny but sad..
>>
>> No, it just undermines your possible role as pontiff intellegensa.
>> This is the central question that you have never addressed.
>> It matters not that the answer may be obvious. Nothing can be accepted
>> blindly, especially the obvious.
>
>The proof is that you are an idiot..

Character assasination can never be a substitute for a REAL argument.

Idiocy on my part would not validate your position...

[deletia]
>>>> If this is the extent of your experience with American education it is little wonder
>>>> you have a 'Bill Gates' attitude towards it...
>>>>
>
>No, but I have been to horrible ones to..

Your previous statements in this thread would seem to indicate otherwise.

[deletia]
>
>>>>>should point out this is not the Joe six-pack bunch..
>>>>
>
>Never said that..
>
>>>> It doesn't matter. Your statement doesn't answer the question.
>>>> The characterization of your 1 locus also isn't objective enough to be
>>>> useful. It also has other problems but, we wont likely ever get to those...
>>>>
>>>
>>>You can't comprehend!
>>
>> Such a comment is only a convenient way to avoid the fact that you
>> cannot communicate (or just wont).
>>
>>

>> Excellent is not quantified.
>> What is excellent is never specified.
>> Two variables are stated as responsible for the effect.
>> The sample is stated as being highly atypical.
>> NO criteria are ever stated.
>> (and no, 'it gets better' doesnt count as a valid criterion)
>
>English please...

You're the grad student. I shouldn't be able to trip you up with language
quite so easily.

4773. User Group Meeting

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-05 00:00:00 UTC
From: roy@gorring.demon.co.uk
Message-ID: <834091898_OASIS_@gorring.demon.co.uk>
Source record: 9380

Hi All,

Just to let you know about the first meeting of Wessex Atari Group

DATE: Monday 10th June 1996

TIME: 20:00

PLACE: Leigh Park Community Centre, Havant, Hampshire, UK

All Atarians are welcom :-) Please contact me if you need directions, or if
you just want to let me know your coming :-)

I can be contacted as below, or voice on 01705-611847 :-)

Hope to see you all there :-)

Yours Roy

--

```
\ Have a W.A.G. join Wessex Atari Group /
\ An Atari User Group for Southern England /
\ Join our discussion area on 42BBS 01256-895106 /
\ or contact me - roy@gorring.demon.co.uk - yes with 2 'r's /
\-------------------------------------------------------------------/
\ A good time to keep your mouth shut - is when you are in deep water /
```

4774. Re: Petey is a chicken

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun5.172859.55034@cobra.uni.edu>
Source record: 9381
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <4p2ebd$74m@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> Hey Peter ... you still haven't told us why Iron Soldier 2 is an "8-bit
> quality game" or how it could be done on an 8-bit. We're waiting.

Hey Marky, Iron Soldier II is vapor. Considering the history of Jag games, the
quality may not even exceed 16 bit quality. The producers of Donkey Kong on
the SNES could bring a version to that console..
>
> >> Mark <<
>
> --
> --
> Mark A Rathwell
> -------------------
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
>
> Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
> and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
> at ... http://www.uoguelph.ca/~mrathwel
> --
>

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4775. Re: Hey Peter ... have you ever seen an 8-bit game?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun5.173438.55035@cobra.uni.edu>
Source record: 9382
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

```
In article <4p2pni$ctg@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Ever hear of sarcasm?
>
> Yes ... and that wasn't it. That was just an insult. If it were
> sarcasm, you would secretly be lauding the impressiveness of IS2.

Not necesaary...I was lauding the 'impressiveness of the other 'quality' titles
on the Jag:-)
>
> : Oh, right Mark..Did I rub you in the wrong way? For christ sakes, its video
> : game..
>
> No Petey ... I just like to make you and your flames look
> *STUPID*. Especially your comments on Jaguar game quality when you've
> never seen one.

Marky, the Jag titles are just impressive as the first generation titles on the
SNES..
>
> >> Mark <<
>
> --
> ------------------------------------------------------------------------------
> Mark A Rathwell
> -------------------
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
>
> Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
> and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
> at ... http://www.uoguelph.ca/~mrathwel
> ------------------------------------------------------------------------------
>

GREETINGS..
|-----------------------------------------------------------------------------|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
|-----------------------------------------------------------------------------|
```

4776. Re: Hey Peter ... have you ever seen an 8-bit game?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-06 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun6.180109.55057@cobra.uni.edu>
Source record: 9240

In article <4p59ng$7b2@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
> : In article <4p2pni$ctg@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
> : > : Ever hear of sarcasm?
> : >
> : > Yes ... and that wasn't it. That was just an insult. If it were
> : > sarcasm, you would secretly be lauding the impressiveness of IS2.
>
> : Not necesaary...I was lauding the 'impressiveness of the other 'quality' titles
> : on the Jag:-)
>
> Too bad you've never actually seen or played any! :-)

Blame Atari.

>
> : Marky, the Jag titles are just impressive as the first generation titles on the
> : SNES..
>
> Really Petey? Do you remember what first generation SNES titles
> looked like? Flickering ... slowdown ... lotsa problems. Show me a SNES
> game that chucks around as many polygons as Cybermorph or with graphics
> like Trevur Mcfurr (the first two Jaguar games). And those aren't
> particularly good titles. Only a few games look "16 bit" ... most have
> enhancements that the Super NES could never pull off. Of course ... you
> know little about that 'cause you've *NEVER* seen a Jaguar. :-)
>
> Oh ... and I've taken the liberty of removing the cross-post you
> put to r.g.v.a. They don't want to see your lack of nettiquette any more
> than they have to.

>
> >> Mark <<
>
> --
> --
> Mark A Rathwell
> -------------------
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
>
> Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
> and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
> at ... http://www.uoguelph.ca/~mrathwel

> ---
>

GREETINGS..

```
|-----------------------------------------------------------------------------|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
|-----------------------------------------------------------------------------|
```

4777. Re: Petey is a chicken

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-06 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun6.180540.55058@cobra.uni.edu>
Source record: 9241

In article <4p5a1e$7b2@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Hey Marky, Iron Soldier II is vapor.
>
> IS2 is unreleased. It is *FINISHED*. Screen shots have been
> produced, the game has been shown running and there were segments of it
> on dealer tapes. Big difference.

Still vapor..

>
> : Considering the history of Jag games
>
> What do you know about all 50+ Jaguar games? You've never seen a
> single game and yet you bash them all. You take a few select examples and
> claim that the whole library is like that.

Enough to know, that the titles or lack of was one of the main reason that the
Jag flopped.

> , the
> : quality may not even exceed 16 bit quality The producers of Donkey Kong on
> : the SNES could bring a version to that console..
>
> DKC was impressive for a Super NES. Given the enormous budget (it
> was one of the most expensive games in history) and the fact that it was
> a fifth generation SNES game, it looked good. But ... I think you need to
> understand something about "16-bit". The 16-bit system could not throw
> around the polygons that Iron Soldier II does. It could not texture map
> like IS2 does. It could not produce sound like IS2. It could not produce
> the FMV that IS2 does. It could not put that many colors on screen at
> once. It could not maintain that 3-D environment.
>
> DKC was impressive, but it was nothing more than a well crafted
> 2-D side scroller with a good use of a limited palette and some SGI
> rendered sprites. IS2 is way out of the SNES and Genesis league, as was
> Iron Soldier, and as are many other Jag titles.

Well see, but don't hold your breath..If it is released will it sell in the
millions like Donkey Kong Country?

> >> Mark <<
>
> --
> ---
> Mark A Rathwell
> -------------------

> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
>
> Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
> and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
> at ... http://www.uoguelph.ca/~mrathwel
> ---
>

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4778. Re: Petey is a chicken

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-06 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun6.181227.55061@cobra.uni.edu>
Source record: 9242

Jabba the idiot spoke..

In article <4p6jjm$c8o@doc.zippo.com>, JEDI writes:
> In article , sinclap2954@cobra.uni.edu says...
>>
>>In article <4p2ebd$74m@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>>> Hey Peter ... you still haven't told us why Iron Soldier 2 is an "8-bit
>>> quality game" or how it could be done on an 8-bit. We're waiting.
>>
>>Hey Marky, Iron Soldier II is vapor. Considering the history of Jag games, the
>>quality may not even exceed 16 bit quality. The producers of Donkey Kong on
>>the SNES could bring a version to that console..
>
> When did they release Donkey Kong for the SNES? I'd imagine it wouldn't
> be too hard tho... Although I wouldn't want to compare a 10+ year old
> game to anything contemporary. You could even implement Donkey Kong
> on the ST. (There was a great version of ST Joust btw)

It's Donkey Kong Country for the SNES stupid! Makes at least 40 jag titles
look pathetic..

>
>
>
> Interesting how you are retreating from 8-bit to 16-bit on your characterizations
> of the Jag...

Retreating, who me jabba?
GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4779. Re: Hey Peter ... have you ever seen an 8-bit game?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-06 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun6.180945.55060@cobra.uni.edu>
Source record: 9243
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <4p7154$e3d@uucp.intac.com>, Steve <krunch@intac.com> writes:
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>>In article <4p2pni$ctg@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>>> : Ever hear of sarcasm?
>>>
>>> Yes ... and that wasn't it. That was just an insult. If it were
>>> sarcasm, you would secretly be lauding the impressiveness of IS2.
>>
>>Not necesaary...I was lauding the 'impressiveness of the other 'quality' titles
>>on the Jag:-)
>>>
>>> : Oh, right Mark..Did I rub you in the wrong way? For christ sakes, its video
>>> : game..
>>>
>>> No Petey ... I just like to make you and your flames look
>>> *STUPID*. Especially your comments on Jaguar game quality when you've
>>> never seen one.
>>
>>Marky, the Jag titles are just impressive as the first generation titles on the
>>SNES..
>
>
> You are not only a stupid bastard but a blind one as well.

I bet that you put a lot of thought into that sentense.. Whats the matter
stevy..been hanging out on the New Jersey turnpike...

>
>
>
>
>
>
>>| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
>
>
> Why? so we can all become illogical bleeding heart assholes like
> you Penis?

No need to thank us for saving your sorry ass financial aid..
>
>
>

```
>>|-------------------------------------------------------------------------------|
>
>

GREETINGS..
|-------------------------------------------------------------------------------|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
|-------------------------------------------------------------------------------|
```

4780. Re: Hey Peter ... have you ever seen an 8-bit game?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-06 00:00:00 UTC
From: Steve <krunch@intac.com>
Message-ID: <4p7p21$40g@uucp.intac.com>
Source record: 9244
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

>
> No Petey ... I just like to make you and your flames look
>*STUPID*.

He does a fine job of that himself. ;)

Especially your comments on Jaguar game quality when you've
>never seen one.
>

Even if he has, he's still too stupid to comprehend the
difference due to his foolish bias.

4781. Re: Hey Peter ... have you ever seen an 8-bit game?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-06 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4p59ng$7b2@ccshst05.uoguelph.ca>
Source record: 9383

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: In article <4p2pni$ctg@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
: > : Ever hear of sarcasm?
: >
: > Yes ... and that wasn't it. That was just an insult. If it were
: > sarcasm, you would secretly be lauding the impressiveness of IS2.

: Not necesaary...I was lauding the 'impressiveness of the other 'quality' titles
: on the Jag:-)

Too bad you've never actually seen or played any! :-)

: Marky, the Jag titles are just impressive as the first generation titles on the
: SNES..

Really Petey? Do you remember what first generation SNES titles
looked like? Flickering ... slowdown ... lotsa problems. Show me a SNES
game that chucks around as many polygons as Cybermorph or with graphics
like Trevur Mcfurr (the first two Jaguar games). And those aren't
particularly good titles. Only a few games look "16 bit" ... most have
enhancements that the Super NES could never pull off. Of course ... you
know little about that 'cause you've *NEVER* seen a Jaguar. :-)

Oh ... and I've taken the liberty of removing the cross-post you
put to r.g.v.a. They don't want to see your lack of nettiquette any more
than they have to.

>> Mark <<

--

Mark A Rathwell
---
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
at ... http://www.uoguelph.ca/~mrathwel

4782. Re: Petey is a chicken

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-06 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4p5a1e$7b2@ccshst05.uoguelph.ca>
Source record: 9384

: Hey Marky, Iron Soldier II is vapor.

IS2 is unreleased. It is *FINISHED*. Screen shots have been
produced, the game has been shown running and there were segments of it
on dealer tapes. Big difference.

: Considering the history of Jag games

What do you know about all 50+ Jaguar games? You've never seen a
single game and yet you bash them all. You take a few select examples and
claim that the whole library is like that.

, the
: quality may not even exceed 16 bit quality The producers of Donkey Kong on
: the SNES could bring a version to that console..

DKC was impressive for a Super NES. Given the enormous budget (it
was one of the most expensive games in history) and the fact that it was
a fifth generation SNES game, it looked good. But ... I think you need to
understand something about "16-bit". The 16-bit system could not throw
around the polygons that Iron Soldier II does. It could not texture map
like IS2 does. It could not produce sound like IS2. It could not produce
the FMV that IS2 does. It could not put that many colors on screen at
once. It could not maintain that 3-D environment.

DKC was impressive, but it was nothing more than a well crafted
2-D side scroller with a good use of a limited palette and some SGI
rendered sprites. IS2 is way out of the SNES and Genesis league, as was
Iron Soldier, and as are many other Jag titles.

>> Mark <<

--

Mark A Rathwell
---
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
at ... http://www.uoguelph.ca/~mrathwel

4783. Re: Hey Peter ... have you ever seen an 8-bit game?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-06 00:00:00 UTC
From: Steve <krunch@intac.com>
Message-ID: <4p7154$e3d@uucp.intac.com>
Source record: 9385
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>In article <4p2pni$ctg@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>> : Ever hear of sarcasm?
>>
>> Yes ... and that wasn't it. That was just an insult. If it were
>> sarcasm, you would secretly be lauding the impressiveness of IS2.
>
>Not necesaary...I was lauding the 'impressiveness of the other 'quality' titles
>on the Jag:-)
>>
>> : Oh, right Mark..Did I rub you in the wrong way? For christ sakes, its video
>> : game..
>>
>> No Petey ... I just like to make you and your flames look
>> *STUPID*. Especially your comments on Jaguar game quality when you've
>> never seen one.
>
>Marky, the Jag titles are just impressive as the first generation titles on the
>SNES..

You are not only a stupid bastard but a blind one as well.

>| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |

Why? so we can all become illogical bleeding heart assholes like
you Penis?

>|--|

4784. Re: Petey is a chicken

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-06 00:00:00 UTC
From: JEDI
Message-ID: <4p6jjm$c8o@doc.zippo.com>
Source record: 9386

In article , sinclap2954@cobra.uni.edu says...
>
>In article <4p2ebd$74m@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>> Hey Peter ... you still haven't told us why Iron Soldier 2 is an "8-bit
>> quality game" or how it could be done on an 8-bit. We're waiting.
>
>Hey Marky, Iron Soldier II is vapor. Considering the history of Jag games, the
>quality may not even exceed 16 bit quality. The producers of Donkey Kong on
>the SNES could bring a version to that console..

When did they release Donkey Kong for the SNES? I'd imagine it wouldn't
be too hard tho... Although I wouldn't want to compare a 10+ year old
game to anything contemporary. You could even implement Donkey Kong
on the ST. (There was a great version of ST Joust btw)

Interesting how you are retreating from 8-bit to 16-bit on your characterizations
of the Jag...

4785. Re: Pete can't be bothered to support his own arguments

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-06 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun6.173835.55053@cobra.uni.edu>
Source record: 9387

In article <4p404o$1gn@doc.zippo.com>, JEDI writes:
> In article , sinclap2954@cobra.uni.edu says...
>>
>>In article <4otrur$nrt@doc.zippo.com>, JEDI writes:
>>> In article <1996May31.114818.54949@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>>>>
>>>>In article <4ohhvd$nef@doc.zippo.com>, JEDI writes:
>>>>> In article , sinclap2954@cobra.uni.edu says...
> [deletia]
>>>>>
>>>>> Nevermind that you have yet to this point shown any superior knowledge of
>>>>> this subject yourself...
>>
>>And you? You most know best?
>
> At this point in the discussion, we were just waiting for you to justify your
> claims...
>
>>
>>>>
>>>>Yep and you proved it right here why our schools are in sad condition!
>>>
>>> Time to start living in the 15th century petey. Perhaps you'll join
>>> us in ours sometime...
>>
>>Were still in the industrial age of thinking in the era of the information age
>>because of dumbshits like you..
>
> Would you like to tell me what paradigms separate the two?
> Do you even have the slightest clue?
> Are you even aware upon what the previous eras were based upon
> philosophically?

Sheesh..The industrial age concept that many schools use today was appropriate
if your career objective is to work in a factory were standarization is the
key. The U.S. and much of the world is in the Information age were as one
needs to think, reason and constantly change to new environments.
>
> Would you mind telling me what precisely about my worldview exposed thus
> far is counterproductive in 'the information age'?
>
>>
>>>
>>> Demand for verification is anyone's perogative.

>>>
>>
>>F ck off..
>
> So much for Petey living in the information age...

As clueless as you are..

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4786. Re: Netscape is an HTTP client Petey

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-06 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun6.174930.55054@cobra.uni.edu>
Source record: 9388

Jabba tries to get a clue..

In article <4p41rc$3c3@doc.zippo.com>, JEDI writes:
> In article , sinclap2954@cobra.uni.edu says...
>>
>>In article <4otsub$osb@doc.zippo.com>, JEDI writes:
>>> In article <1996May31.115229.54950@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>>>>
>>>>In article <4ohijb$o44@doc.zippo.com>, JEDI writes:
>>>>> In article , sinclap2954@cobra.uni.edu says...
>>>>>>
>>>>>>In article <833289446_OASIS_@pcc-uky.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
>>>>>>>
>>>>>>> In article <1996May27.110116.54885@cobra.uni.edu>
>>>>>>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>>>>> [deletia].
>>>>>>>
>>>>>>>>What could that be? Can the lowly ST use Netscape just like the lowly LC?
>>>>>>>
>>>>>>> Actually, no...but with innovative programs like Oasis and CAB who needs
>>>>>>> a bloated piece of software that looks like it mated with a porcupine with
>>>>>>> all the holes in its security! %^)
>>
>>And what is bloat?
>
> Allowing an applications size to grow uncontrollably merely because your
> development system happens to have an excess of CPU, RAM and disk.
>
> Often (I have personal first hand experience with such a case) no gain
> in utility is achieved for the extra 'bloat'.

This would be an issue on the ST platform, were the hardware is 1980's vintage.
Have you priced a Pentium/PowerMac lately?

I see Oasis and CAB are innovative, but Netscape isn't? Can these wonderful ST
browsers compatible with Java, quicktime and real audio?

>
>>
>>>>>>
>>>>>>Sounds like sour grapes. There is nothing on the ST side that can mact
>>>>>>Netscape.
>>>>>
>>>>> A Netscape clone is not what is required. A complete implementation of

>>>>> HTML 3.0 would be nice, however. The rest is just a waste of CPU, disk and
>>>>> packets.
>>>>
>>>>So you know what uis best? "Atari does not have this feature, so it's not
>>>>important" is that what you are stating? I would hate to have you on board as
>>>>parent advisor.
>>>
>>> Try to respond again after you've mastered enough of this subject to actually
>>> understand what it was that I posted above.
>>
>>I suggest you communicate english, jabba.
>
> Well... we have breached the spacewall and have entered 'cyberspace'.
> There are certain terms and jargon that apply to the domain. If you wish
> to make comments or policy, why don't you try to actually learn them.
>

Jabba is not making sense..

>
>>>
>>> Of course you'd hate to have me on the board. I'd make you look like
>>> an undereducated moron the moment you were presumptuous enough to lecture
>>> outside of your element.
>>>
>>
>>Ha ha ha ha. You must know best jabba. Keep it up and all our children will
>>be like you..
>
> If they restrain themselves from making claims in subjects they know nothing
> of, they will best the likes of you anytime...

I suspect you children are named Luke, Han, Leia and 3PO..

>
>>>>> However, the way Netscape runs.... even on 'real' OS's (HP/UX,Solaris,linux)
>>>>> does make one ST-nostalgic. It hogs a machine as well as any ST app ever
>>>>> did.
>>>>Hogs the machine? In what way? Is it relevant?
>>>
>>> Disk space.
>>> RAM space.
>>> Processor Cycles.
>>> A nasty tendency to NOT yeild the CPU.

I have 700 megs, 16 mb memory and lots of cpu power. What is your point?

>>>
>>
>>What is the issue, jabba.
>
> An LC has a small disk

> An LC has miniscule RAM (by Netscape standards)
> An LC has a slow, old CPU
> An LC has a CMT OS
>
> 'scape wont fit into the LC's physical memory.

Netscape will do so..

> 'scape will require VM and hit it HARD
> (petespeak translation: it will make it slow)

Unless you are using other apps.

> 'scape will tax the CPU expecting a V8 and find a 4 cylinder with no fuel injection
> (petespeak translation: it will make it slow)

You are dumb..

> 'scape will do heavy FP math decoding the jpegs and find no FPU
> (petespeak translation: it will make it slow)

Thats what happens with a zero budget.

> 'scape will do all this and not want to give up the system, even when it is
> not getting anywhere.
> (petespeak translation: it will make EVERYTHING slow)
>
> This is also the case for a wintel clone 486DX/33 4M or less...
>
>>
>>>
>>> The machine quoted had a CMT OS, small RAM, small disk and a slow,
>>> old CPU with no FPU.
>>
>>what is your point?
>
> Resource requirements > resources
>
> Being on the dole (professionally speaking), I can see how this point
> eludes you.
>
>>>
>>>
>>> Again... I would be curious to see you actually use the setup you are
>>> advocating.
>>>
>>> I have little doubt that you would not tolerate it for your own personal
>>> use...

No, I won't. But you contradicted yourself. You stated before that the 386
and the LC were just as good as the latest and greatest jabba!

Can't have it both ways jabba!

>>
>>Tolerate what? You speak in clichue, jabba.
>
> If the cliche fits...
>
> Apparently, some cliches' become overused base on merit.

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4787. Re: Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-06 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun6.175936.55056@cobra.uni.edu>
Source record: 9389

Jabba the idiot spoke..

In article <4p4341$4te@doc.zippo.com>, JEDI writes:
> In article , sinclap2954@cobra.uni.edu says...
>>
>>Jabba spoke..
>>
>>In article <4otu4s$pro@doc.zippo.com>, JEDI writes:
>>> In article <1996May31.115755.54951@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>>>>
>>>>In article <4ohlhh$rh0@doc.zippo.com>, JEDI writes:
>>>>> In article , sinclap2954@cobra.uni.edu says...
>>>>>>
>>>>>>In article <4oevje$m04@doc.zippo.com>, JEDI writes:
>>>>>>> In article , sinclap2954@cobra.uni.edu says...
>>>>>>>>
>>>>>>>>In article <4o1nnm$cr8@doc.zippo.com>, JEDI writes:
>>>>>>>>> In article , sinclap2954@cobra.uni.edu says...
>>>>>>>>>>
>>>>>>>>>>In article <pfOMqqV.brimiller@delphi.com>, Brian-Roland Miller
<brimiller@delphi.com> writes:
>>>>>>>>>> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>>>>> [deletia]
>>>>> Since the comparison seems to make you uncomfortable I'll just have to
>>>>>> conclude that a 030 Mac has limitations similar to 386's. Since those were
>>>>>> already dispatched, your LC goes down as well.
>>>>>>
>>>>>>What is the point? Of Course the LC has limitations since the design is six
>>>>>>years old.
>>>>>
>>>>> Orphaned by age... with all would be fanatics developing for subsequent
>>>>> models...
>>
>>And the ST is not an orphan?
>
> When was the last 68030 (or lower) specific program released for the Mac?
> The ST still has a trickle of new titles, including CAB.

What are you babbling about? The last app I purchased which was 2 weeks ago is
Mac Publisher and is for the 030 Macs.

>
> It is a bit less of an orphan than a Mac LC in this respect.

In what way?

>
>
>>
>>>>
>>>>You can still run thousands of the apps will run but at a slower speed. As for
>>> That will be productive. The whole class gets to wait for the computers
>>> to catch up. This will give the kiddies a real positive computing
>>> experience.

Fine I will install 7100/80's which can be had for $799...

>>>
>>
>>Wait a minute.. The whole issue is that there is no money for the latest but
>>you critisize that the LC is slow. Of course it would be slower, JAbba!
>
> That is why I have constantly advocated the proposition that the older
> wintel clones and macs would be limited to the software that was released
> in the same 'era' [as the older machines].

Jabba..What browser was released when the LC rolled off the assembly line?

>
>>
>>> Just think what they'll think of Apple afterwards...
>>
>>And you? The ST would be better?
>
> That vastly depends upon the applications. There are plenty of atarians here to
> provide information on the atari side for comparison and only one raving mac
> advocate: you.

What a bunch of shit Jabba.. Ever hear of Mac usergroups Jabba? Lots of em
Jabba. Plus there is the mail order UserGroup Connection which is a Apple
contractor to sell Apple refurbished products at great prices to members of
Apple recognized groups. Try usergroup.com on your Atari web machine..

>
> Without the input that you have evaded thusfar, no comparison can be made.
>
>>
>>>
>>> Your plan just may make the dreams of cloners everywhere finally
>>> come true... '-p
>>>
>>>>the fanatics developing new models, I call it progress. I guess you ST owners
>>>>do no know what progress is?
>>>
>>> Progress is a PowerMac advocate pushing the use of 030's in schools...
>>>
>>
>>Hello, hello Jabba. No, I would push PowerMacs if the budget was there. The
>>issue was that the budget would not afford PowerMacs but LC's. Have you still

>>have your nose up your ass, Jabba?
>
> MC68030 != PPC601
>
> The relatively lower performance of the LC will limit what can be done with it
> and restrict it's usable [pragmatic] software base.

Fine..My budget can afford $799 7100/80's now.

>
> [deletia]
>>> that stupid? One of the criteria for selecting is reading reviews.
>>>
>>> This is not empirical. It is an appeal to authority.
>>>
>>What is? Reviews can be found in Technology Connection, Book Report, library
>>journal and many more. What part do you not understand Jabba?
>
> You did not address the question.
> You would make a poor librarian.
> You would make a PATHETIC research librarian.

What is the correct selection criteria Jabba?

>
>>>>>>> [deletia]
>>>>>>>>> Joe-sixpack is likely to have training in something besides attempting to
>>>>>>>>> impart information that he himself has never mastered.
>>>>>>>>
>>>>>>>>>Joe-sixpack needs to get his/her head out of their asses. Its a new world now
>>>>>>>>> and 1950's curiculum/learning will not cut it in this age..
>>>>>>>
>>>>>>> ...and what core courses would you add?
>>>>>>
>>>>>>Courses? I never stated that new courses are needed if any exists. What is
>>>>>>needed is a new approach.
>>>>>
>>>>> ...and how is a particular gadget paramount to this new paradigm?
>>>>> What will it add, if anything?
>>>>
>>>>Ha ha ha ha ha ha.. This is so funny but sad..
>>>
>>> No, it just undermines your possible role as pontiff intellegensa.
>>> This is the central question that you have never addressed.
>>> It matters not that the answer may be obvious. Nothing can be accepted
>>> blindly, especially the obvious.
>>
>>The proof is that you are an idiot..
>
> Character assasination can never be a substitute for a REAL argument.
>

> Idiocy on my part would not validate your position...
>
> [deletia]
>>>>> If this is the extent of your experience with American education it is little wonder
>>>>> you have a 'Bill Gates' attitude towards it...
>>>>>
>>
>>No, but I have been to horrible ones to..
>
> Your previous statements in this thread would seem to indicate otherwise.
>
> [deletia]
>>
>>>>>>should point out this is not the Joe six-pack bunch..
>>>>>
>>
>>Never said that..
>>
>>>>>> It doesn't matter. Your statement doesn't answer the question.
>>>>>> The characterization of your 1 locus also isn't objective enough to be
>>>>>> useful. It also has other problems but, we wont likely ever get to those...
>>>>>
>>>>
>>>>You can't comprehend!
>>>
>>> Such a comment is only a convenient way to avoid the fact that you
>>> cannot communicate (or just wont).
>>>
>>>
>>> Excellent is not quantified.
>>> What is excellent is never specified.
>>> Two variables are stated as responsible for the effect.
>>> The sample is stated as being highly atypical.
>>> NO criteria are ever stated.
>>> (and no, 'it gets better' doesnt count as a valid criterion)
>>
>>English please...
>
> You're the grad student. I shouldn't be able to trip you up with language
> quite so easily.
>
>

I don't comprehend jabba speak..

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |

|----------|

4788. Re: Petey is a chicken

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-07 00:00:00 UTC
From: JEDI@pop.service.ohio-state.edu
Message-ID: <JEDI.10.31B7ABFF@pop.service.ohio-state.edu>
Source record: 9245

In article <1996Jun6.181227.55061@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>Path: magnus.acs.ohio-state.edu!math.ohio-state.edu!howland.reston.ans.net!newsfeed.internetmci.com!chi-news.cic.net!news.uiowa.edu!news.physics.uiowa.edu!cobra.uni.edu!sinclap2954
>From: sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY)
>Newsgroups: comp.sys.atari.advocacy
>Subject: Re: Petey is a chicken
>Message-ID: <1996Jun6.181227.55061@cobra.uni.edu>
>Date: 6 Jun 96 18:12:26 -0500
>References: <4p2ebd$74m@ccshst05.uoguelph.ca> <1996Jun5.172859.55034@cobra.uni.edu> <4p6jjm$c8o@doc.zippo.com>
>Organization: University of Northern Iowa
>Lines: 36

>Jabba the idiot spoke..
...at least my memory lasts for more than a few seconds...

>In article <4p6jjm$c8o@doc.zippo.com>, JEDI writes:
>> In article , sinclap2954@cobra.uni.edu says...
>>>
>>>In article <4p2ebd$74m@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>>>> Hey Peter ... you still haven't told us why Iron Soldier 2 is an "8-bit
>>>> quality game" or how it could be done on an 8-bit. We're waiting.
>>>
>>>Hey Marky, Iron Soldier II is vapor. Considering the history of Jag games, the
>>>quality may not even exceed 16 bit quality. The producers of

** Donkey Kong **
>>>the SNES could bring a version to that console..
>>
>> When did they release Donkey Kong for the SNES? I'd imagine it wouldn't
>> be too hard tho... Although I wouldn't want to compare a 10+ year old
>> game to anything contemporary. You could even implement Donkey Kong
>> on the ST. (There was a great version of ST Joust btw)

>It's Donkey Kong Country for the SNES stupid! Makes at least 40 jag titles
>look pathetic..

Sorry kiddy boy but some of us are old enough to remember
the original Donkey Kong. If you mean _Donkey Kong Country_ then refer to it
as such.

Also, DKC is just a souped up version of Super Mario Bros.
No 3-D... no texture mapping... very unsophisticated game play...

...it got orders of magnitude more credit than it deserved...

>>
>>
>>
>> Interesting how you are retreating from 8-bit to 16-bit on your characterizations
>> of the Jag...

>Retreating, who me jabba?
Yup... your original position got shredded enough for even
you to back off of it. Either that or you think that a Super Famicon is an
8-bit console.

(with your technical prowess that would not be at all surprising)

4789. Re: Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-07 00:00:00 UTC
From: JEDI@pop.service.ohio-state.edu
Message-ID: <JEDI.7.31B7A55F@pop.service.ohio-state.edu>
Source record: 9246

In article <1996Jun6.175936.55056@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>Path: magnus.acs.ohio-state.edu!math.ohio-state.edu!howland.reston.ans.net!newsfeed.internetmci.com!chi-news.cic.net!news.uiowa.edu!news.physics.uiowa.edu!cobra.uni.edu!sinclap2954
>From: sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY)
>Newsgroups: comp.sys.atari.advocacy
>Subject: Re: Pete is allergic to examples
>Message-ID: <1996Jun6.175936.55056@cobra.uni.edu>
>Date: 6 Jun 96 17:59:36 -0500
>References: <832210682_OASIS_@pcc-uky.campus.mci.net> <4nqiip$l7i@doc.zippo.com> <4p4341$4te@doc.zippo.com>
>Organization: University of Northern Iowa
>Lines: 203

>Jabba the idiot spoke..
...ah, character assasination... have we run out of more substantial ideas?

>In article <4p4341$4te@doc.zippo.com>, JEDI writes:
>> In article , sinclap2954@cobra.uni.edu says...
>>>
>>>Jabba spoke..
[deletia]
>>>>>
>>>>> Orphaned by age... with all would be fanatics developing for subsequent
>>>>> models...
>>>
>>>And the ST is not an orphan?
>>
>> When was the last 68030 (or lower) specific program released for the Mac?
>> The ST still has a trickle of new titles, including CAB.

>What are you babbling about? The last app I purchased which was 2 weeks ago is
>Mac Publisher and is for the 030 Macs.

How old is this and how slowly does it run on an 030. Just being a 680x0 binary isn't sufficient.

>>
>> It is a bit less of an orphan than a Mac LC in this respect.

>In what way?

>>
>>

>>>
>>>>>
>>>>>You can still run thousands of the apps will run but at a slower speed. As for
>>>> That will be productive. The whole class gets to wait for the computers
>>>> to catch up. This will give the kiddies a real positive computing
>>>> experience.

>Fine I will install 7100/80's which can be had for $799...

I'd still like to know where you are getting these rather interesting
prices. They seem rather 'optimistic'.

>>>>
>>>
>>>Wait a minute.. The whole issue is that there is no money for the latest but
>>>you critisize that the LC is slow. Of course it would be slower, JAbba!
>>
>> That is why I have constantly advocated the proposition that the older
>> wintel clones and macs would be limited to the software that was released
>> in the same 'era' [as the older machines].

>Jabba..What browser was released when the LC rolled off the assembly line?

None. That has been my point. Furthermore the subsequent software
has been for 040's and PPC's.

>>
>>>
>>>> Just think what they'll think of Apple afterwards...
>>>
>>>And you? The ST would be better?
>>
>> That vastly depends upon the applications. There are plenty of atarians here to
>> provide information on the atari side for comparison and only one raving mac
>> advocate: you.

>What a bunch of shit Jabba.. Ever hear of Mac usergroups Jabba? Lots of em

Unless you have started cross-posting, HERE is comp.sys.atari.advocacy.
You are the only raving mac fanatic HERE.

>Jabba. Plus there is the mail order UserGroup Connection which is a Apple
>contractor to sell Apple refurbished products at great prices to members of
>Apple recognized groups. Try usergroup.com on your Atari web machine..

>>
>> Without the input that you have evaded thusfar, no comparison can be made.
>>
>>>
>>>>
>>>> Your plan just may make the dreams of cloners everywhere finally
>>>> come true... '-p
>>>>

>>>>>the fanatics developing new models, I call it progress. I guess you ST owners
>>>>>do no know what progress is?
>>>>
>>>> Progress is a PowerMac advocate pushing the use of 030's in schools...
>>>>
>>>
>>>Hello, hello Jabba. No, I would push PowerMacs if the budget was there. The
>>>issue was that the budget would not afford PowerMacs but LC's. Have you still
>>>have your nose up your ass, Jabba?
>>
>> MC68030 != PPC601
>>
>> The relatively lower performance of the LC will limit what can be done with it
>> and restrict it's usable [pragmatic] software base.

>Fine..My budget can afford $799 7100/80's now.

Then why advocate 200 dollar LC's? No one ever advocated subjecting
the wealthy to 10 year old computers.

>>
>> [deletia]
>>>> that stupid? One of the criteria for selecting is reading reviews.
>>>>
>>>> This is not empirical. It is an appeal to authority.
>>>>
>>>What is? Reviews can be found in Technology Connection, Book Report, library
>>>journal and many more. What part do you not understand Jabba?
>>
>> You did not address the question.
>> You would make a poor librarian.
>> You would make a PATHETIC research librarian.

>What is the correct selection criteria Jabba?

>>
>>>>>>>> [deletia]
>>>>>>>>> Joe-sixpack is likely to have training in something besides attempting to
>>>>>>>>> impart information that he himself has never mastered.
>>>>>>>>>
>>>>>>>>>Joe-sixpack needs to get his/her head out of their asses. Its a new world now
>>>>>>>>> and 1950's curiculum/learning will not cut it in this age..
>>>>>>>>
>>>>>>>> ...and what core courses would you add?
>>>>>>>
>>>>>>>Courses? I never stated that new courses are needed if any exists. What is
>>>>>>>needed is a new approach.
>>>>>>
>>>>>> ...and how is a particular gadget paramount to this new paradigm?
>>>>>> What will it add, if anything?
>>>>>
>>>>>Ha ha ha ha ha ha.. This is so funny but sad..

>>>>
>>>> No, it just undermines your possible role as pontiff intellegensa.
>>>> This is the central question that you have never addressed.
>>>> It matters not that the answer may be obvious. Nothing can be accepted
>>>> blindly, especially the obvious.
>>>
>>>The proof is that you are an idiot..
>>
>> Character assasination can never be a substitute for a REAL argument.
>>
>> Idiocy on my part would not validate your position...
>>
>> [deletia]
>>>>>> If this is the extent of your experience with American education it is little wonder
>>>>>> you have a 'Bill Gates' attitude towards it...
>>>>>>
>>>
>>>No, but I have been to horrible ones to..
>>
>> Your previous statements in this thread would seem to indicate otherwise.
>>
>> [deletia]
>>>
>>>>>>>>should point out this is not the Joe six-pack bunch..
>>>>>>
>>>
>>>Never said that..
>>>
>>>>>>> It doesn't matter. Your statement doesn't answer the question.
>>>>>>> The characterization of your 1 locus also isn't objective enough to be
>>>>>>> useful. It also has other problems but, we wont likely ever get to those...
>>>>>>
>>>>>
>>>>>You can't comprehend!
>>>>
>>>> Such a comment is only a convenient way to avoid the fact that you
>>>> cannot communicate (or just wont).
>>>>
>>>>
>>>> Excellent is not quantified.
>>>> What is excellent is never specified.
>>>> Two variables are stated as responsible for the effect.
>>>> The sample is stated as being highly atypical.
>>>> NO criteria are ever stated.
>>>> (and no, 'it gets better' doesnt count as a valid criterion)
>>>
>>>English please...
>>
>> You're the grad student. I shouldn't be able to trip you up with language
>> quite so easily.

>>
>>

>I don't comprehend jabba speak..

Then stick to the 'finishing schools' where there are no substantive
degrees offered, lest you wish to appear a contemporary Helen Keller...

4790. Re: Netscape is an HTTP client Petey

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-07 00:00:00 UTC
From: JEDI@pop.service.ohio-state.edu
Message-ID: <JEDI.8.31B7A8C0@pop.service.ohio-state.edu>
Source record: 9247

In article <1996Jun6.174930.55054@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>Path: magnus.acs.ohio-state.edu!math.ohio-state.edu!howland.reston.ans.net!newsfeed.internetmci.com!chi-news.cic.net!news.uiowa.edu!news.physics.uiowa.edu!cobra.uni.edu!sinclap2954
>From: sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY)
>Newsgroups: comp.sys.atari.advocacy
>Subject: Re: Netscape is an HTTP client Petey
>Message-ID: <1996Jun6.174930.55054@cobra.uni.edu>
>Date: 6 Jun 96 17:49:30 -0500
>References: <833289446_OASIS_@pcc-uky.campus.mci.net> <4otsub$osb@doc.zippo.com> <1996Jun4.133923.55012@cobra.uni.edu> <4p41rc$3c3@doc.zippo.com>
>Organization: University of Northern Iowa
>Lines: 166

>Jabba tries to get a clue..
...some effort is better than none at all...

>In article <4p41rc$3c3@doc.zippo.com>, JEDI writes:
>> In article , sinclap2954@cobra.uni.edu says...
>>>
>>>In article <4otsub$osb@doc.zippo.com>, JEDI writes:
>>>> In article <1996May31.115229.54950@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>>>>>
>>>>>In article <4ohijb$o44@doc.zippo.com>, JEDI writes:
>>>>>> In article , sinclap2954@cobra.uni.edu says...
>>>>>>>
>>>>>>>In article <833289446_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
>>>>>>>>
>>>>>>>> In article <1996May27.110116.54885@cobra.uni.edu>
>>>>>>>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>>>>>> [deletia].
>>>>>>>>
>>>>>>>>>What could that be? Can the lowly ST use Netscape just like the lowly LC?
>>>>>>>>
>>>>>>>> Actually, no...but with innovative programs like Oasis and CAB who needs
>>>>>>>> a bloated piece of software that looks like it mated with a porcupine with
>>>>>>>> all the holes in its security! %^)
>>>
>>>And what is bloat?
>>
>> Allowing an applications size to grow uncontrollably merely because your
>> development system happens to have an excess of CPU, RAM and disk.
>>

>> Often (I have personal first hand experience with such a case) no gain
>> in utility is achieved for the extra 'bloat'.

>This would be an issue on the ST platform, were the hardware is 1980's vintage.
>Have you priced a Pentium/PowerMac lately?

There is no Netscape capable machine available for the price of an ST
(even in '88). Despite great strides in cpu tech., developers have still
managed to eat up the capacity.

>I see Oasis and CAB are innovative, but Netscape isn't? Can these wonderful ST
I never said they were. BTW, 'scape is built on Mosaic.

>browsers compatible with Java, quicktime and real audio?
Of course you choose the great bandwidth wasters...

Most modems in use don't have the bandwidth do manage any of those in
realtime.

>>
>>>
>>>>>>
>>>>>>>Sounds like sour grapes. There is nothing on the ST side that can mact
>>>>>>>Netscape.
>>>>>>
>>>>>> A Netscape clone is not what is required. A complete implementation of
>>>>>> HTML 3.0 would be nice, however. The rest is just a waste of CPU, disk and
>>>>>> packets.
>>>>>
>>>>>So you know what uis best? "Atari does not have this feature, so it's not
>>>>>important" is that what you are stating? I would hate to have you on board as
>>>>>parent advisor.
>>>>
>>>> Try to respond again after you've mastered enough of this subject to actually
>>>> understand what it was that I posted above.
>>>
>>>I suggest you communicate english, jabba.
>>
>> Well... we have breached the spacewall and have entered 'cyberspace'.
>> There are certain terms and jargon that apply to the domain. If you wish
>> to make comments or policy, why don't you try to actually learn them.
>>

>Jabba is not making sense..

Well mebbe if you got a real degree you might have left University
with an education and know what jargon is and a domain is.

The 'spacewall' is an admittedly rather oblique reference but, it's
comprehension is not really required.

>>
>>>>

>>>> Of course you'd hate to have me on the board. I'd make you look like
>>>> an undereducated moron the moment you were presumptuous enough to lecture
>>>> outside of your element.
>>>>
>>>
>>>Ha ha ha ha. You must know best jabba. Keep it up and all our children will
>>>be like you..
>>
>> If they restrain themselves from making claims in subjects they know nothing
>> of, they will best the likes of you anytime...

>I suspect you children are named Luke, Han, Leia and 3PO..

Seth and Malachi actually.

Jedidiah is a name that exists in more than just STAR WARS tomes.
Georgie didn't invent 'stormtrooper' either.

>>
>>>>>> However, the way Netscape runs.... even on 'real' OS's (HP/UX,Solaris,linux)
>>>>>> does make one ST-nostalgic. It hogs a machine as well as any ST app ever
>>>>>> did.
>>>>>Hogs the machine? In what way? Is it relevant?
>>>>
>>>> Disk space.
>>>> RAM space.
>>>> Processor Cycles.
>>>> A nasty tendency to NOT yeild the CPU.

>I have 700 megs, 16 mb memory and lots of cpu power. What is your point?

Of course you do. You'd never tolerate an LC. You'd just subject
students to it...

>>>>
>>>
>>>What is the issue, jabba.
>>
>> An LC has a small disk
>> An LC has miniscule RAM (by Netscape standards)
>> An LC has a slow, old CPU
>> An LC has a CMT OS
>>
>> 'scape wont fit into the LC's physical memory.

>Netscape will do so..

This is a bold faced lie.

>> 'scape will require VM and hit it HARD
>> (petespeak translation: it will make it slow)

>Unless you are using other apps.

Netscape will severely hinder your ability to run another app.
(forget apps)

>> 'scape will tax the CPU expecting a V8 and find a 4 cylinder with no fuel injection
>> (petespeak translation: it will make it slow)

>You are dumb..

That does not refute the point.

>> 'scape will do heavy FP math decoding the jpegs and find no FPU
>> (petespeak translation: it will make it slow)

>Thats what happens with a zero budget.

>> 'scape will do all this and not want to give up the system, even when it is
>> not getting anywhere.
>> (petespeak translation: it will make EVERYTHING slow)
>>
>> This is also the case for a wintel clone 486DX/33 4M or less...
>>
>>>
>>>>
>>>> The machine quoted had a CMT OS, small RAM, small disk and a slow,
>>>> old CPU with no FPU.
>>>
>>>what is your point?
>>
>> Resource requirements > resources
>>
>> Being on the dole (professionally speaking), I can see how this point
>> eludes you.
>>
>>>>
>>>>
>>>> Again... I would be curious to see you actually use the setup you are
>>>> advocating.
>>>>
>>>> I have little doubt that you would not tolerate it for your own personal
>>>> use...

>No, I won't. But you contradicted yourself. You stated before that the 386
>and the LC were just as good as the latest and greatest jabba!

I said no such thing.

>Can't have it both ways jabba!
>
>>>
>>>Tolerate what? You speak in clichue, jabba.
>>
>> If the cliche fits...
>>
>> Apparently, some cliches' become overused base on merit.

4791. Re: Pete can't be bothered to support his own arguments

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-07 00:00:00 UTC
From: JEDI@pop.service.ohio-state.edu
Message-ID: <JEDI.9.31B7AA35@pop.service.ohio-state.edu>
Source record: 9248

In article <1996Jun6.173835.55053@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>Path: magnus.acs.ohio-state.edu!math.ohio-state.edu!howland.reston.ans.net!newsfeed.internetmci.com!chi-news.cic.net!news.uiowa.edu!news.physics.uiowa.edu!cobra.uni.edu!sinclap2954
>From: sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY)
>Newsgroups: comp.sys.atari.advocacy
>Subject: Re: Pete can't be bothered to support his own arguments
>Message-ID: <1996Jun6.173835.55053@cobra.uni.edu>
>Date: 6 Jun 96 17:38:34 -0500
>References: <833175660_OASIS_@pcc-uky.campus.mci.net> <4ohhvd$nef@doc.zippo.com> <4p404o$1gn@doc.zippo.com>
>Organization: University of Northern Iowa
>Lines: 59

>In article <4p404o$1gn@doc.zippo.com>, JEDI writes:
>> In article , sinclap2954@cobra.uni.edu says...
>>>
>>>In article <4otrur$nrt@doc.zippo.com>, JEDI writes:
>>>> In article <1996May31.114818.54949@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>>>>>
>>>>>In article <4ohhvd$nef@doc.zippo.com>, JEDI writes:
>>>>>> In article , sinclap2954@cobra.uni.edu says...
>> [deletia]
>>>>>>
>>>>>> Nevermind that you have yet to this point shown any superior knowledge of
>>>>>> this subject yourself...
>>>
>>>And you? You most know best?
>>
>> At this point in the discussion, we were just waiting for you to justify your
>> claims...
>>
>>>
>>>>>
>>>>>Yep and you proved it right here why our schools are in sad condition!
>>>>
>>>> Time to start living in the 15th century petey. Perhaps you'll join
>>>> us in ours sometime...
>>>
>>>Were still in the industrial age of thinking in the era of the information age
>>>because of dumbshits like you..
>>
>> Would you like to tell me what paradigms separate the two?

>> Do you even have the slightest clue?
>> Are you even aware upon what the previous eras were based upon
>> philosophically?

>Sheesh..The industrial age concept that many schools use today was appropriate
>if your career objective is to work in a factory were standarization is the

That's pre-industrial actually. In most 'civilized' nations, what you
describe below is an 'industrial age' education perspective. To 'teach' such
things does not require computing. (ref. USSR)

>key. The U.S. and much of the world is in the Information age were as one
>needs to think, reason and constantly change to new environments.

I am still waiting for you to show these characteristics.

>>
>> Would you mind telling me what precisely about my worldview exposed thus
>> far is counterproductive in 'the information age'?
>>
>>>
>>>>
>>>> Demand for verification is anyone's perogative.
>>>>
>>>
>>>F ck off..
>>
>> So much for Petey living in the information age...

>As clueless as you are..

At least with a grasp of the notions of the Enlightenment I stand the
remotest chance of self improvement...

That is something you do not have and most probably never will...

4792. Re: Hey Peter ... have you ever seen an 8-bit game?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-07 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4p9kvd$6du@ccshst05.uoguelph.ca>
Source record: 9249

: Blame Atari.

Gee Pete ... that's great support for your argument about the
Jaguar games being of 8-16 bit quality! You just admitted you've never
seen one single game.

>> Mark <<

--

Mark A Rathwell
---
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
at ... http://www.uoguelph.ca/~mrathwel

4793. Re: Petey is a chicken

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-07 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4p9l5k$6du@ccshst05.uoguelph.ca>
Source record: 9250

: Still vapor..

You were suggesting that it hadn't even been started. I've seen
demos of the game Peter ... enough to know that I've never seen anything
remotely comparable on the SNES.

: Enough to know, that the titles or lack of was one of the main reason that the
: Jag flopped.

Yes, but you ducked the question again. What do you know of
specific titles? You claim they're all 8-bit and 16-bit quality when
you've never seen a single one. And you want to teach kids how to write
effective essays? You can't even support your argument. You just duck the
question.

: Well see, but don't hold your breath..If it is released will it sell in the
: millions like Donkey Kong Country?

I doubt it. But that isn't the issue now is it? The Jaguar could
do DKC without breaking a sweat but it would take several Super NES's to
create the computing power needed for IS2.

>> Mark <<

4794. Re: Petey is a chicken

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-07 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4p9l71$6du@ccshst05.uoguelph.ca>
Source record: 9251

```
: It's Donkey Kong Country for the SNES stupid! Makes at least 40 jag titles
: look pathetic..

And those forty titles are ... ? (You've never seen one get let
alone forty)

>> Mark <<

--
-------------------------------------------------------------------------
Mark A Rathwell
-------------------
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
at ... http://www.uoguelph.ca/~mrathwel
-------------------------------------------------------------------------
```

4795. Atari's can't use the net

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-07 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4p9q83$6g1@morgoth.sfu.ca>
Source record: 9252

Sorry for the attention grabber but it seems that no one in this group is trimming their follow ups. I makes your posts really hard to read.

Thank you.

--
Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

4796. Re: Atari's can't use the net

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-07 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4pa9vg$lja@ccshst05.uoguelph.ca>
Source record: 9253

I agree Brian. There is too much "article requoting" going on ...
especially by Mr. Sinclair. As for your other comment, it's a good
attention grabber. In case anyone thinks that Atari's can't use the net,
I used to regularily use my 130XE to read E_Mail and check the USENET
groups on my freenet account.

>> Mark <<

--

Mark A Rathwell
----
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
at ... http://www.uoguelph.ca/~mrathwel

4797. Re: Hey Peter ... have you ever seen an 8-bit game?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-07 00:00:00 UTC
From: Steve <krunch@intac.com>
Message-ID: <4pada3$de8@uucp.intac.com>
Source record: 9254
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>In article <4p7154$e3d@uucp.intac.com>, Steve <krunch@intac.com> writes:
>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>>>In article <4p2pni$ctg@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>>>> : Ever hear of sarcasm?
>>>>
>>>> Yes ... and that wasn't it. That was just an insult. If it were
>>>> sarcasm, you would secretly be lauding the impressiveness of IS2.
>>>
>>>Not necesaary...I was lauding the 'impressiveness of the other 'quality' titles
>>>on the Jag:-)
>>>>
>>>> : Oh, right Mark..Did I rub you in the wrong way? For christ sakes, its video
>>>> : game..
>>>>
>>>> No Petey ... I just like to make you and your flames look
>>>> *STUPID*. Especially your comments on Jaguar game quality when you've
>>>> never seen one.
>>>
>>>Marky, the Jag titles are just impressive as the first generation titles on the
>>>SNES..
>>
>>
>> You are not only a stupid bastard but a blind one as well.
>
>I bet that you put a lot of thought into that sentense.. Whats the matter
>stevy..been hanging out on the New Jersey turnpike...
>

Yes Penis, I am from Jersey. What toilet did you come
from? Akron, Ohio perhaps. Jerk-off.

>>
>>
>>
>>
>>
>>
>>>| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
>>
>>
>> Why? so we can all become illogical bleeding heart assholes like
>> you Penis?

>
>No need to thank us for saving your sorry ass financial aid..
>>

Thanks for what? Bankrupting the nation with handouts?
The democrats(liberal ones like Penis here) have done nothing for this
country but create class envy against the rich and the poor for the last
40 years.

>>

4798. Re: Hey Peter ... have you ever seen an 8-bit game?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun7.213528.55081@cobra.uni.edu>
Source record: 9255
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <4pada3$de8@uucp.intac.com>, Steve <krunch@intac.com> writes:
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>>In article <4p7154$e3d@uucp.intac.com>, Steve <krunch@intac.com> writes:
>>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>>>>In article <4p2pni$ctg@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>>>>> : Ever hear of sarcasm?
>>>>>
>>>>> Yes ... and that wasn't it. That was just an insult. If it were
>>>>> sarcasm, you would secretly be lauding the impressiveness of IS2.
>>>>
>>>>Not necesaary...I was lauding the 'impressiveness of the other 'quality' titles
>>>>on the Jag:-)
>>>>>
>>>>> : Oh, right Mark..Did I rub you in the wrong way? For christ sakes, its video
>>>>> : game..
>>>>>
>>>>> No Petey ... I just like to make you and your flames look
>>>>> *STUPID*. Especially your comments on Jaguar game quality when you've
>>>>> never seen one.
>>>>
>>>>Marky, the Jag titles are just impressive as the first generation titles on the
>>>>SNES..
>>>
>>>
>>> You are not only a stupid bastard but a blind one as well.
>>
>>I bet that you put a lot of thought into that sentense.. Whats the matter
>>stevy..been hanging out on the New Jersey turnpike...
>>
>
> Yes Penis, I am from Jersey. What toilet did you come
> from? Akron, Ohio perhaps. Jerk-off.

Englewood N.J.

>
>
>>>
>>>
>>>
>>>
>>>
>>>

>>>>| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
>>>
>>>
>>> Why? so we can all become illogical bleeding heart assholes like
>>> you Penis?
>>
>>No need to thank us for saving your sorry ass financial aid..
>>>
>
>
> Thanks for what? Bankrupting the nation with handouts?
> The democrats(liberal ones like Penis here) have done nothing for this
> country but create class envy against the rich and the poor for the last
> 40 years.

You think handouts were the cause? How about the corporate welfare handout in
the tune of over $200 billion annual...

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4799. Re: Petey is a chicken

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-09 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun9.003233.55102@cobra.uni.edu>
Source record: 9256

In article <4p9l5k$6du@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Still vapor..
>
> You were suggesting that it hadn't even been started. I've seen
> demos of the game Peter ... enough to know that I've never seen anything
> remotely comparable on the SNES.

But still vapor...Can you purchase it?

>
> : Enough to know, that the titles or lack of was one of the main reason that the
> : Jag flopped.
>
> Yes, but you ducked the question again. What do you know of
> specific titles? You claim they're all 8-bit and 16-bit quality when
> you've never seen a single one. And you want to teach kids how to write
> effective essays? You can't even support your argument. You just duck the
> question.

Mark, I have read the reviews and seen the ATARI Lit that was sent to me about
the Jag and titles.. Not very impressive except AVP...

>
> : Well see, but don't hold your breath..If it is released will it sell in the
> : millions like Donkey Kong Country?
>
> I doubt it. But that isn't the issue now is it? The Jaguar could
> do DKC without breaking a sweat but it would take several Super NES's to
> create the computing power needed for IS2.

Will never know.

>
> >> Mark <<

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4800. Re: Petey is a chicken

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-09 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun9.003518.55103@cobra.uni.edu>
Source record: 9257

```
In article <4p9l71$6du@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : It's Donkey Kong Country for the SNES stupid! Makes at least 40 jag titles
> : look pathetic..
>
> And those forty titles are ... ? (You've never seen one get let
> alone forty)

I am sure you know...Lets start with......

>
> >> Mark <<
>
> --
> ------------------------------------------------------------------------------
> Mark A Rathwell
> -------------------
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
>
> Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
> and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
> at ... http://www.uoguelph.ca/~mrathwel
> ------------------------------------------------------------------------------
>

GREETINGS..
|-----------------------------------------------------------------------------|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
|-----------------------------------------------------------------------------|
```

4801. Re: Atari's can't use the net

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-09 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun9.003738.55104@cobra.uni.edu>
Source record: 9258

```
In article <4pa9vg$lja@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> I agree Brian. There is too much "article requoting" going on ...
> especially by Mr. Sinclair. As for your other comment, it's a good
> attention grabber. In case anyone thinks that Atari's can't use the net,
> I used to regularily use my 130XE to read E_Mail and check the USENET
> groups on my freenet account.

My A500 was good for e-mail while multitasking with Final Word..
>
> >> Mark <<
>
> --
> ------------------------------------------------------------------------------
> Mark A Rathwell
> -------------------
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
>
> Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
> and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
> at ... http://www.uoguelph.ca/~mrathwel
> ------------------------------------------------------------------------------
>

GREETINGS..
|-----------------------------------------------------------------------------|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
|-----------------------------------------------------------------------------|
```

4802. Re: Atari's can't use the net

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-09 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4pf2gn$gis@ccshst05.uoguelph.ca>
Source record: 9259

: My A500 was good for e-mail while multitasking with Final Word..

Who cares? My Tandy CoCo 3 can do the same thing. What's your point?

>> Mark <<

--

Mark A Rathwell
---
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
at ... http://www.uoguelph.ca/~mrathwel

4803. Re: Petey is a chicken

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-09 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4pf2kr$gis@ccshst05.uoguelph.ca>
Source record: 9260

: But still vapor...Can you purchase it?

No ... but "vapor" is generally accepted as being "announced but
unstarted."

: Mark, I have read the reviews and seen the ATARI Lit that was sent to me about
: the Jag and titles.. Not very impressive except AVP...

How about some specific examples Petey? I can show lots of Jaguar
games that couldn't be done on an SNES. There's a difference between
blurry pictures and playing an actual game. You "read" reviews but you
only read reviews that support your biased opinion.

>> Mark <<

4804. Re: Petey is a chicken

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-09 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4pf39k$gis@ccshst05.uoguelph.ca>
Source record: 9261

: I am sure you know...Lets start with......

Sure I know. It's obvious you don't! As for games that I think
could be pulled off exactly on the SNES, I'd be happy to list them:

1. Dino Dudes
2. Raiden (even though the Jag version is better than the SNES version)
3. Bubsy
4. Zool 2
5. Ruiner Pinball
6. Pitfall: The Mayan Adventure
7. Fever Pitch Soccer
8. Sensible Soccer
9. Brutal Sports Football

That's nine titles. Now there are over fifty titles for the Jag.
You fill in the gaps. How about I do it for you? (I won't do all the
games 'cause that will take forever)

1. Cybermorph. Everything Star Fox (fourth generation SNES game with a
special FX chip) was with more polygons, faster frame rate and free
flowing movement.
2. Trevur McFurr. 24 bit graphics on an SNES? I doubt it.
3. Wolfenstein 3-D. Faster and with higher resolution than the PC
version. We won't even mention the SNES version.
4. Doom. Thousands of onscreen colors, network play, faster frame rate.
Destroys the SNES version, even though that version was a sixth
generation game with special chip enhancements.
5. Aliens Vs. Predator. Nuff said.
6. Club Drive. Crappy game, but could the SNES chuck around that many
polygons? I doubt it.
7. Checkered Flag. See above.
8. Iron Soldier. A 3-D based polygon environment with texture mapping. Is
there anything comparable on an SNES? Not on your life!
9. Super Burnout. Could probably be done on 16-bit if: 1) you reduced the
color count, 2) lowered the framerate, 3) took away the texture mapping,
4) took away the two player mode.
10. Rayman. So ... can a Super NES put 65,000 colors on screen at once?
Not likely considering it only has a palette of 32,000 and can only put
256 of those on screen.
11. Power Drive Rally. More colors than Super NES games.
12. Atari Karts. Like Mario Karts, but with parallax scrolling, more
colors, texture mapping etc.
13. Battlemorph. See Cybermorph, but with huge improvments.
14. Primal Rage. Compare it to the SNES version.

15. NBA Jam TE. Compare it to the SNES version.
16. Tempest 2000. Where would the SNES get the colors for the warp effects? How would it do the music?
17. Defender 2000? Where would the SNES get those colours? How would it maintain that framerate? Pull off those graphics? Hmm...
18. Missile Command 3-D? The SNES is going to manipulate that Panzer Dragon style boss in all his texture mapping?

I could go on and on. You need to give it up Peter.

>> Mark <<

--

Mark A Rathwell
---
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out at ... http://www.uoguelph.ca/~mrathwel
---

4805. Re: Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-09 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun9.152847.55109@cobra.uni.edu>
Source record: 9262

```
Jabba the clueless spoke..
>
>>Jabba the idiot spoke..
> ...ah, character assasination... have we run out of more substantial
> ideas?
>
>>In article <4p4341$4te@doc.zippo.com>, JEDI writes:
>>> In article , sinclap2954@cobra.uni.edu says...
>>>>
>>>>Jabba spoke..
> [deletia]
>>>>>>>
>>>>>>> Orphaned by age... with all would be fanatics developing for subsequent
>>>>>>> models...
>>>>
>>>>And the ST is not an orphan?
>>>
>>> When was the last 68030 (or lower) specific program released for the Mac?
>>> The ST still has a trickle of new titles, including CAB.
>
>>What are you babbling about? The last app I purchased which was 2 weeks ago is
>>Mac Publisher and is for the 030 Macs.
>
> How old is this and how slowly does it run on an 030. Just being a
> 680x0 binary isn't sufficient.

Published in 1996 jabba. Designed for lowend Macs but is Accelerated for
Powermac.

I don't know how slowly it would run on a LCIII but would be slow compared to my
7100/80.

>>>
>>> It is a bit less of an orphan than a Mac LC in this respect.
>
>>In what way?
>
>>>
>>>
>>>>
>>>>>>
>>>>>>You can still run thousands of the apps will run but at a slower speed. As for
>>>>> That will be productive. The whole class gets to wait for the computers
>>>>> to catch up. This will give the kiddies a real positive computing
>>>>> experience.
```

>
>>Fine I will install 7100/80's which can be had for $799...
>
> I'd still like to know where you are getting these rather interesting
> prices. They seem rather 'optimistic'.

UserGroup Connection.. URL://www.ugstore.com However, the 7100's have been
sold out.

>>>>
>>>>Wait a minute.. The whole issue is that there is no money for the latest but
>>>>you critisize that the LC is slow. Of course it would be slower, JAbba!
>>>
>>> That is why I have constantly advocated the proposition that the older
>>> wintel clones and macs would be limited to the software that was released
>>> in the same 'era' [as the older machines].
>
>>Jabba..What browser was released when the LC rolled off the assembly line?
>
> None. That has been my point. Furthermore the subsequent software
> has been for 040's and PPC's.
>

Netscape and Mosaic can run off 020 Macs, and yes it would be slow compared to
040 and PPC. The issue is it can run on those antiquated machines.. What part
do you not understand jabba ?

>>>>
>>>>> Just think what they'll think of Apple afterwards...
>>>>
>>>>And you? The ST would be better?
>>>
>>> That vastly depends upon the applications. There are plenty of atarians here to
>>> provide information on the atari side for comparison and only one raving mac
>>> advocate: you.
>
>>What a bunch of shit Jabba.. Ever hear of Mac usergroups Jabba? Lots of em
>
> Unless you have started cross-posting, HERE is comp.sys.atari.advocacy.
> You are the only raving mac fanatic HERE.

Jabba there are plenty of apps that will run fine off the LC line and today
millions of LC's are in use in K-12..

>
>>Jabba. Plus there is the mail order UserGroup Connection which is a Apple
>>contractor to sell Apple refurbished products at great prices to members of
>>Apple recognized groups. Try usergroup.com on your Atari web machine..
>
>>>
>>> Without the input that you have evaded thusfar, no comparison can be made.

Mistake with the url.. //www.ugstore.com/

What have I evaded jabba.

>>>>> Your plan just may make the dreams of cloners everywhere finally
>>>>> come true... '-p
>>>>>
>>>>>>the fanatics developing new models, I call it progress. I guess you ST owners
>>>>>>do no know what progress is?
>>>>>
>>>>> Progress is a PowerMac advocate pushing the use of 030's in schools...
>>>>>
>>>>
>>>>Hello, hello Jabba. No, I would push PowerMacs if the budget was there. The
>>>>issue was that the budget would not afford PowerMacs but LC's. Have you still
>>>>have your nose up your ass, Jabba?
>>>
>>> MC68030 != PPC601
>>>
>>> The relatively lower performance of the LC will limit what can be done with it
>>> and restrict it's usable [pragmatic] software base.
>
>>Fine..My budget can afford $799 7100/80's now.
>
> Then why advocate 200 dollar LC's? No one ever advocated subjecting
> the wealthy to 10 year old computers.

The LC's are 6 years old jabba.

>>>
>>> [deletia]
>>>>> that stupid? One of the criteria for selecting is reading reviews.
>>>>>
>>>>> This is not empirical. It is an appeal to authority.
>>>>>
>>>>What is? Reviews can be found in Technology Connection, Book Report, library
>>>>journal and many more. What part do you not understand Jabba?
>>>
>>> You did not address the question.
>>> You would make a poor librarian.
>>> You would make a PATHETIC research librarian.

Your mother made a poor selection..

>>What is the correct selection criteria Jabba?
>
>>>
>>>>>>>>> [deletia]
>>>>>>>>>> Joe-sixpack is likely to have training in something besides attempting to
>>>>>>>>>> impart information that he himself has never mastered.
>>>>>>>>>>
>>>>>>>>>>Joe-sixpack needs to get his/her head out of their asses. Its a new world now
>>>>>>>>>> and 1950's curiculum/learning will not cut it in this age..

>>>>>>>>>
>>>>>>>>> ...and what core courses would you add?
>>>>>>>>
>>>>>>>>Courses? I never stated that new courses are needed if any exists. What is
>>>>>>>>needed is a new approach.
>>>>>>>
>>>>>>> ...and how is a particular gadget paramount to this new paradigm?
>>>>>>> What will it add, if anything?
>>>>>>
>>>>>>Ha ha ha ha ha ha.. This is so funny but sad..
>>>>>
>>>>> No, it just undermines your possible role as pontiff intellegensa.
>>>>> This is the central question that you have never addressed.
>>>>> It matters not that the answer may be obvious. Nothing can be accepted
>>>>> blindly, especially the obvious.
>>>>
>>>>The proof is that you are an idiot..
>>>
>>> Character assasination can never be a substitute for a REAL argument.
>>>
>>> Idiocy on my part would not validate your position...

An idiot still in the industrial age mode jabba..

>>> [deletia]
>>>>>>> If this is the extent of your experience with American education it is little
wonder
>>>>>>> you have a 'Bill Gates' attitude towards it...
>>>>>>>
>>>>
>>>>No, but I have been to horrible ones to..
>>>
>>> Your previous statements in this thread would seem to indicate otherwise.
>>>
>>> [deletia]
>>>>
>>>>>>>>>should point out this is not the Joe six-pack bunch..
>>>>>>>
>>>>
>>>>Never said that..
>>>>
>>>>>>> It doesn't matter. Your statement doesn't answer the question.
>>>>>>> The characterization of your 1 locus also isn't objective enough to be
>>>>>>> useful. It also has other problems but, we wont likely ever get to those...
>>>>>>>
>>>>>>
>>>>>>You can't comprehend!
>>>>>
>>>>> Such a comment is only a convenient way to avoid the fact that you
>>>>> cannot communicate (or just wont).
>>>>>

>>>>>
>>>>> Excellent is not quantified.
>>>>> What is excellent is never specified.
>>>>> Two variables are stated as responsible for the effect.
>>>>> The sample is stated as being highly atypical.
>>>>> NO criteria are ever stated.
>>>>> (and no, 'it gets better' doesnt count as a valid criterion)
>>>>
>>>>English please...
>>>
>>> You're the grad student. I shouldn't be able to trip you up with language
>>> quite so easily.
>>>
>>>
>
>>I don't comprehend jabba speak..
>
> Then stick to the 'finishing schools' where there are no substantive
> degrees offered, lest you wish to appear a contemporary Helen Keller...

And you jabba is whats wrong today..

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4806. Re: Netscape is an HTTP client Petey

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-09 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun9.154342.55110@cobra.uni.edu>
Source record: 9263

Jabba needs help..

>>>>>>>>>>What could that be? Can the lowly ST use Netscape just like the lowly LC?
>>>>>>>>>
>>>>>>>>> Actually, no...but with innovative programs like Oasis and CAB who needs
>>>>>>>>> a bloated piece of software that looks like it mated with a porcupine with
>>>>>>>>> all the holes in its security! %^)
>>>>
>>>>And what is bloat?
>>>
>>> Allowing an applications size to grow uncontrollably merely because your
>>> development system happens to have an excess of CPU, RAM and disk.
>>>
>>> Often (I have personal first hand experience with such a case) no gain
>>> in utility is achieved for the extra 'bloat'.
>
>>This would be an issue on the ST platform, were the hardware is 1980's vintage.
>>Have you priced a Pentium/PowerMac lately?
>
> There is no Netscape capable machine available for the price of an ST
> (even in '88). Despite great strides in cpu tech., developers have still
> managed to eat up the capacity.
>
>>I see Oasis and CAB are innovative, but Netscape isn't? Can these wonderful ST
> I never said they were. BTW, 'scape is built on Mosaic.

Actualy saic is built into scape since Marc Andreeson(sP) is the author of saic
and now a founder at scape.

>>browsers compatible with Java, quicktime and real audio?

> Of course you choose the great bandwidth wasters...

Ha ha ha ha ha ha..There goes your credibility. So what you are saying is
that the ST is not capable of these plugins but does not matter.

>
> Most modems in use don't have the bandwidth do manage any of those in
> realtime.

Most modems? 2400 baud? My 14k modem does.. Many users do and your reasoning
is irelevant and just shows why the ST is the wrong choice and should not be
considered..

>
>>>
>>>>

>>>>>>>>
>>>>>>>>Sounds like sour grapes. There is nothing on the ST side that can mact
>>>>>>>>Netscape.
>>>>>>>
>>>>>>> A Netscape clone is not what is required. A complete implementation of
>>>>>>> HTML 3.0 would be nice, however. The rest is just a waste of CPU, disk and
>>>>>>> packets.
>>>>>>
>>>>>>So you know what uis best? "Atari does not have this feature, so it's not
>>>>>>important" is that what you are stating? I would hate to have you on board as
>>>>>>parent advisor.
>>>>>
>>>>> Try to respond again after you've mastered enough of this subject to actually
>>>>> understand what it was that I posted above.

No, you need to try what is relevant and what is not jabba.

>>>>I suggest you communicate english, jabba.
>>>
>>> Well... we have breached the spacewall and have entered 'cyberspace'.
>>> There are certain terms and jargon that apply to the domain. If you wish
>>> to make comments or policy, why don't you try to actually learn them.
>>>
>
>>Jabba is not making sense..
>
> Well mebbe if you got a real degree you might have left University
> with an education and know what jargon is and a domain is.

Ha..now personal attacks..Whats the matter jabba?

>
> The 'spacewall' is an admittedly rather oblique reference but, it's
> comprehension is not really required.
>
>>>
>>>>>
>>>>> Of course you'd hate to have me on the board. I'd make you look like
>>>>> an undereducated moron the moment you were presumptuous enough to lecture
>>>>> outside of your element.
>>>>>
>>>>
>>>>Ha ha ha ha. You must know best jabba. Keep it up and all our children will
>>>>be like you..
>>>
>>> If they restrain themselves from making claims in subjects they know nothing
>>> of, they will best the likes of you anytime...
>
>>I suspect you children are named Luke, Han, Leia and 3PO..
>
> Seth and Malachi actually.

What species?

>
> Jedidiah is a name that exists in more than just STAR WARS tomes.
> Georgie didn't invent 'stormtrooper' either.

True..
>
>>>
>>>>>>> However, the way Netscape runs.... even on 'real' OS's (HP/UX,Solaris,linux)
>>>>>>> does make one ST-nostalgic. It hogs a machine as well as any ST app ever
>>>>>>> did.
>>>>>>Hogs the machine? In what way? Is it relevant?
>>>>>
>>>>> Disk space.
>>>>> RAM space.
>>>>> Processor Cycles.
>>>>> A nasty tendency to NOT yeild the CPU.
>
>>I have 700 megs, 16 mb memory and lots of cpu power. What is your point?
>
> Of course you do. You'd never tolerate an LC. You'd just subject
> students to it...

I couldn't tolerate it..Not my fault if the budget is not there because of
parents know whats best, right jabba?

>>>>
>>>>What is the issue, jabba.
>>>
>>> An LC has a small disk
>>> An LC has miniscule RAM (by Netscape standards)
>>> An LC has a slow, old CPU
>>> An LC has a CMT OS
>>>
>>> 'scape wont fit into the LC's physical memory.
>
>>Netscape will do so..
>
> This is a bold faced lie.
>
>>> 'scape will require VM and hit it HARD
>>> (petespeak translation: it will make it slow)
>
>>Unless you are using other apps.
>
> Netscape will severely hinder your ability to run another app.
> (forget apps)
>
>>> 'scape will tax the CPU expecting a V8 and find a 4 cylinder with no fuel injection
>>> (petespeak translation: it will make it slow)
>

>>You are dumb..
>
> That does not refute the point.
>
>>> 'scape will do heavy FP math decoding the jpegs and find no FPU
>>> (petespeak translation: it will make it slow)
>
>>Thats what happens with a zero budget.
>
>
>>> 'scape will do all this and not want to give up the system, even when it is
>>> not getting anywhere.
>>> (petespeak translation: it will make EVERYTHING slow)
>>>
>>> This is also the case for a wintel clone 486DX/33 4M or less...
>>>
>>>>
>>>>>
>>>>> The machine quoted had a CMT OS, small RAM, small disk and a slow,
>>>>> old CPU with no FPU.
>>>>
>>>>what is your point?
>>>
>>> Resource requirements > resources
>>>
>>> Being on the dole (professionally speaking), I can see how this point
>>> eludes you.

As I stated before jabba, because of parents know best, will always be behind
our academia counterparts jabba..

>>>
>>>>>
>>>>>
>>>>> Again... I would be curious to see you actually use the setup you are
>>>>> advocating.
>>>>>
>>>>> I have little doubt that you would not tolerate it for your own personal
>>>>> use...
>
>>No, I won't. But you contradicted yourself. You stated before that the 386
>>and the LC were just as good as the latest and greatest jabba!
>
> I said no such thing.

You stated that the LC and 386 were more appropriate and cost affective jabba.

>
>
>
>>Can't have it both ways jabba!

>>
>>>>
>>>>Tolerate what? You speak in clichue, jabba.
>>>
>>> If the cliche fits...
>>>
>>> Apparently, some cliches' become overused base on merit.
>

More jabba speak..

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa NEWTON 110 |
| Graduate School of Library Science |
| Rod Library - Systems & Technology |
| 1996 book of the year: Rush Limbaugh Is A Big Fat Idiot - Al Franken |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
Http://www.rockgarden.com/andy/

4807. Re: Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-09 00:00:00 UTC
From: JEDI@pop.service.ohio-state.edu
Message-ID: <JEDI.15.31BB432D@pop.service.ohio-state.edu>
Source record: 9264

In article <1996Jun9.152847.55109@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>Path: magnus.acs.ohio-state.edu!math.ohio-state.edu!news.physics.uiowa.edu!cobra.uni.edu!sinclap2954
>From: sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY)
>Newsgroups: comp.sys.atari.advocacy
>Subject: Re: Pete is allergic to examples
>Message-ID: <1996Jun9.152847.55109@cobra.uni.edu>
>Date: 9 Jun 96 15:28:47 -0500
>References: <832210682_OASIS_@pcc-uky.campus.mci.net> <4nqiip$l7i@doc.zippo.com> <JEDI.7.31B7A55F@pop.service.ohio-state.edu>
>Organization: University of Northern Iowa
>Lines: 236

>Jabba the clueless spoke..
>>
>>>Jabba the idiot spoke..
>> ...ah, character assasination... have we run out of more substantial
>> ideas?
>>
>>>In article <4p4341$4te@doc.zippo.com>, JEDI writes:
>>>> In article , sinclap2954@cobra.uni.edu says...
[deletia]
>> How old is this and how slowly does it run on an 030. Just being a
>> 680x0 binary isn't sufficient.

>Published in 1996 jabba. Designed for lowend Macs but is Accelerated for
>Powermac.

...and what is considered a lowend Mac in 1996? Probably what is considered a lowend PC these days... a fast 486/040 or slow 586/ppc, most likely.

>I don't know how slowly it would run on a LCIII but would be slow compared to my
>7100/80.

NO KIDDING...

[deletia]
>> I'd still like to know where you are getting these rather interesting
>> prices. They seem rather 'optimistic'.

>UserGroup Connection.. URL://www.ugstore.com However, the 7100's have been
>sold out.

In other words: NONE OF US CAN GET ONE FOR THIS PRICE...

Next bogus assertion...

[deletia]
>> None. That has been my point. Furthermore the subsequent software
>> has been for 040's and PPC's.
>>

>Netscape and Mosaic can run off 020 Macs, and yes it would be slow compared to
>040 and PPC. The issue is it can run on those antiquated machines.. What part
>do you not understand jabba ?

The part where you'd actually use an '020 for anything... let alone
for 'scape...

>>>>>
>>>>>> Just think what they'll think of Apple afterwards...
>>>>>
>>>>>And you? The ST would be better?
>>>>
>>>> That vastly depends upon the applications. There are plenty of atarians here to
>>>> provide information on the atari side for comparison and only one raving mac
>>>> advocate: you.
>>
>>>What a bunch of shit Jabba.. Ever hear of Mac usergroups Jabba? Lots of em
>>
>> Unless you have started cross-posting, HERE is comp.sys.atari.advocacy.
>> You are the only raving mac fanatic HERE.

>Jabba there are plenty of apps that will run fine off the LC line and today
>millions of LC's are in use in K-12..

You didn't answer the question. You never provided a single
example.

>>
>>>Jabba. Plus there is the mail order UserGroup Connection which is a Apple
>>>contractor to sell Apple refurbished products at great prices to members of
>>>Apple recognized groups. Try usergroup.com on your Atari web machine..
>>
>>>>
>>>> Without the input that you have evaded thusfar, no comparison can be made.

>Mistake with the url.. //www.ugstore.com/

>What have I evaded jabba.

This is the first time you've posted this. A slight improvement now
does not eradicate you're previous behavior. Now that you have provided a
reference, you might actually provide something to be referenced to...

>>>>>> Your plan just may make the dreams of cloners everywhere finally
>>>>>> come true... '-p
>>>>>>
>>>>>>>the fanatics developing new models, I call it progress. I guess you ST owners
>>>>>>>do no know what progress is?

>>>>>>
>>>>>> Progress is a PowerMac advocate pushing the use of 030's in schools...
>>>>>>
>>>>>
>>>>>Hello, hello Jabba. No, I would push PowerMacs if the budget was there. The
>>>>>issue was that the budget would not afford PowerMacs but LC's. Have you still
>>>>>have your nose up your ass, Jabba?
>>>>
>>>> MC68030 != PPC601
>>>>
>>>> The relatively lower performance of the LC will limit what can be done with it
>>>> and restrict it's usable [pragmatic] software base.
>>
>>>Fine..My budget can afford $799 7100/80's now.
>>
>> Then why advocate 200 dollar LC's? No one ever advocated subjecting
>> the wealthy to 10 year old computers.

>The LC's are 6 years old jabba.

Your comment does not address the point.

[deletia]
>>>> You did not address the question.
>>>> You would make a poor librarian.
>>>> You would make a PATHETIC research librarian.

>Your mother made a poor selection..

I'm not worried. It is not I that has chosen to pursue one of the most
vacuous and least marketable grad degrees in existence.

Insulting me (or my mother) doesn't make you or your arguments any
smarter...

This is one of the things that one is supposed to learn in
University...

[deletia]
>>>>>> No, it just undermines your possible role as pontiff intellegensa.
>>>>>> This is the central question that you have never addressed.
>>>>>> It matters not that the answer may be obvious. Nothing can be accepted
>>>>>> blindly, especially the obvious.
>>>>>
>>>>>The proof is that you are an idiot..
>>>>
>>>> Character assasination can never be a substitute for a REAL argument.
>>>>
>>>> Idiocy on my part would not validate your position...

>An idiot still in the industrial age mode jabba..

...actually... that's classical greek rhetoric...

Character assasination can neer be a substitute for a REAL argument.

[deletia]
>>>> You're the grad student. I shouldn't be able to trip you up with language
>>>> quite so easily.
>>>>
>>>>
>>
>>>I don't comprehend jabba speak..
>>
>> Then stick to the 'finishing schools' where there are no substantive
>> degrees offered, lest you wish to appear a contemporary Helen Keller...

>And you jabba is whats wrong today..

Those who understand or are willing to question will always be a thorn
in the sides of those such as yourself who would pontificate to the rest of us.

4808. Re: Netscape is an HTTP client Petey

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-09 00:00:00 UTC
From: JEDI@pop.service.ohio-state.edu
Message-ID: <JEDI.16.31BB4717@pop.service.ohio-state.edu>
Source record: 9265

In article <1996Jun9.154342.55110@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>Path: magnus.acs.ohio-state.edu!math.ohio-state.edu!news.physics.uiowa.edu!cobra.uni.edu!sinclap2954
>From: sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY)
>Newsgroups: comp.sys.atari.advocacy
>Subject: Re: Netscape is an HTTP client Petey
>Message-ID: <1996Jun9.154342.55110@cobra.uni.edu>
>Date: 9 Jun 96 15:43:42 -0500
>References: <833289446_OASIS_@pcc-uky.campus.mci.net> <4otsub$osb@doc.zippo.com> <JEDI.8.31B7A8C0@pop.service.ohio-state.edu>
>Organization: University of Northern Iowa
>Lines: 229

>Jabba needs help..

Too bad that gansta' isn't the one here right now...

[deletia]
>>>I see Oasis and CAB are innovative, but Netscape isn't? Can these wonderful ST
>> I never said they were. BTW, 'scape is built on Mosaic.

>Actualy saic is built into scape since Marc Andreeson(sP) is the author of saic
>and now a founder at scape.

I just said that...

>>>browsers compatible with Java, quicktime and real audio?

>> Of course you choose the great bandwidth wasters...

>Ha ha ha ha ha ha..There goes your credibility. So what you are saying is
>that the ST is not capable of these plugins but does not matter.

These tasks cannot be done in realtime. Therefore that nifty 'scape plugin is quite irrelevant and isn't doing you any good and just wasting disk space, making 'scape hog more ram and generally slowing the system down.

>>
>> Most modems in use don't have the bandwidth do manage any of those in
>> realtime.

>Most modems? 2400 baud? My 14k modem does.. Many users do and your reasoning

You are LYING.

>is irelevant and just shows why the ST is the wrong choice and should not be
>considered..

The ST's MFP is more than capable of 14K. (115K actually)

>>
>>>>
>>>>>
>>>>>>>>>
>>>>>>>>>Sounds like sour grapes. There is nothing on the ST side that can mact
>>>>>>>>>Netscape.
>>>>>>>>
>>>>>>>> A Netscape clone is not what is required. A complete implementation of
>>>>>>>> HTML 3.0 would be nice, however. The rest is just a waste of CPU, disk and
>>>>>>>> packets.
>>>>>>>
>>>>>>>So you know what uis best? "Atari does not have this feature, so it's not
>>>>>>>important" is that what you are stating? I would hate to have you on board as
>>>>>>>parent advisor.
>>>>>>
>>>>>> Try to respond again after you've mastered enough of this subject to actually
>>>>>> understand what it was that I posted above.

>No, you need to try what is relevant and what is not jabba.

HTTP client?
HTML 3.0...

On the web, it don't get no more relevant than those two acronyms...

>>>>>I suggest you communicate english, jabba.
>>>>
>>>> Well... we have breached the spacewall and have entered 'cyberspace'.
>>>> There are certain terms and jargon that apply to the domain. If you wish
>>>> to make comments or policy, why don't you try to actually learn them.
>>>>
>>
>>>Jabba is not making sense..
>>
>> Well mebbe if you got a real degree you might have left University
>> with an education and know what jargon is and a domain is.

>Ha..now personal attacks..Whats the matter jabba?

You don't know what jargon and a domain are. These are things you
should have learned in high school (if not middle school). In this domain, you
are not even literate.

>>
>> The 'spacewall' is an admittedly rather oblique reference but, it's
>> comprehension is not really required.
>>
>>>>
>>>>>>
>>>>>> Of course you'd hate to have me on the board. I'd make you look like
>>>>>> an undereducated moron the moment you were presumptuous enough to lecture
>>>>>> outside of your element.

>>>>>>
>>>>>
>>>>>Ha ha ha ha. You must know best jabba. Keep it up and all our children will
>>>>>be like you..
>>>>
>>>> If they restrain themselves from making claims in subjects they know nothing
>>>> of, they will best the likes of you anytime...
>>
>>>I suspect you children are named Luke, Han, Leia and 3PO..
>>
>> Seth and Malachi actually.

>What species?

You'd be a real hit at the UN... or rather you'd really get hit at
the UN...

[deletia]
>>>>>
>>>>>>
>>>>>> The machine quoted had a CMT OS, small RAM, small disk and a slow,
>>>>>> old CPU with no FPU.
>>>>>
>>>>>what is your point?
>>>>
>>>> Resource requirements > resources
>>>>
>>>> Being on the dole (professionally speaking), I can see how this point
>>>> eludes you.

>As I stated before jabba, because of parents know best, will always be behind
>our academia counterparts jabba..

Entire nations have done more with less. Until fundemental flaws in the
processes of American Education are addressed, more money being thrown at the
problem will not solve it.

>>>>
>>>>>>
>>>>>>
>>>>>> Again... I would be curious to see you actually use the setup you are
>>>>>> advocating.
>>>>>>
>>>>>> I have little doubt that you would not tolerate it for your own personal
>>>>>> use...
>>
>>>No, I won't. But you contradicted yourself. You stated before that the 386
>>>and the LC were just as good as the latest and greatest jabba!
>>
>> I said no such thing.

>You stated that the LC and 386 were more appropriate and cost affective jabba.

I said they were functionally equivalent.

I said they could manage to do the task.

I never made ANY statement on what was more appropriate. (besides
stating that there is no system such that it would be more appropriate wrt
other systems).

>>
>>
>>
>>>Can't have it both ways jabba!
>>>
>>>>>
>>>>>Tolerate what? You speak in clichue, jabba.
>>>>
>>>> If the cliche fits...
>>>>
>>>> Apparently, some cliches' become overused base on merit.
>>

>More jabba speak..

Say it enough times and you'll have your very own cliche...

4809. You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-10 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.834414921@gmi.edu>
Source record: 9266
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In the tradition of Mr. PeePee, I've decided to waste some bandwidth.
I submit the following post for your enjoyment. Feel free to
pass this on to other newsgroups which are being cursed by the Amoeba.

You Might be Peter Sinclair-Day if...

1. You go into convulsions any time you see the word "Atari".

2. You tack a "y" at the end of the names of people you hate.

3. Your idea of patriotism is to buy as many Apple products as possible.

4. The phrase "edit your follow-ups" looks like UUENCODED text.

5. U kan't understand y yer spellchekker krashes on U all de tyme.

6. You think the meaning of "signature file" is "college thesis".

7. New ideas and an open mind occur as frequently as sex: Never had it,
Never will.

8. Your head has been permanently relocated to Uranus.

9. You've attempted to stick your penis into the disk-eject hole on a Mac
(and it fits)

If you've got more, feel free to add them to the list.

/Kevin

4810. Re: Netscape is an HTTP client Petey,

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-10 00:00:00 UTC
From: JEDI
Message-ID: <4phhbj$am6@doc.zippo.com>
Source record: 9267

In article , From the man, sinclap2954@cobra.uni.edu,
who thinks that 3 Million is less than 96 Thousand...
>
>
>
>Jabba needs help..
>
>>>>>>>>>>>What could that be? Can the lowly ST use Netscape just like the lowly LC?
>>>>>>>>>>
>>>>>>>>>> Actually, no...but with innovative programs like Oasis and CAB who needs
>>>>>>>>>> a bloated piece of software that looks like it mated with a porcupine with
>>>>>>>>>> all the holes in its security! %^)
>>>>>
>>>>>And what is bloat?
>>>>
>>>> Allowing an applications size to grow uncontrollably merely because your
>>>> development system happens to have an excess of CPU, RAM and disk.
>>>>
>>>> Often (I have personal first hand experience with such a case) no gain
>>>> in utility is achieved for the extra 'bloat'.
>>
>>>This would be an issue on the ST platform, were the hardware is 1980's vintage.
>>>Have you priced a Pentium/PowerMac lately?
>>
>> There is no Netscape capable machine available for the price of an ST
>> (even in '88). Despite great strides in cpu tech., developers have still
>> managed to eat up the capacity.

You never did address THIS point. Apparently you have conceded it...

[deletia]
>
>>>browsers compatible with Java, quicktime and real audio?
>
>> Of course you choose the great bandwidth wasters...
>
>Ha ha ha ha ha ha..There goes your credibility. So what you are saying is
>that the ST is not capable of these plugins but does not matter.

Backend extensions have nothing whatsoever to do with the HTML
spec.

Plugins are neither necessary nor efficient even on clones/macs,
since QT is definitely NOT something that can be done in realtime
(over conventional phonewire), there is no reason whatsoever to tie

it to 'scape.

In the end, 'scape is just a hyped up version of FTP or STalker in the
case of quicktime. The required download time for the data dwarfs
the playing time of the datafile.

>
>>
>> Most modems in use don't have the bandwidth do manage any of those in
>> realtime.
>
>Most modems? 2400 baud? My 14k modem does.. Many users do and your reasoning
That's BitsPerSecond.
baud is something else and is quite beyond your comprehension.
>is irelevant and just shows why the ST is the wrong choice and should not be
>considered..
>

Lesse....
First we need to clear up the meaning of 14k wrt modems:
It's 14.4 K BITS. That means that actually thruput in bytes is more
like 1.6K per second.
This leaves, for each second of video, 1.6Kbytes.
Now, even using a relatively poor framerate of say... 10fps we are left
with only ~200 Bytes for each frame of video...
This is pushing it even using differential encoding... (like .seq's)

...that might fly if not for the fact that a QT movie for 30sec is likely to
be ~1.5M...
This leaves us with a per second thruput requirement of ~50Kbytes
(or 320Kbits) and 5K needed for each frame...

5000 is just a liiiiiitle bit more than 200...

Now... tell me again of how many users get 50K of data thru a 1.6K line?...

In reality, a 30 second QT vid will take 16 minutes to download @ 14.4.
Realtime video this is not...

BTW, a conventional phoneline has a theoretical upper bound of ~38Kbps
uncompressed thruput...

Realtime audio might stand a chance (for obvious reasons).
Unless you can point to some non-trivial use of Java, it's not relevant
to anything yet (just a vehicle for Sun to make M$ look foolish...).

4811. Atari Web Site: Bravo Sierra Computers!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-10 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.SUN.3.92.960610162624.4057E-100000@kelly.teleport.com>
Source record: 9268
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

Check out my Web Page for Bravo Sierra Computers. Where you can find Both Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My Web Address is below. On-Line Catalogs that you can View and Contact me via my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST. E-Mail: bensmith@teleport.com. And Now BSC Catalogs are Available for Download at Our new FTP Site Linked to BSC's Web Site. Web Site Address Below.

BSC has just acquired, tested and added more stock to catalogs, available now on WWW. So feel free!

http://www.teleport.com/~bensmith/bscomputers.shtml

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST. Reply to bensmith@teleport.com ***FREE*** Catalogs Available Through WebSite! http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Computers!!

4812. Re: Atari's can't use the net

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun10.211038.55136@cobra.uni.edu>
Source record: 9269

```
In article <4pf2gn$gis@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : My A500 was good for e-mail while multitasking with Final Word..
>
> Who cares? My Tandy CoCo 3 can do the same thing. What's your point?

Yea right...

>
> >> Mark <<
>
> --
> ------------------------------------------------------------------------
> Mark A Rathwell
> -------------------
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
>
> Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
> and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
> at ... http://www.uoguelph.ca/~mrathwel
> ------------------------------------------------------------------------
>
>

GREETINGS..
|-------------------------------------------------------------------------|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
|-------------------------------------------------------------------------|
```

4813. Re: Petey is a chicken

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun10.211226.55137@cobra.uni.edu>
Source record: 9270

In article <4pf2kr$gis@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : But still vapor...Can you purchase it?
>
> No ... but "vapor" is generally accepted as being "announced but
> unstarted."

Is it out?

>
> : Mark, I have read the reviews and seen the ATARI Lit that was sent to me about
> : the Jag and titles.. Not very impressive except AVP...
>
> How about some specific examples Petey? I can show lots of Jaguar
> games that couldn't be done on an SNES. There's a difference between
> blurry pictures and playing an actual game. You "read" reviews but you
> only read reviews that support your biased opinion.

God, Mark..Its been established that *Many* Jag games are shit compared to
PlayStation, 3do and SNES!

>
> >> Mark <<
>
>

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4814. Re: Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun10.212122.55138@cobra.uni.edu>
Source record: 9271

Jabba who fails to delete that crap below spoke:

In article <JEDI.15.31BB432D@pop.service.ohio-state.edu>, JEDI@pop.service.ohio-state.edu (JEDI) writes:
> In article <1996Jun9.152847.55109@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>>Path: magnus.acs.ohio-state.edu!math.ohio-state.edu!news.physics.uiowa.edu!cobra.uni.edu!sinclap2954
>>From: sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY)
>>Newsgroups: comp.sys.atari.advocacy
>>Subject: Re: Pete is allergic to examples
>>Message-ID: <1996Jun9.152847.55109@cobra.uni.edu>
>>Date: 9 Jun 96 15:28:47 -0500
>>References: <832210682_OASIS_@pcc-uky.campus.mci.net> <4nqiip$l7i@doc.zippo.com> <JEDI.7.31B7A55F@pop.service.ohio-state.edu>
>>Organization: University of Northern Iowa
>>Lines: 236
>
>
>>Jabba the clueless spoke..
>>>
>>>>Jabba the idiot spoke..
>>> ...ah, character assasination... have we run out of more substantial
>>> ideas?
>>>
>>>>In article <4p4341$4te@doc.zippo.com>, JEDI writes:
>>>>> In article , sinclap2954@cobra.uni.edu says...
> [deletia]
>>> How old is this and how slowly does it run on an 030. Just being a
>>> 680x0 binary isn't sufficient.
>
>>Published in 1996 jabba. Designed for lowend Macs but is Accelerated for
>>Powermac.
>
> ...and what is considered a lowend Mac in 1996? Probably what is
> considered a lowend PC these days... a fast 486/040 or slow 586/ppc, most
> likely.

The box said LCIII(030-25mhz)..

>
>
>>I don't know how slowly it would run on a LCIII but would be slow compared to my
>>7100/80.
>

> NO KIDDING...

jabba knows..

>
> [deletia]
>>> I'd still like to know where you are getting these rather interesting
>>> prices. They seem rather 'optimistic'.
>
>>UserGroup Connection.. URL://www.ugstore.com However, the 7100's have been
>>sold out.
>
> In other words: NONE OF US CAN GET ONE FOR THIS PRICE...

If you look around in MacWorld, MacUser, MacWeek and comp.sys.mac.wanted. Plus
there are other Powermacs at ugstore.com such as 6116's for $799, 7200/75 at
$829..

>
> Next bogus assertion...
>
> [deletia]
>>> None. That has been my point. Furthermore the subsequent software
>>> has been for 040's and PPC's.
>>>
>
>>Netscape and Mosaic can run off 020 Macs, and yes it would be slow compared to
>>040 and PPC. The issue is it can run on those antiquated machines.. What part
>>do you not understand jabba ?
>
> The part where you'd actually use an '020 for anything... let alone
> for 'scape...

If the min. requirements are 020 than scape thinks there are many.
>
>>>>>>
>>>>>>> Just think what they'll think of Apple afterwards...
>>>>>>
>>>>>>And you? The ST would be better?
>>>>>
>>>>> That vastly depends upon the applications. There are plenty of atarians here to
>>>>> provide information on the atari side for comparison and only one raving mac
>>>>> advocate: you.
>>>
>>>>What a bunch of shit Jabba.. Ever hear of Mac usergroups Jabba? Lots of em
>>>
>>> Unless you have started cross-posting, HERE is comp.sys.atari.advocacy.
>>> You are the only raving mac fanatic HERE.
>
>>Jabba there are plenty of apps that will run fine off the LC line and today
>>millions of LC's are in use in K-12..
>

> You didn't answer the question. You never provided a single
> example.
>
>>>
>>>>Jabba. Plus there is the mail order UserGroup Connection which is a Apple
>>>>contractor to sell Apple refurbished products at great prices to members of
>>>>Apple recognized groups. Try usergroup.com on your Atari web machine..
>>>
>>>>>
>>>>> Without the input that you have evaded thusfar, no comparison can be made.
>
>>Mistake with the url.. //www.ugstore.com/
>
>>What have I evaded jabba.
>
> This is the first time you've posted this. A slight improvement now
> does not eradicate you're previous behavior. Now that you have provided a
> reference, you might actually provide something to be referenced to...
>
>>>>>>> Your plan just may make the dreams of cloners everywhere finally
>>>>>>> come true... '-p
>>>>>>>
>>>>>>>>>the fanatics developing new models, I call it progress. I guess you ST owners
>>>>>>>>>do no know what progress is?
>>>>>>>
>>>>>>> Progress is a PowerMac advocate pushing the use of 030's in schools...
>>>>>>>
>>>>>>
>>>>>>Hello, hello Jabba. No, I would push PowerMacs if the budget was there. The
>>>>>>issue was that the budget would not afford PowerMacs but LC's. Have you still
>>>>>>have your nose up your ass, Jabba?
>>>>>
>>>>> MC68030 != PPC601
>>>>>
>>>>> The relatively lower performance of the LC will limit what can be done with it
>>>>> and restrict it's usable [pragmatic] software base.
>>>
>>>>Fine..My budget can afford $799 7100/80's now.
>>>
>>> Then why advocate 200 dollar LC's? No one ever advocated subjecting
>>> the wealthy to 10 year old computers.
>
>>The LC's are 6 years old jabba.
>
> Your comment does not address the point.
>
> [deletia]
>>>>> You did not address the question.
>>>>> You would make a poor librarian.
>>>>> You would make a PATHETIC research librarian.

>
>>Your mother made a poor selection..
>
> I'm not worried. It is not I that has chosen to pursue one of the most
> vacuous and least marketable grad degrees in existence.
>
> Insulting me (or my mother) doesn't make you or your arguments any
> smarter...
>
> This is one of the things that one is supposed to learn in
> University...
>
> [deletia]
>>>>>>> No, it just undermines your possible role as pontiff intellegensa.
>>>>>>> This is the central question that you have never addressed.
>>>>>>> It matters not that the answer may be obvious. Nothing can be accepted
>>>>>>> blindly, especially the obvious.
>>>>>>
>>>>>>The proof is that you are an idiot..
>>>>>
>>>>> Character assasination can never be a substitute for a REAL argument.
>>>>>
>>>>> Idiocy on my part would not validate your position...
>
>
>>An idiot still in the industrial age mode jabba..
>
> ...actually... that's classical greek rhetoric...
>
> Character assasination can neer be a substitute for a REAL argument.
>
> [deletia]
>>>>> You're the grad student. I shouldn't be able to trip you up with language
>>>>> quite so easily.
>>>>>
>>>>>
>>>
>>>>I don't comprehend jabba speak..
>>>
>>> Then stick to the 'finishing schools' where there are no substantive
>>> degrees offered, lest you wish to appear a contemporary Helen Keller...
>
>>And you jabba is whats wrong today..
>
> Those who understand or are willing to question will always be a thorn
> in the sides of those such as yourself who would pontificate to the rest of us.

You need to check the margins..The text you communicate is getting bunch and is
difficult to rean and comprehend jabba speak..

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4815. Re: Netscape is an HTTP client Petey

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun10.213354.55139@cobra.uni.edu>
Source record: 9272

In article <JEDI.16.31BB4717@pop.service.ohio-state.edu>, JEDI@pop.service.ohio-state.edu (JEDI) writes:
> In article <1996Jun9.154342.55110@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>>Path: magnus.acs.ohio-state.edu!math.ohio-state.edu!news.physics.uiowa.edu!cobra.uni.edu!sinclap2954
>>From: sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY)
>>Newsgroups: comp.sys.atari.advocacy
>>Subject: Re: Netscape is an HTTP client Petey
>>Message-ID: <1996Jun9.154342.55110@cobra.uni.edu>
>>Date: 9 Jun 96 15:43:42 -0500
>>References: <833289446_OASIS_@pcc-uky.campus.mci.net> <4otsub$osb@doc.zippo.com> <JEDI.8.31B7A8C0@pop.service.ohio-state.edu>
>>Organization: University of Northern Iowa
>>Lines: 229
>
>
>
>
>>Jabba needs help..
>
> Too bad that gansta' isn't the one here right now...
>
> [deletia]
>>>>I see Oasis and CAB are innovative, but Netscape isn't? Can these wonderful ST
>>> I never said they were. BTW, 'scape is built on Mosaic.
>
>>Actualy saic is built into scape since Marc Andreeson(sP) is the author of saic
>>and now a founder at scape.
>
> I just said that...

No you did not..

>
>
>>>>browsers compatible with Java, quicktime and real audio?
>
>>> Of course you choose the great bandwidth wasters...
>
>>Ha ha ha ha ha ha..There goes your credibility. So what you are saying is
>>that the ST is not capable of these plugins but does not matter.
>
> These tasks cannot be done in realtime. Therefore that nifty 'scape
> plugin is quite irrelevant and isn't doing you any good and just wasting disk

> space, making 'scape hog more ram and generally slowing the system down.
>
>

jabba, what is the standard HD configured on Mac/PC? At least a gig. I have
all the space to utilize the browser bandwith. Sounds like your Atari can't
handle the web.

>>>
>>> Most modems in use don't have the bandwidth do manage any of those in
>>> realtime.
>
>>Most modems? 2400 baud? My 14k modem does.. Many users do and your reasoning
>
> You are LYING.
>

I use Netscape at home on my 14.k geoport. I wish I had 28k. But hopefuly TCI,
the cable company will provide network hookup soon were modems will not be
needed

>>is irelevant and just shows why the ST is the wrong choice and should not be
>>considered..
>
> The ST's MFP is more than capable of 14K. (115K actually)
>

If you have faster than 14k and faster processors.

>>>
>>>>>
>>>>>>
>>>>>>>>>>
>>>>>>>>>>Sounds like sour grapes. There is nothing on the ST side that can mact
>>>>>>>>>>Netscape.
>>>>>>>>>
>>>>>>>>>> A Netscape clone is not what is required. A complete implementation of
>>>>>>>>>> HTML 3.0 would be nice, however. The rest is just a waste of CPU, disk and
>>>>>>>>>> packets.
>>>>>>>>>

You don't have it. maybe a one person ssoftware ST fanatic will provide it.

>>>>>>>>>So you know what uis best? "Atari does not have this feature, so it's not
>>>>>>>>>important" is that what you are stating? I would hate to have you on board as
>>>>>>>>>parent advisor.
>>>>>>>>
>>>>>>>> Try to respond again after you've mastered enough of this subject to actually
>>>>>>>> understand what it was that I posted above.
>
>
>>No, you need to try what is relevant and what is not jabba.
>

> HTTP client?
> HTML 3.0...
>
> On the web, it don't get no more relevant than those two acronyms...
>
>>>>>>I suggest you communicate english, jabba.
>>>>>
>>>>> Well... we have breached the spacewall and have entered 'cyberspace'.
>>>>> There are certain terms and jargon that apply to the domain. If you wish
>>>>> to make comments or policy, why don't you try to actually learn them.
>>>>>
>>>
>>>>Jabba is not making sense..
>>>
>>> Well mebbe if you got a real degree you might have left University
>>> with an education and know what jargon is and a domain is.
>
>>Ha..now personal attacks..Whats the matter jabba?
>
> You don't know what jargon and a domain are. These are things you
> should have learned in high school (if not middle school). In this domain, you
> are not even literate.
>
>>>
>>> The 'spacewall' is an admittedly rather oblique reference but, it's
>>> comprehension is not really required.
>>>
>>>>>
>>>>>>>
>>>>>>> Of course you'd hate to have me on the board. I'd make you look like
>>>>>>> an undereducated moron the moment you were presumptuous enough to lecture
>>>>>>> outside of your element.
>>>>>>>
>>>>>>
>>>>>>Ha ha ha ha. You must know best jabba. Keep it up and all our children will
>>>>>>be like you..
>>>>>
>>>>> If they restrain themselves from making claims in subjects they know nothing
>>>>> of, they will best the likes of you anytime...
>>>
>>>>I suspect you children are named Luke, Han, Leia and 3PO..
>>>
>>> Seth and Malachi actually.
>
>>What species?
>
> You'd be a real hit at the UN... or rather you'd really get hit at
> the UN...
>

Just curious, what nationality is your family?

>
> [deletia]
>>>>>>
>>>>>>>
>>>>>>> The machine quoted had a CMT OS, small RAM, small disk and a slow,
>>>>>>> old CPU with no FPU.
>>>>>>
>>>>>>what is your point?
>>>>>
>>>>> Resource requirements > resources
>>>>>
>>>>> Being on the dole (professionally speaking), I can see how this point
>>>>> eludes you.

What dole..
>
>>As I stated before jabba, because of parents know best, will always be behind
>>our academia counterparts jabba..
>
> Entire nations have done more with less. Until fundemental flaws in the
> processes of American Education are addressed, more money being thrown at the
> problem will not solve it.

There are flaws that will require an investment before results will show up..

1. Teaching status has to rise.
2. A decent salary to attract the brightest to weed out the not so brightest
3. smaller classes. At least 1-15 ratio.
4. Parental involevement is needed.

Yes money is the main factor. Look at Yale and Harvard. The high price tag of
over $20,000 is needed to provide a high quality education.

>
>>>>>
>>>>>>>
>>>>>>>
>>>>>>> Again... I would be curious to see you actually use the setup you are
>>>>>>> advocating.
>>>>>>>
>>>>>>> I have little doubt that you would not tolerate it for your own personal
>>>>>>> use...
>>>
>>>>No, I won't. But you contradicted yourself. You stated before that the 386
>>>>and the LC were just as good as the latest and greatest jabba!
>>>
>>> I said no such thing.
>
>>You stated that the LC and 386 were more appropriate and cost affective jabba.
>
> I said they were functionally equivalent.

and appropriate to schools, and that more powerful/expensive technology should
not be splurged..

>
> I said they could manage to do the task.

But recently, that kids would be put off by the slowness. Which is jabba?

>
> I never made ANY statement on what was more appropriate. (besides
> stating that there is no system such that it would be more appropriate wrt
> other systems).
>

You need to go back to your previous statements.
>>>
>>>
>>>
>>>>Can't have it both ways jabba!
>>>>
>>>>>>
>>>>>>Tolerate what? You speak in clichue, jabba.
>>>>>
>>>>> If the cliche fits...
>>>>>
>>>>> Apparently, some cliches' become overused base on merit.
>>>
>
>>More jabba speak..
>
> Say it enough times and you'll have your very own cliche...

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4816. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun10.213542.55140@cobra.uni.edu>
Source record: 9273
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Kevin the hockey geek has spoken..

In article <khaley.834414921@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> In the tradition of Mr. PeePee, I've decided to waste some bandwidth.
> I submit the following post for your enjoyment. Feel free to
> pass this on to other newsgroups which are being cursed by the Amoeba.
>
>
> You Might be Peter Sinclair-Day if...
>
> 1. You go into convulsions any time you see the word "Atari".
>
> 2. You tack a "y" at the end of the names of people you hate.
>
> 3. Your idea of patriotism is to buy as many Apple products as possible.
>
> 4. The phrase "edit your follow-ups" looks like UUENCODED text.
>
> 5. U kan't understand y yer spellchekker krashes on U all de tyme.
>
> 6. You think the meaning of "signature file" is "college thesis".
>
> 7. New ideas and an open mind occur as frequently as sex: Never had it,
> Never will.
>
> 8. Your head has been permanently relocated to Uranus.
>
> 9. You've attempted to stick your penis into the disk-eject hole on a Mac
> (and it fits)
>
>
> If you've got more, feel free to add them to the list.
>
> /Kevin

Does your firm know that your posts are on company time? Come on kevy you can
do better..

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |

|----------|

4817. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-11 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4pif4j$lna@ccshst05.uoguelph.ca>
Source record: 9274
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

ROTFLMAO!!!!!

>> Mark <<

--

Mark A Rathwell
---
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
at ... http://www.uoguelph.ca/~mrathwel

4818. Re: Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-11 00:00:00 UTC
From: JEDI@pop.service.ohio-state.edu
Message-ID: <JEDI.17.31BCF023@pop.service.ohio-state.edu>
Source record: 9275

In article <1996Jun10.212122.55138@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>Jabba who fails to delete that crap below spoke:

...and yet Jabba's reply's are still smaller than Petey's...

[deletia]
>>>Published in 1996 jabba. Designed for lowend Macs but is Accelerated for
>>>Powermac.
>>
>> ...and what is considered a lowend Mac in 1996? Probably what is
>> considered a lowend PC these days... a fast 486/040 or slow 586/ppc, most
>> likely.

>The box said LCIII(030-25mhz)..

...and Windows 95 claims to run on a 386 w/ only 4 Megs of RAM...

Have you actually managed to run this on a 35Mhz 030. Do you know
anyone who has? Do you know anyone who knows anyone who has?

SimCity 2000 & Kyrandia III are 2 other nice examples of
misleading boxprint. (insufficient poorly detailed memory reqs)

>> [deletia]
>>>> I'd still like to know where you are getting these rather interesting
>>>> prices. They seem rather 'optimistic'.
>>
>>>UserGroup Connection.. URL://www.ugstore.com However, the 7100's have been
>>>sold out.
>>
>> In other words: NONE OF US CAN GET ONE FOR THIS PRICE...

>If you look around in MacWorld, MacUser, MacWeek and comp.sys.mac.wanted. Plus
>there are other Powermacs at ugstore.com such as 6116's for $799, 7200/75 at
>$829..

I'm not a mac fanatic. You're the one with all the mac mags. Why
not actually post an useable example... as opposed to 'here is one BUT'.

>>
>> Next bogus assertion...
>>
>> [deletia]
>>>> None. That has been my point. Furthermore the subsequent software
>>>> has been for 040's and PPC's.
>>>>

>>
>>>Netscape and Mosaic can run off 020 Macs, and yes it would be slow compared to
>>>040 and PPC. The issue is it can run on those antiquated machines.. What part
>>>do you not understand jabba ?
>>
>> The part where you'd actually use an '020 for anything... let alone
>> for 'scape...

>If the min. requirements are 020 than scape thinks there are many.

Yeah... and M$ thinks '95 will run on a 4Meg 386... (chortle-chortle)

There's still the practical issue of whether or not the advocate could
stand to use the machine as stated... Just as meaningless endorsement
as Marie Antionette (sp) leaving the pumpernickel to the peasants...

[whole lotta garbage deleted]

4819. Re: Netscape is an HTTP client Petey

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-11 00:00:00 UTC
From: JEDI@pop.service.ohio-state.edu
Message-ID: <JEDI.18.31BCF608@pop.service.ohio-state.edu>
Source record: 9276

In article <1996Jun10.213354.55139@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>In article <JEDI.16.31BB4717@pop.service.ohio-state.edu>, JEDI@pop.service.ohio-state.edu (JEDI) writes:
>> In article <1996Jun9.154342.55110@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>>>Jabba needs help..
>>
>> Too bad that gansta' isn't the one here right now...
>>
>> [deletia]
>>>>>I see Oasis and CAB are innovative, but Netscape isn't? Can these wonderful ST
>>>> I never said they were. BTW, 'scape is built on Mosaic.
>>
>>>Actualy saic is built into scape since Marc Andreeson(sP) is the author of saic
>>>and now a founder at scape.
>>
>> I just said that...

>No you did not..

It is there for the universe to decide, perfectly empirical too...

>>
>>
>>>>>browsers compatible with Java, quicktime and real audio?
>>
>>>> Of course you choose the great bandwidth wasters...
>>
>>>Ha ha ha ha ha ha..There goes your credibility. So what you are saying is
>>>that the ST is not capable of these plugins but does not matter.
>>
>> These tasks cannot be done in realtime. Therefore that nifty 'scape
>> plugin is quite irrelevant and isn't doing you any good and just wasting disk
>> space, making 'scape hog more ram and generally slowing the system down.
>>
>>

>jabba, what is the standard HD configured on Mac/PC? At least a gig. I have
>all the space to utilize the browser bandwith. Sounds like your Atari can't
>handle the web.

You have the space to store the browser EXECUTABLES. At least try
to keep up. Floppy is more than enough to keep up with twisted pair bandwidth.
The TP connection is the single slowest thing on a computer, excepting the

human. The Web != Netscape and all of its horrendously big extensions.

>
>>>>
>>>> Most modems in use don't have the bandwidth do manage any of those in
>>>> realtime.
>>
>>>Most modems? 2400 baud? My 14k modem does.. Many users do and your reasoning
>>
>> You are LYING.
>>

>I use Netscape at home on my 14.k geoport. I wish I had 28k. But hopefuly TCI,

....doesn't mean you're doing realtime QT. 1.6K !> 50K (bytes)....
....not even in your twisted little
universe....

>the cable company will provide network hookup soon were modems will not be
>needed

We're waiting in the meantime....

>>>is irelevant and just shows why the ST is the wrong choice and should not be
>>>considered..
>>
>> The ST's MFP is more than capable of 14K. (115K actually)
>>

>If you have faster than 14k and faster processors.

The ST has had built in MFP settings of 19.2K since 1985.
Reprogramming of the device driver will let it do more. Even an 8Mhz
CPU still has considerably more thruput than an analog modem. Nevermind
that the ST has done DMA I/O with dedicated I/O processors from day one.

>>>>>>>>>> A Netscape clone is not what is required. A complete implementation of
>>>>>>>>>> HTML 3.0 would be nice, however. The rest is just a waste of CPU, disk and
>>>>>>>>>> packets.
>>>>>>>>>

>You don't have it. maybe a one person ssoftware ST fanatic will provide it.

'scape doesn't do a complete HTML 3, so you don't have it
either... whatever it is...

[deletia]
>>>>
>>>> Seth and Malachi actually.
>>
>>>What species?
>>
>> You'd be a real hit at the UN... or rather you'd really get hit at
>> the UN...

>>

>Just curious, what nationality is your family?

a) that's none of your business
b) you have a horrendously poor grasp of your own culture

>>>>>>
>>>>>> Resource requirements > resources
>>>>>>
>>>>>> Being on the dole (professionally speaking), I can see how this point
>>>>>> eludes you.

>What dole..

Public funding.

>>
>>>As I stated before jabba, because of parents know best, will always be behind
>>>our academia counterparts jabba..
>>
>> Entire nations have done more with less. Until fundemental flaws in the
>> processes of American Education are addressed, more money being thrown at the
>> problem will not solve it.

>There are flaws that will require an investment before results will show up..

>1. Teaching status has to rise.
>2. A decent salary to attract the brightest to weed out the not so brightest
>3. smaller classes. At least 1-15 ratio.
>4. Parental involevement is needed.

...hmmm... and no mention of gadgets of any kind anywhere...

>Yes money is the main factor. Look at Yale and Harvard. The high price tag of
>over $20,000 is needed to provide a high quality education.

Besides prestige, do you know of any way to actually quantify that
quality?...

>>
>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>> Again... I would be curious to see you actually use the setup you are
>>>>>>>> advocating.
>>>>>>>>
>>>>>>>> I have little doubt that you would not tolerate it for your own personal
>>>>>>>> use...
>>>>
>>>>>No, I won't. But you contradicted yourself. You stated before that the 386
>>>>>and the LC were just as good as the latest and greatest jabba!
>>>>
>>>> I said no such thing.

>>
>>>You stated that the LC and 386 were more appropriate and cost affective jabba.
>>
>> I said they were functionally equivalent.
>and appropriate to schools, and that more powerful/expensive technology should
>not be splurged..

Well, it all depends on how rich the district is now doesn't it.
It also depends on what your priorities are and what you might think would be
better investment. Oddly enough, your four points above support my original
position more than they do yours...

Also, my position is more concerned with how the machines will be
used and if added expenditures will actually cause a net gain. Also, I
advocated that such objective gains be plainly stated and easily verifiable.

Mindlessly throwing money at a problem will get no one anywhere.
The Great Society is proof of that...

>>
>> I said they could manage to do the task.

>But recently, that kids would be put off by the slowness. Which is jabba?

I wouldn't be foolish enough to run 'scape on such a machine. I
wouldn't waste such machines (or more powerful) ones with 'scape. Centering a
computing solution around the slowest possible medium, when others are
available and much superior, is beyond absurd...

>>
>> I never made ANY statement on what was more appropriate. (besides
>> stating that there is no system such that it would be more appropriate wrt
>> other systems).
>>

>You need to go back to your previous statements.

Castles in the sand with no citations...

4820. So Sinclap still doesn't have a life

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-11 00:00:00 UTC
From: trauth@aramis.rutgers.edu
Message-ID: <4pisbb$qe1@aramis.rutgers.edu>
Source record: 9277

Not that I'm surprised. But I did think that at this point
he might have figured out that there is more to life than
Atari bashing.

Some people just never learn...

I wonder how he's taking the impending collapse of Apple?

* Tom

4821. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-11 00:00:00 UTC
From: trauth@aramis.rutgers.edu
Message-ID: <4pismk$qsm@aramis.rutgers.edu>
Source record: 9278
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

khaley@nova.gmi.edu (Kevin Haley) writes:

:In the tradition of Mr. PeePee, I've decided to waste some bandwidth.
:I submit the following post for your enjoyment. Feel free to
:pass this on to other newsgroups which are being cursed by the Amoeba.

:You Might be Peter Sinclair-Day if...

:1. You go into convulsions any time you see the word "Atari".

:2. You tack a "y" at the end of the names of people you hate.

:3. Your idea of patriotism is to buy as many Apple products as possible.

:4. The phrase "edit your follow-ups" looks like UUENCODED text.

:5. U kan't understand y yer spellchekker krashes on U all de tyme.

:6. You think the meaning of "signature file" is "college thesis".

:7. New ideas and an open mind occur as frequently as sex: Never had it,
: Never will.

:8. Your head has been permanently relocated to Uranus.

:9. You've attempted to stick your penis into the disk-eject hole on a Mac
: (and it fits)

:-)

Great list! Here's my addition to it:

10. To you the statement "Apple goes out of business" = "suicide note".

* Tom

4822. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-11 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.834500603@gmi.edu>
Source record: 9279
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>> You Might be Peter Sinclair-Day if...
>>
>> 1. You go into convulsions any time you see the word "Atari".
>> 2. You tack a "y" at the end of the names of people you hate.
>> 3. Your idea of patriotism is to buy as many Apple products as possible.
>> 4. The phrase "edit your follow-ups" looks like UUENCODED text.
>> 5. U kan't understand y yer spellchekker krashes on U all de tyme.
>> 6. You think the meaning of "signature file" is "college thesis".
>> 7. New ideas and an open mind occur as frequently as sex: Never had it,
>> Never will.
>> 8. Your head has been permanently relocated to Uranus.
>> 9. You've attempted to stick your penis into the disk-eject hole on a Mac
>> (and it fits)

>Does your firm know that your posts are on company time?
> Come on kevy you can
^^^^
>do better..

HAHAHA! See #2.

/Kevin

4823. Re: Petey is a chicken

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-11 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4pjv9r$m3b@ccshst05.uoguelph.ca>
Source record: 9280

: > No ... but "vapor" is generally accepted as being "announced but
: > unstarted."

: Is it out?

Read the sentence Sinpoop. "Announced but unstarted" = vapour.
IS2 is announced, started, finsished, shown and, thus far, unreleased.

: God, Mark..Its been established that *Many* Jag games are shit compared to
: PlayStation, 3do and SNES!

Many Jag games are lacking in playability but many are not. Most
Jaguar games do have NG elements and very few are "8-16 bit quality" like
you suggest. Of course, you aren't in a position to establish that
because you've never seen a *SINGLE FUCKING GAME*. There are many *^&$
SNES games and many, many, many *^&$ 3DO games. (And yes ... I have
played the 3DO, SNES and PSX)

>> Mark <<

--

Mark A Rathwell
---
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
at ... http://www.uoguelph.ca/~mrathwel

4824. Re: Atari's can't use the net

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-11 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4pjvea$m3b@ccshst05.uoguelph.ca>
Source record: 9281

: > Who cares? My Tandy CoCo 3 can do the same thing. What's your point?

: Yea right...

Hee hee hee. It looks like Petey once again doesn't know what
he's talking about. Hey Petey ... pick up a copy of the OS9 Level II
manual (The CC3's OS) and you'll see a word that constantly pops up. It's
"MULTITASKING". Or better yet, go into bit.listserve.coco and try to
convince them that the CoCo 3 can't multitask (especially since many of
the people there are multitasking while they read their E_Mail). They'll
make you look stupider than you all ready do!

>> Mark <<

4825. Re: You Might be a moron if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-11 00:00:00 UTC
From: Bruce Haire <haire@engr.sgi.com>
Message-ID: <31BDAD01.7DE1@engr.sgi.com>
Source record: 9282
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Your name is...
PETER SINCLAIR-DAY. Thus he spews forth:
[entire post deleted, as Peter just don't get it, or anything]
> Does your firm know that your posts are on company time? Come on kevy you can
> do better..

Wow!!! What a *stunning* comeback! Whew, I'm reeling from
the sheer cleverness of it all... excuse me a moment I need to rest.
Gosh, does *my* company know I read news? Nah, there more worried
about me reading the web... ;-)

--
If you can read this, you may be on the Internet.
Save $200 on make money fast with blue star acid for Craig Shergold!
Ask me how?

4826. Re: Atari's can't use the net

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-11 00:00:00 UTC
From: JEDI
Message-ID: <4pjreo$g9j@doc.zippo.com>
Source record: 9283

In article , sinclap2954@cobra.uni.edu says...
>
>In article <4pf2gn$gis@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>> : My A500 was good for e-mail while multitasking with Final Word..
>>
>> Who cares? My Tandy CoCo 3 can do the same thing. What's your point?
>
>Yea right...

OS/9

System & msdos aren't the only OS'es in the universe...

So? Any word on the KMA 68K ??? '-)

4827. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-11 00:00:00 UTC
From: JEDI
Message-ID: <4pjsfl$gqf@doc.zippo.com>
Source record: 9284

In article , sinclap2954@cobra.uni.edu says...
>
>Kevin the hockey geek has spoken..
>
>In article <khaley.834414921@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
>> In the tradition of Mr. PeePee, I've decided to waste some bandwidth.
>> I submit the following post for your enjoyment. Feel free to
>> pass this on to other newsgroups which are being cursed by the Amoeba.
>>
>>
[deletia]
>> 7. New ideas and an open mind occur as frequently as sex: Never had it,
>> Never will.
>>
>> 8. Your head has been permanently relocated to Uranus.
>>
>> 9. You've attempted to stick your penis into the disk-eject hole on a Mac
>> (and it fits)
>>
>>
>> If you've got more, feel free to add them to the list.
>>
>> /Kevin
>
>
>Does your firm know that your posts are on company time? Come on kevy you can
>do better..

Apparently you can't do any better. It was a rather pathetic retort and
he was posting from an *.edu domain not a *.com one btw...

4828. Re: So Sinclap still doesn't have a life

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-11 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.834525189@gmi.edu>
Source record: 9285

trauth@aramis.rutgers.edu (Thomas Trauth) writes:

>Not that I'm surprised. But I did think that at this point
>he might have figured out that there is more to life than
>Atari bashing.

Nah, that would require the existence of brain cells in Sinclap's head.
But his feeble brain farts show us that all he's got up there is hot air.

I've noticed that he now accounts for almost half the traffic on this group.
What a no-lifer. At least he has provided us with a mascot.

>I wonder how he's taking the impending collapse of Apple?

Denial. He's an Appleflop owner in denial. Maybe that's why he loves
to be on the Atari groups; misery loves company.

/Kevin

4829. Re: So Sinclap still doesn't have a life

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-12 00:00:00 UTC
From: Bruce Haire <haire@engr.sgi.com>
Message-ID: <31BF4F3A.ABD@engr.sgi.com>
Source record: 9190

Thomas Trauth wrote:
> Peter, if you are reading this can you give me your personal assessmeent
> of the Powerflop? And better yet, Copflop?

Uh-oh, Tom's messing with an Appleownerindenial...

```
_________________________________________
| * |
| __/ |
|/ \ Sorry, a system error has occured |
|\___/ |
| (RESTART) |
| |
|_________________________________________|
```

--
If you can read this, you may be on the Internet.
Save $200 on make money fast with blue star acid for Craig Shergold!
Ask me how!

4830. Re: So Sinclap still doesn't have a life

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-12 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <4pnc4v$4qv@paul.rutgers.edu>
Source record: 9191

:>Not that I'm surprised. But I did think that at this point
:>he might have figured out that there is more to life than
:>Atari bashing.

:Nah, that would require the existence of brain cells in Sinclap's head.
:But his feeble brain farts show us that all he's got up there is hot air.

Very true.

:I've noticed that he now accounts for almost half the traffic on this group.
:What a no-lifer. At least he has provided us with a mascot.

I've noticed this also. This group should be renamed c.s.sinclap to
reflect his dominance of its traffic.

:>I wonder how he's taking the impending collapse of Apple?

:Denial. He's an Appleflop owner in denial. Maybe that's why he loves
:to be on the Atari groups; misery loves company.

He's in denial all right. About the only responses he has for "Apple
is in trouble" posts are "You have no evidence of that" and "You didn't
get it from a reliable source" -- as if he could back up anything
that he has ever said about Atari. Or at least that was the case the
last time I read this group three months ago. I guess he still doesn't
have the balls to admit to himself that the Sacred Computer Company is
gradually going the way of Commodore.

I can't wait to see what he does when Apple dies! More likely than
not he will commit suicide since Apple is the only thing that he
lives for.

Peter, if you are reading this can you give me your personal assessmeent
of the Powerflop? And better yet, Copflop?

* Tom

4831. Re: You Might be a moron if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-12 00:00:00 UTC
From: Bruce Haire <haire@engr.sgi.com>
Message-ID: <31BF2B6D.446B@engr.sgi.com>
Source record: 9192
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Kevin Haley wrote:
> You should be proud of him. That's one of his better retorts. I've had
> better conversations with a dog than those I've had with Petey.

Yeah, I know what you're saying... not to mention that any
dog would probably take the time to listen to your arguements before
deciding to bark... ;-)

"I am interested in a Amiga 2000 System with GVP hardware.
Send me your best offers." -- Peter Sinclair-Day

--
If you can read this, you may be on the Internet.
Save $200 on make money fast with blue star acid for Craig Shergold!
Ask me how?

4832. Re: Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun12.223712.55180@cobra.uni.edu>
Source record: 9193

The specie jabba spoke..

In article <JEDI.17.31BCF023@pop.service.ohio-state.edu>, JEDI@pop.service.ohio-state.edu (JEDI) writes:
> In article <1996Jun10.212122.55138@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
>
>>Jabba who fails to delete that crap below spoke:
>
> ...and yet Jabba's reply's are still smaller than Petey's...

hic..
>
> [deletia]
>>>>Published in 1996 jabba. Designed for lowend Macs but is Accelerated for
>>>>Powermac.
>>>
>>> ...and what is considered a lowend Mac in 1996? Probably what is
>>> considered a lowend PC these days... a fast 486/040 or slow 586/ppc, most
>>> likely.
>
>>The box said LCIII(030-25mhz)..
>
> ...and Windows 95 claims to run on a 386 w/ only 4 Megs of RAM...
>
> Have you actually managed to run this on a 35Mhz 030. Do you know
> anyone who has? Do you know anyone who knows anyone who has?

I know lots who still have LC's running Publisher. What is your point? The app was designed for hardware with low resourses..

>
> SimCity 2000 & Kyrandia III are 2 other nice examples of
> misleading boxprint. (insufficient poorly detailed memory reqs)
>

Sim City ran fine on my Quadra..

>>> [deletia]
>>>>> I'd still like to know where you are getting these rather interesting
>>>>> prices. They seem rather 'optimistic'.
>>>
>>>>UserGroup Connection.. URL://www.ugstore.com However, the 7100's have been
>>>>sold out.
>>>

>>> In other words: NONE OF US CAN GET ONE FOR THIS PRICE...
>
>>If you look around in MacWorld, MacUser, MacWeek and comp.sys.mac.wanted. Plus
>>there are other Powermacs at ugstore.com such as 6116's for $799, 7200/75 at
>>$829..
>
> I'm not a mac fanatic. You're the one with all the mac mags. Why
> not actually post an useable example... as opposed to 'here is one BUT'.
>

It's my job to keep up on in's and out of the Mac platform. I recieve a free
subscription of MacWeek for Mac managers. My job and paid for it.

What do you want to know. MacWarehouse has 7200/75 for $999...

>>> Next bogus assertion...
>>>
>>> [deletia]
>>>>> None. That has been my point. Furthermore the subsequent software
>>>>> has been for 040's and PPC's.
>>>>>
>>>
>>>>Netscape and Mosaic can run off 020 Macs, and yes it would be slow compared to
>>>>040 and PPC. The issue is it can run on those antiquated machines.. What part
>>>>do you not understand jabba ?
>>>
>>> The part where you'd actually use an '020 for anything... let alone
>>> for 'scape...

Ones that have old LC's..What part do you not understand?

>
>>If the min. requirements are 020 than scape thinks there are many.
>
> Yeah... and M$ thinks '95 will run on a 4Meg 386... (chortle-chortle)
>
> There's still the practical issue of whether or not the advocate could
> stand to use the machine as stated... Just as meaningless endorsement
> as Marie Antionette (sp) leaving the pumpernickel to the peasants...
>

Marrie Antionette is a computer?

> [whole lotta garbage deleted]

Thank you

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |

|----------|

4833. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun12.222740.55179@cobra.uni.edu>
Source record: 9194
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <4pif4j$lna@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> ROTFLMAO!!!!!

HA, ROTFLMAO!

>
> >> Mark <<
>
> --
> --
> Mark A Rathwell
> -------------------
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
>
> Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
> and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
> at ... http://www.uoguelph.ca/~mrathwel
> --
>

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4834. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun12.232611.55192@cobra.uni.edu>
Source record: 9195
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <mgrove-1207961223320001@news>, mgrove@owens.ridgecrest.ca.us (Michael Grove) writes:
>>
>> 10. To you the statement "Apple goes out of business" = "suicide note".
>>
>>
>> * Tom
>
> 11. Your employed at a college library pretending to be
> a collegian.

Please interpet..I am employed at Rod Library - Systems & Technology

>
> --
> Michael Grove
> mgrove@owens.ridgecrest.ca.us

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4835. Re: Netscape is an HTTP client Petey

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun12.225602.55182@cobra.uni.edu>
Source record: 9196

jabba spoke..

In article <JEDI.18.31BCF608@pop.service.ohio-state.edu>, JEDI@pop.service.ohio-state.edu (JEDI) writes:
> In article <1996Jun10.213354.55139@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
>>In article <JEDI.16.31BB4717@pop.service.ohio-state.edu>, JEDI@pop.service.ohio-state.edu (JEDI) writes:
>>> In article <1996Jun9.154342.55110@cobra.uni.edu> sinclap2954@cobra.uni.edu
> (PETER SINCLAIR-DAY) writes:
> >>>Jabba needs help..
>>>
>>> Too bad that gansta' isn't the one here right now...
>>>
>>> [deletia]
>>>>>>I see Oasis and CAB are innovative, but Netscape isn't? Can these wonderful ST
>>>>> I never said they were. BTW, 'scape is built on Mosaic.
>>>
>>>>Actualy saic is built into scape since Marc Andreeson(sP) is the author of saic
>>>>and now a founder at scape.
>>>
>>> I just said that...
>
>>No you did not..
>
> It is there for the universe to decide, perfectly empirical too...
>
jabba speak..

>>>
>>>>>>browsers compatible with Java, quicktime and real audio?
>>>
>>>>> Of course you choose the great bandwidth wasters...
>>>
>>>>Ha ha ha ha ha ha..There goes your credibility. So what you are saying is
>>>>that the ST is not capable of these plugins but does not matter.
>>>
>>> These tasks cannot be done in realtime. Therefore that nifty 'scape
>>> plugin is quite irrelevant and isn't doing you any good and just wasting disk
>>> space, making 'scape hog more ram and generally slowing the system down.
>>>

And if the system has slowed down? So...Memory to me is not an issue. I have
all to waste many times more...What is your point jabby?

>
>>jabba, what is the standard HD configured on Mac/PC? At least a gig. I have
>>all the space to utilize the browser bandwith. Sounds like your Atari can't
>>handle the web.
>
> You have the space to store the browser EXECUTABLES. At least try
> to keep up. Floppy is more than enough to keep up with twisted pair bandwidth.
> The TP connection is the single slowest thing on a computer, excepting the
> human. The Web != Netscape and all of its horrendously big extensions.

And there are smaller extensions that has the same functionality as scape,
right? What would i care if the extensions are big? My system can handle it.
jabby this is not 1985.

>>
>>>>>
>>>>> Most modems in use don't have the bandwidth do manage any of those in
>>>>> realtime.
>>>
>>>>Most modems? 2400 baud? My 14k modem does.. Many users do and your reasoning
>>>
>>> You are LYING.
>>>
>
>>I use Netscape at home on my 14.k geoport. I wish I had 28k. But hopefuly TCI,
>
> ....doesn't mean you're doing realtime QT. 1.6K !> 50K (bytes)....
> ....not even in your twisted little
. universe....
>

jabby does not compute..

>>the cable company will provide network hookup soon were modems will not be
>>needed
>
> We're waiting in the meantime....

yep..But my work PowerMac has network..
>
>>>>is irelevant and just shows why the ST is the wrong choice and should not be
>>>>considered..
>>>
>>> The ST's MFP is more than capable of 14K. (115K actually)
>>>
>
>>If you have faster than 14k and faster processors.
>
> The ST has had built in MFP settings of 19.2K since 1985.
> Reprogramming of the device driver will let it do more. Even an 8Mhz
> CPU still has considerably more thruput than an analog modem. Nevermind
> that the ST has done DMA I/O with dedicated I/O processors from day one.
>

Just 19.2! He he he. Those ST's sure make a good solution..

>>>>>>>>>>> A Netscape clone is not what is required. A complete implementation of
>>>>>>>>>>> HTML 3.0 would be nice, however. The rest is just a waste of CPU, disk and
>>>>>>>>>>> packets.
>>>>>>>>>>
>
>>You don't have it. maybe a one person ssoftware ST fanatic will provide it.
>
> 'scape doesn't do a complete HTML 3, so you don't have it
> either... whatever it is...

I have more capabilities than jabby and his little atari..

>
> [deletia]
>>>>>
>>>>> Seth and Malachi actually.
>>>
>>>>What species?
>>>
>>> You'd be a real hit at the UN... or rather you'd really get hit at
>>> the UN...
>>>
>
>>Just curious, what nationality is your family?
>
> a) that's none of your business

Sorry. I was guessing ferengi..

> b) you have a horrendously poor grasp of your own culture

I do..
>
>>>>>>>
>>>>>>> Resource requirements > resources
>>>>>>>
>>>>>>> Being on the dole (professionally speaking), I can see how this point
>>>>>>> eludes you.
>
>>What dole..
>
> Public funding.

Yea, so..

>>>
>>>>As I stated before jabba, because of parents know best, will always be behind
>>>>our academia counterparts jabba..
>>>
>>> Entire nations have done more with less. Until fundemental flaws in the
>>> processes of American Education are addressed, more money being thrown at the
>>> problem will not solve it.

>
>>There are flaws that will require an investment before results will show up..
>
>>1. Teaching status has to rise.
>>2. A decent salary to attract the brightest to weed out the not so brightest
>>3. smaller classes. At least 1-15 ratio.
>>4. Parental involevement is needed.
>
> ...hmmm... and no mention of gadgets of any kind anywhere...
>
>>Yes money is the main factor. Look at Yale and Harvard. The high price tag of
>>over $20,000 is needed to provide a high quality education.
>
> Besides prestige, do you know of any way to actually quantify that
> quality?...

Thats their cost for providing a high quality education.

>
>>>
>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>> Again... I would be curious to see you actually use the setup you are
>>>>>>>>> advocating.
>>>>>>>>>
>>>>>>>>> I have little doubt that you would not tolerate it for your own personal
>>>>>>>>> use...
>>>>>
>>>>>>No, I won't. But you contradicted yourself. You stated before that the 386
>>>>>>and the LC were just as good as the latest and greatest jabba!
>>>>>
>>>>> I said no such thing.
>>>
>>>>You stated that the LC and 386 were more appropriate and cost affective jabba.
>>>
>>> I said they were functionally equivalent.
>>and appropriate to schools, and that more powerful/expensive technology should
>>not be splurged..
>
> Well, it all depends on how rich the district is now doesn't it.
> It also depends on what your priorities are and what you might think would be
> better investment. Oddly enough, your four points above support my original
> position more than they do yours...
>
> Also, my position is more concerned with how the machines will be
> used and if added expenditures will actually cause a net gain. Also, I
> advocated that such objective gains be plainly stated and easily verifiable.

I believe that is stated in the district technology manifesto issued to the public
when you ask for it..Pretty straightforward jabba..

> Mindlessly throwing money at a problem will get no one anywhere.
> The Great Society is proof of that...

Ha ha.. The Great Society has done wonders in many areas..
Not perfect, but good..

People like you bitch and bitch in regards in your perception in gov't that has
wrong you.. So what militia out fit do you belong?

>>>
>>> I said they could manage to do the task.
>
>>But recently, that kids would be put off by the slowness. Which is jabba?
>
> I wouldn't be foolish enough to run 'scape on such a machine. I
> wouldn't waste such machines (or more powerful) ones with 'scape. Centering a
> computing solution around the slowest possible medium, when others are
> available and much superior, is beyond absurd...

you can improvise and have a few high powered hardware dedicated for scape..

>
>>>
>>> I never made ANY statement on what was more appropriate. (besides
>>> stating that there is no system such that it would be more appropriate wrt
>>> other systems).
>>>
>
>>You need to go back to your previous statements.
>
> Castles in the sand with no citations...
>

jabba speak..

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4836. Re: So Sinclap still doesn't have a life

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun12.225822.55183@cobra.uni.edu>
Source record: 9197

In article <4pisbb$qe1@aramis.rutgers.edu>, trauth@aramis.rutgers.edu (Thomas Trauth) writes:
> Not that I'm surprised. But I did think that at this point
> he might have figured out that there is more to life than
> Atari bashing.

Hi Tommy, remember macoroni...

>
> Some people just never learn...

Yep..looking like a dweeb in rec.music.misc

>
> I wonder how he's taking the impending collapse of Apple?
>

Just well. Can't wait for Montana, Epic and K-12 in the fall.

>
> * Tom

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4837. Re: Petey is a chicken

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun12.231155.55186@cobra.uni.edu>
Source record: 9198

In article <4pjv9r$m3b@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : > No ... but "vapor" is generally accepted as being "announced but
> : > unstarted."
>
> : Is it out?
>
> Read the sentence Sinpoop. "Announced but unstarted" = vapour.
> IS2 is announced, started, finsished, shown and, thus far, unreleased.

Marky..What part do you not understand? If you can't purchase it now, ITS
VAPOR!

>
> : God, Mark..Its been established that *Many* Jag games are shit compared to
> : PlayStation, 3do and SNES!
>
> Many Jag games are lacking in playability but many are not. Most
> Jaguar games do have NG elements and very few are "8-16 bit quality" like
> you suggest. Of course, you aren't in a position to establish that
> because you've never seen a *SINGLE FUCKING GAME*. There are many *^&$
> SNES games and many, many, many *^&$ 3DO games. (And yes ... I have
> played the 3DO, SNES and PSX)
>

No, a FUCKING jagownerindenial!

> >> Mark <<
>
> --
> ---
> Mark A Rathwell
> -------------------
> mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA
>
>
> Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
> and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
> at ... http://www.uoguelph.ca/~mrathwel
> ---
>

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |

```
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
|-----------------------------------------------------------------------------|
```

4838. Re: So Sinclap still doesn't have a life

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun12.231820.55188@cobra.uni.edu>
Source record: 9199

Tommy spoke..

In article <khaley.834525189@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> trauth@aramis.rutgers.edu (Thomas Trauth) writes:
>
>>Not that I'm surprised. But I did think that at this point
>>he might have figured out that there is more to life than
>>Atari bashing.
>
> Nah, that would require the existence of brain cells in Sinclap's head.
> But his feeble brain farts show us that all he's got up there is hot air.

So how is your sis? How is her jag? You may have to play big bro, cause
JaGluzOne is lurking for ones with jags..

>
> I've noticed that he now accounts for almost half the traffic on this group.
> What a no-lifer. At least he has provided us with a mascot.
>
>>I wonder how he's taking the impending collapse of Apple?

Impending collapse? You can tell me, pretty please:)..

>
> Denial. He's an Appleflop owner in denial. Maybe that's why he loves
> to be on the Atari groups; misery loves company.

Rofl..Still can't get over Atari's collapse..

>
> /Kevin
>

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4839. Re: You Might be a moron if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun12.232434.55191@cobra.uni.edu>
Source record: 9200
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <khaley.834587000@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> Bruce Haire <haire@engr.sgi.com> writes:
>
>>[entire post deleted, as Peter just don't get it, or anything]
>>>Does your firm know that your posts are on company time? Come on kevy you can
>>>do better..
>
>> Wow!!! What a *stunning* comeback! Whew, I'm reeling from
>>the sheer cleverness of it all... excuse me a moment I need to rest.
>
> You should be proud of him. That's one of his better retorts. I've had
> better conversations with a dog than those I've had with Petey.

You only have a dog. So who is on top?

>
>>Gosh, does *my* company know I read news? Nah, there more worried
>>about me reading the web... ;-)
>
> Petey probably spends all of his time at work wondering whether or not
> others are posting on company time... that is, IF he works at all.

Who works on the public dole:)..

> Do you get it yet, Pete? (Of course not) Your drivel is unwanted
> here. Your spew contributes absolutely nothing to the discussions here.
> All you've accomplished is to become the laughing stock of Usenet.

I give you a reason to exist kevy.. just look at you.. what a duf..

> /Kevin
>
> "I'm amazed at the incredible foresight I showed when I named my son
> 'Peter'".
> -- Mrs. Sinclair-Day

He..source please.. jealous of my name orr that kevy is sort of proletarian..

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4840. Re: Atari's can't use the net

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun12.230932.55185@cobra.uni.edu>
Source record: 9201

In article <4pjvea$m3b@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : > Who cares? My Tandy CoCo 3 can do the same thing. What's your point?
>
> : Yea right...
>
> Hee hee hee. It looks like Petey once again doesn't know what
> he's talking about. Hey Petey ... pick up a copy of the OS9 Level II
> manual (The CC3's OS) and you'll see a word that constantly pops up. It's
> "MULTITASKING". Or better yet, go into bit.listserve.coco and try to
> convince them that the CoCo 3 can't multitask (especially since many of
> the people there are multitasking while they read their E_Mail). They'll
> make you look stupider than you all ready do!

I'll tell ya what..Get Lightwave, com program and a game on OS9 and get back to
me if it multitasks..None of this shit looking DOS nonsense..

>
> >> Mark <<
>

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4841. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun12.230707.55184@cobra.uni.edu>
Source record: 9202
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <4pismk$qsm@aramis.rutgers.edu>, trauth@aramis.rutgers.edu (Thomas Trauth) writes:
> khaley@nova.gmi.edu (Kevin Haley) writes:
>
> :In the tradition of Mr. PeePee, I've decided to waste some bandwidth.
> :I submit the following post for your enjoyment. Feel free to
> :pass this on to other newsgroups which are being cursed by the Amoeba.
>
>
> :You Might be Peter Sinclair-Day if...
>
> :1. You go into convulsions any time you see the word "Atari".

I don't see how with my ATARI LYNX nearby..

> :2. You tack a "y" at the end of the names of people you hate.
>

Like Kevy..

> :3. Your idea of patriotism is to buy as many Apple products as possible.

My next one maybe one made by IBM or PowerComputing or UMAX/SuperMac or Gateway.. Soo many choices..

>
> :4. The phrase "edit your follow-ups" looks like UUENCODED text.

if you think so..

>
> :5. U kan't understand y yer spellchekker krashes on U all de tyme.

just like jonny.

> :6. You think the meaning of "signature file" is "college thesis".
>
> :7. New ideas and an open mind occur as frequently as sex: Never had it,
> : Never will.

have you been spying..

>
> :8. Your head has been permanently relocated to Uranus.

You don't say..

> :9. You've attempted to stick your penis into the disk-eject hole on a Mac
> : (and it fits)

You don't say..spying again kevy?

>
> :-)
>
> Great list! Here's my addition to it:
>
> 10. To you the statement "Apple goes out of business" = "suicide note".

Na, not with choices today..Plus with the new regime in place not in your life
time..

>
> * Tom

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4842. Re: You Might be a moron if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun12.231340.55187@cobra.uni.edu>
Source record: 9203
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Brucy spoke..

In article <31BDAD01.7DE1@engr.sgi.com>, Bruce Haire <haire@engr.sgi.com> writes:
> Your name is...
> PETER SINCLAIR-DAY. Thus he spews forth:
> [entire post deleted, as Peter just don't get it, or anything]
>> Does your firm know that your posts are on company time? Come on kevy you can
>> do better..
>
> Wow!!! What a *stunning* comeback! Whew, I'm reeling from
> the sheer cleverness of it all... excuse me a moment I need to rest.
> Gosh, does *my* company know I read news? Nah, there more worried
> about me reading the web... ;-)

What a weenie stunning comeback! Congrats..

> --
> If you can read this, you may be on the Internet.
> Save $200 on make money fast with blue star acid for Craig Shergold!
> Ask me how?

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4843. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun12.231948.55189@cobra.uni.edu>
Source record: 9204
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <31be137e.14748663@news.demon.co.uk>, julie@merp.demon.co.uk (Julie Brandon) writes:
> I won't say hello here, 'cos I wouldn't mean it,
>
> Suggestion, either:
>
> a) Drop Dead.
>
> or
>
> b) Don't damned well quote every single line of the post you are
> replying to.
>
> Or better still, do both.
>
> Until I started coming across your postings, I ignored the things
> others said about you - as to listen to them without any experience of
> my own seemed unfair. But now I am begining to realise that what they
> said does have an awful lot of severe truth in it!
>
> Not putting "Love," at this point (as I would usually do) either,
> Julie.
>
> (Consider yourself kill-filed, and mail-killed.)

Before you do so, can I buy you a beer:). Atari babes are the best:)..

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

>

4844. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun12.232049.55190@cobra.uni.edu>
Source record: 9205
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <31be2231.18512460@news.demon.co.uk>, julie@merp.demon.co.uk (Julie Brandon) writes:
> Hiyas,
>
> On Wed, 12 Jun 1996 01:14:57 GMT, julie@merp.demon.co.uk (Julie
> Brandon) wrote:
>>Suggestion, either:
>>
>> a) Drop Dead.
>>
>> or
> [etc.]
>
> Just to make things clear - that message was a reply to Peter
> Sinclair-Day.

loud and clear.. you ave to see my collection of Atari antiques:)..

>
> TTFN,
> Julie
>

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4845. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-12 00:00:00 UTC
From: julie@merp.demon.co.uk
Message-ID: <31be137e.14748663@news.demon.co.uk>
Source record: 9286
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

I won't say hello here, 'cos I wouldn't mean it,

Suggestion, either:

a) Drop Dead.

or

b) Don't damned well quote every single line of the post you are
replying to.

Or better still, do both.

Until I started coming across your postings, I ignored the things
others said about you - as to listen to them without any experience of
my own seemed unfair. But now I am begining to realise that what they
said does have an awful lot of severe truth in it!

Not putting "Love," at this point (as I would usually do) either,
Julie.

(Consider yourself kill-filed, and mail-killed.)

4846. Re: You Might be a moron if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-12 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.834587000@gmi.edu>
Source record: 9287
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Bruce Haire <haire@engr.sgi.com> writes:

>[entire post deleted, as Peter just don't get it, or anything]
>>Does your firm know that your posts are on company time? Come on kevy you can
>>do better..

> Wow!!! What a *stunning* comeback! Whew, I'm reeling from
>the sheer cleverness of it all... excuse me a moment I need to rest.

You should be proud of him. That's one of his better retorts. I've had
better conversations with a dog than those I've had with Petey.

>Gosh, does *my* company know I read news? Nah, there more worried
>about me reading the web... ;-)

Petey probably spends all of his time at work wondering whether or not
others are posting on company time... that is, IF he works at all.

Do you get it yet, Pete? (Of course not) Your drivel is unwanted
here. Your spew contributes absolutely nothing to the discussions here.
All you've accomplished is to become the laughing stock of Usenet.

/Kevin

"I'm amazed at the incredible foresight I showed when I named my son
'Peter'".
-- Mrs. Sinclair-Day

4847. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-12 00:00:00 UTC
From: julie@merp.demon.co.uk
Message-ID: <31be2231.18512460@news.demon.co.uk>
Source record: 9288
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Hiyas,

On Wed, 12 Jun 1996 01:14:57 GMT, julie@merp.demon.co.uk (Julie
Brandon) wrote:
>Suggestion, either:
>
> a) Drop Dead.
>
> or
[etc.]

Just to make things clear - that message was a reply to Peter
Sinclair-Day.

TTFN,
Julie

4848. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-12 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <mgrove-1207961223320001@news>
Source record: 9289
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

```
>
> 10. To you the statement "Apple goes out of business" = "suicide note".
>
>
> * Tom

11. Your employed at a college library pretending to be
a collegian.

--
Michael Grove
mgrove@owens.ridgecrest.ca.us
```

4849. Re: So Sinclap still doesn't have a life

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-13 00:00:00 UTC
From: glenzabr@xmission.com
Message-ID: <4po25n$d44@news.xmission.com>
Source record: 9206

In article <4pisbb$qe1@aramis.rutgers.edu>, trauth@aramis.rutgers.edu (Thomas Trauth) wrote:
>Not that I'm surprised. But I did think that at this point
>he might have figured out that there is more to life than
>Atari bashing.
>
>Some people just never learn...
>
>I wonder how he's taking the impending collapse of Apple?
>
>
>* Tom

It doesnt do any good to bash a dead animal!!!!!!!!!!

4850. Hey Sincrap!! How 'bout 'dem Apples!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-13 00:00:00 UTC
From: trauth@aramis.rutgers.edu
Message-ID: <4po5nc$oj9@aramis.rutgers.edu>
Source record: 9207

I've heard rumors that Apple isn't doing particularly
well right now! ;-)

Is there any truth to them? ;-)

Face it Mr. Crap. In two years *you* too will have
to bow down before the might of the Microsoft Empire! ;-)

Well, good day Petey...
And stop abusing those Mac disk-eject holes, I've heard
that cyberphilia is bad for ones health. ;-)

* Tom

4851. Re: Atari's can't use the net

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-13 00:00:00 UTC
From: JEDI@pop.service.ohio-state.edu
Message-ID: <JEDI.19.31BFA295@pop.service.ohio-state.edu>
Source record: 9208

In article <1996Jun12.230932.55185@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>Path: magnus.acs.ohio-state.edu!math.ohio-state.edu!news.physics.uiowa.edu!cobra.uni.edu!sinclap2954
>From: sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY)
>Newsgroups: comp.sys.atari.advocacy
>Subject: Re: Atari's can't use the net
>Message-ID: <1996Jun12.230932.55185@cobra.uni.edu>
>Date: 12 Jun 96 23:09:32 -0500
>References: <4p9q83$6g1@morgoth.sfu.ca> <4pa9vg$lja@ccshst05.uoguelph.ca> <4pjvea$m3b@ccshst05.uoguelph.ca>
>Organization: University of Northern Iowa
>Lines: 28

>In article <4pjvea$m3b@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>> : > Who cares? My Tandy CoCo 3 can do the same thing. What's your point?
>>
>> : Yea right...
>>
>> Hee hee hee. It looks like Petey once again doesn't know what
>> he's talking about. Hey Petey ... pick up a copy of the OS9 Level II
>> manual (The CC3's OS) and you'll see a word that constantly pops up. It's
>> "MULTITASKING". Or better yet, go into bit.listserve.coco and try to
>> convince them that the CoCo 3 can't multitask (especially since many of
>> the people there are multitasking while they read their E_Mail). They'll
>> make you look stupider than you all ready do!

>I'll tell ya what..Get Lightwave, com program and a game on OS9 and get back to
>me if it multitasks..None of this shit looking DOS nonsense..

It does no good to change what game is being played once you've lost
it already...

4852. Re: Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-13 00:00:00 UTC
From: JEDI@pop.service.ohio-state.edu
Message-ID: <JEDI.20.31BFA408@pop.service.ohio-state.edu>
Source record: 9209

In article <1996Jun12.223712.55180@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>>>If you look around in MacWorld, MacUser, MacWeek and comp.sys.mac.wanted. Plus
>>>there are other Powermacs at ugstore.com such as 6116's for $799, 7200/75 at
>>>$829..
>>
>> I'm not a mac fanatic. You're the one with all the mac mags. Why
>> not actually post an useable example... as opposed to 'here is one BUT'.
>>

>It's my job to keep up on in's and out of the Mac platform. I recieve a free
>subscription of MacWeek for Mac managers. My job and paid for it.

...and yet never a single k12 app mentioned...

>What do you want to know. MacWarehouse has 7200/75 for $999...
>
>>>> Next bogus assertion...
>>>>
>>>> [deletia]
>>>>>> None. That has been my point. Furthermore the subsequent software
>>>>>> has been for 040's and PPC's.
>>>>>>
>>>>
>>>>>Netscape and Mosaic can run off 020 Macs, and yes it would be slow compared to
>>>>>040 and PPC. The issue is it can run on those antiquated machines.. What part
>>>>>do you not understand jabba ?
>>>>
>>>> The part where you'd actually use an '020 for anything... let alone
>>>> for 'scape...

>Ones that have old LC's..What part do you not understand?

So.. when have you used old LC's lately?... & were u using them for
'scape...

>>
>>>If the min. requirements are 020 than scape thinks there are many.
>>
>> Yeah... and M$ thinks '95 will run on a 4Meg 386... (chortle-chortle)
>>
>> There's still the practical issue of whether or not the advocate could
>> stand to use the machine as stated... Just as meaningless endorsement
>> as Marie Antionette (sp) leaving the pumpernickel to the peasants...
>>

>Marrie Antionette is a computer?

I overestimated you. I really should know better by now...

>> [whole lotta garbage deleted]

>Thank you
well... one of us had to do it & you were willing or capable...

4853. Re: Netscape is an HTTP client Petey

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-13 00:00:00 UTC
From: JEDI@pop.service.ohio-state.edu
Message-ID: <JEDI.21.31BFAA7F@pop.service.ohio-state.edu>
Source record: 9210

In article <1996Jun12.225602.55182@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
>jabba (almighty feeder of the sarlacc) spoke..

>In article <JEDI.18.31BCF608@pop.service.ohio-state.edu>, JEDI@pop.service.ohio-state.edu (JEDI) writes:
>> In article <1996Jun10.213354.55139@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>>
>>>In article <JEDI.16.31BB4717@pop.service.ohio-state.edu>, JEDI@pop.service.ohio-state.edu (JEDI) writes:
>>>> In article <1996Jun9.154342.55110@cobra.uni.edu> sinclap2954@cobra.uni.edu
>> (PETER SINCLAIR-DAY) writes:
>> >>>Jabba needs help..
>>>>
>>>> Too bad that gansta' isn't the one here right now...
>>>>
>>>> [deletia]
>>>>>>>I see Oasis and CAB are innovative, but Netscape isn't? Can these wonderful ST
>>>>>> I never said they were. BTW, 'scape is built on Mosaic.
>>>>
>>>>>Actualy saic is built into scape since Marc Andreeson(sP) is the author of saic
>>>>>and now a founder at scape.
>>>>
>>>> I just said that...
>>
>>>No you did not..
>>
>> It is there for the universe to decide, perfectly empirical too...
>>
>jabba speak..

Always the nemesis of free thought, eh petey?

>>>>
>>>>>>>browsers compatible with Java, quicktime and real audio?
>>>>
>>>>>> Of course you choose the great bandwidth wasters...
>>>>
>>>>>Ha ha ha ha ha ha..There goes your credibility. So what you are saying is
>>>>>that the ST is not capable of these plugins but does not matter.
>>>>
>>>> These tasks cannot be done in realtime. Therefore that nifty 'scape
>>>> plugin is quite irrelevant and isn't doing you any good and just wasting disk

>>>> space, making 'scape hog more ram and generally slowing the system down.
>>>>

>And if the system has slowed down? So...Memory to me is not an issue. I have
>all to waste many times more...What is your point jabby?

It doesn't matter how much RAM you have. It doesn't matter how much
disk you have. It doesn't matter how fast your CPU is. An analog modem will not
be able to do realtime QT (in or out of an HTTP client/HTML browser)...

>>
>>>jabba, what is the standard HD configured on Mac/PC? At least a gig. I have
>>>all the space to utilize the browser bandwith. Sounds like your Atari can't
>>>handle the web.
>>
>> You have the space to store the browser EXECUTABLES. At least try
>> to keep up. Floppy is more than enough to keep up with twisted pair bandwidth.
>> The TP connection is the single slowest thing on a computer, excepting the
>> human. The Web != Netscape and all of its horrendously big extensions.

>And there are smaller extensions that has the same functionality as scape,
>right? What would i care if the extensions are big? My system can handle it.
>jabby this is not 1985.

Some of us have better ways to waste our money (we have lives you know)
than to blow it on upgrading the microcomputer everytime the current wasteful
paradigm makes one of the system components not quite sufficient anymore...

>
>>>
>>>>>
>>>>>> Most modems in use don't have the bandwidth do manage any of those in
>>>>>> realtime.
>>>>
>>>>>Most modems? 2400 baud? My 14k modem does.. Many users do and your reasoning
>>>>
>>>> You are LYING.
>>>>
>>
>>>I use Netscape at home on my 14.k geoport. I wish I had 28k. But hopefuly TCI,
>>
>> ....doesn't mean you're doing realtime QT. 1.6K !> 50K (bytes)....
>> ....not even in your twisted little
>. universe....
>>

>jabby does not compute..

Well... take a computing class or something. You might actually have the
remotest clue as to what's going on around here.

>
>>>the cable company will provide network hookup soon were modems will not be

>>>needed
>>
>> We're waiting in the meantime....

>yep..But my work PowerMac has network..

...and I'm sure they just love it when you sit there downloading QT
vids...

>>
>>>>>is irelevant and just shows why the ST is the wrong choice and should not be
>>>>>considered..
>>>>
>>>> The ST's MFP is more than capable of 14K. (115K actually)
>>>>
>>
>>>If you have faster than 14k and faster processors.
>>
>> The ST has had built in MFP settings of 19.2K since 1985.
>> Reprogramming of the device driver will let it do more. Even an 8Mhz
>> CPU still has considerably more thruput than an analog modem. Nevermind
>> that the ST has done DMA I/O with dedicated I/O processors from day one.
>>

>Just 19.2! He he he. Those ST's sure make a good solution..

You conveniently ignore facts that do not support your views.
The OS architecture of the ST makes it less than trivial to
patch it (the OS). That particular patch has been around for about
5 years.

>>>>>>>>>>>> A Netscape clone is not what is required. A complete implementation of
>>>>>>>>>>>> HTML 3.0 would be nice, however. The rest is just a waste of CPU, disk and
>>>>>>>>>>>> packets.
>>>>>>>>>>>
>>
>>>You don't have it. maybe a one person ssoftware ST fanatic will provide it.
>>
>> 'scape doesn't do a complete HTML 3, so you don't have it
>> either... whatever it is...

>I have more capabilities than jabby and his little atari..

If I wanna see movies... I'll ftp 'em and fire up a viewer...
...not to difficult... even for you...

>>
>> [deletia]
>>>>>>
>>>>>> Seth and Malachi actually.
>>>>
>>>>>What species?
>>>>

>>>> You'd be a real hit at the UN... or rather you'd really get hit at
>>>> the UN...
>>>>
>>
>>>Just curious, what nationality is your family?
>>
>> a) that's none of your business

>Sorry. I was guessing ferengi..
You may actally qualify as uncultured (in the anthropological sense)...

>> b) you have a horrendously poor grasp of your own culture

>I do..

You'd have a hard time convincing a Seth or a Jedidiah (or a less
common Malachi).

>>
>>>>>>>>
>>>>>>>> Resource requirements > resources
>>>>>>>>
>>>>>>>> Being on the dole (professionally speaking), I can see how this point
>>>>>>>> eludes you.
>>
>>>What dole..
>>
>> Public funding.

>Yea, so..

You == much maligned welfare mother

>>>>
>>>>>As I stated before jabba, because of parents know best, will always be behind
>>>>>our academia counterparts jabba..
>>>>
>>>> Entire nations have done more with less. Until fundemental flaws in the
>>>> processes of American Education are addressed, more money being thrown at the
>>>> problem will not solve it.
>>
>>>There are flaws that will require an investment before results will show up..
>>
>>>1. Teaching status has to rise.
>>>2. A decent salary to attract the brightest to weed out the not so brightest
>>>3. smaller classes. At least 1-15 ratio.
>>>4. Parental involevement is needed.
>>
>> ...hmmm... and no mention of gadgets of any kind anywhere...
>>
>>>Yes money is the main factor. Look at Yale and Harvard. The high price tag of
>>>over $20,000 is needed to provide a high quality education.
>>

>> Besides prestige, do you know of any way to actually quantify that
>> quality?...

>Thats their cost for providing a high quality education.

No wonder you bought a mac. You equate quality and price...

>>
>>>>
>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>> Again... I would be curious to see you actually use the setup you are
>>>>>>>>>> advocating.
>>>>>>>>>>
>>>>>>>>>> I have little doubt that you would not tolerate it for your own personal
>>>>>>>>>> use...
>>>>>>
>>>>>>>No, I won't. But you contradicted yourself. You stated before that the 386
>>>>>>>and the LC were just as good as the latest and greatest jabba!
>>>>>>
>>>>>> I said no such thing.
>>>>
>>>>>You stated that the LC and 386 were more appropriate and cost affective jabba.
>>>>
>>>> I said they were functionally equivalent.
>>>and appropriate to schools, and that more powerful/expensive technology should
>>>not be splurged..
>>
>> Well, it all depends on how rich the district is now doesn't it.
>> It also depends on what your priorities are and what you might think would be
>> better investment. Oddly enough, your four points above support my original
>> position more than they do yours...
>>
>> Also, my position is more concerned with how the machines will be
>> used and if added expenditures will actually cause a net gain. Also, I
>> advocated that such objective gains be plainly stated and easily verifiable.

>I believe that is stated in the district technology manifesto issued to the public
>when you ask for it..Pretty straightforward jabba..

...then how come this is the first time you have yet mentioned it?

>> Mindlessly throwing money at a problem will get no one anywhere.
>> The Great Society is proof of that...

>Ha ha.. The Great Society has done wonders in many areas..
>Not perfect, but good..

That's odd. It gets all the criticism these days. Everyone seems ready
to completely dismantle it now (starting with the more effective programs).

>People like you bitch and bitch in regards in your perception in gov't that has

I am an American; it is my perogative to bitch. Nothing you say can
change that, despite your apparent need for the general population to follow
you like mindless cattle.

>wrong you.. So what militia out fit do you belong?

My weapons are far more effective. No amount of kevlar, steel, or
reactive armour will stop them.

You do not understand.

>
>>>>
>>>> I said they could manage to do the task.
>>
>>>But recently, that kids would be put off by the slowness. Which is jabba?
>>
>> I wouldn't be foolish enough to run 'scape on such a machine. I
>> wouldn't waste such machines (or more powerful) ones with 'scape. Centering a
>> computing solution around the slowest possible medium, when others are
>> available and much superior, is beyond absurd...

>you can improvise and have a few high powered hardware dedicated for scape..

I still wouldn't use the slowest possible computing medium ('scape).

>>
>>>>
>>>> I never made ANY statement on what was more appropriate. (besides
>>>> stating that there is no system such that it would be more appropriate wrt
>>>> other systems).
>>>>
>>
>>>You need to go back to your previous statements.
>>
>> Castles in the sand with no citations...
>>

>jabba speak..

Evidently any non-trivial language is beyond your capacity...

4854. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-13 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.834679055@gmi.edu>
Source record: 9211
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

theclap@deep.inside.Uranus (PEEPEE SPAMMER-DAY) writes:

>> 11. Your employed at a college library pretending to be
>> a collegian.

>Please interpet..
^^
What is this shit!? Are you that stupid!? In all your posts you use 2
periods to denote an ellipsis. An ellipsis is 3 periods, moron!
Use either 1 or 3! Are you trigger happy with the "." key?!

>I am employed at Rod Library - Systems & Technology
^^^
Of course. Penis is at the "Rod" library. No surprise here.

> GREETINGS..

There you go again! You have a neverending slew of problems, don't you?
But why do I bother? How can anyone expect your grammer to be correct
when you can't even stop spewing shit! You just made 4 posts in this
thread which are absolutely useless! Peter, take that Radio Shack credit
card of yours and buy a clue!

/Kevin

4855. Re: Atari's can't use the net

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-13 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4ppa58$dd0@ccshst05.uoguelph.ca>
Source record: 9212

```
: I'll tell ya what..Get Lightwave, com program and a game on OS9 and get back to
: me if it multitasks..None of this shit looking DOS nonsense..

Pick up a CoCo 3 sometime Petey. You'd be surprised at what is
can do.

>> Mark <<

--
-------------------------------------------------------------------------
Mark Rathwell | "Whether you're a brother or
The University Of Guelph | whether you're a mother, you're
E_Mail: mrathwel@uoguelph.ca | stayin' alive" - The Bee Gees
Web Page: http://www.uoguelph.ca/~mrathwel |
-------------------------------------------------------------------------
```

4856. Re: Petey is a chicken

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-13 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4ppa8o$dd0@ccshst05.uoguelph.ca>
Source record: 9213

: Marky..What part do you not understand? If you can't purchase it now, ITS
: VAPOR!

Peter ... vapour = announced but unstarted. Unreleased =
announced, started, completed but not out.

: No, a FUCKING jagownerindenial!

Ha! You just ducked my entire paragraph. More like you're a moron
in denial. :-) I have played the SNES, PSX, Saturn, 32X and 3DO. Have you
played a Jaguar or a single game? Nuff said.
--

Mark Rathwell | "Whether you're a brother or
The University Of Guelph | whether you're a mother, you're
E_Mail: mrathwel@uoguelph.ca | stayin' alive" - The Bee Gees
Web Page: http://www.uoguelph.ca/~mrathwel |

4857. Re: You Might be Peter Pinhead if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-13 00:00:00 UTC
From: Bruce Haire <haire@engr.sgi.com>
Message-ID: <31C0522B.4487@engr.sgi.com>
Source record: 9214
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Peter, please give me an example of just how *BIG* of an ass you
really are...

PETER SINCLAIR-DAY wrote:
> In article <31be137e.14748663@news.demon.co.uk>, julie@merp.demon.co.uk (Julie Brandon)
writes:
> > (Consider yourself kill-filed, and mail-killed.)
>
> Before you do so, can I buy you a beer:). Atari babes are the best:)..

Thank you. You preform as well as any trained weasel I've seen.

Your posting and logic skills serve you as well as your ability
to converse with females... with the same results. You are not
taken seriously, and generally laughed at.

Internet-democrats? Should not you be advertising for some
wacky anti-Atari freak-show? "Come see the clown prince of
posting! You will *never* again in your life find a more
sorry soul, unable to use common sense, and with an inability to
conjure up facts... I give you Peter Sinclair-Day. Why does he
have a hypenated name? Why does he hate Atari with more
passion that he's ever shown a woman? $.50 a peek ladies and
gents!"

Going to get my caffine now... <===see, three periods, just like
in hockey! 8-)

--
The Court issued a ruling today in the Internet Free Speech case
on the communications decency act. While netizens rally in New
Your and Pittsburgh, you can read the decision online at:
http://www.vtw.org/speech/index.html#decision

4858. Re: You Might be a moron if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-13 00:00:00 UTC
From: Bruce Haire <haire@engr.sgi.com>
Message-ID: <31C055EA.6201@engr.sgi.com>
Source record: 9215

PETER SINCLAIR-DAY wrote:
> Brucy spoke..

Ouch! He made fun of my name! Oh no, what horrible
flame is in store for me now...

> What a weenie stunning comeback! Congrats..

Huh, you say your weenie is stuned by my comeback? What
the *hell* does *that* mean? You are one goofy mamer-jammer.
Do you often reply without looking at the screen or keyboard?
You certainly don't have the time to look up facts either.

You can hit your shift key five times now...

--
The Court issued a ruling today in the Internet Free Speech case
on the communications decency act. While netizens rally in New
Your and Pittsburgh, you can read the decision online at:
http://www.vtw.org/speech/index.html#decision

4859. Re: You Might be a moron if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-13 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.834694804@gmi.edu>
Source record: 9216
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

doofus@Im.so.stupid.I.cant.believe.it (PETER SINCLAIR-DAY) writes:

>>> Wow!!! What a *stunning* comeback! Whew, I'm reeling from
>>>the sheer cleverness of it all... excuse me a moment I need to rest.
>>
>> You should be proud of him. That's one of his better retorts. I've had
>> better conversations with a dog than those I've had with Petey.

>You only have a dog. So who is on top?

Oooh, I can see your feeble mind already working overtime to come up
with some good flamage. At least you spelled it correctly.

>> Petey probably spends all of his time at work wondering whether or not
>> others are posting on company time... that is, IF he works at all.

>Who works on the public dole:)..

It's definitely time for us taxpayers to demand some cutbacks. Especially
for the Penis (oops, I mean "Rod") Library.

>I give you a reason to exist kevy.. just look at you.. what a duf..

ROTFL! Never looked into a mirror before, have you?

>> "I'm amazed at the incredible foresight I showed when I named my son
>> 'Peter'".
>> -- Mrs. Sinclair-Day

>He..source please.. jealous of my name orr that kevy is sort of proletarian..

Still going crazy with the periods, I see. If you'd get your penis out
of that disk eject hole on your Mac maybe you'd be able to type halfway
decent.

/Kevin

(To the rest of you, sorry about the wasted bandwidth. CrapForBrains
will no doubt be returning to my killfile shortly.)

4860. We Need a New Newsgroup

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-13 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.834695881@gmi.edu>
Source record: 9217

I think we need a comp.sys.atari.bash.that.whipping.boy.peter.sinclair-day.

The rest of the Atari groups should become moderated so we can leave the others in peace and use this group to bash our favorite whipping boy.

Can't say that I mind all this flamage. It's really funny to see everyone flogging the whipping boy! Boy, what a doofus! He looks dumber and dumber with every post! If he had an ounce of brain he might be dangerous.

If you haven't done so, flame PeePee! Trust me, getting frustration out like this feels good! And he's such an easy target.

The real victims in all this are the people who want to have real discussion on Atari topics. Instead, they have to deal with all of this shit. My apologies to them.

And no, ignoring Sincrap doesn't make him go away. We've tried that before. He's been a fungus on these groups for almost 2 1/2 years now.

/Kevin

4861. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun13.194951.55223@cobra.uni.edu>
Source record: 9218
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <khaley.834679055@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> theclap@deep.inside.Uranus (PEEPEE SPAMMER-DAY) writes:
>
>>> 11. Your employed at a college library pretending to be
>>> a collegian.
>
>>Please interpet..
> ^^
> What is this shit!? Are you that stupid!? In all your posts you use 2
> periods to denote an ellipsis. An ellipsis is 3 periods, moron!
> Use either 1 or 3! Are you trigger happy with the "." key?!

Oh mighty one:),.. I'l use what ever I like dufus. I see that your team of that peasent sport has prevailed and the Coloradan(sp) proliterians has risen upto celebrate:)

>
>>I am employed at Rod Library - Systems & Technology
> ^^^
> Of course. Penis is at the "Rod" library. No surprise here.
It's Donald O'Rod...Rod for short. A dufus like you
couldn't figure it out..
Been hanging out at alt.sex.stories.penisenvy?...

>> GREETINGS..
>
> There you go again! You have a neverending slew of problems, don't you?
> But why do I bother? How can anyone expect your grammer to be correct
> when you can't even stop spewing shit! You just made 4 posts in this
> thread which are absolutely useless! Peter, take that Radio Shack credit
> card of yours and buy a clue!

He he he..You're existence is in question..Whats the matter kevy? The jaggy is irelevant and mad at me for being correct..

>
> /Kevin
>
>

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |

```
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
|-----------------------------------------------------------------------------|
```

4862. Re: You Might be Peter Pinhead if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-13 00:00:00 UTC
From: julie@merp.demon.co.uk
Message-ID: <31c08d9a.2410329@news.demon.co.uk>
Source record: 9219
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Hiyas,

On Thu, 13 Jun 1996 10:38:51 -0700, Bruce Haire <haire@engr.sgi.com>
wrote:
>> > (Consider yourself kill-filed, and mail-killed.)
>>
>> Before you do so, can I buy you a beer:). Atari babes are the best:)..
>
>Thank you. You preform as well as any trained weasel I've seen.
>
>Your posting and logic skills serve you as well as your ability
>to converse with females... with the same results. You are not
>taken seriously, and generally laughed at.

I suspect he writes the messages as he does, to get attention. I dare
say lines like the above are the *only way* he can get attention from
women.

Funny thing was, I was almost sure that he'd post a line like that in
his reply (one of the reasons I didn't kill-file him immediately - too
curious to see if I was right).

Sad sad sad!

Love,
Julie.

(And yes, he has his own special place in the kill-file now).

4863. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-13 00:00:00 UTC
From: julie@merp.demon.co.uk
Message-ID: <31c08e0b.2523342@news.demon.co.uk>
Source record: 9220
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

On 12 Jun 96 23:19:48 -0500, sinclap2954@cobra.uni.edu (PETER
SINCLAIR-DAY) wrote:
>Before you do so, can I buy you a beer:).
[insert something about there only being one sentient being in the
universe other than me, and that this last being was you, and that it
still wouldn't happen, with lots of expletives.]

> Atari babes are the best:)..
'fraid not in this case, I'm about as dog-like as one can get.

- Julie.

(BTW This time you *are* kill-filed - good ol' Agent .99e!)

4864. Re: Hey Sincrap!! How 'bout 'dem Apples!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun13.193304.55220@cobra.uni.edu>
Source record: 9221

In article <4po5nc$oj9@aramis.rutgers.edu>, trauth@aramis.rutgers.edu (Thomas Trauth) writes:
> I've heard rumors that Apple isn't doing particularly
> well right now! ;-)

News to me...

>
> Is there any truth to them? ;-)

(?)..Ask your buddy Rush..

> Face it Mr. Crap. In two years *you* too will have
> to bow down before the might of the Microsoft Empire! ;-)

I thought you stated that two years ago.

> Well, good day Petey...
> And stop abusing those Mac disk-eject holes, I've heard
> that cyberphilia is bad for ones health. ;-)

From experience? or watching your sister through the peep for practise?

>
>
> * Tom
>

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4865. Re: You Might be Peter Pinhead if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-13 00:00:00 UTC
From: Bruce Haire <haire@engr.sgi.com>
Message-ID: <31C0C154.6F59@engr.sgi.com>
Source record: 9222

PETER SINCLAIR-DAY wrote:
> That you are a sh t head..

Ouch! You are soooo mean. Don't flame me... or I'll
run away to my library and stare at my Mac.

> And you know? So you have a weasel at home?

Huh? Are you *that* stupid?

> Only to you.. If I am not taken seriously, why are you responding? Can't stand
> that I WAS RIGHT that the jag would not leap.. To ucking bad..

Ohhhh, your are soooo psy-kick! What does the crystal
ball say about crApple, Penis? Will they still be here next
month?

> First of, Sinclair-Day is british hyphanated and common in the UK. Considering
> that a sorry ass yank would not have known..

<tee hee> Yet one more thing we can screw with you about.
Thank you! 8-)

> You and kev must hangout.. Conjure up facts - that Atari's past behavior would
> doom the jag...What do you not understand?.. I see, trying to get even because a
> duf like you recommended jags to friends and saw their investment at a flea
> market...

Huh? Where do you make this up at? And do you not have
a spell-checker on your Mac? Or are you still running single-Finder?
Facts, peter, that what we have here in the *real* world? Are you
living with elves and fairies under a mushroom?

> Oh, gee..I suppose you will show your sorry ass in those pornography areas.
> Which is it, pictures of little girls or boys that excite you? Sounds like
> that is how you relieve your pressure points..) Stay away from my family you
> pervert:)

Is this all you have to flame me with? Come on, you need
to get real *angry* for me little Pee Pee. What's next? "I know
you are but what am I"? You are a child. Less than worthy of
having a Mac to crash with... You give democrats a bad nam... oh
nevermind. The rest of the world already knows what I'm about to
say... ;-)

--
the Court issued a ruling today in the Internet Free Speech case
on the communications decency act. While netizens rally in New

Your and Pittsburgh, you can read the decision online at:
http://www.vtw.org/speech/index.html#decision

4866. Re: Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun13.193905.55221@cobra.uni.edu>
Source record: 9223

jabba speaks..

In article <JEDI.20.31BFA408@pop.service.ohio-state.edu>, JEDI@pop.service.ohio-state.edu (JEDI) writes:
> In article <1996Jun12.223712.55180@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
>>>>If you look around in MacWorld, MacUser, MacWeek and comp.sys.mac.wanted. Plus
>>>>there are other Powermacs at ugstore.com such as 6116's for $799, 7200/75 at
>>>>$829..
>>>
>>> I'm not a mac fanatic. You're the one with all the mac mags. Why
>>> not actually post an useable example... as opposed to 'here is one BUT'.
>>>
>
>>It's my job to keep up on in's and out of the Mac platform. I recieve a free
>>subscription of MacWeek for Mac managers. My job and paid for it.
>
> ...and yet never a single k12 app mentioned...
>

MacPublisher..You're specie needs to pay more attention on earth to comprehend jabba.

>>What do you want to know. MacWarehouse has 7200/75 for $999...
>>
>>>>> Next bogus assertion...

Beavis..Issue 56 which came today has the 7200/75 at that price? What do you not comprehend jabba speak?

>>>>> [deletia]
>>>>>>> None. That has been my point. Furthermore the subsequent software
>>>>>>> has been for 040's and PPC's.
>>>>>>>
>>>>>
>>>>>>Netscape and Mosaic can run off 020 Macs, and yes it would be slow compared to
>>>>>>040 and PPC. The issue is it can run on those antiquated machines.. What part
>>>>>>do you not understand jabba ?
>>>>>
>>>>> The part where you'd actually use an '020 for anything... let alone
>>>>> for 'scape...
>
>>Ones that have old LC's..What part do you not understand?
>
> So.. when have you used old LC's lately?... & were u using them for

> 'scape...

Yes, I have and was running Word..

>
>
>
>>>
>>>>If the min. requirements are 020 than scape thinks there are many.
>>>
>>> Yeah... and M$ thinks '95 will run on a 4Meg 386... (chortle-chortle)
>>>
>>> There's still the practical issue of whether or not the advocate could
>>> stand to use the machine as stated... Just as meaningless endorsement
>>> as Marie Antionette (sp) leaving the pumpernickel to the peasants...
>>>
>
>>Marrie Antionette is a computer?
>
> I overestimated you. I really should know better by now...

So you are attacking France's hero. So much for your cultural intolerance. I
suppose your specie are very intolerable to ones fallen hero.

>>> [whole lotta garbage deleted]
>
>>Thank you
> well... one of us had to do it & you were willing or capable...

More jabba gibirish speak..

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4867. Re: Atari's can't use the net

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun13.194051.55222@cobra.uni.edu>
Source record: 9224

In article <JEDI.19.31BFA295@pop.service.ohio-state.edu>, JEDI@pop.service.ohio-state.edu (JEDI) writes:
> In article <1996Jun12.230932.55185@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>>Path: magnus.acs.ohio-state.edu!math.ohio-state.edu!news.physics.uiowa.edu!cobra.uni.edu!sinclap2954
>>From: sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY)
>>Newsgroups: comp.sys.atari.advocacy
>>Subject: Re: Atari's can't use the net
>>Message-ID: <1996Jun12.230932.55185@cobra.uni.edu>
>>Date: 12 Jun 96 23:09:32 -0500
>>References: <4p9q83$6g1@morgoth.sfu.ca> <4pa9vg$1ja@ccshst05.uoguelph.ca> <4pjvea$m3b@ccshst05.uoguelph.ca>
>>Organization: University of Northern Iowa
>>Lines: 28
>
>
>>In article <4pjvea$m3b@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>>> : > Who cares? My Tandy CoCo 3 can do the same thing. What's your point?
>>>
>>> : Yea right...
>>>
>>> Hee hee hee. It looks like Petey once again doesn't know what
>>> he's talking about. Hey Petey ... pick up a copy of the OS9 Level II
>>> manual (The CC3's OS) and you'll see a word that constantly pops up. It's
>>> "MULTITASKING". Or better yet, go into bit.listserve.coco and try to
>>> convince them that the CoCo 3 can't multitask (especially since many of
>>> the people there are multitasking while they read their E_Mail). They'll
>>> make you look stupider than you all ready do!
>
>>I'll tell ya what..Get Lightwave, com program and a game on OS9 and get back to
>>me if it multitasks..None of this shit looking DOS nonsense..
>
> It does no good to change what game is being played once you've lost
> it already...

Oh, i lost it already? News to me:)...I like how you changed your tune when it became obvious about the status of the jag..

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |

```
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
|-----------------------------------------------------------------------------|
```

4868. Re: You Might be Peter Pinhead if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun13.200104.55224@cobra.uni.edu>
Source record: 9225
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Bruce spoke the following utterance..

In article <31C0522B.4487@engr.sgi.com>, Bruce Haire <haire@engr.sgi.com> writes:
> Peter, please give me an example of just how *BIG* of an ass you
> really are...

That you are a sh t head..

>
> PETER SINCLAIR-DAY wrote:
>> In article <31be137e.14748663@news.demon.co.uk>, julie@merp.demon.co.uk (Julie Brandon)
writes:
>> > (Consider yourself kill-filed, and mail-killed.)
>>
>> Before you do so, can I buy you a beer:). Atari babes are the best:)..
>
> Thank you. You preform as well as any trained weasel I've seen.

And you know? So you have a weasel at home?

> Your posting and logic skills serve you as well as your ability
> to converse with females... with the same results. You are not
> taken seriously, and generally laughed at.

Only to you.. If I am not taken seriously, why are you responding? Can't stand
that I WAS RIGHT that the jag would not leap.. To ucking bad..

>
> Internet-democrats? Should not you be advertising for some
> wacky anti-Atari freak-show? "Come see the clown prince of
> posting! You will *never* again in your life find a more
> sorry soul, unable to use common sense, and with an inability to
> conjure up facts... I give you Peter Sinclair-Day. Why does he
> have a hypenated name? Why does he hate Atari with more
> passion that he's ever shown a woman? $.50 a peek ladies and
> gents!"
>

First of, Sinclair-Day is british hyphanated and common in the UK. Considering
that a sorry ass yank would not have known..

You and kev must hangout.. Conjure up facts - that Atari's past behavior would
doom the jag...What do you not understand?.. I see, trying to get even because a
duf like you recommended jags to friends and saw their investment at a flea
market...

> Going to get my caffine now... <===see, three periods, just like
> in hockey! 8-)

Only to keep the likes of you occupied:)..

>
> --
> The Court issued a ruling today in the Internet Free Speech case
> on the communications decency act. While netizens rally in New
> Your and Pittsburgh, you can read the decision online at:
> http://www.vtw.org/speech/index.html#decision

Oh, gee..I suppose you will show your sorry ass in those pornography areas. Which is it, pictures of little girls or boys that excite you? Sounds like that is how you relieve your pressure points..) Stay away from my family you pervert:)

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4869. Re: Atari's can't use the net

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun13.200254.55225@cobra.uni.edu>
Source record: 9226

In article <4ppa58$dd0@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : I'll tell ya what..Get Lightwave, com program and a game on OS9 and get back to
> : me if it multitasks..None of this shit looking DOS nonsense..
>
> Pick up a CoCo 3 sometime Petey. You'd be surprised at what is
> can do.

You would know. Is it big enough to stick your penis in the floppy drive
opening?)..

>
> >> Mark <<
>
> --
> ---
> Mark Rathwell | "Whether you're a brother or
> The University Of Guelph | whether you're a mother, you're
> E_Mail: mrathwel@uoguelph.ca | stayin' alive" - The Bee Gees
> Web Page: http://www.uoguelph.ca/~mrathwel |
> ---
>

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4870. Re: You Might be a moron if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun13.200814.55226@cobra.uni.edu>
Source record: 9227
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <khaley.834694804@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> doofus@Im.so.stupid.I.cant.believe.it (PETER SINCLAIR-DAY) writes:
>
>>>> Wow!!! What a *stunning* comeback! Whew, I'm reeling from
>>>>the sheer cleverness of it all... excuse me a moment I need to rest.
>>>
>>> You should be proud of him. That's one of his better retorts. I've had
>>> better conversations with a dog than those I've had with Petey.
>
>>You only have a dog. So who is on top?
>
> Oooh, I can see your feeble mind already working overtime to come up
> with some good flamage. At least you spelled it correctly.

He he..Not much thought at all kevy..Kevy is it big enough for ya...)You brough
dogs up and you must have experience..

>
>>> Petey probably spends all of his time at work wondering whether or not
>>> others are posting on company time... that is, IF he works at all.
>
>>Who works on the public dole:)..
>
> It's definitely time for us taxpayers to demand some cutbacks. Especially
> for the Penis (oops, I mean "Rod") Library.

Okay will due, but services will be curtailed..Dufus...)

>>I give you a reason to exist kevy.. just look at you.. what a duf..
>
> ROTFL! Never looked into a mirror before, have you?
>
>>> "I'm amazed at the incredible foresight I showed when I named my son
>>> 'Peter'".
>>> -- Mrs. Sinclair-Day
>
>>He..source please.. jealous of my name orr that kevy is sort of proletarian..
>
> Still going crazy with the periods, I see. If you'd get your penis out
> of that disk eject hole on your Mac maybe you'd be able to type halfway
> decent.

Get that idea from your own experince of your desk eject mechanism...)

>
> /Kevin
>
> (To the rest of you, sorry about the wasted bandwidth. CrapForBrains
> will no doubt be returning to my killfile shortly.)

You have no substance kev.. Your credibility from the Jag fiasco has brough in
your eyes as an opinion leader you sorry ass...)
GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

>

4871. Re: You Might be Peter Pinhead if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun13.201105.55227@cobra.uni.edu>
Source record: 9228
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <31c08d9a.2410329@news.demon.co.uk>, julie@merp.demon.co.uk (Julie Brandon) writes:
> Hiyas,
>
> On Thu, 13 Jun 1996 10:38:51 -0700, Bruce Haire <haire@engr.sgi.com>
> wrote:
>>> > (Consider yourself kill-filed, and mail-killed.)
>>>
>>> Before you do so, can I buy you a beer:). Atari babes are the best:)..
>>
>>Thank you. You preform as well as any trained weasel I've seen.
>>
>>Your posting and logic skills serve you as well as your ability
>>to converse with females... with the same results. You are not
>>taken seriously, and generally laughed at.
>
> I suspect he writes the messages as he does, to get attention. I dare
> say lines like the above are the *only way* he can get attention from
> women.

I suspect that you suspected I would reply to what i replied..

>
> Funny thing was, I was almost sure that he'd post a line like that in
> his reply (one of the reasons I didn't kill-file him immediately - too
> curious to see if I was right).
>
> Sad sad sad!
>
> Love,
> Julie.
>
> (And yes, he has his own special place in the kill-file now).
>

Good riddence of you fat sorry ass.. Don't let the door slam your patted behind..)

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |

|----------|

4872. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun13.201322.55228@cobra.uni.edu>
Source record: 9229
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <31c08e0b.2523342@news.demon.co.uk>, julie@merp.demon.co.uk (Julie Brandon) writes:
>
> On 12 Jun 96 23:19:48 -0500, sinclap2954@cobra.uni.edu (PETER
> SINCLAIR-DAY) wrote:
>>Before you do so, can I buy you a beer:).
> [insert something about there only being one sentient being in the
> universe other than me, and that this last being was you, and that it
> still wouldn't happen, with lots of expletives.]
>
>> Atari babes are the best:)..
> 'fraid not in this case, I'm about as dog-like as one can get.

Just like ol' kevy. Bot..of you may have something in common like being Atari fanatics..Just don't fall on him, he has pressure points...)

>
> - Julie.
>
> (BTW This time you *are* kill-filed - good ol' Agent .99e!)

You're not the first and last..

>

GREETINGS..

```
|-------------------------------------------------------------------------|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
|-------------------------------------------------------------------------|
```

4873. Re: Atari's can't use the net

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-14 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4prroa$7e8@ccshst05.uoguelph.ca>
Source record: 9090

```
: You would know. Is it big enough to stick your penis in the floppy drive
: opening?)..

Beats me ... that's your area of expertese.

>> Mark <<

--
-------------------------------------------------------------------------
Mark Rathwell | "Whether you're a brother or
The University Of Guelph | whether you're a mother, you're
E_Mail: mrathwel@uoguelph.ca | stayin' alive" - The Bee Gees
Web Page: http://www.uoguelph.ca/~mrathwel |
-------------------------------------------------------------------------
```

4874. Re: Atari's can't use the net

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-14 00:00:00 UTC
From: JEDI
Message-ID: <4prrme$863@doc.zippo.com>
Source record: 9091

In article , sinclap2954@cobra.uni.edu says...
>
>In article <4ppa58$dd0@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>> : I'll tell ya what..Get Lightwave, com program and a game on OS9 and get back to
>> : me if it multitasks..None of this shit looking DOS nonsense..
>>
>> Pick up a CoCo 3 sometime Petey. You'd be surprised at what is
>> can do.
>
>You would know. Is it big enough to stick your penis in the floppy drive
>opening?)..

Do you ever comment on anything that you actually know something
about?

4875. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-14 00:00:00 UTC
From: JEDI
Message-ID: <4prrfn$84e@doc.zippo.com>
Source record: 9092

In article , trauth@aramis.rutgers.edu says...
>
>:> Great list! Here's my addition to it:
>:>
>:> 10. To you the statement "Apple goes out of business" = "suicide note".
>
>:Na, not with choices today..Plus with the new regime in place not in your life
>:time..
>
>Looks like your still in denial Petey. How do you know that the new
>regime will be any better than the old one? And as for these "choices",
>can you name a store that they are available in (a "general" store,
>Mac shops don't count)?

[disclaimer-this no post in no way implies any slightest respect for sinflop or
his arguments in general]

1) MicroCenter - Likely have 'all the choices'
2) Incredible Universe - Probably have 'most' but, not as much as MC
3) Best Buy - mebbe...
4) CompUSA - don't bother

4876. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-14 00:00:00 UTC
From: blizzard@xmission.com
Message-ID: <4psei2$ggp@news.xmission.com>
Source record: 9093
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

>whipping.boy@beaten.to.a.pulp (PETER SINCLAIR-DAY) writes:

>>He he he..You're existence is in question..Whats the matter kevy?
>>The jaggy is irelevant and mad at me for being correct..
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

The "Jaggy" is mad at you? Get thee to the funny farm post haste!
Curtis J.

4877. Re: You Might be Peter Pinhead if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-14 00:00:00 UTC
From: kce@netcom.com
Message-ID: <kceDt01sH.3KE@netcom.com>
Source record: 9094
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <1996Jun13.200104.55224@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>Bruce spoke the following utterance..
>
>In article <31C0522B.4487@engr.sgi.com>, Bruce Haire <haire@engr.sgi.com> writes:
>>
>> Thank you. You preform as well as any trained weasel I've seen.
>
>And you know? So you have a weasel at home?

This brings to mind something a friend used to say whenever she wanted to get cryptic:

"At night, the ice weasels come.
Who knows what evil dwells in the hearts of men?
The ice weasel knows."

Hmmm .. Don't forget, the owls have ears and they're listening to the walls.

--
Keith C. Estanol / kce@netcom.com / Internet Member since 1989
"Angel on my shoulder, Devil in my pocket" / Atari and OS/2 Fanatics unite!

4878. Re: We Need a New Newsgroup

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-14 00:00:00 UTC
From: ha-user@ux-01.bg.bib.de
Message-ID: <4ps91e$1if@ux-01.bg.bib.de>
Source record: 9095

Hi,

Kevin Haley (khaley@nova.gmi.edu) wrote:
: I think we need a comp.sys.atari.bash.that.whipping.boy.peter.sinclair-day.
Yeah, after you all ruined this one ... ;-)

One thing: Kevin, I do *not* mean you personally, or even you at all, when
I write "you" below. I do not mean to insult or hurt *anyone* here, I
just wish to express my feelings about this newsgroup. Maybe it's time
for an outsider like me to put things in perspective...

: The rest of the Atari groups should become moderated so we can leave the
: others in peace and use this group to bash our favorite whipping boy.
Why don't you do that via email? See below.

: Can't say that I mind all this flamage. It's really funny to see everyone
: flogging the whipping boy! Boy, what a doofus! He looks dumber and
: dumber with every post! If he had an ounce of brain he might be
: dangerous.
Oh well... some of what I've seen replied to Pete's messages didn't quite
impress me as being all too intelligent either, let alone the titles of
most of the threads here. And yes, I *do* mind. comp.os.ms-windows.
advocacy is a more civilized place than this. :-(((

: If you haven't done so, flame PeePee! Trust me, getting frustration out
: like this feels good! And he's such an easy target.
Yeah... but just one question: What the hell is everyone so frustrated about
that they need to have a flamewar? I thought Atari users aren't frustrated.
Or do you all have Windozes or Macs at work?

: The real victims in all this are the people who want to have real
: discussion on Atari topics. Instead, they have to deal with all of
: this shit. My apologies to them.
Do you *have to*? I think you *want to*. I've been reading this group
every now and then for about a month now, secretly hoping that it might be
more to it than never-ending insults, flamewars and calling people names
that I think I last used in pre-school, but until now I was disappointed.
I cannot say whether Pete's arguments were or weren't good, and I must say
that I don't care either... what I want to say is this:
Assuming that you are right, and Pete's opinions and arguments are completely
and utterly shit -- then what better are you all creating threads with the
insults right in the subject? I'd think THAT'S completely and utterly
shit as well. OK, maybe he is of a different opinion than you, and OK
maybe his arguments are nonsense and objectively wrong (I don't say they
are, I say they may be), but reactions like yours are *not* the way to
deal with such. You might give proof to what is wrong with them, or

failing that you might give reason what you think is wrong with them. But if you start insulting, the thought appears that you don't have any arguments to put against his either.

: And no, ignoring Sincrap doesn't make him go away. We've tried that
: before. He's been a fungus on these groups for almost 2 1/2 years now.
Hmm... well, I can't really say, but if that is so, then why didn't you try to patiently send an *email* to him in which you state why he is a fungus *each time* he was one? Simply posting a followup saying "you're a piece of shit, go away" doesn't exactly serve the purpose of driving someone away, you know. Everyone, when attacked in public, will try and correct the public's image of himself. And voila: you have the next round in this never-ending battle. :-(

Again, nothing against you personally, Kevin!

Greetings,
Erik

(Erik Meltzer at b.i.b. Hannover, Germany)

4879. Re: So Sinclap still doesn't have a life

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-14 00:00:00 UTC
From: trauth@aramis.rutgers.edu
Message-ID: <4pqqbh$c3a@aramis.rutgers.edu>
Source record: 9230

:> Not that I'm surprised. But I did think that at this point
:> he might have figured out that there is more to life than
:> Atari bashing.

:Hi Tommy, remember macoroni...

You mean that parody of "Macarena"? Of course I do!
They play it on the radio every morning. ;-)

:> Some people just never learn...

:Yep..looking like a dweeb in rec.music.misc

What, you mean that you have made a fool of yourself in that
newsgroup also!? Knowing you, I'm not surprised.

So what did you do there, brag about how the Mac (IYO) is the
greatest computer for music or something? ;-)

:> I wonder how he's taking the impending collapse of Apple?

:Just well. Can't wait for Montana, Epic and K-12 in the fall.

And how will any of the above save Apple from its impending
demise? I don't think that any of them address the fundamental
weakness of the Mac line: the fact that it is nonstandard.

Nice try Sincrap, but you have once again done nothing but show
how pathetic your debating skills are! My dog could do better ;-) .

* Tommy ;-)

4880. Re: So Sinclap still doesn't have a life

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-14 00:00:00 UTC
From: trauth@aramis.rutgers.edu
Message-ID: <4pqqmm$caa@aramis.rutgers.edu>
Source record: 9231

Sincrap speaks:

:Tommy spoke..

Actually Kevin spoke, but I'll let that detail pass...

:In article <khaley.834525189@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:

:So how is your sis? How is her jag? You may have to play big bro, cause
:JaGluzOne is lurking for ones with jags..

Can someone please translate this babble from Sincrapese to English for me?
I haven't been here for a while and thus can no longer comprehend Peter's
unique language.

:Impending collapse? You can tell me, pretty please:)..

Same goes for this.

:Rofl..Still can't get over Atari's collapse..

We'll see who gets the last laugh in this one. ;-)

* Tom

4881. Re: You Might be Peter Pinhead if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-14 00:00:00 UTC
From: rjung@netcom.com
Message-ID: <rjungDsyz08.GCn@netcom.com>
Source record: 9232
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

What, you mean I missed this while on vacation? Peter "Zip-Bit" Sinclair first flames an Atari-supporting woman, then tries a clumsy pick-up line on her? DANG!

Someone want to send me the instant replay? I could use a great chortle...

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

4882. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-14 00:00:00 UTC
From: trauth@aramis.rutgers.edu
Message-ID: <4pqr0o$cgg@aramis.rutgers.edu>
Source record: 9233
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

:> Great list! Here's my addition to it:
:>
:> 10. To you the statement "Apple goes out of business" = "suicide note".

:Na, not with choices today..Plus with the new regime in place not in your life
:time..

Looks like your still in denial Petey. How do you know that the new
regime will be any better than the old one? And as for these "choices",
can you name a store that they are available in (a "general" store,
Mac shops don't count)?

* Tom

4883. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-14 00:00:00 UTC
From: "Hutnik, Richard" <ABJP@MARISTB.MARIST.EDU>
Message-ID: <14JUN96.01392569.0017@MUSICB.MARIST.EDU>
Source record: 9234
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

While Mr. Sinclair can be a big pain at times, one can easily modify
the below list to cover Atari fanatics who are still following the
company, after they have merged with a disk drive manufacturer and
have all but abandoned the video game market.
Not the similarities in slams between the Sinclair and Atari
fanatic...

In article <4pismk$qsm@aramis.rutgers.edu> trauth@aramis.rutgers.edu (Thomas Trauth)
writes:
>khaley@nova.gmi.edu (Kevin Haley) writes:
>
>:In the tradition of Mr. PeePee, I've decided to waste some bandwidth.
>:I submit the following post for your enjoyment. Feel free to
>:pass this on to other newsgroups which are being cursed by the Amoeba.
>
>:You Might be Peter Sinclair-Day if...
>
>:1. You go into convulsions any time you see the word "Atari".
(Atari Fanatic: have an orgasm when they see the word "Atari".)

>:2. You tack a "y" at the end of the names of people you hate.
(Like Petey?)

>:3. Your idea of patriotism is to buy as many Apple products as possible.
(Atari fanatic: Your idea of Patriotism is to buy anything with an
Atari name on it)

>:4. The phrase "edit your follow-ups" looks like UUENCODED text.
(okay, no similarity here).

>:5. U kan't understand y yer spellchekker krashes on U all de tyme.
(Gee, whatever happened to the Jaguar fan from aol.com who took
creative liberties with the English language?).

>:6. You think the meaning of "signature file" is "college thesis".
(okay, no similarities here).

>:7. New ideas and an open mind occur as frequently as sex: Never had it,
>: Never will.
(Slander. Just name calling. Well, according to the Atari
infomercial, the only way you get women is to own a Jaguar).

>:8. Your head has been permanently relocated to Uranus.
(Hmm... PSX fanatics claim this of Sega Saturn owners. I wonder
if Mr. Sinclair has a Saturn).

>:9. You've attempted to stick your penis into the disk-eject hole on a Mac
>: (and it fits)
>:-)
(again, more name calling).

>Great list! Here's my addition to it:
>10. To you the statement "Apple goes out of business" = "suicide note".
(Atari fanatic. "Atari goes out of business" = "suicide note").

>* Tom

Put away this flame war. It is getting lame. It is like two men on
the Titanic debating over the color of the paint in the hallway.

-Richard

4884. Re: Hey Sincrap!! How 'bout 'dem Apples!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-14 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.834758216@gmi.edu>
Source record: 9235

sinCrapForBrains@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>> I've heard rumors that Apple isn't doing particularly
>> well right now! ;-)

>News to me...
^^^
Ladies and Gentlemen, he CAN be taught! Perhaps it is our duty to lead
this lost child from the clutches of the dark side.

>> Well, good day Petey...
>> And stop abusing those Mac disk-eject holes, I've heard
>> that cyberphilia is bad for ones health. ;-)

>From experience? or watching your sister through the peep for practise?

No, your brother told us all about you.

PeePee, you are such a weiner! How can you point out Atari's demise
while denying Apple's problems!? You are so two-faced it's incredible.

Your ignorance is absolutely astounding...

/Kevin

4885. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-14 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.834758810@gmi.edu>
Source record: 9236
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

whipping.boy@beaten.to.a.pulp (PETER SINCLAIR-DAY) writes:

>>>Please interpet..
>> ^^
>> What is this shit!? Are you that stupid!? In all your posts you use 2
>> periods to denote an ellipsis. An ellipsis is 3 periods, moron!
>> Use either 1 or 3! Are you trigger happy with the "." key?!

>Oh mighty one:),.. I'l use what ever I like dufus.

You like dufus? Sheesh, Pinhead, you can't even talk straight! Maybe
Pinhead goes on these groups after he's had a few cases of Bud so he's
in a drunken stupor by the time he posts. That would explain a lot.

> I see that your team of that
>peasent sport has prevailed and the Coloradan(sp) proliterians has risen upto
>celebrate:)

What the hell are you talking about? Spying on me in other groups, eh
Petey? I'm not even a Colorado Avalanche fan, I'm a Red Wings fan.
Maybe your lack of understanding stems from the fact that all you
can do is play with corn and cows in your corner of the world.
That probably explains your genetic problems.

>> There you go again! You have a neverending slew of problems, don't you?
>> But why do I bother? How can anyone expect your grammer to be correct
>> when you can't even stop spewing shit! You just made 4 posts in this
>> thread which are absolutely useless! Peter, take that Radio Shack credit
>> card of yours and buy a clue!

>He he he..You're existence is in question..Whats the matter kevy? The jaggy is
>irelevant and mad at me for being correct..

Delusioned, aren't you? You've been predicting the demise of the Jag for
2 years now, nothing you said was foretelling the future. Tell you what,
PeePee! Your PowerMac will be DEAD someday! How's that for foretelling
the future?

Imagine a child who has a toy. He takes it out sometime so he can
bash it up and bang it up. When he gets tired of it, he puts it
away again. But he just uses it for amusement. Now, Peter...
identify yourself in this scenario. That's what you've been reduced
to.

/Kevin

4886. Re: You Might be Peter Pinhead if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-14 00:00:00 UTC
From: JEDI
Message-ID: <4prskt$8gl@doc.zippo.com>
Source record: 9237

In article , sinclap2954@cobra.uni.edu says...
>
>Bruce spoke the following utterance..
>
>In article <31C0522B.4487@engr.sgi.com>, Bruce Haire <haire@engr.sgi.com> writes:
>> Peter, please give me an example of just how *BIG* of an ass you
>> really are...
>
>That you are a sh t head..

More and more I begin to suspect that you are just some janitor somewhere
(mebbe an actual library) with no real, formal education and perhaps some
net access (on the sly perhaps) due to where you happen to sweep floors...

I know University groundskeepers (8bit atarians) with more wit and
intellegence than you.

>
>>
>> PETER SINCLAIR-DAY wrote:
>>> In article <31be137e.14748663@news.demon.co.uk>, julie@merp.demon.co.uk (Julie
Brandon) writes:
>>> > (Consider yourself kill-filed, and mail-killed.)
>>>
>>> Before you do so, can I buy you a beer:). Atari babes are the best:)..
>>
>> Thank you. You preform as well as any trained weasel I've seen.
>
>And you know? So you have a weasel at home?

Petey once again shows that he is living in some other, previous
century...

>
>
>> Your posting and logic skills serve you as well as your ability
>> to converse with females... with the same results. You are not
>> taken seriously, and generally laughed at.
>
>Only to you.. If I am not taken seriously, why are you responding? Can't stand
Mebbe he had a particularly grueling final, as a consequence of taking
'real' classes in some 'substantial' degree program and just needs a nice
target for abuse. Since you seem to go out of your way to irritate, you're
a prime candidate.

BTW, you appear as an unintellegent boob to more than just your abuser.

>that I WAS RIGHT that the jag would not leap.. To ucking bad..
He overlooked the Tramiel Effect...
>
>>
>> Internet-democrats? Should not you be advertising for some
>> wacky anti-Atari freak-show? "Come see the clown prince of
>> posting! You will *never* again in your life find a more
>> sorry soul, unable to use common sense, and with an inability to
>> conjure up facts... I give you Peter Sinclair-Day. Why does he
>> have a hypenated name? Why does he hate Atari with more
>> passion that he's ever shown a woman? $.50 a peek ladies and
>> gents!"
>>
>
>First of, Sinclair-Day is british hyphanated and common in the UK. Considering
>that a sorry ass yank would not have known..

Get off the Briton bit already. You're a gringo wasp, born and bred.

[deletia]
>> The Court issued a ruling today in the Internet Free Speech case
>> on the communications decency act. While netizens rally in New
>> Your and Pittsburgh, you can read the decision online at:
>> http://www.vtw.org/speech/index.html#decision
>
>Oh, gee..I suppose you will show your sorry ass in those pornogrophy areas.
>Which is it, pictures of little girls or boys that excite you? Sounds like

Keep it up Petey boy and someone is likely to show you that the US
1st Amendment is not absolute.... ....and take whatever assets you
do have or ever will.

>that is how you relieve your pressure points..) Stay away from my family you
>pervert:)

4887. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-14 00:00:00 UTC
From: JEDI
Message-ID: <4prr3b$7ub@doc.zippo.com>
Source record: 9238

In article , "Hutnik, says...
>
>While Mr. Sinclair can be a big pain at times, one can easily modify
>the below list to cover Atari fanatics who are still following the
>company, after they have merged with a disk drive manufacturer and
>have all but abandoned the video game market.
> Not the similarities in slams between the Sinclair and Atari
>fanatic...
>
>In article <4pismk$qsm@aramis.rutgers.edu> trauth@aramis.rutgers.edu (Thomas Trauth)
writes:
>>khaley@nova.gmi.edu (Kevin Haley) writes:
>>
>>:In the tradition of Mr. PeePee, I've decided to waste some bandwidth.
>>:I submit the following post for your enjoyment. Feel free to
>>:pass this on to other newsgroups which are being cursed by the Amoeba.
>>
>>:You Might be Peter Sinclair-Day if...
>>
[deletia]
>>:5. U kan't understand y yer spellchekker krashes on U all de tyme.
>(Gee, whatever happened to the Jaguar fan from aol.com who took
>creative liberties with the English language?).

AOL?
...a pretty much self explanitory IP...

[deletia]
>>:6. You think the meaning of "signature file" is "college thesis".
>(okay, no similarities here).
>
>>:7. New ideas and an open mind occur as frequently as sex: Never had it,
>>: Never will.
> (Slander. Just name calling. Well, according to the Atari
>infomercial, the only way you get women is to own a Jaguar).
>
[deletia]
>>:9. You've attempted to stick your penis into the disk-eject hole on a Mac
>>: (and it fits)
>>:-)
> (again, more name calling).

This is much like critizing a Battleship for having big guns...

>
>>Great list! Here's my addition to it:
>>10. To you the statement "Apple goes out of business" = "suicide note".
> (Atari fanatic. "Atari goes out of business" = "suicide note").

Atari was irrelevant to us LONG, LONG ago. Whatever atari's have
made of themselves in the past decade is DESPITE what atari the
corporation has done.

>Put away this flame war. It is getting lame. It is like two men on
>the Titanic debating over the color of the paint in the hallway.

Go play in traffic or something...

4888. Re: We Need a New Newsgroup

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-14 00:00:00 UTC
From: terryr@newreach.net
Message-ID: <4psci6$n0v@perry.zippo.com>
Source record: 9239

khaley@nova.gmi.edu (Kevin Haley) wrote:

>I think we need a comp.sys.atari.bash.that.whipping.boy.peter.sinclair-day.

>The rest of the Atari groups should become moderated so we can leave the
>others in peace and use this group to bash our favorite whipping boy.

you may be right. All I can say is it is pretty bad when 90% of the
messages in this group are to and or about this Peter guy. Geez sorry
I ever tagged this echo cause it sure aint about Atari but instead
about flameing this Peter guy. Don't bother replying. I will be
deselecting it as of this message!

4889. Re: Hey Sincrap!! How 'bout 'dem Apples!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-15 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun15.005836.55257@cobra.uni.edu>
Source record: 9096

In article <khaley.834758216@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinCrapForBrains@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
>>> I've heard rumors that Apple isn't doing particularly
>>> well right now! ;-)
>
>>News to me...
> ^^^
> Ladies and Gentlemen, he CAN be taught! Perhaps it is our duty to lead
> this lost child from the clutches of the dark side.
>
>>> Well, good day Petey...
>>> And stop abusing those Mac disk-eject holes, I've heard
>>> that cyberphilia is bad for ones health. ;-)
>
>>From experience? or watching your sister through the peep for practise?
>
> No, your brother told us all about you.

Which one..

>
> PeePee, you are such a weiner! How can you point out Atari's demise
> while denying Apple's problems!? You are so two-faced it's incredible.

I never denied Apple's current woes..

> Your ignorance is absolutely astounding...

You need to get that floppy disc out of your ......
>
> /Kevin
>

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4890. Re: You Might be Peter Pinhead if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-15 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun15.004738.55255@cobra.uni.edu>
Source record: 9097
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <rjungDsyz08.GCn@netcom.com>, rjung@netcom.com (Robert A. Jung) writes:
> What, you mean I missed this while on vacation? Peter "Zip-Bit" Sinclair
> first flames an Atari-supporting woman, then tries a clumsy pick-up line on
> her? DANG!

You need a few pointers dumbass:)..

>
> Someone want to send me the instant replay? I could use a great chortle...
>

From a loser such as yourself dumbass.

> --R.J.
> B-)
>
> ////////////////////////////////////|\\
> Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
> -------------------------------------+-----------------------------Lynx up!
> "You weren't chosen because you are the best pilot in the Air Force. You were
> chosen because you are the class clown and frankly, you're expendable."

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4891. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-15 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun15.005326.55256@cobra.uni.edu>
Source record: 9098
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <4pqr0o$cgg@aramis.rutgers.edu>, trauth@aramis.rutgers.edu (Thomas Trauth) writes:
> :> Great list! Here's my addition to it:
> :>
> :> 10. To you the statement "Apple goes out of business" = "suicide note".
>
> :Na, not with choices today..Plus with the new regime in place not in your life
> :time..
>
> Looks like your still in denial Petey. How do you know that the new
> regime will be any better than the old one? And as for these "choices",
> can you name a store that they are available in (a "general" store,
> Mac shops don't count)?

And how do you know otherwise, dumbass? I suggest you take a look at the new structure and people in place dumbass:)..

MacMall chain has Power and Supermac/Umax..

>
>
> * Tom

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4892. Re: So Sinclap still doesn't have a life

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-15 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun15.003559.55254@cobra.uni.edu>
Source record: 9099

In article <4pqqbh$c3a@aramis.rutgers.edu>, trauth@aramis.rutgers.edu (Thomas Trauth) writes:
> :> Not that I'm surprised. But I did think that at this point
> :> he might have figured out that there is more to life than
> :> Atari bashing.
>
> :Hi Tommy, remember macoroni...

>
> You mean that parody of "Macarena"? Of course I do!
> They play it on the radio every morning. ;-)

No...It's Marconi stupid!

>
> :> Some people just never learn...
>
> :Yep..looking like a dweeb in rec.music.misc
>
> What, you mean that you have made a fool of yourself in that
> newsgroup also!? Knowing you, I'm not surprised.

Know just came upon some dumb ass posts by you:)

> So what did you do there, brag about how the Mac (IYO) is the
> greatest computer for music or something? ;-)

Don't need to..Can do on its own..

>
> :> I wonder how he's taking the impending collapse of Apple?
>
> :Just well. Can't wait for Montana, Epic and K-12 in the fall.
>
> And how will any of the above save Apple from its impending
> demise? I don't think that any of them address the fundamental
> weakness of the Mac line: the fact that it is nonstandard.
>
Yea right.. What is nonstandard? Sun Unix, Silicon graphics and Solaris?

> Nice try Sincrap, but you have once again done nothing but show
> how pathetic your debating skills are! My dog could do better ;-) .

Yea, how your sorry ass has been wrong. You are batting -1000 dumbass.

>
>

> * Tommy ;-)

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4893. Atari Web Site: Bravo Sierra Computers!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-15 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4pu1s1$kkn@nadine.teleport.com>
Source record: 9100
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,

Check out my Web Page for Bravo Sierra Computers. Where you can find
Both Classic Atari 8 Bit & ST. HardWare, SoftWare, Books & Accessories.
At BSC's Web Address you can View On-Line Catalogs, DownLoad Catalogs &
Contact by Web Page! Or Request Catalogs in E-Mail. Specify Classic
8 Bit or ST. E-Mail: bensmith@teleport.com.
BSC has just acquired, tested and added more stock to catalogs, Now
available on WWW. http://www.teleport.com/~bensmith/bscomputers.shtml
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Reply to bensmith@teleport.com ***FREE*** Catalogs Available Through WebSite!
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Computers!!

4894. Re: You Might be a moron if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-15 00:00:00 UTC
From: Steve <krunch@intac.com>
Message-ID: <4pubn4$dag@uucp.intac.com>
Source record: 9101
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

>Still going crazy with the periods, I see. If you'd get your penis out
>of that disk eject hole on your Mac maybe you'd be able to type halfway
>decent.

No,no,no! You keep forgeting! Petite is a penis. He doen't have
one. I know he thinks something is there but it really is a flap over his
pussy. ;)

4895. Re: You Might be a moron if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-15 00:00:00 UTC
From: Steve <krunch@intac.com>
Message-ID: <4pubtd$dag@uucp.intac.com>
Source record: 9102
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

>You have no substance kev.. Your credibility from the Jag fiasco has brough in
>your eyes as an opinion leader you sorry ass...)

Shut up you Hillary admiring criminal loving, self hating white
boy typical liberal scumbag democrap! You couldn't command your hand
around your dick(cuz you don't hav e one) never mind have anyone agree
with anything you say except for that urine drinker Dominic and nobody.
Birds of feather...

4896. Re: You Might be Peter Pinhead if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-15 00:00:00 UTC
From: Steve <krunch@intac.com>
Message-ID: <4puc7o$dur@uucp.intac.com>
Source record: 9103
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

julie@merp.demon.co.uk (Julie Brandon) wrote:
>
>(And yes, he has his own special place in the kill-file now).
>

I bet your heart is broken knowing that you will not be able to
read his witty comebacks. ;)

Love,

Steve :)

4897. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-15 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <4pvnt9$4mk@paul.rutgers.edu>
Source record: 9104

JEDI writes:

:>Looks like your still in denial Petey. How do you know that the new
:>regime will be any better than the old one? And as for these "choices",
:>can you name a store that they are available in (a "general" store,
:>Mac shops don't count)?

:[disclaimer-this no post in no way implies any slightest respect for sinflop or
: his arguments in general]

:1) MicroCenter - Likely have 'all the choices'
:2) Incredible Universe - Probably have 'most' but, not as much as MC
:3) Best Buy - mebbe...
:4) CompUSA - don't bother

Do 1 or 2 exist in the northeast? I've never heard of them. As for
3, I *might* have heard of it but I'm not sure; don't recall ever
seeing one. 4, of course, is ubiquitous :) .

* Tom

4898. Re: So Sinclap still doesn't have a life

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-15 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <4pvp0a$58i@paul.rutgers.edu>
Source record: 9105

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

:> You mean that parody of "Macarena"? Of course I do!
:> They play it on the radio every morning. ;-)

:No...It's Marconi stupid!

You are right! It IS Marconi! I erred! I cannot deny it! I have
been shown up by a thing that has no brain, I admit it!

OK, now on to the rest of his garbage reply...

:> :> Some people just never learn...
:> :Yep..looking like a dweeb in rec.music.misc
:> What, you mean that you have made a fool of yourself in that
:> newsgroup also!? Knowing you, I'm not surprised.
:Know just came upon some dumb ass posts by you:)

Such as? Can you at least tell us what they were about, especially
since your idea of "dumb-ass" is most other people's idea of
"intelligent".

:> So what did you do there, brag about how the Mac (IYO) is the
:> greatest computer for music or something? ;-)

:Don't need to..Can do on its own..

Sure...

:> :Just well. Can't wait for Montana, Epic and K-12 in the fall.
:> And how will any of the above save Apple from its impending
:> demise? I don't think that any of them address the fundamental
:> weakness of the Mac line: the fact that it is nonstandard.
:Yea right.. What is nonstandard? Sun Unix, Silicon graphics and Solaris?

I meant nonstandard in the PERSONAL COMPUTER world dumb ass!! Suns
and SGIs are NOT personal computers.

:> Nice try Sincrap, but you have once again done nothing but show
:> how pathetic your debating skills are! My dog could do better ;-) .

:Yea, how your sorry ass has been wrong. You are batting -1000 dumbass.

And may I ask how one can get a *negative* batting average?? The
version of baseball they play in Iowa must be different from the one
I know. In Iowa baseball, is it possible to hit negative home runs
too? How about a negative ERA? That would make one damb good
pitcher! ;-)

* Tom

4899. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-15 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <4pvoc2$4v6@paul.rutgers.edu>
Source record: 9106
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

:> Looks like your still in denial Petey. How do you know that the new
:> regime will be any better than the old one? And as for these "choices",
:> can you name a store that they are available in (a "general" store,
:> Mac shops don't count)?

:And how do you know otherwise, dumbass? I suggest you take a look at the new
:structure and people in place dumbass:)..

I didn't say I did. I was just pointing out that neither you nor I have
any way of knowing whether or not the new Apple management will be any
better than the old one. Not yet at least.

:MacMall chain has Power and Supermac/Umax..
^^^^^^^

Read what I have in parantheses in the last sentence of my above quoted
paragraph. BTW I have never seen a MacMall store...any where.

* Tom

4900. Re: Hey Sincrap!! How 'bout 'dem Apples!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-15 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <4pvpco$5fu@paul.rutgers.edu>
Source record: 9107

khaley@nova.gmi.edu (Kevin Haley) writes:

Kevin to Sincrap:

:Your ignorance is absolutely astounding...

That is easy to explain. He is a f**kin' HYPOCRITE!!!
'Nuff said.

* Tom

4901. Re: Hey Sincrap!! How 'bout 'dem Apples!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-15 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <4pvpjj$5ki@paul.rutgers.edu>
Source record: 9108

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

:> PeePee, you are such a weiner! How can you point out Atari's demise
:> while denying Apple's problems!? You are so two-faced it's incredible.

:I never denied Apple's current woes..

Really? Then why when I asked you to comment on Apple's problems
a couple posts back did you reply "They're news to me"? Apparently,
not only are you a hypocrite, but a *liar* as well.

* Tom

4902. The Sinclair Newsgroup Virus!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-15 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <834962594_OASIS_@pcc-uky.campus.mci.net>
Source record: 9109

Well, I think I've finally figured it all out...Be patient and follow my logic here for a moment...

Peter Sinclair-Day (sp?) is not a real person...its a new virus that only inhabits newsgroups. Think about it for a moment...

1) Virus's are usually replicating: No doubt about that-Sinclair posts are seen worldwide on almost every advocacy group there is. (esp Amiga and Atari advocacy)
2) After the first initial surprize effects, viruses are predictable; they follow their programming: At first Sinclair posts are a bit of a shock, but if you follow them carefully, you will notice a certain "sameness" about them...Responses tend to follow a set formula...something along the lines of instigation, inflammation, accusation, and of course, a lot of irritation...
3) Viruses don't react well to new situations or scenarios: Whenever a counter post demands proof, logic, an explanation, etc,...Sinclair inevitably "stalls", procrastinates, or just plain ignores the post. This is a sure sign of a database that is limited in its responses. Its kinda like the parser in some of the old text games-due to size limitations the programmers could only put in limited responses to player input...whenever something was encountered by the parser that wasn't in the response database- "stock" answer(s) would be given out whether they made sense or not...

As you can see, Sinclair fits these definitions and parameters perfectly. So folks, we need us a sure-fire newsgroup virus-killing program. Any suggestions?

<of course this is all in jest but its amazing how *right* it feels!>

---> GRIN <---

--

```
_/_/_/
```

```
_/ --> WinDoze '95: OS of the 90's--or Survival of the Fattest? <-- _/
_/ _/
_/_/_/
```

4903. 8000 nude celebrity pics

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-16 00:00:00 UTC
From: yomomma@infi.net
Message-ID: <4q0oel$eq@nw003.infi.net>
Source record: 9110
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

Midnight Escape's 1st 8,000+ file CELEBRITY/Misc Model ADULT CDROM
(BIGGEST & BEST affordable stars/model CD-ROM you will find! Guaranteed!)

-=-Web orders: www.mid-night.com (Check, Credit Cards, First Virtual)-=-
** For phone orders (USA number) 804-686-1271
Order via BBS 804-686-3062 (email: cds@mid-night.com)
$24 each (plus $2 shipping, $5 shipping outside USA)

Just a FEW of the ME#1 CD-ROM's features are:
- 460+ pics of Cindy Crawford ** FOREIGN ORDERS: **
- 200+ pics of Elle Macpherson --WELCOME--
- 200+ pics of Alicia Silverstone
- 200+ pics of Mariah Carey
- 200+ pics of Christina Applegate (Kelly Bundy) **NUDES**
- 200+ pics of Sandra Bullock
- 100+ pics of PAMELA ANDERSON aka Pamela Lee!!
- 100+ pics of Patricia Ford (sexy hot famous model)
- 50+ pics of Elizabeth Berkley (Showgirls star)
- 50+ pics of Christie Turlington (hot supermodel)
- 50+ pics of Jenny McCarthy (singled out host, playmate)
- 70+ pics of Singer Paula Abdul
- 60+ pics of Alyssa Milano, nude and clothed..!
- 40+ pics of Sarah aka Jennifer Love Hewitt **BBS READY**
- 40+ pics of Jennifer Aniston from FRIENDS
- 80+ pics of Racquel Darrian / Kelly Jackson (porn star)
- 80+ pics of Anna Nicole Smith
- 150+ pics of Adult Japanamation/Erotic Artwork
- 2000+ pics of other nude stars (too many to list!)
- 2000+ pics of clothed MISC (swimsuit etc) stars
- 1500+ pics of hot AMATEUR models, nude..
(MORE details on content at http://www.mid-night.com/cds.htm)
or call 804-686-1271 to order via phone.

Common info:
* Packed in white shipper, No signs of nudity (Wife protection plan)
* All in all, there are over 8,000 thats EIGHT THOUSAND FILES!
* All pics are high quality atleast 640x480!
* Directories are arranged in NUDE/NON NUDE ordering for easy use!
* MPEG Animations of Stars (Applegate, Salma Hayek etc..)
* Graphics viewing software for Windows/DOS
* CD is BBS ready with detailed descriptions of all files!
* This CD will save you -ALOT- of download/searching TIME!

* Too many more features to list in this message..

This CD represents alot of hard work. Here is the pricing:
$24 each (plus $2 shipping, $5 shipping outside USA)

*For FAST results, visit http://www.mid-night.com/cds.htm
And fill out a order there. We take every method of payment.

*Or call 804-686-1271 to order via credit card over the phone!

*If you dont have access to the World Wide Web and would like an ORDER FORM
sent to you via email, reply to this message at cds@mid-night.com
If you have any questions feel free to email also..

*If you dont trust the internet for ordering, you may logon
Midnight Escape BBS at 804-686-3062 hit C at the new user menu
to order the CD..

Qualifications: You must be OVER 18 & live somewhere on planet EARTH!
NOTICE: Foreign orders add $5 for shipping..

*Wholesale/Dealer/Bulk information/prices available upon request.

.*. Midnight Escape .*.

4904. Re: Hey Sincrap!! How 'bout 'dem Apples!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-16 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <JFOusYq.brimiller@delphi.com>
Source record: 9111

Apple computer announced a write-off/loss of 1/3 of its net worth in the most recently-reported period, but they're not in trouble.

Besides, Peter says, we always have Mac clone makers if Apple goes kaput. Hmmm... who will develop the OS?

I'd imagine too that it's quite embarrassing for Peter to realize that there are more TOS clone makers than Mac clone makers, and that development of the OS has continued, and will continue long past the death of the Atari name. TOS has become (via MagiC) the first viable, affordable, multiplatform OS - long before PPCP/Copflop hit the streets.

Apple's legacy shall be to be remembered as the company who stayed afloat by selling overpriced hardware to government buerocrats like Sinclap, who didn't need justification for $10K+ expenditures.

BR Miller
Boston, MA

4905. Sinclap is denial

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-16 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <4q2icu$5eu@paul.rutgers.edu>
Source record: 9112

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

:In article <4po5nc$oj9@aramis.rutgers.edu>, trauth@aramis.rutgers.edu (Thomas Trauth)
writes:
:> I've heard rumors that Apple isn't doing particularly
:> well right now! ;-)

:News to me...

I rest my case.

* Tom

4906. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-17 00:00:00 UTC
From: dneubart@ix.netcom.com
Message-ID: <4q2c0c$do1@dfw-ixnews2.ix.netcom.com>
Source record: 9113
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

In <4q0oel$eq@nw003.infi.net> yomomma@infi.net (cds@mid-night.com)
writes:
>
> Midnight Escape's 1st 8,000+ file CELEBRITY/Misc Model ADULT CDROM
>(BIGGEST & BEST affordable stars/model CD-ROM you will find!
Guaranteed!)
>
>-=-Web orders: www.mid-night.com (Check, Credit Cards, First
Virtual)-=-
> ** For phone orders (USA number) 804-686-1271
> Order via BBS 804-686-3062 (email: cds@mid-night.com)
> $24 each (plus $2 shipping, $5 shipping outside USA)
>
>Just a FEW of the ME#1 CD-ROM's features are:
> - 460+ pics of Cindy Crawford ** FOREIGN ORDERS: **
> - 200+ pics of Elle Macpherson --WELCOME--
> - 200+ pics of Alicia Silverstone
> - 200+ pics of Mariah Carey
> - 200+ pics of Christina Applegate (Kelly Bundy)
NUDES
> - 200+ pics of Sandra Bullock
> - 100+ pics of PAMELA ANDERSON aka Pamela Lee!!
> - 100+ pics of Patricia Ford (sexy hot famous model)
> - 50+ pics of Elizabeth Berkley (Showgirls star)
> - 50+ pics of Christie Turlington (hot supermodel)
> - 50+ pics of Jenny McCarthy (singled out host, playmate)
> - 70+ pics of Singer Paula Abdul
> - 60+ pics of Alyssa Milano, nude and clothed..!
> - 40+ pics of Sarah aka Jennifer Love Hewitt **BBS
READY**
> - 40+ pics of Jennifer Aniston from FRIENDS
> - 80+ pics of Racquel Darrian / Kelly Jackson (porn star)
> - 80+ pics of Anna Nicole Smith
> - 150+ pics of Adult Japanamation/Erotic Artwork
> - 2000+ pics of other nude stars (too many to list!)
> - 2000+ pics of clothed MISC (swimsuit etc) stars
> - 1500+ pics of hot AMATEUR models, nude..
> (MORE details on content at http://www.mid-night.com/cds.htm)
> or call 804-686-1271 to order via phone.
>
>Common info:

> * Packed in white shipper, No signs of nudity (Wife protection
plan)
> * All in all, there are over 8,000 thats EIGHT THOUSAND FILES!
> * All pics are high quality atleast 640x480!
> * Directories are arranged in NUDE/NON NUDE ordering for easy
use!
> * MPEG Animations of Stars (Applegate, Salma Hayek etc..)
> * Graphics viewing software for Windows/DOS
> * CD is BBS ready with detailed descriptions of all files!
> * This CD will save you -ALOT- of download/searching TIME!
> * Too many more features to list in this message..
>
>
> This CD represents alot of hard work. Here is the pricing:
> $24 each (plus $2 shipping, $5 shipping outside USA)
>
>*For FAST results, visit http://www.mid-night.com/cds.htm
> And fill out a order there. We take every method of payment.
>
>*Or call 804-686-1271 to order via credit card over the phone!
>
>*If you dont have access to the World Wide Web and would like an ORDER
FORM
> sent to you via email, reply to this message at cds@mid-night.com
> If you have any questions feel free to email also..
>
>*If you dont trust the internet for ordering, you may logon
> Midnight Escape BBS at 804-686-3062 hit C at the new user menu
> to order the CD..
>
>Qualifications: You must be OVER 18 & live somewhere on planet EARTH!
>NOTICE: Foreign orders add $5 for shipping..
>
>*Wholesale/Dealer/Bulk information/prices available upon request.
>
> .*. Midnight Escape .*.

This stuff should be peddled in one the more appropriate newsgroups.
Please don't post here.

Thanks.

4907. Re: Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-17 00:00:00 UTC
From: JEDI@pop.service.ohio-state.edu
Message-ID: <JEDI.22.31C4C22B@pop.service.ohio-state.edu>
Source record: 9114

In article <1996Jun13.193905.55221@cobra.uni.edu> sinclap2954@cobra.uni.edu
(PETER SINCLAIR-DAY) writes:
>jabba (He who has the big house next to the Dune Sea) speaks..

>In article <JEDI.20.31BFA408@pop.service.ohio-state.edu>, JEDI@pop.service.ohio-state.edu
(JEDI) writes:
>> In article <1996Jun12.223712.55180@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER
SINCLAIR-DAY) writes:
[deletia]
>>>It's my job to keep up on in's and out of the Mac platform. I recieve a free
>>>subscription of MacWeek for Mac managers. My job and paid for it.
>>
>> ...and yet never a single k12 app mentioned...
>>

>MacPublisher..You're specie needs to pay more attention on earth to comprehend
>jabba.
I wasn't aware that DTP's were considered K12 apps these days.
I guess this means that Pagestream & Calamus are K12 apps as well...

>>>What do you want to know. MacWarehouse has 7200/75 for $999...
>>>
>>>>>> Next bogus assertion...

>Beavis..Issue 56 which came today has the 7200/75 at that price? What do you
>not comprehend jabba speak?

This was a convenient bit of editing...

>>>>>> [deletia]
>>>>>>>> None. That has been my point. Furthermore the subsequent software
>>>>>>>> has been for 040's and PPC's.
>>>>>>>>
>>>>>>
>>>>>>>Netscape and Mosaic can run off 020 Macs, and yes it would be slow compared to
>>>>>>>040 and PPC. The issue is it can run on those antiquated machines.. What part
>>>>>>>do you not understand jabba ?
>>>>>>
>>>>>> The part where you'd actually use an '020 for anything... let alone
>>>>>> for 'scape...
>>
>>>Ones that have old LC's..What part do you not understand?
>>
>> So.. when have you used old LC's lately?... & were u using them for
>> 'scape...

>Yes, I have and was running Word..

Was this a version of Word made before or after 1985?
'Word' is not saying much...

>>
>>
>>
>>>>
>>>>>If the min. requirements are 020 than scape thinks there are many.
>>>>
>>>> Yeah... and M$ thinks '95 will run on a 4Meg 386... (chortle-chortle)
>>>>
>>>> There's still the practical issue of whether or not the advocate could
>>>> stand to use the machine as stated... Just as meaningless endorsement
>>>> as Marie Antionette (sp) leaving the pumpernickel to the peasants...
>>>>
>>
>>>Marrie Antionette is a computer?
>>
>> I overestimated you. I really should know better by now...

>So you are attacking France's hero. So much for your cultural intolerance. I
>suppose your specie are very intolerable to ones fallen hero.

France's 'hero' is Joan of Arc. Marie was just another aristocrat that
got the chop during the revolution.

Nevermind that I never said one thing bad about Marie beyond what gets
past off as history.

4908. Re: Atari's can't use the net

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-17 00:00:00 UTC
From: JEDI@pop.service.ohio-state.edu
Message-ID: <JEDI.23.31C4C2FC@pop.service.ohio-state.edu>
Source record: 9115

In article <1996Jun13.194051.55222@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>In article <JEDI.19.31BFA295@pop.service.ohio-state.edu>, JEDI@pop.service.ohio-state.edu (JEDI) writes:

>>>In article <4pjvea$m3b@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>>>> : > Who cares? My Tandy CoCo 3 can do the same thing. What's your point?
>>>>
>>>> : Yea right...
>>>>
>>>> Hee hee hee. It looks like Petey once again doesn't know what
>>>> he's talking about. Hey Petey ... pick up a copy of the OS9 Level II
>>>> manual (The CC3's OS) and you'll see a word that constantly pops up. It's
>>>> "MULTITASKING". Or better yet, go into bit.listserve.coco and try to
>>>> convince them that the CoCo 3 can't multitask (especially since many of
>>>> the people there are multitasking while they read their E_Mail). They'll
>>>> make you look stupider than you all ready do!
>>
>>>I'll tell ya what..Get Lightwave, com program and a game on OS9 and get back to
>>>me if it multitasks..None of this shit looking DOS nonsense..
>>
>> It does no good to change what game is being played once you've lost
>> it already...

>Oh, i lost it already? News to me:)...I like how you changed your tune when it
>became obvious about the status of the jag..

Time to take something for that delerium of yours...
I've never stated anything about the status of the Jag.

The challenge was made and met. Seeing that, you changed the challenge.

4909. Re: You Might be Peter Pinhead if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-17 00:00:00 UTC
From: hysteria@gti.net
Message-ID: <4q2lmf$1jb@gti.gti.net>
Source record: 9116
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: In article <rjungDsyz08.GCn@netcom.com>, rjung@netcom.com (Robert A. Jung) writes:
: > What, you mean I missed this while on vacation? Peter "Zip-Bit" Sinclair
: > first flames an Atari-supporting woman, then tries a clumsy pick-up line on
: > her? DANG!

: You need a few pointers dumbass:)..

: > Someone want to send me the instant replay? I could use a great chortle...

: From a loser such as yourself dumbass.

Mendicant, you are in no position to belittle other people here, when you
are among the mentally challenged.

You need help. Go get some, now.

--
Sal Manfredonia (hysteria@gti.net)

BattleSphere will rock your world!

4910. Re: You Might be Peter Pinhead if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-17 00:00:00 UTC
From: erik@westworld.engr.sgi.com
Message-ID: <4q3eed$pl9@gazette.engr.sgi.com>
Source record: 9117
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <1996Jun15.004738.55255@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> In article <rjungDsyz08.GCn@netcom.com>, rjung@netcom.com (Robert A. Jung) writes:
> > What, you mean I missed this while on vacation? Peter "Zip-Bit" Sinclair
> > first flames an Atari-supporting woman, then tries a clumsy pick-up line on
> > her? DANG!
>
> You need a few pointers dumbass:)..
>
> >
> > Someone want to send me the instant replay? I could use a great chortle...
> >
>
> From a loser such as yourself dumbass.

Y'know, I didn't actually believe it was possible, but
our little petey appears to be devolving before our
eyes.

Let us know when the opposable thumbs disappear, petey.

-- Erik

4911. Re: We Need a New Newsgroup

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-17 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.835020778@gmi.edu>
Source record: 9118

ha-user@ux-01.bg.bib.de (Schueler) writes:

>: The rest of the Atari groups should become moderated so we can leave the
>: others in peace and use this group to bash our favorite whipping boy.

>Why don't you do that via email? See below.

I've already sent him email. He doesn't respond to email.

>Assuming that you are right, and Pete's opinions and arguments are completely
>and utterly shit -- then what better are you all creating threads with the
>insults right in the subject? I'd think THAT'S completely and utterly
>shit as well. OK, maybe he is of a different opinion than you, and OK
>maybe his arguments are nonsense and objectively wrong (I don't say they
>are, I say they may be), but reactions like yours are *not* the way to
>deal with such. You might give proof to what is wrong with them, or
>failing that you might give reason what you think is wrong with them.
>But if you start insulting, the thought appears that you don't have any
>arguments to put against his either.

We've already argued with him in the past. He's been on the groups for 2
1/2 years now. When he first came on, he spewed his usual crap and
people tried to reason with him. Slowly, we discovered that any
attempts of rational discussion with him is pretty much a lost cause.
Now, people just bash him whenever he spews. Maybe it's just to
relieve frustration. :-) Personally, once I get thoroughly tired of
this I'll throw him back into my killfile.

>Hmm... well, I can't really say, but if that is so, then why didn't you
>try to patiently send an *email* to him in which you state why he is a
>fungus *each time* he was one? Simply posting a followup saying "you're

Already tried that. He doesn't respond to email.

>Again, nothing against you personally, Kevin!

No problem!

/Kevin

4912. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-17 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.835021193@gmi.edu>
Source record: 9119

virus2954@spawn.newsgroup.virus (PETER SINCLAIR-DAY VIRUS) writes:

>> :Na, not with choices today..Plus with the new regime in place not in your life
>> :time..
>>
>> Looks like your still in denial Petey. How do you know that the new
>> regime will be any better than the old one? And as for these "choices",
>> can you name a store that they are available in (a "general" store,
>> Mac shops don't count)?

>And how do you know otherwise, dumbass? I suggest you take a look at the new
>structure and people in place dumbass:)..

For Christ sakes, Peter! Apple has been in decline since Steve Jobs
left the company. People were saying the same thing when John Scully
came on board. Apple is in trouble. The current leadership is NOT
a guarantee that Apple will be around "past our lifetime". It's
marketshare continues to wither away.

BTW, Peter, my Uncle at EDS just told me that their graphics departments
are going 100% PC. Yes, Peter, EDS is going to drop most of their Macs.
Another big blow, and no doubt you'll come up with some sorry-ass
denial for it.

>MacMall chain has Power and Supermac/Umax..

This is all you can come up with!? Pathetic, completely pathetic. You
didn't even refute his argument, in fact, you SUPPORTED it even more
by coming up with this lame example. You are hopeless!!!

/Kevin

4913. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-17 00:00:00 UTC
From: k202031@smog.dkrz.de
Message-ID: <4q3q09$r4c@alster.dkrz.de>
Source record: 9120
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

>> Qualifications: You must be OVER 18 & live somewhere on planet EARTH!

I am over 18 and live on planet earth. - Where do you live ???

We once had a C220 but unfortunately I don't have any nude pictures
of it - do you have some ?

--

Wolfgang Stahl German Climate Computer Centre
System Software & Operations Tel.: +49-40-41173-337
Deutsches Klimarechenzentrum GmbH (DKRZ) Fax: +49-40-41173-174

4914. Re: The Sinclair Newsgroup Virus!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-17 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.835021710@gmi.edu>
Source record: 9121

thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:

> Well, I think I've finally figured it all out...Be patient and follow my
> logic here for a moment...

> Peter Sinclair-Day (sp?) is not a real person...its a new virus that only
> inhabits newsgroups. Think about it for a moment...

We could probably even come up with a simple program to explain the
Pinhead virus. I submit some pseudocode:

```
Pinhead.Sinclair-Day.Virus (any calling parameters?)

if is_woman(original_poster)
then
attempt_really_lame_pick-up_line
else

x = random number (1 to 5)
case x of:

1: post(quote_whole_article, add("Dumbass") )
2: post(quote_whole_article, add("So you have a weasel?") )
3: post(quote_whole_article, add("You are batting -1000..") )
4: post(quote_whole_article, add("And you?") )
5: post(quote_whole_article, add("MacMall chain carries Apple..") )

Add more for complete number of his possible responses

end case

end
```

It doesn't take much to describe all of Peter's logic, does it?

/Kevin

4915. Re: Only 8 hours left!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-17 00:00:00 UTC
From: Bruce Haire <haire@engr.sgi.com>
Message-ID: <31C58C44.41C6@engr.sgi.com>
Source record: 9122

PETER SINCLAIR-DAY wrote:
> Dumbass. Atari is irelevant and they know it.. Atari is in business in its
> hollow shell to continue to screw their customers dumbass, what do you not
> understand?

You quote my entire article and *I'm* the dumbass. Who
puts on your clothes in the morning? Do you still live with your
mom?

> Atari doesn't give a rats ass to their shareholders dumbass.

Like you know something about stocks.

> Pervert and pornograpfer...

And you're not? Mr. Internet Tax and Spend, Pepsi drinking
Democrap. ;-) Actually, I'm a regestered Democrap, but I have a
brain, and I vote Republician! 8-) Are you getting red in the face
now little Peter?

--
"Beavis and Butthead are not role models..." -- MTV
"No F-ing kidding!" -- Me

rest in peace, Ella.

4916. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-17 00:00:00 UTC
From: ha-user@ux-01.bg.bib.de
Message-ID: <4q3nnl$i5e@ux-01.bg.bib.de>
Source record: 9123

Dave Neubart (dneubart@ix.netcom.com) wrote:
: In <4q0oel$eq@nw003.infi.net> yomomma@infi.net (cds@mid-night.com)
: writes:
----- <snip> -----
Lots of stuff advertizing nude picture CD ROM deleted here
----- <tear> -----

: This stuff should be peddled in one the more appropriate newsgroups.
: Please don't post here.

Yes. And this stuff shouldn't be quoted completely and reposted
here either, just to add two lines like these. You are right, granted,
but why did you make the same error all over again??? :-(

And why did you do so in the same *more than twenty* newsgroups??? :-(((

Greetings,
Erik Meltzer
(melsh94@ux-01.ha.bib.de)

4917. music

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-17 00:00:00 UTC
From: 100673.236@compuserve.com
Message-ID: <4q3vd5$c3g@hil-news-svc-2.compuserve.com>
Source record: 9124

Can anyone advise? Atari is still the best for music (so I'm told).
A) Does 4 meg add to its MUSICAL capability?
B) What are the top software packages you might still be able to get hold of?
C) What would your shopping list look like if you were starting from scratch and were only interested in the music? (Mono screen fine.)
Any help appreciated.
Stuart

4918. Re: Hey Sincrap!! How 'bout 'dem Apples!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-17 00:00:00 UTC
From: ha-user@ux-01.bg.bib.de
Message-ID: <4q3n1u$g1q@ux-01.bg.bib.de>
Source record: 9125

Hi Brian,

Brian-Roland Miller (brimiller@delphi.com) wrote:

: I'd imagine too that it's quite embarrassing for Peter to realize that there
: are more TOS clone makers than Mac clone makers, and that development of the
: OS has continued, and will continue long past the death of the Atari name.
: TOS has become (via MagiC) the first viable, affordable, multiplatform OS -
: long before PPCP/Copflop hit the streets.
: ---
Well, the term *multiplatform* sounds a bit exaggerated to me. OK, the MagiC
OS is being emulated by Macs well enough, granted. But that's because the
Mac uses the same CPU, only faster ones because of the MacOS's slowliness,
and the PowerMac is (and needs to be) well-equipped to emulate a Mac.
Lucky thing for Atarians in search of a new platform. Imagine we'd have
to make do with PCs -- MagiCPC reaches ST speed on a P75.

Now, don't you agree Macs are *beautiful*??? ;-)

BTW, is anyone porting MagiC(Mac) to the BeBox or planning to do so?
I saw one last week, and I saw a possible new home for all Atarians
instead of slow, dumb Macs and slower, dumber PCs :-)))

: Apple's legacy shall be to be remembered as the company who stayed afloat by
: selling overpriced hardware to government buerocrats like Sinclap, who didn't
: need justification for $10K+ expenditures.
: ---
Ouch! Why do you all have to be beating him??? Above sentence wouldn't
have lost a bit of information without the words "like Sinclap", but then
it would have been less likely to start another flame war thread.

Yours,
Erik Meltzer
(melsh94@ux-01.ha.bib.de)

4919. Re: You Might be Peturd Sinclap-Dazed if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-17 00:00:00 UTC
From: Bruce Haire <haire@engr.sgi.com>
Message-ID: <31C5A765.31DF@engr.sgi.com>
Source record: 9126
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Hutnik, Richard wrote:
>
> While Mr. Sinclair can be a big pain at times, one can easily modify
> the below list to cover Atari fanatics who are still following the
> company, after they have merged with a disk drive manufacturer and
> have all but abandoned the video game market.
> Not[e] the similarities in slams between the Sinclair and Atari
> fanatic...

True, perhaps, but this am Atari country, son. And you
don't have no horns... ;-) Which is to say, we have the right to
be fanatical about Atari gear here, and also to flame, to the Sun
and back, anyone who does not bow to the mighty Fuji. Well, perhaps
I'm not that bad, but the detractors make it sooo easy to outright
love my Atari gear. Heck, why not!

> Put away this flame war. It is getting lame. It is like two men on
> the Titanic debating over the color of the paint in the hallway.

I thought that was the Posidon [sp?] Adventure. Besides,
I'm making an effort to do follow-ups to comp.sys.atari.advocacy,
so you need not get your panties in a bunch. Better yet, kill
file me and Peturd, and you'll not have to waste your time with
our flame-fest. But you'll be missing out on some superior flaming,
and Peter is just damn funny to interact with. It's like squirting
a mad dog through a chain-link fence. Lots of snarling and barking,
and fleas, but *we're* the ones having a good time of it. I say,
enjoy Peter while he lasts...

Regards,

--
"Beavis and Butthead are not role models..." -- MTV
"No F-ing kidding!" -- Me

rest in peace, Ella.

4920. Re: You Might be Peturd Sinclap-Dazed if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-17 00:00:00 UTC
From: Bruce Haire <haire@engr.sgi.com>
Message-ID: <31C5A964.237C@engr.sgi.com>
Source record: 9127

PETER SINCLAIR-DAY wrote:
> And how do you know otherwise, dumbass? I suggest you take a look at the new
> structure and people in place dumbass:)..

I took a look, and I'm scared, *REAL* scared. What's the stock
at these day? I'm too afraid to look. That money is *GONE*, pally.

The secret word for this week is... "dumbass" write it down.
Or if you're Peter, rite it down..

> MacMall chain has Power and Supermac/Umax..

MacMall? Who the hell is that? I think they're a catalog,
aren't they? You should buy from MacWarehouse, they have better
looking waitresses.

> GREETINGS..

Greetings, and salutations, Mr. Dumbass. What a dumbass.
Are you a dumbass much? Is dumbass your favorite word now? I'm
thinking, since U wurk in a libararary, that you may have noticed
a thing call a dictionary. It has more words in it for you to use.
And when you're up to speed you can try a thing called a thesaurus.
[sp?] That has words you can use when you have used the same word
over and over, and you're begining to look like, well, a dumbass,
dumbass.

How's that, dumbass? I used dumbass eight times in my reply...
how many can you do Peter? ;-) Oh wait, that was nine.

--
"Beavis and Butthead are not role models..." -- MTV
"No F-ing kidding!" -- Me

rest in peace, Ella.

4921. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-17 00:00:00 UTC
From: Robert Gray <nrl6001@ccsalpha1.nrl.navy.mil>
Message-ID: <4q4ckd$b06@ra.nrl.navy.mil>
Source record: 9128
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.s

Dave Neubart (dneubart@ix.netcom.com).... the silly dweeb. He wrote:

> This stuff should be peddled in one the more appropriate newsgroups.
> Please don't post here.

And then he goes on to quote the WHOLE advert-message again and cross-post it to 17 newsgroups. I guess it's his brother-in-law's company.
What a country!!!

Bob Gray gray@utopia.nrl.navy.mil Washington DC

4922. Re: The Sinclair Newsgroup Virus!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-17 00:00:00 UTC
From: Bruce Haire <haire@engr.sgi.com>
Message-ID: <31C5FFD0.63DE@engr.sgi.com>
Source record: 9129

Ronald J. Hall wrote:
> As you can see, Sinclair fits these definitions and parameters perfectly.
> So folks, we need us a sure-fire newsgroup virus-killing program. Any
> suggestions?

Cancel-bot.

> <of course this is all in jest but its amazing how *right* it feels!>

Go with it!

--
"Beavis and Butthead are not role models..." -- MTV
"No F-ing kidding!" -- Me

rest in peace, Ella.

4923. Re: So Sinclap still doesn't have a life

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-17 00:00:00 UTC
From: Bruce Haire <haire@engr.sgi.com>
Message-ID: <31C60043.6956@engr.sgi.com>
Source record: 9130

PETER SINCLAIR-DAY wrote:
> Yea right.. What is nonstandard? Sun Unix, Silicon graphics and Solaris?

8-) Nice try. Stick to the consumer electronics, Peter.
'Cus, "you can't handle the truth!"

> Yea, how your sorry ass has been wrong. You are batting -1000 dumbass.

Huh?

--
"Beavis and Butthead are not role models..." -- MTV
"No F-ing kidding!" -- Me

rest in peace, Ella.

4924. Re: We Need a New Newsgroup

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-17 00:00:00 UTC
From: Bruce Haire <haire@engr.sgi.com>
Message-ID: <31C5FF88.6231@engr.sgi.com>
Source record: 9131

Schueler wrote:
> One thing: Kevin, I do *not* mean you personally, or even you at all, when
> I write "you" below. I do not mean to insult or hurt *anyone* here, I
> just wish to express my feelings about this newsgroup. Maybe it's time
> for an outsider like me to put things in perspective...

Sounds fair.

> Oh well... some of what I've seen replied to Pete's messages didn't quite
> impress me as being all too intelligent either, let alone the titles of
> most of the threads here. And yes, I *do* mind. comp.os.ms-windows.
> advocacy is a more civilized place than this. :-(((

Well, I'm to blame for the subject lines, and I'll take full
credit for them, as I love to change them, for entertainment and a
Peter reaction. However, if you have a better idea on where I can
follow-up Peter ridiculous posts, please let me know?

> Yeah... but just one question: What the hell is everyone so frustrated about
> that they need to have a flamewar? I thought Atari users aren't frustrated.
> Or do you all have Windozes or Macs at work?

No frustration. We don't like Peter in the regular Atari
videogame realated newsgroup, so we chase him over to here. He
fails to provide facts to back up his claims and, as Kevin says,
he's been here for 2 1/2 year doing the same thing. You can ignore
him, or confront him. I choose the latter. If it frustrates you
to read our insulting replies, again, tell us where to go, or kill
file the lot. There will be no real discussion. Hence I, and others,
chase him here.

> Do you *have to*? I think you *want to*. I've been reading this group
> every now and then for about a month now, secretly hoping that it might be
> more to it than never-ending insults, flamewars and calling people names
> that I think I last used in pre-school, but until now I was disappointed.
> I cannot say whether Pete's arguments were or weren't good, and I must say
> that I don't care either... what I want to say is this:
> Assuming that you are right, and Pete's opinions and arguments are completely
> and utterly shit -- then what better are you all creating threads with the
> insults right in the subject? I'd think THAT'S completely and utterly
> shit as well. OK, maybe he is of a different opinion than you, and OK
> maybe his arguments are nonsense and objectively wrong (I don't say they
> are, I say they may be), but reactions like yours are *not* the way to
> deal with such.

I think they are. Again, kill file it.

> You might give proof to what is wrong with them, or
> failing that you might give reason what you think is wrong with them.
> But if you start insulting, the thought appears that you don't have any
> arguments to put against his either.

It's been done, repeatedly. It does not work. This won't
either, but I'm having fun doing it, and if you are not a fan of it
then I *URGE* you to not pay attention to it, and kill file it.

> Hmm... well, I can't really say, but if that is so, then why didn't you
> try to patiently send an *email* to him in which you state why he is a
> fungus *each time* he was one? Simply posting a followup saying "you're
> a piece of shit, go away" doesn't exactly serve the purpose of driving
> someone away, you know. Everyone, when attacked in public, will try and
> correct the public's image of himself. And voila: you have the next
> round in this never-ending battle. :-(

No, that's called Usenet Entertainment(TM). If you're not a
fan, go kill file it. And as for email, Peter himself lost an
account for "emailing" someone 400 times. Please, if you're not up
on the history of this, stay out of it.

> Greetings,

Greetings?! I don't like to sound of that.

--
"Beavis and Butthead are not role models..." -- MTV
"No F-ing kidding!" -- Me

rest in peace, Ella.

4925. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-17 00:00:00 UTC
From: Bruce Haire <haire@engr.sgi.com>
Message-ID: <31C60116.1372@engr.sgi.com>
Source record: 9132

Kevin Haley wrote:
> BTW, Peter, my Uncle at EDS just told me that their graphics departments
> are going 100% PC. Yes, Peter, EDS is going to drop most of their Macs.
> Another big blow, and no doubt you'll come up with some sorry-ass
> denial for it.

From personal expirence, both Synopsys and The 3DO Company
are hooking the Macs, and going PC. Everyone is doing it! Why
can't we?! ;-) BTW I am a multi-Mac owner, and a crApple shareholder...
please pray for me.

;-)

--
"Beavis and Butthead are not role models..." -- MTV
"No F-ing kidding!" -- Me

rest in peace, Ella.

4926. Re: Hey Sincrap!! How 'bout 'dem Apples!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun17.223547.55277@cobra.uni.edu>
Source record: 9133

In article <4pvpjj$5ki@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
> :> PeePee, you are such a weiner! How can you point out Atari's demise
> :> while denying Apple's problems!? You are so two-faced it's incredible.
>
> :I never denied Apple's current woes..
>
> Really? Then why when I asked you to comment on Apple's problems
> a couple posts back did you reply "They're news to me"? Apparently,
> not only are you a hypocrite, but a *liar* as well.

You stated that Apple is screwing up and I stated that is news to me. In what
way has the new team screwed up?

>
>
> * Tom

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4927. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun17.223142.55276@cobra.uni.edu>
Source record: 9134
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <4pvoc2$4v6@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
> :> Looks like your still in denial Petey. How do you know that the new
> :> regime will be any better than the old one? And as for these "choices",
> :> can you name a store that they are available in (a "general" store,
> :> Mac shops don't count)?
>
> :And how do you know otherwise, dumbass? I suggest you take a look at the new
> :structure and people in place dumbass:)..
>
> I didn't say I did. I was just pointing out that neither you nor I have
> any way of knowing whether or not the new Apple management will be any
> better than the old one. Not yet at least.

Only time will tell. But Wall ST likes the new moves.

>
> :MacMall chain has Power and Supermac/Umax..
> ^^^^^^^
>
> Read what I have in parantheses in the last sentence of my above quoted
> paragraph. BTW I have never seen a MacMall store...any where.
>
>

Mac Mall is a retail chain in Southern California. You stated that these
clones were not sold at retail stores. i pointed out otherwise.
> * Tom

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4928. Re: Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun17.225540.55279@cobra.uni.edu>
Source record: 9135

In article <JEDI.22.31C4C22B@pop.service.ohio-state.edu>, JEDI@pop.service.ohio-state.edu (JEDI) writes:
> In article <1996Jun13.193905.55221@cobra.uni.edu> sinclap2954@cobra.uni.edu
> (PETER SINCLAIR-DAY) writes:
>>jabba (He who has the big house next to the Dune Sea) speaks..
>
>>In article <JEDI.20.31BFA408@pop.service.ohio-state.edu>,
JEDI@pop.service.ohio-state.edu (JEDI) writes:
>>> In article <1996Jun12.223712.55180@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER
SINCLAIR-DAY) writes:
> [deletia]
>>>>It's my job to keep up on in's and out of the Mac platform. I recieve a free
>>>>subscription of MacWeek for Mac managers. My job and paid for it.
>>>
>>> ...and yet never a single k12 app mentioned...

I see your soo involved in your child-species school education jabba. Desktop
publishing at least in Iowa is becooming standard staple in writing classes.

>>>
>
>>MacPublisher..You're specie needs to pay more attention on earth to comprehend
>>jabba.
> I wasn't aware that DTP's were considered K12 apps these days.
> I guess this means that Pagestream & Calamus are K12 apps as well.

Read above.. Most likely if schools have ST's but don't count on it.
..
>
>
>>>>What do you want to know. MacWarehouse has 7200/75 for $999...
>>>>
>>>>>>> Next bogus assertion...
>
>>Beavis..Issue 56 which came today has the 7200/75 at that price? What do you
>>not comprehend jabba speak?
>
> This was a convenient bit of editing...

Jabba speak...convenient?

>
>>>>>>> [deletia]
>>>>>>>>> None. That has been my point. Furthermore the subsequent software
>>>>>>>>> has been for 040's and PPC's.
>>>>>>>>>

>>>>>>>
>>>>>>>>Netscape and Mosaic can run off 020 Macs, and yes it would be slow compared to
>>>>>>>>040 and PPC. The issue is it can run on those antiquated machines.. What part
>>>>>>>>do you not understand jabba ?
>>>>>>>
>>>>>>> The part where you'd actually use an '020 for anything... let alone
>>>>>>> for 'scape...
>>>
>>>>Ones that have old LC's..What part do you not understand?
>>>
>>> So.. when have you used old LC's lately?... & were u using them for
>>> 'scape...
>
>>Yes, I have and was running Word..
>
> Was this a version of Word made before or after 1985?
> 'Word' is not saying much...

1995. Word 6.01...

>
>>>
>>>
>>>
>>>>>
>>>>>>If the min. requirements are 020 than scape thinks there are many.
>>>>>
>>>>> Yeah... and M$ thinks '95 will run on a 4Meg 386... (chortle-chortle)
>>>>>
>>>>> There's still the practical issue of whether or not the advocate could
>>>>> stand to use the machine as stated... Just as meaningless endorsement
>>>>> as Marie Antionette (sp) leaving the pumpernickel to the peasants...
>>>>>
>>>
>>>>Marrie Antionette is a computer?
>>>
>>> I overestimated you. I really should know better by now...
>
>>So you are attacking France's hero. So much for your cultural intolerance. I
>>suppose your specie are very intolerable to ones fallen hero.
>
> France's 'hero' is Joan of Arc. Marie was just another aristocrat that
> got the chop during the revolution.
>

OOPS.

> Nevermind that I never said one thing bad about Marie beyond what gets
> past off as history.
>
>
GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4929. Re: You Might be Peter Pinhead if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun17.225839.55280@cobra.uni.edu>
Source record: 9136
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

```
In article <4q2lmf$1jb@gti.gti.net>, hysteria@gti.net (Sal Manfredonia) writes:
> PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
> : In article <rjungDsyz08.GCn@netcom.com>, rjung@netcom.com (Robert A. Jung) writes:
> : > What, you mean I missed this while on vacation? Peter "Zip-Bit" Sinclair
> : > first flames an Atari-supporting woman, then tries a clumsy pick-up line on
> : > her? DANG!
>
> : You need a few pointers dumbass:)..
>
> : > Someone want to send me the instant replay? I could use a great chortle...
>
> : From a loser such as yourself dumbass.
>
> Mendicant, you are in no position to belittle other people here, when you
> are among the mentally challenged.

>
> You need help. Go get some, now.

I need some help in ignoring sorry dumbasses such as yourself..)

>
> --
> Sal Manfredonia (hysteria@gti.net)
>
> BattleSphere will rock your world!

Battlesphere is vapor and most likely exists in your head..

GREETINGS..
|-------------------------------------------------------------------------|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
|-------------------------------------------------------------------------|
```

4930. Re: We Need a New Newsgroup

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun17.230008.55281@cobra.uni.edu>
Source record: 9137

In article <khaley.835020778@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> ha-user@ux-01.bg.bib.de (Schueler) writes:
>
>>: The rest of the Atari groups should become moderated so we can leave the
>>: others in peace and use this group to bash our favorite whipping boy.
>
>>Why don't you do that via email? See below.
>
> I've already sent him email. He doesn't respond to email.

I am still catching up on my e-mail...Your sorry ass is in the que..

>
>>Assuming that you are right, and Pete's opinions and arguments are completely
>>and utterly shit -- then what better are you all creating threads with the
>>insults right in the subject? I'd think THAT'S completely and utterly
>>shit as well. OK, maybe he is of a different opinion than you, and OK
>>maybe his arguments are nonsense and objectively wrong (I don't say they
>>are, I say they may be), but reactions like yours are *not* the way to
>>deal with such. You might give proof to what is wrong with them, or
>>failing that you might give reason what you think is wrong with them.
>>But if you start insulting, the thought appears that you don't have any
>>arguments to put against his either.
>
> We've already argued with him in the past. He's been on the groups for 2
> 1/2 years now. When he first came on, he spewed his usual crap and
> people tried to reason with him. Slowly, we discovered that any
> attempts of rational discussion with him is pretty much a lost cause.
> Now, people just bash him whenever he spews. Maybe it's just to
> relieve frustration. :-) Personally, once I get thoroughly tired of
> this I'll throw him back into my killfile.
>
>>Hmm... well, I can't really say, but if that is so, then why didn't you
>>try to patiently send an *email* to him in which you state why he is a
>>fungus *each time* he was one? Simply posting a followup saying "you're
>
> Already tried that. He doesn't respond to email.
>
>>Again, nothing against you personally, Kevin!
>
> No problem!
>
> /Kevin

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4931. Re: Hey Sincrap!! How 'bout 'dem Apples!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun17.224956.55278@cobra.uni.edu>
Source record: 9138

In article <JFOusYq.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> Apple computer announced a write-off/loss of 1/3 of its net worth in the
> most recently-reported period, but they're not in trouble.

bri bri is back again. Whats the matter bri bri...After being called a stupid
fuck in the ST newsgroup by a fellow Atarian, I am surprised you would show
your sorry ass again:).... Lots of firms have reduced the value of their
inventory. Atari, DEC and IBM to name a few.

> ---
> Besides, Peter says, we always have Mac clone makers if Apple goes kaput.
> Hmmm... who will develop the OS?

Claris, PowerComputing, Motorola, UMAX/SuperMac, IBM to name a few..

> ---
> I'd imagine too that it's quite embarrassing for Peter to realize that there
> are more TOS clone makers than Mac clone makers, and that development of the
> OS has continued, and will continue long past the death of the Atari name.
> TOS has become (via MagiC) the first viable, affordable, multiplatform OS -
> long before PPCP/Copflop hit the streets.

So where are these TOS clones? How come I can't find a full color double
spread add? Why are these clone firms selling yeasterdays technology? Why do
these new yesterday clones cost more than the $1899 PowerComputings PPC
604-120mhz PowerCenter with a cpu daughterboard?

> ---
> Apple's legacy shall be to be remembered as the company who stayed afloat by
> selling overpriced hardware to government buerocrats like Sinclap, who didn't
> need justification for $10K+ expenditures.

Whoa...My Powermac was much cheaper than your 030 Falcon.. The cost is 10% of
that 10k you stated..i suggest as a citizen to know your facts..

> ---
> BR Miller
> Boston, MA

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4932. Re: Only 8 hours left!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun17.230451.55282@cobra.uni.edu>
Source record: 9139

In article <31C58C44.41C6@engr.sgi.com>, Bruce Haire <haire@engr.sgi.com> writes:
> PETER SINCLAIR-DAY wrote:
>> Dumbass. Atari is irelevant and they know it.. Atari is in business in its
>> hollow shell to continue to screw their customers dumbass, what do you not
>> understand?
>
> You quote my entire article and *I'm* the dumbass. Who
> puts on your clothes in the morning? Do you still live with your
> mom?

You're ma ma..)

>
>> Atari doesn't give a rats ass to their shareholders dumbass.
>
> Like you know something about stocks.
>
>> Pervert and pornograpfer...
>
> And you're not? Mr. Internet Tax and Spend, Pepsi drinking
> Democrap. ;-) Actually, I'm a regestered Democrap, but I have a
> brain, and I vote Republician! 8-) Are you getting red in the face
> now little Peter?

Nope..I am a sprite drinker. I find pepsi, the commercials and their school
tactics insulting and immoral..
>
> --
> "Beavis and Butthead are not role models..." -- MTV
> "No F-ing kidding!" -- Me
>
> rest in peace, Ella.

You're underage lover?

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4933. Re: We Need a New Newsgroup

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-17 00:00:00 UTC
From: JEDI
Message-ID: <4q41u2$q7e@doc.zippo.com>
Source record: 9140

In article , ha-user@ux-01.bg.bib.de says...
>
>Hi,
>
>Kevin Haley (khaley@nova.gmi.edu) wrote:
[deletia]
>: The real victims in all this are the people who want to have real
>: discussion on Atari topics. Instead, they have to deal with all of
>: this shit. My apologies to them.
>Do you *have to*? I think you *want to*. I've been reading this group
>every now and then for about a month now, secretly hoping that it might be

The content of your post would indicate otherwise.

>more to it than never-ending insults, flamewars and calling people names
>that I think I last used in pre-school, but until now I was disappointed.
>I cannot say whether Pete's arguments were or weren't good, and I must say

Then you really are in no position to critizise; are you?

>that I don't care either... what I want to say is this:
>Assuming that you are right, and Pete's opinions and arguments are completely
>and utterly shit -- then what better are you all creating threads with the
>insults right in the subject? I'd think THAT'S completely and utterly

Well, you've already yourself admitted that you haven't been paying
attention, don't care and that you aren't familiar with the content or nature
of Petey's posts.

If you payed better attention you might no be so 'perplexed'.

You also may have noticed that the 'Slam-subjects' directed at Petey
originated as demands for support and examples for threads he originated.

>shit as well. OK, maybe he is of a different opinion than you, and OK
>maybe his arguments are nonsense and objectively wrong (I don't say they
>are, I say they may be), but reactions like yours are *not* the way to
>deal with such. You might give proof to what is wrong with them, or

When rational discourse fails, there is no point in maintaining
civility. It is wasted effort.

Also, burden of support falls on the one who asserts. (namely Petey)

>failing that you might give reason what you think is wrong with them.
>But if you start insulting, the thought appears that you don't have any
>arguments to put against his either.

See, there you go not paying attention again. Rational discourse has faded on all sides. It's now a flamewar proper. There are no 'arguments' any more. Catch up already...

4934. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-17 00:00:00 UTC
From: JEDI
Message-ID: <4q42ef$qfr@doc.zippo.com>
Source record: 9141

In article , dneubart@ix.netcom.com says...
>
>In <4q0oel$eq@nw003.infi.net> yomomma@infi.net (cds@mid-night.com)
>writes:
>>
>> Midnight Escape's 1st 8,000+ file CELEBRITY/Misc Model ADULT CDROM
>>(BIGGEST & BEST affordable stars/model CD-ROM you will find!
>Guaranteed!)
[deletia]
> This stuff should be peddled in one the more appropriate newsgroups.
> Please don't post here.

...and yet you further propagate this _spam_ across upteenmillion groups
by quoting the entire ad at the same time you're whining about it.

4935. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-18 00:00:00 UTC
From: Simon Hiscox <c830987@powers.phoenix.telecom.com.au>
Message-ID: <4q5f1t$ch5@newsserver.trl.OZ.AU>
Source record: 9142
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

Whoever,

Why is this posted here in 'comp.sys.hp.hpux'? Please restrict your postings
to the appropriate groups. I know of many women who work with HP-UX - they are
an important and valued part of our community. This posting may offend them.
It offends me.

Furthermore, this is advertising. Once again, this is not welcomed here.

--
Regards,

Simon Hiscox (HP Associate Consultant)
_____
Telstra Phoenix Project
33/300 Latrobe Street, Melbourne, Victoria, Australia, 3001
Internet: c830987@powers.phoenix.telecom.com.au

4936. Re: So Sinclap still doesn't have a life

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun18.082233.55286@cobra.uni.edu>
Source record: 9143

In article <31C60043.6956@engr.sgi.com>, Bruce Haire <haire@engr.sgi.com> writes:
> PETER SINCLAIR-DAY wrote:
>> Yea right.. What is nonstandard? Sun Unix, Silicon graphics and Solaris?
>
> 8-) Nice try. Stick to the consumer electronics, Peter.
> 'Cus, "you can't handle the truth!"

No, because 'you cant spew the truth'...What about multimedia, education,
publishing and web?

>
>> Yea, how your sorry ass has been wrong. You are batting -1000 dumbass.
>
> Huh?

What don't you understand....
>
> --
> "Beavis and Butthead are not role models..." -- MTV
> "No F-ing kidding!" -- Me
>
> rest in peace, Ella.

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4937. Is Pinhead gone?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-18 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.835106327@gmi.edu>
Source record: 9144
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

The second day in a row I login, and I don't see any fresh posts from the Sinclapper.

Has he finally gotten the point? Has he finally realized that his spew is not wanted here?

No doubt, just like some fungus, he'll return someday. But maybe we have won some peace for a while. If so, I will be definitely enjoying whatever respite we get from Sincrap.

/Kevin

4938. Re: Is Pinhead gone?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-18 00:00:00 UTC
From: bond@access2.digex.net
Message-ID: <4q6f9u$bh3@access2.digex.net>
Source record: 9145
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <khaley.835106327@gmi.edu>, Kevin Haley <khaley@nova.gmi.edu> wrote:
>The second day in a row I login, and I don't see any fresh posts from
>the Sinclapper.
>
>Has he finally gotten the point? Has he finally realized that his spew
>is not wanted here?
>
>No doubt, just like some fungus, he'll return someday. But maybe we
>have won some peace for a while. If so, I will be definitely enjoying
>whatever respite we get from Sincrap.

Probably a system crash. I assume he is like many MacLosers in being
totally clueless as to the real inner workings of his computer... After
he wastes $200 at an authorized Apple service center for some dope to
tighten a screw he'll be back with us...

Note Mac people, I said many, not all....which in my experience is 100%
true.

--
^~~~~~~
I have a Fruitopia Cap!!1 <\ Right between my Atari Jaguar and Atari
bond@access.digex.net \> Lynx but somewhat adjacent to OS/2 Warp

4939. Re: You Might be Peter Pinhead if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-18 00:00:00 UTC
From: bond@access2.digex.net
Message-ID: <4q6etf$b2i@access2.digex.net>
Source record: 9146
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <1996Jun17.225839.55280@cobra.uni.edu>,
PETER SIMPLY DORK <sinclap2954@cobra.uni.edu> wrote:

>> You need help. Go get some, now.
>
>I need some help in ignoring sorry dumbasses such as yourself..)
>
>
>>
>> --
>> Sal Manfredonia (hysteria@gti.net)
>>
>> BattleSphere will rock your world!
>
>Battlesphere is vapor and most likely exists in your head..
>
>
> GREETINGS..
>|---|
>| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
>| University of Northern Iowa |
>| |
>| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
>|---|

Did ya learn a new word in school today, Peter?? Did the teacher write
"dumbass" in big blue letters on the chalkboard for you and the other kdis
in the SpecialEd class?? You've been using it quite alot the last few
days...you must be so pleased to be expanding your vocabulary. Maybe one
day teacher will teach you how to quote a message without quoting
irrelevant information and how to cut down your corn-fed liberal puking
macloser sig. But until then go back to naptime. Who is running that
liberal sham mailing list?? It can't be you as you're not nearly bright
enough to engineer something like that. Go shuck some corn, fuckchop.

--
^~~~~~~
I have a Fruitopia Cap!!1 <\ Right between my Atari Jaguar and Atari
bond@access.digex.net \> Lynx but somewhat adjacent to OS/2 Warp

4940. MagiCMac Homepage

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-18 00:00:00 UTC
From: zan660@aol.com
Message-ID: <4q6j4b$5nm@newsbf02.news.aol.com>
Source record: 9147

I have just put up a MagiCMac home page, I am looking for ideas, here is the address: http://users.aol.com/zan660/mhome.htm

4941. Re: Only 8 hours left!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-18 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.835114521@gmi.edu>
Source record: 9148

asshole@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

Pinhead, you idiot! You're supposed to be gone!

>> You quote my entire article and *I'm* the dumbass. Who
>> puts on your clothes in the morning? Do you still live with your
>> mom?

>You're ma ma..)

Wow, Sinflop the circus spectacle continues to astound us with his crap.
What kind of response is that!? You are so pathetic! You can't even
post in a human language!

>Nope..I am a sprite drinker. I find pepsi, the commercials and their school
>tactics insulting and immoral..

I can't believe you just said that. You talk about insults and morality?!
But you go out on Usenet and swear at people, make lewd remarks, and
try to create sexual innuendo?! You are a two-faced, hypocrite liar!

>> rest in peace, Ella.

>You're underage lover?

See what I mean?! You are sick, Peter. Truly, truly sick.

/Kevin

4942. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-18 00:00:00 UTC
From: David White <david.white@rd.eng.bbc.co.uk>
Message-ID: <31C6DBF6.7376@rd.eng.bbc.co.uk>
Source record: 9149
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

Simon Hiscox wrote:
>
> Whoever,
>
> Why is this posted here in 'comp.sys.hp.hpux'? Please restrict your postings
> to the appropriate groups. I know of many women who work with HP-UX - they are
> an important and valued part of our community. This posting may offend them.
> It offends me.
>
> Furthermore, this is advertising. Once again, this is not welcomed here.
>
> --I would be stronger than 'it may be offensive'and 'it's advertising'. It is base, immoral, perverted, and corrupting. Will the poster please never darken these groups with such tat again.

-David White
--
//
// These views are my own and do not in any way //
// represent the views of the BBC or the BBC //
// Research and Development Department //
// david.white@rd.eng.bbc.co.uk //
//

4943. Re: You Might be Peter Pinhead if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-18 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.835115263@gmi.edu>
Source record: 9150
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>> Mendicant, you are in no position to belittle other people here, when you
>> are among the mentally challenged.
>>
>> You need help. Go get some, now.

>I need some help in ignoring sorry dumbasses such as yourself..)

Are there any other words you can use besides Dumbass? Has your
miniscule grasp of the English language already run out of words?

>> BattleSphere will rock your world!

>Battlesphere is vapor and most likely exists in your head..

What are you gonna say when we're all playing Battlesphere? Maybe one
of us can take one of those Battlesphere carts and shove it down your
throat.

The only thing here that is vapor is your brain. Now go away.

/Kevin

4944. Re: We Need a New Newsgroup

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-18 00:00:00 UTC
From: ha-user@ux-01.bg.bib.de
Message-ID: <4q65gp$57e@ux-01.bg.bib.de>
Source record: 9151

Hi Bruce,

Bruce Haire (haire@engr.sgi.com) wrote:
: [Erik, that's me, wrote:]
: > Oh well... some of what I've seen replied to Pete's messages didn't quite
: > impress me as being all too intelligent either, let alone the titles of
: > most of the threads here. And yes, I *do* mind. comp.os.ms-windows.
: > advocacy is a more civilized place than this. :-(((

: Well, I'm to blame for the subject lines, and I'll take full
: credit for them, as I love to change them, for entertainment and a
: Peter reaction. However, if you have a better idea on where I can
: follow-up Peter ridiculous posts, please let me know?

Hmm... in the de.* hierarchy, we have a de.alt.flame group for precisely
these purposes, certainly there is something like that outside de.* too?

: > Yeah... but just one question: What the hell is everyone so frustrated about
: > that they need to have a flamewar? I thought Atari users aren't frustrated.
: > Or do you all have Windozes or Macs at work?

: No frustration. We don't like Peter in the regular Atari
: videogame realated newsgroup, so we chase him over to here. He
: fails to provide facts to back up his claims and, as Kevin says,
: he's been here for 2 1/2 year doing the same thing. You can ignore
: him, or confront him. I choose the latter. If it frustrates you
: to read our insulting replies, again, tell us where to go, or kill
: file the lot. There will be no real discussion. Hence I, and others,
: chase him here.

How can I killfile with tin on HP-UX? No-one here seems to know...

: > but reactions like yours are *not* the way to
: > deal with such.

: I think they are. Again, kill file it.

Well, I think they might well be in some *.flame newsgroup, but I do not
feel that way at all in an *.advocacy group (except maybe comp.petey.advocacy)
;-)))

: > You might give proof to what is wrong with them, or
: > failing that you might give reason what you think is wrong with them.
: > But if you start insulting, the thought appears that you don't have any
: > arguments to put against his either.

: It's been done, repeatedly. It does not work. This won't
: either, but I'm having fun doing it, and if you are not a fan of it

: then I *URGE* you to not pay attention to it, and kill file it.

Hey, don't be offended. I'm no one to tell you what you should do.
If most of the folks here feel that it's not the group for Atari attacking
and defending, but for Mr Sinclair-Day bashing, then tell me, everyone,
and I'll go away. But if there are more like me who are unnerved by
the hassle, maybe the right way to go would be transferring the Peter
discussions to another group, or maybe keeping them to one thread in
this group.

: > Hmm... well, I can't really say, but if that is so, then why didn't you
: > try to patiently send an *email* to him in which you state why he is a
: > fungus *each time* he was one? Simply posting a followup saying "you're
: > a piece of shit, go away" doesn't exactly serve the purpose of driving
: > someone away, you know. Everyone, when attacked in public, will try and
: > correct the public's image of himself. And voila: you have the next
: > round in this never-ending battle. :-(

: No, that's called Usenet Entertainment(TM). If you're not a
: fan, go kill file it. And as for email, Peter himself lost an
: account for "emailing" someone 400 times. Please, if you're not up
: on the history of this, stay out of it.

I said in the beginning I'm an outsider and wanted to put things in
perspective. Could you please keep this discussion to one thread
so that in the others there can be an Atari vs. anything discussion?
That would be great enough...

: > Greetings,

: Greetings?! I don't like to sound of that.

I'm sorry, what's so bad about that? I'm from Germany, I don't know
the "sound" it might have to you. I didn't mean anything in particular
by that. If it sounded wrong in any way, I wish to apologize.

Yours,
Erik Meltzer
(melsh94@ux-01.ha.bib.de)

4945. Re: Only 8 hours left!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-18 00:00:00 UTC
From: Bruce Haire <haire@engr.sgi.com>
Message-ID: <31C6EC85.5656@engr.sgi.com>
Source record: 9152

PETER SINCLAIR-DAY wrote:
> You're ma ma..)

Classic "Peter"! Is this the new "dumbass" replacement?

> Nope..I am a sprite drinker. I find pepsi, the commercials and their school
> tactics insulting and immoral..

Bwahahahahahahaha!!!!! You are such an idiot, you defy
description. Please continue with why Pepsi is so bad, yet
John Scully made them what they are today? Are there too many
facts for you to handle yet?

> > rest in peace, Ella.
>
> You're underage lover?

You seem to know alot about sex with underaged folks. Is there
something you're not telling us? BTW it's the Democratic Catholic
priests who are the real enemy's, Peter. Is *that* too much to think
about? If you don't know who Ella is, you may not be an actual earth
derived human. Are you a rodent of some sort?

I want my free cheese, Peter! I know your hiding it in the trash can
you use when you clean the library at night...

--
Where's *MY* free government cheese?!?!

4946. Re: We Need a New Newsgroup

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-18 00:00:00 UTC
From: Bruce Haire <haire@engr.sgi.com>
Message-ID: <31C6EA58.6F59@engr.sgi.com>
Source record: 9153

PETER SINCLAIR-DAY wrote:
> I am still catching up on my e-mail...Your sorry ass is in the que..

Translation: I can't even begin to address any of the numerous flames
and complaints I'm getting with facts... please give me a few
days to come up with another word for dumbass...

I want to know where my free cheese is, Peter?

--
Where's *MY* free government cheese?!?!

4947. Re: So Sinclap still doesn't have a life

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-18 00:00:00 UTC
From: Bruce Haire <haire@engr.sgi.com>
Message-ID: <31C6EB22.6EEA@engr.sgi.com>
Source record: 9154

PETER SINCLAIR-DAY wrote:
> No, because 'you cant spew the truth'...What about multimedia, education,
> publishing and web?

You're ma ma..)

And what do *you* know about those things? Let me answer
for you... "nothing"

> What don't you understand....

How you can post without facts, as well as claim Apple is
in a better position that Atari. Apple == Atari. ;-)

"Peter Sinclair, you are a tosspot; you are a wanker; you are
a very tiny piece of turd."
-The *GREAT* Jeff Minter (Yak)
--
Where's *MY* free government cheese?!?!

4948. Re: We Need a New Newsgroup

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-18 00:00:00 UTC
From: Bruce Haire <haire@engr.sgi.com>
Message-ID: <31C6E991.773C@engr.sgi.com>
Source record: 9155

Hi Erik,

Yes, I agree with your feelings about the current state
of this group. I was hoping that this would be the correct place
to continue to flame Peter for his illogical need to support Apple
in an Atari group. [Funny, Apple and Atari are in the same boat.]
Anyway, I have no idea how you can use kill files in TIN on HP/UX,
having only a small amount of expirence with that OS. You might
want to check out the Help screen to see if it mentions automatic
message filtering or "kill" procedures. If you were running RN,
that would be another story. ;-) Also, we do indeed have lots
of *.flame groups, but the main reason that Peter responds is
due to the fact that the word "Atari" appears in the name of the
group. He would not follow us down to the flame groups for very
long. He needs Atari to fuel his "fire", if you will. Sorry
if this is detracting to the group's charter, but it does seem
like the best place for it.

> : Greetings?! I don't like to sound of that.
>
> I'm sorry, what's so bad about that? I'm from Germany, I don't know
> the "sound" it might have to you. I didn't mean anything in particular
> by that.

My mistake... that is the sign-off that Peter himself has
been using, and I thought you may have been referencing it. ;-)
It gave me reason to "take a second look". Don't mind me, I'm
more into the meta-workings of most of the groups I read.

Regards,

-Bruce

4949. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-18 00:00:00 UTC
From: JEDI
Message-ID: <4q698q$k97@doc.zippo.com>
Source record: 9156

In article , Simon says...
>
>Whoever,
>
>Why is this posted here in 'comp.sys.hp.hpux'? Please restrict your postings
>to the appropriate groups. I know of many women who work with HP-UX - they are
>an important and valued part of our community. This posting may offend them.

Then show them a copy of rn and tell them how to use it.

>It offends me.

Then get a copy of rn and LEARN how to use it.

YOU have absolutely NO excuse for this whining.
YOU SHOULD have more than adequate tools to deal with content that
your fragile sensibilities cannot handle.

Now, enema and valium ads: that would be appropriate...

4950. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-18 00:00:00 UTC
From: JEDI
Message-ID: <4q69mf$kc1@doc.zippo.com>
Source record: 9157

In article , sinclap2954@cobra.uni.edu says...
>
>In article <4pvoc2$4v6@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>>
>> :> Looks like your still in denial Petey. How do you know that the new
>> :> regime will be any better than the old one? And as for these "choices",
>> :> can you name a store that they are available in (a "general" store,
>> :> Mac shops don't count)?
>>
>> :And how do you know otherwise, dumbass? I suggest you take a look at the new
>> :structure and people in place dumbass:)..
>>
>> I didn't say I did. I was just pointing out that neither you nor I have
>> any way of knowing whether or not the new Apple management will be any
>> better than the old one. Not yet at least.
>
>Only time will tell. But Wall ST likes the new moves.

Unless this drives the bean counters into the stores to buy Macs, I'd actually
take this as a BAD sign.

>
>>
>> :MacMall chain has Power and Supermac/Umax..
>> ^^^^^^^
>>
>> Read what I have in parantheses in the last sentence of my above quoted
>> paragraph. BTW I have never seen a MacMall store...any where.
>>
>>
>
>Mac Mall is a retail chain in Southern California. You stated that these
>clones were not sold at retail stores. i pointed out otherwise.

Strange that you can't manage to come up with an example that services
your own region (Iowa presumably). Not all of us live in Southern California.
For the rest of the country that example is meaningless.

4951. Re: Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-18 00:00:00 UTC
From: JEDI
Message-ID: <4q6aa3$kk5@doc.zippo.com>
Source record: 9158

In article , sinclap2954@cobra.uni.edu says...
>
>In article <JEDI.22.31C4C22B@pop.service.ohio-state.edu>, JEDI@pop.service.ohio-state.edu
(JEDI) writes:
>> In article <1996Jun13.193905.55221@cobra.uni.edu> sinclap2954@cobra.uni.edu
>> (PETER SINCLAIR-DAY) writes:
>>>jabba (He who has the big house next to the Dune Sea) speaks..
>>
>>>In article <JEDI.20.31BFA408@pop.service.ohio-state.edu>,
JEDI@pop.service.ohio-state.edu (JEDI) writes:
>>>> In article <1996Jun12.223712.55180@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER
SINCLAIR-DAY) writes:
>> [deletia]
>>>>>It's my job to keep up on in's and out of the Mac platform. I recieve a free
>>>>>subscription of MacWeek for Mac managers. My job and paid for it.
>>>>
>>>> ...and yet never a single k12 app mentioned...
>
>I see your soo involved in your child-species school education jabba. Desktop
>publishing at least in Iowa is becooming standard staple in writing classes.

So, when did typsetting and page layout become germane to good
writing?

>
>>>>
>>
>>>MacPublisher..You're specie needs to pay more attention on earth to comprehend
>>>jabba.
>> I wasn't aware that DTP's were considered K12 apps these days.
>> I guess this means that Pagestream & Calamus are K12 apps as well.
>
>Read above.. Most likely if schools have ST's but don't count on it.

It doesn't matter whether or not the schools have the hardware.
If the program is a K12 app, then it is so.

[jedi deleted this]
>
>>
>>>>>>>> [deletia]
>>>>>>>>>> None. That has been my point. Furthermore the subsequent software
>>>>>>>>>> has been for 040's and PPC's.
>>>>>>>>>>
>>>>>>>>>

>>>>>>>>>Netscape and Mosaic can run off 020 Macs, and yes it would be slow compared to
>>>>>>>>>040 and PPC. The issue is it can run on those antiquated machines.. What part
>>>>>>>>>do you not understand jabba ?
>>>>>>>>
>>>>>>>> The part where you'd actually use an '020 for anything... let alone
>>>>>>>> for 'scape...
>>>>
>>>>>Ones that have old LC's..What part do you not understand?
>>>>
>>>> So.. when have you used old LC's lately?... & were u using them for
>>>> 'scape...
>>
>>>Yes, I have and was running Word..
>>
>> Was this a version of Word made before or after 1985?
>> 'Word' is not saying much...
>
>1995. Word 6.01...

Word 6? ON an LC?

You saw it here folks!

A comment that would get petey-boy laughed out of a MAC advocacy group!

Word 6 has enough problems working upon the platform it was optimised
for. It can bog down an Alpha, nevermind an 020...
[jedi deleted this]

4952. Re: So Sinclap still doesn't have a life

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-18 00:00:00 UTC
From: JEDI
Message-ID: <4q6hes$mio@doc.zippo.com>
Source record: 9159

In article , sinclap2954@cobra.uni.edu says...
>
>In article <31C60043.6956@engr.sgi.com>, Bruce Haire <haire@engr.sgi.com> writes:
>> PETER SINCLAIR-DAY wrote:
>>> Yea right.. What is nonstandard? Sun Unix, Silicon graphics and Solaris?
>>
>> 8-) Nice try. Stick to the consumer electronics, Peter.
>> 'Cus, "you can't handle the truth!"
>
>No, because 'you cant spew the truth'...What about
multimedia
The final and rather late realization that any arbitrary string of bits
is the same as any other arbitrary string of bits regardless of it's
original format.... ....and that computers should come with decent
sound capabilities.
, education,
By your standards and example (I stress the singular), the ST is quite
adequate (so is the Amiga and Apple IIe btw).
>publishing
You muddled this one with education.
and web?
Until you finally learn what HTML and HTTP are, you are in no position to
make web comments of any kind.

4953. Re: Only 8 hours left!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun18.175636.55306@cobra.uni.edu>
Source record: 9160

In article <khaley.835114521@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> asshole@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
> Pinhead, you idiot! You're supposed to be gone!
>
>>> You quote my entire article and *I'm* the dumbass. Who
>>> puts on your clothes in the morning? Do you still live with your
>>> mom?
>
>>You're ma ma..)
>
> Wow, Sinflop the circus spectacle continues to astound us with his crap.
> What kind of response is that!? You are so pathetic! You can't even
> post in a human language!

Oh, please dumbass. Comming from you is as much credibility from Sam T,
dumbass.

>
>>Nope..I am a sprite drinker. I find pepsi, the commercials and their school
>>tactics insulting and immoral..
>
> I can't believe you just said that. You talk about insults and morality?!
> But you go out on Usenet and swear at people, make lewd remarks, and
> try to create sexual innuendo?! You are a two-faced, hypocrite liar!

I don't see the connection kevy..

>>> rest in peace, Ella.
>
>>You're underage lover?
>
> See what I mean?! You are sick, Peter. Truly, truly sick.

In what way, dumbass?

>
> /Kevin
>

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |

|----------|

4954. Re: Is Pinhead gone?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun18.174337.55303@cobra.uni.edu>
Source record: 9161
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <khaley.835106327@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> The second day in a row I login, and I don't see any fresh posts from
> the Sinclapper.
>
> Has he finally gotten the point? Has he finally realized that his spew
> is not wanted here?
>
> No doubt, just like some fungus, he'll return someday. But maybe we
> have won some peace for a while. If so, I will be definitely enjoying
> whatever respite we get from Sincrap.

Nope...Cobra crashed..Sorry to burst your bubble dumbass.

>
> /Kevin
>

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4955. Re: You Might be Peter Pinhead if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun18.174946.55304@cobra.uni.edu>
Source record: 9162
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

```
In article <4q6etf$b2i@access2.digex.net>, bond@access2.digex.net (Sean Connery) writes:
> In article <1996Jun17.225839.55280@cobra.uni.edu>,
> PETER SIMPLY DORK <sinclap2954@cobra.uni.edu> wrote:
>
>>> You need help. Go get some, now.
>>
>>I need some help in ignoring sorry dumbasses such as yourself..)
>>
>>
>>>
>>> --
>>> Sal Manfredonia (hysteria@gti.net)
>>>
>>> BattleSphere will rock your world!
>>
>>Battlesphere is vapor and most likely exists in your head..
>>
>>
>> GREETINGS..
>>|---------------------------------------------------------------------------|
>>| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
>>| University of Northern Iowa |
>>| |
>>| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
>>|---------------------------------------------------------------------------|
>
> Did ya learn a new word in school today, Peter?? Did the teacher write
> "dumbass" in big blue letters on the chalkboard for you and the other kdis
> in the SpecialEd class?? You've been using it quite alot the last few
> days...you must be so pleased to be expanding your vocabulary. Maybe one
> day teacher will teach you how to quote a message without quoting
> irrelevant information and how to cut down your corn-fed liberal puking
> macloser sig. But until then go back to naptime. Who is running that
> liberal sham mailing list?? It can't be you as you're not nearly bright
> enough to engineer something like that. Go shuck some corn, fuckchop.
>
>
>
>
>
>
>
>
```

>
>

Yea, my teacher at one time instructed the use of dumbasses for people like
you, dumbass.

>
> --
> ^~~~~~~
> I have a Fruitopia Cap!!1 <\ Right between my Atari Jaguar and Atari
> bond@access.digex.net \> Lynx but somewhat adjacent to OS/2 Warp
>

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4956. Re: Is Pinhead gone?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun18.175205.55305@cobra.uni.edu>
Source record: 9163
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

```
In article <4q6f9u$bh3@access2.digex.net>, bond@access2.digex.net (Sean Connery) writes:
> In article <khaley.835106327@gmi.edu>, Kevin Haley <khaley@nova.gmi.edu> wrote:
>>The second day in a row I login, and I don't see any fresh posts from
>>the Sinclapper.
>>
>>Has he finally gotten the point? Has he finally realized that his spew
>>is not wanted here?
>>
>>No doubt, just like some fungus, he'll return someday. But maybe we
>>have won some peace for a while. If so, I will be definitely enjoying
>>whatever respite we get from Sincrap.
>
> Probably a system crash. I assume he is like many MacLosers in being
> totally clueless as to the real inner workings of his computer... After
> he wastes $200 at an authorized Apple service center for some dope to
> tighten a screw he'll be back with us...

Nah, dumbass..You have us mixed up with wintel95 users who want to be like
us..Cheap immitation is a for of flattery...

Cobra crashed...

>
> Note Mac people, I said many, not all....which in my experience is 100%
> true.
>
> --
> ^~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
> I have a Fruitopia Cap!!1 <\ Right between my Atari Jaguar and Atari
> bond@access.digex.net \> Lynx but somewhat adjacent to OS/2 Warp
>

GREETINGS..
|-------------------------------------------------------------------------|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
|-------------------------------------------------------------------------|
```

4957. Re: We Need a New Newsgroup

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun18.180301.55307@cobra.uni.edu>
Source record: 9164

In article <31C6EA58.6F59@engr.sgi.com>, Bruce Haire <haire@engr.sgi.com> writes:
> PETER SINCLAIR-DAY wrote:
>> I am still catching up on my e-mail...Your sorry ass is in the que..
>
> Translation: I can't even begin to address any of the numerous flames
> and complaints I'm getting with facts... please give me a few
> days to come up with another word for dumbass...

Interpertation: I have other important matters to tend to and kevy speak is
secondary to tend to. To anwer you asertion dumbass, kevy has been replied to.

>
> I want to know where my free cheese is, Peter?
>
> --
> Where's *MY* free government cheese?!?!

Reagan gutted the program..Take it up with him..

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4958. Re: We Need a New Newsgroup

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-18 00:00:00 UTC
From: Bruce Haire <haire@engr.sgi.com>
Message-ID: <31C74916.7D55@engr.sgi.com>
Source record: 9165

PETER SINCLAIR-DAY wrote:
> Interpertation: I have other important matters to tend to and kevy speak is
^^^^^^^^^^^^^^^^^
> secondary to tend to. To anwer you asertion dumbass, kevy has been replied to.
^^^^^^^^^^^^^^^^^^^^

Being a library janitor is not helping your sentence
structure. Have you thought of a career with, say, a fast
food chain?

> > Where's *MY* free government cheese?!?!
>
> Reagan gutted the program..Take it up with him..

That's the best excuse I've heard a democrapper
come up with. How *dare* you mean-mount Ronald "Mr.
Cheesey" Reagan! I want you to take it back, and
get me my damn free block O' cheese, you damn lying
tax and spender type!!!!

--
Where's *MY* free government cheese?!?!

4959. Re: So Sinclap still doesn't have a life

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun18.181546.55308@cobra.uni.edu>
Source record: 9166

In article <31C6EB22.6EEA@engr.sgi.com>, Bruce Haire <haire@engr.sgi.com> writes:
> PETER SINCLAIR-DAY wrote:
>> No, because 'you cant spew the truth'...What about multimedia, education,
>> publishing and web?
>
> You're ma ma..)
>
> And what do *you* know about those things? Let me answer
> for you... "nothing"
>
>> What don't you understand....
>
> How you can post without facts, as well as claim Apple is
> in a better position that Atari. Apple == Atari. ;-)

Apple sells products dumbass in the tune of over $2billion per quarter. What
part do you not understand?

New Dataquest Study Confirms Apple is No. 1 Worldwide Multimedia PC V (p1 of 7)

Apple Computer
Press Release
June 17, 1996

New Dataquest Study Confirms Apple is No. 1 Worldwide Multimedia PC Vendor for
Second Year in a Row

CUPERTINO, California--June 17, 1996--A recent study by market
researcher Dataquest names Apple Computer, Inc. the No. 1 vendor of
complete multimedia PC desktop systems worldwide for the second year
running, with 18.8 percent of the market. The 1995 worldwide complete
multimedia PC desktop systems shipments were estimated at an
astounding 20.9 million units, slightly more than double the 10.4
New Dataquest Study Confirms Apple is No. 1 Worldwide Multimedia PC V (p2 of 7)
million units shipped in 1994.

Under the leadership of Dr. Gilbert F. Amelio, Apple's new corporate
strategy positions the company in front of the industry's key
"mega-trends": convergence of computers, communications and consumer
electronics; explosive growth in Internet use; and the demand for
media-rich digital content. Apple's proven leadership in multimedia
positions the company well for the future and Apple intends to provide
Macintosh and Mac OS-compatible users with the tools they need to
exploit these trends.

Apple expects to extend this leadership on the desktop to the Internet with our robust interactive media technologies such as QuickTime. QuickTime is Apple's de facto multiplatform industry standard architecture used by multimedia software tools vendors, content creators and production professionals to store, edit and play synchronized video, sound, graphics, text and music through a wide range of media, including CD-ROM and the Internet.

"Apple is committed to continuing to enrich the multimedia experience.
New Dataquest Study Confirms Apple is No. 1 Worldwide Multimedia PC V (p3 of 7)
We will continue to innovate and capture the hearts and minds of our customers and multimedia developers alike," commented Satjiv S. Chahil, senior vice president of Corporate Marketing for Apple. "We're excited about the year ahead: watch for initiatives from Apple that directly and positively impact multimedia developers, consumers and retailers."

The regions outside of North America had the majority of shipments of complete multimedia PC desktop systems for the first time ever in 1995, accounting for 52.4 percent of worldwide shipments, up from 30.9 percent in 1994. These regions include Europe, Japan and Asia/Pacific. The Rest of World regional designation grew a dramatic three-fold from 1.8 percent in 1994 to 6.6 percent in 1995.

"Throughout the world the use of multimedia capable PCs is exploding, double the number of shipments in 1995 from the previous year," said Bruce Ryon, Dataquest's director of multimedia research. "Apple Computer shipped nearly 4 million of those systems, reinforcing Apple's continued leadership in delivering multimedia solutions to the broadest range of customers."
New Dataquest Study Confirms Apple is No. 1 Worldwide Multimedia PC V (p4 of 7)

Apple Computer, Inc., a recognized innovator in the information industry and leader in multimedia technologies, creates powerful solutions based on easy-to-use personal computers, servers, peripherals, software, personal digital assistants and Internet content. Headquartered in Cupertino, California, Apple develops, manufactures, licenses and markets solutions, products, technologies and services for business, education, consumer, entertainment, scientific and engineering and government customers in more than 140 countries.

Press Information Contact:
Ken Smith
Apple Computer, Inc.
(408) 974-5675
email: ken.smith@applelink.apple.com

>
> "Peter Sinclair, you are a tosspot; you are a wanker; you are
> a very tiny piece of turd."

> -The *GREAT* Jeff Minter (Yak)

I remember that quote and used it proudly. Minter is such a dumbass when i told him that his days at Atari were numbered because the Jag flopped the day it reached the market..

> --
> Where's *MY* free government cheese?!?!

Ask Reagan..

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4960. Re: Hey Sincrap!! How 'bout 'dem Apples!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-18 00:00:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <4q7p9d$cir@paul.rutgers.edu>
Source record: 9167

:> Really? Then why when I asked you to comment on Apple's problems
:> a couple posts back did you reply "They're news to me"? Apparently,
:> not only are you a hypocrite, but a *liar* as well.

:You stated that Apple is screwing up and I stated that is news to me. In what
:way has the new team screwed up?

Peter, Peter, Peter...

I said "I heard that Apple wasn't doing very well" meaning that I had
heard that Apple THE COMPANY wasn't doing very well, not that the new
Apple MANAGEMENT wasn't doing very well. And by "not doing very well"
I meant...wait, do I *really* have to explain what it means for a
company not to do very well?? I don't think that I should have to
explain that to a college graduate, so I won't. Of course, whether
or not you are actually a college graduate is open to question since
you apparently don't even know HOW TO READ!!

So when will you get around to explaining how my r.m.misc posts made
me look like a fool? I'm waiting...

* Tom

4961. Re: Hey Sincrap!! How 'bout 'dem Apples!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-19 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <JdKMMdM.brimiller@delphi.com>
Source record: 8990

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>> Apple computer announced a write-off/loss of 1/3 of its net worth in the
>> most recently-reported period, but they're not in trouble.
>
>bri bri is back again. Whats the matter bri bri...After being called a stupid
>fuck in the ST newsgroup by a fellow Atarian, I am surprised you would show
>your sorry ass again:).... Lots of firms have reduced the value of their
>inventory. Atari, DEC and IBM to name a few.

Here in New England, we have a term to describe people whose posts are of
this nature. . . "stupid fahka."

>> Besides, Peter says, we always have Mac clone makers if Apple goes kaput.
>> Hmmm... who will develop the OS?
>
>Claris, PowerComputing, Motorola, UMAX/SuperMac, IBM to name a few..

Yep, that assumes that the sale goes through smoothly after liquidation
proceedings. If 1/3rd of Apple's net worth was obsolete inventory that
was written off (as you incorrectly claim), the company probably would
take months to sell off, with creditors holdingup the sale to try and get
a bigger piece of a tiny, shrivelled pie.

>So where are these TOS clones? How come I can't find a full color double
>spread add? Why are these clone firms selling yeasterdays technology? Why do
>these new yesterday clones cost more than the $1899 PowerComputings PPC
>604-120mhz PowerCenter with a cpu daughterboard?

Find me a double-page, color spread ad for Apple in three years' time outside
of a Mac mag. Assuming Apple's still in business. . .

>Whoa...My Powermac was much cheaper than your 030 Falcon.. The cost is 10% of
>that 10k you stated..i suggest as a citizen to know your facts..

Oh, really? Just how much did you pay for your PowerMac?

BR Miller
Boston, MA

4962. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-19 00:00:00 UTC
From: Joe Doro <joedoro@ix.netcom.com>
Message-ID: <31C89A67.7CA4@ix.netcom.com>
Source record: 8991
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

David White wrote:
>
> Simon Hiscox wrote:
> >
> > Whoever,
> >
> > Why is this posted here in 'comp.sys.hp.hpux'? Please restrict your postings
> > to the appropriate groups. I know of many women who work with HP-UX - they are
> > an important and valued part of our community. This posting may offend them.
> > It offends me.
> >
> > Furthermore, this is advertising. Once again, this is not welcomed here.
> >
> > --I would be stronger than 'it may be offensive'and 'it's advertising'. It is base,
> immoral, perverted, and corrupting. Will the poster please never darken these
> groups with such tat again.
>
> -David White
> --
> //
> // These views are my own and do not in any way //
> // represent the views of the BBC or the BBC //
> // Research and Development Department //
> // david.white@rd.eng.bbc.co.uk //
> //

I agree that this is not the place to post such advertisements, but what makes it " .. base,immoral, perverted,"? and why are you the authority ? Funny but I have this outmoded notion that consenting adults have the right to do what they want. Has something to do with personal freedom.

Joe Doro

4963. Re: We Need a New Newsgroup

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-19 00:00:00 UTC
From: ha-user@ux-01.bg.bib.de
Message-ID: <4q8mlt$f82@ux-01.bg.bib.de>
Source record: 8992

Hi "Jedi",

JEDI wrote:
: In article , ha-user@ux-01.bg.bib.de says...
: >
: >Hi,
: >
: >Kevin Haley (khaley@nova.gmi.edu) wrote:
: [deletia]
: >: The real victims in all this are the people who want to have real
: >: discussion on Atari topics. Instead, they have to deal with all of
: >: this shit. My apologies to them.
: >Do you *have to*? I think you *want to*. I've been reading this group
: >every now and then for about a month now, secretly hoping that it might be

: The content of your post would indicate otherwise.

I beg your pardon? I honestly do not have a clue what you mean to say.

: >I cannot say whether Pete's arguments were or weren't good, and I must say

: Then you really are in no position to critizise; are you?

Hmmm... well, is this newsgroup only for people who've been on it for years?
From its name I suspected that it might be the right place to discuss pros
and cons of Atari computers vs. others, am I wrong? So when I find this
group full of threads whose names are insults to one specific person, I
wonder how come? I haven't got the chance to read the starts of this from
years ago, and I'm in no particular mood hunting through hundreds of
postings quoting each other and adding yet another childish insult, either.

: >that I don't care either... what I want to say is this:
: >Assuming that you are right, and Pete's opinions and arguments are completely
: >and utterly shit -- then what better are you all creating threads with the
: >insults right in the subject? I'd think THAT'S completely and utterly

: Well, you've already yourself admitted that you haven't been paying
: attention, don't care and that you aren't familiar with the content or nature
: of Petey's posts.

I stated that I didn't pay "attention" to your flamewar, yes. I did *not*
state that I didn't care. If I didn't, I would not comment on the topic.
I would unsubscribe the group. I wanted to express the following:
Even *if* his postings are shit, and whether they are or not doesn't matter
for this argument, the way you react to them is *not* better at all.

: If you payed better attention you might no be so 'perplexed'.

Am I perplexed? Hmmm... I'd say no. I'm just wondering whether what goes
on here is the right way to behave in a newsgroup, even *if* it's *.advocacy.
I looked into other *.advocacy groups, namely ms-windows.advocacy, and there
I could find things like "Macs suck" and "Win95 has thrown back IT for years".
Not exactly highly intelligent stuff either, but *lightyears* away from a
flamewar like here. So I posted my thoughts about it, in what I regard as
a polite manner. No need to attack me, I should think?
Again, I could not "pay attention" because I am a newcomer. But is that a
reason to treat me unworthy to express my feelings about the ongoing in this
group?

: You also may have noticed that the 'Slam-subjects' directed at Petey
: originated as demands for support and examples for threads he originated.

Hmmm... do you mean that you (whoever) created a thread for each argument
or opinion of Peter's that you considered wrong? Insulting him as
stupid, in a new thread for each time he maybe was? Cause that's how it
looks like to me.

: >shit as well. OK, maybe he is of a different opinion than you, and OK
: >maybe his arguments are nonsense and objectively wrong (I don't say they
: >are, I say they may be), but reactions like yours are *not* the way to
: >deal with such. You might give proof to what is wrong with them, or

: When rational discourse fails, there is no point in maintaining
: civility. It is wasted effort.

When non-civility fails either, I believe there is no point in maintaining
communication. I believe this is wasted effort then as well.

: Also, burden of support falls on the one who asserts. (namely Petey)

Huh? I don't get you.

: >failing that you might give reason what you think is wrong with them.
: >But if you start insulting, the thought appears that you don't have any
: >arguments to put against his either.

: See, there you go not paying attention again. Rational discourse has
: faded on all sides. It's now a flamewar proper. There are no 'arguments' any
: more. Catch up already...

OK, then could you not agree on leaving the flamewar in one thread, or in as
many as the flamed one creates? I get the feeling that Peter only replies to
whatever insult you come up with against him. And maybe, once in a while,
replies to a post that does not insult him. So the way might be not to insult
him whenever the opportunity arises, but to discuss matters rationally not
with him, but with the other readers of this group, and to keep the flamewar
in one thread. Or maybe to add a "FLAME:" to the subjects of the flame
threads.

I just cannot believe that grown-up persons like you, me, and Peter, can't get
along without rendering a whole newsgroup practically useless. There are
other ways of dealing with ones who are a pain in the ass. Ignoring, for
exapmle. Or, if that fails, complaining to postmaster@his.site. Or, if

that should fail, mailbombing. Or, if that should fail too, killfiling Mr Sinclair-Day. But I don't want to killfile *everyone* here that contributes to Peter-bashing, because I think someone might add useful thoughts to some other discussion here. And, even if you can't believe it, I think Peter might do so too, when given a chance and not brought to rage by insults like yours.

I'm no particular fan of Peter, and some of his comments did strike me as stupid, too... I just don't feel that your reaction to them is appropriate. What I feel appropriate I stated in my original posting, and above. When you have tried all of this, and it didn't work, then why do you overreact like this? Why do you make people feel that "we need a new newsgroup", istead of trying not to waste the old one anymore like you apparently did for the last couple of years?

Yours,
Erik Meltzer
(melsh94@ux-01.ha.bib.de)

4964. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-19 00:00:00 UTC
From: mor@crl.com
Message-ID: <4q7h3f$onr@nntp.crl.com>
Source record: 9168
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Good ol' sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:

>In article <4pvoc2$4v6@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>>
>> :> Looks like your still in denial Petey. How do you know that the new
>> :> regime will be any better than the old one? And as for these "choices",
>> :> can you name a store that they are available in (a "general" store,
>> :> Mac shops don't count)?
>>
>> :And how do you know otherwise, dumbass? I suggest you take a look at the new
>> :structure and people in place dumbass:)..
>>
>> I didn't say I did. I was just pointing out that neither you nor I have
>> any way of knowing whether or not the new Apple management will be any
>> better than the old one. Not yet at least.

>Only time will tell. But Wall ST likes the new moves.

Heh. Time for a reality check Sinclair. Wall Street liked the
Jaguar. A LOT. The stock went from 50 cents to 12 dollars during the
initial months after it's release. Shows you what a useless barometer
they are...

| m.o.r.
|
| Swimmin' in heavy water, buried in the sand
| Happy hearts fall from my stupid hands

4965. Re: You Might be Peter Pinhead if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-19 00:00:00 UTC
From: rjung@netcom.com
Message-ID: <rjungDt8Bqv.99x@netcom.com>
Source record: 9169
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <1996Jun17.225839.55280@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>In article <4q2lmf$1jb@gti.gti.net>, hysteria@gti.net (Sal Manfredonia) writes:
>> You need help. Go get some, now.
>
>I need some help in ignoring sorry dumbasses such as yourself..)

Then go away. Who's making you read this group (and more, post to it) if you dislike the topic and the people? Since you're doing it to yourself, that makes you the ultimate dumbass.

(Of course, the rest of us knew -that- already)

--R.J.

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

4966. Re: You Might be Peter Pinhead if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-19 00:00:00 UTC
From: farren@shore.net
Message-ID: <4q8gvi$cfc@northshore.shore.net>
Source record: 9170
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>Yea, my teacher at one time instructed the use of dumbasses for people like
>you, dumbass.

Too bad she never could instructed you in the use of English, but I
guess that was beyond her power. By the way, did you ever learn to
masturbate? I figured that four or five years would have been enough
time, but I guess I was wrong.

--
Michael J. Farren, Ex-Lemmings Manager | All standard disclaimers apply.
Currently unemployed - know anyone |
looking for a good game programmer? | Are we not Lemmings? If you click
farren@shore.net, farren@well.com | us, do we not ... Oh, no!

4967. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun19.085804.55313@cobra.uni.edu>
Source record: 9171

```
In article <4q69mf$kc1@doc.zippo.com>, JEDI writes:
> In article , sinclap2954@cobra.uni.edu says...
>>
>>In article <4pvoc2$4v6@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth)
writes:
>>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>>>
>>> :> Looks like your still in denial Petey. How do you know that the new
>>> :> regime will be any better than the old one? And as for these "choices",
>>> :> can you name a store that they are available in (a "general" store,
>>> :> Mac shops don't count)?
>>>
>>> :And how do you know otherwise, dumbass? I suggest you take a look at the new
>>> :structure and people in place dumbass:)..
>>>
>>> I didn't say I did. I was just pointing out that neither you nor I have
>>> any way of knowing whether or not the new Apple management will be any
>>> better than the old one. Not yet at least.
>>
>>Only time will tell. But Wall ST likes the new moves.
>
> Unless this drives the bean counters into the stores to buy Macs, I'd actually
> take this as a BAD sign.

Is this jabba speak?

>
>>
>>>
>>> :MacMall chain has Power and Supermac/Umax..
>>> ^^^^^^^
>>>
>>> Read what I have in parantheses in the last sentence of my above quoted
>>> paragraph. BTW I have never seen a MacMall store...any where.
>>>
>>>
>>
>>Mac Mall is a retail chain in Southern California. You stated that these
>>clones were not sold at retail stores. i pointed out otherwise.
>
> Strange that you can't manage to come up with an example that services
> your own region (Iowa presumably). Not all of us live in Southern California.
> For the rest of the country that example is meaningless.
```

He was skeptical that there was no front store had the clone and I stated otherwise. I will not list all I know...As for your remark, I don't give a shit if none is near you jabba..

I am sure that there are other retailers that would carry the Supermac S900. Why not give UMAX a call and ask for the nearest retailer..... As for me its the catalog/mailorder way..

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4968. Re: Atari's can't use the net

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-19 00:00:00 UTC
From: gt7357a@acmez.gatech.edu
Message-ID: <4q93eq$ih0@catapult.gatech.edu>
Source record: 9172

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: I'll tell ya what..Get Lightwave, com program and a game on OS9 and get
back to
: me if it multitasks..None of this shit looking DOS nonsense..

Thats kinda like saying a Amiga 500 can't "multitask" unless
it can run Microsoft Word, Netscape, and Doom95 at the same time....

: GREETINGS..
: |---|
: | Peter Sinclair-Day POWER MACINTOSH 7100/80 |
: | University of Northern Iowa |
: | |
: | Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
: |---|

--
Philip C. Tsao
Georgia Institute of Technology, Atlanta Georgia, 30332
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt7357a
gt7357a@prism.gatech.edu http://www.prism.gatech.edu/~gt7357a

4969. Re: So Sinclap still doesn't have a life

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-19 00:00:00 UTC
From: Bruce Haire <haire@engr.sgi.com>
Message-ID: <31C83B2B.41C6@engr.sgi.com>
Source record: 9173

I win, I win!!!! 8-) Nah-nah, I got Peter to reply with an actual
crApple press release, the bigest, and most informative post of
his life! And *I* made him do it! Now roll over, Peter. Sit. Beg.
Good boy! ;-)

PETER SINCLAIR-DAY wrote:
> Apple sells products dumbass in the tune of over $2billion per quarter. What
> part do you not understand?

That should be; Apple sells dumbass products.

[crApple PR deleted, in which the $2 billion was never mentioned]

> I remember that quote and used it proudly. Minter is such a dumbass when i
> told him that his days at Atari were numbered because the Jag flopped the day
> it reached the market..

You are a *real* psy-kick fee-non-min-numb thar, Peter!
Are you predicting that Windows9X will be the standard OS for the
next ten years? You should, 'cus that's where we're *all" going.
Even crApple made a DOS Mac, true it was a sad little thing that
could barely run Windows, but DOS/Win/Intel are in your future.
I have predicted it!
As far as the Great Jeff Minter goes. Well, he creates
products by writing *great* software. He is a contributor to
the industry. You, on the other hand (pun intended), are just
some loser-user. Unable to create, so you just play the critic.
You have *no* skills.

Where's my cheese, Mr. Hip-Democrate man?!

Oh wait... before I go...

Here's the list of words that will replace "dumbass" in the next
few weeks. BTW, Peter stole (uncreative) the word from Beavis and
Butthead...

dumbass [already overused, but that does not bother Mr. Uncreative]
dillhole
butt burgler
butt munch
asswipe
semprini

Thanks, come again!

--
Where's *MY* free government cheese?!?!

4970. Re: Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun19.115512.55317@cobra.uni.edu>
Source record: 9174

```
In article <4q6aa3$kk5@doc.zippo.com>, JEDI writes:
> In article , sinclap2954@cobra.uni.edu says...
>>
>>In article <JEDI.22.31C4C22B@pop.service.ohio-state.edu>,
JEDI@pop.service.ohio-state.edu (JEDI) writes:
>>> In article <1996Jun13.193905.55221@cobra.uni.edu> sinclap2954@cobra.uni.edu
>>> (PETER SINCLAIR-DAY) writes:
>>>>jabba (He who has the big house next to the Dune Sea) speaks..
>>>
>>>>In article <JEDI.20.31BFA408@pop.service.ohio-state.edu>,
JEDI@pop.service.ohio-state.edu (JEDI) writes:
>>>>> In article <1996Jun12.223712.55180@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER
SINCLAIR-DAY) writes:
>>> [deletia]
>>>>>It's my job to keep up on in's and out of the Mac platform. I recieve a free
>>>>>subscription of MacWeek for Mac managers. My job and paid for it.
>>>>>
>>>>> ...and yet never a single k12 app mentioned...
>>
>>I see your soo involved in your child-species school education jabba. Desktop
>>publishing at least in Iowa is becooming standard staple in writing classes.
>
> So, when did typsetting and page layout become germane to good
> writing?

Jesus....It's been used as a writing tool jabba. Never said it would improve
one's writing for all.

>
>>
>>>>>
>>>
>>>>MacPublisher..You're specie needs to pay more attention on earth to comprehend
>>>>jabba.
>>> I wasn't aware that DTP's were considered K12 apps these days.
>>> I guess this means that Pagestream & Calamus are K12 apps as well.
>>
>>Read above.. Most likely if schools have ST's but don't count on it.
>
> It doesn't matter whether or not the schools have the hardware.
> If the program is a K12 app, then it is so.
>

Yea..so...If the school doesn't use St's, than what is the point?
```

> [jedi deleted this]
>>
>>>
>>>>>>>>> [deletia]
>>>>>>>>>> None. That has been my point. Furthermore the subsequent software
>>>>>>>>>> has been for 040's and PPC's.
>>>>>>>>>>
>>>>>>>>>
>>>>>>>>>>Netscape and Mosaic can run off 020 Macs, and yes it would be slow compared to
>>>>>>>>>>040 and PPC. The issue is it can run on those antiquated machines.. What part
>>>>>>>>>>do you not understand jabba ?
>>>>>>>>>
>>>>>>>>> The part where you'd actually use an '020 for anything... let alone
>>>>>>>>> for 'scape...
>>>>>
>>>>>>Ones that have old LC's..What part do you not understand?
>>>>>
>>>>> So.. when have you used old LC's lately?... & were u using them for
>>>>> 'scape...
>>>
>>>>Yes, I have and was running Word..
>>>
>>> Was this a version of Word made before or after 1985?
>>> 'Word' is not saying much...
>>
>>1995. Word 6.01...
>
> Word 6? ON an LC?
>
> You saw it here folks!
>
> A comment that would get petey-boy laughed out of a MAC advocacy group!
>
> Word 6 has enough problems working upon the platform it was optimised
> for. It can bog down an Alpha, nevermind an 020...

No, I was using Word on a LCIII. The LCIII uses a 32 bit bus and has a 25mhz
68030. Kind of tolerable.

> [jedi deleted this]

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4971. Re: We Need a New Newsgroup

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun19.120727.55320@cobra.uni.edu>
Source record: 9175

In article <31C74916.7D55@engr.sgi.com>, Bruce Haire <haire@engr.sgi.com> writes:
> PETER SINCLAIR-DAY wrote:
>> Interpertation: I have other important matters to tend to and kevy speak is
> ^^^^^^^^^^^^^^^^^
>> secondary to tend to. To anwer you asertion dumbass, kevy has been replied to.
> ^^^^^^^^^^^^^^^^^^^
> Being a library janitor is not helping your sentence
> structure. Have you thought of a career with, say, a fast

> food chain?

He he he..Looks like you have no argument to counter. I do not dwell on my
sentence structure here...

>
>> > Where's *MY* free government cheese?!?!
>>
>> Reagan gutted the program..Take it up with him..
>
> That's the best excuse I've heard a democrapper
> come up with. How *dare* you mean-mount Ronald "Mr.
> Cheesey" Reagan! I want you to take it back, and
> get me my damn free block O' cheese, you damn lying
> tax and spender type!!!!

As I recal Dole was the Chairman of the Senate Finance Committee that wrote the
tax policies in Reagan's first term...

>
> --
> Where's *MY* free government cheese?!?!

As I said, take it up with Reagan..

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4972. Re: So Sinclap still doesn't have a life

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun19.120108.55318@cobra.uni.edu>
Source record: 9176

jabba spoke the following religious speal..

In article <4q6hes$mio@doc.zippo.com>, JEDI writes:
> In article , sinclap2954@cobra.uni.edu says...
>>
>>In article <31C60043.6956@engr.sgi.com>, Bruce Haire <haire@engr.sgi.com> writes:
>>> PETER SINCLAIR-DAY wrote:
>>>> Yea right.. What is nonstandard? Sun Unix, Silicon graphics and Solaris?
>>>
>>> 8-) Nice try. Stick to the consumer electronics, Peter.
>>> 'Cus, "you can't handle the truth!"
>>
>>No, because 'you cant spew the truth'...What about
> multimedia
> The final and rather late realization that any arbitrary string of bits
> is the same as any other arbitrary string of bits regardless of it's
> original format.... ....and that computers should come with decent
> sound capabilities.
> , education,
> By your standards and example (I stress the singular), the ST is quite
> adequate (so is the Amiga and Apple IIe btw).

What went for the Apple II was the software base that the ST could not match.
Granted that the ST hardware was superior, but it was the software that doomed
the ST. g

>>publishing
> You muddled this one with education.
> and web?
> Until you finally learn what HTML and HTTP are, you are in no position to
> make web comments of any kind.

Because of your lousy formatting I can't comprehend jabba speak. What were you
saYING ABOUT HTML AND HTTP?

Could you please speak sense jabba speak? Could you translate in what is on
your mind about multimedia?

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4973. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun19.120436.55319@cobra.uni.edu>
Source record: 9177
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <4q7h3f$onr@nntp.crl.com>, mor@crl.com (Master of Reality) writes:
> Good ol' sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>
>>In article <4pvoc2$4v6@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth)
writes:
>>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>>>
>>> :> Looks like your still in denial Petey. How do you know that the new
>>> :> regime will be any better than the old one? And as for these "choices",
>>> :> can you name a store that they are available in (a "general" store,
>>> :> Mac shops don't count)?
>>>
>>> :And how do you know otherwise, dumbass? I suggest you take a look at the new
>>> :structure and people in place dumbass:)..
>>>
>>> I didn't say I did. I was just pointing out that neither you nor I have
>>> any way of knowing whether or not the new Apple management will be any
>>> better than the old one. Not yet at least.
>
>>Only time will tell. But Wall ST likes the new moves.
>
> Heh. Time for a reality check Sinclair. Wall Street liked the
> Jaguar. A LOT. The stock went from 50 cents to 12 dollars during the
> initial months after it's release. Shows you what a useless barometer
> they are...

What does the jag have to do with Macs? From what I read, Wall ST may have
liked the Jag but did question Atari's ability to make the Jag a success.
Apple's current situation is to change their business model to make money not
from a lack of demand of the Mac. Apple sells over $2 billion per quarter...

>
> | m.o.r.
> |
> | Swimmin' in heavy water, buried in the sand
> | Happy hearts fall from my stupid hands
>

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |

|----------|

4974. Re: You Might be Peter Pinhead if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun19.121223.55321@cobra.uni.edu>
Source record: 9178
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <4q8gvi$cfc@northshore.shore.net>, farren@shore.net (Mike Farren) writes:
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
>
>>Yea, my teacher at one time instructed the use of dumbasses for people like
>>you, dumbass.
>
> Too bad she never could instructed you in the use of English, but I
> guess that was beyond her power. By the way, did you ever learn to
> masturbate? I figured that four or five years would have been enough
> time, but I guess I was wrong.

Yea, you must of not been paying attention in the marketing class in regards to
the Amiga. Any dumbass would know if you don't let the world know through
evangilism and marketing thaT THE Amiga would fail regardless of how awesome
the Amiga was in its time, dumbass. You have the audacity to show your sorry
ass here considering that as a C= employee that you were responsible for the
demise of the Amiga, DUMBASS.. What part do you not undserstand.....)

>
> --
> Michael J. Farren, Ex-Lemmings Manager | All standard disclaimers apply.
> Currently unemployed - know anyone |
> looking for a good game programmer? | Are we not Lemmings? If you click
> farren@shore.net, farren@well.com | us, do we not ... Oh, no!

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

4975. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-19 00:00:00 UTC
From: zeke@quicklink.net
Message-ID: <zeke-1906961252220001@138.26.198.46>
Source record: 9179
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <4q0oel$eq@nw003.infi.net>, yomomma@infi.net
(cds@mid-night.com) wrote:

> Midnight Escape's 1st 8,000+ file CELEBRITY/Misc Model ADULT CDROM
> (BIGGEST & BEST affordable stars/model CD-ROM you will find! Guaranteed!)
>
> -=-Web orders: www.mid-night.com (Check, Credit Cards, First Virtual)-=-
> ** For phone orders (USA number) 804-686-1271
> Order via BBS 804-686-3062 (email: cds@mid-night.com)
> $24 each (plus $2 shipping, $5 shipping outside USA)

Hey, I don't see a nude picture of an atari anywhere on that list,
maybe then the people here would be interested. Go post in some smut
group.

4976. Re: You Might be Peter Pinhead if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-19 00:00:00 UTC
From: Bruce Haire <haire@engr.sgi.com>
Message-ID: <31C8518F.31DF@engr.sgi.com>
Source record: 9180

PETER SINCLAIR-DAY wrote:
> Yea, you must of not been paying attention in the marketing class in regards to
> the Amiga. Any dumbass would know if you don't let the world know through
> evangilism and marketing thaT THE Amiga would fail regardless of how awesome
> the Amiga was in its time, dumbass. You have the audacity to show your sorry
> ass here considering that as a C= employee that you were responsible for the
> demise of the Amiga, DUMBASS.. What part do you not undserstand.....)

"I am interested in a Amiga 2000 System with GVP hardware.
Send me your best offers." - Peter Synclavier

"crApple Jihad..not as Powerful as Iran, but equaly fanatical!"
-- Paraphrase of Pete S-D

--
Where's *MY* free government cheese?!?!

4977. Re: Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-19 00:00:00 UTC
From: Bruce Haire <haire@engr.sgi.com>
Message-ID: <31C85287.237C@engr.sgi.com>
Source record: 9181

PETER SINCLAIR-DAY wrote:
> Jesus....It's been used as a writing tool jabba. Never said it would improve
> one's writing for all.

Jesus(TM) the latest writing tool from Claris.

> No, I was using Word on a LCIII. The LCIII uses a 32 bit bus and has a 25mhz
> 68030. Kind of tolerable.

Yes. epecially if you like small underpowered boxes without
any room for expansion.

--
Where's *MY* free government cheese?!?!

4978. Re: We Need a New Newsgroup

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-19 00:00:00 UTC
From: Bruce Haire <haire@engr.sgi.com>
Message-ID: <31C85329.2F1C@engr.sgi.com>
Source record: 9182

PETER SINCLAIR-DAY wrote:
> He he he..Looks like you have no argument to counter. I do not dwell on my
> sentence structure here...

Or anywhere, for that matter.

"crApple Jihad..not as Powerful as Iran, but equaly fanatical!"

> > Where's *MY* free government cheese?!?!
>
> As I said, take it up with Reagan..

Why are you talking to my .sig? Are you Peter or something?

Internut-democratz-requezt@webcam.com / Type 'taxNspend' in body of
message

--
Where's *MY* free government cheese?!?!

4979. A Time and a Place

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-19 00:00:00 UTC
From: jnorton@ra
Message-ID: <4q9l48$4mf@thoth.nilenet.com>
Source record: 9183

I dislike certain types of posts as much as some others. They make it very difficult to enjoy the Atari usenet newgroups. One poster's insipidy can quickly depress this helpful and lively group.

The worrisome part of this business is the use of *violent profanity* when discussing childrens educational issues. How does one respond to violent, profane verbal bashing? On the 'net (assuming no one wants their freedom of speech curtailed) the best method is to completely ignore the poster. This is hard to do. Even discussing the poster's actions may only excite him or her the more.

If the issue is improving the lives of children through technology, then we should, at the very least, make the computer help sections of the 'net a fairly safe area for the kids. (Assuming they may want a say in their destiny!)

And, so what if Gary Kildale used the "office analogy" to make GEM so easy to use and it was such a failure in the IBM compatible world and such a hit (with TOS) in the Atari world. And, so what if the Mac mouse only has one button and you have to keep your finger on it when trying to decide just exactly what you want to select from the menu . And, so what if Windows.xx still uses the "tree" directory approach to file management and most people still don't understand it. And, what is Oracle and why do I want to know? Is it really the future. (Didn't want you to think I was limited here.)

Confused in the USA.........

4980. Re: A Time and a Place

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-19 00:00:00 UTC
From: Bruce Haire <haire@engr.sgi.com>
Message-ID: <31C87364.4487@engr.sgi.com>
Source record: 9184

Any relation to the man behind the ubiquitous Utilities program?

John Norton wrote:
> How does one respond to
> violent, profane verbal bashing? On the 'net (assuming no one wants
> their freedom of speech curtailed) the best method is to completely
> ignore the poster. This is hard to do. Even discussing the poster's
> actions may only excite him or her the more.

You don't. Once people start using foul language, facts and
understanding go out the door. Best to ignore it, or kill file it,
if you have the option. It is hard to do at first, but with
tollerance comes knowledge that no matter what you try, you can't
change someone's mind for them. Confrontation is best left to
those who enjoy such behaviour.

> If the issue is improving the lives of children through technology,
> then we should, at the very least, make the computer help sections of
> the 'net a fairly safe area for the kids. (Assuming they may want a
> say in their destiny!)

Is c.s.a.a a "help"
section? I thought it was for advocacy
and anti-advocacy of the topic systems and related issues. The net
is just like any other place in our world. It may be dangerous in
some places, and pleasent in others. It is up to the *parents* to
decide for their offspring where to go, and where not to go. If
you mean "safety" from observing "bad" words... I have news for you.
No one can protect their kids from that. It happens at their schools,
in the playground, and anywhere where young minds play. To say that
we must "clean up the net" to "protect the children" is wrong. Let
the parents buy "safe" software to clean up their own screens. I
refuse to live in a child-centered world. If you disagree, then
I will use bad words against you. It's just words. Nothing more.
The Internet is not Disney Land, thankfully.

> And, what is Oracle
> and why do I want to know? Is it really the future.

Well, from watching Triumph Of The Nerds on PBS, it looks to
be something I've always wanted. Full high-speed Internet access
from home (no more wimpy 28.8k) without the need to go down to the
local computer store to buy some bits on a disk in a cardboard box.
Instant OS and App updates via the net. *That* is the future. I
hope. ;-) I thought I would have to plunk down and finally get a
PC. If Larry Ellison turns out to be correct, I can still hate the

PC, and get decent access to info, from home, without feeding Bill Gates' wealth machine. I'm keeping my eye on Oracle...

These are my opinions. Thank you for reading them. Feel free to add your own. It's fun! ;-)

Regards,

--
Where's *MY* free government cheese?!?!

4981. Re: Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-19 00:00:00 UTC
From: JEDI
Message-ID: <4q9o2s$2kj@doc.zippo.com>
Source record: 9185

```
In article , sinclap2954@cobra.uni.edu says...
>
>In article <4q6aa3$kk5@doc.zippo.com>, JEDI writes:
>> In article , sinclap2954@cobra.uni.edu says...
>>>
>>>In article <JEDI.22.31C4C22B@pop.service.ohio-state.edu>,
JEDI@pop.service.ohio-state.edu (JEDI) writes:
>>>> In article <1996Jun13.193905.55221@cobra.uni.edu> sinclap2954@cobra.uni.edu
>>>> (PETER SINCLAIR-DAY) writes:
>>>>>jabba (He who has the big house next to the Dune Sea) speaks..
>>>>
>>>>>In article <JEDI.20.31BFA408@pop.service.ohio-state.edu>,
JEDI@pop.service.ohio-state.edu (JEDI) writes:
>>>>>> In article <1996Jun12.223712.55180@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER
SINCLAIR-DAY) writes:
>>>> [deletia]
>>>>>>>It's my job to keep up on in's and out of the Mac platform. I recieve a free
>>>>>>>subscription of MacWeek for Mac managers. My job and paid for it.
>>>>>>
>>>>>> ...and yet never a single k12 app mentioned...
>>>
>>>I see your soo involved in your child-species school education jabba. Desktop
>>>publishing at least in Iowa is becooming standard staple in writing classes.
>>
>> So, when did typsetting and page layout become germane to good
>> writing?
>
>Jesus....It's been used as a writing tool jabba. Never said it would improve
>one's writing for all.

So, this example is really rather superfluous. The DTP's could be ripped
away from the kiddies and the only real effect would be to make the teacher's
life harder. S/he would have to deal with script again...

Although general familiarity with DTP programs may be constructive,
it does nothing to further the goals commonly associated with an english class.
Also, for text authoring, it's overkill.

Great example petey-boy.

>
>
>>
>>>
>>>>>
```

>>>>
>>>>>MacPublisher..You're specie needs to pay more attention on earth to comprehend
>>>>>jabba.
>>>> I wasn't aware that DTP's were considered K12 apps these days.
>>>> I guess this means that Pagestream & Calamus are K12 apps as well.
>>>
>>>Read above.. Most likely if schools have ST's but don't count on it.
>>
>> It doesn't matter whether or not the schools have the hardware.
>> If the program is a K12 app, then it is so.
>>
>
>Yea..so...If the school doesn't use St's, than what is the point?

Emacs could serve the same purpose as well as any other cut/paste
capable text editor on a plethora of platforms.

As a K12 app, it is rather weak. The application is so generic and trivial
wrt to processor power as to make the extra expenditure on newer hardware
quite wastefull.

>
>> [jedi deleted this]
[jedi deleted this]
>>>>>Yes, I have and was running Word..
>>>>
>>>> Was this a version of Word made before or after 1985?
>>>> 'Word' is not saying much...
>>>
>>>1995. Word 6.01...
>>
>> Word 6? ON an LC?
>>
>> You saw it here folks!
>>
>> A comment that would get petey-boy laughed out of a MAC advocacy group!
>>
>> Word 6 has enough problems working upon the platform it was optimised
>> for. It can bog down an Alpha, nevermind an 020...
>
>No, I was using Word on a LCIII. The LCIII uses a 32 bit bus and has a 25mhz
>68030. Kind of tolerable.

It's not something I would try myself... seeing what microshaft software
can do to Pentium class machines...

Would you tolerate it?

>
>> [jedi deleted this]

4982. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-19 00:00:00 UTC
From: JEDI
Message-ID: <4q9j6v$vc@doc.zippo.com>
Source record: 9186

In article , sinclap2954@cobra.uni.edu says...
>
>In article <4q69mf$kc1@doc.zippo.com>, JEDI writes:
>> In article , sinclap2954@cobra.uni.edu says...
>>>
>>>In article <4pvoc2$4v6@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth)
writes:
>>>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
[jedi deleted this]
>>>> I didn't say I did. I was just pointing out that neither you nor I have
>>>> any way of knowing whether or not the new Apple management will be any
>>>> better than the old one. Not yet at least.
>>>
>>>Only time will tell. But Wall ST likes the new moves.
>>
>> Unless this drives the bean counters into the stores to buy Macs, I'd actually
>> take this as a BAD sign.
>
>Is this jabba speak?

You alledge to be educated; figure it out.
>
>>
>>>
>>>>
>>>> :MacMall chain has Power and Supermac/Umax..
>>>> ^^^^^^^
>>>>
>>>> Read what I have in parantheses in the last sentence of my above quoted
>>>> paragraph. BTW I have never seen a MacMall store...any where.
>>>>
>>>>
>>>
>>>Mac Mall is a retail chain in Southern California. You stated that these
>>>clones were not sold at retail stores. i pointed out otherwise.
>>
>> Strange that you can't manage to come up with an example that services
>> your own region (Iowa presumably). Not all of us live in Southern California.
>> For the rest of the country that example is meaningless.
>
>He was skeptical that there was no front store had the clone and I stated
>otherwise. I will not list all I know...As for your remark, I don't give a
>shit if none is near you jabba..

Actually, I was implying that noone was near YOU. If you had half a brain, some education, & the ability to pay attention you may have noticed that.

Cali. is nowhere near YOU are.

I, however am driving distance away from 7+ metro cities with populations exceeding 1 million. If there are no Mac clones available in these parts, there are quite a few people being left out of Apple's marketing plans. Although this is not altogether unusual [for apple].

This also bears too much similarity to the state of Atari in these parts.
>
>I am sure that there are other retailers that would carry the Supermac S900.
>Why not give UMAX a call and ask for the nearest retailer..... As for me its
>the catalog/mailorder way..

Mailorder eh? Sounds like the mac advocate has no storefront support for the machines he advocates.

4983. Re: Pete is allergic to (non-lame) examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-19 00:00:00 UTC
From: JEDI
Message-ID: <4q9o3a$2ko@doc.zippo.com>
Source record: 9187

In article , sinclap2954@cobra.uni.edu says...
>
>In article <4q6aa3$kk5@doc.zippo.com>, JEDI writes:
>> In article , sinclap2954@cobra.uni.edu says...
>>>
>>>In article <JEDI.22.31C4C22B@pop.service.ohio-state.edu>,
JEDI@pop.service.ohio-state.edu (JEDI) writes:
>>>> In article <1996Jun13.193905.55221@cobra.uni.edu> sinclap2954@cobra.uni.edu
>>>> (PETER SINCLAIR-DAY) writes:
>>>>>jabba (He who has the big house next to the Dune Sea) speaks..
>>>>
>>>>>In article <JEDI.20.31BFA408@pop.service.ohio-state.edu>,
JEDI@pop.service.ohio-state.edu (JEDI) writes:
>>>>>> In article <1996Jun12.223712.55180@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER
SINCLAIR-DAY) writes:
>>>> [deletia]
>>>>>>>It's my job to keep up on in's and out of the Mac platform. I recieve a free
>>>>>>>subscription of MacWeek for Mac managers. My job and paid for it.
>>>>>>
>>>>>> ...and yet never a single k12 app mentioned...
>>>
>>>I see your soo involved in your child-species school education jabba. Desktop
>>>publishing at least in Iowa is becooming standard staple in writing classes.
>>
>> So, when did typsetting and page layout become germane to good
>> writing?
>
>Jesus....It's been used as a writing tool jabba. Never said it would improve
>one's writing for all.

So, this example is really rather superfluous. The DTP's could be ripped
away from the kiddies and the only real effect would be to make the teacher's
life harder. S/he would have to deal with script again...

Although general familiarity with DTP programs may be constructive,
it does nothing to further the goals commonly associated with an english class.
Also, for text authoring, it's overkill.

Great example petey-boy.

>
>
>>
>>>
>>>>>

>>>>
>>>>>MacPublisher..You're specie needs to pay more attention on earth to comprehend
>>>>>jabba.
>>>> I wasn't aware that DTP's were considered K12 apps these days.
>>>> I guess this means that Pagestream & Calamus are K12 apps as well.
>>>
>>>Read above.. Most likely if schools have ST's but don't count on it.
>>
>> It doesn't matter whether or not the schools have the hardware.
>> If the program is a K12 app, then it is so.
>>
>
>Yea..so...If the school doesn't use St's, than what is the point?

Emacs could serve the same purpose as well as any other cut/paste
capable text editor on a plethora of platforms.

As a K12 app, it is rather weak. The application is so generic and trivial
wrt to processor power as to make the extra expenditure on newer hardware
quite wastefull.

>
>> [jedi deleted this]
[jedi deleted this]
>>>>>Yes, I have and was running Word..
>>>>
>>>> Was this a version of Word made before or after 1985?
>>>> 'Word' is not saying much...
>>>
>>>1995. Word 6.01...
>>
>> Word 6? ON an LC?
>>
>> You saw it here folks!
>>
>> A comment that would get petey-boy laughed out of a MAC advocacy group!
>>
>> Word 6 has enough problems working upon the platform it was optimised
>> for. It can bog down an Alpha, nevermind an 020...
>
>No, I was using Word on a LCIII. The LCIII uses a 32 bit bus and has a 25mhz
>68030. Kind of tolerable.

It's not something I would try myself... seeing what microshaft software
can do to Pentium class machines...

Would you tolerate it?

>
>> [jedi deleted this]

4984. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-19 00:00:00 UTC
From: JEDI
Message-ID: <4q9oo8$2ns@doc.zippo.com>
Source record: 9188

In article , sinclap2954@cobra.uni.edu says...
>
>In article <4q7h3f$onr@nntp.crl.com>, mor@crl.com (Master of Reality) writes:
>> Good ol' sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>>
>>>In article <4pvoc2$4v6@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth)
writes:
>>>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
[jedi deleted this]
>>>> I didn't say I did. I was just pointing out that neither you nor I have
>>>> any way of knowing whether or not the new Apple management will be any
>>>> better than the old one. Not yet at least.
>>
>>>Only time will tell. But Wall ST likes the new moves.
>>
>> Heh. Time for a reality check Sinclair. Wall Street liked the
>> Jaguar. A LOT. The stock went from 50 cents to 12 dollars during the
>> initial months after it's release. Shows you what a useless barometer
>> they are...
>

Petey-boy should be glad that his graduate advisor is not around to see
his [petey's] stupidity.

>What does the jag have to do with Macs? From what I read, Wall ST may have

Assertion: Wall ST acceptance implies a company is viable

Fact: Wall ST approved of Atari immediately after the release of the Jaguar.

Point: Fact contradicts assertion.

Conclusion: Assertion not universally true.

Implication: Assertion may not be true for Apple.

>liked the Jag but did question Atari's ability to make the Jag a success.
>Apple's current situation is to change their business model to make money not
>from a lack of demand of the Mac. Apple sells over $2 billion per quarter...

Atari had it's name and past success as well as quite a bit of lead time.
Yet they did not take advantage of them.
Apple is no less capable of making stupid mistakes. Their current crisis
is an indication of this. New idiots at the top are no guarantee that Apple's
'situation' will improve.

Until their is new evidence to base a conclusion on, we can only use what is present.

What is present is far from promising.

4985. Re: So Sinclap still doesn't have a life (no brain either)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-19 00:00:00 UTC
From: JEDI
Message-ID: <4q9pe8$2v4@doc.zippo.com>
Source record: 9189

```
In article , sinclap2954@cobra.uni.edu says...
>
>jabba [that vile outlander gangster who swiped a monastery]
spoke the following religious speal..

Name at least 1 religion that gives equal consideration
to competitors.

>
>In article <4q6hes$mio@doc.zippo.com>, JEDI writes:
>> In article , sinclap2954@cobra.uni.edu says...
>>>
>>>In article <31C60043.6956@engr.sgi.com>, Bruce Haire <haire@engr.sgi.com> writes:
>>>> PETER SINCLAIR-DAY wrote:
>>>>> Yea right.. What is nonstandard? Sun Unix, Silicon graphics and Solaris?
>>>>
>>>> 8-) Nice try. Stick to the consumer electronics, Peter.
>>>> 'Cus, "you can't handle the truth!"
>>>
>>>No, because 'you cant spew the truth'...What about
>> multimedia
>> The final and rather late realization that any arbitrary string of bits
>> is the same as any other arbitrary string of bits regardless of it's
>> original format.... ....and that computers should come with decent
>> sound capabilities.
>> , education,
>> By your standards and example (I stress the singular), the ST is quite
>> adequate (so is the Amiga and Apple IIe btw).
>
>What went for the Apple II was the software base that the ST could not match.

Reread the text petey-boy. A PDP-11 and a few DEC terminals could manage
the K12 app (I again stress the singular) that you have mentioned thus far.

>Granted that the ST hardware was superior, but it was the software that doomed
>the ST.

You have yet to make substantive mention of this.

>
>>>publishing
>> You muddled this one with education.
>> and web?
>> Until you finally learn what HTML and HTTP are, you are in no position to
>> make web comments of any kind.
>
```

>Because of your lousy formatting I can't comprehend jabba speak. What were you
>saYING ABOUT HTML AND HTTP?
>
>Could you please speak sense jabba speak? Could you translate in what is on
>your mind about multimedia?

Translation for the stupid: You are ignorant and functionally illiterate.

4986. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-20 00:00:00 UTC
From: Steve <krunch@intac.com>
Message-ID: <4qacve$cac@uucp.intac.com>
Source record: 8993
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Apple sells over $2 billion per quarter...

But one must ask himself, WHO THE FUCK GIVES A SHIT, ESPECIALLY
IN AN ATARI NEWS GROUP YOU FUCKING MORON!!!!

Greetings

Steve

4987. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-20 00:00:00 UTC
From: leinberger@axp621.gsi.de
Message-ID: <4qbjck$1a0g@rs18.hrz.th-darmstadt.de>
Source record: 8994
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

But still, if I could "pic" for free any little machine from the 8000-AXP family for my garage, even if "nude" (ie missing sidepanels) it would be a "celebrity" ;-))

And PLEASE now stop this stupid thread, will you?

Uwe

4988. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-20 00:00:00 UTC
From: schumach@convex.com
Message-ID: <4qbn22$3pk@flare.convex.com>
Source record: 8995
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

>> > --I would be stronger than 'it may be offensive'and 'it's advertising'. It is base,
>> immoral, perverted, and corrupting. Will the poster please never darken these
>> groups with such tat again.

> I agree that this is not the place to post such advertisements, but what makes it " ..
> base,immoral, perverted,"?

All postings to inappropriate newsgroups are immoral, perverted, and corrupting.
Their content is irrelevant.

4989. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-20 00:00:00 UTC
From: dbaseley@cartech.com
Message-ID: <4qbql8$cq@ns2.ptd.net>
Source record: 8996
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

Simon Hiscox <c830987@powers.phoenix.telecom.com.au> wrote:

>Whoever,

>Why is this posted here in 'comp.sys.hp.hpux'? Please restrict your postings
>to the appropriate groups.

1) You, of course, _realize_ that by responding to this message you
are also crossposting, right?

2) The morality or lack thereof should not be the issue; the issue is
massively cross-posted advertisements of any type, especially those
appearing in inappropriate newsgroups.

3) See news.admin.net-abuse.misc for more on how to combat this spam.

4) Terminate this thread! Give it no more reason to exist. Start a
new one if you must, but this discussion really does not belong here.

Dave Baseley

4990. Re: You Might be Peter Pinhead if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-20 00:00:00 UTC
From: farren@shore.net
Message-ID: <4qc63t$1t1@northshore.shore.net>
Source record: 8997
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>Yea, you must of not been paying attention in the marketing class in regards to
>the Amiga.

I wasn't in marketing.

> Any dumbass would know if you don't let the world know through
>evangilism and marketing thaT THE Amiga would fail regardless of how awesome
>the Amiga was in its time, dumbass.

I wasn't in marketing. But I *did* learn English.

> You have the audacity to show your sorry
>ass here considering that as a C= employee that you were responsible for the
>demise of the Amiga, DUMBASS.. What part do you not undserstand.....)

How you've managed to survive beyond childhood. Usually, it takes a
minimum amount of intelligence.

So - you never *did* learn to masturbate, did you?

--
Michael J. Farren, Ex-Lemmings Manager | All standard disclaimers apply.
Currently unemployed - know anyone |
looking for a good game programmer? | Are we not Lemmings? If you click
farren@shore.net, farren@well.com | us, do we not ... Oh, no!

4991. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-20 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <31c9b233.440651@news.airtime.co.uk>
Source record: 8998
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

On Wed, 19 Jun 1996 19:25:11 -0500, Joe Doro <joedoro@ix.netcom.com>
wrote:

>> > --I would be stronger than 'it may be offensive'and 'it's advertising'. It is base,
>> immoral, perverted, and corrupting. Will the poster please never darken these
>> groups with such tat again.
>>

> I agree that this is not the place to post such advertisements, but what makes it " ..
> base,immoral, perverted,"? and why are you the authority ? Funny but I have this
>outmoded notion that consenting adults have the right to do what they want. Has
>something to do with personal freedom.

and what makes YOU think that everyone reading the newsgroup is a
consenting adult ??? postings should take into consideration that
minors have just as much access to these newsgroups as your consenting
adults do, the internet does no have a "18 only" sign at the front
door, would you post a sex advert somewhere you kew minors would have
access to it?,
I have this personal freedom you speak of, but I dont think it
stretches to immoral perverted indecency,

Cheers...........!ynoT Tony Greenwood
stosser@airtime.co.uk http://www.airtime.co.uk/users/stosser

Accrington, Lancashire, England

4992. Fuck Sinclap! Atari Rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-20 00:00:00 UTC
From: crusader@mo.net
Message-ID: <31c9b256.9311160@news.mo.net>
Source record: 8999

Fuck it all! Sinclap is bad! And he's evil, naughty vile!

Hey Sinclap! Yer mommas so wide, last night I lost my watch in her twat, tell her to give it back!

4993. Re: We Need a New Newsgroup

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-20 00:00:00 UTC
From: crusader@mo.net
Message-ID: <31c9b092.8864126@news.mo.net>
Source record: 9000

Perhaps we could organize some sort of retaliation against him.

On 13 Jun 96 19:58:01 GMT, khaley@nova.gmi.edu (Kevin Haley) wrote:

>I think we need a comp.sys.atari.bash.that.whipping.boy.peter.sinclair-day.
>
>The rest of the Atari groups should become moderated so we can leave the
>others in peace and use this group to bash our favorite whipping boy.
>
>Can't say that I mind all this flamage. It's really funny to see everyone
>flogging the whipping boy! Boy, what a doofus! He looks dumber and
>dumber with every post! If he had an ounce of brain he might be
>dangerous.
>
>If you haven't done so, flame PeePee! Trust me, getting frustration out
>like this feels good! And he's such an easy target.
>
>The real victims in all this are the people who want to have real
>discussion on Atari topics. Instead, they have to deal with all of
>this shit. My apologies to them.
>
>And no, ignoring Sincrap doesn't make him go away. We've tried that
>before. He's been a fungus on these groups for almost 2 1/2 years now.
>
>/Kevin
>

4994. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-20 00:00:00 UTC
From: Tom Lamparty <lamparty@telerama.lm.com>
Message-ID: <Pine.BSD.3.91.960620215705.11839C-100000@epicycle.lm.com>
Source record: 9001
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

Please kill this thread, as the rest of us are as tired of reading about it, as we were annoyed by the original SPAMMER! Nuff said?

Tom Lamparty lamparty@telerama.lm.com|Sysop NEOSTAG BBS (216)792-2580
4Meg 16Mhz 1040STe 325MHD 14.4K Modem|24hrs 14.4kbps V32 SupraFaxModem
Sec./Treas. NEOSTAG |PD/Shareware/Advice/Help
North East Ohio ST Atari Group |Support board for Dr. Bobware

4995. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-20 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <4qcno3$9kh@lyra.csx.cam.ac.uk>
Source record: 9002
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

In article <31c9b233.440651@news.airtime.co.uk>,
stosser@airtime.co.uk writes:

> and what makes YOU think that everyone reading the newsgroup is a
>consenting adult ??? postings should take into consideration that
>minors have just as much access to these newsgroups as your consenting
>adults do, the internet does no have a "18 only" sign at the front
>door, would you post a sex advert somewhere you kew minors would have
>access to it?,

No, but I wouldn't post one anywhere :) Trying to make all the internet
suitable for kids is what the US government tried to do, and
fortunately didn't manage. There's no way you can prevent kids from
accessing wherever they want on the internet.

I agree that posting it here was totally inappropriate and wrong, but
posting it in say alt.sex would not be inappropriate, yet kids can
read that.

4996. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-20 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960620205335.20131B-100000@ns1.ptd.net>
Source record: 9003
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

On Thu, 20 Jun 1996 stosser@airtime.co.uk wrote:

> On Wed, 19 Jun 1996 19:25:11 -0500, Joe Doro <joedoro@ix.netcom.com>
> wrote:
>
>
> > I agree that this is not the place to post such advertisements, but what makes it " ..
> > base,immoral, perverted,"? and why are you the authority ? Funny but I have this
> >outmoded notion that consenting adults have the right to do what they want. Has
> >something to do with personal freedom.
>
> and what makes YOU think that everyone reading the newsgroup is a
> consenting adult ??? postings should take into consideration that
> minors have just as much access to these newsgroups as your consenting
> adults do, the internet does no have a "18 only" sign at the front
> door, would you post a sex advert somewhere you kew minors would have
> access to it?,
> I have this personal freedom you speak of, but I dont think it
> stretches to immoral perverted indecency,

You know, everyone is speaking about the "right" to post anything up on
the Internet. But with that right comes responiblity. You must remeber
that not everyone wants to see this stuff and some should even see this
like children. I do wish people who advertise this sort of thing will
stick to speciality newsgroups instead of broadbasing it everywhere, it's
like that in the real world BTW.

And those who feel that 'they' shouldn't have to be protected because the
children must be, do you let your Playboys out where your kids can read
them? Thought so...

Eric Noss
a.k.a
Mr. Maddog

(BTW, absolutely NO e-mail responses to this please! All will be
automatically deleted so keep this public.)

4997. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-21 00:00:00 UTC
From: JEDI@osu.edu
Message-ID: <4qcqeg$rbf@charm.magnus.acs.ohio-state.edu>
Source record: 9004
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

In article <31c9b233.440651@news.airtime.co.uk>, stosser@airtime.co.uk wrote:
>On Wed, 19 Jun 1996 19:25:11 -0500, Joe Doro <joedoro@ix.netcom.com>
>wrote:
>
>
>>> > --I would be stronger than 'it may be offensive'and 'it's advertising'. It
> is base,
>>> immoral, perverted, and corrupting. Will the poster please never darken
> these
>>> groups with such tat again.
>>>
>
>> I agree that this is not the place to post such advertisements, but what
> makes it " ..
>> base,immoral, perverted,"? and why are you the authority ? Funny but I have
> this
>>outmoded notion that consenting adults have the right to do what they want.
> Has
>>something to do with personal freedom.
>
> and what makes YOU think that everyone reading the newsgroup is a
>consenting adult ??? postings should take into consideration that
>minors have just as much access to these newsgroups as your consenting
>adults do, the internet does no have a "18 only" sign at the front

Oh really? How many children have the money to buy their own computers
these days? How many children have accounts with the phone companies or
ISPs?

This isn't a free broadcast medium. It does take a level of knowledge and
some non-trival expenditure of money on electronics to access.

So? The real problem isn't some spammer but some lazy slob of a parent
that have no clue as to what their kiddies are up to and expect the whole
world to be thier baby sitters.

Nevermind that the ad itself was not obscene (not even by American
standards which are obscene themselves).

>door, would you post a sex advert somewhere you kew minors would have
>access to it?,

Never seen a Playboy ad on TV?

> I have this personal freedom you speak of, but I dont think it
>stretches to immoral perverted indecency,

You have no CONCEPT of morality.

You must really cringe when you wash yourself.

>
>
> Cheers.....!ynoT Tony Greenwood
>stosser@airtime.co.uk http://www.airtime.co.uk/users/stosser
>
> Accrington, Lancashire, England
>

4998. Re: Is Pinhead gone?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-21 00:00:00 UTC
From: JEDI@osu.edu
Message-ID: <4qctbd$rbf@charm.magnus.acs.ohio-state.edu>
Source record: 9005
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <1996Jun18.175205.55305@cobra.uni.edu>, sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>In article <4q6f9u$bh3@access2.digex.net>, bond@access2.digex.net (Sean
> Connery) writes:
>> In article <khaley.835106327@gmi.edu>, Kevin Haley <khaley@nova.gmi.edu>
> wrote:
[deleted by jedi]
>Nah, dumbass..You have us mixed up with wintel95 users who want to be like
>us..Cheap immitation is a for of flattery...

Nah... most non-newbie wintel users are quite familiar with the inner workings of their machines. This, unfortunately, is quite the necessity and is even more severe under Win4 (JEDI refuses to refer to this latest upgrade as if it were something more than incremental).

>
>Cobra crashed...
>
>
>
>>
>> Note Mac people, I said many, not all....which in my experience is 100%
>> true.
t

4999. Re: music

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-21 00:00:00 UTC
From: JEDI@osu.edu
Message-ID: <4qcthi$rbf@charm.magnus.acs.ohio-state.edu>
Source record: 9006

In article <4q3vd5$c3g@hil-news-svc-2.compuserve.com>, 100673.236@compuserve.com (S.Noble) wrote:
>Can anyone advise? Atari is still the best for music (so I'm told).
>A) Does 4 meg add to its MUSICAL capability?

Nope... just increases the size of programs and data you can have.

>B) What are the top software packages you might still be able to get
>hold of?

Looking into Cubase would be a good start.
Also try to find the International Electronic Musicians User Group if
they're still around.

>C) What would your shopping list look like if you were starting from
>scratch and were only interested in the music? (Mono screen fine.)

Falcon, 16M, cheap VGA monitor.

An old used CZ100 keyboard might be a good starter as there is supposed
bot be quite a bit of ST sotfware for it...

>Any help appreciated.
>Stuart
>

5000. Re: We Need a New Newsgroup

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-21 00:00:00 UTC
From: JEDI@osu.edu
Message-ID: <4qcsq3$rbf@charm.magnus.acs.ohio-state.edu>
Source record: 9007

In article <4q8mlt$f82@ux-01.bg.bib.de>, melsh94@ux-01.ha.bib.de wrote:
>Hi "Jedi",
>
>JEDI wrote:
>: In article , ha-user@ux-01.bg.bib.de says...
>: >
>: >Hi,
>: >
>: >Kevin Haley (khaley@nova.gmi.edu) wrote:
>: [deletia]
>: >: The real victims in all this are the people who want to have real
>: >: discussion on Atari topics. Instead, they have to deal with all of
>: >: this shit. My apologies to them.
>: >Do you *have to*? I think you *want to*. I've been reading this group
>: >every now and then for about a month now, secretly hoping that it might be
>
>: The content of your post would indicate otherwise.
>
>I beg your pardon? I honestly do not have a clue what you mean to say.

You contradicted yourself. If you had actually been paying attention
for the previous month you would have seen that the flamewar is only a recent
degeneration of previous, older threads.

>
>: >I cannot say whether Pete's arguments were or weren't good, and I must say
>
>: Then you really are in no position to critizise; are you?
>
>Hmmm... well, is this newsgroup only for people who've been on it for years?

A MONTH would be all that would be required to discover a thread with
something substantial in it.

You are trying to make comments on things you admit to knowing nothing
of.

>From its name I suspected that it might be the right place to discuss pros
>and cons of Atari computers vs. others, am I wrong? So when I find this

What do you think the flamewar degenerated from. If you payed
attention to the flamewar itself you might have picked that up.

>group full of threads whose names are insults to one specific person, I

So, you complain about having valuable time saved by WELL MARKED
threads?

>wonder how come? I haven't got the chance to read the starts of this from
>years ago, and I'm in no particular mood hunting through hundreds of

Don't kid yourself. These threads didn't start years ago. This isn't
Ent. vs. SD from r.a.s.s. (now rassm).

>postings quoting each other and adding yet another childish insult, either.
>
>: >that I don't care either... what I want to say is this:
>: >Assuming that you are right, and Pete's opinions and arguments are
> completely
>: >and utterly shit -- then what better are you all creating threads with the
>: >insults right in the subject? I'd think THAT'S completely and utterly
>
>: Well, you've already yourself admitted that you haven't been paying
>
>: attention, don't care and that you aren't familiar with the content or
> nature
>: of Petey's posts.
>
>I stated that I didn't pay "attention" to your flamewar, yes. I did *not*
>state that I didn't care. If I didn't, I would not comment on the topic.

You stated explicitly that you didn't care about the validity of Petey's
ideas.

>I would unsubscribe the group. I wanted to express the following:
>Even *if* his postings are shit, and whether they are or not doesn't matter
>for this argument, the way you react to them is *not* better at all.

That's rather superficial. It seems that you cannot be bothered to go
below the very outer surface of an issue...

>
>: If you payed better attention you might no be so 'perplexed'.
>
>Am I perplexed? Hmmm... I'd say no. I'm just wondering whether what goes
>on here is the right way to behave in a newsgroup, even *if* it's *.advocacy.

Well, if you'd been reading this group for an ENTIRE MONTH, you'd know.
Browsing the subject headers don't count.

>I looked into other *.advocacy groups, namely ms-windows.advocacy, and there
>I could find things like "Macs suck" and "Win95 has thrown back IT for years".
>Not exactly highly intelligent stuff either, but *lightyears* away from a
>flamewar like here. So I posted my thoughts about it, in what I regard as

...not reading the POSTS in that group either I see...

>a polite manner. No need to attack me, I should think?

You are engaging in the same behaivor that got Petey-boy flamed to
oblivion...

>Again, I could not "pay attention" because I am a newcomer. But is that a

No, you just couldn't be bothered to actually look into the issue
before making comments from the peanut gallery. Who knows. Petey-boy could be
suffering a serious injustice but, you'd never know.

>reason to treat me unworthy to express my feelings about the ongoing in this
>group?

Then actually attempt to inform yourself. It is not an active group. A
months worth of posts in here should be worth a day or two in c.o.m.w.a...

>
>: You also may have noticed that the 'Slam-subjects' directed at
> Petey
>: originated as demands for support and examples for threads he originated.
>
>Hmmm... do you mean that you (whoever) created a thread for each argument
>or opinion of Peter's that you considered wrong? Insulting him as

See... you can't even be bothered to pay attention to a post you are
responding to. Although, considering that the only headers that you've payed
attention to lately are the pure flames, it's not to unpredicted that you
actually missed the ones like: Peter can't be bothered to support his own
argument.

After some chiding he finally came up with some Mac DTP app I've never
heard of.

>stupid, in a new thread for each time he maybe was? Cause that's how it
>looks like to me.

Try paying attention. It helps.

>
>: >shit as well. OK, maybe he is of a different opinion than you, and OK
>: >maybe his arguments are nonsense and objectively wrong (I don't say they
>: >are, I say they may be), but reactions like yours are *not* the way to
>: >deal with such. You might give proof to what is wrong with them, or
>
>: When rational discourse fails, there is no point in maintaining
>: civility. It is wasted effort.
>
>When non-civility fails either, I believe there is no point in maintaining
>communication. I believe this is wasted effort then as well.

Some of us enjoy the occasional bout of 'pig wrestling'...

>
>: Also, burden of support falls on the one who asserts. (namely
> Petey)
>
>Huh? I don't get you.

I don't suppose you would. You have appeared to be pretty clueless as to
the content of the posts on this group thusfar.

>
>: >failing that you might give reason what you think is wrong with them.
>: >But if you start insulting, the thought appears that you don't have any
>: >arguments to put against his either.
>
>: See, there you go not paying attention again. Rational discourse
> has
>: faded on all sides. It's now a flamewar proper. There are no 'arguments' any
>: more. Catch up already...
>
>OK, then could you not agree on leaving the flamewar in one thread, or in as
>many as the flamed one creates? I get the feeling that Peter only replies to
>whatever insult you come up with against him. And maybe, once in a while,
>replies to a post that does not insult him. So the way might be not to insult

Of course. It is much less mentally taxing to reply to a post with no
substantial content.

>him whenever the opportunity arises, but to discuss matters rationally not
>with him, but with the other readers of this group, and to keep the flamewar

Your attention is lapsing again...

>in one thread. Or maybe to add a "FLAME:" to the subjects of the flame
>threads.

You mean to tell me that having an insult in the subject line is not a
clue enough that thread is a flamwar. Are you pretending or are you really
that dense?

>
>I just cannot believe that grown-up persons like you, me, and Peter, can't get
>along without rendering a whole newsgroup practically useless. There are

If you want it to become un-useless then do so. No one is stopping you.

>other ways of dealing with ones who are a pain in the ass. Ignoring, for
>exapmle. Or, if that fails, complaining to postmaster@his.site. Or, if

a) MOST of his behavior doesn't warrant that
b) it's already been tried.

>that should fail, mailbombing. Or, if that should fail too, killfiling

Ohyeah... critizise us for indulging in flames and then advocate
mailbombing. This is not a bright thing to do in the same post that advocates
tattling to postmasters.

>Mr Sinclair-Day. But I don't want to killfile *everyone* here that contributes
>to Peter-bashing, because I think someone might add useful thoughts to some

Then buy a newsreader that can kill based on subject or header...

>other discussion here. And, even if you can't believe it, I think Peter
>might do so too, when given a chance and not brought to rage by insults
>like yours.

Well, I do admit that my chides are a bit more effective than the recent tendency to fall into the 'dumbass' rut around here...

>
>I'm no particular fan of Peter, and some of his comments did strike me as
>stupid, too... I just don't feel that your reaction to them is appropriate.

To bastardize a quote: I have not yet begun to flame!

>What I feel appropriate I stated in my original posting, and above.
>When you have tried all of this, and it didn't work, then why do you
>overreact like this? Why do you make people feel that "we need a new

Pet Peeve: Clueless Pundits.

>newsgroup", istead of trying not to waste the old one anymore like you
>apparently did for the last couple of years?

...more arrogant presumption...

5001. Re: We Need a New Newsgroup

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-21 00:00:00 UTC
From: JEDI@osu.edu
Message-ID: <4qcsuu$rbf@charm.magnus.acs.ohio-state.edu>
Source record: 9008

In article <31C5FF88.6231@engr.sgi.com>, Bruce Haire <haire@engr.sgi.com> wrote:
>Schueler wrote:
>> One thing: Kevin, I do *not* mean you personally, or even you at all, when
>> I write "you" below. I do not mean to insult or hurt *anyone* here, I
>> just wish to express my feelings about this newsgroup. Maybe it's time
>> for an outsider like me to put things in perspective...
>
> Sounds fair.
>
>> Oh well... some of what I've seen replied to Pete's messages didn't quite
>> impress me as being all too intelligent either, let alone the titles of
>> most of the threads here. And yes, I *do* mind. comp.os.ms-windows.
>> advocacy is a more civilized place than this. :-(((
>
> Well, I'm to blame for the subject lines, and I'll take full
>credit for them, as I love to change them, for entertainment and a
HEY! I mangled a few of them too...

...as Jedi tries to beat Bruce out of the limelight with his knarled
old cane... '-)

5002. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-21 00:00:00 UTC
From: JEDI@osu.edu
Message-ID: <4qd3t8$sre@charm.magnus.acs.ohio-state.edu>
Source record: 9009
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

In article <Pine.SOL.3.91.960620205335.20131B-100000@ns1.ptd.net>, "Mr. Maddog"
<mrmaddog@prolog.net> wrote:
>On Thu, 20 Jun 1996 stosser@airtime.co.uk wrote:
>
>> On Wed, 19 Jun 1996 19:25:11 -0500, Joe Doro <joedoro@ix.netcom.com>
>> wrote:
>>
>>
>> > I agree that this is not the place to post such advertisements, but what
> makes it " ..
>> > base,immoral, perverted,"? and why are you the authority ? Funny but I have
> this
>> >outmoded notion that consenting adults have the right to do what they want.
> Has
>> >something to do with personal freedom.
>>
>> and what makes YOU think that everyone reading the newsgroup is a
>> consenting adult ??? postings should take into consideration that
>> minors have just as much access to these newsgroups as your consenting
>> adults do, the internet does no have a "18 only" sign at the front
>> door, would you post a sex advert somewhere you kew minors would have
>> access to it?,
>> I have this personal freedom you speak of, but I dont think it
>> stretches to immoral perverted indecency,
>
>You know, everyone is speaking about the "right" to post anything up on
>the Internet. But with that right comes responiblity. You must remeber
>that not everyone wants to see this stuff and some should even see this
>like children. I do wish people who advertise this sort of thing will

However, please keep in mind that this was an advertisement for lewd
material, NOT lewd material itself.

A distinction should be made.

5003. Propagation of the '8000 pics' thread

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-21 00:00:00 UTC
From: "Bruce R. McFarling" <ecbm@cc.newcastle.edu.au>
Message-ID: <4qdphr$8lt@seagoon.newcastle.edu.au>
Source record: 9010
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

"Mr. Maddog" <mrmaddog@prolog.net> wrote:

> You know, everyone is speaking about the "right" to post anything
> up on the Internet.
First, keep in mind that Usenet news is *not* restricted
to the Internet.

> But with that right comes resposniblity.

For example, whoever you are, whichever of this long list
of newsgroups you come from, *why* post it to comp.sys.cbm? *None*
of this has anything to do with 8-bit Commodore computers. I bet
most of the 8000 nude celebrity pics are in jepg format, which
cannot yet be displayed on a Commodore 64 or Commodore 128. I know
this didn't come from comp.sys.cbm. So I could trim comp.sys.cbm
out and still get to whoever sent this to us 'in public', as they
say, 'no private e-mail'. But what about the *responsibility* to
avoid mindlessly posting this thread to umpteen different newsgroups
because you are either too lazy or too unskilled to trim down the
newsgroup distribution list?
Hint #1: if you don't know how to trim the distribution list,
simply do not respond to a posting that was distributed to more
than 3 newsgroups. It's that simple. If you are spreading this
all over the place for no better reason than lack of knowledge or,
worse, pure laziness, *hold* *your* *tongue*. There's someone
else out there who has the same opinion (or close enough) who
is prepared to take the time to avoid this kind of spam
multiplication.
Hint #2: if you don't *know* what a newsgroup is about,
don't post to it. And it is no excuse to say, 'it was crossposted
on my newsgroup, I just hit "reply".' See hint #1.

Virtually,

Bruce R. McFarling, Newcastle, NSW
ecbm@cc.newcastle.edu.au

5004. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-21 00:00:00 UTC
From: Robert Gray <nrl6001@ccsalpha1.nrl.navy.mil>
Message-ID: <4qerce$7lc@ra.nrl.navy.mil>
Source record: 9011
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.s

Eric Noss (mrmaddog@prolog.net) offered:

> You must remeber that not everyone wants to see this stuff.

AND I must also remember that not everyone is required to read a posting with the nauseous word "nude" in the subject line. Goodness me!

Next Tony Greenwood (stosser@airtime.co.uk) cautioned:

> ...postings should take into consideration that minors have just as
> much access to these newsgroups as your consenting adults do. I have
> this personal freedom you speak of, but I dont think it stretches to
> immoral perverted indecency....

Few things will pique an adolescents interest more than for an adult to tell them that something they see as pleasant, i.e., nudity, is "immoral perverted indecency". God, what a weird attitude. You did notice that interested parties had to SEND for this material, didn't you? It isn't distributed on the net and it probably will be MAILED to the recipient. Please note that there was no mention of donkeys, leather, children, etc.

Then Dave Baseley (dbaseley@cartech.com) ordered:

> ....[Blah blah blah (at least three bags full)]....Terminate this
> thread!...this discussion really does not belong here.

It's one of the fundamentals of discuss/debate, Dave, that you don't put forward your views and then imply that there is nothing more anyone else can possibly add by declaring the subject closed!

AND I'M GETTING QUITE TIRED OF YOUR CONTINUAL CROSSPOSTING, TOO, DAVE!

Bob Gray gray@utopia.nrl.navy.mil Washington DC

5005. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-21 00:00:00 UTC
From: ajai@nwt.com
Message-ID: <31caf47e.50962260@news2.ios.com>
Source record: 9012
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.s

On 17 Jun 1996 19:45:17 GMT, Robert Gray
<nrl6001@ccsalpha1.nrl.navy.mil>, did thus say:

|What a country!!!

%s/a/a dumb/

--
Aj. (ajai@nwt.com)
New World Technologies - `the Psion house'
"I was a romantic... then I discovered reality..."

5006. Why so much Mac-phobia in Atari-land

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-22 00:00:00 UTC
From: Kronos@wco.com
Message-ID: <Kronos-2206960113220001@clavius39.wco.com>
Source record: 9013

As an ex-Atari user who has migrated to the Macintosh platform, I fail to understand why so many Atarians in this newsgroup seem hostile to the Macintosh. Perhaps it is the perhaps obsessive Apple evangelism by this Sinclair person, but I've noticed the same pc attitudes in other Atarians. There seems to be a marked bias by Atarians toward pc's rather than Macintosh. Forgetting for the moment arguments about megahertz, transistors, or prices, I would think the similarities in the icon-based computing environments of Macs and Ataris would make it a natural switch from one platform to the other.

On behalf of all Macintosh-dom, I apologize for Sinclair's rabid defense of the Macintosh in this newsgroup. It would seem unnecessarily antagonistic to continually promote a platform or continue a hostile and aggravating thread in a newsgroup devoted to another subject.

As for why many Atarians seem to be so pc oriented, I think its about computer machismo. For many people (we're talking guys here mainly) the more bells and whistles, complex acronyms and technical incomprehensibles a machine has, the more powerful they feel. A machine like the Mac, designed to be easy, powerful and user friendly kind of kills the joy for them of being a master computer wizard. Must be pretty threatening to use a computer like the Mac that smiles at you on start-up. Bill Gates uber alles! One Microsoft planet, no more of this easy to use stuff for real computer men!!!

T Reed, Zap Grafix, ZapSoft Dist. | "Criticism is easy, art is difficult."
Kronos@WCO.com | Le Glorieux (1732)
http://www.wco.com/~kronos/ |

5007. Re: Hey Sincrap!! How 'bout 'dem Apples!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun22.084730.55381@cobra.uni.edu>
Source record: 9014

In article <JdKMMdM.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>
>>> Apple computer announced a write-off/loss of 1/3 of its net worth in the
>>> most recently-reported period, but they're not in trouble.
>>
>>bri bri is back again. Whats the matter bri bri...After being called a stupid
>>fuck in the ST newsgroup by a fellow Atarian, I am surprised you would show
>>your sorry ass again:).... Lots of firms have reduced the value of their
>>inventory. Atari, DEC and IBM to name a few.
>
> Here in New England, we have a term to describe people whose posts are of
> this nature. . . "stupid fahka."
> ---

But how you look at it bri bri, you were called a stupid fuck.

>
>>> Besides, Peter says, we always have Mac clone makers if Apple goes kaput.
>>> Hmmm... who will develop the OS?
>>
>>Claris, PowerComputing, Motorola, UMAX/SuperMac, IBM to name a few..
>
> Yep, that assumes that the sale goes through smoothly after liquidation
> proceedings. If 1/3rd of Apple's net worth was obsolete inventory that
> was written off (as you incorrectly claim), the company probably would
> take months to sell off, with creditors holdingup the sale to try and get
> a bigger piece of a tiny, shrivelled pie.

You assume to much if there will be a liquidation. The inventory was older
models such as the 6100, 7100, older Performas and the 7200/75.

> ---
>
>>So where are these TOS clones? How come I can't find a full color double
>>spread add? Why are these clone firms selling yeasterdays technology? Why do
>>these new yesterday clones cost more than the $1899 PowerComputings PPC
>>604-120mhz PowerCenter with a cpu daughterboard?
>
> Find me a double-page, color spread ad for Apple in three years' time outside
> of a Mac mag. Assuming Apple's still in business. . .

RollingStones, BusinesWeek, Fortune, NewsWeek, Time, the Northern Iowan and
countless campus newspapers..

You're not doing well bri bri..

> ---
>
>>Whoa...My Powermac was much cheaper than your 030 Falcon.. The cost is 10% of
>>that 10k you stated..i suggest as a citizen to know your facts..
>
> Oh, really? Just how much did you pay for your PowerMac?

$1299 bri bri for PowerMac 7100/80 with CD...

> ---
> BR Miller
> Boston, MA

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

5008. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun22.085042.55382@cobra.uni.edu>
Source record: 9015
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <4qacve$cac@uucp.intac.com>, Steve <krunch@intac.com> writes:
>
>
> Apple sells over $2 billion per quarter...
>
>
>
>
> But one must ask himself, WHO THE FUCK GIVES A SHIT, ESPECIALLY
> IN AN ATARI NEWS GROUP YOU FUCKING MORON!!!!

Whats the matter stevy, not getting enough of your daily intake of toxin. You figure that would not be the case since jersey is a big waste dump state. Isn't that were Atari burried truck loads of their failed products...

>
>
>
> Greetings
>
> Steve
>
>

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

5009. Re: You Might be Peter Pinhead if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun22.085932.55383@cobra.uni.edu>
Source record: 9016
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <4qc63t$1t1@northshore.shore.net>, farren@shore.net (Mike Farren) writes:
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
>>Yea, you must of not been paying attention in the marketing class in regards to
>>the Amiga.
>
> I wasn't in marketing.

Don't get out of this. How can you people not include SCSI, high density
drives, 16/24 bit color and harddrives as standard while your more successful competitors
read
the market correctly and gave their customers what they wanted.

>
>> Any dumbass would know if you don't let the world know through
>>evangilism and marketing thaT THE Amiga would fail regardless of how awesome
>>the Amiga was in its time, dumbass.
>
> I wasn't in marketing. But I *did* learn English.

Yea, if you say so. But that English did not help you comprehend in the market
needs, dumbass...

>
>> You have the audacity to show your sorry
>>ass here considering that as a C= employee that you were responsible for the
>>demise of the Amiga, DUMBASS.. What part do you not undserstand.....)
>
> How you've managed to survive beyond childhood. Usually, it takes a
> minimum amount of intelligence.

Oh, I see...This is intelligence when C= tanked from a billion dollar
corporation to a fraction of itself, dumbass.

>
> So - you never *did* learn to masturbate, did you?

And you? Or did Ali assist you...)

>
> --
> Michael J. Farren, Ex-Lemmings Manager | All standard disclaimers apply.
> Currently unemployed - know anyone |
> looking for a good game programmer? | Are we not Lemmings? If you click
> farren@shore.net, farren@well.com | us, do we not ... Oh, no!

No wonder your unemployed..Nobody wants to be associated with one who failed the Amiga, dumbass.

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

5010. Re: We Need a New Newsgroup

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-22 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.835459790@gmi.edu>
Source record: 9017

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>>> I am still catching up on my e-mail...Your sorry ass is in the que..
>>
>> Translation: I can't even begin to address any of the numerous flames
>> and complaints I'm getting with facts... please give me a few
>> days to come up with another word for dumbass...

>Interpertation: I have other important matters to tend to and kevy speak is
>secondary to tend to. To anwer you asertion dumbass, kevy has been replied to.

Yeah, right. So what do you call all these posts you've been making in
the Atari groups? Everything you say always comes back in your face,
and then you have to backpedal... DUMBASS!

BTW, your email response, just like all of your posts here, was completely
incoherent and worthless!

/Kevin

5011. Re: You Might be Peter Pinhead if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-22 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.835460176@gmi.edu>
Source record: 9018
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

two-faced-hippocrite@head.in.uranus (PETER SINCLAIR-DAY) writes:

>> I wasn't in marketing.

>Don't get out of this. How can you people not include SCSI, high density
>drives, 16/24 bit color and harddrives as standard while your
> more successful competitors read
>the market correctly and gave their customers what they wanted.

How can you blame him for what Commodore execs did!? That is idiotic!
I suppose you blame hard working people like Don Thomas and Bill Rehbock
for the demise of Atari, too.

>> I wasn't in marketing. But I *did* learn English.

>Yea, if you say so. But that English did not help you comprehend in the market
>needs, dumbass...

Who are you to talk about market needs?!! You, an Apple supporter, a
supporter of a company who for years tried to shove over-priced
underpowered pieces of CRAP on the consumer! You blast an ex-Commodore
employee for the fall of the Amiga when your own precious company is
in dire straits. Once again, you show us how much of a hippocrite
you are.

>No wonder your unemployed..Nobody wants to be associated with one who failed
>the Amiga, dumbass.

You are pathetic. What I can't see is how anyone would want to be
associated with YOU.

/Kevin

5012. Re: Why so much Mac-phobia in Atari-land

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-22 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.835461053@gmi.edu>
Source record: 9019

Kronos@wco.com (Todd Reed) writes:

>As an ex-Atari user who has migrated to the Macintosh platform, I fail to
>understand why so many Atarians in this newsgroup seem hostile to the
>Macintosh.

Actually, I think it's because we have an utter moron, Peter Sinturd,
on this group, spouting his Mac advocacy and trashing Atari. Other
readers have become hostile to his activity, and I think trashing the
Mac became part of trashing Peter.

> Perhaps it is the perhaps obsessive Apple evangelism by this
>Sinclair person, but I've noticed the same pc attitudes in other Atarians.
>There seems to be a marked bias by Atarians toward pc's rather than
>Macintosh. Forgetting for the moment arguments about megahertz,
>transistors, or prices, I would think the similarities in the icon-based
>computing environments of Macs and Ataris would make it a natural switch
>from one platform to the other.

Perhaps some see the same problems facing the Mac as did the ST, and
that's why they are not willing to jump on board a similar platform.
Yes, the ST and Mac are very much alike, maybe that's why Atarians
shy away from it since the ST's demise is so much a recent memory.

>On behalf of all Macintosh-dom, I apologize for Sinclair's rabid defense
>of the Macintosh in this newsgroup. It would seem unnecessarily
>antagonistic to continually promote a platform or continue a hostile and
>aggravating thread in a newsgroup devoted to another subject.

I don't think posters (flamers) on this group have anything against
other Mac users, it's just Peter. Don't take the insults personally,
because I think most people have separated a total user-loser like
Peter from other users such as yourself.

>them of being a master computer wizard. Must be pretty threatening to use
>a computer like the Mac that smiles at you on start-up. Bill Gates uber
>alles! One Microsoft planet, no more of this easy to use stuff for real
>computer men!!!

I have no like for Microsquash or Bill Gates. I would rather see them
go belly-up. There's too many things to hate in the PC industry nowadays.

Having said that, now I can say MACINTRASH SUCKS!!! Did you hear that,
Peter!? :-)

/Kevin

5013. Re: Why so much Mac-phobia in Atari-land

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-22 00:00:00 UTC
From: jnorton@ra
Message-ID: <4qh8o2$raa@thoth.nilenet.com>
Source record: 9020

Todd Reed (Kronos@wco.com) wrote:
(please refer to his post in this thread)

It is nice to read a well thought-out post .. thank you!

We are all *mostly* computer interested and literate. A combination of a lack of people skills and an adversarial position do little to help keep the discussion on an even keel (note the use of profanity - also note that I am not a prude).

The PARC, Mac, Atari, Amiga (and even Windows - if they would just get rid of the "directory tree" and stick to the simple "see the file" list open folder and "don't see the file list" closed folder thingy) are all nice machines as far as GUI's are concerned. And, hindsight being 20/20, we can all be a little critical of 5 to 15 year old market strategies.

I think most people simply believe that there just wasn't enough competition in the market place. It would have helped if there had been an industry standard that all software and hardware could have been written to like the MIDI standard. But, oh well.

There really wasn't the revolution that was envisioned by the gurus of the 60's and 70's (the computer as the communication and information source of the "people" - whatever that means - grin). I need to find out more about Oracle - science fiction finally becomes science fact. Where is Benford, Bova and Card when you really need them.

5014. Must be real bad...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-22 00:00:00 UTC
From: boris-m@tensornet.com
Message-ID: <4qhj1h$g50@flood.xnet.com>
Source record: 9021

It must be getting real bad in here, when Sinclap The Pinhead starts to make
more sense than most of other posters...
The above does not necessarily represent views of my employer,
my educational institution, or of myself.
-Amon Duul

5015. DOITF030

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-22 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <GFWRCJALUP@data.rhein-main.de>
Source record: 9022

Product-Name: *DOITF03H.ZIP V 4.2* File: 1764348 Bytes

Only a collection of Tips & Tricks around the
Hardware of the nice ATARI FALCON F030

D O I T F 0 3 0 is -= F r e e W a r e =-
Release 4.2 from 15.06.96
HTML-Release

Contens:

- Online Service - F030 Spezifikation
- Allgemeines Timing - Desktop Survival
- Memoryport - Alles zum NVRAM
- Blockdiagram - Floppy-Laufwerk
- CD-ROM am F030 - Atariplatten am Mac
- IDE-Platte - IDE-Adapter
- SCSI Fehlercodes - ZIP-Drive am F030
- Monitoradapter - Monitorumschalter
- F030 VGA-System - ï¿½ber das ScreenEye
- Videoregister - RGB-Converter
- Scartkabel - ScreenBlaster
- NOVUM Videosignalumschalter - SM124 Monitor
- Soundsubsystem - Falcon Audio
- MIC-Eingang - Sound LineLevel
- Soundsubsystem C-LAB Mark X - F030 all. Beschleunigen
- FX-Karte - DSP-Beschleuniger
- Afterburner040 - Barracuda
- 40Mhz FPU - Stecker u. Ports
- Keyboard - STe-Keyboard am F030
- interner Memoryport - SCART Monitoradapter
- Stiftleiste J20 - Druckerschnittstelle
- Stecker - LAN-Port
- serielle ï¿½bertragung - Mï¿½use & Adapter
- MidiCOM-Romportlï¿½sung - Romport allgemein
- Epromkarten am Romport - Romportbuffer
- Romport-Digitizer - DSP-Port
- DSP-Register - Paddleport
- passende Modemkabel - I/O Interface
- Kompletter Towerumbau - Umbau in Desktopper
- Clockpatch - Clockpatch mit 74F04
- Wizztronics Clockpatch - Universal Clockpatch
- Netzteil, Powersupply - Lï¿½fterreglung
- Taktanzeige - Ersatzteile
- Best-Elektronics - Custom ICs

- OS Fehlermeldungen - The Atari Compendium
- Hï¿½ndler Weltweit -

DOITF030 contains 2.8Mb of Informations

All contens are in german, 25% in english Leanguage
Make sure you have alreay VGA with 800x600x256 minimum
All contens with Pictures in 256 Colors
A smal part of circuit diagrams are in 16 Colors

*** Commercial use is always vorbidden ***

Paying: -=FreeWare=- Encrypted Archive
Your Key is Free.
I akzept some presents :)
Ask me for your own Key.

Hardware: Take any Atari Computer with any TOS OS
Use CAB 1.3 WWW-Browser or NetScape
Use only VGA with min. 800 x 600 x 256!
(Otherway you can't see some Pictures)

Kontact: Robert Schaffner@OF2.maus.de

robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/homepage.htm

Download: Maus@OF2 Call Germany: +49(0)6103-921170

ftp.rhein-main.de/pub/incoming
ftp.on-luebeck.de/pub/atari/info
ftp.toad.net

--
robscha@data.rhein-main.de -= Home of DOITFo3o =-
_____
Robert Schaffner@OF2.maus.de Fo3o-52oST-Jaguar Mac
Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/homepage.htm

5016. Re: You Might be Peter Pinhead if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-22 00:00:00 UTC
From: "Hutnik, Richard" <ABJP@MARISTB.MARIST.EDU>
Message-ID: <22JUN96.18415250.0009@MUSICB.MARIST.EDU>
Source record: 9023
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

End all fricken flame wars witl Mr. Sinclair-Day now. Please end this
lameness, unless you have no life...

-Richard

In article <khaley.835460176@gmi.edu> khaley@nova.gmi.edu (Kevin Haley) writes:
>two-faced-hippocrite@head.in.uranus (PETER SINCLAIR-DAY) writes:
>
>>> I wasn't in marketing.
>
>>Don't get out of this. How can you people not include SCSI, high density
>>drives, 16/24 bit color and harddrives as standard while your
>> more successful competitors read
>>the market correctly and gave their customers what they wanted.
>
>How can you blame him for what Commodore execs did!? That is idiotic!
>I suppose you blame hard working people like Don Thomas and Bill Rehbock
>for the demise of Atari, too.
>
>>> I wasn't in marketing. But I *did* learn English.
>
>>Yea, if you say so. But that English did not help you comprehend in the market
>>needs, dumbass...
>
>Who are you to talk about market needs?!! You, an Apple supporter, a
>supporter of a company who for years tried to shove over-priced
>underpowered pieces of CRAP on the consumer! You blast an ex-Commodore
>employee for the fall of the Amiga when your own precious company is
>in dire straits. Once again, you show us how much of a hippocrite
>you are.
>
>>No wonder your unemployed..Nobody wants to be associated with one who failed
>>the Amiga, dumbass.
>
>You are pathetic. What I can't see is how anyone would want to be
>associated with YOU.
>
>/Kevin
>
>.
>.

5017. Re: Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun22.203322.55395@cobra.uni.edu>
Source record: 9024

In article <31C85287.237C@engr.sgi.com>, Bruce Haire <haire@engr.sgi.com> writes:
> PETER SINCLAIR-DAY wrote:
>> Jesus....It's been used as a writing tool jabba. Never said it would improve
>> one's writing for all.
>
> Jesus(TM) the latest writing tool from Claris.
>
>> No, I was using Word on a LCIII. The LCIII uses a 32 bit bus and has a 25mhz
>> 68030. Kind of tolerable.
>
> Yes. epecially if you like small underpowered boxes without
> any room for expansion.

Like the 520ST! Considering that Apple hasn't made LCIII's in 2-3 years, yea
its considered underpowered today. As for expansion, lot more than the hack
and slash 520ST..Plus the LC III was one model of the Mac family were choices
of more expandability was offered, dumbass.

>
> --
> Where's *MY* free government cheese?!?!

Ask ronny...

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

5018. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun22.205128.55396@cobra.uni.edu>
Source record: 9025

Jabba utters the usual bullshit...

In article <4q9j6v$vc@doc.zippo.com>, JEDI writes:
> In article , sinclap2954@cobra.uni.edu says...
>>
>>In article <4q69mf$kc1@doc.zippo.com>, JEDI writes:
>>> In article , sinclap2954@cobra.uni.edu says...
>>>>
>>>>In article <4pvoc2$4v6@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth)
writes:
>>>>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
> [jedi deleted this]
>>>>> I didn't say I did. I was just pointing out that neither you nor I have
>>>>> any way of knowing whether or not the new Apple management will be any
>>>>> better than the old one. Not yet at least.
>>>>
>>>>Only time will tell. But Wall ST likes the new moves.
>>>
>>> Unless this drives the bean counters into the stores to buy Macs, I'd actually
>>> take this as a BAD sign.
>>
>>Is this jabba speak?
>
> You alledge to be educated; figure it out.

I wouldn't call Amelio and Landi bean counters..
>>
>>>
>>>>
>>>>>
>>>>> :MacMall chain has Power and Supermac/Umax..
>>>>> ^^^^^^^
>>>>>
>>>>> Read what I have in parantheses in the last sentence of my above quoted
>>>>> paragraph. BTW I have never seen a MacMall store...any where.
>>>>>
>>>>>
>>>>
>>>>Mac Mall is a retail chain in Southern California. You stated that these
>>>>clones were not sold at retail stores. i pointed out otherwise.
>>>
>>> Strange that you can't manage to come up with an example that services
>>> your own region (Iowa presumably). Not all of us live in Southern California.
>>> For the rest of the country that example is meaningless.
>>

>>He was skeptical that there was no front store had the clone and I stated
>>otherwise. I will not list all I know...As for your remark, I don't give a
>>shit if none is near you jabba..
>
> Actually, I was implying that noone was near YOU. If you had half a brain,
> some education, & the ability to pay attention you may have noticed that.

Are you a brain dead Ferengi? Does BestBuy, Sears and Wal-Mart ring a buzz to
you.....)

>
> Cali. is nowhere near YOU are.

Cali what? Cali, Colombia....

>
> I, however am driving distance away from 7+ metro cities with populations
> exceeding 1 million. If there are no Mac clones available in these parts, there
> are quite a few people being left out of Apple's marketing plans. Although
> this is not altogether unusual [for apple].

I don't keep track of PowerComputing and Umax distribution system. I know that
Power is emulating Dell and Gateway of distribution through an 800 number.
Seems successful. If Mac clones are not available in storefronts in your area,
how is this Apple's fault.

>
> This also bears too much similarity to the state of Atari in these parts.

That is utter bullshit.. Power is only two years old and brings in more
revenue than Atari does.. Power sells direct mainly and also lets the catalog
mailorders like MacMall, MacZone, MacConnection and MacWarehouse to name a few
to sell the complete line of their Mac OS computers.

>>I am sure that there are other retailers that would carry the Supermac S900.
>>Why not give UMAX a call and ask for the nearest retailer..... As for me its
>>the catalog/mailorder way..
>
> Mailorder eh? Sounds like the mac advocate has no storefront support
> for the machines he advocates.

Nope..For me it's convenience and saving sales tax.

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

5019. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun22.211433.55398@cobra.uni.edu>
Source record: 9026

In article <4q9oo8$2ns@doc.zippo.com>, JEDI writes:
> In article , sinclap2954@cobra.uni.edu says...
>>
>>In article <4q7h3f$onr@nntp.crl.com>, mor@crl.com (Master of Reality) writes:
>>> Good ol' sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>>>
>>>>In article <4pvoc2$4v6@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth)
writes:
>>>>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
> [jedi deleted this]
>>>>> I didn't say I did. I was just pointing out that neither you nor I have
>>>>> any way of knowing whether or not the new Apple management will be any
>>>>> better than the old one. Not yet at least.
>>>
>>>>Only time will tell. But Wall ST likes the new moves.
>>>
>>> Heh. Time for a reality check Sinclair. Wall Street liked the
>>> Jaguar. A LOT. The stock went from 50 cents to 12 dollars during the
>>> initial months after it's release. Shows you what a useless barometer
>>> they are...
>>
>
> Petey-boy should be glad that his graduate advisor is not around to see
> his [petey's] stupidity.

jabba specie should be glad that his grand jabba is not around to see your
epidimy of a ferengi...

>
>>What does the jag have to do with Macs? From what I read, Wall ST may have
>
> Assertion: Wall ST acceptance implies a company is viable

Very good..Apple is a viable company ranked in the Fortune 150..What part
troubles you.?
>
> Fact: Wall ST approved of Atari immediately after the release of the Jaguar.

Whom on Wall Street approved of Atari...Certainly not the Wall ST Journal.

> Point: Fact contradicts assertion.

You have..
>
> Conclusion: Assertion not universally true.

I did not state that.. The general consensus on Wall ST, is that Apple's
current management have a CLUE!

> Implication: Assertion may not be true for Apple.

Assertion of what?

>>liked the Jag but did question Atari's ability to make the Jag a success.
>>Apple's current situation is to change their business model to make money not
>>from a lack of demand of the Mac. Apple sells over $2 billion per quarter...
>
> Atari had it's name and past success as well as quite a bit of lead time.
> Yet they did not take advantage of them.

Know they did not...Apple has been a success until the last year when they hit
a bump...

> Apple is no less capable of making stupid mistakes. Their current crisis
> is an indication of this. New idiots at the top are no guarantee that Apple's
> 'situation' will improve.

Calling new the new management idiots is of unbecomming of you jabba. I see
Landi is an idiot despite his success at TI and Apple Europe.

>
> Until their is new evidence to base a conclusion on, we can only use what
> is present.
>
> What is present is far from promising.

Eh, what jabba?

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

5020. Re: So Sinclap still doesn't have a life (no brain either)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun22.212110.55399@cobra.uni.edu>
Source record: 9027

```
In article <4q9pe8$2v4@doc.zippo.com>, JEDI writes:
> In article , sinclap2954@cobra.uni.edu says...
>>
>>jabba [that vile outlander gangster who swiped a monastery]
----I am not the author of the above phrase------

> spoke the following religious speal..
>
> Name at least 1 religion that gives equal consideration
> to competitors.

That would have to be Ralph Reed's brand of Christianity.....-)

>
>>
>>In article <4q6hes$mio@doc.zippo.com>, JEDI writes:
>>> In article , sinclap2954@cobra.uni.edu says...
>>>>
>>>>In article <31C60043.6956@engr.sgi.com>, Bruce Haire <haire@engr.sgi.com> writes:
>>>>> PETER SINCLAIR-DAY wrote:
>>>>>> Yea right.. What is nonstandard? Sun Unix, Silicon graphics and Solaris?
>>>>>
>>>>> 8-) Nice try. Stick to the consumer electronics, Peter.
>>>>> 'Cus, "you can't handle the truth!"
>>>>
>>>>No, because 'you cant spew the truth'...What about
>>> multimedia
>>> The final and rather late realization that any arbitrary string of bits
>>> is the same as any other arbitrary string of bits regardless of it's
>>> original format.... ....and that computers should come with decent
>>> sound capabilities.
>>> , education,
>>> By your standards and example (I stress the singular), the ST is quite
>>> adequate (so is the Amiga and Apple IIe btw).
>>
>>What went for the Apple II was the software base that the ST could not match.
>
> Reread the text petey-boy. A PDP-11 and a few DEC terminals could manage
> the K12 app (I again stress the singular) that you have mentioned thus far.
>
>>Granted that the ST hardware was superior, but it was the software that doomed
>>the ST.
>
> You have yet to make substantive mention of this.
```

When the ST came out in '85' it was considered hardware superior at the time
until the Amiga came out in force..I opted for the Amiga instead..

>
>>
>>>>publishing
>>> You muddled this one with education.
>>> and web?
>>> Until you finally learn what HTML and HTTP are, you are in no position to
>>> make web comments of any kind.
>>
>>Because of your lousy formatting I can't comprehend jabba speak. What were you
>>saYING ABOUT HTML AND HTTP?
>>
>>Could you please speak sense jabba speak? Could you translate in what is on
>>your mind about multimedia?
>
> Translation for the stupid: You are ignorant and functionally illiterate.

Jesus, are still using an Atari eight bit for net surfing? You need to work on
your screen formatting DUMBASS!

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

5021. Re: Why so much Mac-phobia in Atari-land

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun22.212335.55400@cobra.uni.edu>
Source record: 9028

In article <Kronos-2206960113220001@clavius39.wco.com>, Kronos@wco.com (Todd Reed) writes:
> As an ex-Atari user who has migrated to the Macintosh platform, I fail to
> understand why so many Atarians in this newsgroup seem hostile to the
> Macintosh. Perhaps it is the perhaps obsessive Apple evangelism by this
> Sinclair person, but I've noticed the same pc attitudes in other Atarians.
> There seems to be a marked bias by Atarians toward pc's rather than
> Macintosh. Forgetting for the moment arguments about megahertz,
> transistors, or prices, I would think the similarities in the icon-based
> computing environments of Macs and Ataris would make it a natural switch
> from one platform to the other.
> On behalf of all Macintosh-dom, I apologize for Sinclair's rabid defense
> of the Macintosh in this newsgroup. It would seem unnecessarily
> antagonistic to continually promote a platform or continue a hostile and
> aggravating thread in a newsgroup devoted to another subject.
> As for why many Atarians seem to be so pc oriented, I think its about
> computer machismo. For many people (we're talking guys here mainly) the
> more bells and whistles, complex acronyms and technical incomprehensibles
> a machine has, the more powerful they feel. A machine like the Mac,
> designed to be easy, powerful and user friendly kind of kills the joy for
> them of being a master computer wizard. Must be pretty threatening to use
> a computer like the Mac that smiles at you on start-up. Bill Gates uber
> alles! One Microsoft planet, no more of this easy to use stuff for real
> computer men!!!

Hey Dumbass, this is advocacy! if you can't take the heat, don't let the flame
burn ya when your dumbass is outta here..

>
> ---
> T Reed, Zap Grafix, ZapSoft Dist. | "Criticism is easy, art is difficult."
> Kronos@WCO.com | Le Glorieux (1732)
> http://www.wco.com/~kronos/ |

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

5022. Re: We Need a New Newsgroup

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun22.212518.55401@cobra.uni.edu>
Source record: 9029

In article <khaley.835459790@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
>>>> I am still catching up on my e-mail...Your sorry ass is in the que..
>>>
>>> Translation: I can't even begin to address any of the numerous flames
>>> and complaints I'm getting with facts... please give me a few
>>> days to come up with another word for dumbass...
>
>>Interpertation: I have other important matters to tend to and kevy speak is
>>secondary to tend to. To anwer you asertion dumbass, kevy has been replied to.
>
> Yeah, right. So what do you call all these posts you've been making in
> the Atari groups? Everything you say always comes back in your face,
> and then you have to backpedal... DUMBASS!
>
> BTW, your email response, just like all of your posts here, was completely
> incoherent and worthless!

If you think so Dumbass!

>
> /Kevin
>

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

5023. Re: You Might be Peter Pinhead if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun22.201705.55394@cobra.uni.edu>
Source record: 9030
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <rjungDt8Bqv.99x@netcom.com>, rjung@netcom.com (Robert A. Jung) writes:
> In article <1996Jun17.225839.55280@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>>In article <4q2lmf$1jb@gti.gti.net>, hysteria@gti.net (Sal Manfredonia) writes:
>>> You need help. Go get some, now.
>>
>>I need some help in ignoring sorry dumbasses such as yourself..)
>
> Then go away. Who's making you read this group (and more, post to it) if
> you dislike the topic and the people? Since you're doing it to yourself,
> that makes you the ultimate dumbass.

Oh, please...Still pissed that the jag platform got flushed down the toilet, dumbass...) So blame the messenger for disagreeing with you...I knew better..

>
> (Of course, the rest of us knew -that- already)

That you are a dumbass...)

>
> --R.J.
>
> ////////////////////////////////////|\\
> Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
> -------------------------------------+-----------------------------Lynx up!
> "You weren't chosen because you are the best pilot in the Air Force. You were
> chosen because you are the class clown and frankly, you're expendable."

No.. you were chosen because you are a dumbass!..)

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

5024. Re: Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun22.210220.55397@cobra.uni.edu>
Source record: 9031

```
In article <4q9o2s$2kj@doc.zippo.com>, JEDI writes:
> In article , sinclap2954@cobra.uni.edu says...
>>
>>In article <4q6aa3$kk5@doc.zippo.com>, JEDI writes:
>>> In article , sinclap2954@cobra.uni.edu says...
>>>>
>>>>In article <JEDI.22.31C4C22B@pop.service.ohio-state.edu>,
JEDI@pop.service.ohio-state.edu (JEDI) writes:
>>>>> In article <1996Jun13.193905.55221@cobra.uni.edu> sinclap2954@cobra.uni.edu
>>>>> (PETER SINCLAIR-DAY) writes:
>>>>>>jabba (He who has the big house next to the Dune Sea) speaks..
>>>>>
>>>>>>In article <JEDI.20.31BFA408@pop.service.ohio-state.edu>,
JEDI@pop.service.ohio-state.edu (JEDI) writes:
>>>>>>> In article <1996Jun12.223712.55180@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER
SINCLAIR-DAY) writes:
>>>>> [deletia]
>>>>>>>>It's my job to keep up on in's and out of the Mac platform. I recieve a free
>>>>>>>>subscription of MacWeek for Mac managers. My job and paid for it.
>>>>>>>
>>>>>>> ...and yet never a single k12 app mentioned...
>>>>
>>>>I see your soo involved in your child-species school education jabba. Desktop
>>>>publishing at least in Iowa is becooming standard staple in writing classes.
>>>
>>> So, when did typsetting and page layout become germane to good
>>> writing?
>>
>>Jesus....It's been used as a writing tool jabba. Never said it would improve
>>one's writing for all.
>
> So, this example is really rather superfluous. The DTP's could be ripped
> away from the kiddies and the only real effect would be to make the teacher's
> life harder. S/he would have to deal with script again...
>

What is this ferengi babble, jabba...What a dumbass. Desktop publishing is
being used more often in English/Journalism classes. When students have
experince with this sort of technology gives then an edge in college and the
workplace...

> Although general familiarity with DTP programs may be constructive,
> it does nothing to further the goals commonly associated with an english class.
> Also, for text authoring, it's overkill.
```

Who the fuck cares what you think? You don't know what their needs are.. So you
criticize a school for accepting a $100,000 gift from a prestigious college to
set up a lab for English and journalism classes that will be use also for
desktop publishing as well as a writing class. And most likely be used by the
school newspaper class.

>
> Great example petey-boy.

a ferengi specie, good job for contributing to the sorry ass nature of many of
the schools.. With people like you why bother improving the schools.?

>
>>
>>
>>>
>>>>
>>>>>>>
>>>>>
>>>>>>MacPublisher..You're specie needs to pay more attention on earth to comprehend
>>>>>>jabba.
>>>>> I wasn't aware that DTP's were considered K12 apps these days.
>>>>> I guess this means that Pagestream & Calamus are K12 apps as well.
>>>>
>>>>Read above.. Most likely if schools have ST's but don't count on it.
>>>
>>> It doesn't matter whether or not the schools have the hardware.
>>> If the program is a K12 app, then it is so.
>>>
>>
>>Yea..so...If the school doesn't use St's, than what is the point?
>
> Emacs could serve the same purpose as well as any other cut/paste
> capable text editor on a plethora of platforms.

What is Emacs? Education Macs? Or is this jabba speak?

>
> As a K12 app, it is rather weak. The application is so generic and trivial
> wrt to processor power as to make the extra expenditure on newer hardware
> quite wastefull.

to you it is..Let the professionals handle it while you make sure your children
arrive on time to school...)

>
>
>
>>
>>> [jedi deleted this]
> [jedi deleted this]
>>>>>>Yes, I have and was running Word..
>>>>>

>>>>> Was this a version of Word made before or after 1985?
>>>>> 'Word' is not saying much...
>>>>
>>>>1995. Word 6.01...
>>>
>>> Word 6? ON an LC?
>>>
>>> You saw it here folks!
>>>
>>> A comment that would get petey-boy laughed out of a MAC advocacy group!
>>>
>>> Word 6 has enough problems working upon the platform it was optimised
>>> for. It can bog down an Alpha, nevermind an 020...
>>
>>No, I was using Word on a LCIII. The LCIII uses a 32 bit bus and has a 25mhz
>>68030. Kind of tolerable.
>
> It's not something I would try myself... seeing what microshaft software
> can do to Pentium class machines...

I didn't have much of a choice since the Powermacs were all in use.

>
> Would you tolerate it?

Tolerate what?

>
>>
>>> [jedi deleted this]

GREETINGS..

|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

5025. Re: You Might be Peter Pinhead if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-23 00:00:00 UTC
From: farren@shore.net
Message-ID: <4qii61$65a@northshore.shore.net>
Source record: 9032
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>> I wasn't in marketing. But I *did* learn English.

>Yea, if you say so. But that English did not help you comprehend in the market
>needs, dumbass...

I wasn't in marketing. Maybe *you* should learn English. But I suspect
it's beyond you.

>> How you've managed to survive beyond childhood. Usually, it takes a
>> minimum amount of intelligence.

>Oh, I see...This is intelligence when C= tanked from a billion dollar
>corporation to a fraction of itself, dumbass.

Well, more intelligence than you've ever shown. You tanked from an idiot
to a moron, and it only took you a couple of days to do it. I do give
you credit for your ability to remain a moron for year upon year, though.

>> So - you never *did* learn to masturbate, did you?

>And you? Or did Ali assist you...)

Just as I thought - you never did. Probably don't have the brains to
look down. Certainly you don't have the brains to do anything with it
even if you *could* find it.

>No wonder your unemployed..Nobody wants to be associated with one who failed
>the Amiga, dumbass.

Well, I'm unemployed, but you're rapidly approaching unemployable. How
do you make your living, anyhow? Licking toilets clean in the U would
seem to be beyond your mental powers, so just what is it that you *do*
do there? Paperweight? Footstool?

--
Michael J. Farren, Ex-Lemmings Manager | All standard disclaimers apply.
Currently unemployed - know anyone |
looking for a good game programmer? | Are we not Lemmings? If you click
farren@shore.net, farren@well.com | us, do we not ... Oh, no!

5026. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-23 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4qjv2d$ql@ccshst05.uoguelph.ca>
Source record: 9033

: Whom on Wall Street approved of Atari...Certainly not the Wall ST Journal.

Obviously some people. Atari stock was all of 50 cents a share
before the introduction of the Jaguar. It then rose to $12 a share after
the Jag was introduced.

>> Mark <<

--

Mark Rathwell | "For every one Jim Carrey making
The University Of Guelph | $30 million a movie, there are
E_Mail: mrathwel@uoguelph.ca | millions of equally annoying
Web Page: http://www.uoguelph.ca/~mrathwel | people who don't get a dime
| for their efforts. What is our
| society coming to?

5027. Re: We Need a New Newsgroup

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-24 00:00:00 UTC
From: ha-user@ux-01.bg.bib.de
Message-ID: <4qlipe$dol@ux-01.bg.bib.de>
Source record: 9034

Hi,

JEDI (JEDI@osu.edu) wrote:
: In article <4q8mlt$f82@ux-01.bg.bib.de>, melsh94@ux-01.ha.bib.de wrote:
: >Hi "Jedi",
: >
: >JEDI wrote:
: >: The content of your post would indicate otherwise.
: >
: >I beg your pardon? I honestly do not have a clue what you mean to say.

: You contradicted yourself. If you had actually been paying attention
: for the previous month you would have seen that the flamewar is only a recent
: degeneration of previous, older threads.

I said I'd been reading here "every now and then" for a month. Which means
I scanned the group from time to time, reading what interested me, and I
couldn't help noticing that most of the group's contents was Peter-bashing.

: You are trying to make comments on things you admit to knowing nothing
: of.

No. I'm commenting on your reaction to what I may now little of, namely
Peter's postings, but I need to know nothing about them to judge your
reaction as wrong.

: What do you think the flamewar degenerated from. If you payed
: attention to the flamewar itself you might have picked that up.

I think I stated before that I was in no mood to pay attention to a flamewar?

: >group full of threads whose names are insults to one specific person, I

: So, you complain about having valuable time saved by WELL MARKED
: threads?

No, I complain about having a group *full* of flame threads.

: Don't kid yourself. These threads didn't start years ago. This isn't
: Ent. vs. SD from r.a.s.s. (now rassm).

They certainly started before I started reading this group, and I was told that
this had been going on for years. It may be that the current threads are
not so old, but your opinions of Mr Sinclair-Day certainly are?

: >I stated that I didn't pay "attention" to your flamewar, yes. I did *not*
: >state that I didn't care. If I didn't, I would not comment on the topic.

: You stated explicitly that you didn't care about the validity of Petey's
: ideas.

Yes, I did. But I didn't state that I didn't care about the ongoings
in this group, which is what I thought you meant to suggest.

: >I would unsubscribe the group. I wanted to express the following:
: >Even *if* his postings are shit, and whether they are or not doesn't matter
: >for this argument, the way you react to them is *not* better at all.

: That's rather superficial. It seems that you cannot be bothered to go
: below the very outer surface of an issue...

Why is it superficial to suggest that if someone disobeys Netiquette, it is
not the right way to disobey it yourself in answering?

: >Am I perplexed? Hmmm... I'd say no. I'm just wondering whether what goes
: >on here is the right way to behave in a newsgroup, even *if* it's *.advocacy.

: Well, if you'd been reading this group for an ENTIRE MONTH, you'd know.
: Browsing the subject headers don't count.

I did more than browsing the headers. There were some threads that did contain
other things than flamewars. These made me feel that the flamewars might be
unappropriate, or at least a little disproportional in their extent. Which
I then stated when the chance had come to do so.

: >I looked into other *.advocacy groups, namely ms-windows.advocacy, and there
: >I could find things like "Macs suck" and "Win95 has thrown back IT for years".
: >Not exactly highly intelligent stuff either, but *lightyears* away from a
: >flamewar like here. So I posted my thoughts about it, in what I regard as

: ...not reading the POSTS in that group either I see...

Yes, I did! Only that it doesn't matter for the argument here whether I did.
They contained what I'd expect: discussion, and the occasional moron insulting
people for their opinions. Just fine. ;-))

: >a polite manner. No need to attack me, I should think?

: You are engaging in the same behaivor that got Petey-boy flamed to
: oblivion...

Huh? Being polite got him flamed? *Now* I'm beginning to understand... ;-)

: >Again, I could not "pay attention" because I am a newcomer. But is that a

: No, you just couldn't be bothered to actually look into the issue
: before making comments from the peanut gallery. Who knows. Petey-boy could be
: suffering a serious injustice but, you'd never know.

Again: I *do* *not* *care* whether or not Peter suffers an injustice from
your repeated, and increasingly substanceless, stating that he is an idiot.
He may be one, and then again he may not be --- I do not know, nor do I care.
I *do* *care* about your abuse of this group in stating that he is an idiot.
A newsgroup is not the place to do so. Got it???

: >reason to treat me unworthy to express my feelings about the ongoing in this
: >group?

: Then actually attempt to inform yourself. It is not an active group. A
: months worth of posts in here should be worth a day or two in c.o.m.w.a...

I did inform myself about what is and what is not appropriate in newsgroups postings. I am not informed about who is right or wrong in your battle, but I am informed about the battle being wrong here.

: >
: >: You also may have noticed that the 'Slam-subjects' directed at
: > Petey
: >: originated as demands for support and examples for threads he originated.
: >
: >Hmmm... do you mean that you (whoever) created a thread for each argument
: >or opinion of Peter's that you considered wrong? Insulting him as

: See... you can't even be bothered to pay attention to a post you are
: responding to. Although, considering that the only headers that you've payed
: attention to lately are the pure flames, it's not to unpredicted that you
: actually missed the ones like: Peter can't be bothered to support his own
: argument.

OK, so maybe he can't be... but why did you (whoever) feel the need to create a new thread for the discussion (or so it seems) of whether one person can't be bothered to support his own arguments? A followup posting in whatever thread it occured stating, "Hey, why can't you be bothered..." should suffice? It's things like that which disturb me here.

: After some chiding he finally came up with some Mac DTP app I've never
: heard of.

Which goes to prove what?

: Try paying attention. It helps.

I am in no mood to pay attention to what doesn't interest me. I am in no mood to have to pay attention to what I feel should not be posted in this group just to get your kind permission to state that in my humble opinion, *and* by the way according to Netiquette, it should not be posted here.

: >: When rational discourse fails, there is no point in maintaining
: >: civility. It is wasted effort.
: >
: >When non-civility fails either, I believe there is no point in maintaining
: >communication. I believe this is wasted effort then as well.

: Some of us enjoy the occasional bout of 'pig wrestling'...

OK, do it. But looking at this group (and *no*, not only at the headers) I don't get you with the "occasional", I'm sorry to say.

: >
: >: Also, burden of support falls on the one who asserts. (namely

: > Petey)
: >
: >Huh? I don't get you.

: I don't suppose you would. You have appeared to be pretty clueless as to
: the content of the posts on this group thusfar.

I meant that I had a language problem, sorry. So you meant "it is for Peter to support his arguments, because he stated them"? OK, fair enough. But again: why does there need to be a thread stating he doesn't? If he doesn't, how about a followup stating: This argument went unsupported, so it doesn't count?

: >OK, then could you not agree on leaving the flamewar in one thread, or in as
: >many as the flamed one creates? I get the feeling that Peter only replies to
: >whatever insult you come up with against him. And maybe, once in a while,
: >replies to a post that does not insult him. So the way might be not to insult

: Of course. It is much less mentally taxing to reply to a post with no
: substantial content.

Which goes to prove that ignoring him might reduce "flame traffic", thus increasing appropriate traffic if not in absolute numbers, then at least in percentage. Which is what we should aim for. IMHO.

: >him whenever the opportunity arises, but to discuss matters rationally not
: >with him, but with the other readers of this group, and to keep the flamewar

: Your attention is lapsing again...

Where? What's the problem in discussing rationally the pros and cons of Atari computers with persons other than Peter?

: >in one thread. Or maybe to add a "FLAME:" to the subjects of the flame
: >threads.

: You mean to tell me that having an insult in the subject line is not a
: clue enough that thread is a flamwar. Are you pretending or are you really
: that dense?

OK, that's one point for you here. Sorry. But why do you insult me? :-(

: >I just cannot believe that grown-up persons like you, me, and Peter, can't get
: >along without rendering a whole newsgroup practically useless. There are

: If you want it to become un-useless then do so. No one is stopping you.

I'm trying, thank you. ;-)

: >other ways of dealing with ones who are a pain in the ass. Ignoring, for
: >exapmle. Or, if that fails, complaining to postmaster@his.site. Or, if

: a) MOST of his behavior doesn't warrant that
: b) it's already been tried.

But it does warrant a flamewar, against Netiquette? Odd.

: >that should fail, mailbombing. Or, if that should fail too, killfiling

: Ohyeah... critizise us for indulging in flames and then advocate
: mailbombing. This is not a bright thing to do in the same post that advocates
: tattling to postmasters.

Just my ideas.

: > But I don't want to killfile *everyone* here that contributes
: >to Peter-bashing, because I think someone might add useful thoughts to some

: Then buy a newsreader that can kill based on subject or header...

No help there, I'm using the one at school here. And even if I did,
I'd have to add a new subject to it each time you go and start a new thread
of the "Petey is a chicken" type. Which is exactly what I'm complaining about
here.

: >other discussion here. And, even if you can't believe it, I think Peter
: >might do so too, when given a chance and not brought to rage by insults
: >like yours.

: Well, I do admit that my chides are a bit more effective than the recent
: tendency to fall into the 'dumbass' rut around here...

OK, then please try and keep it that way... :-)

: >
: >I'm no particular fan of Peter, and some of his comments did strike me as
: >stupid, too... I just don't feel that your reaction to them is appropriate.

: To bastardize a quote: I have not yet begun to flame!

Then would you please stay as polite as you are, and not start to flame?
Thank you.

: >What I feel appropriate I stated in my original posting, and above.
: >When you have tried all of this, and it didn't work, then why do you
: >overreact like this? Why do you make people feel that "we need a new

: Pet Peeve: Clueless Pundits.

I beg your pardon?

: >newsgroup", istead of trying not to waste the old one anymore like you
: >apparently did for the last couple of years?

: ...more arrogant presumption...

Have you begun to flame yet? It certainly feels that way.

Yours,
Erik Meltzer
(melsh94@ux-01.ha.bib.de)

5028. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-24 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31CEC2B3.671F@ccm.jf.intel.com>
Source record: 9035
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.s

Robert Gray wrote:

> Few things will pique an adolescents interest more than for an adult to
> tell them that something they see as pleasant, i.e., nudity, is "immoral
> perverted indecency". God, what a weird attitude. You did notice that
> interested parties had to SEND for this material, didn't you? It isn't
> distributed on the net and it probably will be MAILED to the recipient.
> Please note that there was no mention of donkeys, leather, children, etc.

Yes, quite boring, isn't it?

> Then Dave Baseley (dbaseley@cartech.com) ordered:
>
> > ....[Blah blah blah (at least three bags full)]....Terminate this
> > thread!...this discussion really does not belong here.
>
> It's one of the fundamentals of discuss/debate, Dave, that you don't put
> forward your views and then imply that there is nothing more anyone else
> can possibly add by declaring the subject closed!
>
> AND I'M GETTING QUITE TIRED OF YOUR CONTINUAL CROSSPOSTING, TOO, DAVE!
>
> Bob Gray gray@utopia.nrl.navy.mil Washington DC

Well, gee, Bob, since I don't feel like searching all of the more-than-a-dozen groups _you_ posted _this_ in to
try to figure out where you were when you wrote it, I guess you'll have to live with cross-posted replies, won't
you?

How does that rule go? It's a Navy thing... Ah, I recall now: "Do as I say, not as I do!"

--
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
| Life bees dat way sometimezzzzz. |
+---+

5029. Re: Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-24 00:00:00 UTC
From: JEDI
Message-ID: <4qm83p$97k@doc.zippo.com>
Source record: 9036

```
In article , sinclap2954@cobra.uni.edu says...
>
>In article <4q9o2s$2kj@doc.zippo.com>, JEDI writes:
>> In article , sinclap2954@cobra.uni.edu says...
>>>
>>>In article <4q6aa3$kk5@doc.zippo.com>, JEDI writes:
>>>> In article , sinclap2954@cobra.uni.edu says...
>>>>>
>>>>>In article <JEDI.22.31C4C22B@pop.service.ohio-state.edu>,
JEDI@pop.service.ohio-state.edu (JEDI) writes:
>>>>>> In article <1996Jun13.193905.55221@cobra.uni.edu> sinclap2954@cobra.uni.edu
>>>>>> (PETER SINCLAIR-DAY) writes:
>>>>>>>jabba (He who has the big house next to the Dune Sea) speaks..
>>>>>>
>>>>>>>In article <JEDI.20.31BFA408@pop.service.ohio-state.edu>,
JEDI@pop.service.ohio-state.edu (JEDI) writes:
>>>>>>>> In article <1996Jun12.223712.55180@cobra.uni.edu> sinclap2954@cobra.uni.edu
(PETER SINCLAIR-DAY) writes:
>>>>>> [deletia]
>>>>>>>>>It's my job to keep up on in's and out of the Mac platform. I recieve a free
>>>>>>>>>subscription of MacWeek for Mac managers. My job and paid for it.
>>>>>>>>
>>>>>>>> ...and yet never a single k12 app mentioned...
>>>>>
>>>>>I see your soo involved in your child-species school education jabba. Desktop
>>>>>publishing at least in Iowa is becooming standard staple in writing classes.
>>>>
>>>> So, when did typsetting and page layout become germane to good
>>>> writing?
>>>
>>>Jesus....It's been used as a writing tool jabba. Never said it would improve
>>>one's writing for all.
>>
>> So, this example is really rather superfluous. The DTP's could be ripped
>> away from the kiddies and the only real effect would be to make the teacher's
>> life harder. S/he would have to deal with script again...
>>
>
>What is this ferengi babble, jabba...What a dumbass. Desktop publishing is
>being used more often in English/Journalism classes. When students have

Desktop Publishing is overkill for a composition class.
Journalism was not addressed in your original example. There, page
layout and typesetting are remotely relevant to the goals of the course.
```

>experince with this sort of technology gives then an edge in college and the
>workplace...

...sounds more like Microshaft marketing indoctrination. There is no added
utility in using a DTP package to draft a composition. It may be useful for
to fluff up the final copy but that is all.

This is where bloat begins.

People are encouraged to use an M-60 when a pellet gun is really the tool
for the task.

This is additional vocational training. It may add utility in general but, it still
adds nothing to the usually stated goals of a composition course.

...and DTP for composition is still overkill.

>
>> Although general familiarity with DTP programs may be constructive,
>> it does nothing to further the goals commonly associated with an english class.
>> Also, for text authoring, it's overkill.
>
>Who the fuck cares what you think? You don't know what their needs are.. So you

You never addressed my point. How is DTP not horrendous overkill for
simple text authoring?

>criticize a school for accepting a $100,000 gift from a prestigious college to
>set up a lab for English and journalism classes that will be use also for

You are indulging your imagination here...

>desktop publishing as well as a writing class. And most likely be used by the
>school newspaper class.

Schools having money to burn is not considered a common condition.
Also, DTP is still overkill for simple text authoring.
Also, composition is quite technology independent.

>
>>
>> Great example petey-boy.
>
>a ferengi specie, good job for contributing to the sorry ass nature of many of
>the schools.. With people like you why bother improving the schools.?

As I said before. Nearly ANY platform is quite capable of handling the
task of text authoring. The Apple IIe is quite capable.
The grant should be spent elsewhere.

>
>>>>>>
>>>>>>>MacPublisher..You're specie needs to pay more attention on earth to comprehend
>>>>>>>jabba.
>>>>>> I wasn't aware that DTP's were considered K12 apps these days.
>>>>>> I guess this means that Pagestream & Calamus are K12 apps as well.

>>>>>
>>>>>Read above.. Most likely if schools have ST's but don't count on it.
>>>>
>>>> It doesn't matter whether or not the schools have the hardware.
>>>> If the program is a K12 app, then it is so.
>>>>
>>>
>>>Yea..so...If the school doesn't use St's, than what is the point?
>>
>> Emacs could serve the same purpose as well as any other cut/paste
>> capable text editor on a plethora of platforms.
>
>What is Emacs? Education Macs? Or is this jabba speak?

You claim to be a librarian. Use the English language skills you should have
aquired in elementary school.

>
>>
>> As a K12 app, it is rather weak. The application is so generic and trivial
>> wrt to processor power as to make the extra expenditure on newer hardware
>> quite wastefull.
>
>to you it is..Let the professionals handle it while you make sure your children
>arrive on time to school...)
>

In this domain: I AM THE PROFESSIONAL.

>>
>>
>>
>>>
>>>> [jedi deleted this]
>> [jedi deleted this]
>>>>>>>Yes, I have and was running Word..
>>>>>>
>>>>>> Was this a version of Word made before or after 1985?
>>>>>> 'Word' is not saying much...
>>>>>
>>>>>1995. Word 6.01...
>>>>
>>>> Word 6? ON an LC?
>>>>
>>>> You saw it here folks!
>>>>
>>>> A comment that would get petey-boy laughed out of a MAC advocacy group!
>>>>
>>>> Word 6 has enough problems working upon the platform it was optimised
>>>> for. It can bog down an Alpha, nevermind an 020...
>>>

>>>No, I was using Word on a LCIII. The LCIII uses a 32 bit bus and has a 25mhz
>>>68030. Kind of tolerable.
>>
>> It's not something I would try myself... seeing what microshaft software
>> can do to Pentium class machines...
>
>I didn't have much of a choice since the Powermacs were all in use.

The advocate admits that given the option, HE WOULD NOT use the
platform that he advocates.

[jedi deleted this]

5030. Re: So Sinclap still doesn't have a life (no brain either)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-24 00:00:00 UTC
From: JEDI
Message-ID: <4qm8ki$99p@doc.zippo.com>
Source record: 9037

```
In article , sinclap2954@cobra.uni.edu says...
>
>In article <4q9pe8$2v4@doc.zippo.com>, JEDI writes:
>> In article , sinclap2954@cobra.uni.edu says...
>>>
>>>jabba [that vile outlander gangster who swiped a monastery]
> ----I am not the author of the above phrase------
...of course not, Petey would have needed a clue to manage it...
[Jedi, as opposed to Jabba, Deleted this]
>>>In article <4q6hes$mio@doc.zippo.com>, JEDI writes:
>>>> In article , sinclap2954@cobra.uni.edu says...
>>>>>
>>>>>In article <31C60043.6956@engr.sgi.com>, Bruce Haire <haire@engr.sgi.com> writes:
>>>>>> PETER SINCLAIR-DAY wrote:
[Jedi,as opposed to Jabba, Deleted this]
>>>> By your standards and example (I stress the singular), the ST is quite
>>>> adequate (so is the Amiga and Apple IIe btw).
>>>
>>>What went for the Apple II was the software base that the ST could not match.
>>
>> Reread the text petey-boy. A PDP-11 and a few DEC terminals could manage
>> the K12 app (I again stress the singular) that you have mentioned thus far.
>>
>>>Granted that the ST hardware was superior, but it was the software that doomed
>>>the ST.
>>
>> You have yet to make substantive mention of this.
>
>When the ST came out in '85' it was considered hardware superior at the time
>until the Amiga came out in force..I opted for the Amiga instead..

This does not address any of my points.
Although it is one of the most accurate comments you've ever made...

>
>>
>>>
>>>>>publishing
>>>> You muddled this one with education.
>>>> and web?
>>>> Until you finally learn what HTML and HTTP are, you are in no position to
>>>> make web comments of any kind.
>>>
>>>Because of your lousy formatting I can't comprehend jabba speak. What were you
>>>saYING ABOUT HTML AND HTTP?
```

>>>
>>>Could you please speak sense jabba speak? Could you translate in what is on
>>>your mind about multimedia?
>>
>> Translation for the stupid: You are ignorant and functionally illiterate.
>
>
>Jesus, are still using an Atari eight bit for net surfing? You need to work on
>your screen formatting DUMBASS!

Screen formating is fine on my end. Are you still working with a measely
80 columns?

Jedi could net-surf with a PDP-11 if necessary...

...and you still don't know what H.T.M.L. and H.T.T.P. are...

5031. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-24 00:00:00 UTC
From: JEDI
Message-ID: <4qm73l$8v4@doc.zippo.com>
Source record: 9038

```
In article , sinclap2954@cobra.uni.edu says...
>
>
>Jabba utters the usual bullshit...
>
>In article <4q9j6v$vc@doc.zippo.com>, JEDI writes:
>> In article , sinclap2954@cobra.uni.edu says...
>>>
>>>In article <4q69mf$kc1@doc.zippo.com>, JEDI writes:
>>>> In article , sinclap2954@cobra.uni.edu says...
>>>>>
>>>>>In article <4pvoc2$4v6@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth)
writes:
>>>>>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>> [jedi deleted this]
>>>>>> I didn't say I did. I was just pointing out that neither you nor I have
>>>>>> any way of knowing whether or not the new Apple management will be any
>>>>>> better than the old one. Not yet at least.
>>>>>
>>>>>Only time will tell. But Wall ST likes the new moves.
>>>>
>>>> Unless this drives the bean counters into the stores to buy Macs, I'd actually
>>>> take this as a BAD sign.
>>>
>>>Is this jabba speak?
>>
>> You alledge to be educated; figure it out.
>
>I wouldn't call Amelio and Landi bean counters..

I never did so and did not post anything that could possibly contrued in that
manner (demented perceptions excepted).

>>>
>>>>
>>>>>
>>>>>>
>>>>>> :MacMall chain has Power and Supermac/Umax..
>>>>>> ^^^^^^^
>>>>>>
>>>>>> Read what I have in parantheses in the last sentence of my above quoted
>>>>>> paragraph. BTW I have never seen a MacMall store...any where.
>>>>>>
>>>>>>
>>>>>
```

>>>>>Mac Mall is a retail chain in Southern California. You stated that these
>>>>>clones were not sold at retail stores. i pointed out otherwise.
>>>>
>>>> Strange that you can't manage to come up with an example that services
>>>> your own region (Iowa presumably). Not all of us live in Southern California.
>>>> For the rest of the country that example is meaningless.
>>>
>
>>>He was skeptical that there was no front store had the clone and I stated
>>>otherwise. I will not list all I know...As for your remark, I don't give a
>>>shit if none is near you jabba..
>>
>> Actually, I was implying that noone was near YOU. If you had half a brain,
>> some education, & the ability to pay attention you may have noticed that.
>
>Are you a brain dead Ferengi? Does BestBuy, Sears and Wal-Mart ring a buzz to
>you.....)

I have one of each of these within my own city. NONE of them have mac clones.
Furthermore, the mac selection they do have is sparse. These are very poor
examples. The only one worse would be CompUSA.

>
>>
>> Cali. is nowhere near YOU are.
>
>Cali what? Cali, Colombia....

REREAD the punctuation.

>
>>
>> I, however am driving distance away from 7+ metro cities with populations
>> exceeding 1 million. If there are no Mac clones available in these parts, there
>> are quite a few people being left out of Apple's marketing plans. Although
>> this is not altogether unusual [for apple].
>
>I don't keep track of PowerComputing and Umax distribution system. I know that
>Power is emulating Dell and Gateway of distribution through an 800 number.
>Seems successful. If Mac clones are not available in storefronts in your area,
>how is this Apple's fault.

It's their licenced product. It's also apparently something necessary for their
long term survival. If they are not seeing to it (regardless of whether or not it would
normally be their responsiblity) then they are neglecting their best interests and
those of the users.
They are doing an Atari (or an Apple depending on your point of view).

Regardless of who's fault it is, an area of the country with ~50 Million people
is not being properly marketed to wrt Mac Clones.

>
>
>>
>> This also bears too much similarity to the state of Atari in these parts.
>
>That is utter bullshit.. Power is only two years old and brings in more
>revenue than Atari does.. Power sells direct mainly and also lets the catalog
>mailorders like MacMall, MacZone, MacConnection and MacWarehouse to name a few
>to sell the complete line of their Mac OS computers.

Goto the mail order vendors.
We shall not be bothered to properly market our product.

Atari Mantras.
Now Apple Mantras.

Atarians have had enough of these already.

>
>>>I am sure that there are other retailers that would carry the Supermac S900.
>>>Why not give UMAX a call and ask for the nearest retailer..... As for me its
>>>the catalog/mailorder way..
>>
>> Mailorder eh? Sounds like the mac advocate has no storefront support
>> for the machines he advocates.
>
>Nope..For me it's convenience and saving sales tax.

This is a fairly weak counterpoint.
Are the taxes in Iowa so oppressive?

5032. Re: Why so much Mac-phobia in Atari-land

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-24 00:00:00 UTC
From: JEDI
Message-ID: <4qm5il$8fl@doc.zippo.com>
Source record: 9039

In article , Kronos@wco.com says...
>
>As an ex-Atari user who has migrated to the Macintosh platform, I fail to
>understand why so many Atarians in this newsgroup seem hostile to the
>Macintosh. Perhaps it is the perhaps obsessive Apple evangelism by this
>Sinclair person, but I've noticed the same pc attitudes in other Atarians.

The subject headers with flames directed precisely towards petey-boy
should have clued you in.

Most of the xenophobia in these parts are directed precisely at him.

5033. Re: You Might be Peter Pinhead if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-24 00:00:00 UTC
From: JEDI
Message-ID: <4qm5uk$8hg@doc.zippo.com>
Source record: 9040

In article , sinclap2954@cobra.uni.edu says...
>
>In article <4qc63t$1t1@northshore.shore.net>, farren@shore.net (Mike Farren) writes:
>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>>
>>>Yea, you must of not been paying attention in the marketing class in regards to
>>>the Amiga.
>>
>> I wasn't in marketing.
>
>Don't get out of this. How can you people not include SCSI, high density
>drives, 16/24 bit color and harddrives as standard while your more successful competitors
read
>the market correctly and gave their customers what they wanted.

If you had been paying attention, you would have notice that they did.
This resembles a description of Atari's, but not Amigas...

5034. Re: Why so much Mac-phobia in Atari-land (or Petey-Boy flames potential supporter)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-24 00:00:00 UTC
From: JEDI
Message-ID: <4qm8p0$9af@doc.zippo.com>
Source record: 9041

In article , sinclap2954@cobra.uni.edu says...
>
>In article <Kronos-2206960113220001@clavius39.wco.com>, Kronos@wco.com (Todd Reed)
writes:
>> As an ex-Atari user who has migrated to the Macintosh platform, I fail to
[Deleted by Jedi for brevity]
>> a computer like the Mac that smiles at you on start-up. Bill Gates uber
>> alles! One Microsoft planet, no more of this easy to use stuff for real
>> computer men!!!
>
>Hey Dumbass, this is advocacy! if you can't take the heat, don't let the flame
>burn ya when your dumbass is outta here..

After this QUITE unprovoked flame, do you really need any more clarification?

5035. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-24 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4qn2jl$6bm@inca01.inca.co.nz>
Source record: 9042
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Steve (krunch@intac.com) wrote:
> Apple sells over $2 billion per quarter...

... and makes sod-all profit doing so. Shades of Tramielisation at Apple.

> But one must ask himself, WHO THE FUCK GIVES A SHIT, ESPECIALLY
> IN AN ATARI NEWS GROUP YOU FUCKING MORON!!!!

Well said.

--

Quote For The Month:

How to turn $5 into $5,000: Just add ",000" every time you write "$5".

5036. Re: Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-24 00:00:00 UTC
From: Bruce Haire <haire@engr.sgi.com>
Message-ID: <31CF15E4.4487@engr.sgi.com>
Source record: 9043

PETER SINCLAIR-DAY wrote:
> In article <31C85287.237C@engr.sgi.com>, Bruce Haire <haire@engr.sgi.com> writes:
> > PETER SINCLAIR-DAY wrote:
> >> Jesus....It's been used as a writing tool jabba. Never said it would improve
> >> one's writing for all.
> >
> > Jesus(TM) the latest writing tool from Claris.

[I make an obvious joke]

> >> No, I was using Word on a LCIII. The LCIII uses a 32 bit bus and has a 25mhz
> >> 68030. Kind of tolerable.

[Peter is in a different world than our's]

> > Yes. epecially if you like small underpowered boxes without
> > any room for expansion.

[I goof on his box]

> Like the 520ST! Considering that Apple hasn't made LCIII's in 2-3 years, yea
> its considered underpowered today. As for expansion, lot more than the hack
> and slash 520ST..Plus the LC III was one model of the Mac family were choices
> of more expandability was offered, dumbass.

[Pete still can't smell any coffee] Peter, I used to be in
the same building as the folks who created LC III and the first Power
Books. You are *not* impressing anyone in AtariLand with your goofy
one-sided arguments about MacCrap. crApple does not want you for
a spokeswoman any longer.

> > Where's *MY* free government cheese?!?!
>
> Ask ronny...

Wow! You're unending conversation with my old .sig amazes
everyone. Do you talk to walls and inanimate objects too? Here'
let me auto-reply for you:

"You dumbass, u r such a dumbass.. wat do u think u r doing
in my atarisindenial group, i am goin to explode.. my tiny brain
hurtz"

Thank you,

--
contact democratesindenial @ sinclap2954@cobra.uni.edu

5037. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-24 00:00:00 UTC
From: Bruce Haire <haire@engr.sgi.com>
Message-ID: <31CF1735.6201@engr.sgi.com>
Source record: 9044

PETER SINCLAIR-DAY wrote:
> Very good..Apple is a viable company ranked in the Fortune 150..

That is false.

--
stupidityincarnate == sinclap2954@cobra.uni.edu
"home of the one mouse button wizard"

5038. Re: Why so much Mac-phobia in Atari-land

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-24 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <31CF1448.3BC3@intuit.com>
Source record: 9045

PETER SINCLAIR-DAY wrote:
>
> Hey Dumbass, this is advocacy! if you can't take the heat, don't let the flame
> burn ya when your dumbass is outta here..
>

Obviously, a real genious. So eloquently put. I wonder if his impressive
verbage is indicative of his highly evolved intelligence?

5039. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-25 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.835711472@gmi.edu>
Source record: 9046

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>Are you a brain dead Ferengi? Does BestBuy, Sears and Wal-Mart ring a buzz to
>you.....)

Can't argue with logic, can you? None of the choices you gave above
is a good place to buy Apple products. Not one of those places in my
area carry Mac clones! Sears and Wal Mart have maybe 1 or 2 Apple
models. Best Buy might have 3 on display. And I'm in the Detroit
metro area.

You need to come up with much better examples than that. You sound like
an Atari Computer advocate of 1990.

>I don't keep track of PowerComputing and Umax distribution system. I know that
>Power is emulating Dell and Gateway of distribution through an 800 number.
>Seems successful. If Mac clones are not available in storefronts in your area,
>how is this Apple's fault.

Apple should be marketing their own products, right? Your logic is
"Tramiel-esque". Someone else isn't going to market your product.

>> This also bears too much similarity to the state of Atari in these parts.

>That is utter bullshit.. Power is only two years old and brings in more
>revenue than Atari does.. Power sells direct mainly and also lets the catalog
>mailorders like MacMall, MacZone, MacConnection and MacWarehouse to name a few
>to sell the complete line of their Mac OS computers.

What!? You just proved the point you were saying was bullshit! You
are relying on mail-order chains again! Once again, you sound like
an Atari computer advocate of 1990.

>> Mailorder eh? Sounds like the mac advocate has no storefront support
>> for the machines he advocates.

>Nope..For me it's convenience and saving sales tax.

That's pointless. In this whole argument you have taken the same stance
Atari advocates took 6 years ago. And what happened to Atari
computers? Let's track the path to oblivion:

1) Diminished retail presence, 2) mail order becomes main alternative,
3) foolhardy marketing approach is defended by advocates, 4) userbase
declines, 5) platform collapses only to be supported by enthusiasts
and some 3rd parties.

Atari's path sure looks like Apple's right now. And your arguments are only illustrating it even more. Open your eyes and realize what is going on here.

/Kevin

5040. Re: Why so much Mac-phobia in Atari-land

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-25 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <4qp308$nh1@studs.sci.kun.nl>
Source record: 9047

In <31CF1448.3BC3@intuit.com> Mark Fassett <mark_fassett@intuit.com> writes:

>PETER SINCLAIR-DAY wrote:
>>
>> Hey Dumbass, this is advocacy! if you can't take the heat, don't let the
>> flame burn ya when your dumbass is outta here..
>>

>Obviously, a real genious. So eloquently put. I wonder if his impressive
>verbage is indicative of his highly evolved intelligence?

The best part is that he flamed a _Mac-owner_. I wonder if he realized
that.

To the original poster: Maybe now you know why we are a bit anxious
about Mac people :-)

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

5041. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-25 00:00:00 UTC
From: Robert Gray <nrl6001@ccsalpha1.nrl.navy.mil>
Message-ID: <4qpqt2$2i2@ra.nrl.navy.mil>
Source record: 9048
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.s

Using my mailer REPLY feature I responded to a posting by Dave Baseley (dbaseley@cartech.com), deliberately crossposting as he had done while complaining about the practice himself:

>
> ...AND I'M GETTING QUITE TIRED OF YOUR
> CONTINUAL CROSSPOSTING, TOO, DAVE!

Rich Tietjens (RichardX_Tietjens@ccm.jf.intel.com) jumped in:

> Well, gee, Bob, since I don't feel like searching all of the
> more-than-a-dozen groups _you_ posted _this_ in to try to figure
> out where you were when you wrote it, I guess you'll have to live
> with cross-posted replies, won't you?

Sorry, Rich. I should have included some smilies for the humor-impared who don't recognize satire even when it hits them between the eyes!!!

Bob Gray nrl6001@ccf.nrl.navy.mil Washington DC

5042. Long absence, same shit. Sigh.

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-25 00:00:00 UTC
From: steveg@cnct.com
Message-ID: <steveg-2506962317180001@news.cnct.com>
Source record: 9049

I used to frequent this newsgroup quite often. About two years ago I got fed up with people confusing "advocacy" with "fanatacism", so I left. I just now resubscribed. Doesn't look like things have changed much, unfortunately. While I do admit to seeing a certain amount of maturity that has developed in most of the "regular" posters to this newsgroup, I'm utterly astounded that after almost two years Peter Sinclair _still_ continues his pointless arguing, while at the same time the many self-proclaimed "intelligent, mature" folks continue to taunt and fight with him. I still don't understand why, and I think I'll return this newsgroup to the "unsubscribe" list. Good day. :-)

- -
steveg@cnct.com -=> http://earth.cnct.com/home/steveg/index.html
Iomega Zip FAQ -=> http://earth.cnct.com/home/steveg/iomega.html
Steve's Trading Post -=> http://earth.cnct.com/home/steveg/trading.html
Ferret is Latin for "little fur thief". "Little fuzzy fearless klutz that hides valuables" apparently takes too long to say in Latin.

5043. Atari 2600 emulator

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-27 00:00:00 UTC
From: Thomas Djafari <frogger@micronet.fr>
Message-ID: <31D28533.5013@micronet.fr>
Source record: 9050

UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE
UPDATE UPDATE UPDATE UPDATE UPDATE

I updated my web page, if you want to know more about my 2600 emulator,
check at :

<http://www.micronet.fr/~frogger>

I need some feedback, read these parts : "ABOUT THE DISTRIBUTION"
and "WHAT DO I NEED"

UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE
UPDATE UPDATE UPDATE UPDATE UPDATE

5044. Falcon For Sale

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-27 00:00:00 UTC
From: "paul smith"
Message-ID: <4qsra4$ah3@fling.frisbee.net.au>
Source record: 9051

Atari Falcon, 030, dsp, 16 mhz, 32 bit bus, true colour, cd sound, 4 meg ram, 65 meg ide drive.....ready to fly...

Paul

61-8-2522507

5045. Re: Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-27 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31D2B1F5.5DD3@ccm.jf.intel.com>
Source record: 9052

JEDI wrote:

> >mv Peter_Sinclair-Day /dev/null
>
> It's a shame we can't get rid of Petey this easily...
> (no, killfiles don't count)

Yeah, where's Ted Kazynski (I know that's mis-spelt) when you really need him?

However, I do have a similar solution:

mv (From: *sinclap*@*uni.edu*) > (To: root@uni.edu)

I still see his drivel, but now his sysadmin gets to see all of it, too. Automatically, even if I miss a post.

--
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
| Life bees dat way sometimezzzzz. |
+---+

5046. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-27 00:00:00 UTC
From: padge@indy.net
Message-ID: <4quj4u$a44@news.indy.net>
Source record: 9053
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

```
>I am over 18 and live on planet earth. - Where do you live ???
>
>We once had a C220 but unfortunately I don't have any nude pictures
>of it - do you have some ?
WHY do you guys even respond to these? They are by default
(after paying someone off, I'm sure) copied to every newsgroup on here
(or possibly just the ALT* groups... not sure) It's not as if they
ever come back to see replies :P
.------------------------+-----------------------------.
___________ | __ __ ___ ____ | "Elite??! You?! HAHAHAHA!" | \
/. . . . \ | / \|/ \ \/ \ | -Imel(31:4) | |
|. . . . . | | | | \ | | +-----------------------------+ |
| .________. | | | | | | | | | Notorious C= User/Net Junkie | |
\./ /~ ~\ \ / | \__/ \__/_/| |____/ | Astonishing Coder/Muzo! (ha!)| |
| (x)/\(x) | | WaD'96 \| \ / +-----------------------------' |
`\~\_\/_/~/' | ^^^^^^ : o.o | .-----------------------------'
| |____| | | S U P E R B ! : - | | * Prehistoria President/FDR *
\________/ `------------------------' | * C; Intel; ANSI; Trax; HaQ *
`------------------------' +----------------------+
[Entire Sig. Drawn/(c) WaD/Prehistoria'96 - Homepage Coming Soon!!]
```

5047. Re: Propagation of the '8000 pics' thread

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-27 00:00:00 UTC
From: "Marco A. Zamora Cunningham" <mzamora@gfnorte.com.mx>
Message-ID: <31D324B8.5674@gfnorte.com.mx>
Source record: 9054
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, comp.sys.att,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys. harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

Hey all you guys, don't waste bandwidth (and forgive me for wasting it too).
Do you honestly believe that the original "8000 pics" article poster gives
a rat's ass about netiquette? If we give it more exposure, that's just what
the poster wants.

I say we just ignore it and go on with our respective newgroup discussions.
If he insists, we can all personally and *privately* volume-spam-mail his
account. A breach of netiquette is ignorable, an insistent b1FfHeaD should
be stopped with his own methods.

My $0.02 ... MZ

5048. Re: Long absence, same shit. Sigh.

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-29 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4r1uef$o2k@orm.southern.co.nz>
Source record: 9055

Just Steve (steveg@cnct.com) wrote:
: I used to frequent this newsgroup quite often. About two years ago I got
: fed up with people confusing "advocacy" with "fanatacism", so I left. I
: just now resubscribed. Doesn't look like things have changed much,
: unfortunately. While I do admit to seeing a certain amount of maturity
: that has developed in most of the "regular" posters to this newsgroup, I'm
: utterly astounded that after almost two years Peter Sinclair _still_
: continues his pointless arguing, while at the same time the many
: self-proclaimed "intelligent, mature" folks continue to taunt and fight
: with him. I still don't understand why, and I think I'll return this
: newsgroup to the "unsubscribe" list. Good day. :-)

Come on now! That just is not the spirit!! Fanaticism and advocacy are
one and the same. We would hardly need an advocacy group for a bunch of
people who didn't really have an interest in their Atari now would we? It
is the fanatics who keep these groups going.

L8R...

Chris W.
/|\

5049. Re: Why so much Mac-phobia in Atari-land

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-29 00:00:00 UTC
From: Kronos@wco.com
Message-ID: <Kronos-2906961153030001@rock16.wco.com>
Source record: 9056

In article <Kronos-2206960113220001@clavius39.wco.com>, Kronos@wco.com (Todd Reed) wrote:

> As an ex-Atari user who has migrated to the Macintosh platform, I fail to
> understand why so many Atarians in this newsgroup seem hostile to the
> Macintosh.

One other point I failed to make in my earlier post. I wonder if there isn't something in the corporate stance of Apple that doesn't raise the hackles of users of other computer platforms. Something about Apple's 'inherent superiority' or something like that. Apple's PR and advertising all point to Macintosh as easy to use, plug and play, no sweat, fun computing.
Maybe it goes a little too far. I've heard people refer to Macs as 'toys' and worse. Perhaps the Apple propaganda machine goes a little too far in this respect. After all mastering a Mac isn't all that difficult compared to the problems of using a Windows machine.
I'm probably not making particularly incisive points here, though, the theme seems to be that the media has really taken aim at the 'dying' Apple, perhaps because Apple sets itself apart from the other computer makers in its corporate ideology and public stance. Does this post have anything to do with Atari advocacy? Unfortunately not.

T Reed, Zap Grafix, ZapSoft Dist. | "Criticism is easy, art is difficult."
Kronos@WCO.com | Le Glorieux (1732)
|

5050. FS: NVDI V3 US$15 incl shipping

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-29 00:00:00 UTC
From: s925799@mailserv.cuhk.hk
Message-ID: <4r44m1$6g@hpg30a.csc.cuhk.edu.hk>
Source record: 9057
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

```
--
/=====================================================\
| s925799@mailserv.cuhk.hk |
| |
| " I am such a peculiar girl |
| have my dreams and thoughts in another world..... |
| So lost in time So lost in space |
| I belong to an unknown human race....." |
| <Dreaming Girl, Bel Canto> |
| |
| Good Luck, |
| Malcolm |
\-----------------------------------------------------/
```

5051. FS: Cubase V2 Manual US$20 (heavy, need to cover shipping)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-29 00:00:00 UTC
From: s925799@mailserv.cuhk.hk
Message-ID: <4r44rd$6g@hpg30a.csc.cuhk.edu.hk>
Source record: 9058
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

```
--
/=====================================================\
| s925799@mailserv.cuhk.hk |
| |
| " I am such a peculiar girl |
| have my dreams and thoughts in another world..... |
| So lost in time So lost in space |
| I belong to an unknown human race....." |
| <Dreaming Girl, Bel Canto> |
| |
| Good Luck, |
| Malcolm |
\-----------------------------------------------------/
```

5052. FS: ICD Pro SCSI 6.5.5 US$15 incl. shipping

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-29 00:00:00 UTC
From: s925799@mailserv.cuhk.hk
Message-ID: <4r44v9$6g@hpg30a.csc.cuhk.edu.hk>
Source record: 9059
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

```
--
/=====================================================\
| s925799@mailserv.cuhk.hk |
| |
| " I am such a peculiar girl |
| have my dreams and thoughts in another world..... |
| So lost in time So lost in space |
| I belong to an unknown human race....." |
| <Dreaming Girl, Bel Canto> |
| |
| Good Luck, |
| Malcolm |
\-----------------------------------------------------/
```

5053. Another SinClap Flame (was Re: You Might be Peter Pinhead if...)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-29 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <551395642.115102.1.starship@3rdplanet.com>
Source record: 9060
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

sinclap2954@uni.edu sent me the following flaming email. Since I had already informed him that any further communications from him would be considered public, here's what he wrote, along with my response. I apologize to those of you who would rather not see his crap, and suggest that you move on to the next message now:

S> I understand that your mother screwed around with another significant
S> other instead of her husband to have you...Maybe thats why she is in
S> hell...now...)

I believe I've already mentioned that she's dead, else you wouldn't have made the last remark. Did I also mention that, if you were within physical reach, I would now be forced to remove your heart through your anus by pushing it out with a railroad tie?

You're very tiresome, old fool. Why don't you just go back to mopping the library's bathroom and leave conversation via computer to your betters? You know who I mean: The experimental rats in the biology lab.

Copies posted to sundry advocacy (and other) groups for the illumination of those who thought we were too rough on Petey Boy.

--
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
+-----------------------------------+--------------------------+

5054. Re: Is Pinhead gone?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-06-30 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jun30.183521.1@cobra.uni.edu>
Source record: 9061
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <31D1998D.3171@ccm.jf.intel.com>, Rich Tietjens
<RichardX_Tietjens@ccm.jf.intel.com> writes:
> PETER SINCLAIR-DAY wrote:
>>
>> ...Cobra crashed...
>
> Better get used to it. That happens when the sysadmin is too busy porking the library's janitor to pay attention to the server.

He he he he..You're credibility with the sysadmin went down the toilet with this one. Any future baby cry spout to the uni admin will most likely be ignored..

>
> --
> +---+
> | Opinions expressed herein are those of the writer and |
> | probably diametrically opposed to those of his employer. |
> | Life bees dat way sometimezzzzz. |
> +---+

GREETINGS..
|---|
| Peter Sinclair-Day POWER MACINTOSH 7100/80 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

5055. Re: Is Pinhead gone?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-01 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31D7FCFE.3339@ccm.jf.intel.com>
Source record: 9062
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

PETER SINCLAIR-DAY wrote:

> > ... That happens when the sysadmin is too busy porking the library's janitor to pay attention to the server.
>
> He he he he..You're credibility with the sysadmin went down the toilet with
> this one. Any future baby cry spout to the uni admin will most likely be
> ignored..

He already stated in our first exchange that you were basically untouchable; that he felt your posts were not abusive, in spite of the obvious
infammatory nature of every comment you make in newsgroups where you have no interest EXCEPT to incite flame wars. Thus, I feel no
compunctions about stating the obvious. If he is offended - well, gee, his attitude about your activities is offensive to me and to every
sysadmin who takes any pride in his system and the general class of the system's public image.

--
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
| Life bees dat way sometimezzzzz. |
+---+

5056. Updated Web Page and Links

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-01 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31D8674C.4EDC@ccm.jf.intel.com>
Source record: 9063
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy

```
This link:

http://www.3rdplanet.com/~starship/atari.htm

(just now updated for the second time today) will get you the latest
version of UUCP-ST as well as NOS-POP3, the full Demon NOS package
(unmodified!) and several "helper" packages for getting a TCP/IP setup
running on single-TOS.

There are also about 40 links to other Atari Web sites.

--
+-----------------------------------------------------------+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
| Life bees dat way sometimezzzzz. |
+-----------------------------------------------------------+
```

5057. User Group Meeting

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-04 00:00:00 UTC
From: roy@gorring.demon.co.uk
Message-ID: <836574388_OASIS_@gorring.demon.co.uk>
Source record: 9064

Hi All,

Here is the next WAG meeting details :-)

Date: Friday 26th July
Time: 20:00
Place: Whitchurch, Hampshire (Please Netmail or Email for full details)
Theme: 8-Bit Atari demonstration by Brenden O'Neil

Everyone is welcome, not only 8-Bit stuff but ST and Falcon demos as well
:-)

Yours Roy

Have a W.A.G. join Wessex Atari Group
An Atari User Group for Southern England
Join our discussion area on 42BBS 01256-895106
or contact me - roy@gorring.demon.co.uk or rgoring@cix.compulink.co.uk
---
A good time to keep your mouth shut - is when you are in deep water

5058. FS: Screen Blaster V2 for Falcon USD60 incl. shipping

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-05 00:00:00 UTC
From: s925799@mailserv.cuhk.hk
Message-ID: <4rj0gi$qs8@hpg30a.csc.cuhk.edu.hk>
Source record: 9065
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

```
--
/=====================================================\
| s925799@mailserv.cuhk.hk |
| |
| " I am such a peculiar girl |
| have my dreams and thoughts in another world..... |
| So lost in time So lost in space |
| I belong to an unknown human race....." |
| <Dreaming Girl, Bel Canto> |
| |
| Good Luck, |
| Malcolm |
\-----------------------------------------------------/
```

5059. FS: 72 pin SIMM Ram board for Falcon USD40 incl. shipping

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-05 00:00:00 UTC
From: s925799@mailserv.cuhk.hk
Message-ID: <4rj0oj$qs8@hpg30a.csc.cuhk.edu.hk>
Source record: 9066
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

```
--
/=====================================================\
| s925799@mailserv.cuhk.hk |
| |
| " I am such a peculiar girl |
| have my dreams and thoughts in another world..... |
| So lost in time So lost in space |
| I belong to an unknown human race....." |
| <Dreaming Girl, Bel Canto> |
| |
| Good Luck, |
| Malcolm |
\-----------------------------------------------------/
```

5060. Re: Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jul5.132332.1@cobra.uni.edu>
Source record: 9067

```
Rich, the Jihad spoke..
>
> However, I do have a similar solution:
>
> mv (From: *sinclap*@*uni.edu*) > (To: root@uni.edu)
>
> I still see his drivel, but now his sysadmin gets to see all of it, too. Automatically,
even if I miss a post.

Welcome to the information Higway, baby...

GREETINGS..
|-------------------------------------------------------------------------|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
|-------------------------------------------------------------------------|
```

5061. Re: You Might be Peter Sinclair-Day if...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jul5.134330.1@cobra.uni.edu>
Source record: 9068

In article <4qjv2d$ql@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Whom on Wall Street approved of Atari...Certainly not the Wall ST Journal.
>
> Obviously some people. Atari stock was all of 50 cents a share
> before the introduction of the Jaguar. It then rose to $12 a share after
> the Jag was introduced.

History repeated itself..

>
> >> Mark <<
GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

5062. Re: So Sinclap still doesn't have a life (no brain either)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jul5.152108.1@cobra.uni.edu>
Source record: 9069

```
Jabba who needs to edit/delete spoke...
...and you still don't know what H.T.M.L. and H.T.T.P. are...
>
HTML - Hyper text markup langauage..
HTTP - hypertext transfer protocol..

What else do you want to know?

Atari Jihad..not as powerful as Iran, but equally fanatical!
GREETINGS..
|-------------------------------------------------------------------------|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
| |
| Internet-democrats-request@webcom.com / Type 'subscribe' in body of message |
|-------------------------------------------------------------------------|
```

5063. Re: So Sinclap still doesn't have a life (no brain either)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-06 00:00:00 UTC
From: JEDI
Message-ID: <4rmgaq$131@doc.zippo.com>
Source record: 9070

```
In article <1996Jul5.152108.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>Jabba who deletes much more frequently than Petey-Boy spoke...
> ...and you still don't know what H.T.M.L. and H.T.T.P. are...
>>
>HTML - Hyper text markup langauage..
>HTTP - hypertext transfer protocol..
...Petey-boy can learn. Mebbe he's not a finite state
automaton after all...
```

5064. Re: We Need a New Newsgroup

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-08 00:00:00 UTC
From: martin@llanelli.demon.co.uk
Message-ID: <4rrnhe$1a8@llanelli.demon.co.uk>
Source record: 9071

Schueler (ha-user@ux-01.bg.bib.de) wrote:
: How can I killfile with tin on HP-UX? No-one here seems to know...

^K takes you to the screen shown below:-

----------8<----------
Kill / Auto-select Article Menu

Kill type : Kill

Kill text pattern :

Apply pattern to :

Kill Subject [We Need a New Newsgroup] (y/n):

Kill From [ha-user@ux-01.bg.bib.de (Schueler)] (y/n):

Kill pattern scope: comp.sys.atari.advocacy only

----------8<----------

Just fill in the blanks & away you go.

Regards,

Martin.
--
| The 'Church' of $cientology has declared war on the Internet, to find |
| out more read alt.religion.scientology, or point your web browser at |
| http://www.cybercom.net/~rnewman/scientology/home.html. Xenu rules, OK! |

5065. Re: Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-08 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jul8.143939.1@cobra.uni.edu>
Source record: 9072

In article <31D2B1F5.5DD3@ccm.jf.intel.com>, Rich Tietjens
<RichardX_Tietjens@ccm.jf.intel.com> writes:
> JEDI wrote:
>
>> >mv Peter_Sinclair-Day /dev/null
>>
>> It's a shame we can't get rid of Petey this easily...
>> (no, killfiles don't count)
>
> Yeah, where's Ted Kazynski (I know that's mis-spelt) when you really need him?
In jail..
> However, I do have a similar solution:
>
> mv (From: *sinclap*@*uni.edu*) > (To: root@uni.edu)
>
> I still see his drivel, but now his sysadmin gets to see all of it, too. Automatically,
even if I miss a post.

Drivel? When you were a kid, did you constantly cry to your ma ma and da da
when 'drivel' came your way? You're to easily get all defensive about nothing.

Who needs 32 bit consoles, thats why I love the Jag!
GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

5066. Re: Falcon For Sale

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-08 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jul8.143410.1@cobra.uni.edu>
Source record: 9073

In article <4qsra4$ah3@fling.frisbee.net.au>, paul smith writes:
> Atari Falcon, 030, dsp, 16 mhz, 32 bit bus, true colour, cd sound, 4 meg ram, 65
> meg ide drive.....ready to fly...
You forgot to include a price..

> Paul
GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

5067. Re: Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-08 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jul8.144242.1@cobra.uni.edu>
Source record: 9074

In article <1996Jul5.132332.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
> Rich, the Jihad spoke..
>>
>> However, I do have a similar solution:
>>
>> mv (From: *sinclap*@*uni.edu*) > (To: root@uni.edu)
>>
>> I still see his drivel, but now his sysadmin gets to see all of it, too. Automatically, even if I miss a post.
>
> Welcome to the information Higway, baby...
oops, I left out the 'h' in highway..
We like hardware/software stagnation, thats why I love the ST!
GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

5068. Re: So Sinclap still doesn't have a life (no brain either)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-09 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4rukc8$8gm@morgoth.sfu.ca>
Source record: 9075

JEDI writes:

> ...Petey-boy can learn. Mebbe he's not a finite state
>automaton after all...

I take exception with respect to your statement on behalf of all finite
state automata! They certainly can learn better than Peter can!

--
Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5069. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-10 00:00:00 UTC
From: mjreid@c033.aone.net.au
Message-ID: <31e3d441.4860335@news.mel.aone.net.au>
Source record: 9076
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

On 8 Apr 1996 16:59:25 GMT, jjs@brigid.ucr.edu (Joe Sloan) wrote:

>In article <316842FC.D08D276@dark.mountain.stronghold>,
>Mr. Wizard <madscientist@dark.mountain.stronghold> wrote:
>>Russ McClelland wrote:
>>>
>>> I've had NT up for several months in a row with no problems. Only
>>> took it down when I upgraded to NT 4.0 beta and move from one house to
>>> another.
>>
>>So... That doesn't mean that it's better than other Unix systems...
> ^^^^^^^^^^
>(?)
>
>Windows nt is *not* UNIX - not even close...
>
>jjs
Yes Nt is not unix, there are actually good commercial programmes used
by real people who just want to get the job done without all the
techie bullshit thats why NT is growing and may eventually overcome
the scability probs currently limiting its usage in large sites, Unix
will never die (and it shoudn't either) but NT will just keep
increasing its share of the market..

5070. Re: So Sinclap still doesn't have a life (no brain either)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-10 00:00:00 UTC
From: JEDI
Message-ID: <4s0b94$q61@doc.zippo.com>
Source record: 9077

In article , quinlan@sfu.ca says...
>
>JEDI writes:
>
>> ...Petey-boy can learn. Mebbe he's not a finite state
>>automaton after all...
>
>I take exception with respect to your statement on behalf of all finite
>state automata! They certainly can learn better than Peter can!

I was afraid that someone would bring that point up... '-)

5071. Re: Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-10 00:00:00 UTC
From: JEDI
Message-ID: <4s0bk7$qab@doc.zippo.com>
Source record: 9078

In article , sinclap2954@cobra.uni.edu says...
>
>In article <1996Jul5.132332.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu (PETER
SINCLAIR-DAY) writes:
>> Rich, the Jihad spoke..
>>>
>>> However, I do have a similar solution:
>>>
>>> mv (From: *sinclap*@*uni.edu*) > (To: root@uni.edu)
>>>
>>> I still see his drivel, but now his sysadmin gets to see all of it, too. Automatically,
even if I miss a post.
>>
>> Welcome to the information Higway, baby...
> oops, I left out the 'h' in highway..
>We like hardware/software stagnation, thats why I love the ST!

Get off your high-horse. There are still 30 year old OS'es that
trample your beloved MacOS.

Progress is only a necessity if you are dissatisfied with your current
system. Considering your lust for progress, your mac must be very
unsatisfying...

& btw, the jag is the progress that you adore so much.
Why settle for a measley 32bits?

5072. Wanted: Atari Computers

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-10 00:00:00 UTC
From: jabeecher@aol.com
Message-ID: <4s1jj2$7r1@newsbf02.news.aol.com>
Source record: 9079

Atari ST series Computers and Monitors.

Introduced in 1985, the Atari ST series was Atari s answer to Apple s Macintosh. They used Motorola 68000 chips and had a graphic desktop user interface. They couldn t compete with giants like Apple and IBM in the long run however, and eventually became defunct. Modern Atari computers based on their basic design are still on the market today.

Although its 8mhz clock speed and standard 512k might seem outdated by today s computing standards, the Atari ST had at least two very redeeming features. One: standard onboard MIDI ports which are still very fast compared to today s computers. Two: The first really good multi-player interactive game.

MIDImaze was developed in 1987 to take advantage of the ST s fast graphics and MIDI. One hooks up to 16 machines in a daisy-chain MIDI ring and fires them up. Then all the players run around a first-person-perspective maze and shoot each other in real time. It s a little like Doom Deathmatch with more players and less gore, and it remains popular today.

We run MIDImaze for no charge at Con of the North, our local games convention. We plan to take it on the road at some time in the future. To do so we will need more Atari STs.

Absolutely any Atari ST or the later TT or Falcon will work for the game, so we are interested in any and all of them. We would prefer models with RF modulators because they are easier to modify for use with composite color screens, but if your computer does not have one and you have an Atari monitor for it we ll probably want it anyway. Old style 520s with no disk drive and 512k are just fine!

We are willing to pay $30-50 per computer or monitor, and we are also willing to pay shipping. If you live in the Twin Cities Area, we will even come and pick things up. Bonus!!! If you live in the 5 state area (Minnesota, Iowa, Wisconsin, the Dakotas) and donate an ST or two to the cause, we will come to your local games convention and run MIDImaze there!

PLEASE MAIL ALL INQUIRES AND RESPONSES DIRECTLY TO: jabeecher@aol.com.

If you are reading this and have any suggestions where we might post this to better effect, please do not hesitate to tell us.

Thank You for your time!

5073. Re: So Sinclap still doesn't have a life (no brain either)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-10 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <552247755.205561.3.starship@3rdplanet.com>
Source record: 9080

quinlan@sfu.ca barked in comp.sys.atari.advocacy on 10 Jul 96:

>> ...Petey-boy can learn. Mebbe he's not a finite state
>> automaton after all...
q>
q> I take exception with respect to your statement on behalf of all finite
q> state automata! They certainly can learn better than Peter can!

In case anyone is interested, ther have been less than 10 messages in this base since 1 July 1996 that did not involve Peter Sinclair-Day in some way, shape, or form.

Since he's such a wonderful person (and since I will never see his messages again, since my auto-killer is now working), maybe I'll write an auto-spammer that randomly bounces all his spewing into the alt.sex heirarchy...

Naw, even perverts don't deserve that.

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
+-----------------------------------+--------------------------+

5074. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-11 00:00:00 UTC
From: Zaitcev Pavel <pzaitsev@envirolink.org>
Message-ID: <837077900-2-952@manatee.envirolink.org>
Source record: 9081
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In note <31e3d441.4860335@news.mel.aone.net.au>, mjreid@c033.aone.net.au (Mike Reid) writes:
>On 8 Apr 1996 16:59:25 GMT, jjs@brigid.ucr.edu (Joe Sloan) wrote:
>
>>In article <316842FC.D08D276@dark.mountain.stronghold>,
>>Mr. Wizard <madscientist@dark.mountain.stronghold> wrote:
>>>Russ McClelland wrote:
>>>>
>>>> I've had NT up for several months in a row with no problems. Only
>>>> took it down when I upgraded to NT 4.0 beta and move from one house to
>>>> another.
>>>
>>>So... That doesn't mean that it's better than other Unix systems...
>> ^^^^^^^^^^
>>(?)
>>
>>Windows nt is *not* UNIX - not even close...
>>
>>jjs
>Yes Nt is not unix, there are actually good commercial programmes used
>by real people who just want to get the job done without all the
>techie bullshit thats why NT is growing and may eventually overcome
>the scability probs currently limiting its usage in large sites, Unix
>will never die (and it shoudn't either) but NT will just keep
>increasing its share of the market..
NT is cool , but who has 550$can for workstation version? I'll stick with linux for a while and cross my fingers that VERY smart programmers out there will make it as easy as Mac.(I do like linux as it is, not my girlfriend... She wants easy stuff so I have W95 for her:)Then Linux will kick Bill's butt. However for now It is more like for ISPs then home users.

Pavel

FEAR-false evidance approves real
ws821@freenet.victoria.bc.ca
(604)595-7289
(604)595-0948 ask for Pavel...
:-)

5075. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-11 00:00:00 UTC
From: jseymour@medar.com
Message-ID: <DuE304.21M@medar.com>
Source record: 9082
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <31e3d441.4860335@news.mel.aone.net.au> mjreid@c033.aone.net.au (Mike Reid) writes:
>On 8 Apr 1996 16:59:25 GMT, jjs@brigid.ucr.edu (Joe Sloan) wrote:
>
>>In article <316842FC.D08D276@dark.mountain.stronghold>,
>>Mr. Wizard <madscientist@dark.mountain.stronghold> wrote:
>>>Russ McClelland wrote:
>>>>
>>>> I've had NT up for several months in a row with no problems. Only
>>>> took it down when I upgraded to NT 4.0 beta and move from one house to
>>>> another.
>>>
>>>So... That doesn't mean that it's better than other Unix systems...
>> ^^^^^^^^^^
>>(?)
>>
>>Windows nt is *not* UNIX - not even close...
>>
>>jjs

Note that Joe was only pointing-out that Ms-WinNT is not UNIX. He wasn't making any claims about the "natural superiority" of UNIX over Ms-WinNT. That being said...

>Yes Nt is not unix, there are actually good commercial programmes used
>by real people who just want to get the job done without all the
>techie bullshit

Getting kind of defensive, are we not?

Anyway, are you trying to imply that for UNIX there are no "good commercial programs used by real people who just want to get the job done without all the techie bullshit"?

> thats why NT is growing and may eventually overcome
^^^^^^^^^^^^^^
^^^^^^^^^^^^^^
Now *that's* confidence, isn't it? :-)

>the scability probs currently limiting its usage in large sites, Unix
>will never die (and it shoudn't either) but NT will just keep
>increasing its share of the market..

I wonder... I wonder what makes folks think that Ms-WinNT is
somehow going to "out-UNIX UNIX" while at the same time remaining
the simple (?), pleasant (?), user-friendly (?), and easy-to-use
(?) animal that all Ms-* lovers have come to know and worship?

And I wonder how many of those touting Ms-WinNT over UNIX have
actually had any degree of experience with any of the modern
UNIXes. (Or *anything* other than Ms-*, for that matter.)

Regards,
Jim "there ain't no such thing as a free lunch" Seymour
--
Jim Seymour | "Try moving off NT easily. You can move from
jseymour@medar.com | Solaris to HP/UX to AIX or DEC easily--
Systems & Network Administrator | relative to moving off of NT, which is like
Medar, Inc., 38700 Grand River | a Roach Motel. Once you check in, you never
Ave., Farmington Hills, MI. | check out." Scott McNealy, Sun Microsystems

5076. Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-11 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31E550DA.261E@ccm.jf.intel.com>
Source record: 9083
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

The proposed group would serve as a place to exchange small patches, release small shareware packages and updates to existing packages, post items that have been requested in one of the other comp.sys.atari.* newsgroups, and so forth. There has been some discussion of how to handle Atari binaries since the closing of
comp.sys.binaries.atari.moderated
and the general consensus in c.s.a.s has been that a dedicated newsgroup is needed; it is inappropriate to post large binaries (>16k) in any of the existing groups, and if this proposal is approved, it will then be possible for those users who do not wish to download binaries to simply not subscribe; at present, someone will post a binary from time to time and users who must pay for on-line time, and who do not want the binary, complain (quite reasonably so).

Comments welcome. Flames to dev/null, thanks.

--
See us at http://www.3rdplanet.com/~starship
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+

5077. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-11 00:00:00 UTC
From: Tom Lamparty <lamparty@telerama.lm.com>
Message-ID: <Pine.BSD.3.91.960711220029.19482A-100000@ganesh.lm.com>
Source record: 9084
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

I believe that a alt.binaries.atari or alt.binaries.atari.st is badly
needed since our moderated binary group has lost it's moderator and been
expunged!

On Thu, 11 Jul 1996, Rich Tietjens wrote:

> The proposed group would serve as a place to exchange small patches, release small
> shareware packages and updates to existing packages, post items that have been requested
> in one of the other comp.sys.atari.* newsgroups, and so forth. There has been some
> discussion of how to handle Atari binaries since the closing of
comp.sys.binaries.atari.moderated
> and the general consensus in c.s.a.s has been that a dedicated newsgroup is needed; it is
> inappropriate to post large binaries (>16k) in any of the existing groups, and if this
> proposal is approved, it will then be possible for those users who do not wish to
download
> binaries to simply not subscribe; at present, someone will post a binary from time to
time
> and users who must pay for on-line time, and who do not want the binary, complain (quite
reasonably so).
>
> Comments welcome. Flames to dev/null, thanks.
>
> --
> See us at http://www.3rdplanet.com/~starship
> +---+
> | Opinions expressed herein are those of the writer and |
> | probably diametrically opposed to those of his employer. |
> +---+
>
>

Tom Lamparty lamparty@telerama.lm.com|Sysop NEOSTAG BBS (216)792-2580
4Meg 16Mhz 1040STe 325MHD 14.4K Modem|24hrs 14.4kbps V32 SupraFaxModem
Sec./Treas. NEOSTAG |PD/Shareware/Advice/Help
North East Ohio ST Atari Group |Support board for Dr. Bobware

5078. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-12 00:00:00 UTC
From: Neil Jones-Rodway <neil@pool.informatik.rwth-aachen.de>
Message-ID: <Pine.HPP.3.93.960712144508.4833B-100000@clustrol.informatik.rwth-aachen.de>
Source record: 8941
Cross-posted to: alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit

On Thu, 11 Jul 1996, Rich Tietjens wrote:
> The proposed group would serve as a place to exchange small patches,
> release small shareware packages and updates to existing packages, post
> items that have been requested in one of the other comp.sys.atari.*
> newsgroups, and so forth.....
[deletia]

I support the creation of an alt.binaries.atari newsgroup.

Neil.

Neil Jones-Rodway RWTH-Aachen
E-Mail: nj1@ukc.ac.uk
Web Pages: http://www-users.informatik.rwth-aachen.de/~neil/

5079. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-12 00:00:00 UTC
From: Peter Haworth <pmh@edison.ioppublishing.com>
Message-ID: <31E645B2.7CF2@edison.ioppublishing.com>
Source record: 8942
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Brian Hamilton Kelly <bhk@dsl.co.uk> wrote:
: In article <Pine.BSD.3.91.960711220029.19482A-100000@ganesh.lm.com>
: lamparty@telerama.lm.com "Tom Lamparty" writes:
: > I believe that a alt.binaries.atari or alt.binaries.atari.st is
badly
: > needed since our moderated binary group has lost it's moderator and
been
: > expunged!
: According to my active list, there *is* a comp.binaries.atari.st,
which
: is indeed moderated. Was it perhaps this group that you and Rich
meant?
: If so, rather than creating a new group in the alt.* hierarchy (which
: might take some time to achieve good propagation), why not simply
appoint
: another moderator, and start using the group again?

comp.binaries.atari.st would be my choice too, especially as we already
get the comp hierarchy on our server.

the H

5080. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-12 00:00:00 UTC
From: Tom Lamparty <lamparty@telerama.lm.com>
Message-ID: <Pine.BSD.3.91.960712091516.25502A-100000@ganesh.lm.com>
Source record: 8943
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Right to the point! You have my vote.

On 12 Jul 1996, Kyle R. Hofmann wrote:

>
> Is there a tag for this group? For example:
>
> alt.binaries.atari Binaries for Atari computers
>
> Also, is there an official charter? The first section at the top is
> pretty good, how about something like this?
>
> -----8<-----
> This group is intended for the posting of binaries for Atari
> computers. Examples of on topic posts include:
>
> - Compressed files for the Atari of any type
> - Patches to existing software for the Atari
> - New, publically released software for the Atari
> - Atari software requested by someone in another group
>
> Examples of off topic posts include:
>
> - Discussions or advocacy of Atari products
> - Auctions or sales of Atari hardware or software
> - Commercial software (WaReZ)
> - MAKE.MONEY.FAST schemes and ECP/EMP
>
> Again, this group is *NOT* intended for the posting of commercial
> software. Commercial software may be posted ONLY if the current holder
> of the copyright has agreed to allow public distribution of this software.
> -----8<-----
>
> How's that? Is it agreeable to everyone?
>
> -Kyle R. Hofmann
>
>

Tom Lamparty lamparty@telerama.lm.com|Sysop NEOSTAG BBS (216)792-2580
4Meg 16Mhz 1040STe 325MHD 14.4K Modem|24hrs 14.4kbps V32 SupraFaxModem
Sec./Treas. NEOSTAG |PD/Shareware/Advice/Help
North East Ohio ST Atari Group |Support board for Dr. Bobware

5081. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-12 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4s5ppn$i25@madeline.INS.CWRU.Edu>
Source record: 8944
Cross-posted to: alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit

```
Somebody already pointed this out, but I'm going to repeat it
because I think it makes this thread moot.
There already is an alt.binaries.comp.atari8bit.
```

5082. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-12 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <31e63cc1.4940730@news.airtime.co.uk>
Source record: 8945
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

On Fri, 12 Jul 96 08:31:04 GMT, Brian {Hamilton Kelly} <bhk@dsl.co.uk>
wrote:

>According to my active list, there *is* a comp.binaries.atari.st, which
>is indeed moderated. Was it perhaps this group that you and Rich meant?

That is the one in question, it doesn't seem possible to get anything
in there,
I would like to add my support for either a new binaries group for
the ATARI platform or making the existing one none moderated? if that
is an option?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,HERO,Island Strike,+more in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

5083. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-12 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31E67862.7414@ccm.jf.intel.com>
Source record: 8946
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Peter Haworth wrote:
>
> comp.binaries.atari.st would be my choice too, especially as we already
> get the comp hierarchy on our server.

I considered that, and would have preferred it, but when I submitted the
proposal to one of the group mentors, I was informed that, precisely because
the existing moderated group had been killed at the request of the moderator,
it would be extremely unlikely that a new groups would be approved. Alt. groups
are far easier to create (anyone who doubts that should start counting alt.
groups in his NG file <G>), which is the logic behind the current proposal.

--
See us at http://www.3rdplanet.com/~starship
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+

5084. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-12 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31E678F2.610D@ccm.jf.intel.com>
Source record: 8947
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

```
Tony Greenwood wrote:
>
> On Fri, 12 Jul 96 08:31:04 GMT, Brian {Hamilton Kelly} <bhk@dsl.co.uk>
> wrote:
>
> >According to my active list, there *is* a comp.binaries.atari.st, which
> >is indeed moderated. Was it perhaps this group that you and Rich meant?
>
> That is the one in question, it doesn't seem possible to get anything
> in there,
> I would like to add my support for either a new binaries group for
> the ATARI platform or making the existing one none moderated? if that
> is an option?

The "existing" group was removed (rmgroup) in March or April. If your
ISP says otherwise, then they aren't keeping up with changes.

--
See us at http://www.3rdplanet.com/~starship
+-----------------------------------------------------------+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+-----------------------------------------------------------+
+-----------------------------------------------------------+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+-----------------------------------------------------------+
+-----------------------------------------------------------+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+-----------------------------------------------------------+
```

5085. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-12 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31E68A02.5FF9@ccm.jf.intel.com>
Source record: 8948
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

```
Tom Lamparty wrote:
>
> Right to the point! You have my vote.
>
> On 12 Jul 1996, Kyle R. Hofmann wrote:
>
> > alt.binaries.atari Binaries for Atari computers
> >
> > Also, is there an official charter? The first section at the top is
> > pretty good, how about something like this?
> >
> > -----8<-----
> > This group is intended for the posting of binaries for Atari
> > computers. Examples of on topic posts include:
> >
> > - Compressed files for the Atari of any type
> > - Patches to existing software for the Atari
> > - New, publically released software for the Atari
> > - Atari software requested by someone in another group
> >
> > Examples of off topic posts include:
> >
> > - Discussions or advocacy of Atari products
> > - Auctions or sales of Atari hardware or software
> > - Commercial software (WaReZ)
> > - MAKE.MONEY.FAST schemes and ECP/EMP
> >
> > Again, this group is *NOT* intended for the posting of commercial
> > software. Commercial software may be posted ONLY if the current holder
> > of the copyright has agreed to allow public distribution of this software.
> > -----8<-----
> >
> > How's that? Is it agreeable to everyone?
> >
> > -Kyle R. Hofmann

I thought posting the charter was a bit premature, but this one is almost perfect.
I suggest we adopt it as the "official" charter.

Again, comments welcome. Flames to root@uni.edu <EVIL GRIN>

--
See us at http://www.3rdplanet.com/~starship
```

```
+-----------------------------------------------------------+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+-----------------------------------------------------------+
| "If God had wanted me limited to 640k of RAM, She would |
| never have allowed numbers higher than 1 million to be |
| propagated over the Internet!" ... Zippy the Programmer |
+-----------------------------------------------------------+
.
.
+-----------------------------------------------------------+
.
. .
+-----------------------------------------------------------+
.
. .
+-----------------------------------------------------------+
.
. .
+-----------------------------------------------------------+
.
. .
+-----------------------------------------------------------+
.
. .
+-----------------------------------------------------------+
.
. .
+-----------------------------------------------------------+
.
. .
+-----------------------------------------------------------+
.
. .
+-----------------------------------------------------------+
.
. .
.
+-----------------------------------------------------------+
.
.
```

5086. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-12 00:00:00 UTC
From: Kazinator <kaz@cafe.net>
Message-ID: <4s6bsj$p98@aphex.direct.ca>
Source record: 8949
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <01bb702e$ecdacf30$af8c389d@toddn720>,
Todd Needham <toddn@microsoft.com> wrote:
>James Seymour <jseymour@medar.com> wrote in article
><DuE304.21M@medar.com>...
>> And I wonder how many of those touting Ms-WinNT over UNIX have
>> actually had any degree of experience with any of the modern
>> UNIXes. (Or *anything* other than Ms-*, for that matter.)
>
>Uhmm.... Dave Cutler's 'NT design team perhaps?

Okay, so your are saying that Cutler's NT design team touts WinNT over UNIX?

Wow... that's a whole lot of impartial people...

5087. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-12 00:00:00 UTC
From: Todd Needham <toddn@microsoft.com>
Message-ID: <01bb702e$ecdacf30$af8c389d@toddn720>
Source record: 8950
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

James Seymour <jseymour@medar.com> wrote in article
<DuE304.21M@medar.com>...
> And I wonder how many of those touting Ms-WinNT over UNIX have
> actually had any degree of experience with any of the modern
> UNIXes. (Or *anything* other than Ms-*, for that matter.)

Uhmm.... Dave Cutler's 'NT design team perhaps?

Todd

5088. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-12 00:00:00 UTC
From: szhays@boris.ucdavis.edu
Message-ID: <4s4pmc$10p@mark.ucdavis.edu>
Source record: 8951
Cross-posted to: alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit

Kyle R. Hofmann (rhofmann@crl.com) wrote:
:
: alt.binaries.atari Binaries for Atari computers
:
: Also, is there an official charter? The first section at the top is
: pretty good, how about something like this?
[snip]

That all sounds good to me.

....
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- U. C. Davis :
: The Internship & Career Center | Engineering & Physical Sciences :
: ,,, http://icc.ucdavis.edu http://128.120.110.171 :
: (o o) These are my opinions; you want some, get your own. :
+-o00-(_)-00o---+

5089. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-12 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <4s5vul$6bg@ccshst05.uoguelph.ca>
Source record: 8952
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Kyle R. Hofmann (rhofmann@crl.com) wrote:
: [Original article reformatted to fit into 78 columns for clarity]

: In article <31E550DA.261E@ccm.jf.intel.com>, Rich Tietjens wrote:
: : The proposed group would serve as a place to exchange small patches,
: : release small shareware packages and updates to existing packages, post
: : items that have been requested in one of the other comp.sys.atari.*
: : newsgroups, and so forth. There has been some discussion of how to
: : handle Atari binaries since the closing of
: : comp.sys.binaries.atari.moderated and the general consensus in c.s.a.s
: : has been that a dedicated newsgroup is needed; it is inappropriate to
: : post large binaries (>16k) in any of the existing groups, and if this
: : proposal is approved, it will then be possible for those users who do
: : not wish to download binaries to simply not subscribe; at present,
: : someone will post a binary from time to time and users who must pay for
: : on-line time, and who do not want the binary, complain (quite reasonably
: : so).

: : Comments welcome. Flames to dev/null, thanks.

: Is there a tag for this group? For example:

: alt.binaries.atari Binaries for Atari computers

: Also, is there an official charter? The first section at the top is
: pretty good, how about something like this?

: -----8<-----
: This group is intended for the posting of binaries for Atari
: computers. Examples of on topic posts include:

: - Compressed files for the Atari of any type
: - Patches to existing software for the Atari
: - New, publically released software for the Atari
: - Atari software requested by someone in another group

: Examples of off topic posts include:

: - Discussions or advocacy of Atari products
: - Auctions or sales of Atari hardware or software
: - Commercial software (WaReZ)
: - MAKE.MONEY.FAST schemes and ECP/EMP

: Again, this group is *NOT* intended for the posting of commercial
: software. Commercial software may be posted ONLY if the current holder

: of the copyright has agreed to allow public distribution of this software.
: -----8<-----

: How's that? Is it agreeable to everyone?

I'll support both the rationale and the charter...Sounds good to me.

THeo

5090. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-12 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4s4i37$2m6@nntp.crl.com>
Source record: 9085
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

[Original article reformatted to fit into 78 columns for clarity]

In article <31E550DA.261E@ccm.jf.intel.com>, Rich Tietjens wrote:
: The proposed group would serve as a place to exchange small patches,
: release small shareware packages and updates to existing packages, post
: items that have been requested in one of the other comp.sys.atari.*
: newsgroups, and so forth. There has been some discussion of how to
: handle Atari binaries since the closing of
: comp.sys.binaries.atari.moderated and the general consensus in c.s.a.s
: has been that a dedicated newsgroup is needed; it is inappropriate to
: post large binaries (>16k) in any of the existing groups, and if this
: proposal is approved, it will then be possible for those users who do
: not wish to download binaries to simply not subscribe; at present,
: someone will post a binary from time to time and users who must pay for
: on-line time, and who do not want the binary, complain (quite reasonably
: so).

: Comments welcome. Flames to dev/null, thanks.

Is there a tag for this group? For example:

alt.binaries.atari Binaries for Atari computers

Also, is there an official charter? The first section at the top is
pretty good, how about something like this?

-----8<-----
This group is intended for the posting of binaries for Atari
computers. Examples of on topic posts include:

- Compressed files for the Atari of any type
- Patches to existing software for the Atari
- New, publically released software for the Atari
- Atari software requested by someone in another group

Examples of off topic posts include:

- Discussions or advocacy of Atari products
- Auctions or sales of Atari hardware or software
- Commercial software (WaReZ)
- MAKE.MONEY.FAST schemes and ECP/EMP

Again, this group is *NOT* intended for the posting of commercial
software. Commercial software may be posted ONLY if the current holder
of the copyright has agreed to allow public distribution of this software.

-----8<-----

How's that? Is it agreeable to everyone?

-Kyle R. Hofmann

5091. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-12 00:00:00 UTC
From: Brian {Hamilton Kelly} <bhk@dsl.co.uk>
Message-ID: <837160264snz@dsl.co.uk>
Source record: 9086
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

In article <Pine.BSD.3.91.960711220029.19482A-100000@ganesh.lm.com>
lamparty@telerama.lm.com "Tom Lamparty" writes:

> I believe that a alt.binaries.atari or alt.binaries.atari.st is badly
> needed since our moderated binary group has lost it's moderator and been
> expunged!

I'm a little puzzled (not knowing *anything* about the organization of
the Atari groups, or indeed of the Atari itself): Rich's posting refers
to comp.sys.binaries.atari.moderated, yet that appears to have placed
binaries directly into a non-binary hierarchy. Was any such group ever
officially in existence (being Big-8, it would have had to pass a RFD/CFV
process)? I would have thought the most likely reason for the group to
have been, as Tom puts it, "expunged", is that David Lawrence has
conducted some Augean stable-cleaning. I can find *no* signs of any
comp.sys.binaries.* hierarchy, which is the way that I as a newsmaster
would like to see things remain!

According to my active list, there *is* a comp.binaries.atari.st, which
is indeed moderated. Was it perhaps this group that you and Rich meant?
If so, rather than creating a new group in the alt.* hierarchy (which
might take some time to achieve good propagation), why not simply appoint
another moderator, and start using the group again?

(I'd wanted to cc this response to Rich as well as Tom, but the latter
didn't retain the former's address in the attribution.)

> On Thu, 11 Jul 1996, Rich Tietjens wrote:
>
> > The proposed group would serve as a place to exchange small patches, release
> small
> > shareware packages and updates to existing packages, post items that have
> been requested
> > in one of the other comp.sys.atari.* newsgroups, and so forth. There has
> been some
> > discussion of how to handle Atari binaries since the closing of
> comp.sys.binaries.atari.moderated
> > and the general consensus in c.s.a.s has been that a dedicated newsgroup is
> needed; it is
> > inappropriate to post large binaries (>16k) in any of the existing groups,
> and if this
> > proposal is approved, it will then be possible for those users who do not
> wish to download
> > binaries to simply not subscribe; at present, someone will post a binary from

> time to time
> > and users who must pay for on-line time, and who do not want the binary,
> complain (quite reasonably so).

--
Brian {Hamilton Kelly} bhk@dsl.co.uk
Tony Blair's New Labour: The Windows'95 of Political Parties
(c/w Plug'n'Pray and a pretence of offering object-orientation)

5092. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-12 00:00:00 UTC
From: junior@yin.kuai.se
Message-ID: <4s522q$ed4@kaon.kuai.se>
Source record: 9087
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Tom Lamparty (lamparty@telerama.lm.com) wrote:
: I believe that a alt.binaries.atari or alt.binaries.atari.st is badly
: needed since our moderated binary group has lost it's moderator and been
: expunged!

: Tom Lamparty lamparty@telerama.lm.com|Sysop NEOSTAG BBS (216)792-2580
: 4Meg 16Mhz 1040STe 325MHD 14.4K Modem|24hrs 14.4kbps V32 SupraFaxModem
: Sec./Treas. NEOSTAG |PD/Shareware/Advice/Help
: North East Ohio ST Atari Group |Support board for Dr. Bobware

YES! I second that
Junior@kuai,se

5093. Relative merits of Windoze NT (was: Heil Gates!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-12 00:00:00 UTC
From: ha-user@ux-01.bg.bib.de
Message-ID: <4s56c0$bif@ux-01.bg.bib.de>
Source record: 9088
Cross-posted to: comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.atari.advocacy

Hi everyone,

Mike Reid (mjreid@c033.aone.net.au) wrote:
: On 8 Apr 1996 16:59:25 GMT, jjs@brigid.ucr.edu (Joe Sloan) wrote:
: >Windows nt is *not* UNIX - not even close...
: >
: >jjs
: Yes Nt is not unix, there are actually good commercial programmes used
: by real people who just want to get the job done without all the
: techie bullshit thats why NT is growing and may eventually overcome
: the scability probs currently limiting its usage in large sites, Unix
: will never die (and it shoudn't either) but NT will just keep
: increasing its share of the market..

Hopefully it will, thus diminishing the share of Windows 95 to the
limit of nonexistance. That's one positive point about NT indeed:
even the Windoze folks eventually get an operating system.

Something the Mac people are *still* waiting for, BTW. ;-)))

(F'up trimmed)

Yours,
Erik.

5094. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-12 00:00:00 UTC
From: clifton@southern.co.nz
Message-ID: <4s5fa6$780@orm.southern.co.nz>
Source record: 9089
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Rich Tietjens (RichardX_Tietjens@ccm.jf.intel.com) wrote:
<SNIP>

MAKE IT!!!!!! :)

_ Julian Forsythe _
o( ) Christchurch, New Zealand ( )o
/ /\ Internet Email: clifton@southern.co.nz /\ \

Hey Santa, how much for your list of naughty girls?

In a nuclear war all men will be cremated equal
STOP NUCLEAR TESTING <<<>>> ARRETEZ LES TESTS NUCLAIRES

5095. Replacement/removal of comp.binaries.atari.st moderator? (was: Re: Proposal: alt.binaries.atari)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-13 00:00:00 UTC
From: gberigan@cse.unl.edu
Message-ID: <4s7fao$591@crcnis3.unl.edu>
Source record: 8953
Cross-posted to: alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit,news.groups

In alt.config, stosser@airtime.co.uk (Tony Greenwood) wrote:
>Brian {Hamilton Kelly} <bhk@dsl.co.uk> wrote:

>>According to my active list, there *is* a comp.binaries.atari.st, which
>>is indeed moderated. Was it perhaps this group that you and Rich meant?

> That is the one in question, it doesn't seem possible to get anything
>in there,

You could try bypassing the moderation. Pretty simple to do. Left as
an exercise for the reader.

> I would like to add my support for either a new binaries group for
>the ATARI platform or making the existing one none moderated? if that
>is an option?

It is a Big-8 group, and if you can prove that the moderator is not
doing the job he signed up for, you can put forth a proposal to replace
him or to remove the moderation. (Note this will make it the second
comp.binaries.* newsgroup to not be moderated, alongside comp.binaries.-
apple2 which has never been moderated and still gets people posting
non-binaries to it.) Comp.society.folklore went through a vote to
remove moderation (it failed, but a new moderator did get appointed and
it now gets traffic). Take the cause to news.groups and put together a
complete proposal for submission to news.announce.newgroups.

I myself have no vested interest in the topic. I'm only suggesting a
course of action.

Followups directed to news.groups.

--
_-<#)-=# http://cse.unl.edu/~gberigan/War-of-the-Worlds.html
___/___
_-~_--<###) "`Where's Crow?' Huh. I'm not supposed to say anything, but
<~c>' __--< I did see that little moron heading towards the basement
_--=____#) with a pickaxe in his hand." -- Tom Servo; MST3K: The Movie

5096. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-13 00:00:00 UTC
From: jmh@io.org
Message-ID: <4s76i0$icj@news1.io.org>
Source record: 8954
Cross-posted to: alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit

Neil Jones-Rodway (neil@pool.informatik.rwth-aachen.de) wrote:
: On Thu, 11 Jul 1996, Rich Tietjens wrote:
: > The proposed group would serve as a place to exchange small patches,
: > release small shareware packages and updates to existing packages, post
: > items that have been requested in one of the other comp.sys.atari.*
: > newsgroups, and so forth.....
: [deletia]

: I support the creation of an alt.binaries.atari newsgroup.

: Neil.

Me, too! Excellent idea.

Mike Harrison
jmh@io.org
Toronto Canada

5097. 4 years on

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-13 00:00:00 UTC
From: flibbet@zip.com.au
Message-ID: <flibbet-1307961803030001@buckle4.zip.com.au>
Source record: 8955

Some years ago I used to be the editor for "Inside Info", the disk magazine for ACE, the Atari Computer Enthusiasts user group in Sydney Australia. Just before the release of the Falcon in this country I wrote an article speculating on the future of this machine. While I don't profess to be totally factual It is interesting to read this now a few years later after I wrote it (in late 1992).
Note that prices are in Australian dollars at that time about .70 US$ and Australia was in a severe economic recession.

I was doing a cleanup on my PC (I also have a Mac) and came across heap of text files I saved when I sold my ST.

ATARI and the Falcon

By Phillip White (ACE Editor)

Previous issues of Inside Info have looked at some of the problems associated with Atari, ranging from gross mismanagement, to conspiracy theories. Even amongst dedicated supporters of Atari, there is a high level of cynicism regarding the ability of this company to promote its product.

The Big news in recent months has been the Falcon 030, the successor to the ST and saviour of Atari. After an initial flurry of news regarding the specifications and capabilities of this machine, it appears that it will be quite some time before they are going to be available.

A company such as Atari which is making a loss, has a low consumer profile and a diminished market share, is not in a good position to launch a new product in a saturated computer market. The perception of the company is that of an arcade machine manufacturer that also makes "home computers". In spite of the efforts of Atari enthusiasts this attitude still persists, and at times has been reinforced by Atari themselves.

The Atari ST when it was first introduced, was in a good position to be considered by the home computer user. It was much cheaper than the Apple Macintosh and used a similar graphics interface which gave it an edge over the unwieldy MS-DOS machines. The low price of the ST was possible through some ingenious cost cutting measures and allowed Atari to promote the ST as the "Power without the Price" computer.

Atari was to enjoy a period of success with the ST and many new computer users as well as existing Atari owners were attracted to the new model. The inclusion of MIDI ports on the ST meant that Atari had a sizeable representation in the music industry, a position it still holds today. Atari however, was slow to respond to trends in the computer industry and

customer expectations which placed ever increasing demands on the performance of personal computers.

Limitations in the flexibility of the ST's design meant that it was difficult to upgrade the operating system, as well as incorporate features such as extra memory and enhanced graphics capabilities. When the ST was released however, such features were seen as luxuries and what the ST had to offer in terms of performance and price was more than enough for the home user.

An attempt was made to rectify some of the design problems with the release of the STe series with an operating system upgrade, easier memory expansion and extended colour palette. The improvements however were largely inconsequential and the STe also came with several curious bugs, as well as Atari's strange policy of soldering in the RAM to disallow user memory expansion.

At the time of the STe release, Atari announced that a 68030 computer known as the TT would be available as a high end Atari platform. Along with the TT, Atari produced the Mega STe which essentially was a high performance STe but without the extra features of the TT. When these impressive machines were finally available in Australia, there were virtually no retailers left who stocked Atari products and very little software which took advantage of the features these computers had to offer.

Atari adopted a minimal promotion strategy for the ST and subsequent products, in the belief that retailers and existing users would attract new customers to the platform. The legacy of this strategy can be seen with the almost total lack of retail outlets for Atari computers and software in Australia. Also, countries like Germany, which showed promising sales figures, received special attention from Atari while their market in the rest of the world was neglected.

A major consequence of this has been the steady departure of 3rd party software and hardware developers from the Atari platform. Many developers who initially were attracted to the ST, anticipating that Atari would get behind their product and improve on it, have abandoned Atari altogether. There is little incentive in developing an application for a computer that is not selling very well and most developers have switched platforms so that they don't starve.

A side effect of this has been software piracy, by no means exclusive to Atari, which has discouraged developers even more. Sadly, many users resort to piracy because of the lack of software available locally. Few users are willing to risk purchasing applications from overseas without evaluation. Many dedicated users who ordered from overseas and demonstrated their purchases at user group meetings, have changed platforms, thus depriving many ST owners the opportunity of reviewing the latest software.

The Plague
~~~~~~~~~~

Even without the lack of promotion, Atari would still be having a hard time of it along with Commodore, Apple and IBM. The computer market has been saturated with MS DOS compatibles which are sold at extraordinarily low prices, partly because of the recession and partly because of the sheer volume of units. For under $1500, a 386SX PC can be purchased with 2 Meg of RAM, 85Meg hard disk, Super VGA monitor, mouse and windows. Even better deals are available if one is prepared to shop around.

The early success of the PC relied on its ability to be configured any way the user desired, ranging from that of real estate management to EPROM burning. The command line interface of the MS-DOS operating system although inherently powerful, is not easy to master and tends to discourage multi-application use. This meant that most PC's tended to be used in the workplace in dedicated roles and were generally not considered to be a good choice as a home computer.

Steady improvements have been made to the PC in the form of increased speed, memory expansion, graphics enhancement and an easier user interface in the form of Windows 3. Although the PC is still difficult to configure, these improvements, together with the current low cost, have made the PC attractive to home buyers as well as businesses. The vast number of applications available at reasonable cost has also helped sales of the PC. Many home users can now use the same software at home as they do at work, a situation generally not possible with the ST, due to the lack of compatible applications. For an ST owner who is lamenting the demise of quality software, the PC is a very attractive proposition.

Along with cheaper PC's, the other computer companies have reduced prices and introduced new models. The Apple Macintosh, while still expensive compared to any Atari or a base model PC, is more affordable than ever and worth considering for the features on offer. Soon to come from Apple are even cheaper models. Commodore, while almost in the same boat as Atari, will soon release the low cost Amiga 600 with internal hard drive and the 68040 Amiga 4000.

The impact of all this on Atari can not be underestimated. With virtually no advertising, retailers, software, and customer support in this country, there is little incentive for a prospective buyer to purchase an Atari computer considering what is on offer elsewhere. Many existing ST owners have become disillusioned with Atari as local support for the platform steadily diminishes. Long time supporters continue to abandon the ST and purchase PC's and Mac's.

And so it is that Atari, which is in a dismal position brought about by its own mismanagement and economic factors beyond its control, is seeking to restore its fortunes with the introduction of the Falcon 030. If their past performance is anything to go by then the demise of Atari will be assured. Atari is taking an enormous gamble with the Falcon and it is entirely possible that it may be too late to save this once great company. The fact remains that Atari do make very good computers, but the
~~~~~~~~~~

world is not going to buy them if they make it difficult to do so.

On A Wing and a Prayer
~~~~~~~~~~~~~~~~~~~~~~

The Falcon is by all accounts an impressive machine and has features which would significantly add to the cost if included on other computers. The digital signal processor, video and graphic modes, audio processing and networking capabilities would conceivably consist of several thousand dollars worth of plug in cards if they were to be implemented on a PC or Macintosh. Yet the Falcon in its most basic configuration will sell for approx AU$1000 (converting from announced US prices). Add a cheapie monitor and Hard Disk and the one Megabyte Falcon weighs in at around $2000.

Atari have indicated that this will be their "low end" computer, with the implication that other more powerful models are planned along the same lines as the Falcon. There are some interesting questions as to what the new Atari range will consist of as there will be an overlap of computers with varying features and prices. Atari can ill afford to spread its budget to include all models in its catalogue.

It is entirely possible that Atari would be in a less precarious position today if they had concentrated on improving the ST range, instead of diverting resources into projects such as the ATW, Hotz Box, STacey, ST Pad, and ST book. Atari wasted much time, energy and money with these products which in some cases never eventuated or were unmarketable. In attempting to cover all bases, Atari failed to appreciate that the ST was and is the computer of choice for many users simply because of its excellent performance, ease of use and price.

Atari have now returned to the power without the price concept with the Falcon. A departure from the past can be seen in the options available in terms of freedom of choice and acceptance of industry standards. No longer is the buyer forced to accept an Atari monitor or a hard disk with custom host adaptor. Any industry standard VGA monitor and SCSI hard disk can be connected if so desired. The operating system is now largely disk based, making TOS upgrades much easier than before. Memory expansion with the Falcon however, is a worry, instead of commonly available SIMMS, Atari have devised propriety memory modules. It is expected that 3rd party modules will be available as an alternative.

Atari intends to focus attention on the multimedia features of the Falcon. This rather nebulous term means different things to different people and can be as diverse as quicktime movies on the Mac', 24 bit colour Opalvision for the Amiga and a slideshow with sound on a PC. A loose definition of a multimedia system is one that can record and play, digitally processed image and sound for entertainment and educational purposes.

This is something that most computers, including the ST, are capable of in some form but is generally accepted that to be viable, multimedia must
~~~~~~~~~~~~~~~~~~~~~~

be able to record video and sound, process it and replay it at near broadcast quality. There are many variables associated with this ideal, but the Falcon would appear to be the only computer that has this function built in. Most other comparable multimedia systems are either expensive dedicated workstations or pricey plug in cards for the high end Macs, Amigas and PC's.

Atari is almost certainly going to face an uphill struggle in marketing the Falcon. Its multimedia capabilities will no doubt result in rave reviews of the machine, but there is limited demand for this capability at the present time. Most computers are purchased for the less esoteric tasks, of word processing, maintaining databases/spreadsheets and a bit of DTP. For these jobs, a cheap PC will do.

Speculation Corner
~~~~~~~~~~~~~~~~~~

In the tight economic climate, the Falcon may well be seen as too frivolous, rather like Commodores CDTV. There is however a push within the computer industry to accept Quicktime as the standard for multimedia presentations. It is anticipated that most computers will be able to replay Quicktime, but recording movies requires relatively expensive video processing hardware. If quicktime is adopted for the Falcon it could well find a niche as a creator of Quicktime presentations.

With Desktop Video, The Falcon is certainly light years ahead of anything Atari has had to offer before. Atari is also light years behind in this area, with the clear leader being the Commodore Amiga. Both the Amiga, Mac and PC's can be fitted with Video cards which offer Desktop Video at varying budgets. As impressive as the colour and video capabilities of the Falcon are, Atari has made a grave mistake by not providing slots for graphics cards. Paint, animation and modelling software has lagged behind with Atari and it is unlikely that established videomakers will switch over to the Falcon unless the applications exist. It is possible that as an interim measure, software will be ported over from other platforms to fill the gap.

Probably the most astounding feature of the Falcon, which will guarantee sales is the audio processing capabilities. The inclusion of 16 bit CD quality 8 track direct to disk recording is amazing. To have it in a computer for a thousand dollars is revolutionary. True, a big hard disk is required, and appropriate software, but for under $3000 a musician can have the recording quality and creative control of systems in the $10000 to $15000 range. Unlike MIDI which appealed to electronic musicians, hard disk recording is also of value to acoustic musicians thus opening up a large market for the Falcon.

There are many possible uses for the Falcon, based on the capabilities of the DSP chip. Some of these are useful, some are not. The notion of plugging one into a phone line as a fax machine will either be extremely handy or just plain silly. Wild speculation on what the Falcon is capable of, will do nothing but foster suspicion and until the Falcon is
~~~~~~~~~~~~~~~~~~

readily available, it is too early to say how it will perform and whether it will prove to be the amazing machine that Atari wants us to believe it is. Atari not only has to attract new customers, but has to bring back those enthusiasts who have left the fold.

5098. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-13 00:00:00 UTC
From: fl@io.org
Message-ID: <4s8b23$3ef@news1.io.org>
Source record: 8956
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

I support the creation of this news group.
--
____/ /
/ / Frank Lockwood
__/ / Toronto, Ontario, Canada
__/ _______/ http://www.io.org/~fl/

5099. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-13 00:00:00 UTC
From: jsheehy@ix.netcom.com
Message-ID: <31e7f2ca.68104998@nntp.ix.netcom.com>
Source record: 8957
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

CrACKeD <cracked@primenet.com> writes:

>: Yes Nt is not unix, there are actually good commercial programmes used
>: by real people who just want to get the job done without all the
>: techie bullshit thats why NT is growing and may eventually overcome
>: the scability probs currently limiting its usage in large sites, Unix
>: will never die (and it shoudn't either) but NT will just keep
>: increasing its share of the market..
>
>Actually, NT is used by idiots who couldn't learn all the "techie
>bullshit" if their lives depended on it. Too bad, since they would
>end up being much more productive and faster with their work if they
>had the brainpower to use anything besides icons and a mouse.

Have you considered that there are many intelligent people whose lives
are not "all about computers", but they use them as tools? Why buy a
hammer, when you can forge your own? Forget about changing your oil, or
fixing that leak in the roof, or playing your guitar; there's a hammer
to be made.

The truly stupid person is the one who gets caught up in some philosophy
about how things should be done, instead of doing things the way that is
most useful for them, as an individual.

The truly intelligent person knows when it is best to use the mouse, and
when it is best to type a command, or write a script.

The fool has a philosophy that says there is only one best way for
everyone, or that everyone has the same amount of time to spend on one
facet of their activities.

<>>< >>< >>< <>>< >>< <>>< <>>< >><
John P Sheehy <jsheehy@ix.netcom.com>
>>< <>>< <>>< >>< <>>< >>< >>< <>><

5100. Re: Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jul13.164003.1@cobra.uni.edu>
Source record: 8958

Jedi spoke..
> Get off your high-horse. There are still 30 year old OS'es that
> trample your beloved MacOS.
>
> Progress is only a necessity if you are dissatisfied with your current
> system. Considering your lust for progress, your mac must be very
> unsatisfying...
>
> & btw, the jag is the progress that you adore so much.
> Why settle for a measley 32bits?

Ha! Sounds like sour grapes.. Attack progress because development has ceased on the Jag and ST line. If this nation read your advise we all would be riding horses for our transportation.

My PowerBook is very satisfying as a mobile tool. Considering is more useful than the defunct Atari portable and ST Book that never saw the light of day.

Atari Jihad, not as powerful as Iran, but equally fanatical!
GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

5101. Re: So Sinclap still doesn't have a life (no brain either)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jul13.164607.1@cobra.uni.edu>
Source record: 8959

The Burb spoke.
> Since he's such a wonderful person (and since I will never see his messages
> again, since my auto-killer is now working), maybe I'll write an auto-spammer
> that randomly bounces all his spewing into the alt.sex heirarchy...

What a dumbass. I am sure that will make you popular. Are you such a baby,
that you miss your ma ma for guidance for integrity?

> Naw, even perverts don't deserve that.
Why, you feel right at home there..

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

5102. Re: Replacement/removal of comp.binaries.atari.st moderator? (was: Re: Proposal: alt.binaries.atari)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-13 00:00:00 UTC
From: Brian {Hamilton Kelly} <bhk@dsl.co.uk>
Message-ID: <837295729snz@dsl.co.uk>
Source record: 8960
Cross-posted to: alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

[When the topic was changed to the above, the thread was cut-off from all
the Atari groups to which the original thread had been cross-posted.
Since Jonathon is providing some serious and significant information, I'm
merely intervening to re-post to those groups. It would appear that
there's been a vote on this before: where were all you guys at the time?
(Given that those who might want to do as Jonathon suggests already have
access to relevant "warez" group.) Once again, I no nothing about Atari
but am just a bystander that's interested in the machinations within
alt.config.]

In article <4s8gvo$gqk@insosf1.netins.net>
grobe@worf.netins.net "Jonathan Grobe" writes:

> In article <4s7fao$591@crcnis3.unl.edu>,
> Greg Berigan <gberigan@cse.unl.edu> wrote:
> >It is a Big-8 group, and if you can prove that the moderator is not
> >doing the job he signed up for, you can put forth a proposal to replace
> >him or to remove the moderation. (Note this will make it the second
> >comp.binaries.* newsgroup to not be moderated, alongside comp.binaries.-
> >apple2 which has never been moderated and still gets people posting
> >non-binaries to it.) Comp.society.folklore went through a vote to
> >remove moderation (it failed, but a new moderator did get appointed and
> >it now gets traffic). Take the cause to news.groups and put together a
> >complete proposal for submission to news.announce.newgroups.
> >
> Competent news administrators implement the rmgroup
> messages sent out by David Lawrence <tale@uunet.uu.net> for the Big 8
> (comp.*, rec.*, sci.*...) hierarchies.
>
> Since the comp.* group died for lack of use, I expect the alt.* group
> would have the same lack of use--unless the supporters of this group
> are primarily interested in a place to illegally repost copyrighted
> software.
>
> From tale@uunet.uu.net Sun Apr 21 11:10:02 1996
> Path: uunet!in2.uu.net!bounce-back
> From: tale@uunet.uu.net (David C Lawrence)
> Newsgroups: comp.binaries.atari.st
> Subject: cmsg rmgroup comp.binaries.atari.st
> Control: rmgroup comp.binaries.atari.st
> Approved: newgroups-request@uunet.uu.net
> Message-ID: <830099341.28358@uunet.uu.net>

> Date: Sun, 21 Apr 1996 15:09:01 GMT
> Lines: 11
> X-Info: PGP auth is being tested; announcements will be made when it is ready.
> X-PGP-Sig: 2.7 Subject,Control,Message-ID,Date,From,Sender
> iQCVAgUBMXpPjsJdOtO4janBAQH9MAP/V/jD4prFcTvCNrC+dYd4iRiNhR1ch7ua
> sikrhRh+bUPsn5jhuQzwkSqV36v9pIDtHlf6s5dso1VfI9IxpwUQhMYPWAFRy3sV
> qJtx4x7gQvcibwAzcy/VeFrO4y3CLB8jTAMDng18Smc3GxS4WyjIwDbhm3fTw+rx
> h2Ubym59ciU=
> =kU7+
> Xref: uunet control.rmgroup:4382
>
> comp.binaries.atari.st should be removed. Despite the continued
> presence of a capable moderator, its submissions declined to the point
> where virtually nothing was valid for the group. The Atari ST is no
> longer a very active platform, and access to FTP and WWW have improved
> to the point that they make a much better primary distribution
> channel.
>
> Annius V. Groenink <avg@cwi.nl> posted messages to the group asking
> whether anyone still found it useful and the vast majority agreed that
> the sensible thing was to remove the group. At the request of the
> moderator and the readership, it is now removed.

--
Brian {Hamilton Kelly} bhk@dsl.co.uk
Tony Blair's New Labour: The Windows'95 of Political Parties
(c/w Plug'n'Pray and a pretence of offering object-orientation)

5103. Atari Binaries - Inaugural Message

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-13 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <552425755.432033.A.starship@3rdplanet.com>
Source record: 8961
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.programmer,alt.binaries.atari,alt.binaries.atari.d

This message inaugurates both alt.binaries.atari and
alt.binaries.atari.d

CHARTER:

alt.binaries.atari is for distribution of freeware, Public Domain, and shareware patches, programs, etcetera, intended for Atari and compatible computers. alt.binaries.atari.d is for discussion of the content of alt.binaries.atari and should never contain binary files.

The following are explicitly inappropriate for posting to either alt.binaries.atari or alt.binaries.atari.d:

- Copyrighted software without the EXPLICIT permission of the copyright holder to post the software.

- "Chain letters," "get rich quick" schemes, for sale messages, or commercial solicitations of any kind.

- "My computer is better than your computer" messages, or discussions of the relative merits of any computer system. These discussions properly belong in the various .advocacy groups (or alt.flames in some cases).

- Any posting whatsoever by Peter Sinclair-Day; he does not own an Atari or compatible computer, does not use an Atari or compatible computer, and does not hold the copyright to any known software.

Very large binaries (e.g., in excess of 500k) should be uploaded to an ftp site (or several) first, and the availability (with full path) announced in a.b.a; only in the case of a specific request by a user who has no ftp access should such large binaries be posted to the newsgroup.

It is suggested that a short text message be posted in a.b.a immediately before posting a binary, explaining the purpose of the binary, the copyright status and distribution policy pertaining to the binary, system requirements for use of the binary, and any special information which may assist in determining the desirability or undesirability of downloading the binary.

This is an unmoderated group. However, it will be closely watched by the undersigned, and any blatant violation of copyright law will be immediately reported to the violator's postmaster and the copyright

holder. Violations of netiquette will be referred to the appropriate
postmaster if it is deemed necessary.

Rich Tietjens
syadmin at STarship and Quark's Holosuites

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
+-----------------------------------+--------------------------+

5104. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-13 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <552449914.474660.5.starship@3rdplanet.com>
Source record: 8962

mjreid@c033.aone.net.au barked in COMP.SYS.ATARI.ADVOCACY on 13 Jul 96:

>> Windows nt is *not* UNIX - not even close...
>>
m> Yes Nt is not unix, there are actually good commercial programmes used
m> by real people who just want to get the job done without all the
m> techie bullshit thats why NT is growing and may eventually overcome
m> the scability probs currently limiting its usage in large sites, Unix
m> will never die (and it shoudn't either) but NT will just keep
m> increasing its share of the market..

Perhaps I am confused. Isn't this comp.sys.atari.advocacy? I use NT at work (along with Win95, WFWG, Novell, and I forget what all else), and there ins't a single Atari system there; nor are there any Atari-compatible binaries of NT (thank you, Lord Bel!).

As MicroSlop goes, NT is OK - but it's not Atari, so who gives a Peter Sinclair-Day?

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
+-----------------------------------+--------------------------+

5105. Re: Replacement/removal of comp.binaries.atari.st moderator? (was: Re: Proposal: alt.binaries.atari)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-14 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4s9i02$rpr@nntp.crl.com>
Source record: 8963
Cross-posted to: alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

```
: In article <4s8gvo$gqk@insosf1.netins.net>
: grobe@worf.netins.net "Jonathan Grobe" writes:

[ from Tale's control message ]

: > comp.binaries.atari.st should be removed. Despite the continued
: > presence of a capable moderator, its submissions declined to the point
: > where virtually nothing was valid for the group. The Atari ST is no
: > longer a very active platform, and access to FTP and WWW have improved
: > to the point that they make a much better primary distribution
: > channel.

The difference between c.b.a.s and a.b.a is that c.b.a.s was an ST only
newsgroup. ST only means that all other Atari submissions must be
rejected by the moderator. a.b.a is (will be) a generic Atari software
group --- if someone has a piece of Atari software from any pltform that
they'd like to post (that's not WaReZ), they can post it in a.b.a and be
within the confines[1] of the charter.

-Kyle R. Hofmann

[1] Confines? Ha! More like a one inch high wall made of styrofoam,
judging from some of the discussions I see (and participate in :)
everyday.[2]

[2] This does not mean that WaReZ will be OK in this group, just that
charters generally look silly in comparison to the actual postings that
occur on a group.
```

5106. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-14 00:00:00 UTC
From: dleblanc@mindspring.com
Message-ID: <4s9p98$1a54@mule1.mindspring.com>
Source record: 8964
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

CrACKeD <cracked@primenet.com> wrote:

>John Sheehy <jsheehy@ix.netcom.com> wrote:

>: >Actually, NT is used by idiots who couldn't learn all the "techie
>: >bullshit" if their lives depended on it. Too bad, since they would
>: >end up being much more productive and faster with their work if they
>: >had the brainpower to use anything besides icons and a mouse.

When you come up with any valid study which correlates intelligence
with OS choice, let us all know.

>: The fool has a philosophy that says there is only one best way for
>: everyone, or that everyone has the same amount of time to spend on one
>: facet of their activities.

>Okay, so now I'm a fool.

No arguments from me on this one.

>Arguing with me about this is pointless, I know what
>I'm saying.

I won't argue with this, either.

Those straight lines were just too ripe to pass up...

5107. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-14 00:00:00 UTC
From: clifton@southern.co.nz
Message-ID: <4s9q62$aa1@orm.southern.co.nz>
Source record: 8965
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Tom Lamparty (lamparty@telerama.lm.com) wrote:

: Right to the point! You have my vote.

: > This group is intended for the posting of binaries for Atari
About time :)

: > - Compressed files for the Atari of any type
<tick>

: > - Patches to existing software for the Atari
<tick>

: > - New, publically released software for the Atari
<tick>

: > - Atari software requested by someone in another group
<tick>

What about source code (ie STOS Basic etc)?

: > Examples of off topic posts include:
: > - Discussions or advocacy of Atari products
<tick>

: > - Auctions or sales of Atari hardware or software
<tick>

: > - Commercial software (WaReZ)
<tick>

: > - MAKE.MONEY.FAST schemes and ECP/EMP
<tick>

What about advertisments? Would a .GIF containing a picture of the latest
Atari and prices be off topic?

: > How's that? Is it agreeable to everyone?
One more thing.... no moderator, or a moderator who deletes or moves
inappropriate postings, ie I don't want to have to send a moderator my
posting, cos it costs money :)

Also, how bout keeping postings UUENCODED only :)

MAKE IT!!!!!!!!!!!!!!

_ Julian Forsythe _

o( ) Christchurch, New Zealand ( )o
/ /\ Internet Email: clifton@southern.co.nz /\ \

Speed Kills - Use Windows!

In a nuclear war all men will be cremated equal
STOP NUCLEAR TESTING <<<>>> ARRETEZ LES TESTS NUCLAIRES

5108. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-14 00:00:00 UTC
From: The Village Idiot <joelr9@nwlink.com>
Message-ID: <Pine.SOL.3.91.960714031315.15769A-100000@washington>
Source record: 8966
Cross-posted to: alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit

Yeah...

What he said.

5109. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-14 00:00:00 UTC
From: kolla@nvg.unit.no
Message-ID: <4sajmt$oso@due.unit.no>
Source record: 8967
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

John Sheehy (jsheehy@ix.netcom.com) wrote:
>
> The truly intelligent person knows when it is best to use the mouse, and
> when it is best to type a command, or write a script.

Unfortunatly not all OSes support the above features.

> The fool has a philosophy that says there is only one best way for
> everyone, or that everyone has the same amount of time to spend on one
> facet of their activities.

"Some fruit-company ..."

--
Kolbj�rn Barmen /// "I met the Amiga and fell in love ..."
kolla@nvg.unit.no \XX/ http://www.nvg.unit.no/~kolla/

5110. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-14 00:00:00 UTC
From: jsheehy@ix.netcom.com
Message-ID: <31e9136d.6586855@nntp.ix.netcom.com>
Source record: 8968
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

kolla@nvg.unit.no (Kolbj�rn Barmen) writes:

>John Sheehy (jsheehy@ix.netcom.com) wrote:
>>
>> The truly intelligent person knows when it is best to use the mouse, and
>> when it is best to type a command, or write a script.
>
>Unfortunatly not all OSes support the above features.

All the ones available on the PC do, with or without 3rd party
additions.

<>>< ><<> ><<> <>>< ><<> <>>< <>>< ><<>
John P Sheehy <jsheehy@ix.netcom.com>
><<> <>>< <>>< ><<> <>>< ><<> ><<> <>><

5111. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-14 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl2.crl.com>
Message-ID: <Pine.SUN.3.91.960714112526.19096A-100000@crl2.crl.com>
Source record: 8969
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

On Sun, 14 Jul 1996, Gaven Miller wrote:

> In article <4s4i37$2m6@nntp.crl.com> you wrote:
> > Examples of off topic posts include:
> > - MAKE.MONEY.FAST schemes and ECP/EMP
>
> "ECP"? "EMP"?

ECP is "Excessive cross posting", also known as spam. This is when you
dump as many newsgroups as your news server into the Newsgroup: line and
send out a message.

EMP is "Excessive multi posting", also known as spam. This is when you
find all the newsgroups you can and send out a separate copy of your post
to each one.

Both are Bad Things.

-Kyle R. Hofmann

5112. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-14 00:00:00 UTC
From: sundaram@vervet.cig.mot.com
Message-ID: <4sbiof$428@trotsky.cig.mot.com>
Source record: 8970
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <31e7f2ca.68104998@nntp.ix.netcom.com>,
John Sheehy <jsheehy@ix.netcom.com> wrote:
>CrACKeD <cracked@primenet.com> writes:
>
>>: Yes Nt is not unix, there are actually good commercial programmes used
>>: by real people who just want to get the job done without all the
>>: techie bullshit thats why NT is growing and may eventually overcome
>>: the scability probs currently limiting its usage in large sites, Unix
>>: will never die (and it shoudn't either) but NT will just keep
>>: increasing its share of the market..
>>
>>Actually, NT is used by idiots who couldn't learn all the "techie
>>bullshit" if their lives depended on it. Too bad, since they would
>>end up being much more productive and faster with their work if they
>>had the brainpower to use anything besides icons and a mouse.
>
>Have you considered that there are many intelligent people whose lives
>are not "all about computers", but they use them as tools? Why buy a
>hammer, when you can forge your own? Forget about changing your oil, or
>fixing that leak in the roof, or playing your guitar; there's a hammer
>to be made.
>
>The truly stupid person is the one who gets caught up in some philosophy
>about how things should be done, instead of doing things the way that is
>most useful for them, as an individual.
>
>The truly intelligent person knows when it is best to use the mouse, and
>when it is best to type a command, or write a script.
>
>The fool has a philosophy that says there is only one best way for
>everyone, or that everyone has the same amount of time to spend on one
>facet of their activities.
>

Hey,
Watch it. You have broken the first Law of Usenet Advocacy.
There is only one true OS. Everything else is useless.

As a penalty for making a reasonably sane and drivel-free
posting, I banish you for one week from this newsgroup.
Your next posting must be at least 50 % invective and
no less than 95% content free.

8-)

Seriously though, what's up with these OS Jihads? Why do so many
people get so bent out of shape on these advocacy forums?
Gawd, you'd think that there were no more pressing problems in the
world than OS Advocacy.

I do often find some really informative threads (even on .advocacy)
but so much more traffic is turning into flamefests.

> <>>< ><<> ><<> <>>< ><<> <>>< <>>< ><<>
> John P Sheehy <jsheehy@ix.netcom.com>
> ><<> <>>< <>>< ><<> <>>< ><<> ><<> <>><

--
Divya Sundaram CONDITUR IN PETRA

Motorola CIG Information and Technology Services

5113. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-15 00:00:00 UTC
From: Todd Needham <toddn@microsoft.com>
Message-ID: <01bb7216$c53ae980$9b18369d@toddn720>
Source record: 8971
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Actually, I'm saying that Dave Cutler's design team has experience with
modern UNIXes.

Kazinator <kaz@cafe.net> wrote in article <4s6bsj$p98@aphex.direct.ca>...
> In article <01bb702e$ecdacf30$af8c389d@toddn720>,
> Todd Needham <toddn@microsoft.com> wrote:
> >James Seymour <jseymour@medar.com> wrote in article
> ><DuE304.21M@medar.com>...
> >> And I wonder how many of those touting Ms-WinNT over UNIX have
> >> actually had any degree of experience with any of the modern
> >> UNIXes. (Or *anything* other than Ms-*, for that matter.)
> >
> >Uhmm.... Dave Cutler's 'NT design team perhaps?
>
> Okay, so your are saying that Cutler's NT design team touts WinNT over
UNIX?
>
> Wow... that's a whole lot of impartial people...
>

5114. Re: Replacement/removal of comp.binaries.atari.st moderator? (was: Re: Proposal: alt.binaries.atari)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-15 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EA7A85.5C16@ccm.jf.intel.com>
Source record: 8972
Cross-posted to: alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Brian {Hamilton Kelly} wrote:
>
> [When the topic was changed to the above, the thread was cut-off from all
> the Atari groups to which the original thread had been cross-posted.
> Since Jonathon is providing some serious and significant information, I'm
> merely intervening to re-post to those groups. It would appear that
> there's been a vote on this before: where were all you guys at the time?
> (Given that those who might want to do as Jonathon suggests already have
> access to relevant "warez" group.) Once again, I no nothing about Atari
> but am just a bystander that's interested in the machinations within
> alt.config.]

<deletia>

> > comp.binaries.atari.st should be removed. Despite the continued
> > presence of a capable moderator, its submissions declined to the point
> > where virtually nothing was valid for the group. The Atari ST is no
> > longer a very active platform, and access to FTP and WWW have improved
> > to the point that they make a much better primary distribution
> > channel.
> >
> > Annius V. Groenink <avg@cwi.nl> posted messages to the group asking
> > whether anyone still found it useful and the vast majority agreed that
> > the sensible thing was to remove the group. At the request of the
> > moderator and the readership, it is now removed.

(1) I voted to retain the group.

(2) The "vast majority" did not agree to anything. Perhaps a dozen people
were even aware of the existence of the group, and I saw exactly one person
(other than Annius) stating in a comp.sys.atari.* group that they agreed
the group should be removed.

(3) It is my belief that Annius simply didn't want to expend the effort to
moderate the group any more. Note that this is my personal belief, with no
evidence to support it. However, read on...

(4) I submitted several binaries for distribution during the last month of
the group's existence. They never appeared in the group, nor was their receipt
by Annius ever acknowledged.

I believe that there are large numbers of Atari users who have no or very limited
ftp access, who would use an unmoderated binaries group. I know for a fact that

the largest ftp sites for Atari files are very slow to post new binaries to areas where they can be obtained (I have personally uploaded 2 binaries to several sites; both have been obsoleted already, and they aren't available to the public yet).

--
See us at http://www.3rdplanet.com/~starship
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
"Propose your group in alt.config. Be sure to include the
proposed newsgroup name or topic for the group in the Subject
line. Listen to constructive criticisms. Beware, the
"discussions" in alt.config can seem very petty, vindictive,
and altogether unpleasant at times. Alt.config is frequented
by news admins, news.wannabes, net.gods, and net.idiots.
Sometimes it's a wonder that anything useful comes out of it,
but the alternative is total anarchy and mob ethics. There
are actually a few people in alt.config with good ideas on
creating groups."

5115. Re: Atari Binaries - Inaugural Message

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-15 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EA74E5.7A20@ccm.jf.intel.com>
Source record: 8973
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.programmer,alt.binaries.atari.d

Mr. Maddog wrote:
>
> First of all, I say well about time with this idea! I hope that many
> will freely UL and DL as, for me at least, I have only one Atari BBS and
> Umich files are hardly updated with newer stuff. Some people don't even
> have a BBS to get the stuff from. I'll frequent this area as much as I can.
>
> Well done Richard! :)

Yes, well, thanks but it doesn't seem to have worked. I'll ask here - does
anyone have direct root@domain access to send the necessary control messages
to try again to create these groups? I can email the necessary header(s) and
text if you aren't sure how it's done.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
"Propose your group in alt.config. Be sure to include the
proposed newsgroup name or topic for the group in the Subject
line. Listen to constructive criticisms. Beware, the
"discussions" in alt.config can seem very petty, vindictive,
and altogether unpleasant at times. Alt.config is frequented
by news admins, news.wannabes, net.gods, and net.idiots.
Sometimes it's a wonder that anything useful comes out of it,
but the alternative is total anarchy and mob ethics. There
are actually a few people in alt.config with good ideas on
creating groups."

5116. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-15 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EAABB9.4C58@ccm.jf.intel.com>
Source record: 8974
Cross-posted to: alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit

James R. Gilbert wrote:
>
> Somebody already pointed this out, but I'm going to repeat it
> because I think it makes this thread moot.
> There already is an alt.binaries.comp.atari8bit.

Really? I'm here on a T-1 line direct to the USenet backbone: I tried
to get a.b.c.a, with the following results:

News host responded: No such group

So, if your service shows that such a newsgroup exists, and it has
existed more than 6 months, I think perhaps either your sysadmin or mine
is mistaken. Mind you, I'd be happy to be wrong.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

5117. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-15 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <31EAFECE.1FDE@inil.com>
Source record: 8975
Cross-posted to: alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit

Rich Tietjens wrote:
>
> James R. Gilbert wrote:
> >
> > There already is an alt.binaries.comp.atari8bit.
>
> Really? I'm here on a T-1 line direct to the USenet backbone: I tried
> to get a.b.c.a, with the following results:
>
> News host responded: No such group
>
> So, if your service shows that such a newsgroup exists, and it has
> existed more than 6 months, I think perhaps either your sysadmin or mine
> is mistaken. Mind you, I'd be happy to be wrong.
>
> --

I cant see it either...:(

5118. Re: Replacement/removal of comp.binaries.atari.st moderator? (was: Re: Proposal: alt.binaries.atari)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-15 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <MPLANET.31eb14b6oscar989698@client1.news.psi.net>
Source record: 8976
Cross-posted to: alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Umm... guys, I went through the trouble of creating
alt.binaries.comp.atari8bit a while back - why not use
it? I can think of only two reasons:

1) The 'binaries' part of the group name will automatically
ban it from some news servers.

2) The 'alt' part of the group may do the same.

The only thing that would really be better than the
existing group would be a new one in the 'comp.*' hierarchy (sp?).
If someone wants to try and push that through, I say 'go for it'!

5119. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-15 00:00:00 UTC
From: kolla@nvg.unit.no
Message-ID: <4sci80$s3d@due.unit.no>
Source record: 8977
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

John Sheehy (jsheehy@ix.netcom.com) wrote:

> >> The truly intelligent person knows when it is best to use the mouse, and
> >> when it is best to type a command, or write a script.
> >
> >Unfortunatly not all OSes support the above features.
>
> All the ones available on the PC do, with or without 3rd party
> additions.

All of them?! =)

--
Kolbj�rn Barmen /\�\ "I met the Amiga and fell in love..." // T e a m
kolla@nvg.unit.no \/_/ <http://www.nvg.unit.no/~kolla/> \XX/ A M I G A

5120. Re: Atari Binaries - Inaugural Message

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-15 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960715111943.11999C-100000@ns1.ptd.net>
Source record: 8978
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.programmer,alt.binaries.atari.d

First of all, I say well about time with this idea! I hope that many
will freely UL and DL as, for me at least, I have only one Atari BBS and
Umich files are hardly updated with newer stuff. Some people don't even
have a BBS to get the stuff from. I'll frequent this area as much as I can.

Well done Richard! :)

Eric Noss
a.k.a
Mr. Maddog

5121. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-15 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EA7895.4F06@ccm.jf.intel.com>
Source record: 8979
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Brian {Hamilton Kelly} wrote:
>
> I'm a little puzzled (not knowing *anything* about the organization of
> the Atari groups, or indeed of the Atari itself): Rich's posting refers
> to comp.sys.binaries.atari.moderated, ...

I mistyped it - since the group no longer exists, I had no ready reference,
sorry about that.

<deletia>

> According to my active list, there *is* a comp.binaries.atari.st, which
> is indeed moderated. Was it perhaps this group that you and Rich meant?
> If so, rather than creating a new group in the alt.* hierarchy (which
> might take some time to achieve good propagation), why not simply appoint
> another moderator, and start using the group again?

The group has been rmgrouped; if you show it as active, then you missed the
removal message. I wish everyone had.

--
See us at http://www.3rdplanet.com/~starship
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
"Propose your group in alt.config. Be sure to include the
proposed newsgroup name or topic for the group in the Subject
line. Listen to constructive criticisms. Beware, the
"discussions" in alt.config can seem very petty, vindictive,
and altogether unpleasant at times. Alt.config is frequented
by news admins, news.wannabes, net.gods, and net.idiots.
Sometimes it's a wonder that anything useful comes out of it,
but the alternative is total anarchy and mob ethics. There
are actually a few people in alt.config with good ideas on
creating groups."

5122. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-15 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EA76EA.5435@ccm.jf.intel.com>
Source record: 8980
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

David LeBlanc wrote:
>
> CrACKeD <cracked@primenet.com> wrote:
>
> >John Sheehy <jsheehy@ix.netcom.com> wrote:
>
> >: >Actually, NT is used by idiots who couldn't learn all the "techie
<Snip!>
>
> When you come up with any valid study which correlates intelligence
> with OS choice, let us all know.

Hmmm. AOL supports Windows users exclusively... Well, there you are.
QED!

> >Okay, so now I'm a fool.
>
> No arguments from me on this one.

<G>

> >Arguing with me about this is pointless, I know what
> >I'm saying.
>
> I won't argue with this, either.

I might take issue with the second half of his sentence, but I agree
that arguing with him is pointless.

> Those straight lines were just too ripe to pass up...

Certainly.

My $02 worth: I use NT, Win95, various flavors of DOS, Novell,
WFWG, sometimes OS/2, and some other oddments at work. For installing
networks, the command line is MUCH easier to use and to troubleshoot.
For editing text, I want a windowed environment. It's a helluva lot easier
(for me) to drag a text block to the correct page than it is to run edlin
or even vi (I use a Unix look-alike at home sometimes).

For anything other than installations, in fact, I'd rather a windowed
environment. GEM is my GUI of choice. Why a GUI? Because I might not
want to kill the current process in order to copy a disk, or delete or
rename a file, etcetera, etcetera. I don't insist that a GUI is /the/
best OS choice for everyone - in many cases, it might be the worst. But

for me, it makes sense.

And I run my CLI in a window.

--
See us at http://www.3rdplanet.com/~starship
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
"Propose your group in alt.config. Be sure to include the
proposed newsgroup name or topic for the group in the Subject
line. Listen to constructive criticisms. Beware, the
"discussions" in alt.config can seem very petty, vindictive,
and altogether unpleasant at times. Alt.config is frequented
by news admins, news.wannabes, net.gods, and net.idiots.
Sometimes it's a wonder that anything useful comes out of it,
but the alternative is total anarchy and mob ethics. There
are actually a few people in alt.config with good ideas on
creating groups."

5123. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-15 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EA89A9.5D2D@ccm.jf.intel.com>
Source record: 8981
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Forsythe and Guy wrote:
> : > - MAKE.MONEY.FAST schemes and ECP/EMP
> <tick>
>
> What about advertisments? Would a .GIF containing a picture of the latest
> Atari and prices be off topic?

Yes. Commercial advertising of any kind is inappropriate outside of the
business groups (with some minor exceptions - the .announce group would
be the right place for "reduced price" announcements that specifically
pertain to that type of system, I think).

--
See us at http://www.3rdplanet.com/~starship
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
"Propose your group in alt.config. Be sure to include the
proposed newsgroup name or topic for the group in the Subject
line. Listen to constructive criticisms. Beware, the
"discussions" in alt.config can seem very petty, vindictive,
and altogether unpleasant at times. Alt.config is frequented
by news admins, news.wannabes, net.gods, and net.idiots.
Sometimes it's a wonder that anything useful comes out of it,
but the alternative is total anarchy and mob ethics. There
are actually a few people in alt.config with good ideas on
creating groups."

5124. Re: Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-15 00:00:00 UTC
From: JEDI
Message-ID: <4sdisd$2f5@doc.zippo.com>
Source record: 8982

In article , sinclap2954@cobra.uni.edu says...
>
>Jedi spoke..
>> Get off your high-horse. There are still 30 year old OS'es that
>> trample your beloved MacOS.
>>
>> Progress is only a necessity if you are dissatisfied with your current
>> system. Considering your lust for progress, your mac must be very
>> unsatisfying...
>>
>> & btw, the jag is the progress that you adore so much.
>> Why settle for a measley 32bits?
>
>Ha! Sounds like sour grapes.. Attack progress because development has ceased

Progress for progress'es sake is meaningless. We have to need to surrogate
our genitalia with our computers here.

Progress is not necessarily beneficial and new does not necessarily imply
better.

Progress in microcomputers merely means implementing that which has
been standard on larger systems for decades.

VMS still trumps MacOS, despite being 20 years older...

>on the Jag and ST line. If this nation read your advise we all would be riding
>horses for our transportation.

Actually, this nation's transportation technology has been completely stagnant
for the last 50 years. Personal transport tech has been stagnant for nearly
100.

>
>My PowerBook is very satisfying as a mobile tool. Considering is more useful
>than the defunct Atari portable and ST Book that never saw the light of day.

I don't really give a damn about your laptop. They are not progress to me
as they are not comfortable for me to use. The keyboards are too small.

>
>Atari Jihad, not as powerful as Iran, but equally fanatical!
Yet the Mac jihad still keeps on mounting suicide missions in enemy
territory...

5125. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-15 00:00:00 UTC
From: gberigan@cse.unl.edu
Message-ID: <4sdpi2$9ks@crcnis3.unl.edu>
Source record: 8983
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

In alt.config, pmh@edison.ioppublishing.com (Peter Haworth) wrote:
>Brian Hamilton Kelly <bhk@dsl.co.uk> wrote:
>>lamparty@telerama.lm.com "Tom Lamparty" writes:

>>> I believe that a alt.binaries.atari or alt.binaries.atari.st is badly
>>> needed since our moderated binary group has lost it's moderator and been
>>> expunged!

>> According to my active list, there *is* a comp.binaries.atari.st, which
>> is indeed moderated. Was it perhaps this group that you and Rich meant?
>> If so, rather than creating a new group in the alt.* hierarchy (which
>> might take some time to achieve good propagation), why not simply appoint
>> another moderator, and start using the group again?

> comp.binaries.atari.st would be my choice too, especially as we already
> get the comp hierarchy on our server.

Well, someone get a proposal together and send it in to
news.announce.newgroups, or track down the existing moderator and ask
him to resign his position and appoint a new moderator (or moderators)
that will do the job.

When your car gets a flat tire, you don't buy a new car. You get a new
tire, and a new spare tire too.

--
_-<#)-=# http://cse.unl.edu/~gberigan/War-of-the-Worlds.html
___/___
_-~_--<####) "`Where's Crow?' Huh. I'm not supposed to say anything, but
<~c>' __--< I did see that little moron heading towards the basement
_--=____#) with a pickaxe in his hand." -- Tom Servo; MST3K: The Movie

5126. Re: Pete is allergic to examples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-15 00:00:00 UTC
From: Bruce Haire <haire@engr.sgi.com>
Message-ID: <31EAA250.794B@engr.sgi.com>
Source record: 8984

PETER SINCLAIR-DAY wrote:
> Ha! Sounds like sour grapes.. Attack progress because development has ceased
> on the Jag and ST line. If this nation read your advise we all would be riding
> horses for our transportation.

Can you retype this last portion using English this time?

> My PowerBook is very satisfying as a mobile tool.

Whenever you get in your Honda, you become a mobile tool as
well. Ironic, is it not?

> Considering [it] is more useful
> than the defunct Atari portable and ST Book that never saw the light of day.

Meow, meow, meow!

> Apple Jihad, not as powerful as Iran, but equally fanatical!

Who is Iran?

5127. Re: Replacement/removal of comp.binaries.atari.st moderator? (was: Re: Proposal: alt.binaries.atari)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-15 00:00:00 UTC
From: Tom Lamparty <lamparty@telerama.lm.com>
Message-ID: <Pine.BSD.3.91.960715165727.5756A-100000@epicycle.lm.com>
Source record: 8985
Cross-posted to: alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

What Rich described below was pretty much my experience also!

On Mon, 15 Jul 1996, Rich Tietjens wrote:

> Brian {Hamilton Kelly} wrote:
> >
> > [When the topic was changed to the above, the thread was cut-off from all
> > the Atari groups to which the original thread had been cross-posted.
> > Since Jonathon is providing some serious and significant information, I'm
> > merely intervening to re-post to those groups. It would appear that
> > there's been a vote on this before: where were all you guys at the time?
> > (Given that those who might want to do as Jonathon suggests already have
> > access to relevant "warez" group.) Once again, I no nothing about Atari
> > but am just a bystander that's interested in the machinations within
> > alt.config.]
>
> <deletia>
>
> > > comp.binaries.atari.st should be removed. Despite the continued
> > > presence of a capable moderator, its submissions declined to the point
> > > where virtually nothing was valid for the group. The Atari ST is no
> > > longer a very active platform, and access to FTP and WWW have improved
> > > to the point that they make a much better primary distribution
> > > channel.
> > >
> > > Annius V. Groenink <avg@cwi.nl> posted messages to the group asking
> > > whether anyone still found it useful and the vast majority agreed that
> > > the sensible thing was to remove the group. At the request of the
> > > moderator and the readership, it is now removed.
>
> (1) I voted to retain the group.
>
> (2) The "vast majority" did not agree to anything. Perhaps a dozen people
> were even aware of the existence of the group, and I saw exactly one person
> (other than Annius) stating in a comp.sys.atari.* group that they agreed
> the group should be removed.
>
> (3) It is my belief that Annius simply didn't want to expend the effort to
> moderate the group any more. Note that this is my personal belief, with no
> evidence to support it. However, read on...
>
> (4) I submitted several binaries for distribution during the last month of

> the group's existence. They never appeared in the group, nor was their receipt
> by Annius ever acknowledged.
>
> I believe that there are large numbers of Atari users who have no or very limited
> ftp access, who would use an unmoderated binaries group. I know for a fact that
> the largest ftp sites for Atari files are very slow to post new binaries to areas
> where they can be obtained (I have personally uploaded 2 binaries to several sites;
> both have been obsoleted already, and they aren't available to the public yet).
>
> --
> See us at http://www.3rdplanet.com/~starship
> +---+
> | Opinions expressed herein are those of the writer and |
> | probably diametrically opposed to those of his employer. |
> +---+
> "Propose your group in alt.config. Be sure to include the
> proposed newsgroup name or topic for the group in the Subject
> line. Listen to constructive criticisms. Beware, the
> "discussions" in alt.config can seem very petty, vindictive,
> and altogether unpleasant at times. Alt.config is frequented
> by news admins, news.wannabes, net.gods, and net.idiots.
> Sometimes it's a wonder that anything useful comes out of it,
> but the alternative is total anarchy and mob ethics. There
> are actually a few people in alt.config with good ideas on
> creating groups."
>
>

Tom Lamparty lamparty@telerama.lm.com|Sysop NEOSTAG BBS (216)792-2580
4Meg 16Mhz 1040STe 325MHD 14.4K Modem|24hrs 14.4kbps V32 SupraFaxModem
Sec./Treas. NEOSTAG |PD/Shareware/Advice/Help
North East Ohio ST Atari Group |Support board for Dr. Bobware

5128. Re: Replacement/removal of comp.binaries.atari.st moderator?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-15 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EAC261.7AF6@ccm.jf.intel.com>
Source record: 8986
Cross-posted to: alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Chris_F_Chiesa@cup.portal.com wrote:
>
> am only really ABLE to post, this to comp.sys.atari.8bit. Thanks in advance
> for propagating this; may I request that "comp.sys.atari.st.programmer" be
> removed from the distribution? That's the group Portal says doesn't exist,
> causing all my problems in this instance...

In this instance, Portal is correct; I'm sorry, I must have unconciously added
the ".st" in the middle of that.

> I for one have been right here on comp.sys.atari.8bit on and off for nearly
> ten years, and have only occasionally seen reference to a "warez" newsgroup,
> and never quite the same name twice, or at least not regularly. Moreover,
> no ISP on which I have had an account -- and there have been three of them;
> four if you count TWO different systems here at Portal -- has ever been
> aware of the existence of, or willing to pick up, or has for that matter
> even acknowledged recipt of my requests to pick up, ANY Atari-8-bit-related
> "alt" or "binaries" group(s). I barely even know what groups EXIST.

I can email you a complet newsgroups list, if you need it. It's rather bulky
at about 350k, but if Portal won't tell you waht exists, I will. IMHO, any
and all "warez" groups that exist are pirate groups, and I won't subscribe to
them, even if I can find them (there are several listed in my NG file).

> > Since the comp.* group died for lack of use, I expect the alt.* group
> > would have the same lack of use
>
> Unless the alt.* group's existence happened to be made widely known, as
> evidently did NOT happen with the comp.* group?

Not only that, but an unmoderated group doesn't depend on the whims of one
person to give it content.

> > comp.binaries.atari.st should be removed. Despite the continued
> > presence of a capable moderator, its submissions declined to the point
> > where virtually nothing was valid for the group.
>
> This is probably a relatively valid reason for removing a group.

This would be a valid reason /IF it were true/, but it is not. Submissions
wer made - and ignored. I submitted several files in the omnths prior to the
group's demise, and I have seen others state the same thing; no response was
ever forthcoming from Annius. I don't know if that means he did not get the
files, or simply chose to ignore them.

> > The Atari ST is no longer a very active platform,
>
> This most certainly is NOT a reason for removing a group, and it disturbs
> me that, even though it is not the SOLE reason given, it is obviously being
> used to "support" the suggestion/recommendation/decision to remove a group.

It's tantamount to saying that "the 286 is not a much used chip any more, so we will no longer write software that does NOT use 386 opcodes." Granted, there is a lot of software that won't work without those opcodes - but probably 90% of the current DOS-based software, including most network drivers for Novell networks, work just fine on 286 boxes. I doubt that the owners of those networks using 286 servers and clients would be very favorably impressed by anyone who told them that they would be required to give up their existing hardware platforms.

> Granted, the Atari ST is no longer a "major" platform in terms of the PER-
> CENTAGE of computer users using it -- but the Internet is big enough these
> days that ANY subject, no matter how obscure or "inactive," can collect
> enough interested parties to sustain an ongoing discussion. There's still
> an active Rubik's Cube mailinglist, for crying out loud! Kill the newsgroup
> for OTHER reasons if they exist, surely, but don't justify it on the basis
> that the subject matter itself is "no longer very active." That is not
> the point.

Well said.

> > and access to FTP and WWW have improved
> > to the point that they make a much better primary distribution
> > channel.
>
> ... it's unrealistic and selfish,
> maybe even unethical, for you and others who reason the way you do, to NOT
> continue to support older technology, IMHO. Check the Usenet archives for
> my numerous rants on THIS subject in groups like comp.os.vms and one or
> another (I forget which) of the Windows NT groups...

It's also the way things are done, and frankly, it blows. Getting an alt. group for Atari binaries effectively removes the controls exercised by the "Big 8" cabal (and such a cabal obviously exists, else it would not be necessary to put a new group proposal to a "vote").

> > Annius V. Groenink <avg@cwi.nl> posted messages to the group asking
> > whether anyone still found it useful and the vast majority agreed that
> > the sensible thing was to remove the group. At the request of the
> > moderator and the readership, it is now removed.
>
> Well, that's something anyway. I'm glad that SOME sort of "readership"
> was consulted -- but WHAT readership? Of what group? Of the group being
> removed? I hope so; I HATE it when some "elite" makes decisions that
> affect the masses, without consulting those masses. Go watch "Fern Gully."

The fact that the question was posted in comp.sys.atari.st is true. The allegation that "the vast majority agreed" to rmgroup it is either a mistake,

or an outright lie. Since I don't know if the person making the statement
knows the truth or not, I will assume it's a mistake.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

5129. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-15 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EAD4F5.1B4D@ccm.jf.intel.com>
Source record: 8987
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Greg Berigan wrote:
>
> Well, someone get a proposal together and send it in to
> news.announce.newgroups, or track down the existing moderator and ask
> him to resign his position and appoint a new moderator (or moderators)
> that will do the job.
>
> When your car gets a flat tire, you don't buy a new car. You get a new
> tire, and a new spare tire too.

There is no longer such a group, Greg. It was removed some months ago
(March? April? May?) at the request of the moderator, and over the
objections of the users (the few of us who knew that the group existed).

We're not replacing a flat tire, we're replacing a stolen car.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

5130. Re: Replacement/removal of comp.binaries.atari.st moderator? (was: Re: Proposal: alt.binaries.atari)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-16 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EBC63B.372B@ccm.jf.intel.com>
Source record: 8791
Cross-posted to: alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

```
Oscar Fowler wrote:
> Umm... guys, I went through the trouble of creating
> alt.binaries.comp.atari8bit a while back - why not use
> it? I can think of only two reasons:
>
> 1) The 'binaries' part of the group name will automatically
> ban it from some news servers.
>
> 2) The 'alt' part of the group may do the same.
>
> The only thing that would really be better than the
> existing group would be a new one in the 'comp.*' hierarchy (sp?).
> If someone wants to try and push that through, I say 'go for it'!

I've tried two of my three accounts on different services now, and both
report that a.b.c.a does not exist. While you may have created it
locally, it isn't available on the Sprintlink backbone.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------------------------------+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+-----------------------------------------------------------+
*************************************************************
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
*************************************************************
```

5131. Re: Replacement/removal of comp.binaries.atari.st moderator? (was: Re: Proposal: alt.binaries.atari)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-16 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <MPLANET.31ec8ed1oscar98969a@client1.news.psi.net>
Source record: 8792
Cross-posted to: alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

In article <31EBC63B.372B@ccm.jf.intel.com>,
RichardX_Tietjens@ccm.jf.intel.com says...
> I've tried two of my three accounts on different services now, and both
> report that a.b.c.a does not exist. While you may have created it
> locally, it isn't available on the Sprintlink backbone.

Hmmm... I *do* see it from two totally different accounts
(one on Primenet, the other PSI). My only guess here is that
some servers don't automatically start carrying new groups created
in the alt.* hierarchy.

The group *was* created by going through all the "official"
channels and such, so it really should be out there.

Any new alt.* group created for Ataris may have the same
distribution problems as a.b.c.a8, so, if nothing else I suggest
we at least find out why this one hasn't propagated all the
way through yet.

Oscar

5132. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-16 00:00:00 UTC
From: jsheehy@ix.netcom.com
Message-ID: <31eaf899.3670679@nntp.ix.netcom.com>
Source record: 8988
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

kolla@nvg.unit.no (Kolbj�rn Barmen) writes:

```
>John Sheehy (jsheehy@ix.netcom.com) wrote:
>
>> >> The truly intelligent person knows when it is best to use the mouse, and
>> >> when it is best to type a command, or write a script.
>> >
>> >Unfortunatly not all OSes support the above features.
>>
>> All the ones available on the PC do, with or without 3rd party
>> additions.
>
>_All_ of them?! =)

Well, all the ones *I've* ever seen.

<>>< ><<> ><<> <>>< ><<> <>>< <>>< ><<>
John P Sheehy <jsheehy@ix.netcom.com>
><<> <>>< <>>< ><<> <>>< ><<> ><<> <>>< 
```

5133. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-16 00:00:00 UTC
From: tonyg@gui.com.au
Message-ID: <MPLANET.31eaee26tonyg989685@news.planet.net.au>
Source record: 8989
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <4s6bsj$p98@aphex.direct.ca>, kaz@cafe.net says...
> In article <01bb702e$ecdacf30$af8c389d@toddn720>,
> Todd Needham <toddn@microsoft.com> wrote:
> >James Seymour <jseymour@medar.com> wrote in article
> ><DuE304.21M@medar.com>...
> >> And I wonder how many of those touting Ms-WinNT over UNIX have
> >> actually had any degree of experience with any of the modern
> >> UNIXes. (Or *anything* other than Ms-*, for that matter.)
> >
> >Uhmm.... Dave Cutler's 'NT design team perhaps?
>
> Okay, so your are saying that Cutler's NT design team touts WinNT over
UNIX?
>
> Wow... that's a whole lot of impartial people...

Actually Todd is saying that Dave's NT Design team have experience with
other OSes. Dave himself for example is pretty familar with VMS :-)

TonyG
=====
Tony Goodhew
GUI Computing NSW
tonyg@gui.com.au
http://www.gui.com.au

5134. Re: Replacement/removal of comp.binaries.atari.st moderator? (was: Re: Proposal: alt.binaries.atari)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-17 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31ED3FA1.6D7@ccm.jf.intel.com>
Source record: 8793
Cross-posted to: comp.sys.atari.st,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.programmer,alt.config

Guy, I am including the balance of the comp.sys.atari.* groups in this discussion along with alt.config; it may be appropriate at this time to include news.groups as well, but I will wait for comments before doing so.

Guy Harrison wrote:
>
(I include here quotes from a couple of previous posters in the same thread - to save time, I'll reply directly to these as well.)
> >> Since the comp.* group died for lack of use, I expect the alt.*
> >> group would have the same lack of use--unless the supporters of
> >> this group are primarily interested in a place to illegally
> >> repost copyrighted software.

This comment (whose poster may remane nameless unless he wishes to step forward at this time) is frankly slanderous. As the proposer of the new groups, /and/ an established software author, I take personal umbrage at the expressed implication that I am a pirate. I suggest you ask the former BBS sysop and the author of RatSoft BBS how I feel about pirates - of course, he may not be aware of just who blew the whistle on his pirate activities.

> >> Annius V. Groenink <avg@cwi.nl> posted messages to the group asking
> >> whether anyone still found it useful and the vast majority agreed
> >> that the sensible thing was to remove the group. At the request of
> >> the moderator and the readership, it is now removed.

This is patently untrue. Annius posted one or two messages in comp.sys.atari.st remarking that he was planning to have the group rmgrouped, but the "vast majority" most of the readers most certainly did NOT agree to remove the group. I think most of us simply found it impossible to get anything past the moderator. Personally, I voted to retain the group.

An now, back to Guy's remarks:

> I attempted to post to this group on more than one occasion - at
> no time did I see any information on how to do so, and received no
> replies from attempting to do so requesting suitable help. It is no
> wonder the group was unused therefore.
>
> At the time the group was going to be removed, I suggested that either
> a new moderator be appointed or moderation be removed. To my

> knowledge, no consideration was given to these points - certainly no
> reply was forthcoming.
>
> When the group was finally removed, there was no attempt even at
> presenting the numerical votes for and against to support the
> removal decision.
>
> Take these points together and it difficult to come to any other
> conclusion other than that decision to remove the groups had already
> been made. ;-|
>
> Guy Harrison
>
> guy@swampdog.demon.co.uk

It certainly appeared to me that the rmgroup was "railroaded" though.
No voting results were cross-posted to the comp.sys.atari.* groups. By
that time, however, the rmgroup was a /fait accompli/, as they say, so
there was little anyone could do about it.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

5135. Alternate Proposal: comp.binaries.atari.8bit

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-17 00:00:00 UTC
From: mjewison@irus.rri.uwo.ca
Message-ID: <4sit9e$2dd@falcon.ccs.uwo.ca>
Source record: 8794
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit

---
My apologies if this appears twice. My news reader barfed on my first
attempt to post.

One of the problems with setting up an alt.binaries group is that,
as has been pointed out earlier, many sites don't get parts of (or in
a worst case scenario) the entire alt hierarchy. The university here
just lopped off the entire alt.binaries tree several months ago because
the spool time on the server was less than six hours and the system was
thrashing itself to death.

I would propose that we try to make any group we want to see created an
"official" group in the comp.binaries hierarchy. For those of you
uninformed on what that means, here is a brief summary:

1) An RFD (Request for Discussion) goes out where the merits of creating
the newsgroup are discussed.

2) A CFV (Call For Votes) goes out where the proposed newsgroup is voted on.
In order for a group to pass, the number of YES votes must be 2/3 of the
total number cast, plus the number of YES votes must be at least 100 more
than the number of NO votes cast.

In theory, I support the creation of a binaries group - but I would rather
not see it in the alt tree. Alas, I'm not sure we would have enough people
voting in favour of the proposal to meet the second criteria for passage.

Any thoughts?

- Mike Jewison
mjewison@irus.rri.uwo.ca

5136. Re: Replacement/removal of comp.binaries.atari.st moderator? (was: Re: Proposal: alt.binaries.atari)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-17 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4shoin$25n@madeline.INS.CWRU.Edu>
Source record: 8795
Cross-posted to: alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit

(Oscar Fowler mentions the already existing alt.binaries.comp.
atari8bit he started.)
I've been wondering about this. Rich Mier said correctly that
all that's in a.b.c.a. is some spam. And Rich Tietjens believes
he should be able to see it. I don't think many people can see it.
I also don't think many people can see the new a.b.a and a.b.a.d.
Somebody said these groups have to be added to the usenet groups
specifically by sysadmins, or systems are set up not to have
alt or binaries groups added. I can see the new Tietjens
groups and the old a.b.c.a. Something that has not come up
in this thread is the A8 vs ST thingy. STers generally don't
like to mess with A8 stuff, I think. STers sorta kicked the
8-bitters out of Delphi (rumor). Anyways, personally, I like
/prefer the alt.binaries.comp.atari8bit idea and keep it
separate from what I would like to see... ->
alt.binaries.comp.atariST. BUT, I do appreciate the efforts
of both Mr. Tietjens and Mr. Fowler and whatever you guys
wanna do is fine with me.

5137. Re: Replacement/removal of comp.binaries.atari.st moderator? (was: Re: Proposal: alt.binaries.atari)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-17 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31ED164E.2222@ccm.jf.intel.com>
Source record: 8796
Cross-posted to: alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit

James R. Gilbert wrote:
>
> (Oscar Fowler mentions the already existing alt.binaries.comp.
> atari8bit he started.)
> I've been wondering about this. Rich Mier said correctly that
> all that's in a.b.c.a. is some spam. And Rich Tietjens believes
> he should be able to see it. I don't think many people can see it.
> I also don't think many people can see the new a.b.a and a.b.a.d.
> Somebody said these groups have to be added to the usenet groups
> specifically by sysadmins, or systems are set up not to have
> alt or binaries groups added. I can see the new Tietjens
> groups and the old a.b.c.a. Something that has not come up
> in this thread is the A8 vs ST thingy. STers generally don't
> like to mess with A8 stuff, I think. STers sorta kicked the
> 8-bitters out of Delphi (rumor). Anyways, personally, I like
> /prefer the alt.binaries.comp.atari8bit idea and keep it
> separate from what I would like to see... ->
> alt.binaries.comp.atariST. BUT, I do appreciate the efforts
> of both Mr. Tietjens and Mr. Fowler and whatever you guys
> wanna do is fine with me.

Thanks for your comments, James. I don't know anything about Delphi's history, but my feeling is that, if it says Atari on the logo, the user is (or should be) my friend. We have enough enemies, we don't need to make more within our own ranks. Thus, if someone objects to the placing of 8-bit software in a.b.a, I suggest they form their own binaries group (they could call it alt.binaries.atari.68k-bigots I guess).

What's really strange is that, although I am told others can see the two new groups I created (or tried to), and apparently can see a.b.c.a.8, my server (at my personal account) shows none of the three - but it does show a number of "warez" groups, even though the sysadmin has issued generic warnings that trading of warez will not be tolerated. I really don't understand the mentality that says "we'll make this available, but if you use it, we'll punish you." I don't /want/ to use it, but it seems to me that if the use is to be monitored, it would be much less work to simply rmgroup anything with "warez" in the groupname.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |

| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

5138. FREE 8-bit

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-17 00:00:00 UTC
From: lesneskp@ecs.ecs.csus.edu
Message-ID: <4sidl3$mkh@csusac.ecs.csus.edu>
Source record: 8797

I'm very sorry if this is not the appropriate newsgroup for this...

ATTENTION! LOTS O' FREE 8-BIT STUFF!

I'm leaving the country in a matter of days, and would like

to ship all of this stuff to the first serious 8-bit enthusiast

who gets back to me... the sh Televsion (use as monitor!)(works fine as
a TV

except it needs new volume control)

Power supplies for all of above, etc.

SOFTWARE:

TONS of disks with lots of stuff; mostly games (fun

ones!) however, but there's ICD's SpartaDOS and

Atari's DOS v2.0, v2.5 and v3.0, a C compiler (!),

AtariWriter Plus (word processor with spell check),

Text Wizard (another word processor), Broderbund's The

PRINT SHOP, Atari Assembler Editor, Atari Macro

Assembler and Program-Text Editor, PASCAL compiler

BOOKS:

The Atari BASIC Source Book (includes the interpreter's

actual source code)

Mapping the Atari (good Atari memory guide)

Compute's First Book of ATARI GRAPHICS

Inside Atari Basic

101 Programming Tips & Tricks for Atari Home Compuers

Atari - An Invitation to Programming 2

Atari - An Invitation to Programming 3

Understanding Atari Graphics

Advanced Atari BASIC Tutorial

Manuals for AtariWriter, Text Wizard, Atari 1050, Atari

DOS 2.5, Atari 130XE, Atari 1200XL,

Assembler Editor, Percom Drives, Macro

Assembler, PRINT SHOP, Kyan PASCAL,

Atari BASIC, ICD P:R: Connection, ICD

SpartaDOS

Atari "Demopacs" (#1 - #8, info on Strings, Data Files,

Programming, Color Graphics, Advanced

Graphics, Advanced System Features, etc.)

--

|-) paul

"The wise person knows that it is better to sit fishing on the banks
of a remote mountain stream than to be emperor of the whole world."

5139. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-17 00:00:00 UTC
From: gcasa@wam.umd.edu
Message-ID: <4sjg46$46a@dailyplanet.wam.umd.edu>
Source record: 8798
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

David LeBlanc (dleblanc@mindspring.com) wrote:
: CrACKeD <cracked@primenet.com> wrote:

: >John Sheehy <jsheehy@ix.netcom.com> wrote:

: >: >Actually, NT is used by idiots who couldn't learn all the "techie
: >: >bullshit" if their lives depended on it. Too bad, since they would
: >: >end up being much more productive and faster with their work if they
: >: >had the brainpower to use anything besides icons and a mouse.

: When you come up with any valid study which correlates intelligence
: with OS choice, let us all know.

I think that Cracked is just a little peeved at people who use
MSWindows/Win95/etc telling him that his OS sucks 'cuz it's not
Windows. How do you expect him to respond?? Do you expect him to say
"Oh... well I guess you're right. I'll just trash all my apps and
start using the stuff every other drone is using..." ???

: >: The fool has a philosophy that says there is only one best way for
: >: everyone, or that everyone has the same amount of time to spend on one
: >: facet of their activities.

: >Okay, so now I'm a fool.

: No arguments from me on this one.

I think that you'll find that the fool is usually the person who is
most willing to resort to petit insults, and the like, during
arguments.

: >Arguing with me about this is pointless, I know what
: >I'm saying.

: I won't argue with this, either.
: Those straight lines were just too ripe to pass up...

Hmmm... need I say more.

Later,

--
Gregory John Casamento -- gcasa@wam.umd.edu
(c) G. Casamento -- Permission to distribute on MS network denied!!

5140. Re: All these new groups! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-18 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EE84C2.2E62@ccm.jf.intel.com>
Source record: 8799
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari,,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

```
Kyle R. Hofmann wrote:
>
> The UVV (Usenet Volunteer Votetakers) handle all votes now. I'd be
> willing to write up an RFD, but I'd like to know if there's any support
> first and what conditions, i.e., moderated or not? And if so, who will
> be the moderator? (Robomoderation is an option, too, but we'd still need
> someone to run it)

I can handle moderation - either manually or automatically. That's the
easy part. Getting the RFD accepted and passing the CFV is tough.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------------------------------+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+-----------------------------------------------------------+
************************************************************
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
************************************************************
```

5141. WOW! Such venom! (Was:Re: Heil Gates!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-18 00:00:00 UTC
From: taibhse@csd.edu.uwm
Message-ID: <AE14662D-8C689@192.0.2.1>
Source record: 8800
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy,comp.os.ms-windows.advocacy

I sought to respond to this and saw all the newsgroups this cut across:
news.csd.uwm.edu/comp.os.ms-windows.nt.advocacy
news.csd.uwm.edu/comp.os.linux.advocacy
news.csd.uwm.edu/comp.os.os2.advocacy
news.csd.uwm.edu/comp.sys.amiga.advocacy
news.csd.uwm.edu/comp.sys.atari.advocacy
news.csd.uwm.edu/comp.sys.next.advocacy
news.csd.uwm.edu/comp.unix.advocacy
news.csd.uwm.edu/comp.os.ms-windows.advocacy

So if this thread no longer applies to your group, SORRY!

Listen people, this is my take on the situation of this OS vs. that OS:
UNIX (the plain Jane variety) is confusing, obtuse, archaic and downright confusing.
So, there's NeXT, Linux, etc. to alleviate the command line confusion ("what do I type?" again, Better check UNIX for Dummies!) Personnally, a) I can't wait til they port Linux to my particular PPC and b)if I've got the money next month, I'll buy a NeXT cube regardless of its "obsolescence". It's just too cool!
DOS-based; EEK! get away! I'm warning you! I've got a gun! No but seriously, my Windoze friends assure me that it works great for them, but then again, they're
all hopeless hackers and like messing-up systems and writing viruses and such.
PPC/PowerMac, well the long & short of it is- I'm biased! When my wife and I looked at our options our only real option was the Mac, our decision was totally need based-no other platform did what we NEEDED.
And honestly, I credit my now burgeoning interest in computers to Apple and Apple alone. Our college has plain Jane UNIX and it was so un-intuitive my interest in computers was squashed for the first 2 years at college.
OTHER:Apple II, Amiga, Atari, TI, ad nauseum. Well , I was given a //e and bought a IIGS for dirt cheap...now I'm teaching my self BASIC and PASCAL-hey if you doubt their usability check out what a serious A2 user is doing-4 years obsolete & they're still going pretty strong. A German compnay is even releasing a "Modern" Apple//e for $150 U.S. Amiga...well do I really need to say anything; another company is attempting to revive the Amiga w/a newer chip (check the Motorola site for details).
If I missed anyone, just chalk it up to inexperience.
PPCP-makes much of this irrelevant, last I heard it'll run MacOS, WindozeNT, OS/2, Linux, AIX, and others as they become ported, hell, rumour is even the AmigaOS will even be ported to the PPC!

So I suppose the long and short of it is-Mac for ease of use, UNIX for "raw" power, and -whatever- for the compromise situation. If I won a Windoze 95 machine I'd keep it and try to learn how to use it to see first hand what all the grief is about, but I'd never buy one. That's simply a personnal choice based on
observations, other users opinions and what I've read about it from the "pros" e.g. the IBM site has it's 15 q's to ask M$ about the 95 and basically lambasts it,
legitimete(sp?) complaints only.

"Try browsing 10 hours in my OS" seems to apply before people gripe about other OS's they obviously never used.

criostoir

5142. To the infidel, Haley...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jul18.203508.1@cobra.uni.edu>
Source record: 8801

X-News: cobra.uni.edu comp.sys.atari.advocacy:14360
From: khaley@nova.gmi.edu (Kevin Haley)
Subject:Hey Peter! The Ship is Sinking!
Date: 1 Apr 96 14:38:15 GMT
Message-ID:<khaley.828369495@gmi.edu>

AHAHAHA! I wouldn't normally laugh at this kind of thing, but because
it has to do with something so near and dear to you, I just can't
resist.

Why don't you tell us about Apple, Peter? Where should I start?
Perhaps with the fact that Apple is going to take over $700 MILLION
in losses? Seems that Amelio is going to attempt some huge one-time
write-offs and losses to get the company back in the black again.
But this is gonna hurt. Really bad.

Kinda reminds me of the Atari of the mid-80's.

Also, Moody's downgraded Apple to JUNK bond. And industry analysts
don't expect Apple to see a single profitable quarter this year?

And what's this I hear about a significant portion of the losses
to be taken are from back stock and inventory? I thought Apple's
computers were selling like hotcakes? I think this mess is more from
mismanaged inventories than back-orders. Apple was just trying

to sugar-coat the situation, now the truth becomes known.

> That stock has done wonders for the higher ed channels. Our campus reseller
>has saw sales tripled with the dollar amount over a million.

I was at CompUSA Saturday, and I watched the PC and Mac displays for
a while. What a contrast. The PC section was filled with consumers
(I counted 19), while the Apple section was neglected, only 3
customers were there (and 2 were kids!). Nice stacks of Macs here,
too, you can't blame sales shortfalls on lack of stock.
Apple has a long and rocky road ahead of it. No doubt Peter will
respond to this, and tell me about how things are turning
around and that he has info that he can't disclose and how I'm in
denial. Yeah, sure, whatever you say, Peter. Should I compose
your response? I'd probably spell it better than you.

>That stock will most likely be pushed into the higher ed channels which has
>been the case at our reseller.

This is just so ironic. Peter flames us Atarians for
being on a sinking ship while the moron can't see that his

own ship is sinking! AHAHA! What a fool.

>He he he..The ship is floating, thank you. Now whoo is a DUMBASS nnow?

See you on the bottom, Peter.

0> I will see you on the top..

/Kevin

GREETINGS..

|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

5143. Re: Alternate Proposal: comp.binaries.atari.8bit

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-18 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EE7543.1985@ccm.jf.intel.com>
Source record: 8802
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,comp.sys.atari.programmer

Mike Jewison wrote:
>
> One of the problems with setting up an alt.binaries group is that,
> as has been pointed out earlier, many sites don't get parts of (or in
> a worst case scenario) the entire alt hierarchy.
>
<snip>
>
> I would propose that we try to make any group we want to see created an
> "official" group in the comp.binaries hierarchy.
>
<Further deletia>
>
> In theory, I support the creation of a binaries group - but I would rather
> not see it in the alt tree. Alas, I'm not sure we would have enough people
> voting in favour of the proposal to meet the second criteria for passage.
>
> Any thoughts?

I have a proposal all written up. It was already shot down in flames
after being submitted to the group mentors, but I am more than willing
to let someone else have the text to modify as they see fit.

Getting 100 votes is the toughest part - but I think it's likely to be a
lot easier now than it was before I brought the subject up in the entire
comp.sys.atari.* tree. I suggest a "straw" vote - who wants to be the
vote-taker? We will probably want to take a straw vote on each of the
following points:

Should comp.binaries.atari (all systems) be created?
Should comp.binaries.atari (all systems) be moderated?
Should comp.binaries.atari.8bit be created?
Should comp.binaries.atari.8bit be moderated?
Should comp.binaries.atari.st be created?
Should comp.binaries.atari.st be moderated?

I suggest that, if we can find a vote-taker, and if we can garner 100 or
more votes in favor of any of the above "straw" proposals, that we then
submit the formal RFD and try for the group. I'd also recommend a .d
group (discussion) be part of the proposal for each binary group
desired, so as to keep binaries and discussion seperated (in
consideration of those who'd like to discuss the matter but don't have
selective download ability).

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

5144. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-18 00:00:00 UTC
From: Randy Smothers <rsmothers@ida.org>
Message-ID: <31EE3799.69AB@ida.org>
Source record: 8803
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Divya A. Sundaram wrote:

> Seriously though, what's up with these OS Jihads? Why do so many
> people get so bent out of shape on these advocacy forums?
> Gawd, you'd think that there were no more pressing problems in the
> world than OS Advocacy.

For most of the OS flamers, it's basically an emotional insecurity issue. Some people incorporate external factors such as who they associate with, what brands of clothing they wear, what car they drive, or, in this case, what OS they use, very tightly into their definition of themselves. Therefore, using an OS other than the one they've chosen to identify with directly challenges their perceived levels of computer expertise, at the minimum, or their whole sense of self-worth, at worst. Fortunately, most of them outgrow it once they discover other things to add meaning to their lives.

Randy Smothers, IDA

5145. WANTED ! Ethernet VME Riebel card drivers and doc !

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-18 00:00:00 UTC
From: herve@parx.frmug.fr.net
Message-ID: <GGSRCEAIUP@parx.frmug.fr.net>
Source record: 8804
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.tech

Hi,

I'm looking for the drivers and the Jumper documentation of the
Thernet VME card called RIEBEL ...

It's very very urgent !!

If you know I could find this or is you got them ... please contact
me by email as quick as possible !

With Best Regards,

--
Herve Piedvache SysOp on The BBS for ATARI Computers.
+33-1-42511135
90:8/0@nest.ftn 51:901/0@atarinet.ftn
2:320/107@fidonet.org herve@parx.frmug.fr.net

5146. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-18 00:00:00 UTC
From: b.backhaus@bbbo.dortmund.netsurf.de
Message-ID: <6D4LsUMVJEB@bbbo.dortmund.netsurf.de>
Source record: 8805
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.os.linux.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy,comp.os.ms-windows.advocacy

tonyg@gui.com.au wrote 16 Jul 96 in article
<MPLANET.31eaee26tonyg989685@news.planet.net.au>:

> Actually Todd is saying that Dave's NT Design team have experience
> with other OSes. Dave himself for example is pretty familar with VMS
> :-)

And RSX-11 for that matter...

Cheers,
Bernd.
--

Bernd Backhaus email: b.backhaus@dortmund.netsurf.de
Brueckstr. 20 Compuserve: 100111,3061
44787 Bochum Fidonet: 2:2448/53.8
Germany

5147. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-18 00:00:00 UTC
From: frank@support.tachyon.co.uk
Message-ID: <AE147D6896687A1AC@support.tachyon.co.uk>
Source record: 8806
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

```
In article <4s8b23$3ef@news1.io.org>,
fl@io.org (Frank Lockwood) wrote:

>I support the creation of this news group.

I support the creation of this newgroup.

ATB, Frank.
```

5148. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-20 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <552893730.146949.4.starship@3rdplanet.com>
Source record: 8807

jsheehy@ix.netcom.com barked in COMP.SYS.ATARI.ADVOCACY on 16 Jul 96:

>>> >> The truly intelligent person knows when it is best to use the mouse,
>>> and >> when it is best to type a command, or write a script.
>>> >
>>> >Unfortunatly not all OSes support the above features.
>>>
>>> All the ones available on the PC do, with or without 3rd party
>>> additions.
>>
>> _All_ of them?! =)
j>
j> Well, all the ones *I've* ever seen.

Old thread, sorry, I just got time to consider this.

MS-DOS doesn't support a mouse. You have to run a third-party mouse driver, eating up precious "conventional" memory (and there's another reason for avoiding MicroSlop products - at home, I don't have to wonder which "type" of memory a given program needs).

Novell Netware doesn't support a mouse. Period. There are no third-party drivers, or any other way AFAIK, to add the facility.

Win95 supports some mouses but not others. If you happen to have one it doesn't like, you're out of luck.

I could go on, but frankly, who cares? I have an assortment of OSes available, and I use the one that is best for the purpose at any given moment.

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+--------------------------+

5149. Re: Heil Gates!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-21 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4ss91u$fvk@nntp.crl.com>
Source record: 8808
Cross-posted to: comp.os.linux.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <4sci80$s3d@due.unit.no>, Kolbj&#65533;rn Barmen wrote:
: John Sheehy (jsheehy@ix.netcom.com) wrote:

: > >> The truly intelligent person knows when it is best to use the mouse, and
: > >> when it is best to type a command, or write a script.
: > >
: > >Unfortunatly not all OSes support the above features.
: >
: > All the ones available on the PC do, with or without 3rd party
: > additions.

: _All_ of them?! =)

He must have never used MS-DO$ or Windoze. Linux rul3z d00Dz!!1! :D

-Kyle R. Hofmann

5150. The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-21 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jul21.224655.1@cobra.uni.edu>
Source record: 8809

The new 040 clones will be a flop because the price/ratio is poor. For less money, 200 mhz Powermacs and Pentiums can be had plus the ability to use inexpensive CDROM encyclopedias such as Groiler, Encarta, Worldbook and many more. Plus high quality and inexpensive browsers are not available as well.

GREETINGS..

|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

5151. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-22 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <GGWOAJDCUP@data.rhein-main.de>
Source record: 8810

In <1996Jul21.224655.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:

>
>The new 040 clones will be a flop because the price/ratio is poor. For less
>money, 200 mhz Powermacs and Pentiums can be had plus the ability to use
>inexpensive CDROM encyclopedias such as Groiler, Encarta, Worldbook and many
>more. Plus high quality and inexpensive browsers are not available as well.
>
> GREETINGS..

Yes, nice..
Shut up your Mac and buy a Pentium...
And please, chance the newsgroup!!!!

Buy a clone, the rest will be cheaper for all other buyers..

(It's much better for all atarians)

regards, robert

--
robscha@data.rhein-main.de -= Home of DOITF030 =-
_____
Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

5152. Re: Alternate Proposal: comp.binaries.atari.8bit

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-23 00:00:00 UTC
From: eru@sover.net
Message-ID: <31f4986d.51077946@news.sover.net>
Source record: 8811
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,comp.sys.atari.programmer

yes to >Should comp.binaries.atari (all systems) be created?
NO! to >Should comp.binaries.atari (all systems) be moderated?
yes to >Should comp.binaries.atari.8bit be created?
NO! to >Should comp.binaries.atari.8bit be moderated?
yes to >Should comp.binaries.atari.st be created?
NO! to >Should comp.binaries.atari.st be moderated?

You have my votes, let me know when it is time for the real thing.
I'll get you my vote, and all my friends too. :)
Rick

5153. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-23 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GGXVACBNUP@cabal.shnet.org>
Source record: 8812

In <1996Jul21.224655.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:

>The new 040 clones will be a flop because the price/ratio is poor. For less
>money, 200 mhz Powermacs and Pentiums can be had plus the ability to use
>inexpensive CDROM encyclopedias such as Groiler, Encarta, Worldbook and many
>more. Plus high quality and inexpensive browsers are not available as well.

Errr... Petey, as there obviously is not _one_ decent spell/grammar
checking software for the Mac, why have you bought it?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

5154. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-23 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jul23.225138.1@cobra.uni.edu>
Source record: 8813

In article <GGXVACBNUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:
> In <1996Jul21.224655.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>
>>The new 040 clones will be a flop because the price/ratio is poor. For less
>>money, 200 mhz Powermacs and Pentiums can be had plus the ability to use
>>inexpensive CDROM encyclopedias such as Groiler, Encarta, Worldbook and many
>>more. Plus high quality and inexpensive browsers are not available as well.
>
> Errr... Petey, as there obviously is not _one_ decent spell/grammar
> checking software for the Mac, why have you bought it?

Typical response from an Atariownerindenial..

>
> Thorsten

GREETINGS..

|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

5155. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-24 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4t67it$mo4@ccshst05.uoguelph.ca>
Source record: 8814

```
: Typical response from an Atariownerindenial..

Yawn ... Peter ... you just aren't original anymore.

>> Mark <<

--
-------------------------------------------------------------------------
Mark Rathwell | "For every one Jim Carrey making
The University Of Guelph | $30 million a movie, there are
E_Mail: mrathwel@uoguelph.ca | millions of equally annoying
Web Page: http://www.uoguelph.ca/~mrathwel | people who don't get a dime
| for their efforts. What is our
| society coming to?
-------------------------------------------------------------------------
```

5156. How do I run .bin files

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-24 00:00:00 UTC
From: flurpy@igubu.saix.net
Message-ID: <31f6b18d.4552131@196.25.1.1>
Source record: 8815

Please inform me how to run these files.
I downloaded all the 2600 games, but can't find an emulator.

flurpy@igubu.saix.net

5157. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-25 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <xrENPs6.brimiller@delphi.com>
Source record: 8816

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>The new 040 clones will be a flop because the price/ratio is poor. For less
>money, 200 mhz Powermacs and Pentiums can be had plus the ability to use
>inexpensive CDROM encyclopedias such as Groiler, Encarta, Worldbook and many
>more. Plus high quality and inexpensive browsers are not available as well.

I absolutely agree with much of what your saying, Peter.
---
1) Inexpensive Web browsers are not available. We have to deal with
non-expensive (free) ones like CAB, STiK, and the like.
---
2) Groliers isn't available - directly. We need to use Sara. Of course,
that will drive off all the people who use computer encyclopedias to get
work done every day.
---
3) The clones weren't designed to cater to the hard-core Mac fanatic or
PC bigot. They were designed to appeal to folks who need high-performance
versions of the TOS OS for its unique and legacy applications.

Capice?

BR Miller
Boston, MA

5158. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-25 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <5rEtXsz.brimiller@delphi.com>
Source record: 8817

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>Typical response from an Atariownerindenial..

What is an "Atariownerindenial", and what, specifically, are they denying?

BR Miller
Boston, MA

5159. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jul25.222844.1@cobra.uni.edu>
Source record: 8818

In article <4t67it$mo4@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Typical response from an Atariownerindenial..
>
> Yawn ... Peter ... you just aren't original anymore.
>
> >> Mark <<
>
Will okay.. Next month at MacWorld, Umax using the Supermac label will release
a 140 mhz Mac OS clone complete with 16 megs, 8x CD and 1.2 gig for $1500...The
PPC 603e will be on a daughter card. Isn't competition grand?

The 040 hades is $3000 or more..Why does it cost twice as much or more and does
less?

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

5160. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-25 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GGZVABBLUP@cabal.shnet.org>
Source record: 8819

In <1996Jul23.225138.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>In article <GGXVACBNUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>> In <1996Jul21.224655.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>>
>>>The new 040 clones will be a flop because the price/ratio is poor. For less
>>>money, 200 mhz Powermacs and Pentiums can be had plus the ability to use
>>>inexpensive CDROM encyclopedias such as Groiler, Encarta, Worldbook and many
>>>more. Plus high quality and inexpensive browsers are not available as well.
>>
>> Errr... Petey, as there obviously is not _one_ decent spell/grammar
>> checking software for the Mac, why have you bought it?
>
>Typical response from an Atariownerindenial..
^^^^^^^^^^^^^^^^^^
See what I mean?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

5161. Atari(tm) Musical Contest

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-26 00:00:00 UTC
From: emmesoft@mbox.vol.it
Message-ID: <emmesoft-2607960959580001@to-b-15.intelnet.vol.it>
Source record: 8820

Musical Contest "Musica con Atari" - Announcement of competition

Art. 1 - Announcement of competition
Published and unpublished songs can partecipate at "Musica con Atari"; all songs must be sent not after the 31st October 1996 at:
Emmesoft Via San Donato 49 10144 TORINO (ITALY)
together with the registration fee of 33 (thirtythree) U.S. dollars for each song sent (a maximum of 2 songs are allowed for each Section). Money can be sent cash, via international post or bank transfer.
Registration fee can't be returned.
Art. 2
"Musica con Atari" Musical Contest is reserved to every musician (even outside Italy), hobbyst or professional. Competitors must be age 18 or over.
Art. 3
Competitors can partecipate with one or more song. Maximum duration allowed for each song is 6 minutes (for the "Classic Section" 15 minutes). While sending the song(s) musicians must include a little curriculum with their full address.
Art. 4
Sections available are:
Arrangment (songs not composed from the competitor, but rearranged in a creative way)
Original Compositions (original works composed by the competitor)
Classic (transcription of classical scores)
Transcriptions (famous songs faithful transcription)

All songs must be in MIDIFile format standard General Midi. Magnetic tapes or digital formats (DAT, CD ecc..) are excluded.
Art. 5
Jury is composed by 5 members. After the competitive examination of all the songs received according to the terms of art. 1 the jury will, at his unobjectionable decision, award the prizes given from the sponsors. The 4 winners of the Sections will receive the prizes during Atari Days.
Art. 6
All winners will be promptly informed to be able to be present at the awarding of the prizes. International winners are not obliged to be phisically present during the awarding of the prizes. All delivery and shipment costs to send prize to the address of international winners will be at winner's own expenses.
Art. 7
Jury's verdict is definitive and inappellable. While partecipating at the Musical Contest competitors of the prize will bind themselves to accept the final verdict without rising objections. This announcement of competition is in English and Italian and is composed by 9 (nine)

articles. For every controversy will be competent the Torino Court and the italian laws.
Art. 8
All floppy disks sent, at the end of the Musical Contest, will not be sent back.
Art. 9
Jury will examine all the songs received in the days 8th and 9th November 1996. During Atari Days the Atari press will be informed of the name of the winners.

Musical Contest "Musica con Atari" ENTRY FORM

Messrs. Emmesoft,
the undersigned _____
born in _____ date of birth _____
address _____
_____telephone number _____

encloses herewith a floppy disk containing the followings MIDIFile standard General Midi songs (please write songs' title and author):

_____
_____
_____

asking in this way to partecipate at the Musical Contest "Musica con Atari". The undersigned asks to compete with the above mentioned song(s) in the Section (please tick the preferred section; if You partecipate with more than one song please state the section even at the side of the titles You have already indicated):

_ Arrangment (songs not composed from the competitor, but rearranged in a creative way)
_ Original Compositions (original works composed by the competitor)
_ Classic (transcription of classical scores)
_ Transcriptions (famous songs faithful transcription)

All songs must be in MIDIFile format standard General Midi. Magnetic tapes or digital formats (DAT, CD ecc..) are excluded.

The undersigned encloses herewith:
1- floppy disk containing the indicatedMIDIFile standard General Midi song(s)
2- payment of 33 (thirtythree) US$ for each song sent. Payment can be either done at:

A-Postal Account 34999102 or
B-Bank Transfer: Banca S. Paolo di Torino - Ag. 3 TORINO account number 150224

to:
Emmesoft, Via San Donato 49 10144 TORINO (ITALY)

For further information:
Coordinamento Atari Days
Manuela Esterni Tel. +39 337 226379 FAX+39 11 4374311
e-mail: atarimag@mbox.vol.it

http:www.espero.it/emmesoft/adays96i.htm

All names are registered trademarks and belong to the respective holders.

5162. *** Atari Days 1996 ***

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-26 00:00:00 UTC
From: emmesoft@mbox.vol.it
Message-ID: <emmesoft-2607961003020001@to-b-15.intelnet.vol.it>
Source record: 8821

PRESS RELEASE
Atari Days
Announcing the 3rd Edition of the italian Atari Fair

TORINO - 16th july 1996
Emmesoft, the most important italian source for Atari products (located in Torino-ITALY), announces the third edition of the italian Fair for the Atari market, called Atari Days.
This Fair, which has been held for the very first time in December 1994, takes as example similar events periodically held in Germany, France, England, Sweden and USA; Atari Days is the right place to show and demonstrate all latest products and releases for Atari and Atari compatible computers.
The first two editions have had a good success, while this new edition will benefit of all suggestions from distributors and developers to improve Atari Days.

Atari Days - General Information

Where & when
Atari Days will be held in Torino (ITALIA) from Saturday 16th to Monday 18th November 1996; the most important innovation from the last edition is the number of opening days, three insted of two, to grant wider access to the people.
The selected site is the same of the previous edition: the central Hotel Holiday Inn (Via Assietta 3, in front of Porta Nuova's railstation).
The entrance will be ticket regulated (opening hours 10-18) while distributors and dealers pre-registered will get free entrance to the Fair.

First Edition of the Musical Contest
"MUSICA CON ATARI"
Since Atari computers are still strongly used in the musical field, during Atari Days there will be the Musical Contest "Musica con Atari", with over 3 millions Lit. (2.000 $) of prizes.
This Musical Contest is reserved to every musician (even outside Italy), hobbyst or professional.
"Musica con Atari" is sponsored by the most important companies in the Atari market. Between them are:

Charlie Lab
Steinberg
Emagic
C-LAB

Between the prizes awarded are a MIDI Digitar Midi-guitar, software Cubase Audio, Notator Logic sequencer.

For more detailed information and/or to receive the announcement of competition in English (the deadline to send the floppy disks with MIDIFile in General MIDI standard is 31th October 1996) please contact:
Manuela Esterni - phone +39 337 226379 fax +39 11 4374311
e-mail: atarimag@mbox.vol.it

The awarding of prizes of the musicians winners of "Musica con Atari" will be during Atari Days. N.B.: International winners are not obliged to be phisically present during the awarding of prizes.

Reserved AREAS FOR EXHIBITORS
In Atari Days people will find booths for demonstrations of new products and latest releases.
The major distributors and developers in the italian Atari market, together with distributors and international developers, the italian magazine "Atari Magazine" and the french magazine ST MAG will exhibit during the Fair.

Reserved AREAS FOR WORKSHOPS
During Atari Days ther will be Workshops about graphics, MIDI, Multimedia,MIDI etc...

What's new during Atari Days *
Falcon MK-X from C-LAB, the new rack mounted model, based upon licensed Falcon030 technology from Atari Corp.
Falcon Studio II, the all-new Falcon based digital audio workstation
Hades the new version from the Medusa family, with Motorola 68040 processor , 8 Mb RAM and 1.2 Gb Hd
Lithos scan: professional software for Agfa scanners with "direct to disk scanning"
Karaoke Voice Wizard: the latest release from Jurgen Schwietering (of Steinberg fame) of the most powerful Karaoke software for Atari
Notator Logic 2.5: the long awaited upgrade of one of the most famous MIDI sequencer in the world
Yamaha CD Audio Mastering : professional system for mastering Audio CD with Falcon e Cubase Audio
Afterburner, 68040 accelerator board for Falcon
MagiC 5: the latest release of the multitasking OS for Falcon
MagiC Mac e NVDI Mac: Atari emulator for Mac
Gemulator Gold e Laptop: Atari emulator for Windows 95 and for notebook PCs
Background Photos 2: the new all-italian professional textures CD ROM, volume 2

SNEAK PREVIEWS DURING Atari Days
Internet linking with Atari Magazine. Visitors will be able to "chat" with the most important developers from USA Germany, France and England
News on line ON-line newsreading, with the writers from "Atari Magazine", of the latest news for Atari
World Wide Web exploring, net-surfing of the Atari world on the WEB
Atari Club, meeting with the local Atari users' groups

Why should I attend/visit Atari Days ?
+It's the only one Fair of its kind in Italy!!

For more information:
Atari Days
Manuela Esterni Tel. +39 337 226379 FAX +39 11 4374311
e-mail: atarimag@mbox.vol.it

* These are only some of the products confirmed at press time
All names are registered trademarks and belong to the respective holders

5163. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-26 00:00:00 UTC
From: JEDI
Message-ID: <4tais7$oi7@lex.zippo.com>
Source record: 8822

In article <1996Jul25.222844.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <4t67it$mo4@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>> : Typical response from an Atariownerindenial..
>>
>> Yawn ... Peter ... you just aren't original anymore.
>>
>> >> Mark <<
>>
>Will okay.. Next month at MacWorld, Umax using the Supermac label will release
>a 140 mhz Mac OS clone complete with 16 megs, 8x CD and 1.2 gig for $1500...The
>PPC 603e will be on a daughter card. Isn't competition grand?
>
>The 040 hades is $3000 or more..Why does it cost twice as much or more and does
>less?

You're railing on upon the cost competitiveness of ST clones is
perversely ironic.

You are only railing against the vendors(s) you support so much.

Isn't ignorance (petey-boy's) grand?

5164. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-26 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4tbhf7$j7j@morgoth.sfu.ca>
Source record: 8823

Brian-Roland Miller <brimiller@delphi.com> writes:

>1) Inexpensive Web browsers are not available. We have to deal with
>non-expensive (free) ones like CAB, STiK, and the like.

I think that he was arguing the quality on this one. Like supporting the
lastest HTML standards and pseudo-standards plus Java and Shockwave.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5165. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-26 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4tbhbm$j6v@morgoth.sfu.ca>
Source record: 8824

JEDI writes:

> You're railing on upon the cost competitiveness of ST clones is
> perversely ironic.
> You are only railing against the vendors(s) you support so much.
> Isn't ignorance (petey-boy's) grand?

I don't understant what you mean. How you please rephrase this?

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5166. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-27 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <BjMsH1R.brimiller@delphi.com>
Source record: 8825

Brian Quinlan <quinlan@sfu.ca> writes:

>>1) Inexpensive Web browsers are not available. We have to deal with
>>non-expensive (free) ones like CAB, STiK, and the like.
>
>I think that he was arguing the quality on this one. Like supporting the
>lastest HTML standards and pseudo-standards plus Java and Shockwave.

All of these are red herrings, in that they are _NOT_ HTML-complaint
standards. Thus, frames break on Lynx and a number of other HTML-compliant
browsers. Anyone can design a system and decry other browsers that aren't
compatible with that system. It takes real common sense to adhere to the
HTML specs and extend THOSE.

With Peters piss-poor logic, I could argue that the Mega ST4 has a better
price/performance ratio since the latest version of Netscape cannot view
CVG and STG format pictures. It really is quite a lame argument.

Again, none of my real points are addressed - about the target market for the
ST clones. The target market for a ComputerDirecTT or a C-LAB Falcon Mark X
is the TOS user who wants more horsepower for his computer. The market for
Macintosh is the user too stupid to buy and use a real computer, and too
ignorant to realize he is paying hundreds of dollars too much for what he
is getting from a dying company that has to write off inventory (and one
third of its net worth) due to collapsing sales.

In five years, Peter will be writing messages in Mac advocacy about the
"Apple jihad", and will be extolling Windows 99. He seems to have a penchant
for this sort of thing - never satisfied with what he's got, or satisfied
with the notion that other people can be, and have different needs (and views)
than he does.

BR Miller
Boston, MA
brimiller@delphi.com

5167. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-27 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <GG2ICIAIUP@data.rhein-main.de>
Source record: 8826

>The 040 hades is $3000 or more..Why does it cost twice as much or more and does
>less?

Buy one..
And the rest goes cheaper..

--
robscha@data.rhein-main.de -= Home of DOITF030 =-
____
Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

5168. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-27 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4tbq0v$6a3@ccshst05.uoguelph.ca>
Source record: 8827

```
: Will okay.. Next month at MacWorld, Umax using the Supermac label will release
: a 140 mhz Mac OS clone complete with 16 megs, 8x CD and 1.2 gig for $1500...The
: PPC 603e will be on a daughter card. Isn't competition grand?

Yeah ... for the consumer. I don't think Atari really cares a
whole lot about machines like that.

: The 040 hades is $3000 or more..Why does it cost twice as much or more and does
: less?

I said the same thing when the Mac512 came on the market. :-).
Did you ever think that maybe people like the computers they have? Maybe
they've invested so much in software and hardware peripherals that it's
not economical to buy a whole new system *AND* all new software? Or that
maybe, just maybe, the ST is the best machine for what they need? Hmm ...

--
-------------------------------------------------------------------------
Mark Rathwell | "For every one Jim Carrey making
The University Of Guelph | $30 million a movie, there are
E_Mail: mrathwel@uoguelph.ca | millions of equally annoying
Web Page: http://www.uoguelph.ca/~mrathwel | people who don't get a dime
| for their efforts. What is our
| society coming to?
-------------------------------------------------------------------------
```

5169. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-27 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4tdqlm$foq@morgoth.sfu.ca>
Source record: 8828

Brian-Roland Miller <brimiller@delphi.com> writes:

>standards. Thus, frames break on Lynx and a number of other HTML-compliant
>browsers. Anyone can design a system and decry other browsers that aren't
>compatible with that system. It takes real common sense to adhere to the
>HTML specs and extend THOSE.

HTML is not the only standard out there. Supporting Java and, to a lesser
extent, Shockwave should be goal of any browser creater. I beleive that
frames and tables have been added into the HTML 2.0 standard.

>With Peters piss-poor logic, I could argue that the Mega ST4 has a better
>price/performance ratio since the latest version of Netscape cannot view
>CVG and STG format pictures. It really is quite a lame argument.

You could argue that having no CVG and STG viewing capability is a liability.
But you would be wrong. I have never seen these types used on the web.
I have seem Java, Shockware, Realaudio, frames and tables.

>Again, none of my real points are addressed - about the target market for the
>ST clones. The target market for a ComputerDirecTT or a C-LAB Falcon Mark X
>is the TOS user who wants more horsepower for his computer. The market for
>Macintosh is the user too stupid to buy and use a real computer, and too
>ignorant to realize he is paying hundreds of dollars too much for what he
>is getting from a dying company that has to write off inventory (and one
>third of its net worth) due to collapsing sales.

How can you spurn Apple as a dying company while rationalizing the purchase
of an Atari clone? What would have consider a real computer? A HP workstation,
an SGI, an Alpha? A PC? An Atari?

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5170. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-28 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4tep3e$jeu@nntp.crl.com>
Source record: 8829

In article <4tdqlm$foq@morgoth.sfu.ca>, Brian Quinlan wrote:
: Brian-Roland Miller <brimiller@delphi.com> writes:

: >standards. Thus, frames break on Lynx and a number of other HTML-compliant
: >browsers. Anyone can design a system and decry other browsers that aren't
: >compatible with that system. It takes real common sense to adhere to the
: >HTML specs and extend THOSE.

: HTML is not the only standard out there.

But HTML is a standard --- to an extent. Companies like Netscape,
which propose extensions and then integrate them into their browser
before they are approved, have cause serious problems in the development
of HTML as a markup language. For example, © is the symbol for
(c). It's fairly widely used. But it isn't standard, and a lot of
browsers (including Lynx) don't support it.

Another problem is the inclusion of incomplete standards. Netscape
has included tables and so on. These, fortunately, complied with the
draft standard at the time. Unfortunately, something incomplete should
not be implemented because it leaves no room for change when the
implementation is in a major browser such as Netscape. People see that
tables are supported and start doing it the Netscape way, even if the
standard changes and the Netscape way becomes the Wrong Way. When the
Netscape way does become the Wrong Way, [l]users complain that the
standard doesn't have the implementation of X thing the right way, and
that the Netscape way is undoubtedly superior and works better.

: Supporting Java and, to a lesser extent, Shockwave should be goal of
: any browser creater.

Not always. Java and Shockwave are not officially part of HTML, and
while they are certainly useful, they need not be implemented if the
author doesn't feel like it.

: >With Peters piss-poor logic, I could argue that the Mega ST4 has a better
: >price/performance ratio since the latest version of Netscape cannot view
: >CVG and STG format pictures. It really is quite a lame argument.

No, the argument would go something like this: "The Atari 400 is
obviously superior to the PPC 604 and Pentium MMX chips, because they
don't have 6502s." :)

: You could argue that having no CVG and STG viewing capability is a liability.
: But you would be wrong.

Really? What if he has an image in CVG or STG format he wants to view?

: I have never seen these types used on the web.

That doesn't mean that they're not useful.

: I have seem Java, Shockware, Realaudio, frames and tables.

That doesn't mean that they're useful.

-Kyle R. Hofmann

5171. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jul28.232952.1@cobra.uni.edu>
Source record: 8830

In article <xrENPs6.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:

> I absolutely agree with much of what your saying, Peter.
> ---
> 1) Inexpensive Web browsers are not available. We have to deal with
> non-expensive (free) ones like CAB, STiK, and the like.
> ---

Yep. I have a choice of acquiring Netscape through purchasing Apple's internet
bundle or download it free from Netscape's web.

> 2) Groliers isn't available - directly. We need to use Sara. Of course,
> that will drive off all the people who use computer encyclopedias to get
> work done every day.

Please explain..

> ---
> 3) The clones weren't designed to cater to the hard-core Mac fanatic or
> PC bigot. They were designed to appeal to folks who need high-performance
> versions of the TOS OS for its unique and legacy applications.
> ---

Why not save money and get a Powercenter 132 for $1900 which uses a 132 mhz
604e which totaly smokes the fastest 040 and with a Tos emulator.
> Capice?

I am not sure..

> ---
> BR Miller
> Boston, MA

GREETINGS..
|--|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

5172. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jul28.234401.1@cobra.uni.edu>
Source record: 8831

In article <BjMsH1R.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:

> Again, none of my real points are addressed - about the target market for the
> ST clones. The target market for a ComputerDirecTT or a C-LAB Falcon Mark X
> is the TOS user who wants more horsepower for his computer. The market for
> Macintosh is the user too stupid to buy and use a real computer, and too
> ignorant to realize he is paying hundreds of dollars too much for what he
> is getting from a dying company that has to write off inventory (and one
> third of its net worth) due to collapsing sales.
> ---

Collapsing sales? I think not and according to last quarter results. What is
a real computer? A real computer is that you can take it out of the box, plug
in the monitor, chord and turn it on and get productive? Or is a real computer
is spending weeks to configure and make things right? The choice is yours..

> ---
> BR Miller

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
| |
Internet-democrats-request@webcom.com / Type 'subscribe' in body of message

5173. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-28 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <553417053.404320.4.starship@3rdplanet.com>
Source record: 8832

quinlan@sfu.ca barked in COMP.SYS.ATARI.ADVOCACY on 27 Jul 96:

>> 1) Inexpensive Web browsers are not available. We have to deal with
>> non-expensive (free) ones like CAB, STiK, and the like.
q>
q> I think that he was arguing the quality on this one. Like supporting
q> the lastest HTML standards <snip>

If you're referring to the Netscape extensions to HTML, they aren't officially "standards" yet. HTML 3.0 has not been ratified. And MS Explorer has their own proprietary extensions, so it looks like MicroSlop is going to try to create yet /another/ HTML "standard" (which brings to mind so many MS jokes that I can't begin to list them).

CAB /does/ support the standard, HTML 2.0 - anything beyond that is proprietary.

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+--------------------------+

5174. Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-29 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <RZHuXbl.brimiller@delphi.com>
Source record: 8833

Well, well, looks like Peter's denial of Apple's collapse in sales is
about to be brought to an end - check out this interesting info:

Dataquest said that troubled Apple Computer maintained its number three
position in the world, but its market share slipped to 5.3 percent and unit
More?
volumes fell 16.7 percent to 840,000 units, down from a 7.4 percent share of the
world market and units of 1 million a year earlier.
"Volumes are slipping sequentially, so that makes the current quarter really
key," said Dataquest's Brown. "If they slip again sequentially, then it's a
problem (at Apple)."
Brown said that Apple has put in the proper measures to strengthen its
balance sheet and return to profitability, but he said the September quarter,
which is the back-to-school quarter, is a crucial one for Apple.
IDC's U.S. data for Apple ranks the Cupertino, Calif. company as fourth in
the United States, with 410,000 units and a drop of 21 percent in shipments,
from 522,000 a year ago. Its market share dropped to 6.9 percent, from 10.3
percent a year ago.
"They have had a lot of problems and customers are holding off buying and
others have decided not to buy (Macintoshes)," Lewis of IDC said.
He said he is looking for the November launch of a new line of Performa home
computers to help Apple, because its home product line has "fallen behind the
times."

So. . .

1) Unit sales of Apple computers in the US market have dropped
21 percent, and in the world market, 16 percent - more of a drop in a
single period than Commodore or Atari ever had. In fact, only Coleco
comes to mind as a computer maker with a more severe sales drop.
---
2) Apple's home PCs are behind the times, and customers are
holding back from buying until better news comes around.

Seems to me that Peter will be bashing Mac users in five years, extolling
the virtues of Windows 99.

I'm glad I didn't fall for the Macinflop, or the Apple Jihad! :')

Apple Computer - the denial ability of S&L managers, the financial
security of junk bond funds, the technology of yesterday.

BR Miller
Boston, MA

If this isn't a flame troll, I don't know what is! Let's see how Petey likes getting soe of his own medicine, mixed with FACT. FACT is, his precious Apple Computer is plunging down the toilet at a rate several times faster than Commodore and Atari.

5175. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-29 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4tjglm$5c@morgoth.sfu.ca>
Source record: 8834

RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens) writes:

>Send me a couple of interesting images in those formats and they'll be posted
>on the Web at http://www.3rdplanet.com/~starship

How contrived.

>Java script works on my wife's system (486DX4/120, 24 megs RAM, 28.8 modem,
>s-3 SVGA VLB w/2 megs VRAM). Readlaudio doesn't. CuSeeMe doesn't. Netphone
>doesn't. Frams and tables do, but tables work on my 1040ST under CAB, too.
>That computer cost me $60. We spent $1500 on /upgrades alone/ on the 486 last
>year.

Technology progresses. Everyone takes the chance that new technology
won't be supported on their old hardware. But Peter is correct in
saying that Mac and PC users can expect better support, as far as
Net technologies, than Atari users.

>What's useful depends on the requirements of the user, not on the Marketing
>pinheads in Redmond or Cupertino. I need a machine that can do PPP data
>transfer and convert one type of text file to another rapidly. My Mega STe
>does that admirably. I also need a machine that can edit HTML and view the
>results. My 1040STfm does that well (and shows me where the HTML code is not
>2.0 compliant, as well - which, under Netscape, I would have to test on-line
>at a Web site, since there's no way to turn /off/ the Netscape-specific
>"features").

Thats great for you but a lot of people like Java applets, Shockwave and
Realaudio. And any computer can do PPC data transfers and text conversions.
Macs and PCs also have good web tools along with the Atari.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5176. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-29 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4tj5m5$2lg_011@jf.intel.com>
Source record: 8835

In article <838757528_OASIS_@pwomar.demon.co.uk>,
Paul@pwomar.demon.co.uk (Paul Womar) wrote to Peter the Sad Sinclap:

>>What is a real computer? A real computer is that you can take it out of
>>the box, plug in the monitor, chord and turn it on and get productive?
>
>Neither o these define a real computer. It's a null comparison, those
>form only a small part of of the argument, if I can plug in a computer
>and it's productive straight away, is it better than one that takes a few
>weeks to learn but is twice as productive?

And besides, why should i have to plug in a chord? Isn't music supposed
to come OUT of the computer?];^)

>I hope that you were not implying that it takes more time to master an
>Atari than a Mac, if so then you are more ignorant than I had ever
>possibly imagined.

Bingo!

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

5177. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-29 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4tjag0$q6o@morgoth.sfu.ca>
Source record: 8836

Kyle R. Hofmann <rhofmann@crl.com> writes:

> Another problem is the inclusion of incomplete standards. Netscape
>has included tables and so on. These, fortunately, complied with the
>draft standard at the time. Unfortunately, something incomplete should
>*not* be implemented because it leaves no room for change when the
>implementation is in a major browser such as Netscape. People see that
>tables are supported and start doing it the Netscape way, even if the
>standard changes and the Netscape way becomes the Wrong Way. When the
>Netscape way does become the Wrong Way, [l]users complain that the
>standard doesn't have the implementation of X thing the right way, and
>that the Netscape way is undoubtedly superior and works better.

Netscape has done more to push HTML (and the WWW as a whole) than anyone
else. They are pushing the industry forward, not always in the best way,
but still in a positive direction.

>: Supporting Java and, to a lesser extent, Shockwave should be goal of
>: any browser creater.

> Not always. Java and Shockwave are not officially part of HTML, and
>while they are certainly useful, they need not be implemented if the
>author doesn't feel like it.

That's like selling a development tool without a debugger. They are certainly
useful but since they are not neccessary, "they need not be implemented
if the author doesn't feel like it."

> That doesn't mean that they're not useful.

A viewer for something that I will never need to view is not useful.

> That doesn't mean that they're useful.

They are useful if you want to view most of the content of the WWW.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5178. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-29 00:00:00 UTC
From: JEDI
Message-ID: <4tidr8$m8i@lex.zippo.com>
Source record: 8837

In article <4tbhf7$j7j@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>Brian-Roland Miller <brimiller@delphi.com> writes:
>
>>1) Inexpensive Web browsers are not available. We have to deal with
>>non-expensive (free) ones like CAB, STiK, and the like.
>
>I think that he was arguing the quality on this one. Like supporting the
>lastest HTML standards and pseudo-standards plus Java and Shockwave.

Then please tell me where I might get a fully HTML 3.0 compliant
browser for Mac or PC.

5179. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-29 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4tjajo$q9m@morgoth.sfu.ca>
Source record: 8838

JEDI writes:

> Then please tell me where I might get a fully HTML 3.0 compliant
> browser for Mac or PC.

I don't know of one but I am confident that page designers will not use
HTML 3.0 until it is supported by the popular browsers. Shockwave and
Java are being used now.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5180. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-29 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4tijcl$2rg_001@jf.intel.com>
Source record: 8839

In article <4tep3e$jeu@nntp.crl.com>,
Kyle R. Hofmann <rhofmann@crl.com> wrote:
>: You could argue that having no CVG and STG viewing capability is a >:
liability. But you would be wrong.
>
> Really? What if he has an image in CVG or STG format he wants to view?
>
>: I have never seen these types used on the web.

Send me a couple of interesting images in those formats and they'll be posted on the Web at http://www.3rdplanet.com/~starship

>: I have seem Java, Shockware, Realaudio, frames and tables.
>
> That doesn't mean that they're useful.

Java script works on my wife's system (486DX4/120, 24 megs RAM, 28.8 modem, s-3 SVGA VLB w/2 megs VRAM). Readlaudio doesn't. CuSeeMe doesn't. Netphone doesn't. Frams and tables do, but tables work on my 1040ST under CAB, too. That computer cost me $60. We spent $1500 on /upgrades alone/ on the 486 last year.

Not all the stuff that's supposed to be so wonderfull on the Web works for everyone. Intel's newest webphone works ONLY on fast Pentium CPUs, for example (I could have gotten a preview copy from the developer down the hall, but we don't own a Pentium). Being swamped in useless features doesn't make a product "better," either. Apparently Petey-boy finds spell-checkers useless, but as I recall, all Mac software is interoperable, so he /could/ (and certainly should) use it, if he could only figure out how.

What's useful depends on the requirements of the user, not on the Marketing pinheads in Redmond or Cupertino. I need a machine that can do PPP data transfer and convert one type of text file to another rapidly. My Mega STe does that admirably. I also need a machine that can edit HTML and view the results. My 1040STfm does that well (and shows me where the HTML code is not 2.0 compliant, as well - which, under Netscape, I would have to test on-line at a Web site, since there's no way to turn /off/ the Netscape-specific "features").

And when I want to play games, my wife's 486 does that well. Eventually, I'll get a Falcon, because it will do all of that (although I'll keep the MSTe as the mail server, and my wife will keep her 486 because, well, she's a Luddite at heart <G>). But for now, we use the computer that does the job best for the appropriate job - with the appropriate software. In other words, I don't use a chainsaw to carve the pot roast.

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

5181. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-29 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <838757528_OASIS_@pwomar.demon.co.uk>
Source record: 8840

In article <1996Jul28.234401.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <BjMsH1R.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
>
>> Again, none of my real points are addressed - about the target market for the
>> ST clones. The target market for a ComputerDirecTT or a C-LAB Falcon Mark X
>> is the TOS user who wants more horsepower for his computer. The market for
>> Macintosh is the user too stupid to buy and use a real computer, and too
>> ignorant to realize he is paying hundreds of dollars too much for what he
>> is getting from a dying company that has to write off inventory (and one
>> third of its net worth) due to collapsing sales.
>> ---
>
>Collapsing sales? I think not and according to last quarter results.

Did you read the same last quartes (Q3) sales as me? IIRC the units
sold was down 15 0.000000rom the same time last year and just about matching
the last quarters. Admittedly not collapsing this quarter in
particular but certainly dropping.
I'll mkae myself clear on this one Pete, I don't hate MAc's or Apple,
I have a Newton and am considering a Mac, *BUT* I can not stand you
completely slagging off quality machines like Ataris (with lies) and
making Macs out to be perfect wonder machines (lies agin), just play
it staight and you might make your first friend.

>What is a real computer? A real computer is that you can take it out of the box,
>plug in the monitor, chord and turn it on and get productive? Or is a real computer
>is spending weeks to configure and make things right? The choice is yours..

Neither o these define a real computer. It's a null comparison, those form
only a small part of of the argument, if I can plug in a computer and
it's productive straight away, is it better than one that takes a few
weeks to learn but is twice as productive?
I hope that you were not implying that it takes more time to master an
Atari than a Mac, if so then you are more ignorant than I had ever
possibly imagined.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5182. SinClap`s Humiliation

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-29 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4tj7p8$n4u@inca01.inca.co.nz>
Source record: 8891
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
> dreibel@zap.io.org (Daniel L. Dreibelbis) writes:
> > again, since you have NEVER USED CALAMUS, and have NEVER USED a
> > MODERN TOS SYSTEM, you are in no position to pass judgement on how
> > well Calamus works, therefore your opinion is worthless in that
> > regard.

> What's so modern about TOS? I have heard enough to comment on Calamus. Such

"I have heard enough to comment on Calamus"

(In-Context Translation: "I've never used it, but rumour has it that...")

Speaks volumes about you, Petey.

--

Quote For The Month:

"Muttley - Do something!!!"

5183. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-30 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4tk504$5s9@nntp.crl.com>
Source record: 8892

In article <4tjag0$q6o@morgoth.sfu.ca>, Brian Quinlan wrote:
: Kyle R. Hofmann <rhofmann@crl.com> writes:

: > Another problem is the inclusion of incomplete standards. Netscape
: >has included tables and so on. These, fortunately, complied with the
: >draft standard at the time. Unfortunately, something incomplete should

[my stuff cut]

: Netscape has done more to push HTML (and the WWW as a whole) than anyone
: else. They are pushing the industry forward, not always in the best way,
: but still in a positive direction.

Not always. As explained in my previous article, implementing
non-standard things is not always good.

However, I have no problem at all with Netscape suggesting
possibilities to the standards committee and *only* implementing these
possibilities if they are approved. That would push the industry forward
in the best possible way.

: >: Supporting Java and, to a lesser extent, Shockwave should be goal of
: >: any browser creater.

: > Not always. Java and Shockwave are not officially part of HTML, and
: >while they are certainly useful, they need not be implemented if the
: >author doesn't feel like it.

: That's like selling a development tool without a debugger. They are certainly
: useful but since they are not neccessary, "they need not be implemented
: if the author doesn't feel like it."

That analogy isn't very useful. A debugger is considered to be almost
standard; it's not required, but you're certainly missing something
without it. Java and Shockwave are extensions; they are possibly useful,
but they are certainly not required.

: > That doesn't mean that they're not useful.

: A viewer for something that I will never need to view is not useful.

...but only for you and others in your situation. If you decide that
you will never need a certain file format, that does not mean that that
file format should go completely unsupported.

: > That doesn't mean that they're useful.

: They are useful if you want to view most of the content of the WWW.

"most"? I have not encountered very many pages which make use of frames (unfortunately, the authors of most of those don't realize that there is a world without frames --- another problem with non-standard HTML) and I don't recall ever seeing a page which use tables.

-Kyle R. Hofmann

5184. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-30 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4tm0rj$6m5@morgoth.sfu.ca>
Source record: 8893

Kyle R. Hofmann <rhofmann@crl.com> writes:

> However, I have no problem at all with Netscape suggesting
>possibilities to the standards committee and *only* implementing these
>possibilities if they are approved. That would push the industry forward
>in the best possible way.

Not really. If developers didn't actually try to implement things then
developments would be put in comittee limbo instead of being useful to
end users.

> That analogy isn't very useful. A debugger is considered to be almost
>standard; it's not required, but you're certainly missing something
>without it. Java and Shockwave are extensions; they are possibly useful,
>but they are certainly not required.

Frames and tables are "almost standard". Netscape and Internet Explorer
support them and that's 90+% of browsers.

> "most"? I have not encountered very many pages which make use of
>frames (unfortunately, the authors of most of those don't realize that
>there is a world without frames --- another problem with non-standard
>HTML) and I don't recall ever seeing a page which use tables.

My "most" I mean that with a web browser that supports HTML 2.0 + Java +
Shockware + Netscape Extensions then virtually all pages will be viewable.
For an example of tables, go no further than my Universities home page:
www.sfu.ca
--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5185. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-30 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Jul30.214639.1@cobra.uni.edu>
Source record: 8894

In article <RZHuXbl.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:

> He said he is looking for the November launch of a new line of Performa home
> computers to help Apple, because its home product line has "fallen behind the
> times."

The new Performas will be out on August 5.

> So. . .
>
> 1) Unit sales of Apple computers in the US market have dropped
> 21 percent, and in the world market, 16 percent - more of a drop in a
> single period than Commodore or Atari ever had. In fact, only Coleco
> comes to mind as a computer maker with a more severe sales drop.
> ---

he he he. You did not read the report entirely. They stated that Apple's sales
decline has bottomed out and new products may accelerate sales once again.
Also noted that the press fud and the recall of the Powerbooks impacted sales.
Once the powerbooks are stocked in the channels willl increase sales.

> 2) Apple's home PCs are behind the times, and customers are
> holding back from buying until better news comes around.

I would. I was never a fan of the Performa line. I thought they were crippled
technically. However, the prices my reseller has them for is a steal. The
6400 should change things along with the new clones.

> ---
> Seems to me that Peter will be bashing Mac users in five years, extolling
> the virtues of Windows 99.
> ---
Me bash..I point out the truths blinding the Jihad's..

> I'm glad I didn't fall for the Macinflop, or the Apple Jihad! :')
> ---

macinflop? Apple sells tons of 'macinflops'.. Sounds like sour grapes on your
part that Atari did not go anywere with their line.

> Apple Computer - the denial ability of S&L managers, the financial
> security of junk bond funds, the technology of yesterday.

Its nice to dream..Sounds like sour grapes again. The truth hurts doesn't it?

> ---
> BR Miller

> Boston, MA
> ---
> If this isn't a flame troll, I don't know what is! Let's see how Petey
> likes getting soe of his own medicine, mixed with FACT. FACT is, his
> precious Apple Computer is plunging down the toilet at a rate several
> times faster than Commodore and Atari.

Not according to those two reports that you claimed to have read. Unlike Atari management which could not be replaced, the new Apple has gotten their act together.

GREETINGS..

|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|

5186. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-30 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4tl9mm$128_001@jf.intel.com>
Source record: 8895

In article <4tjajo$q9m@morgoth.sfu.ca>,
quinlan@sfu.ca (Brian Quinlan) wrote:
>
>JEDI writes:
>
>> Then please tell me where I might get a fully HTML 3.0 compliant
>> browser for Mac or PC.
>
>I don't know of one but I am confident that page designers will not use
>HTML 3.0 until it is supported by the popular browsers. Shockwave and
>Java are being used now.

Shockwave and Java, while really nice "bells and whistles," are /not/ an
industry standard. And there is no "fully HTML 3.0 compliant" browser,
because there is no HTML 3.0 /standard/ as of yet; the standard hasn't
been approved.

If you're going to post opinions in .advocacy, that's fine - but be
prepared to have them torn apart by people armed with /facts./

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
!Opinions expressed herein are those of the writer and
!probably diametrically opposed to those of his employer.

5187. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-30 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GG5VACDRUP@cabal.shnet.org>
Source record: 8896

In <4tdqlm$foq@morgoth.sfu.ca> Brian Quinlan wrote:
>HTML is not the only standard out there.

HTML is the only standard for the WWW "out there".

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

5188. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-30 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4tl9mn$128_002@jf.intel.com>
Source record: 8897

In article <4tjglm$5c@morgoth.sfu.ca>,
quinlan@sfu.ca (Brian Quinlan) wrote:

>RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens) writes:
>
>>Send me a couple of interesting images in those formats and they'll be
>>posted on the Web at http://www.3rdplanet.com/~starship
>
>How contrived.

And your argument wasn't? We have a difference of opinion here - and
opinion is not fact, is it?

>Technology progresses. Everyone takes the chance that new technology
>won't be supported on their old hardware. But Peter is correct in
>saying that Mac and PC users can expect better support, as far as
>Net technologies, than Atari users.

If you say anything that happens to occur to you, sooner or later one is
bound to be correct. Peter has spouted literally reams of mis- and
disinformation in this (and other even less appropriate) forums. His
opinions are founded on /advertising,/ which is the exact opposite of
/facts./

It is a fact that there are far more developers for the PC than any other
paltform. They all expect mountains of money for their most mediocre
efforts, and historically, they have reason - PC users will apparently pay
for /anything/ (witness the continued success of one of the poorest
operating systems/user interfaces on the planet - need I name it?).

Macs have a far smaller developer pool, but their apps are also usually
priced up ther with the "Cadillacs" of software, because the Mac has
historically been a high-priced machine in comparison to similarly-capable
platforms; thus, the market tends to expect to pay more. There are some
notable exceptions to this in the Mac shareware/freeware area. One of
them is Free PPP, and it's actually better than the "official" PPP layer
from Apple Corp.

Atari has the smallest developer pool of the three platforms. However,
the developers are. as a rule, fanatically devoted to making their
applications run in the smallest possible resource pool, and they pump out
bug fixes and updates far faster than Micro$loth pumps out bugs. Finally,
the cost of equivalent applications is usually far less for the Atari/TOS
platforms than for the Mac or PC.

>>What's useful depends on the requirements of the user, not on the
>>Marketing pinheads in Redmond or Cupertino.

..
>
>Thats great for you but a lot of people like Java applets, Shockwave and
>Realaudio. And any computer can do PPC data transfers and text
>conversions. Macs and PCs also have good web tools along with the Atari.

What people like and what they need are usually completely disparate. I /like/ Rocky Road ice cream. I definitely don't need it. And, like ice cream, an excess of "things I like" makes for "fat" Web pages which take forever to view even with a 28.8k modem and take up enormous amounts of storage space. I'm not saying no one should use Shockwave or Java - I'm saying that /judicious/ use can /enhance/ a good page. Indiscriminate use can make a mediocre page absolutely unbearable.

Finally, let me note that I never said that Macs and PCs can't do PPP (or, in your words. "PPC") data transfers, or text conversions. I simply see no reason to devote a $3000 computer to doing what can be done on a $500 computer. It's called "appropriate technology." Don't carve the pot roast with a chainsaw, eh?

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
!Opinions expressed herein are those of the writer and
!probably diametrically opposed to those of his employer.

5189. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-30 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4tl9mn$128_003@jf.intel.com>
Source record: 8898

In article <4tk504$5s9@nntp.crl.com>,
Kyle R. Hofmann <rhofmann@crl.com> wrote:
>: They are useful if you want to view most of the content of the WWW.
>
> "most"? I have not encountered very many pages which make use of
>frames (unfortunately, the authors of most of those don't realize that
>there is a world without frames --- another problem with non-standard
>HTML) and I don't recall ever seeing a page which use tables.

CAB Supports tables, and they are used extensively at my site to help ensure the data is presented in an organized fashion. However, I have been having problems the past week accessing my site via a dial-up connection. It's no problem from the T1 line here at work, though; perhaps you can get in and take a look.

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
!Opinions expressed herein are those of the writer and
!probably diametrically opposed to those of his employer.

5190. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-30 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4tlqur$358_002@jf.intel.com>
Source record: 8899

In article <4tm1ab$74n@morgoth.sfu.ca>,
quinlan@sfu.ca (Brian Quinlan) wrote:
>
>RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens) writes:
>
>>If you say anything that happens to occur to you, sooner or later one is
>>bound to be correct. Peter has spouted literally reams of mis- and
>>disinformation in this (and other even less appropriate) forums. His
>>opinions are founded on /advertising,/ which is the exact opposite of
>>/facts./
>
>He is correct that Macs and PCs have support for more net technologies.

Of course he is. But he didn't get that fact from research or experience (it's a wonder he managed to get a fact at all, if history is any basis for judgement); he is simply spouting MacGospel. There's nothing wrong with Macs as a whole (if I could have either a Mac PPC or a Pentium under MS-anything, the P5 would lose hands-down simply because I hate MicroSlop), but that doesn't mean they are always the best or only solution for a given purpose. They make lousy network servers, for example, because MacSystem is even slower than Novell for most file access. OTOH, for DTP I would rather have a Mac than a PC. And, for my own software, I want a TOS-based system because (a) it's inexpensive (paid for already, in my case) and (b) more than adequate for the job I want to do.

>I would probably use a XT if all I need to do was text conversions
>and PPP. But I also want to view Java applets and director files.

I think I'd be pretty unhappy with an XT for anything but formatting disks and running McAfee - which is all I use the one here at work to do. Both are slow tasks by the nature of the medium. When it comes to mutlitasking, my MSTe at 16 MHz outperforms the 20 MHz XT by several orders of magnitude. I suppose if I wanted to spend money on DesqView, that might change, but since all my Atari/TOS Apps are paid for, using an X86 system would be a new, major investment. Again, appropriate technology. My 28.8k modem is the bottleneck, so putting a DEC Alpha on line would not significantly speed up what the MSTe does; an XT would slow it down.

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
!Opinions expressed herein are those of the writer and
!probably diametrically opposed to those of his employer.

5191. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-30 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4tlquo$358_001@jf.intel.com>
Source record: 8900

In article <4tm1fh$75r@morgoth.sfu.ca>,
quinlan@sfu.ca (Brian Quinlan) wrote:
>RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens) writes:
>
>>...there is no "fully HTML 3.0 compliant" browser,
>>because there is no HTML 3.0 /standard/ as of yet; the standard hasn't
>>been approved.
>
>I didn't suggest that there was a HTML 3.0 capable browser though
>there is a unix browser used to prototype the standard that is fairly
>complete. I would like to hear your definition of standard.

"Standard" is, in this case, a list of specifications approved by the
standards committee. Since the committee has not yet released an approved
list of specifications, there is no standard. Q.E.D.

>>If you're going to post opinions in .advocacy, that's fine - but be
>>prepared to have them torn apart by people armed with /facts./
>
>Thank you. Please tell me when such a person appears.
>Sorry, that was rude but so were you.

<G> Oddly enough, that wasn't intended to be rude, and the onething I said
that was intended that way (in a different post) you took at face value
instead. Subjective interpretation is a fascinating aspect of humanity.

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
!Opinions expressed herein are those of the writer and
!probably diametrically opposed to those of his employer.

5192. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-30 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4tm1fh$75r@morgoth.sfu.ca>
Source record: 8901

RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens) writes:

>Shockwave and Java, while really nice "bells and whistles," are /not/ an
>industry standard. And there is no "fully HTML 3.0 compliant" browser,
>because there is no HTML 3.0 /standard/ as of yet; the standard hasn't
>been approved.

I didn't suggest that there was a HTML 3.0 capable browser though
there is a unix browser used to prototype the standard that is fairly
complete. I would like to hear your definition of standard.

>If you're going to post opinions in .advocacy, that's fine - but be
>prepared to have them torn apart by people armed with /facts./

Thank you. Please tell me when such a person appears.
Sorry, that was rude but so were you.
--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5193. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-30 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4tm1ab$74n@morgoth.sfu.ca>
Source record: 8902

RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens) writes:

>And your argument wasn't? We have a difference of opinion here - and
>opinion is not fact, is it?

I think that your example is contrived because you invented a use for
certain media formats. Still, I'm sorry that I was rude about it.

>If you say anything that happens to occur to you, sooner or later one is
>bound to be correct. Peter has spouted literally reams of mis- and
>disinformation in this (and other even less appropriate) forums. His
>opinions are founded on /advertising,/ which is the exact opposite of
>/facts./

He is correct that Macs and PCs have support for more net technologies.

>notable exceptions to this in the Mac shareware/freeware area. One of
>them is Free PPP, and it's actually better than the "official" PPP layer
>from Apple Corp.

This is no longer true with OpenTransport (not that it's important to your
argument.)

>What people like and what they need are usually completely disparate. I
>/like/ Rocky Road ice cream. I definitely don't need it. And, like ice
>cream, an excess of "things I like" makes for "fat" Web pages which take
>forever to view even with a 28.8k modem and take up enormous amounts of
>storage space. I'm not saying no one should use Shockwave or Java - I'm
>saying that /judicious/ use can /enhance/ a good page. Indiscriminate use
>can make a mediocre page absolutely unbearable.

I don't need the WWW at all. All I need is food, drink, clothing, oxygen,
pressure...but some things are very useful to have. Java and Shockwave
are very useful.

>Finally, let me note that I never said that Macs and PCs can't do PPP (or,
>in your words. "PPC") data transfers, or text conversions. I simply see
>no reason to devote a $3000 computer to doing what can be done on a $500
>computer. It's called "appropriate technology." Don't carve the pot
>roast with a chainsaw, eh?

I would probably use a XT if all I need to do was text conversions
and PPP. But I also want to view Java applets and director files.
--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5194. Cheap Old Hardware

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-31 00:00:00 UTC
From: Blues@erols.com
Message-ID: <4tnnr1$96q@test-sun.erols.com>
Source record: 8903

I have great deals on the following hardware

12 256k 16pin dip chips for only $1.50 each

4 1meg 32pin simms only $9 each these are very hard to get

5 MFM controllers only $4.50 each

I am just starting this business and I need a good name so if you send me five names I give you $1 off your next order. Please no stupid names.

Grant Riggle
Blues@Erols.com

5195. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-31 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4todhd$88a@morgoth.sfu.ca>
Source record: 8904

RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens) writes:

>"Standard" is, in this case, a list of specifications approved by the
>standards committee. Since the committee has not yet released an approved
>list of specifications, there is no standard. Q.E.D.

So who desides which committee sets the standard?

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5196. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-31 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <pdAtHn9.brimiller@delphi.com>
Source record: 8905

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>Collapsing sales? I think not and according to last quarter results. What is
>a real computer? A real computer is that you can take it out of the box, plug

Please see my message entitled "Apple's Poor Price/Performance Ratio." This
details how shipments of Macs declined over 16 percent worldwide, and over
_21%_ in the US. If that's not collapsing sales, than you're a conservative
Republican.

>a real computer? A real computer is that you can take it out of the box, plug
>in the monitor, chord and turn it on and get productive? Or is a real computer
>is spending weeks to configure and make things right? The choice is yours..

I can't think of any computer where that essentially isn't the case now.
Most machines are plug-in-able. It's when upgrades come along that things
get hairy on the PC.

BR Miller
Boston, MA

5197. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-31 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <h-Btvh+.brimiller@delphi.com>
Source record: 8906

Brian Quinlan <quinlan@sfu.ca> writes:

>>Send me a couple of interesting images in those formats and they'll be posted
>>on the Web at http://www.3rdplanet.com/~starship
>
>How contrived.

How interesting. Rich just created a "standard" with as much legitimacy
as Netscape extensions, yet you scoff. I'm sure you'd be quite upset
if you ran across a page running STG graphics and propritary CAB frames (if
such a beast existed).

>>That computer cost me $60. We spent $1500 on /upgrades alone/ on the 486 last
>>year.
>
>Technology progresses. Everyone takes the chance that new technology
>won't be supported on their old hardware. But Peter is correct in
>saying that Mac and PC users can expect better support, as far as
>Net technologies, than Atari users.

Wow, you win the award of excellence for stating the obvious. Peter is
correct - but he also is insisting that people pay more. You get more
support, but you pay more in software, frustration, and hardware. A
starter Mac from ComputerTown is $2000. Starter Falcons cost much less.
And the software for Internet access is free.

>Thats great for you but a lot of people like Java applets, Shockwave and
>Realaudio. And any computer can do PPC data transfers and text conversions.
>Macs and PCs also have good web tools along with the Atari.

Which is also wonderful - but over 30% of Web users cannot view _ANY_ of
these formats. Why should lynx, Amiga, TOS, and other users be forced to
surrender the ability to view HYPERTEXT info because of the lack of Java
tools that make eyes on a picture blink?

>Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
>quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

BR Miller
Boston, MA

5198. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-31 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4toe83$9s7@morgoth.sfu.ca>
Source record: 8907

JEDI writes:

>You aren't paying attention. A fairly contemporary clone is being
>left behind as much as any ST.

Sorry for not paying attention but I'm fairly sure that you are wrong.
I think that any 486 or better (and that's not really "contemporary" in
my mind) can use Java or Shockwave. I don't think that the Atari can.

> As long as GNU exists, any REAL standard should be viably supportable
> on the ST (or any other machine for that matter).
> Java shouldn't be much different than the Hisoft C interpreter...

It seems that I've lost the standard battle so I'll try a new approach...
even if something is not a standard, if many other vendors support it and
users want it, then it is worth supporting.

> ...and even more people, PC using people AND Mac using people think they
> are, for the most part, useless, bandwidth wasting, toys.

The WWW is mostly a waste of bandwidth but still we use it because there
are definately some useful things on it. There is a really cool Java
applet (it's fairly small I think) that let's you interactively play
with JPEG conpression settings. It's pretty handy if you want to hand
tune the compression matrix.

> The only thing that Java has ever done for me is make my status bar
> useless. The rest I don't have the patience to deal with over the
> current network.

Java applets tend to be fairly small. It's the graphics that they need
that tend to be large. But those applets are usually useless anyways.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5199. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-31 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4toedi$a5c@morgoth.sfu.ca>
Source record: 8908

JEDI writes:

> And if you and the rest of the bleating sheep have your way,
> that is the way it shall always remain. Making the 'standard'
> browser will be an exercise similar to fully emulating
> MS-Windows.

There should be no one standard browser but I think that the Atari platform
is being hurt by the lack of support by any big browswer maker.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5200. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-31 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4toeh5$a93@morgoth.sfu.ca>
Source record: 8909

JEDI writes:

>>I didn't suggest that there was a HTML 3.0 capable browser though
>>there is a unix browser used to prototype the standard that is fairly
>>complete. I would like to hear your definition of standard.

> Tell me the RFC, ANSI or ISO number.

I was actually running it on an SGI a while ago. I'm sure that you can
find it by finding the HTML 3.0 committee's page and looking for a link.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5201. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-31 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <hfBOfvy.brimiller@delphi.com>
Source record: 8910

Brian Quinlan <quinlan@sfu.ca> writes:

>Netscape has done more to push HTML (and the WWW as a whole) than anyone
>else. They are pushing the industry forward, not always in the best way,
>but still in a positive direction.

That's interesting. I guess that's why NSCA isn't publishing Mosaic
freeware anymore. Wait a minute. . . they still are!

>> Not always. Java and Shockwave are not officially part of HTML, and
>>while they are certainly useful, they need not be implemented if the
>>author doesn't feel like it.
>
>That's like selling a development tool without a debugger. They are certainly
>useful but since they are not neccessary, "they need not be implemented
>if the author doesn't feel like it."

No, development is not done under WWW browsers - viewing is. While it's
good to support every standard out there, ancouragement of a hodge-podge
of standards can create situations in which _NO_ browser can view all info
freely available. That's not accessibility - that's stupid.

For example, if I put up a page that used only STG bitmaps and CVG vector
images, I would be blasted for a "non-standard page." Great, and correct.
But complain about a "standard page" that requires a certain brand browser
"to view it correctly", and you're booed. In the WWW, "Netscape NOW" and
"MS Explorer" download options shouldn't be the rule. These things
are platform-specific and proprietary - both ideas that the Internet
is supposedly supposed to counter.

Brian-Roland Miller
Boston, MA

5202. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-31 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4toenh$afe@morgoth.sfu.ca>
Source record: 8911

JEDI writes:

>>> You're railing on upon the cost competitiveness of ST clones is
>>> perversely ironic.
>>> You are only railing against the vendors(s) you support so much.
>>> Isn't ignorance (petey-boy's) grand?

> Perhaps someone will be charitable and donate a clue to you.

Is the original poster trying to say that Peter's obnoxious comments are hurting the Mac because Atari users will associate the Mac with him? Or is the original poster trying to say that the same points that make the Atari uncompetitive also make the Mac uncompetitive. Or is the original poster trying to say that the points, given my Peter, do not apply to the Atari but do apply to the Mac. Please donate a clue.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5203. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-31 00:00:00 UTC
From: JEDI
Message-ID: <4tnl5o$744@lex.zippo.com>
Source record: 8912

In article <4tjglm$5c@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens) writes:
>
>>Send me a couple of interesting images in those formats and they'll be posted
>>on the Web at http://www.3rdplanet.com/~starship
>
>How contrived.

The web is merely group of systems that conform to the same
information interchange format. It is really quite irrelevant
what that information is. Bits are still bits. Even if someone
thinks it's an IFF or somesuch...

>
>>Java script works on my wife's system (486DX4/120, 24 megs RAM, 28.8 modem,
>>s-3 SVGA VLB w/2 megs VRAM). Readlaudio doesn't. CuSeeMe doesn't. Netphone
>>doesn't. Frams and tables do, but tables work on my 1040ST under CAB, too.
>>That computer cost me $60. We spent $1500 on /upgrades alone/ on the 486 last
>>year.
>
>Technology progresses. Everyone takes the chance that new technology
>won't be supported on their old hardware. But Peter is correct in
>saying that Mac and PC users can expect better support, as far as
>Net technologies, than Atari users.

You aren't paying attention. A fairly contemporary clone is being
left behind as much as any ST.

As long as GNU exists, any REAL standard should be viably supportable
on the ST (or any other machine for that matter).

Java shouldn't be much different than the Hisoft C interpreter...

>
>>What's useful depends on the requirements of the user, not on the Marketing
>>pinheads in Redmond or Cupertino. I need a machine that can do PPP data
>>transfer and convert one type of text file to another rapidly. My Mega STe
>>does that admirably. I also need a machine that can edit HTML and view the
>>results. My 1040STfm does that well (and shows me where the HTML code is not
>>2.0 compliant, as well - which, under Netscape, I would have to test on-line
>>at a Web site, since there's no way to turn /off/ the Netscape-specific
>>"features").
>
>Thats great for you but a lot of people like Java applets, Shockwave and
>Realaudio. And any computer can do PPC data transfers and text conversions.

>Macs and PCs also have good web tools along with the Atari.

...and even more people, PC using people AND Mac using people think they are, for the most part, useless, bandwidth wasting, toys.

The only thing that Java has ever done for me is make my status bar useless. The rest I don't have the patience to deal with over the current network.

5204. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-31 00:00:00 UTC
From: JEDI
Message-ID: <4tnlnc$7bb@lex.zippo.com>
Source record: 8913

In article <4tm1ab$74n@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens) writes:
[deletia]
>>Finally, let me note that I never said that Macs and PCs can't do PPP (or,
>>in your words. "PPC") data transfers, or text conversions. I simply see
>>no reason to devote a $3000 computer to doing what can be done on a $500
>>computer. It's called "appropriate technology." Don't carve the pot
>>roast with a chainsaw, eh?
>
>I would probably use a XT if all I need to do was text conversions
>and PPP. But I also want to view Java applets and director files.

Considering that the maximum data thruput on an analog modem is
4 Kilobytes per second and even a lowly XT should be able to
manage CPU-RAM thruput of 4Megs/second, even a lowly XT should
be able to handle the task if programmed properly.

Cases in point: GEM/86 & QNX

Otherwise the tasks are beyond the capabilities of a conventional
modem and are therefore red herrings.

5205. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-31 00:00:00 UTC
From: JEDI
Message-ID: <4tnmif$7k8@lex.zippo.com>
Source record: 8914

In article <4tm0rj$6m5@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>Kyle R. Hofmann <rhofmann@crl.com> writes:
>
>> However, I have no problem at all with Netscape suggesting
>>possibilities to the standards committee and *only* implementing these
>>possibilities if they are approved. That would push the industry forward
>>in the best possible way.
>
>Not really. If developers didn't actually try to implement things then
>developments would be put in comittee limbo instead of being useful to
>end users.
>
>> That analogy isn't very useful. A debugger is considered to be almost
>>standard; it's not required, but you're certainly missing something
>>without it. Java and Shockwave are extensions; they are possibly useful,
>>but they are certainly not required.
>
>Frames and tables are "almost standard". Netscape and Internet Explorer

1) Almost standard != standard by any stretch of the imagination
2) 99% of webmasters don't implement frames properly
3) I DONT WANT A RECURSIVE BROWSER
when I back up, I want to back up consistently across the web
4) Frame pages are butt fucking ugly resource hogs

>support them and that's 90+% of browsers.

And if you and the rest of the bleating sheep have your way,
that is the way it shall always remain. Making the 'standard'
browser will be an exercise similar to fully emulating
MS-Windows.

>
>> "most"? I have not encountered very many pages which make use of
>>frames (unfortunately, the authors of most of those don't realize that
>>there is a world without frames --- another problem with non-standard
>>HTML) and I don't recall ever seeing a page which use tables.
>
>My "most" I mean that with a web browser that supports HTML 2.0 + Java +
>Shockware + Netscape Extensions then virtually all pages will be viewable.
********** So much for open standards...
Replace lucifer with Shaitan...

BTW- with the exception of a few obnoxious Mac/PC vendors, the vast
majority of information on the web is still viewable with Lynx

or CAB.

5206. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-31 00:00:00 UTC
From: JEDI
Message-ID: <4tnmp6$7l0@lex.zippo.com>
Source record: 8915

In article <4tm1fh$75r@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens) writes:
>
>>Shockwave and Java, while really nice "bells and whistles," are /not/ an
>>industry standard. And there is no "fully HTML 3.0 compliant" browser,
>>because there is no HTML 3.0 /standard/ as of yet; the standard hasn't
>>been approved.
>
>I didn't suggest that there was a HTML 3.0 capable browser though
>there is a unix browser used to prototype the standard that is fairly
>complete. I would like to hear your definition of standard.

Tell me the RFC, ANSI or ISO number.

5207. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-31 00:00:00 UTC
From: JEDI
Message-ID: <4tnmt2$7m7@lex.zippo.com>
Source record: 8916

In article <4tbhbm$j6v@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>JEDI writes:
>
>> You're railing on upon the cost competitiveness of ST clones is
>> perversely ironic.
>> You are only railing against the vendors(s) you support so much.
>> Isn't ignorance (petey-boy's) grand?
>
>I don't understant what you mean. How you please rephrase this?

Perhaps someone will be charitable and donate a clue to you.

5208. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-31 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <553597906.122464.5.starship@3rdplanet.com>
Source record: 8917

Paul@pwomar.demon.co.uk barked in COMP.SYS.ATARI.ADVOCACY on 30 Jul 96:

P> In article <1996Jul28.234401.1@cobra.uni.edu>
P> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>>
>> ... I think not ...

Neither does he spin. (Poetic language for such an admission, innit?)

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+--------------------------+

5209. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-07-31 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4toa8b$338_010@jf.intel.com>
Source record: 8918

In article <4todhd$88a@morgoth.sfu.ca>, quinlan@sfu.ca (Brian Quinlan) wrote:
>
>RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens) writes:
>
>>"Standard" is, in this case, a list of specifications approved by the
>>standards committee. Since the committee has not yet released an approved
>>list of specifications, there is no standard. Q.E.D.
>
>So who desides which committee sets the standard?

Depends on the medium. CCIT sets standards for telecommunications, EISA and
ANSI For lots of 'lectronic thingies, UUnet for Usenet... Internic is the
repository of standards documents for the Internet, though, so if they don't
have such a doc, it's not an Internet standard.

!Opinions expressed herein are those of the writer only!
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether automatically
or manually, constitutes acceptance of and agreement to this charge.

5210. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-01 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4tpbq1$crs@nntp.crl.com>
Source record: 8919

In article <4tm0rj$6m5@morgoth.sfu.ca>, Brian Quinlan wrote:
: Kyle R. Hofmann <rhofmann@crl.com> writes:

: > However, I have no problem at all with Netscape suggesting
: >possibilities to the standards committee and *only* implementing these
: >possibilities if they are approved. That would push the industry forward
: >in the best possible way.

: Not really. If developers didn't actually try to implement things then
: developments would be put in comittee limbo instead of being useful to
: end users.

"limbo"? Standards committies don't just sit around. They work to
create a useful and useable standard. By bypassing that process, we are
subject a flood of useless, unstable, unusable, and incompatible
"extensions". Once these things become standards, we _know_ that they
are useful, tested, and universal.

: > That analogy isn't very useful. A debugger is considered to be almost
: >standard; it's not required, but you're certainly missing something
: >without it. Java and Shockwave are extensions; they are possibly useful,
: >but they are certainly not required.

: Frames and tables are "almost standard".

What is "almost"? Say 99.0% of browsers support the <foo> tag. Is it
standard? If it is, is it still standard at 98.999...% of browsers? At
98.0%? 97%? 95%? 90%? 75%? 50%? 0%?

: Netscape and Internet Explorer support them and that's 90+% of browsers.

Translated: "What's popular supports them, so it must be good." I
don't quite think so.

: > "most"? I have not encountered very many pages which make use of
: >frames (unfortunately, the authors of most of those don't realize that
: >there is a world without frames --- another problem with non-standard
: >HTML) and I don't recall ever seeing a page which use tables.

: My "most" I mean that with a web browser that supports HTML 2.0 + Java +
: Shockware + Netscape Extensions
^^^^^^^^^^^^^^^^^^^
I hear the sound of an argument failing.

: For an example of tables, go no further than my Universities home page:
: www.sfu.ca

Actually, I have to take that comment about never having seen frames back. I'm forced to use Lynx, and Lynx handles frames by stringing everything together (AFAICT, it ignores the tags because they're non-standard). I had never had a page which made it clear that they were using a table, presumably because the authors assumed that you'd be able to recognize it. Unfortunately, under lynx, you can't because it's non-standard.

-Kyle R. Hofmann

5211. Re: Alternate Proposal: comp.binaries.atari.8bit

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-01 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <32006a8f.68395358@news3.news.demon.net>
Source record: 8920
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,comp.sys.atari.programmer

On Tue, 23 Jul 1996 09:19:26 GMT, eru@sover.net (Rick Ziegler) wrote:

>
>yes to >Should comp.binaries.atari (all systems) be created?
>NO! to >Should comp.binaries.atari (all systems) be moderated?
>yes to >Should comp.binaries.atari.8bit be created?
>NO! to >Should comp.binaries.atari.8bit be moderated?
>yes to >Should comp.binaries.atari.st be created?
>NO! to >Should comp.binaries.atari.st be moderated?
>
>You have my votes, let me know when it is time for the real thing.
>I'll get you my vote, and all my friends too. :)
>Rick

Me too. :)

Especially as my provider just cut down the expiry on alt.binaries.*
to 5 days. comp.binaries.* is still 14 days.

.warez. is 2 days!!!!!

--
andy@troas.demon.co.uk

5212. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-01 00:00:00 UTC
From: JEDI
Message-ID: <4tq9qq$d4q@lex.zippo.com>
Source record: 8921

In article <4toedi$a5c@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>JEDI writes:
>
>> And if you and the rest of the bleating sheep have your way,
>> that is the way it shall always remain. Making the 'standard'
>> browser will be an exercise similar to fully emulating
>> MS-Windows.
>
>There should be no one standard browser but I think that the Atari platform
>is being hurt by the lack of support by any big browswer maker.

Note the similarities between the accusation and the reply.

5213. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-01 00:00:00 UTC
From: JEDI
Message-ID: <4tqa51$dss@lex.zippo.com>
Source record: 8922

In article <4toeh5$a93@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>JEDI writes:
>
>>>I didn't suggest that there was a HTML 3.0 capable browser though
>>>there is a unix browser used to prototype the standard that is fairly
>>>complete. I would like to hear your definition of standard.
>
>> Tell me the RFC, ANSI or ISO number.
>
>I was actually running it on an SGI a while ago. I'm sure that you can
>find it by finding the HTML 3.0 committee's page and looking for a link.

I don't believe I asked for an URL.

5214. Computer Reporter is trying to use a Falcon, but....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-01 00:00:00 UTC
From: radiojon@polaristel.net
Message-ID: <4tqg7v$2dc@cronkite.polaristel.net>
Source record: 8923

So, I've got this nice Falcon, fully loaded with RAM...but NO internal hard drive. I've hooked up a 640 Meg SCSI drive and bought the ICD software that is supposed to make it work. It does install all the files on the drive.

But when I boot the Falcon, it does not "seek" out the external hard drive, so it doesn't boot! I devised a work-around, where I book from a diskette, but that has another problem. When I install software, the software modifies the system files on the HARD DRIVE, not the diskette. Therefore, it does not run properly when the computer is booted, as those system files are never used.

#1. How can I get the Falcon to seek the SCSI drive upon power up?

#2. What kind of cheap little hard drive can I put inside the Falcon, mainly to hold the system files. I'll used the external SCSI for everything else.

I'd like to report more on Atari, but I'm stumped.

Thanks for your help!

John Stewart
Audio Computer Information, Inc.
PO Box 216
Spring Grove, MN 55974

5215. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-01 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4tra34$ire@morgoth.sfu.ca>
Source record: 8924

Brian-Roland Miller <brimiller@delphi.com> writes:

>Wow, you win the award of excellence for stating the obvious. Peter is
>correct - but he also is insisting that people pay more. You get more
>support, but you pay more in software, frustration, and hardware. A
>starter Mac from ComputerTown is $2000. Starter Falcons cost much less.
>And the software for Internet access is free.

It may be obvious but it is definately a point against the Atari platform.
Whether or not this is out wayed by other considerations, such as the
ones that you listed above (which I don't agree with, but that's not
important), is up to the user to decide.

>Which is also wonderful - but over 30% of Web users cannot view _ANY_ of
>these formats. Why should lynx, Amiga, TOS, and other users be forced to
>surrender the ability to view HYPERTEXT info because of the lack of Java
>tools that make eyes on a picture blink?

I bet that the number is under 30% and Java applets can actually be
useful.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5216. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug1.194240.1@cobra.uni.edu>
Source record: 8925

In article <h-Btvh+.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:

> Wow, you win the award of excellence for stating the obvious. Peter is
> correct - but he also is insisting that people pay more. You get more
> support, but you pay more in software, frustration, and hardware. A
> starter Mac from ComputerTown is $2000. Starter Falcons cost much less.

Pay more for what? Mac and PowerMac hardware hardware in general is cheaper
than the 16 mhz 030 Falcon...
7200/75 is $999 which includes 4x CD, ethernet, 500 meg HD. How much for an
equivelant Falcon would cost?

As for software being more is rubbish! Thats funny, i don't remember paying a
penny for Netscape.

> BR Miller
> Boston, MA

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|

5217. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug1.195543.1@cobra.uni.edu>
Source record: 8926

In article <838757528_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

> Did you read the same last quartes (Q3) sales as me? IIRC the units
> sold was down 15 0.000000rom the same time last year and just about matching
> the last quarters. Admittedly not collapsing this quarter in
> particular but certainly dropping.
> I'll mkae myself clear on this one Pete, I don't hate MAc's or Apple,
> I have a Newton and am considering a Mac, *BUT* I can not stand you
> completely slagging off quality machines like Ataris (with lies) and
> making Macs out to be perfect wonder machines (lies agin), just play
> it staight and you might make your first friend.

What are you babbling about? I am not slagging off the ST and it's percieved quality. I counter the arrogance displayed by ST users who live in fanatsy land and think that the rest of the world has been brainwashed for not selecting an Atari computer. And I do the same for arrogant Mac users as well.

> I hope that you were not implying that it takes more time to master an
> Atari than a Mac, if so then you are more ignorant than I had ever
> possibly imagined.

Actually I was implying to the wintel world. However, the Mac is alot more versatle than the ST due to guidelines in software development and how Mac software can work with another for seamless integration. Not very well done on the ST platform

> --
> Paul Womar - Just your average Atari user on the verge of sanity.

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|

5218. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-01 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GHBVAIDSUP@cabal.shnet.org>
Source record: 8927

In <4tjag0$q6o@morgoth.sfu.ca> Brian Quinlan wrote:
>Netscape has done more to push HTML (and the WWW as a whole) than anyone
>else.

.signature stuff!

LOL Why do you think OmniWeb 2.0 has a button to activate "Netscape
bugs" compatible behaviour?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

5219. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug1.210134.1@cobra.uni.edu>
Source record: 8928

In article <RZHuXbl.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> Well, well, looks like Peter's denial of Apple's collapse in sales is
> about to be brought to an end - check out this interesting info:

I hate to ruin your party brian, but its just fud.

> 1) Unit sales of Apple computers in the US market have dropped
> 21 percent, and in the world market, 16 percent - more of a drop in a
> single period than Commodore or Atari ever had. In fact, only Coleco
> comes to mind as a computer maker with a more severe sales drop.
> ---

Yes, Apple's sales did drop but in no way sales collapsed. Apple's sales
declined due to the recall of the Powerbook and Apple's inability to supply the
channel. The channel had 75,000 less Powerbooks and won't be fully restocked
until the end of August. Yes, Apple did screw up on the PowwerBook and is
taking more time than expected to rectify it. I fail to see the connection
with Atari and the Tramiel family.

> 2) Apple's home PCs are behind the times, and customers are
> holding back from buying until better news comes around.

You mean the Performas...I agree, I would not buy any that had a 75 mhz 603 in
it for that kind of money. However, my campus has a variation of a 6200 called
the 6214 which is nicely priced as a package. However the new Performa 6400
which are available at CompUSA despite not officially announced until Monday is
nice. If I were to buy a desktop system today, would be the new Powerbase line
from PowerComputing. Starting at $1500 for a 180 mhz 603e on a daughter card
which includes 8x CD, 16 megs HD, 1.2 GIG, 2MB video, 3 PCI slots and software
bundle is a killer...

> ---
> Seems to me that Peter will be bashing Mac users in five years, extolling
> the virtues of Windows 99.

You must have me mixed up with Marc Barret...

> ---
> I'm glad I didn't fall for the Macinflop, or the Apple Jihad! :')

Sounds like sour grapes on your part.
> ---
> Apple Computer - the denial ability of S&L managers, the financial
> security of junk bond funds, the technology of yesterday.

Must be difficult for you that the ST is a has been.

> ---
> BR Miller
> Boston, MA
> ---

GREETINGS..

|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|

5220. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-01 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4tr5c1$66v@nntp.crl.com>
Source record: 8929

In article <4toe83$9s7@morgoth.sfu.ca>, Brian Quinlan wrote:
: JEDI writes:

: >You aren't paying attention. A fairly contemporary clone is being
: >left behind as much as any ST.

: Sorry for not paying attention but I'm fairly sure that you are wrong.
: I think that any 486 or better (and that's not really "contemporary" in
: my mind) can use Java or Shockwave. I don't think that the Atari can.

Have you heard of Linux? Linux has kernel support for Java binaries,
and compiles on many 68k machines, _including_ STs. Shockwave, AFAIK, is
barely supported at all, even in PCs and Macs.

: > As long as GNU exists, any REAL standard should be viably supportable
: > on the ST (or any other machine for that matter).
: > Java shouldn't be much different than the Hisoft C interpreter...

: It seems that I've lost the standard battle so I'll try a new approach...
: even if something is not a standard, if many other vendors support it and
: users want it, then it is worth supporting.

That's a problem with ignoring standards; you never know what to
support. How many is "many"? How many users must want something for it
to be supported? How many other vendors must support something for it to
be supported by another vendor? The use of standards eliminates that
problem.

: > ...and even more people, PC using people AND Mac using people think they
: > are, for the most part, useless, bandwidth wasting, toys.

: The WWW is mostly a waste of bandwidth but still we use it because there
: are definately some useful things on it.

IMHO, the web is intended as a medium to transport text. There's lots
of tags to make the presentation better or easier, but the main purpose
is to transport text. Yes, forms and text entry fields can be useful,
but they should be used only when appropriately (as in search engines).

: There is a really cool Java
: applet (it's fairly small I think) that let's you interactively play
: with JPEG conpression settings. It's pretty handy if you want to hand
: tune the compression matrix.

The same could be done with a short C program, and it would probably
work better, too. Java certainly has uses, but it's nothing close to
what the marketroids are making it out to be.

-Kyle R. Hofmann

5221. Oh, yeah, PowerMacs are great! <G>

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-01 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4tr15f$1r4_003@jf.intel.com>
Source record: 8930

The following is taken directly from bit.listserv.novell; the original author's name has been removed to avoid embarrasment for him:

<BEGIN QUOTE>

We have a number of Novell Servers (3.1, 3.12, and 4.1)

We are having problems with 4 new PowerMacs, 3 7200/90's and a 9150.
They regularly get a message that the "The Server is busy, try again later".

We have no problem connecting from any other Mac at any time.
The old Macs can connect to 3.1, 3.12 & 4.1 servers every time.

The new PowerMacs can connect to the 3.1 & 3.12 servers everytime.

Only the combination of 4.1 server and PowerMac leads to the "Server Busy" message.

I've called Apple's tech support and they promised to "escalate the issue" to Cupertino which is jargon for "We'll be sure to throw it in the garbage as soon as you hang up."

<END QUOTE>

Now, let's all follow our resident gadfly's advice and run right out and buy PowerMacs! Bwahahahahahahahaha!

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

5222. And why MiNTnet beats the sox off MS netware...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-01 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4tr15f$1r4_004@jf.intel.com>
Source record: 8931

Also taken from bit.listserv.novell:

"The NT DOS client lives on in the great tradition of its (all too close) MS LAN Manager client predecessor. The assumption seemed to be that you should be so glad to have a server connection at all that you didn't care about having any RAM left to do any real work."

So here we are, "limited" to 4 megs of RAM total, running multiple protocols under MiNT and even X11, while under MS-DOS with MSnet Client for DOS, I can't even run EDIT wihtout stopping the network... Yep, the gadfly is right, we should get PC/Mac computers so we, too, can enjoy the benefits of "modern" software...

I think perhaps I'll stick to "old" software that actually lets me do something useful while the network is connected, thanks anyhow.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

5223. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-01 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4tqgep$r8_003@jf.intel.com>
Source record: 8932

In article <4tpbq1$crs@nntp.crl.com>, Kyle R. Hofmann <rhofmann@crl.com> wrote:
>
>In article <4tm0rj$6m5@morgoth.sfu.ca>, Brian Quinlan wrote:
>
>: Not really. If developers didn't actually try to implement things then
>: developments would be put in comittee limbo instead of being useful to
>: end users.
>
> "limbo"? Standards committies don't just sit around. They work to
>create a useful and useable standard. By bypassing that process, we are
>subject a flood of useless, unstable, unusable, and incompatible
>"extensions". Once these things become standards, we _know_ that they
>are useful, tested, and universal.

Cases in point: US Robotics "HST" protocol. Works only with USR modems (and not all of them - it requires a Courier or DS).

V.fast - a demi-buttocked approach to getting the jump on V.34; works only with other V.fast modems, and not all implementations of V.fast are the same, so one from, say, Bullet may not be able to negotiate a V.fast connection with one from Cardinal.

Manufacturers and software publishers who go ahead and implement non-standard "features" usually end up with a whole bunch of customers who have "orphan" products. I don't include TOS-based computers under that banner simply because (1) there are still companies making TOS-based systems, and (2) alternate, "standard" OSes (e.g., Linux, Unix, FreeBSD, ad nauseum) abound. Arguments to the contrary may be directed to dev/null.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

5224. Re: Computer Reporter is trying to use a Falcon, but....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-01 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4tqgep$r8_004@jf.intel.com>
Source record: 8933

In article <4tqg7v$2dc@cronkite.polaristel.net>,
radiojon@polaristel.net (John Stewart) wrote:
>
>So, I've got this nice Falcon, fully loaded with RAM...but NO internal hard
>drive. I've hooked up a 640 Meg SCSI drive and bought the ICD software that
>is supposed to make it work. It does install all the files on the drive.
>
>But when I boot the Falcon, it does not "seek" out the external hard drive,
>so it doesn't boot! I devised a work-around, where I book from a diskette,
>but that has another problem. When I install software, the software modifies
>the system files on the HARD DRIVE, not the diskette. Therefore, it does not
>run properly when the computer is booted, as those system files are never
>used.
>
>#1. How can I get the Falcon to seek the SCSI drive upon power up?

Instead of running "Install.prg", run "HDutil.prg" and modify the
A:\AUTO\ICDBOOT.PRG settings. "Install" is for a brand-new, bare drive.

>#2. What kind of cheap little hard drive can I put inside the Falcon, mainly
>to hold the system files. I'll used the external SCSI for everything else.

It should work with any IDE drive (you'll need an adapter plug/cable unless you
get a 2.5-inch drive, though).

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

5225. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-01 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4tr9nt$ije@morgoth.sfu.ca>
Source record: 8934

Brian-Roland Miller <brimiller@delphi.com> writes:

>No, development is not done under WWW browsers - viewing is. While it's
>good to support every standard out there, ancouragement of a hodge-podge
>of standards can create situations in which _NO_ browser can view all info
>freely available. That's not accessibility - that's stupid.

True. But I am still glad that Sun create Java and Directory created
Shockwave. I am also glad that Netscape implemented frames before they
were supported by the HTML standard.

>For example, if I put up a page that used only STG bitmaps and CVG vector
>images, I would be blasted for a "non-standard page." Great, and correct.
>But complain about a "standard page" that requires a certain brand browser
>"to view it correctly", and you're booed. In the WWW, "Netscape NOW" and
>"MS Explorer" download options shouldn't be the rule. These things
>are platform-specific and proprietary - both ideas that the Internet
>is supposedly supposed to counter.

Browser specific features are probably, in general, a bad thing. But
stardards that are open to adoptation by any browser creater are
not. Anyone can support Java and Shockware. All it takes is a lot
of work.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5226. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-01 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4tqgep$r8_002@jf.intel.com>
Source record: 8935

In article <4tq9qq$d4q@lex.zippo.com>, JEDI wrote:
>
>In article <4toedi$a5c@morgoth.sfu.ca>, quinlan@sfu.ca says...
>>
>>JEDI writes:
>>
>>> And if you and the rest of the bleating sheep have your way,
>>> that is the way it shall always remain. Making the 'standard'
>>> browser will be an exercise similar to fully emulating
>>> MS-Windows.
>>
>>There should be no one standard browser but I think that the Atari platform
>>is being hurt by the lack of support by any big browswer maker.
>
> Note the similarities between the accusation and the reply.

I am very much amused by the concept of "fully emulating MS-Windows." Let's see, we'd need to create a GUI that crashes frequently for no apparent reason, slows down operations by a factor of at least 2x, /requires/ a hard drive of at least 50 megs (and won't work comfortable with less than 120 megs), /requires/ a minimum of 4 megs of RAM to operate in the mode for which it was designed, and runs like a 2-legged dog with less than 8 megs, /requires/ a CPU running at no less than 20 MHz to be tolerable, and doesn't really get comfortable unless you have a 64-bit data bus and a 100 MHz CPU, costs as much as an entire Atari computer does these days, is badly supported (and if you have to call the publisher for help, you must pay for a long-distance call, wait on "hold" for up to an hour, sometimes longer, and pay for the support even if you bought the software), has at least 2000 "known" bugs...

You know, I don't think I /want/ to run an OS that is capable of "fully emulating MS-Windows."

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

5227. Re: Alternate Proposal: comp.binaries.atari.8bit

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-01 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4tqgeo$r8_001@jf.intel.com>
Source record: 8936
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,comp.sys.atari.programmer

In article <32006a8f.68395358@news3.news.demon.net>,
andy@troas.demon.co.uk (Andy D) wrote:

>On Tue, 23 Jul 1996 09:19:26 GMT, eru@sover.net (Rick Ziegler) wrote:
>
>>
>>yes to >Should comp.binaries.atari (all systems) be created?
>>NO! to >Should comp.binaries.atari (all systems) be moderated?
>>yes to >Should comp.binaries.atari.8bit be created?
>>NO! to >Should comp.binaries.atari.8bit be moderated?
>>yes to >Should comp.binaries.atari.st be created?
>>NO! to >Should comp.binaries.atari.st be moderated?
>>
>>You have my votes, let me know when it is time for the real thing.
>>I'll get you my vote, and all my friends too. :)
>>Rick
>
>Me too. :)
>
>Especially as my provider just cut down the expiry on alt.binaries.*
>to 5 days. comp.binaries.* is still 14 days.
>
>*.warez.* is 2 days!!!!!

OK, that's exactly 2 explicit replies. I am currently working with another person to get the proposal properly assembled; it will be announced in all of the comp.sys.atari* groups when the RFD (Request For Discussion) is posted, and again when the CFV (Call For Votes) comes around. You MUST subscribe to news.groups to particiapte in the discussions - something that was /not/ told us when the RFD to remove our previous binaries group was opened. This is a nuisance, but you'll only have to carry the group for a month or so, as a 21-day discussion period is required, and the CFV can take palce between 21 and 30 days after posting.

If anyone else has any comments, PLEASE make them now, either here or in email.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

5228. Re: cyberspy ftp site: atari directory gone?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-01 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4tqklg$r8_006@jf.intel.com>
Source record: 8937
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy

In article <3200D18D.1223@mad.com>, hobo <hobo@mad.com> wrote:
>
>I noticed the atari subdirectory on cyberspy2 is no longer there.
>Any confirmations?

What's the URL?

I did get in touch with the Webmaster at http://www.filez.com, and he's adding an "Atari" button to the search engine there. Very nice guy, I sent him the most common file extensions for Atari archives, and Hallvard's list of Atari ftp sites.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

5229. Re: cyberspy ftp site: atari directory gone?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-01 00:00:00 UTC
From: cconway@ea.com
Message-ID: <cconway-0108961736010001@cconway.ea.com>
Source record: 8938
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy

> In article <3200D18D.1223@mad.com>, hobo <hobo@mad.com> wrote:
> >
> >I noticed the atari subdirectory on cyberspy2 is no longer there.
> >Any confirmations?
>

I don't see it anymore either...

5230. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-02 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4tsjre$616@morgoth.sfu.ca>
Source record: 8841

Kyle R. Hofmann <rhofmann@crl.com> writes:

> Have you heard of Linux? Linux has kernel support for Java binaries,
>and compiles on many 68k machines, _including_ STs. Shockwave, AFAIK, is
>barely supported at all, even in PCs and Macs.

Actually, Shockware runs very nicely.

> That's a problem with ignoring standards; you never know what to
>support. How many is "many"? How many users must want something for it
>to be supported? How many other vendors must support something for it to
>be supported by another vendor? The use of standards eliminates that
>problem.

Great. But I could make the same argument about a word processor. How
many users need to want multiple undo before I support it? Do it
need to support it to be competitive. Well I guess that I'll
wait until it's a standard.

> IMHO, the web is intended as a medium to transport text. There's lots
>of tags to make the presentation better or easier, but the main purpose
>is to transport text. Yes, forms and text entry fields can be useful,
>but they should be used only when appropriately (as in search engines).

Sure, the Web will probably contain mainly text until the end of time
but that doesn't mean that other formats won't enhave it.

> The same could be done with a short C program, and it would probably
>work better, too. Java certainly has uses, but it's nothing close to
>what the marketroids are making it out to be.

The nice thing about Java applets is that they are very portable and
are fairly secure.
--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5231. ON SALE QUICKLY ...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-02 00:00:00 UTC
From: herve@parx.frmug.fr.net
Message-ID: <GHCRCFALUP@parx.frmug.fr.net>
Source record: 8842
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

```
On sale quickly :

-MegaST4 + 19" monochrome graphic card
+ ICD speed card 290$
-TT030 8Mo RAM/170Mo HD 1 720$
+ carte Matrox 1208
800x600 16M couleurs
1280x1024 256 couleurs
-Spectre GCR 110$
-Lecteur de disquette externe Kumana 27$
-Disque dur SCSI 500Mo externe avec cable 163$

More shipment from France.

Just contact me by email !

Regards,

--
Herve Piedvache SysOp on The BBS for ATARI Computers.
+33-1-42511135
90:8/0@nest.ftn 51:901/0@atarinet.ftn
2:320/107@fidonet.org herve@parx.frmug.fr.net
```

5232. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-02 00:00:00 UTC
From: JEDI
Message-ID: <4tsvpo$l94@lex.zippo.com>
Source record: 8843

In article <1996Aug1.195543.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <838757528_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>
>> Did you read the same last quartes (Q3) sales as me? IIRC the units
>> sold was down 15 0.000000rom the same time last year and just about matching
>> the last quarters. Admittedly not collapsing this quarter in
>> particular but certainly dropping.
>> I'll mkae myself clear on this one Pete, I don't hate MAc's or Apple,
>> I have a Newton and am considering a Mac, *BUT* I can not stand you
>> completely slagging off quality machines like Ataris (with lies) and
>> making Macs out to be perfect wonder machines (lies agin), just play
>> it staight and you might make your first friend.
>
>What are you babbling about? I am not slagging off the ST and it's percieved
>quality. I counter the arrogance displayed by ST users who live in fanatsy
>land and think that the rest of the world has been brainwashed for not
>selecting an Atari computer. And I do the same for arrogant Mac users as well.

Actually, for anyone that didn't enter the computing world
YESTERDAY, the PC-brainwashing mentality does have some merit.
Some of us remember back when the only thing a PC had going for
it was a name and Macs were more expensive than most cars.

Yet, despite all of this, people still bought more expensive
and quite inferior hardware in droves.

Admittedly, PC's finally did catch up in quality, and Mac
caught up in price (finally). However, their existence is
dependent on quite an insignificant number of original lemmings.

5233. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-02 00:00:00 UTC
From: JEDI
Message-ID: <4tt0n9$lhm@lex.zippo.com>
Source record: 8844

In article <4tsjre$616@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>Kyle R. Hofmann <rhofmann@crl.com> writes:
>
[jedi deleted this]
>> That's a problem with ignoring standards; you never know what to
>>support. How many is "many"? How many users must want something for it
>>to be supported? How many other vendors must support something for it to
>>be supported by another vendor? The use of standards eliminates that
>>problem.
>
>Great. But I could make the same argument about a word processor. How
>many users need to want multiple undo before I support it? Do it
>need to support it to be competitive. Well I guess that I'll
>wait until it's a standard.

This is total gibberish.

As long as you support the document format, any specific editing
functions supported are quite irrelevant to any standard.

At the highest level, a web browser is a document viewer.
Once you muddle with the document format, you no longer
have an open standard. You have a proprietary file format.

You've gone from JPEG to CVG.

Oddly enough, elsewhere, you have objected to such a thing.

Or perhaps, it is more like: It's fine if those people over there
are locked out, just as long as I'm not put out.

So, in the end, instead of having something like ASCII, we're left
with WPs, SAMs, GEMs, DVIs, TEXs, EZs and interoperability goes
flying out the window...

[jedi deleted this]

5234. Re: cyberspy ftp site: atari directory gone?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-02 00:00:00 UTC
From: szhays@bullwinkle.ucdavis.edu
Message-ID: <4ttphp$fp6@mark.ucdavis.edu>
Source record: 8845
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy

Rich Tietjens (RichardX_Tietjens@ccm.jf.intel.com) wrote:
:
: I did get in touch with the Webmaster at http://www.filez.com, and he's
: adding an "Atari" button to the search engine there.

I just looked and the button is there. Such service! It works a charm
too. I've been looking for a copy of "Noroach" for ages (most everybody
put it in a TT folder and here I was looking in the boot utilities
folders).

--
....
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- U. C. Davis :
: The Internship & Career Center | Engineering & Physical Sciences :
: ,,, http://icc.ucdavis.edu http://128.120.234.242 :
: (o o) These are my opinions; you want some, get your own. :
+-o00-(_)-00o---+

5235. Re: cyberspy ftp site: atari directory gone?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-02 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4ttpa3$1jc_002@jf.intel.com>
Source record: 8846
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy

In article <4ttphp$fp6@mark.ucdavis.edu>,
szhays@bullwinkle.ucdavis.edu (Eric Hays) wrote:

>Rich Tietjens (RichardX_Tietjens@ccm.jf.intel.com) wrote:
>:
>: I did get in touch with the Webmaster at http://www.filez.com, and he's
>: adding an "Atari" button to the search engine there.
>
>I just looked and the button is there. Such service! It works a charm
>too. I've been looking for a copy of "Noroach" for ages (most everybody
>put it in a TT folder and here I was looking in the boot utilities
>folders).

Hmm, not much I can edit out of that. Oh, well.

If you use the service and like it, send 'em feedback. I think, like most
similar web sites, they are supported by advertising, so any feedback they get
will help them sell the site to more advertisers, allowing them to buy faster
servers and sell more ads... You know how it works. <G>

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

5236. Re: Alternate Proposal: comp.binaries.atari.8bit

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-02 00:00:00 UTC
From: Tom Lamparty <lamparty@telerama.lm.com>
Message-ID: <Pine.BSD.3.91.960802195328.15151B-100000@ganesh.lm.com>
Source record: 8847
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,comp.sys.atari.programmer

Didn't know that you wanted the replies yet! Just in case you do. I am
behind the proposal 100%. See you on news.groups for the discussion.

On Thu, 1 Aug 1996, Rich Tietjens wrote:

> In article <32006a8f.68395358@news3.news.demon.net>,
> andy@troas.demon.co.uk (Andy D) wrote:
>
> >On Tue, 23 Jul 1996 09:19:26 GMT, eru@sover.net (Rick Ziegler) wrote:
> >
> >>
> >>yes to >Should comp.binaries.atari (all systems) be created?
> >>NO! to >Should comp.binaries.atari (all systems) be moderated?
> >>yes to >Should comp.binaries.atari.8bit be created?
> >>NO! to >Should comp.binaries.atari.8bit be moderated?
> >>yes to >Should comp.binaries.atari.st be created?
> >>NO! to >Should comp.binaries.atari.st be moderated?
> >>
> >>You have my votes, let me know when it is time for the real thing.
> >>I'll get you my vote, and all my friends too. :)
> >>Rick
> >
> >Me too. :)
> >
> >Especially as my provider just cut down the expiry on alt.binaries.*
> >to 5 days. comp.binaries.* is still 14 days.
> >
> >*.warez.* is 2 days!!!!!
>
> OK, that's exactly 2 explicit replies. I am currently working with another
> person to get the proposal properly assembled; it will be announced in all of
> the comp.sys.atari* groups when the RFD (Request For Discussion) is posted, and
> again when the CFV (Call For Votes) comes around. You MUST subscribe to
> news.groups to particiapte in the discussions - something that was /not/ told us
> when the RFD to remove our previous binaries group was opened. This is a
> nuisance, but you'll only have to carry the group for a month or so, as a 21-day
> discussion period is required, and the CFV can take palce between 21 and 30 days
> after posting.
>
> If anyone else has any comments, PLEASE make them now, either here or in email.
>
>
> *!* Opinions expressed herein are those of the writer only *!*
> Unsolicited Email of a commercial nature delivered to this address is

> subject to a $500 charge. Emailing such items, whether manually or
> automatically, constitutes acceptance of these terms and conditions.
>
>
>

Tom Lamparty lamparty@telerama.lm.com|Sysop NEOSTAG BBS (216)792-2580
4Meg 16Mhz 1040STe 325MHD 14.4K Modem|24hrs 14.4kbps V32 SupraFaxModem
Sec./Treas. NEOSTAG |PD/Shareware/Advice/Help
North East Ohio ST Atari Group |Support board for Dr. Bobware

5237. Web page update

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-02 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4ttpj1$to_001@jf.intel.com>
Source record: 8848
Cross-posted to:
comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I just finished updating my Atari bookmarks page at
http://www.3rdplanet.com/~starship/atari.htm - the changes are mostly to make it
easier to get around on the pages, with some cosmetic mods and a bunch of new
links (including a new section, "References," for helping you find out how to do
STuff).

There are sections for both 8-bit and TOS-based systems. Pop in and take a
look sometime!

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

5238. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug2.165752.1@cobra.uni.edu>
Source record: 8849

In article <4trm5d$llr@charm.magnus.acs.ohio-state.edu>, JEDI@osu.edu (JEDI) writes:

> In any discussion of cost, one must consider system overhead. For a
> contemporary PC or Mac, this is CONSIDERABLE.
> An ST or Falcon will run in what Mac's and PC's waste!
> So what's taking up the extra 7.5-15.5 Megs?

Consider system overhead? To you it's system overhead, to us its progress. I suppose ST advocates think the world should sit still and end progress. No sir, I won't give up Quicktime 2.5 that does not exist on that other platform.

What is taking up an extra 7.5-15.5 megs? Are you reffering to HD space or internal memory? Considering a 64 meg equipped Powermac and Pentium is significantly cheaper than the 040 Hades and also have Netscape to boot up..

GREETINGS..

|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|

5239. Re: Oh, yeah, PowerMacs are great! <G>

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug2.164920.1@cobra.uni.edu>
Source record: 8850

In article <4tr15f$1r4_003@jf.intel.com>, RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens) writes:

> The new PowerMacs can connect to the 3.1 & 3.12 servers everytime.
>
> Only the combination of 4.1 server and PowerMac leads to the "Server Busy"
> message.
>
> I've called Apple's tech support and they promised to "escalate the issue"
> to Cupertino which is jargon for "We'll be sure to throw it in the garbage
> as soon as you hang up."
>
> <END QUOTE>
>
> Now, let's all follow our resident gadfly's advice and run right out and buy
> PowerMacs! Bwahahahahahahahaha!

Our PowerMacs run fine under the latest version of the Novel server, whats wrong with yours?

GREETINGS..

|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|

5240. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug2.170804.1@cobra.uni.edu>
Source record: 8851

In article <4tsvpo$l94@lex.zippo.com>, JEDI writes:
> In article <1996Aug1.195543.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...

> Actually, for anyone that didn't enter the computing world
> YESTERDAY, the PC-brainwashing mentality does have some merit.
> Some of us remember back when the only thing a PC had going for
> it was a name and Macs were more expensive than most cars.

Interesting, brainwashing. Have you told Oliver Stone about this?

> Yet, despite all of this, people still bought more expensive
> and quite inferior hardware in droves.

Referring to Wintel and or Mac?

>
> Admittedly, PC's finally did catch up in quality, and Mac
> caught up in price (finally). However, their existence is
> dependent on quite an insignificant number of original lemmings.

Original Lemmings? Didn't Atari rely on Lemmings to continue the agony?
Interesting.

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|

5241. Re: Computer Reporter is trying to use a Falcon, but....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-02 00:00:00 UTC
From: pedtober@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <4tsgco$pve@news.gu.se>
Source record: 8852

John Stewart (radiojon@polaristel.net) wrote:
> So, I've got this nice Falcon, fully loaded with RAM...but NO internal hard
> drive. I've hooked up a 640 Meg SCSI drive and bought the ICD software that
> is supposed to make it work. It does install all the files on the drive.

> But when I boot the Falcon, it does not "seek" out the external hard drive,
> so it doesn't boot! I devised a work-around, where I book from a diskette,
> but that has another problem. When I install software, the software modifies
> the system files on the HARD DRIVE, not the diskette. Therefore, it does not
> run properly when the computer is booted, as those system files are never
> used.

> #1. How can I get the Falcon to seek the SCSI drive upon power up?

The Falcon first look for an internal IDE, but since you don't have one, it
will take a while before it realizes that. It will boot from the SCSI after
a while, if you have installed ICD correctly. Use HDUTIL.PRG to set bootdrive
and some other stuff.
There is a small program, called FASTBOOT or something like that, which puts
a program on to the bootsector of a disk. This skips the check for the IDE
and it will boot faster.

> #2. What kind of cheap little hard drive can I put inside the Falcon, mainly
> to hold the system files. I'll used the external SCSI for everything else.

The standard internal drive is a 2.5" IDE. It is possible to sqeeze in a 3.5"
too but you'll need an adapter for the cable. (I think!)

I use only SCSI though, and with the fastboot program, and it's no problems!

- Tomas

--
NoBrain/NoCrew
pedtober@ped.gu.se
http://www.tripnet.se/~tomas

5242. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-02 00:00:00 UTC
From: JEDI@osu.edu
Message-ID: <4trm5d$llr@charm.magnus.acs.ohio-state.edu>
Source record: 8939

In article <1996Aug1.194240.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>In article <h-Btvh+.brimiller@delphi.com>, Brian-Roland Miller
> <brimiller@delphi.com> writes:
>
>> Wow, you win the award of excellence for stating the obvious. Peter is
>> correct - but he also is insisting that people pay more. You get more
>> support, but you pay more in software, frustration, and hardware. A
>> starter Mac from ComputerTown is $2000. Starter Falcons cost much less.
>
>Pay more for what? Mac and PowerMac hardware hardware in general is cheaper
>than the 16 mhz 030 Falcon...
>7200/75 is $999 which includes 4x CD, ethernet, 500 meg HD. How much for an
>equivelant Falcon would cost?

In any discussion of cost, one must consider system overhead. For a contemporary PC or Mac, this is CONSIDERABLE.

An ST or Falcon will run in what Mac's and PC's waste!

So what's taking up the extra 7.5-15.5 Megs?

5243. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-02 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4trhru$b8r@nntp.crl.com>
Source record: 8940

In article <4tr9nt$ije@morgoth.sfu.ca>, Brian Quinlan wrote:
: Brian-Roland Miller <brimiller@delphi.com> writes:

: >No, development is not done under WWW browsers - viewing is. While it's
: >good to support every standard out there, ancouragement of a hodge-podge
: >of standards can create situations in which _NO_ browser can view all info
: >freely available. That's not accessibility - that's stupid.

: True. But I am still glad that Sun create Java and Directory created
: Shockwave.

There's nothing inherently wrong with something such as Shockwave, but it's use must be recognized as non-standard. It may be useful and worthwhile, but you still have to recognize the fact that it's non-standard and henceforth not required.

: I am also glad that Netscape implemented frames before they
: were supported by the HTML standard.

YM: "I am a fool." (For the acronym imparied: "You misspelled" or "You mean")

: Browser specific features are probably, in general, a bad thing.

Browser specific features are what you're advocating when you say that Netscape extensions are good things.

: But stardards that are open to adoptation by any browser creater are
: not.

Net$cape extensions are not standards. They're browser specific features. You said yourself that browser specific features are a bad thing, so why support them? Java and Shockwave can be useful standards to support, but they are not HTML standard, so they are still entirely optional.

-Kyle R. Hofmann

5244. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-03 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <553846485.99037.59.starship@3rdplanet.com>
Source record: 8853

brimiller@delphi.com barked in COMP.SYS.ATARI.ADVOCACY on 02 Aug 96:

>>> Send me a couple of interesting images in those formats and they'll be
>>> posted on the Web at http://www.3rdplanet.com/~starship
>>
>> How contrived.
b>
b> How interesting. Rich just created a "standard" with as much
b> legitimacy as Netscape extensions, yet you scoff. I'm sure you'd be
b> quite upset if you ran across a page running STG graphics and propritary
b> CAB frames (if such a beast existed).

Actually, we could go one better - get the Instant Graphics and Sound desk accessory, and I bet we can run IGS graphics over the Web. Full graphics animation with sound, hundreds of times faster transfers than QuickTime or Mpeg, and no one except Atari users can see them.

Hmmm, there's a project for next week. Start watching for http://www.3rdplanet.com/~starship/igs.htm - I think I must have dozens of old IGS files around here somewhere, and they are tiny - usually less than 5 or 6k. Thats about 2 seconds transfer time at 28800...
--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+--------------------------+

5245. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-03 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4tuuru$k9t@morgoth.sfu.ca>
Source record: 8854

Kyle R. Hofmann <rhofmann@crl.com> writes:

> There's nothing inherently wrong with something such as Shockwave, but
>it's use must be recognized as non-standard. It may be useful and
>worthwhile, but you still have to recognize the fact that it's
>non-standard and henceforth not required.

I disagree that something that is non-standard cannot be required. Users
decide what the requirements of a browser are. While I use lynx occasionally,
I would never pay for a browser that did not support, for example, Java.

> Browser specific features are what you're advocating when you say that
>Netscape extensions are good things.

I said "in general". I think that tables, which were not apart of the
standard when Netscape implemented them, are so powerful that it was
more important to get them out early than wait for a committee.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5246. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-03 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4tuv4t$ka8@morgoth.sfu.ca>
Source record: 8855

JEDI writes:

> This is total gibberish.

Your right. That was a stupid analogy.

> At the highest level, a web browser is a document viewer.
> Once you muddle with the document format, you no longer
> have an open standard. You have a proprietary file format.

But it isn't too bad if you freely publish the specifications for your
file format. I'm wondering, do you consider things like PCI and
OpenGL standards?

> Or perhaps, it is more like: It's fine if those people over there
> are locked out, just as long as I'm not put out.

I'm sure that I believe this at some level. But this is exactly my point,
PC and Mac users do not have to worry about being put out. I believe that
that was Peter's original point.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5247. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-03 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <553846485.99038.89.starship@3rdplanet.com>
Source record: 8856

quinlan@sfu.ca barked in COMP.SYS.ATARI.ADVOCACY on 02 Aug 96:

q> Brian-Roland Miller <brimiller@delphi.com> writes:
q>
>> Wow, you win the award of excellence for stating the obvious. Peter is
>> correct - but he also is insisting that people pay more. You get more
>> support, but you pay more in software, frustration, and hardware. A
>> starter Mac from ComputerTown is $2000. Starter Falcons cost much
>> less. And the software for Internet access is free.
q>
q> It may be obvious but it is definately a point against the Atari
q> platform.

The original point (in case anyone missed it) is that there is more software support for PCs and Macs than for Atari/TOS systems. This is mis/disinformation, actually.

There is more /commercial/ software, certainly. OTOH, most Atari users are using shareware and freeware these days by preference, and in the shareware field, Atari remains unsurpassed for both quality and range. Sure, numerically therer are more programs for the PC - but how many different videotape database programs does anyone really need?

Atari programmers are passionately devoted to making their products fast, bug-free, and "elegant" (a term that has been lost in the "fat" environment of PC and Mac systems with apparently unlimited resource appetites; it means the code is small and works in the minimum possible environment. Don't even TRY to run Win95 with Netscape 2.02/32-bit in less than 8 megs of RAM, and don't expect it to perform better than a 2-wheeled Cadillac in less than 16 megs or slower than 66MHz on a 486).

Atari systems do things in 4 megs of RAM on 15-year-old hardware that PC users had to buy new hardware for, and more than 4 times as much RAM for, last year, and Mac users are in the same boat.

If I want to connect via T-1 to the Internet backbone, I use the Pentium at work - it's hard to find a decent 100 megabit/sec Ethernet card for the Atari. But at home, I run my entire system on a 16 MHz Mega STe, and it's perfectly fine - I don't need that kind of horsepower for Web browsing at 28.8k bps, or reading news and email. The rest of the network in this household consists of 2 slightly-upgraded 1040 STs with 20 meg hard drives, and a 486DX4/120 running as a slave via Ghostlink. It makes a nice external hard disk mirror system. ;^)

Oh, and Jason runs Mac wares on one of the 1040s - with Spectre GCR. Sure, it's not the very latest Mac, but it's not $2000 either.

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+--------------------------+

5248. Re: Computer Reporter is trying to use a Falcon, but....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-03 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug3.173316.1@cobra.uni.edu>
Source record: 8857

In article <4tsgco$pve@news.gu.se>, pedtober@PROBLEM_WITH_INEWS_GATEWAY_FILE (Tomas Berndtsson) writes:

>> #1. How can I get the Falcon to seek the SCSI drive upon power up?
>
> The Falcon first look for an internal IDE, but since you don't have one, it
> will take a while before it realizes that. It will boot from the SCSI after
> a while, if you have installed ICD correctly. Use HDUTIL.PRG to set bootdrive
> and some other stuff.
> There is a small program, called FASTBOOT or something like that, which puts
> a program on to the bootsector of a disk. This skips the check for the IDE
> and it will boot faster.
>
>> #2. What kind of cheap little hard drive can I put inside the Falcon, mainly
>> to hold the system files. I'll used the external SCSI for everything else.
>
> The standard internal drive is a 2.5" IDE. It is possible to sqeeze in a 3.5"
> too but you'll need an adapter for the cable. (I think!)
>
> I use only SCSI though, and with the fastboot program, and it's no problems!

Interesting. I thought the ST was just as easy to install a HD as the Mac is. Looks like this is not the case. To install a additional HD on the Mac, just install a SCSI cable in the SCSI connector on the Mac. Set the SCSI number in the control panel and bingo..it's so easy and anyone's gramdmother can do this. None of this boot HDUTIL.PRG nonsense.

> - Tomas

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|

5249. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-03 00:00:00 UTC
From: Your_user_name@osu.edu
Message-ID: <Your_user_name-0308962241400001@se-590-samac.acs.ohio-state.edu>
Source record: 8858

In article <RZHuXbl.brimiller@delphi.com>, Brian-Roland Miller
<brimiller@delphi.com> wrote:

> Well, well, looks like Peter's denial of Apple's collapse in sales is
> about to be brought to an end - check out this interesting info:
>
> Dataquest said that troubled Apple Computer maintained its number three
> position in the world, but its market share slipped to 5.3 percent and unit
> More?
> volumes fell 16.7 percent to 840,000 units, down from a 7.4 percent
share of the
> world market and units of 1 million a year earlier.
> "Volumes are slipping sequentially, so that makes the current
quarter really
> key," said Dataquest's Brown. "If they slip again sequentially, then it's a
> problem (at Apple)."
> Brown said that Apple has put in the proper measures to strengthen its
> balance sheet and return to profitability, but he said the September quarter,
> which is the back-to-school quarter, is a crucial one for Apple.
> IDC's U.S. data for Apple ranks the Cupertino, Calif. company as fourth in
> the United States, with 410,000 units and a drop of 21 percent in shipments,
> from 522,000 a year ago. Its market share dropped to 6.9 percent, from 10.3
> percent a year ago.

That sales info is a bit of an illusion. As you may or may not know,
Apple licensed its first clones almost two years ago. And PowerComputing,
the first clone maker, has had explosive growth over the past year. They
have been sucking away at Apple's market share with incredible power.
However, Apple still makes the OS (and a lot of the software) that runs on
the machines...so although their hardware market share has fallen, their
OS has not fallen as much.
I do not believe that Commodore or Atari had any company making clones.

> 1) Unit sales of Apple computers in the US market have dropped
> 21 percent, and in the world market, 16 percent - more of a drop in a
> single period than Commodore or Atari ever had. In fact, only Coleco
> comes to mind as a computer maker with a more severe sales drop.

First of all, many companies have taken 16% market share falls and
survived. Esp. after changing CEOs (as Apple has just done).

Also, Commodore and Atari sucked. They were slow, ugly systems, which
just didn't have any really good ideas behind them.
The Macintosh is the realization (although they have published a few huge
flops in recent years) of building a computer around the people that use
it. Instead of people having to change their way of doing things to use a

computer, the computer is made so it works with them.
Also, Commodore and Atari were snails compared to PCs. Power Computing (www.powercc.com) now makes a 225Mhz machine with a 604e RISC chip. It is far faster than anything you can buy in the WinTel market, no matter how much money you have. What's more, this is just the first wave of 604e chips, within a few months you will be seeing 250Mhz, and I'd be shocked if there aren't 300Mhz machines on the market before the end of '96.
And before '96 is over the 620 will be shipping, a 64-bit chip, while WinTel will still be stuck in 32-bit processor land.
And within the next 12 months, in addition to Pioneer, Radius, Power Computing, Daystar Digital, Acorn, Goldstar and Ing Olivetti, industry heavyweights such as IBM, Motorola and AT&T will be announcing that they will be shipping CHRP based Power Macintosh compatible systems, and who knows who else will sign up to make CHRP boxes?

> ---
> 2) Apple's home PCs are behind the times, and customers are
> holding back from buying until better news comes around.

This is not really true, people's reluctance to buy Macs has a lot more to do with advertising than it does with the actual power of the machines.

> ---
> Seems to me that Peter will be bashing Mac users in five years, extolling
> the virtues of Windows 99.

Un-huh...

> Apple Computer - the denial ability of S&L managers, the financial
> security of junk bond funds, the technology of yesterday.
"technology of yesterday"

We can take a spiffy P5-200, with all the EDO ram and pipeline burst cache you care to put in it, it's happy EIDE drive (which over 90% of WinTel systems are shipped with...god knows why? Mac has been using SCSI for years, as all PCs should) and put it next to a put it next to a PowerComputing 225Mhz 604e and see which one looks more like the "technology of yesterday."

>FACT is, his
> precious Apple Computer is plunging down the toilet at a rate several
> times faster than Commodore and Atari.

We shall see.

5250. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-03 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <553882919.147.08.starship@3rdplanet.com>
Source record: 8859

quinlan@sfu.ca barked in COMP.SYS.ATARI.ADVOCACY on 03 Aug 96:

>> At the highest level, a web browser is a document viewer.
>> Once you muddle with the document format, you no longer
>> have an open standard. You have a proprietary file format.
q>
q> But it isn't too bad if you freely publish the specifications for your
q> file format. I'm wondering, do you consider things like PCI and
q> OpenGL standards?

It /is/ too bad - the point of "standards" is that anyone can use them. When you depart from the standard, you are creating a proprietary format. Ever heard of Graphics Interchange Format? It is a standard (a copyrighted one, but never the less, accepted world-wide as a standard). GIFs can be viewed on damn near any machine that has a monitor attached, and some that use teletype output only. If you were to decide to add your own "extensions" to the GIF 89a definitions, then there would ge exactly /one/ person who could view your new picture format - you. Even if you publish the specifications for your extensions, if everyone else doesn't immediately adopt them (or worse, if the Standards Committee, in this case, CompuServe, who holds the copyright to GIF, rejects them), no one else will find them useful - in fact, they may be downright annoying if they happen to break existing GIF viewers.

To give you another example: Right now, you can buy an IDE drive from just about any manufacturer and it's pretty much plug & play (disregarding the idiocy if crippling SCSI in the first place, which is essentially what IDE is). BUT: How would you like it if you had to buy a new interface card and load new driver software to install a new hard drive? Or how would you like it if there were no CCITT modem standards, and your Brand X modem would only connect to other Brand X modems, while Jedi's Brand B would only connect to Brand B? That's what happens when you ignore standards.

PCI /is/ a standard interface. And the newest TOS computers incorporate PCI bus slots; there is also a (fairly expensive) VME-to-PCI bus bridge for older (e.g., MSTe and TT) TOS systems.

OpenGL is a Mac proprietary format, IIRC. Lord knows I don't use it at work.

>> Or perhaps, it is more like: It's fine if those people over there
>> are locked out, just as long as I'm not put out.
q>
q> I'm sure that I believe this at some level. But this is exactly my point,
q> PC and Mac users do not have to worry about being put out. I believe
q> that that was Peter's original point.

PC and Mac users certainly /do/ have to worry about it. Or they should worry, if they have any thinking capacity. Netscape has one "standard," MS Internet Explorer has another, Mosaic still another (and it's different from both of the foregoing), Lynx follows HTML 2.0 standards and breaks when it encounters Netscape or MSIE-specific codes, Chameleon has problems with them also... There is a plethora of propietary "extensions" to HTML out there. Anyone who wants to be able to view /all/ of them had better devote about 200 megs of hard drive space to assorted Web browsers.

Or he could just stick to the standard and ignore proprietary crap. that's not only easier, it's faster and cheaper.

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+--------------------------+

5251. Re: Computer Reporter is trying to use a Falcon, but....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-03 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <839202770_OASIS_@pwomar.demon.co.uk>
Source record: 8860

In article <1996Aug3.173316.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>Interesting.

Transaltion: "He, he, he. I can't read posts properly and I think I
see a chance to say buy a mac-AGAIN!".

>I thought the ST was just as easy to install a HD as the Mac is.
>Looks like this is not the case. To install a additional HD on the Mac, just
>install a SCSI cable in the SCSI connector on the Mac. Set the SCSI number in
>the control panel and bingo..it's so easy and anyone's gramdmother can do this.
>None of this boot HDUTIL.PRG nonsense.

Exactly the same thing on my ST and any other ST pete, if you looked
carefully at the posting it was actually a *FALCON* that the person was
talking about and it was not an additional HD but removal of the
normal IDE drive and using an External SCSI as the main drive. I don't
know to much about this side of the Mac and I expect it would cope
better but if you look at an equivalent situation with the internall
SCSI of a Mac being removed and attempting to boot from an external IDE
drive (with adapter of course) I would genuinely be interested to know
how it would cope.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5252. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-04 00:00:00 UTC
From: boris-m@tensornet.com
Message-ID: <4u1ecg$1j3@flood.xnet.com>
Source record: 8861

Your_user_name@osu.edu wrote:

>Also, Commodore and Atari sucked. They were slow, ugly systems, which
>just didn't have any really good ideas behind them.
>The Macintosh is the realization (although they have published a few huge
>flops in recent years) of building a computer around the people that use
>it. Instead of people having to change their way of doing things to use a
>computer, the computer is made so it works with them.
>Also, Commodore and Atari were snails compared to PCs. Power Computing
>(www.powercc.com) now makes a 225Mhz machine with a 604e RISC chip. It is
>far faster than anything you can buy in the WinTel market, no matter how
>much money you have. What's more, this is just the first wave of 604e
>chips, within a few months you will be seeing 250Mhz, and I'd be shocked
>if there aren't 300Mhz machines on the market before the end of '96.
>And before '96 is over the 620 will be shipping, a 64-bit chip, while
>WinTel will still be stuck in 32-bit processor land.
>And within the next 12 months, in addition to Pioneer, Radius, Power
>Computing, Daystar Digital, Acorn, Goldstar and Ing Olivetti, industry
>heavyweights such as IBM, Motorola and AT&T will be announcing that they
>will be shipping CHRP based Power Macintosh compatible systems, and who
>knows who else will sign up to make CHRP boxes?

Ignorance is a bliss, ain't it?

You don't really have any idea what you are talking about, do you?

>We can take a spiffy P5-200, with all the EDO ram and pipeline burst cache
>you care to put in it, it's happy EIDE drive (which over 90% of WinTel
>systems are shipped with...god knows why? Mac has been using SCSI for
>years, as all PCs should) and put it next to a put it next to a
>PowerComputing 225Mhz 604e and see which one looks more like the
>"technology of yesterday."

Why not take a P6-200 with an UltraSCSI-Wide hard drive (something more
appropriatem given the price range of your crappy 604e) and see which one is
behind then?...

The above does not necessarily represent views of my employer,
my educational institution, or of myself.
-Amon Duul

5253. ATC Change

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-04 00:00:00 UTC
From: jjherz@aol.com
Message-ID: <4u25ju$qqr@newsbf02.news.aol.com>
Source record: 8862

Does anyone know what happened to ATC? I haven't seen them on AMEX this week....

5254. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-04 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GHEIBFDMUP@cabal.shnet.org>
Source record: 8863

In <1996Aug1.194240.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>In article <h-Btvh+.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
>
>> Wow, you win the award of excellence for stating the obvious. Peter is
>> correct - but he also is insisting that people pay more. You get more
>> support, but you pay more in software, frustration, and hardware. A
>> starter Mac from ComputerTown is $2000. Starter Falcons cost much less.
>
>Pay more for what? Mac and PowerMac hardware hardware in general is cheaper
>than the 16 mhz 030 Falcon...
>7200/75 is $999 which includes 4x CD, ethernet, 500 meg HD. How much for an
>equivelant Falcon would cost?

You are forgetting that an 8 meg PowerMac is inoperable - another 300 US$
for RAM. Plus MagiCMac and NVDI/Mac - woops - another 300 US$ gone. Plus a
Centronics cable - woops - 100 US$ gone, plus a monitor adaptor - woops -
50 US$, plus a Mac enhanced keyobard - woops - 200 US$ (note that Macs
generally ship w/o keyboard, exception: the Performa line), plus a
sensibly sized HD - 300 US$.

And if you somewhen need to change the internal clock battery - they'll
ask 400 US$ for that.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

5255. Re: ATC Change

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-04 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4u36ri$a3r@ccshst05.uoguelph.ca>
Source record: 8864

```
: Does anyone know what happened to ATC? I haven't seen them on AMEX this
: week....

The merger between Atari and JTS is complete. ATC is now listed
under JTS and I believe it's on the New York Stock Exchange. For now,
Atari is simply a division of JTS.

>> Mark <<

--
-------------------------------------------------------------------------
Mark Rathwell | "For every one Jim Carrey making
The University Of Guelph | $30 million a movie, there are
E_Mail: mrathwel@uoguelph.ca | millions of equally annoying
Web Page: http://www.uoguelph.ca/~mrathwel | people who don't get a dime
| for their efforts. What is our
| society coming to?
-------------------------------------------------------------------------
```

5256. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-04 00:00:00 UTC
From: brunsman.3@osu.edu
Message-ID: <brunsman.3-0408962253470001@se-590-samac.acs.ohio-state.edu>
Source record: 8865

In article <4u1ecg$1j3@flood.xnet.com>, boris-m@tensornet.com wrote:

> Ignorance is a bliss, ain't it?
>
> You don't really have any idea what you are talking about, do you?

Um...what happened to those beloved FACTS of yours? What a fact filled rebuttal!

How about some more facts...

Like the fact that 80% of all computers used for color publishing jobs in the advertising, graphic design, printing, publishing and pre-press industries are Macintosh, according to a 1996 study by Griffin Dix Research Associates. At medium to large sites with more than five employees, the share of Macs installed jumps to over 85%.

Or

That GIGA Information states that Apple is the worldwide market leader in digital camera sales. The Apple QuickTake share is greater than that of all other digital camera manufacturers combined.

Or

Maybe that Apple has been named the number one vendor in customer satisfaction for the sixth time by Linea Edp, the major Italian MIS magazine.

Or

That Apple is the most used personal computer brand overall in Australia, per IDC, and is the number one brand in Australian small business, education, and consumer markets. And that Apple is the number one U.S. computer vendor and the number three vendor overall in Japan with 14% to 15% share per IDC and Dataquest.

Or

That Apple continues to lead the way in technological innovation. According to the 1/29/96 issue of Information Week, Apple Computer was awarded 53 U.S. software patents in 1995, more than any other vendor.

Or

Perhaps that the February 1996 issue of PC World magazine rated the Mac OS the best 32-bit operating system, over Windows 95, Windows NT, and IBM OS/2 Warp.

Or

That Mac OS was the clear winner in the Software Publishers Association's first "Ultimate Mac vs.Windows Challenge," in which users of each platform were asked to perform eight real world tests. The Mac user, a ten year old boy, finished his tasks significantly faster on average than his adult Windows counterpart (who I might add had another adult helping him!).

Or

That Apple Power Macintosh 7500 and 8500 received BYTE Magazine's 1995 Editors' Choice Awards of Excellence, which honor hardware or software products whose technical innovations set new standards for products in particular classes.

Or

That InfoWorld named Apple's OpenDoc the winner of the 1995 Landmark Technology Award, given to the most significant original idea or advance in a current technology each year.

Or

That Power Macintosh 8500 was named "Best Desktop System" in 1995 by Ziff Davis's United Kingdom PC Magazine.

I could go on...I could go on for a long, long, long time..but this is getting incredibly long as it is. Just because Bill Gates spent half a billion $ telling everyone that Win95 is the best things since DOS<sic> the fact remains that Win95 is like Mac85...BYTE said it best when they said:
"To see tomorrow's PC, look at today's Macintosh."

> >We can take a spiffy P5-200, with all the EDO ram and pipeline burst cache
> >you care to put in it, it's happy EIDE drive (which over 90% of WinTel
> >systems are shipped with...god knows why? Mac has been using SCSI for
> >years, as all PCs should) and put it next to a put it next to a
> >PowerComputing 225Mhz 604e and see which one looks more like the
> >"technology of yesterday."
>
> Why not take a P6-200 with an UltraSCSI-Wide hard drive (something more
> appropriatem given the price range of your crappy 604e) and see which one >is
> behind then?...

Um...okay.
The 604e (which PowerComputing sells with UltraSCSI-Wide RAID arrays) will still crush the either the PentPro or the Cyrix 6x86...esp. if either of them is running Win95...give the PentPro WinNT...and it'll be closer...but not much.
And once the 620 and Copland come out it's just going to be sad. The performance gap is growing, it has been ever since Mac started using RISC... and it's only going to get bigger until at least '98 when Intel starts making RISC chips.

Look, I was born and raised on PC. I don't have anything against them, they have their uses...I guess...I just got fed up with spending days to install hard drives...fighting for hours to play games with my 16MB of RAM when the problem was that there wasn't enough under 640K!
I'm a consultant and I spend all day with both systems...and there's no question who gets their work done faster and who needs more help from me. I hope that Windows does stay powerful for a long time...it will keep my pockets full! But on my desk, you will always find the MacOS.

Be well

August E. Brunsman IV

5257. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-04 00:00:00 UTC
From: brunsman.3@osu.edu
Message-ID: <brunsman.3-0408962323200001@se-590-samac.acs.ohio-state.edu>
Source record: 8866

DOH! Twice in a row...you'd think I'd remember to set this copy of
NewsWatcher to my name...and not "your_username"...

What can I say? I'm human.

Be well
August E. Brunsman IV

5258. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-04 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <839285572_OASIS_@pcc-uky.campus.mci.net>
Source record: 8867

In article <Your_user_name-0308962241400001@se-590-samac.acs.ohio-state.edu>
Your_user_name@osu.edu said:-

>Also, Commodore and Atari sucked. They were slow, ugly systems, which
>just didn't have any really good ideas behind them.

You are making references in past tense here...so I feel that I have
no recourse but to reply...you obviously don't know your history...
The Commodore Amiga and Atari ST both had many ground-breaking (oh yes!)
innovations when first introduced. The Amiga had the worlds first true
pre-emptive (not co-operative like Mac!) as well as the worlds first
first true 32-bit OS...Atari's had built in MIDI ports, DMA, fast GUI,
etc, etc,...both were leagues ahead of current offerings from other
manufacturers of the day.

>The Macintosh is the realization (although they have published a few huge
>flops in recent years) of building a computer around the people that use
>it. Instead of people having to change their way of doing things to use a
>computer, the computer is made so it works with them.

Okay, this is subjective and just my opinion; but I do not find Macs
to be more intuitive than my Falcon 030...I'm sorry but dragging the
floppy icon to the trash icon to eject the disk is not something that
strikes me as being "obvious"... :)

>Also, Commodore and Atari were snails compared to PCs. Power Computing

Again, you are using past tense here and if so, then you are dead wrong,
as the Amiga and ST blew smoke rings around PC cpu's of that time....

>And within the next 12 months, in addition to Pioneer, Radius, Power
>Computing, Daystar Digital, Acorn, Goldstar and Ing Olivetti, industry
>heavyweights such as IBM, Motorola and AT&T will be announcing that they
>will be shipping CHRP based Power Macintosh compatible systems, and who
>knows who else will sign up to make CHRP boxes?

Don't forget the Amiga! They are currently working on a new generation
of machines that will have the Amiga's tight, effecient, multitasking,
OS running on PPC's...Atari's TOS is already running on 68060's; I hope
to see TOS on the PPC, someday as well... Scary, isn't it? <grin>

--

_/_/_/

```
_/ You and we were first to conquer, | Dark><Chyld _/
_/ You and we shall be the last! | \/ _/
_/ | _/
_/ - from "Song of the Dragon Masters" - | The Fuji Lives! _/
_/ | _/
_/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~_/
_/ _/
_/ --> WinDoze '95: OS of the 90's--or Survival of the Fattest? <-- _/
_/ _/
_/_/_/
```

5259. Re: Computer Reporter is trying to use a Falcon, but....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-04 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <839285098_OASIS_@pcc-uky.campus.mci.net>
Source record: 8868

In article <1996Aug3.173316.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>Interesting. I thought the ST was just as easy to install a HD as the Mac is.
>Looks like this is not the case. To install a additional HD on the Mac, just
>install a SCSI cable in the SCSI connector on the Mac. Set the SCSI number in
>thecontrol panel and bingo..it's so easy and anyone's gramdmother can do this.
>None of this boot HDUTIL.PRG nonsense.

As usual, you didn't quite "get" the message Mr. Sinclair...he was not
installing an additional drive at first, he was using an external drive
instead of the Falcons built-in internal IDE interface. JFYI, it is "SO"
easy to install a hard drive on an Atari...Yep, just cope baby... BTW,
you don't "boot" with HDUTIL.PRG...its used to configure and adjust the
parameters....please re-read the message carefully, its all there.. ! :)

--

```
_/_/_/
```

5260. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: brunsman.3@osu.edu
Message-ID: <brunsman.3-0508961541240001@ts35-10.homenet.ohio-state.edu>
Source record: 8741

In article <4u51r8$bc9@lex.zippo.com>, JEDI wrote:

> In article
<Your_user_name-0308962241400001@se-590-samac.acs.ohio-state.edu>,
Your_user_name@osu.edu says...
>
> See, this is what happens when you gaff off the user
> prompts in homenet setup...
>
> >
> >In article <RZHuXbl.brimiller@delphi.com>, Brian-Roland Miller
> ><brimiller@delphi.com> wrote:
> >
> [deletia]
> >First of all, many companies have taken 16% market share falls and
> >survived. Esp. after changing CEOs (as Apple has just done).
> >
> >Also, Commodore and Atari sucked. They were slow, ugly systems, which
> >just didn't have any really good ideas behind them.
>
> a) They were not slow. In there day they were actually better performers
> than machines costing 3-10 times as much.
> b) The they weren't quite as pretty as Macs (unless emulating one)
> but they were much prettier than PC's
> c) They had the same ideas behind them that the Mac's and
> PC's do today. Although Atari had another one:
> Power
>
I'm sorry for saying that they were slow. I didn't know about the top of
the line stuff. I've never seen the Atari GUI...and I have only seen the
Amiga GUI a few times. NeXT is a good system too...but they just don't
have enough of a software base, or name recognition to matter.

> >The Macintosh is the realization (although they have published a few huge
> >flops in recent years) of building a computer around the people that use
> >it. Instead of people having to change their way of doing things to use a
> >computer, the computer is made so it works with them.
> >Also, Commodore and Atari were snails compared to PCs. Power Computing
>
> This is pure FUD. ST's and Amigas were faster, cheaper and could
> do more.
>
> PC's were dinosaurs that gained acclaim by being VAX wannabes and
> has yet to deliver. (NT as case in point)
>

> [deletia]
> >> Apple Computer - the denial ability of S&L managers, the financial
> >> security of junk bond funds, the technology of yesterday.
> >"technology of yesterday"
> >
> >We can take a spiffy P5-200, with all the EDO ram and pipeline burst cache
> >you care to put in it, it's happy EIDE drive (which over 90% of WinTel
> >systems are shipped with...god knows why? Mac has been using SCSI for
> >years, as all PCs should) and put it next to a put it next to a
> >PowerComputing 225Mhz 604e and see which one looks more like the
> >"technology of yesterday."
>
> Run a real OS on a PC, and SCSI will be twice as fast as EIDE
> even on a clone.
>
> 100bux gets you SCSI as good as any typical Mac (or clone).

Sure...but the question is, why do well over 90% of PCs ship with EIDE? The average user isn't going to have a clue that there's a difference (I've run into other consultants that didn't know it mattered much). And you're going to have to install that SCSI card too...which you and I could do quick enough, but most people are going to have to hire someone to do that on their PC...with Mac it's right there, out of the box...it took me less than a minute to get my SyQuest EZ-135 out of the box and on my desktop.

And the bottom line is that Macs are not "technology of yesterday," even after you put that SCSI card into the PC it's still going to be much slower than a 604e...Hell, my 7100 (with a 601 at 100Mhz-- no where near as fast as the 604e at 100Mhz) runs rings around my friend's P-133...and it has a SCSI card.

Anyhow...

August E. Brunsman IV

5261. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: brunsman.3@osu.edu
Message-ID: <brunsman.3-0508961630010001@ml105samac.acs.ohio-state.edu>
Source record: 8742

> >Um...what happened to those beloved FACTS of yours? What a fact filled
> >rebuttal!
> >
> >How about some more facts...
>
> Digital Research implemented within the same space one needs
> for DOS a GUI with a fully device independent API.
>
> An ST running bitmaped text is faster than clone running dos
> using text mode and a CPU that is twice faster and generation
> advanced than the one in the ST. (more a tribute to motorola tho)
>
> An ST runs software emulation of the below mentioned clone at
> 1/2. Given the nature of emulation overhead, this made it at
> least 5 times faster than the more expensive machine below.
>
> An ST was 1/3 the price of the cheapest contemporary clone not
> even as powerful as the machine above.

Yeah, and I can buy software for an ST where? Come to think of it...where
can I buy an ST?

> There were no facts to rebutt.
> One opinion was met with another.

There were no facts in my second post? Did you read my second post?
I don't know how many studies I sited.

I'll agree that I was totally out of line saying that Atari and Commodore
were slow. I was uninformed. However, it is a fact that a 604e 225Mhz
will run rings around anything with an Intel chip inside of it. And that
although Mac has lost market share recently that it is still one big
company, with a name known the world round, with a really high quality
product, has a lot of great ideas behind it, has millions of die hard
followers, and is going to make a new OS release that will change the face
of Macintosh as much as Win95 changed it for Windows...except, this time
it will be for the better.

(Let me also say that I would strongly support any other OSs that have
good GUI's and run on CHRP chips)

August E. Brunsman IV

5262. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4u5u0t$crc@morgoth.sfu.ca>
Source record: 8743

JEDI writes:

> ...thus locking out anyone that doesn't support the PROPRIETARY
> Netscape web document format. This nullifies the most useful
> feature of the internet in general. System independence goes straight
> to hell and one is left with 2 major alternatives. Implement the standard
> correctly and get pooch screwed by any webmaster that thinks 'scape hacks
> are the entire universe or attempt to emulate the monster yourself.

What is the different between Netscape and GIF89a? That makes Netscape
extensions propriety and GIF89a a standard? And PCI? And OpenGL?

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5263. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: JEDI@osu.edu
Message-ID: <4u5utl$pir@charm.magnus.acs.ohio-state.edu>
Source record: 8744

In article <brunsman.3-0508961630010001@ml105samac.acs.ohio-state.edu>, brunsman.3@osu.edu (August E. Brunsman IV) wrote:
>> >Um...what happened to those beloved FACTS of yours? What a fact filled
>> >rebuttal!
>> >
>> >How about some more facts...
>>
>> Digital Research implemented within the same space one needs
>> for DOS a GUI with a fully device independent API.
>>
>> An ST running bitmaped text is faster than clone running dos
>> using text mode and a CPU that is twice faster and generation
>> advanced than the one in the ST. (more a tribute to motorola tho)
>>
>> An ST runs software emulation of the below mentioned clone at
>> 1/2. Given the nature of emulation overhead, this made it at
>> least 5 times faster than the more expensive machine below.
>>
>> An ST was 1/3 the price of the cheapest contemporary clone not
>> even as powerful as the machine above.
>
>Yeah, and I can buy software for an ST where? Come to think of it...where
>can I buy an ST?

This is completely irrelevant to the point at hand.

5264. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4u5iv0$fl5@nntp.crl.com>
Source record: 8745

In article <Your_user_name-0308962241400001@se-590-samac.acs.ohio-state.edu>, wrote:
: That sales info is a bit of an illusion. As you may or may not know,
: Apple licensed its first clones almost two years ago. And PowerComputing,
: the first clone maker, has had explosive growth over the past year.

How many units have they sold? What is their net profit (if any)?
What is their gross profit? What percent of Macintosh compatibles are
they selling? What percent of the computer market do they own?

: I do not believe that Commodore or Atari had any company making clones.

Correct. That was one of the reasons IBM compatibles became popular.
Clones were usually cheaper. Now, of course, IBM controls a pathetic
share of the IBM compatible market.

: Also, Commodore and Atari sucked. They were slow, ugly systems, which
: just didn't have any really good ideas behind them.

Your humble opinion. Not mine.

: Also, Commodore and Atari were snails compared to PCs. Power Computing
: (www.powercc.com) now makes a 225Mhz machine with a 604e RISC chip.

At the time of the 8 bits, the Apple line was using 6502 compatibles,
same as Commodore and Atari. The early Macs used Motorola 68000 chips,
same as the ST line. If the Atari line had not been discontinued, we
would be seeing really big hardware in Atari computers right now.

: It is far faster than anything you can buy in the WinTel market, no
: matter how much money you have.

Personally, I'd rather get a bunch of Suns than spend that much money
on a single chip. After all, it'd probably cost the same.

: And before '96 is over the 620 will be shipping, a 64-bit chip, while
: WinTel will still be stuck in 32-bit processor land.

That's nice. DEC Alphas have been 64 bit for a long time now, and if
I'm not mistaken the Pentium is actually 64 bit (but with no way to
access a 64 bit mode).

: And within the next 12 months, in addition to Pioneer, Radius, Power
: Computing, Daystar Digital, Acorn, Goldstar and Ing Olivetti, industry
: heavyweights such as IBM, Motorola and AT&T will be announcing that they
: will be shipping CHRP based Power Macintosh compatible systems, and who
: knows who else will sign up to make CHRP boxes?

And how well CHRP boxes will do is still a mystery.

: > Apple Computer - the denial ability of S&L managers, the financial
: > security of junk bond funds, the technology of yesterday.
: "technology of yesterday"

: We can take a spiffy P5-200,

YM "P6 200"

: with all the EDO ram and pipeline burst cache

Oooh, I can have a gig of L2 pipeline burst cache? Thanks, this beats
anything out there right now!

: yu care to put in it, it's happy EIDE drive (which over 90% of WinTel
: systems are shipped with...god knows why? Mac has been using SCSI for
: years, as all PCs should)

My friend's 386 dx/25 is all SCSI. He bought it used. My dad buys
P5's for his office all the time. They're SCSI, too.

: and put it next to a put it next to a
: PowerComputing 225Mhz 604e and see which one looks more like the
: "technology of yesterday."

Compare your nice little PPC 604e with that supercomputer Intel is
building for the US government (with several hundred Pentiums). Which looks
like the technology of yesterday? Which is using the technology of
yesterday? Which is better?

It's not about how big your d*ck is, it's about how you use it.

-Kyle R. Hofmann

5265. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: brunsman.3@osu.edu
Message-ID: <brunsman.3-0508961942020001@ml105samac.acs.ohio-state.edu>
Source record: 8746

In article <4u5utl$pir@charm.magnus.acs.ohio-state.edu>, JEDI@osu.edu
(JEDI) wrote:

> In article <brunsman.3-0508961630010001@ml105samac.acs.ohio-state.edu>,
brunsman.3@osu.edu (August E. Brunsman IV) wrote:
> >> >Um...what happened to those beloved FACTS of yours? What a fact filled
> >> >rebuttal!
> >> >
> >> >How about some more facts...
> >>
> >> Digital Research implemented within the same space one needs
> >> for DOS a GUI with a fully device independent API.
> >>
> >> An ST running bitmaped text is faster than clone running dos
> >> using text mode and a CPU that is twice faster and generation
> >> advanced than the one in the ST. (more a tribute to motorola tho)
> >>
> >> An ST runs software emulation of the below mentioned clone at
> >> 1/2. Given the nature of emulation overhead, this made it at
> >> least 5 times faster than the more expensive machine below.
> >>
> >> An ST was 1/3 the price of the cheapest contemporary clone not
> >> even as powerful as the machine above.
> >
> >Yeah, and I can buy software for an ST where? Come to think of it...where
> >can I buy an ST?
>
> This is completely irrelevant to the point at hand.

I rather thought the point at hand was where or not Apple was doomed. I
could go on for a long time listing all the palces I know where to buy a
Mac from...I don't even have a clue where buy a ST...

August E. Brunsman IV

5266. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: brunsman.3@osu.edu
Message-ID: <brunsman.3-0508961957020001@ml105samac.acs.ohio-state.edu>
Source record: 8747

In article <4u5iv0$fl5@nntp.crl.com>, Kyle R. Hofmann <rhofmann@crl.com> wrote:

> In article
<Your_user_name-0308962241400001@se-590-samac.acs.ohio-state.edu>, wrote:
> : That sales info is a bit of an illusion. As you may or may not know,
> : Apple licensed its first clones almost two years ago. And PowerComputing,
> : the first clone maker, has had explosive growth over the past year.
>
> How many units have they sold? What is their net profit (if any)?
> What is their gross profit? What percent of Macintosh compatibles are
> they selling? What percent of the computer market do they own?

You know, I don't know. I'll have to find that out.

> : I do not believe that Commodore or Atari had any company making clones.
>
> Correct. That was one of the reasons IBM compatibles became popular.
> Clones were usually cheaper. Now, of course, IBM controls a pathetic
> share of the IBM compatible market.
>
And in very short order Apple will be (and has done) the same thing. Is
it too late? Maybe...

> : Also, Commodore and Atari sucked. They were slow, ugly systems, which
> : just didn't have any really good ideas behind them.
>
> Your humble opinion. Not mine.

Well, I have to admit that I was uninformed when I said that they sucked.
I had totally zoned on the fact that Commodore was responsible for Amiga
(which I liked quite a lot when you could still buy them in stores).
>
> : Also, Commodore and Atari were snails compared to PCs. Power Computing
> : (www.powercc.com) now makes a 225Mhz machine with a 604e RISC chip.
>
> At the time of the 8 bits, the Apple line was using 6502 compatibles,
> same as Commodore and Atari. The early Macs used Motorola 68000 chips,
> same as the ST line. If the Atari line had not been discontinued, we
> would be seeing really big hardware in Atari computers right now.

Infact, the ST runs on the 68060 right now. Not a bad chip...but it's
still CISC. Also, there may be an Amiga OS for the CHRP platform.

> : It is far faster than anything you can buy in the WinTel market, no
> : matter how much money you have.
>

> Personally, I'd rather get a bunch of Suns than spend that much money
> on a single chip. After all, it'd probably cost the same.

Ahem? I don't think so...Apples cost a little more but Suns
man...wow...those things are EXPENSIVE! There's a $9,000 Sun box sitting
in the OSU bookstore... it renders 3D images at less than half the speed
of my $2000 7500.
A 604e at 225Mhz is easily twice as fast as my 7500...and still costs far
less than $9,000.

> : And before '96 is over the 620 will be shipping, a 64-bit chip, while
> : WinTel will still be stuck in 32-bit processor land.
>
> That's nice. DEC Alphas have been 64 bit for a long time now, and if
> I'm not mistaken the Pentium is actually 64 bit (but with no way to
> access a 64 bit mode).

Yes, DEC Alphas have been 64 bit for a long time...and they are so cheap
too...not. And that 64 bit mode isn't going to do you much good if you
can't access it...and besides there are many WinTel apps are still 16
bit...
>
> : And within the next 12 months, in addition to Pioneer, Radius, Power
> : Computing, Daystar Digital, Acorn, Goldstar and Ing Olivetti, industry
> : heavyweights such as IBM, Motorola and AT&T will be announcing that they
> : will be shipping CHRP based Power Macintosh compatible systems, and who
> : knows who else will sign up to make CHRP boxes?
>
> And how well CHRP boxes will do is still a mystery.

True enough...only time will tell...

>
> : > Apple Computer - the denial ability of S&L managers, the financial
> : > security of junk bond funds, the technology of yesterday.
> : "technology of yesterday"
>
> : We can take a spiffy P5-200,
>
> YM "P6 200"
>
> : with all the EDO ram and pipeline burst cache
>
> Oooh, I can have a gig of L2 pipeline burst cache? Thanks, this beats
> *anything* out there right now!
>
Yeah...and how much would a GIG of L2 pipeline cost? How many BIOS sets
can even address that much?

> : yu care to put in it, it's happy EIDE drive (which over 90% of WinTel
> : systems are shipped with...god knows why? Mac has been using SCSI for
> : years, as all PCs should)

>
> My friend's 386 dx/25 is all SCSI. He bought it used. My dad buys
> P5's for his office all the time. They're SCSI, too.

Yes...so the question is: why are there so many WinTel machines still
running on EIDE?
>
> : and put it next to a put it next to a
> : PowerComputing 225Mhz 604e and see which one looks more like the
> : "technology of yesterday."
>
> Compare your nice little PPC 604e with that supercomputer Intel is
> building for the US government (with several hundred Pentiums). Which looks
> like the technology of yesterday? Which is using the technology of
> yesterday? Which is better?

What kind of a compairison is this? Can I go down the street and buy one
of these? I think not. But this also brings up a good
point...mulitprocessing. Something that WinTel can't do very
well...within a few days Apple is releasing a dual Chip 604e...for around
$5000...as if one chip didn't totally outclass anything Intel makes...but
two...please.

> It's not about how big your d*ck is, it's about how you use it.

Another lead into a wonderful point. The fact that the MacOS is so much
easier to use (if you find a study that says otherwise...please send it my
way) than anything that Mr.Gates has put his name on. And don't even
start going on about SunOS's...

Apple has been releasing new technology after new technology for the past
two years (really longer than that, but the rate has been amazing over the
past two years). I've said it before, and I will say it again..."If you
want to see tomorrow's PC, just look at today's Macintosh" --BYTE

August E. Brunsman IV

5267. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4u5nj6$13s_003@jf.intel.com>
Source record: 8748

In article <brunsman.3-0508961630010001@ml105samac.acs.ohio-state.edu>,
brunsman.3@osu.edu (August E. Brunsman IV) wrote:
>>Yeah, and I can buy software for an ST where? Come to think of it...where
>can I buy an ST?

Atari Vendors and Developers:
ST Informer Magazine
Toad Computers - America's Atari Source
Computer Direct Hosts of E.A.C.H. web pages.
System Solutions (recommended by Neil Barnes)
Emmesoft - Distribuzione prodotti Atari English pages
Ben Smith's Bravo Sierra Computers Portland's own local Atari dealer
Medusa Computer Systems Incredible power and TOS compatability!

There are just a few - the ones I have looked at on the Web. If you want the
actual URLs, go to http://www.3rdplanet.com/~starship/atari.htm and take a look.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

5268. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4u5nj6$13s_002@jf.intel.com>
Source record: 8749

In article <brunsman.3-0508961541240001@ts35-10.homenet.ohio-state.edu>,
brunsman.3@osu.edu (August E. Brunsman IV) wrote:
>
>Sure...but the question is, why do well over 90% of PCs ship with EIDE?

Because it's cheap. Same reason Chevy outsells Mercedes and Jaguar (the car,
not the game console <G>). For Joe Average, who has no ability to open the box
and plug things in himself, E/IDE is fine. For anyone with a screwdriver and
the ability to use it intelligently, it's pretty disgusting.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

5269. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4u5nj6$13s_001@jf.intel.com>
Source record: 8750

In article <brunsman.3-0508961532360001@ts35-10.homenet.ohio-state.edu>,
brunsman.3@osu.edu (August E. Brunsman IV) wrote:
>>...I totally forgot that Amiga was under Commodore...As for
>Atari...well...I never saw one I liked.

Hmm, I'll bet the last Atari you saw was an 8-bit system running plain-vanilla
Atari DOS (probably version 2.0). Hardly an up-to-date system even in 1985.

>Of course...I have to say that I'e never even seen a Falcon 030 in my
>life. They may be very good boxes (so are NeXT and the BeBox...) but
>there's just not enough software for them...at least I would have no idea
>where to start looking for it.

Here's a few starting points:

http://www.shareware.com (very limited but direct Atari search engine)
http://www.filez.com (much better)
http://www.3rdplanet.com/~starship/atari.htm (my Atari links - still limited but
growing)

>Do you know any place around Columbus, Ohio that I could see Atari's TOS?
>I'd really like to. How much are they going to cost?

I don't think you'll find a Medusa or Hades around there, but it's possible that
there's a Falcon user in town.

>I'm sorry to insult your beloved platforms without enough knowledge. I
>just have such strong memories of my Friend's Commodore 128...it was not
>so hot. And finding good software for it seemed like a real challenge.

Comparing an 8-bit system to a Mac is hardly fair. The C128 was the last Commie
8-bit. If you want to compare Commie to Mac, grab an old Amiga and stack it up
against the Mac Classic. Or for a more modern head-to-head, compare the latest
(and I don't mean "soon to be released," but something that's actually available
now) Mac system to the Medusa.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

5270. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <839360584_OASIS_@pcc-uky.campus.mci.net>
Source record: 8751

In article <brunsman.3-0508961532360001@ts35-10.homenet.ohio-state.edu>
brunsman.3@osu.edu (August E. Brunsman IV) said:-

>This is very true. I've heard stories of Amigas formating six floppy
>disks at once...and I have to admit that an Uncle of mine had an Amiga
>many years ago and he could do things on it that My father's PC couldn't
>come close to...I totally forgot that Amiga was under Commodore...As for
>Atari...well...I never saw one I liked.

That unfortunately, can't be true...An Amiga (like the Atari 800XL
that was its predecessor before it) can only use 4 floppy disks. If
you say 4, then I'll believe it! <grin> If you haven't seen modern
Atari hardware (Falcon/Hades/MKX/DirecT 040+060) and latest software
offerings, then you've missed the best! Software and Hardware quality
for those who follow the Fuji has never been so good.

>Of course...I have to say that I'e never even seen a Falcon 030 in my
>life. They may be very good boxes (so are NeXT and the BeBox...) but
>there's just not enough software for them...at least I would have no idea
>where to start looking for it.

I have had my Falcon since 1993 and I've not been able to keep up with
all the software (commercial and especially PD) that is available. Its
very high quality also. I'm not saying that there is more than what is
available for PC's or Mac's but there is more than the average user can
keep up with. Try just about any of the major Atari FTP sites...they all
have sections dedicated just to the Falcon...

ftp to:

1) toad.net (umich mirror)
2) ftp.cnam.fr
3) ftp.uni-kl.de

and many, many others...not even mentioning GEnie and untold numbers of
WEB sites and privately run BBS's...

>I hope it does make a come back. I'd love to see them alive again on the
>CHRP platform. I'm in very strong support of any good GUI and any system
>that's main focus is on a high quality interface. Macintosh is just the
>only one I've found that people actually recognise...

Like Atari users, Amiga users are very dedicated and loyal...I believe
that the Amiga, as a whole, will do fine.

>Do you know any place around Columbus, Ohio that I could see Atari's TOS?
>I'd really like to. How much are they going to cost?

Hmm...not my area so I'm not sure...I think that there used to be a
pretty big user group in Miami, Ohio...(M.A.C.E.?) Perhaps someone
from Ohio can jump in here and offer assistance? :)

>I'm sorry to insult your beloved platforms without enough knowledge. I
>just have such strong memories of my Friend's Commodore 128...it was not
>so hot. And finding good software for it seemed like a real challenge.

In no way, shape, form or fashion can you compare the 128 to my Falcon!
They are of different worlds... <grin>

--

_/_/_/

5271. This is pretty neat

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: brunsman.3@osu.edu
Message-ID: <brunsman.3-0508962300340001@ml105samac.acs.ohio-state.edu>
Source record: 8752

I was just randomly going through news groups when I saw the "Apple is doomed! blah blah blah" post and reacted...but this is really pretty neat.

I didn't know that there was actually an Atari GUI...I had heard that Amiga was still alive before I stopped by here...but I didn't know that they were thinking about running on CHRP...
Is there an FAQ for this group? Or could someone just fill me in on the state of things for Atari and Amiga in today's world?

Anyhow, thank you very much.
August E. Brunsman IV

5272. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4u3mlk$fv6@morgoth.sfu.ca>
Source record: 8869

starship@3rdplanet.com (Rich Tietjens) writes:

>It /is/ too bad - the point of "standards" is that anyone can use them. When
>you depart from the standard, you are creating a proprietary format. Ever
>heard of Graphics Interchange Format? It is a standard (a copyrighted one,
>but never the less, accepted world-wide as a standard). GIFs can be viewed
>on damn near any machine that has a monitor attached, and some that use
>teletype output only. If you were to decide to add your own "extensions" to
>the GIF 89a definitions, then there would ge exactly /one/ person who could
>view your new picture format - you. Even if you publish the specifications
>for your extensions, if everyone else doesn't immediately adopt them (or
>worse, if the Standards Committee, in this case, CompuServe, who holds the
>copyright to GIF, rejects them), no one else will find them useful - in fact,
>they may be downright annoying if they happen to break existing GIF viewers.

So you are saying that a standard is made when a large group of developers
deside to support a particular standard? Well, 90+% of browser developers
support netscape extensions, so I guess that they are standard.

>PCI /is/ a standard interface. And the newest TOS computers incorporate PCI
>bus slots; there is also a (fairly expensive) VME-to-PCI bus bridge for older
>(e.g., MSTe and TT) TOS systems.

PCI is a bus architecture designed by Intel. It has widespread support but
it was created by Intel and is, largely, controlled by Intel. Just like
netscape extensions. What is the difference.

>OpenGL is a Mac proprietary format, IIRC. Lord knows I don't use it at work.

No. OpenGL is the graphics system used first by SGI and now by some PC
systems. Macs do not support OpenGL.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5273. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: cg841@torfree.net
Message-ID: <DvnH7z.F53.0.sheppard@torfree.net>
Source record: 8870

Please look at this posting as 'beginning good but getting a bit too carried away at the end'. RAAAAAAGE!

Brian Quinlan (quinlan@sfu.ca) wrote:
: Sure, the Web will probably contain mainly text until the end of time
: but that doesn't mean that other formats won't enhave it.

Actually, the web will always mostly contain 'information' of all kinds. The purpose of a web browser is to retrieve files from the Internet without the user having to worry about protocol specific stuff. The purpose of HTML is to have a uniform hypertext standard as well as giving a way of organizing the contents of the document. What is happening right now is that Netscape and Micro$oft are inserting a lot of non-standard tags to make things 'look better' and introducing close to WYSIWYG for HTML. I seem to recall that the original tags were made up in such a way that you were supposed to go 'Header level 1, I wish to look like this on my browser' - and you could get documents to look whatever they wanted to - on YOUR browser. Others would have their own configurations.
The problem that we now see on the web - whether you have noticed it or not - is that a lot of people are spending too much time on what things look like and forget about document context.
"Aren't you using Netscape? Get it NOW!" they say. Well, excuse me! My Internet connection is a terminal emulation through the Toronto Freenet. I'm using Lynx for crying out loud. And I _really_ wanted to know a little bit about Nashville, but the entire page is just [IMAGE] [IMAGE] [IMAGE] [IMAGE] [IMAGE]. I click on a random [IMAGE] and the next page looks just like the first one. Well, fine, if you don't want me to visit your home page, I won't. If you don't want my business, you won't have it. Goodbye.
It is amazing how web page authors want everyone to read their pages but forget that not everyone is using Netscape. So what was it you wanted me to get out of your page? Information or just some fancy text rendered with some nice art package? Try SELLING this... the worst thing is that that is exactly what they are doing...
"Well, sir, it looks damn great! How many will see this?"
"Oh, there are millions and millions of people on the internet..."
"Goodie! That's what I liked to hear! Thanks. Bye!" (customer leaves)
"...but only those using this specific non-standard browser will actually be able to see this the way it's supposed to be..."
There even was a site I visited that had a lot of [IMAGE]s, and on the bottom it said "Mail us!" - now, of course, I couldn't actually find their email address... I suppose it was in one of those [IMAGE]s...
Did you know that the Toronto Freenet alone has 30k users with text-only access to the Internet?

--
Gard Eggesboe Abrahamsen, 60 Homewood Avenue #109, Toronto, Ontario M4Y 2X4
Home: cg841@freenet.toronto.on.ca (416) 923-3437 The Crow II
Work: gabraham@graymatter.on.ca (416) 408-4778 x309 City of Angels

5274. Re: Computer Reporter is trying to use a Falcon, but....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <xVGzQml.brimiller@delphi.com>
Source record: 8871

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>Interesting. I thought the ST was just as easy to install a HD as the Mac is.
>Looks like this is not the case. To install a additional HD on the Mac, just
>install a SCSI cable in the SCSI connector on the Mac. Set the SCSI number in
>the control panel and bingo..it's so easy and anyone's gramdmother can do this.
>None of this boot HDUTIL.PRG nonsense.

To install an HD on the Falcon:

SCSI:
1) Plug in drive.
2) If pre-formatted, boot and go.
3) If requires format, format using AHDI, then boot and go.

IDE:
1) Same story.

IDE on most Macs:
1) Um, there isn't any, it cannot be used.

If one sticks to AHDI, the process is easy. Moving to ICD can complicate
things, but we in the TOS market have a _CHOICE_, unlike most Mac users.
It's proprietary or bust for them.

BR Miller
Boston, MA

5275. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <553992770.26341.24.starship@3rdplanet.com>
Source record: 8872

quinlan@sfu.ca barked in COMP.SYS.ATARI.ADVOCACY on 04 Aug 96:

q> So you are saying that a standard is made when a large group of
q> developers deside to support a particular standard? Well, 90+0f browser
q> developers support netscape extensions, so I guess that they are
q> standard.

Excuse me? Netscape and CAB are the only two browsers that support all of
the Netscape extensions (less frames) to HTML 2.0; MicroSoft has their own
different and incompatible extensions, and Mosaic, Chameleon, Lynx, et al,
stick to the actual HTML 2.0 standard.

>> PCI /is/ a standard interface. And the newest TOS computers incorporate
>> PCI bus slots; there is also a (fairly expensive) VME-to-PCI bus bridge
>> for older (e.g., MSTe and TT) TOS systems.
q>
q> PCI is a bus architecture designed by Intel. It has widespread support
q> but it was created by Intel and is, largely, controlled by Intel. Just
q> like netscape extensions. What is the difference.

The difference is that Intel ran the standard through a committee process to
make sure that it wouldn't cause mopre problems than it solved. Intel also
manufactures more than half of the PC motherboards going into PCs today (the
number may be larger, but I could legitimately testify to "more than half"
under oath).

Netscape, OTOH, doesn't ask anyone else befoer they add more
Netscape-specific extensions to HTML, and doesn't supply "OEM browsers" to
other browser publishers.

>> OpenGL is a Mac proprietary format, IIRC. Lord knows I don't use it at
>> work.
q>
q> No. OpenGL is the graphics system used first by SGI and now by some PC
q> systems. Macs do not support OpenGL.

Ah. Well, then, it can't be an industry-wide standard, can it? It may
/become/ one eventually - but by accretion, rather than a standards committee
endorsement. Right now, it's a proprietary format, like Adobe's PDF.

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm

5276. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <5XGSIQj.brimiller@delphi.com>
Source record: 8873

Rich Tietjens <starship@3rdplanet.com> writes:

>Actually, we could go one better - get the Instant Graphics and Sound desk
>accessory, and I bet we can run IGS graphics over the Web. Full graphics
>animation with sound, hundreds of times faster transfers than QuickTime or
>Mpeg, and no one except Atari users can see them.
>
>Hmmm, there's a project for next week. Start watching for
>http://www.3rdplanet.com/~starship/igs.htm - I think I must have dozens of
>old IGS files around here somewhere, and they are tiny - usually less than 5
>or 6k. Thats about 2 seconds transfer time at 28800...

Heheheh! Great idea. I wonder if CAB extensions to IGS can be made?
Then we have a new standard that we can bash PC/Mac/Amiga for not having!
(Grin)

BR Miller
Boston, MA

5277. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4u4tnn$324_002@jf.intel.com>
Source record: 8874

In article <4tuuru$k9t@morgoth.sfu.ca>, quinlan@sfu.ca (Brian Quinlan) wrote:
>I disagree that something that is non-standard cannot be required. Users
>decide what the requirements of a browser are. While I use lynx occasionally,
>I would never pay for a browser that did not support, for example, Java.

Have you paid for Netscape? OR are you another "do as I say, not as I do" type?

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

5278. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: JEDI
Message-ID: <4u4t2s$9vj@lex.zippo.com>
Source record: 8875
Body handling: HTML body converted to readable text

In article <4u3mlk$fv6@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>starship@3rdplanet.com (Rich Tietjens) writes:
>
>>It /is/ too bad - the point of "standards" is that anyone can use them. When
>>you depart from the standard, you are creating a proprietary format. Ever
>>heard of Graphics Interchange Format? It is a standard (a copyrighted one,
>>but never the less, accepted world-wide as a standard). GIFs can be viewed
>>on damn near any machine that has a monitor attached, and some that use
>>teletype output only. If you were to decide to add your own "extensions" to
>>the GIF 89a definitions, then there would ge exactly /one/ person who could
>>view your new picture format - you. Even if you publish the specifications
>>for your extensions, if everyone else doesn't immediately adopt them (or
>>worse, if the Standards Committee, in this case, CompuServe, who holds the
>>copyright to GIF, rejects them), no one else will find them useful - in fact,
>>they may be downright annoying if they happen to break existing GIF viewers.
>
>So you are saying that a standard is made when a large group of developers
>deside to support a particular standard? Well, 90+% of browser developers
>support netscape extensions, so I guess that they are standard.

...thus locking out anyone that doesn't support the PROPRIETARY
Netscape web document format. This nullifies the most useful
feature of the internet in general. System independence goes straight
to hell and one is left with 2 major alternatives. Implement the standard
correctly and get pooch screwed by any webmaster that thinks 'scape hacks
are the entire universe or attempt to emulate the monster yourself.

Thus, instead of Unix/Linux, one ends up with
PC-Ditto, Wine & WABI...

Furthermore %90 of webmasters don't implement most of the 'scape
non-proprietary standards (excluded) and those that do
do it so poorly as to make it less than useless.

5279. Re: Computer Reporter is trying to use a Falcon, but....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: JEDI
Message-ID: <4u4tmu$a2i@lex.zippo.com>
Source record: 8876

In article <1996Aug3.173316.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <4tsgco$pve@news.gu.se>, pedtober@PROBLEM_WITH_INEWS_GATEWAY_FILE (Tomas Berndtsson) writes:
>
>>> #1. How can I get the Falcon to seek the SCSI drive upon power up?
>>
>> The Falcon first look for an internal IDE, but since you don't have one, it
>> will take a while before it realizes that. It will boot from the SCSI after
>> a while, if you have installed ICD correctly. Use HDUTIL.PRG to set bootdrive
>> and some other stuff.
>> There is a small program, called FASTBOOT or something like that, which puts
>> a program on to the bootsector of a disk. This skips the check for the IDE
>> and it will boot faster.
>>
>>> #2. What kind of cheap little hard drive can I put inside the Falcon, mainly
>>> to hold the system files. I'll used the external SCSI for everything else.
>>
>> The standard internal drive is a 2.5" IDE. It is possible to sqeeze in a 3.5"
>> too but you'll need an adapter for the cable. (I think!)
>>
>> I use only SCSI though, and with the fastboot program, and it's no problems!
>
>Interesting. I thought the ST was just as easy to install a HD as the Mac is.
>Looks like this is not the case. To install a additional HD on the Mac, just

Well, let's grab your machine, yank out it's internal SCSI drive and then
try to install an external IDE drive. Then we'll all watch how easily
your beloved mac boots up with this configuration.

>install a SCSI cable in the SCSI connector on the Mac. Set the SCSI number in
>the control panel and bingo..it's so easy and anyone's gramdmother can do this.
>None of this boot HDUTIL.PRG nonsense.

With the drive type for which it was designed, the Falcon would be
even easier than this. The user would just plug it in.

BTW- last time I checked Dirt Cheap Drives was selling 2.5 IDE's
213Meg for $80.

5280. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: JEDI
Message-ID: <4u4ug5$aab@lex.zippo.com>
Source record: 8877

In article <1996Aug2.170804.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <4tsvpo$l94@lex.zippo.com>, JEDI writes:
>> In article <1996Aug1.195543.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>> Actually, for anyone that didn't enter the computing world
>> YESTERDAY, the PC-brainwashing mentality does have some merit.
>> Some of us remember back when the only thing a PC had going for
>> it was a name and Macs were more expensive than most cars.
>
>Interesting, brainwashing. Have you told Oliver Stone about this?

My ST was 1/3 the price of the cheapest Packard Hell 8088 clone
available in those days. Yet consumers were intent on paying more
for less. In those days the Apple IIs were more expensive than the
aformentioned 8088 clones...

>
>> Yet, despite all of this, people still bought more expensive
>> and quite inferior hardware in droves.
>
>Referring to Wintel and or Mac?

DOS and Mac actually.

>
>>
>> Admittedly, PC's finally did catch up in quality, and Mac
>> caught up in price (finally). However, their existence is
>> dependent on quite an insignificant number of original lemmings.
>
>Original Lemmings? Didn't Atari rely on Lemmings to continue the agony?
>Interesting.

I could do in 1987, what it would take PC's 6 more years to accomplish
at a price I was willing to spend. I had a machine that was before
it's time relative to PC's and spent a lot less for it.

This is not the profile of a lemming.

The profile of a lemming is a person who would flock to buy even then
obsolete clones just for the moniker of 'PC-compatible' when then
cheaper machines were capable of running any software those machines
would run that they might need.

Mac's (actually apples of any kind) were too absurdly priced to be
a viable option.

The price of a Mac still can't beat a well configured clone.

5281. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: JEDI
Message-ID: <4u4v6o$ahn@lex.zippo.com>
Source record: 8878

In article <4tuv4t$ka8@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>JEDI writes:
>
[jedi deleted this]
>> Or perhaps, it is more like: It's fine if those people over there
>> are locked out, just as long as I'm not put out.
>
>I'm sure that I believe this at some level. But this is exactly my point,
>PC and Mac users do not have to worry about being put out. I believe that
>that was Peter's original point.

Tex will be stomped out by the likes of WordPerfect.

This may be the case but, it has not historically been the nature
of the net.

If webmasters decide to become sheep within the Mac and PC flocks,
then they'll destroy the greatest promise of the net.

All those VAXen that have been on the net since before clones existed
will get shut out. Petty Elitists will turn the net into yet another
enviroment where lack of excess wealth will be a barrier.

Not even all Mac and PC users will be able to access the fruits of
your philosophy. Those with the older 'ordained' machines will be
as locked out as any VAX or Amiga.

What makes this even more ironic is the fact that I have even heard
complaints about the nature of PC/Mac upgrade costs from the sorts
of people that already have more money than you'll ever see in your
lifetime.

Frills should remain such.

...and my point stands. You don't care if you lock everyone else out.

5282. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: JEDI
Message-ID: <4u507k$arn@lex.zippo.com>
Source record: 8879

In article <1996Aug2.165752.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <4trm5d$llr@charm.magnus.acs.ohio-state.edu>, JEDI@osu.edu (JEDI) writes:
>
>> In any discussion of cost, one must consider system overhead. For a
>> contemporary PC or Mac, this is CONSIDERABLE.
>> An ST or Falcon will run in what Mac's and PC's waste!
>> So what's taking up the extra 7.5-15.5 Megs?
>
>Consider system overhead? To you it's system overhead, to us its progress. I

In the current political climate, it would be considered anti-
enviromental actually. The statement was posed within a certain
context. What do you have today that put that old machine on
the scrapheap in the landfill? Where have you moved forward?
Or do you just have a few more frills and a lot of stuff you never
use...

>suppose ST advocates think the world should sit still and end progress. No
>sir, I won't give up Quicktime 2.5 that does not exist on that other platform.

You don't use %90 of the functionality of quicktime. You probably don't
know what %90 of that functionality is. What you do use is probably
covered by the functionality of CyberStudio: available years ago for the
ST and usable in 512K of RAM.

>
>What is taking up an extra 7.5-15.5 megs? Are you reffering to HD space or
>internal memory? Considering a 64 meg equipped Powermac and Pentium is
>significantly cheaper than the 040 Hades and also have Netscape to boot up..

This might be germane if not for the fact that nearly no atari user
needs that kind of power. Our OS takes all of ~150K. We don't need
to spend money on Medusas or even Falcons.

The sort of people that use those would be the sort that would need
MUCH more expensive macs.

Once again, you are substituting a few marketing numbers for what
the machine can actually do for you...

...and the best you can come up with is a video display format.

I'd still love a copy of Klingon Kalamity and a .seq -> .avi converter
or the specs to do so.

BTW, the effective thruput of apple's own version of QT (2.03) is actually kinda crappy. Considering that M$ actually swipped QT code for MSVid, it's hard to imagine why it actually works better (faster).

The PC/Mac crowd has created a state wherein where everyone seems to think that in order to even drive one must have a Lexus and that an escort or even crown victoria would not do.

At least PC users have a civilized path in this regard with better incremental upgrades. Mac users are just plain screwed.

5283. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: JEDI
Message-ID: <4u50t8$b3a@lex.zippo.com>
Source record: 8880

In article <GHEIBFDMUP@cabal.shnet.org>, guenther@cabal.shnet.org says...
>
>In <1996Aug1.194240.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>>In article <h-Btvh+.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
>>
>>> Wow, you win the award of excellence for stating the obvious. Peter is
>>> correct - but he also is insisting that people pay more. You get more
>>> support, but you pay more in software, frustration, and hardware. A
>>> starter Mac from ComputerTown is $2000. Starter Falcons cost much less.
>>
>>Pay more for what? Mac and PowerMac hardware hardware in general is cheaper
>>than the 16 mhz 030 Falcon...
>>7200/75 is $999 which includes 4x CD, ethernet, 500 meg HD. How much for an

4x? on a Mac/PC? This is already obsolete. With the exception of
CD changers, 4x is just plain getting rare.

500? Most new PC's are shipping with 1.6 GIG and many are shipping
at 2 (most notably, Mac's direct competition: Aptiva).

>>equivelant Falcon would cost?

Provide your own disk (80bux) and RAM (100bux) and you would have a
Falcon that would be able to do more that your crippled powermac.

Also, how is the state of ATA CDROM support. You can get the bare
OEM vibra 8x CDROM from Best Buy for 120bux.

How much CDROM will 120bux on a mac buy you?

Once you get past the motherboard, costs are quite similar actually.
Although the Falcon supports more, cheaper alternatives.

>
>You are forgetting that an 8 meg PowerMac is inoperable - another 300 US$

Now, honestly, unless you are stupid enough to buy your ram from Apple,
more RAM will only cost you 100bux. 300bux will get you 48M these days
if you know where to shop.

>for RAM. Plus MagiCMac and NVDI/Mac - woops - another 300 US$ gone. Plus a
>Centronics cable - woops - 100 US$ gone, plus a monitor adaptor - woops -
>50 US$, plus a Mac enhanced keyobard - woops - 200 US$ (note that Macs
>generally ship w/o keyboard, exception: the Performa line), plus a
>sensibly sized HD - 300 US$.
>

>And if you somewhen need to change the internal clock battery - they'll
>ask 400 US$ for that.

I am sure that the above reflects Apple pricing... '-)

5284. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: JEDI
Message-ID: <4u51r8$bc9@lex.zippo.com>
Source record: 8881

In article <Your_user_name-0308962241400001@se-590-samac.acs.ohio-state.edu>,
Your_user_name@osu.edu says...

See, this is what happens when you gaff off the user
prompts in homenet setup...

>
>In article <RZHuXbl.brimiller@delphi.com>, Brian-Roland Miller
><brimiller@delphi.com> wrote:
>
[deletia]
>First of all, many companies have taken 16% market share falls and
>survived. Esp. after changing CEOs (as Apple has just done).
>
>Also, Commodore and Atari sucked. They were slow, ugly systems, which
>just didn't have any really good ideas behind them.

a) They were not slow. In there day they were actually better performers
than machines costing 3-10 times as much.
b) The they weren't quite as pretty as Macs (unless emulating one)
but they were much prettier than PC's
c) They had the same ideas behind them that the Mac's and
PC's do today. Although Atari had another one:
Power

>The Macintosh is the realization (although they have published a few huge
>flops in recent years) of building a computer around the people that use
>it. Instead of people having to change their way of doing things to use a
>computer, the computer is made so it works with them.
>Also, Commodore and Atari were snails compared to PCs. Power Computing

This is pure FUD. ST's and Amigas were faster, cheaper and could
do more.

PC's were dinosaurs that gained acclaim by being VAX wannabes and
has yet to deliver. (NT as case in point)

[deletia]
>> Apple Computer - the denial ability of S&L managers, the financial
>> security of junk bond funds, the technology of yesterday.
>"technology of yesterday"
>
>We can take a spiffy P5-200, with all the EDO ram and pipeline burst cache
>you care to put in it, it's happy EIDE drive (which over 90% of WinTel
>systems are shipped with...god knows why? Mac has been using SCSI for
>years, as all PCs should) and put it next to a put it next to a

>PowerComputing 225Mhz 604e and see which one looks more like the
>"technology of yesterday."

Run a real OS on a PC, and SCSI will be twice as fast as EIDE
even on a clone.

100bux gets you SCSI as good as any typical Mac (or clone).

5285. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: JEDI
Message-ID: <4u52at$biu@lex.zippo.com>
Source record: 8882

In article <brunsman.3-0408962253470001@se-590-samac.acs.ohio-state.edu>,
brunsman.3@osu.edu says...
>
>In article <4u1ecg$1j3@flood.xnet.com>, boris-m@tensornet.com wrote:
>
>> Ignorance is a bliss, ain't it?
>>
>> You don't really have any idea what you are talking about, do you?
>
>Um...what happened to those beloved FACTS of yours? What a fact filled
>rebuttal!
>
>How about some more facts...

Digital Research implemented within the same space one needs
for DOS a GUI with a fully device independent API.

An ST running bitmaped text is faster than clone running dos
using text mode and a CPU that is twice faster and generation
advanced than the one in the ST. (more a tribute to motorola tho)

An ST runs software emulation of the below mentioned clone at
1/2. Given the nature of emulation overhead, this made it at
least 5 times faster than the more expensive machine below.

An ST was 1/3 the price of the cheapest contemporary clone not
even as powerful as the machine above.

There were no facts to rebutt.

One opinion was met with another.

You are a hypocrite and should have criticized the
original poster first.

5286. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: JEDI
Message-ID: <4u52dv$bjb@lex.zippo.com>
Source record: 8883

In article <brunsman.3-0408962323200001@se-590-samac.acs.ohio-state.edu>,
brunsman.3@osu.edu says...
>
>DOH! Twice in a row...you'd think I'd remember to set this copy of
>NewsWatcher to my name...and not "your_username"...

Not homenet, but essentially correct.

>
>What can I say? I'm human.
>
>Be well
>August E. Brunsman IV

5287. Petey-Boy Transplant (was: STF Dead)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: JEDI
Message-ID: <4u5465$c31@lex.zippo.com>
Source record: 8884

In article <1996Aug3.233159.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <838847894_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
[deletia]
>> IT's not really a cheap knock off of the MacOS, they were released at
>> pretty much the same time and by Apple's own admission MacOS was
>> copied from Xerox anyway so I don't think the theif should be calling
>> the other theif a theif (thats assuming that TOS was the copy)!
>
>Mac OS was not copied from Zerox. Apple derived a concept from what Zerox was
>working on. Apple did alot more of its own know how that when in the Mac OS.
>Plus Apple gave Zerox some stock. Tos was a knee kerk reaction that was put
>together bt Digital Research. I almost bought an ST back in 85 bought was
>seduced by the Amiga 1000.

For a knee jerk reaction its not bad really. It has a small resource
footprint and most of the necessities for a GUI. Admittedly it
doesn't have a lot of the frills or the bulk. Actually, I'd say it's
more of a poor man's X for DOS and CP/M.

It's similarities to System/Finder are primarily superficial.

>
>>
>> More speed *IS* a waste if it doesn't do more, which was my very point.
>
>Speed does more. Speed allows you to run Quicktime 2.5 in all its glory.

My ST did video in '88: whoop-de-doo...

>Cybordog, Netscape, multimedia apps and games love the speed. You can never

So, you're essentially saying that you spent 2 grand for a set
top box...

>get enough of speed. A $1500 Powerbase 180 puts the Pentiums to shame.

Once again, can someone actually buy this thing somewhere.
It was nowhere to be found on Power's page.

[deletia]
ntium markets pay much less for power.

In the PC/Mac markets you NEED MUCH MORE power.

>>
>> Yes, *POTENTIAL* power, a fast chip doesn't mean a fast machine, for

>> that you need tight and fast code and you mostly don't have that.
>
>I really beg to differ. I have plenty of fast apps. WordPerfect, WriteNow and
>Nisus are high powered compact apps.

Wordperfect, compact? I suppose you think a Peterbuilt is
a 'compact' truck...

>
>> Apart from Opendoc none of that really interests me much. Again the
>> Mac/PC apps are good, and when running on the higher spec machines
>> (costing much more than an ST) they are generally a fair bit better,
>> my point is that by following or adopting the Atari coders and their
>> style the could be an incredible amount better, far better than you
>> really could possibly imagine.
>
>I don't consider the new Powerbase as higher spec machines compared to the
>Powertower line. You make it sound like that the ST platform is the exclusive
>of tight code apps. This is farther from the truth. ClarisWorks, WriteNow,
>WordPerfect and many utilities break that myth that tight code only exists in
>the ST world. This is a fast paced industry. You either lead or get out of the
>way and frankly this what Atari did.

So, is WordPerfect 1 Meg or 2?

Is MacOS 700K or 500K?

What's the smallest usable system configuration: 1024K or 512K?

>
>>>I agree that the ST is fine for email just don't try using Netscape.
>>
>> Netwho? Is that like CAB?
>
>NetScape is many time more than cab.

CAB is meant to be an HTML 2.0 browser, not your one and only
one program for accessing every part of the net (including
text only streams).

Netscape, is also vastly larger.

The standard downloadable these days is 6M.

5288. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4u5ho0$fl5@nntp.crl.com>
Source record: 8885

In article <4tuuru$k9t@morgoth.sfu.ca>, Brian Quinlan wrote:
: Kyle R. Hofmann <rhofmann@crl.com> writes:

: > There's nothing inherently wrong with something such as Shockwave, but
: >it's use must be recognized as non-standard. It may be useful and
: >worthwhile, but you still have to recognize the fact that it's
: >non-standard and henceforth not required.

: I disagree that something that is non-standard cannot be required.

So we should support every proprietary extension in existance, eh?
That way, we'll be sure to be able to read everything. Why not just obey
the standard? It's easier, more functional, and designed with a definite
purpose in mind.

: Users
: decide what the requirements of a browser are. While I use lynx occasionally,
: I would never pay for a browser that did not support, for example, Java.

Then don't. Lynx is free, so are a lot of other browsers (Netscape too!).

: > Browser specific features are what you're advocating when you say that
: >Netscape extensions are good things.

: I said "in general". I think that tables, which were not apart of the
: standard when Netscape implemented them, are so powerful that it was
: more important to get them out early than wait for a committee.

The same argument could be made for any tag; if one person thinks that
the new <foo> tag is The Tag To End All Others, then obviously, the
oh-so-great <foo> tag MUST, above all else, be IMMEDIATELY put into
every browser out there because it's _so important_.

Yeah, right.

-Kyle R. Hofmann

5289. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4u4tnm$324_001@jf.intel.com>
Source record: 8886

In article <1996Aug1.194240.1@cobra.uni.edu>,
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:

>Thats funny, i don't remember paying a penny for Netscape.

As a student, that's correct - you are entitled to unlimited use without payment. However, if you need technical support from Netscape, you have two options: (A) Pay for a fully-registered commercial release of Netscaep, which costs US$49 as of this very minute, or (B) pay the unregistered user tech support fee, which amounts to about $120/hour. I used to work there, I know what it costs. <G>

And, when you graduate or flunk out, you are in violation of US Copyright law if you continue to use Netscape without paying for it. Chances are no one will prosecute - but the fact is that, if you use Netscape beyond the permissible evaluation period, you are a thief and a criminal.

Have a nice day.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

5290. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4u5heh$fl5@nntp.crl.com>
Source record: 8887

In article <4tt0n9$lhm@lex.zippo.com>, wrote:
: So, in the end, instead of having something like ASCII, we're left
: with WPs, SAMs, GEMs, DVIs, TEXs, EZs and interoperability goes
: flying out the window...

Actually, I have a comment to make about this: DVI files are actually processed TeX files (.tex), and they're not plain ASCII for a reason. They are meant to be typeset documents. ASCII is a very poor language for typesetting; TeX is one way around this. It's an extremely powerful typesetting language, and there's no possible way that anything even remotely similar could be done in ASCII.

-Kyle R. Hofmann

5291. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4u5h82$fl5@nntp.crl.com>
Source record: 8888
Body handling: HTML body converted to readable text

In article <4tsjre$616@morgoth.sfu.ca>, Brian Quinlan wrote:
: Kyle R. Hofmann writes:

: > Have you heard of Linux? Linux has kernel support for Java binaries,
: >and compiles on many 68k machines, _including_ STs. Shockwave, AFAIK, is
: >barely supported at all, even in PCs and Macs.

: Actually, Shockware runs very nicely.

...but only when it's supported. It's not a part of standard HTML, so
it's not neccessary to support it. It can even be detrimental to support
it --- it encourages users of that browser to use Shockwave and ignore
users who have other browsers and who don't have access to Shockwave.

: > That's a problem with ignoring standards; you never know what to
: >support. How many is "many"? How many users must want something for it
: >to be supported? How many other vendors must support something for it to
: >be supported by another vendor? The use of standards eliminates that
: >problem.

: Great. But I could make the same argument about a word processor. How
: many users need to want multiple undo before I support it? Do it
: need to support it to be competitive. Well I guess that I'll
: wait until it's a standard.

That's different. HTML is a standard for the presentation of text.
You specify headers of different levels (), the emphasis of the
words (,,,,), the format of the text (
,
),
and various other things (,,
, etc.). (You know, I think I
really screwed up people who are using Netscape to read news) A word
processor is a method of entering text. You can have several word
processors, all of which work with a certain format (HTML is one of
those). The analogy is a poor one.

: > IMHO, the web is intended as a medium to transport text. There's lots
: >of tags to make the presentation better or easier, but the main purpose
: >is to transport text. Yes, forms and text entry fields can be useful,
: >but they should be used only when appropriately (as in search engines).

: Sure, the Web will probably contain mainly text until the end of time
: but that doesn't mean that other formats won't enhave it.

Proprietary exten$ions which degrade pages for those not using
particular browsers do more to hurt the Web then help it.

: > The same could be done with a short C program, and it would probably
: >work better, too. Java certainly has uses, but it's nothing close to
: >what the marketroids are making it out to be.

: The nice thing about Java applets is that they are very portable and
: are fairly secure.

C is very portable and more powerful. The security of Java also
depends greatly on what you let it do --- I've heard that you can write a
Java program to wipe your hard drive (don't ask me, I've just heard
this). When run in the proper environment, C is much more secure (i.e.,
under a Unix clone).

-Kyle R. Hofmann

5292. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4u5i0f$fl5@nntp.crl.com>
Source record: 8889

In article <4u3mlk$fv6@morgoth.sfu.ca>, Brian Quinlan wrote:
: So you are saying that a standard is made when a large group of developers
: deside to support a particular standard?

Nope. Standards are created by an official body of people who write a
governing document which sets forth the rules which define the standard.
POSIX is a standard. HTML is a standard. GIF is a standard. DVI is a
standard. Netscape exten$ions are *not* standard because Netscape is not
the official body which defines HTML.

: Well, 90+% of browser developers
: support netscape extensions, so I guess that they are standard.

We discussed this before. You're wrong.

: >PCI /is/ a standard interface. And the newest TOS computers incorporate PCI
: >bus slots; there is also a (fairly expensive) VME-to-PCI bus bridge for older
: >(e.g., MSTe and TT) TOS systems.

: PCI is a bus architecture designed by Intel. It has widespread support but
: it was created by Intel and is, largely, controlled by Intel. Just like
: netscape extensions. What is the difference.

PCI is _officially_ controlled by Intel. Netscape is not the official
body which creates the HTML standard.

-Kyle R. Hofmann

5293. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-05 00:00:00 UTC
From: brunsman.3@osu.edu
Message-ID: <brunsman.3-0508961532360001@ts35-10.homenet.ohio-state.edu>
Source record: 8890

In article <839285572_OASIS_@pcc-uky.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net wrote:

> In article <Your_user_name-0308962241400001@se-590-samac.acs.ohio-state.edu>
> Your_user_name@osu.edu said:-
>
> >Also, Commodore and Atari sucked. They were slow, ugly systems, which
> >just didn't have any really good ideas behind them.
>
> You are making references in past tense here...so I feel that I have
> no recourse but to reply...you obviously don't know your history...
> The Commodore Amiga and Atari ST both had many ground-breaking (oh yes!)
> innovations when first introduced. The Amiga had the worlds first true
> pre-emptive (not co-operative like Mac!) as well as the worlds first
> first true 32-bit OS...Atari's had built in MIDI ports, DMA, fast GUI,
> etc, etc,...both were leagues ahead of current offerings from other
> manufacturers of the day.

This is very true. I've heard stories of Amigas formating six floppy
disks at once...and I have to admit that an Uncle of mine had an Amiga
many years ago and he could do things on it that My father's PC couldn't
come close to...I totally forgot that Amiga was under Commodore...As for
Atari...well...I never saw one I liked.

> >The Macintosh is the realization (although they have published a few huge
> >flops in recent years) of building a computer around the people that use
> >it. Instead of people having to change their way of doing things to use a
> >computer, the computer is made so it works with them.
>
> Okay, this is subjective and just my opinion; but I do not find Macs
> to be more intuitive than my Falcon 030...I'm sorry but dragging the
> floppy icon to the trash icon to eject the disk is not something that
> strikes me as being "obvious"... :)

Things that can a)be fixed with extentions right now, and b)will be fixed
in MacOS 8.0.
Of course...I have to say that I'e never even seen a Falcon 030 in my
life. They may be very good boxes (so are NeXT and the BeBox...) but
there's just not enough software for them...at least I would have no idea
where to start looking for it.

>
> >Also, Commodore and Atari were snails compared to PCs. Power Computing
>
> Again, you are using past tense here and if so, then you are dead wrong,
> as the Amiga and ST blew smoke rings around PC cpu's of that time....

>
> >And within the next 12 months, in addition to Pioneer, Radius, Power
> >Computing, Daystar Digital, Acorn, Goldstar and Ing Olivetti, industry
> >heavyweights such as IBM, Motorola and AT&T will be announcing that they
> >will be shipping CHRP based Power Macintosh compatible systems, and who
> >knows who else will sign up to make CHRP boxes?
>
> Don't forget the Amiga! They are currently working on a new generation
> of machines that will have the Amiga's tight, effecient, multitasking,
> OS running on PPC's...Atari's TOS is already running on 68060's; I hope
> to see TOS on the PPC, someday as well... Scary, isn't it? <grin>

I hope it does make a come back. I'd love to see them alive again on the CHRP platform. I'm in very strong support of any good GUI and any system that's main focus is on a high quality interface. Macintosh is just the only one I've found that people actually recognise...

Do you know any place around Columbus, Ohio that I could see Atari's TOS? I'd really like to. How much are they going to cost?

I'm sorry to insult your beloved platforms without enough knowledge. I just have such strong memories of my Friend's Commodore 128...it was not so hot. And finding good software for it seemed like a real challenge.

August E. Brunsman IV

5294. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: JEDI@osu.edu
Message-ID: <4u66bl$qbn@charm.magnus.acs.ohio-state.edu>
Source record: 8753

In article <4u5u0t$crc@morgoth.sfu.ca>, quinlan@sfu.ca (Brian Quinlan) wrote:
>JEDI writes:
>
>> ...thus locking out anyone that doesn't support the PROPRIETARY
>> Netscape web document format. This nullifies the most useful
>> feature of the internet in general. System independence goes straight
>> to hell and one is left with 2 major alternatives. Implement the standard
>> correctly and get pooch screwed by any webmaster that thinks 'scape hacks
>> are the entire universe or attempt to emulate the monster yourself.
>
>What is the different between Netscape and GIF89a? That makes Netscape

GIF enhances interoperability and Netscape hinders it.

Ever try viewing a pixmap under lynx? I'd not bet on it being very
pretty on CAB either.

Then there are all of those 'best viewed with program X' and
download 'program X' bits littered about many web pages.

This phenomonon does not exist with GIF, or OpenGL, or PCI.

Furthermore, those are PROPRIETARY standards. Much like any other
PROPRIETARY standards, the proprietor could screw everyone else if they really
wanted too. Microsoft is notorious for this sort of thing.

The PixMap and Frames (which are ugly even on a weak PC running 'scape
itself) are classic examples of 'screwy' extensions.

>extensions propriety and GIF89a a standard? And PCI? And OpenGL?

5295. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: jnorton@nilenet.com
Message-ID: <4u6cd2$cps@thoth.nilenet.com>
Source record: 8754

The Atari ST, TT and Falcons use GEM (Graphics Environment Manager) from Digital Research Incorporated. GEM was ("is" IMHO) the most intuitive OS to be offered in the PC-IBM compatible market. It was nice that DRI cut a deal to port it to the Atari ST. So, PC'ers who have always been "cutting edge/in the know" types should already be very familiar with GEM or at least with the "office style" (desktop) interface. It is nice to think that at least some of the computing that people have done in the last 11 years or so was done so using elegant interfaces from DRI and not the weirdly worded Mac stuff or the old fashioned "tree directory" approach that MS forced people to accept with Windows. DRI did a poor job marketing their OS's, but they were the most amazingly easy to use the market has ever seen.

Atari clones will do OK in specialty markets and with computer hobbiest looking for an alternative to PC or Mac machines. It is pointless to argue the merits of a Mac over a Falcon. The average "computer" person will never even hear about a Falcon, etc. PC'ers really don't care as they have enough trouble figuring out how to keep their own machines up to speed. Mac users are in another world as far as terminology is concerned. Just my thoughts. I am too old to worry much about any of this. I don't even plan on making my kids computer literate. The real problems (like water and food) are much more important. :)

5296. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: boris-m@tensornet.com
Message-ID: <4u6fac$73v@flood.xnet.com>
Source record: 8755

brunsman.3@osu.edu (August E. Brunsman IV) wrote:
>Um...what happened to those beloved FACTS of yours? What a fact filled
>rebuttal!

You want facts? I rarely have time for long posts in advocacy groups (I have more important things to do), but if you insist...

>How about some more facts...

Well, let's see...

>Like the fact that 80% of all computers used for color publishing jobs in
>the advertising, graphic design, printing, publishing and pre-press
>industries are Macintosh, according to a 1996 study by Griffin Dix
>Research Associates. At medium to large sites with more than five
>employees, the share of Macs installed jumps to over 85%.

So? And 90% or so of computer users use PC Compatibles. Does it make them the greatest thing since OS/360? Macs are nice for DTP and alike (but a lot of really high-end stuff is done on workstations, and some on NT boxes), but it definitely does not prove that they are the best.

>That GIGA Information states that Apple is the worldwide market leader in
>digital camera sales. The Apple QuickTake share is greater than that of
>all other digital camera manufacturers combined.

So? I have not really looked into digital cameras (don't need one), but from what I've seen, Apple's are not considered best by far.

>Maybe that Apple has been named the number one vendor in customer
>satisfaction for the sixth time by Linea Edp, the major Italian MIS
>magazine.

Well, for all I know it may mean that Italian computer manufacturers suck. Apple does not rate first in the US.

>That Apple is the most used personal computer brand overall in Australia, per
>IDC, and is the number one brand in Australian small business, education,
>and consumer markets. And that Apple is the number one U.S. computer
>vendor and the number three vendor overall in Japan with 14% to 15% share
>per IDC and Dataquest.

Which does not mean anything, because copmpetition in *MacOS* niche is fairly small (do Mac clone makers even sell in Australia?). How about Mac market share vs. PC market share in Oz? That would be far more meaningful comparison.

>That Apple continues to lead the way in technological innovation.
>According to the 1/29/96 issue of Information Week, Apple Computer was

>awarded 53 U.S. software patents in 1995, more than any other vendor.

Which, again, does not mean anything, as patents are given for all kinds of stuff wghich is not at all earth-shattering. How many of those patents were actually interesting, as opposed to "look and feel" and such?

>Perhaps that the February 1996 issue of PC World magazine rated the Mac OS
>the best 32-bit operating system, over Windows 95, Windows NT, and IBM
>OS/2 Warp.

I tend to disbelieve ratings in commercial magazines. In my personal experience, MacOS was so unstable, that while it might be fare to compare it with 5, putting it in the same league with NT is laughable.

>That Mac OS was the clear winner in the Software Publishers Association's
>first "Ultimate Mac vs.Windows Challenge," in which users of each platform
>were asked to perform eight real world tests. The Mac user, a ten year
>old boy, finished his tasks significantly faster on average than his adult
>Windows counterpart (who I might add had another adult helping him!).

Again, some bogus test with no background information. For all I know, fols who where using the PC might have been Mac users who hate Windows, and the kid might have been brainwashed to perform those tasks without thinking.

>That Apple Power Macintosh 7500 and 8500 received BYTE Magazine's 1995
>Editors' Choice Awards of Excellence, which honor hardware or software
>products whose technical innovations set new standards for products in
>particular classes.

Well, which other products did receive same awards (and, btw, who happened to be largest advertisers in BYTE in around that time?)?

I'd really like to know what was so new in those Macs? They did not seem to break any new ground.

>That InfoWorld named Apple's OpenDoc the winner of the 1995 Landmark
>Technology Award, given to the most significant original idea or advance
>in a current technology each year.

OpenDoc is neat, but does not really have much to do with Macs per se.

>That Power Macintosh 8500 was named "Best Desktop System" in 1995 by
>Ziff Davis's United Kingdom PC Magazine.

Again, what was the competition, what were the parameters, what was the category, etc.?

>I could go on...I could go on for a long, long, long time..but this is
>getting incredibly long as it is. Just because Bill Gates spent half a
>billion $ telling everyone that Win95 is the best things since DOS<sic>
>the fact remains that Win95 is like Mac85...BYTE said it best when they
>said:
>"To see tomorrow's PC, look at today's Macintosh."

Win'95 sucks... Thankfully, on PC's it's not the only thing. Now, how many OS's can you run on a Mac?

>Um...okay.
>The 604e (which PowerComputing sells with UltraSCSI-Wide RAID arrays) will
>still crush the either the PentPro or the Cyrix 6x86...esp. if either of
>them is running Win95...give the PentPro WinNT...and it'll be closer...but
>not much.

Uh, how much will such a system cost? In the same price range, why not compare Power Computing with an Alpha-based system, or a MIPS-based, system (either of which would eat it for lunch), or even a PPC-based system running a superior OS (say, NT)?

>And once the 620 and Copland come out it's just going to be sad. The
>performance gap is growing, it has been ever since Mac started using
>RISC... and it's only going to get bigger until at least '98 when Intel
>starts making RISC chips.

Hmm, have not seen the gap growing that much. In any event, Copland is not out yet, and neither is 620. OTOH, PPro and NT 4.0 are out and useable.

>Look, I was born and raised on PC. I don't have anything against them,
>they have their uses...I guess...I just got fed up with spending days to
>install hard drives...fighting for hours to play games with my 16MB of RAM
>when the problem was that there wasn't enough under 640K!
>I'm a consultant and I spend all day with both systems...and there's no
>question who gets their work done faster and who needs more help from me.
>I hope that Windows does stay powerful for a long time...it will keep my
>pockets full! But on my desk, you will always find the MacOS.

Well, you don't have to fiddle with those if you have a real OS...

My point, from the beginning, though, was that comments re: Commodore and Atari, which where completely ignorant...

The above does not necessarily represent views of my employer,
my educational institution, or of myself.
-Amon Duul

5297. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4u6qov$okr@morgoth.sfu.ca>
Source record: 8756

JEDI@osu.edu (JEDI) writes:

> GIF enhances interoperability and Netscape hinders it.

Why does GIF enhance it and Netscape hinder it?

> This phenomonon does not exist with GIF, or OpenGL, or PCI.

> Furthermore, those are PROPRIETARY standards. Much like any other
>PROPRIETARY standards, the proprietor could screw everyone else if they really
>wanted too. Microsoft is notorious for this sort of thing.

Intel could screw everyone with PCI and SGI could screw everyone with
OpenGL, what's the difference?

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5298. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4u6ruv$or0@morgoth.sfu.ca>
Source record: 8757

boris-m@tensornet.com (Boris Molodyi) writes:

>OpenDoc is neat, but does not really have much to do with Macs per se.

It has a lot to do with the Macintosh in that it has, so far, only
been released for that platform.

>Uh, how much will such a system cost? In the same price range, why not compare
>Power Computing with an Alpha-based system, or a MIPS-based, system (either of
>which would eat it for lunch), or even a PPC-based system running a superior OS
>(say, NT)?

I priced a PowerComputing 225MHz system for $6000 (for a friend with money)
It has:
1MB L2 cache
225MHz 604e
8MB IMS 128-bit video card
2 SCSI-2 buses
4MB XClaim 64-bit video card
64MB RAM
8x CD-ROM
4GB AV Harddrive (7200rpm)
Keyboard
Mouse

That's not a bad price for such a stacked system. Most people would want
half the RAM, only one video card (that's not as good) and a 2GB non-AV
drive. Look at the web site for pricing for less robust systems.

>Hmm, have not seen the gap growing that much. In any event, Copland is not out
>yet, and neither is 620. OTOH, PPro and NT 4.0 are out and useable.

PPro does not compete well with the 604e so we don't have to hold our
breath for the 620.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5299. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4u6r50$ona@morgoth.sfu.ca>
Source record: 8758

boris-m@tensornet.com (Boris Molodyi) writes:

>Why not take a P6-200 with an UltraSCSI-Wide hard drive (something more
>appropriatem given the price range of your crappy 604e) and see which one is
>behind then?...

Well, since you can buy the same PCI cards for both we should just compare
processors. Here are some ByteMarks:

Int Float
200-MHz 604e 4.3 4.4
200-MHz 603e 3.8 2.6
200-MHz Pentium Pro 2.8 3.5

Hmmm, and let's remember that that is for a 200MHz 604e with 512K L2 while
PowerComputing sells a 225MHz 604e with 1MB L2.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5300. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <plLQg+y.brimiller@delphi.com>
Source record: 8759

Brian Quinlan <quinlan@sfu.ca> writes:

>So you are saying that a standard is made when a large group of developers
>deside to support a particular standard? Well, 90+% of browser developers
>support netscape extensions, so I guess that they are standard.

Absolutely untrue. 70% of browsers support MOST forms of Netscape
Extensions, which means that, by using them, roughly 1/3 of the Web
audeience is excluded.

>PCI is a bus architecture designed by Intel. It has widespread support but
>it was created by Intel and is, largely, controlled by Intel. Just like
>netscape extensions. What is the difference.

The difference is, one can successfully extend his system using VME, NuBUS,
or PCI. Many times, one cannot successfully web browse without "Netscape
extensions." Also, PCI bus is hardware, WWW extensions are software.

BR Miller
Boston, MA

5301. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <pHDxgqw.brimiller@delphi.com>
Source record: 8760

August E. Brunsman IV <brunsman.3@osu.edu> writes:

>Like the fact that 80% of all computers used for color publishing jobs in
>the advertising, graphic design, printing, publishing and pre-press
>industries are Macintosh, according to a 1996 study by Griffin Dix
>Research Associates. At medium to large sites with more than five
>employees, the share of Macs installed jumps to over 85%.

It's true that, when you look at niche markets, Apple seems healthy.
But look at the overall sales and financial picture, and things change
drastically, for the worse.

Remember, Atari was once an owner of over 85% of the MIDI and computer
music markets. It was one of the few markets they invested money in
to keep. Even now, after Atari Corp.'s demise, the TOS machine is going
strong in music. Did niche market numbers for Atari paint a rosy picture?
Yes. Was that picture financially realistic? I don't think I have to
answer that one.

BR Miller
Boston, MA

5302. Re: This is pretty neat

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <554056644.7924.615.starship@3rdplanet.com>
Source record: 8761

brunsman.3@osu.edu barked in COMP.SYS.ATARI.ADVOCACY on 05 Aug 96:

b> I was just randomly going through news groups when I saw the "Apple is
b> doomed! blah blah blah" post and reacted...but this is really pretty
b> neat.
b> I didn't know that there was actually an Atari GUI...I had heard that
b> Amiga was still alive before I stopped by here...but I didn't know that
b> they were thinking about running on CHRP...
b> Is there an FAQ for this group? Or could someone just fill me in on
b> the state of things for Atari and Amiga in today's world?

Can't tell you much about the Amiga (although you could call Oregon Research and see what they're selling - I know they were supposed to release a /commercial/ web browser last month); but if you take a look at http://www.3rdplanet.com/~starship/atari.htm, you can get all sorts of references. The Network ST home page even has a screen shot of a full-screen GEM window running on a Falcon.
--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+--------------------------+

5303. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4u7h1c$224_004@jf.intel.com>
Source record: 8762

In article <brunsman.3-0508961942020001@ml105samac.acs.ohio-state.edu>,
brunsman.3@osu.edu (August E. Brunsman IV) wrote:
>
>> >Yeah, and I can buy software for an ST where? Come to think of it...where
>> >can I buy an ST?
>>
>> This is completely irrelevant to the point at hand.
>
>I rather thought the point at hand was where or not Apple was doomed. I
>could go on for a long time listing all the palces I know where to buy a
>Mac from...I don't even have a clue where buy a ST...

I know where to buy an Edsel - or a Lexus, or a Mercedes. That doesn't mean I
want any of those cars, or that they are the best choice for /me/. If the Mac
is the best choice for /you/, that's great - but you should be telling people
over in comp.sys.mac.advocacy if you don't want to hear differing opinions.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

5304. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4u7h1c$224_003@jf.intel.com>
Source record: 8763

In article <4u5u0t$crc@morgoth.sfu.ca>, quinlan@sfu.ca (Brian Quinlan) wrote:
>
>JEDI writes:
>
>> ...thus locking out anyone that doesn't support the PROPRIETARY
>> Netscape web document format. ...
>
>What is the different between Netscape and GIF89a? That makes Netscape
>extensions propriety and GIF89a a standard? And PCI? And OpenGL?

The GIF standard is copyright CIS - and CIS made the "changes" which turned GIF87b into GIF89a. The Netscape extensions are proprietary; they aren't even copyright anyone in particular, much less accepted by a standards committee anywhere.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

5305. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4u89a7$cpu@morgoth.sfu.ca>
Source record: 8764

Kyle R. Hofmann <rhofmann@crl.com> writes:

> C is very portable and more powerful. The security of Java also
>depends greatly on what you let it do --- I've heard that you can write a
>Java program to wipe your hard drive (don't ask me, I've just heard
>this). When run in the proper environment, C is much more secure (i.e.,
>under a Unix clone).

C is not very portable when you need to use any form of interaction besides
stdio. Tell you what, write a C program that displays a window prompting
the user to enter a number and then shows the square of that number in
a window. Easy right, now make sure that it runs properly on SGI, Sun, HP,
Macintosh and PC (under linux, OS/2 and Windows). Not so easy, is it?

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5306. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4u89en$d0u@morgoth.sfu.ca>
Source record: 8765

Kyle R. Hofmann <rhofmann@crl.com> writes:

> Nope. Standards are created by an official body of people who write a
>governing document which sets forth the rules which define the standard.
>POSIX is a standard. HTML is a standard. GIF is a standard. DVI is a
>standard. Netscape exten$ions are *not* standard because Netscape is not
>the official body which defines HTML.

> PCI is _officially_ controlled by Intel. Netscape is not the official
>body which creates the HTML standard.

So that would exclude Netscape extensions but include Java and Shockwave
because Sun and Macromedia are the official body of people who gouvern
those standards.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5307. Programming the Atari 2600

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: georgeb@metronet.com
Message-ID: <4u8afh$qt6@newnews.metronet.com>
Source record: 8766

Hi,

Can anyone point me in the direction for materials to program for the
2600? Everything from writing the code to burning the chips? Any
help would be appreciated. Emal: <georgeb@metronet.com>

Thanks.

George Broussard

5308. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4u8ba2$rpr@nntp.crl.com>
Source record: 8767

In article <4u89a7$cpu@morgoth.sfu.ca>, Brian Quinlan wrote:
: Kyle R. Hofmann <rhofmann@crl.com> writes:

: > C is very portable and more powerful. The security of Java also
: >depends greatly on what you let it do --- I've heard that you can write a
: >Java program to wipe your hard drive (don't ask me, I've just heard
: >this). When run in the proper environment, C is much more secure (i.e.,
: >under a Unix clone).

: C is not very portable when you need to use any form of interaction besides
: stdio.

Ha.

: Tell you what, write a C program that displays a window prompting
: the user to enter a number and then shows the square of that number in
: a window. Easy right, now make sure that it runs properly on SGI, Sun, HP,
: Macintosh and PC (under linux, OS/2 and Windows). Not so easy, is it?

Try X. X runs on SGIs, Suns, HPs, Macs (under mkLinux), PCs (under
Linux), and a bunch of other systems. You write *one* X app, and
recompile it under each platform (due to the differing processors), and
it'll work.

-Kyle R. Hofmann

5309. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4u8bcp$rpr@nntp.crl.com>
Source record: 8768

In article <4u89en$d0u@morgoth.sfu.ca>, Brian Quinlan wrote:
: Kyle R. Hofmann <rhofmann@crl.com> writes:

: > Nope. Standards are created by an official body of people who write a
: >governing document which sets forth the rules which define the standard.
: >POSIX is a standard. HTML is a standard. GIF is a standard. DVI is a
: >standard. Netscape exten$ions are *not* standard because Netscape is not
: >the official body which defines HTML.

: > PCI is _officially_ controlled by Intel. Netscape is not the official
: >body which creates the HTML standard.

: So that would exclude Netscape extensions

Correct. Netscape exten$ions are not standards.

: but include Java and Shockwave because Sun and Macromedia are the
: official body of people who gouvern those standards.

Correct. Java and Shockwave are standards. They are not part of the
HTML standard, however.

-Kyle R. Hofmann

5310. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: JEDI@osu.edu
Message-ID: <4u8f5s$634@charm.magnus.acs.ohio-state.edu>
Source record: 8769

In article <4u89a7$cpu@morgoth.sfu.ca>, quinlan@sfu.ca (Brian Quinlan) wrote:
>Kyle R. Hofmann <rhofmann@crl.com> writes:
>
>> C is very portable and more powerful. The security of Java also
>>depends greatly on what you let it do --- I've heard that you can write a
>>Java program to wipe your hard drive (don't ask me, I've just heard
>>this). When run in the proper environment, C is much more secure (i.e.,
>>under a Unix clone).
>
>C is not very portable when you need to use any form of interaction besides
>stdio. Tell you what, write a C program that displays a window prompting

I wonder why this is? Could it be: no standardization?

What you are advocating is precisely what you descibe below.
Instead of a cross platform API, you want us subjected to 3 or
more forms of MFC, toolbox and whatever OS/2 uses.

The SGI, Sun, HP, and linux boxes however will be no problem to
write in a cross compatible fashion.

STonX is an example of this.

Thanks to that vile X Consortium...

>the user to enter a number and then shows the square of that number in
>a window. Easy right, now make sure that it runs properly on SGI, Sun, HP,
>Macintosh and PC (under linux, OS/2 and Windows). Not so easy, is it?

5311. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4u8fjo$gve@morgoth.sfu.ca>
Source record: 8770

Brian-Roland Miller <brimiller@delphi.com> writes:

>Absolutely untrue. 70% of browsers support MOST forms of Netscape
>Extensions, which means that, by using them, roughly 1/3 of the Web
>audeience is excluded.

According to Netscape, Navigator represents 80% of the browser market.
The source isn't that great but the number seems reasonable. Internet
Explorer probably represents at least 10% of the broswer market
and it supports netscape extensions.

>The difference is, one can successfully extend his system using VME, NuBUS,
>or PCI. Many times, one cannot successfully web browse without "Netscape
>extensions." Also, PCI bus is hardware, WWW extensions are software.

OK, then please explain the difference between OpenGL and Java?

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5312. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: brunsman.3@osu.edu
Message-ID: <brunsman.3-0608961822130001@ts28-3.homenet.ohio-state.edu>
Source record: 8771

In article <4u5nj6$13s_001@jf.intel.com>,
RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens) wrote:

> In article <brunsman.3-0508961532360001@ts35-10.homenet.ohio-state.edu>,
> brunsman.3@osu.edu (August E. Brunsman IV) wrote:
> >>...I totally forgot that Amiga was under Commodore...As for
> >Atari...well...I never saw one I liked.
>
> Hmm, I'll bet the last Atari you saw was an 8-bit system running
plain-vanilla
> Atari DOS (probably version 2.0). Hardly an up-to-date system even in 1985.

You are exactly right.

> >Of course...I have to say that I'e never even seen a Falcon 030 in my
> >life. They may be very good boxes (so are NeXT and the BeBox...) but
> >there's just not enough software for them...at least I would have no idea
> >where to start looking for it.
>
> Here's a few starting points:
>
> http://www.shareware.com (very limited but direct Atari search engine)
> http://www.filez.com (much better)
> http://www.3rdplanet.com/~starship/atari.htm (my Atari links - still
limited but
> growing)

Well good. If it's actually better than Mac, then I hope it finds its way
to my desktop...still, I doubt that finding software for it is anywhere as
easy as it is to find for my 7500...maybe that will change, and if it's
better, so will I.

> >Do you know any place around Columbus, Ohio that I could see Atari's TOS?
> >I'd really like to. How much are they going to cost?
>
> I don't think you'll find a Medusa or Hades around there, but it's
possible that
> there's a Falcon user in town.

Know where I could start looking...I really want to see one now.

>
> >I'm sorry to insult your beloved platforms without enough knowledge. I
> >just have such strong memories of my Friend's Commodore 128...it was not
> >so hot. And finding good software for it seemed like a real challenge.
>

> Comparing an 8-bit system to a Mac is hardly fair. The C128 was the
last Commie
> 8-bit. If you want to compare Commie to Mac, grab an old Amiga and
stack it up
> against the Mac Classic. Or for a more modern head-to-head, compare the
latest
> (and I don't mean "soon to be released," but something that's actually
available
> now) Mac system to the Medusa.

How true...as a little kid I remembered watching my uncle's Amiga (I have no idea what the model was)...I thought it was way cool, and was sad they seemed to die...

Anyhow...I want to learn more about Atari.
But I'm still happy with the Mac on my desk.

Thank you for the education.

August E. Brunsman IV

5313. Re: Computer Reporter is trying to use a Falcon, but....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug6.114726.1@cobra.uni.edu>
Source record: 8772

In article <xVGzQml.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:

> To install an HD on the Falcon:
>
> ---
> SCSI:
> 1) Plug in drive.
> 2) If pre-formatted, boot and go.
> 3) If requires format, format using AHDI, then boot and go.
> ---
> IDE:
> 1) Same story.
> ---
> IDE on most Macs:
> 1) Um, there isn't any, it cannot be used.
> ---
> If one sticks to AHDI, the process is easy. Moving to ICD can complicate
> things, but we in the TOS market have a _CHOICE_, unlike most Mac users.
> It's proprietary or bust for them.
> ---

Ha ha ha. I installed a CDROM changer on a 7200 last month. total time was
less than a minute. Just hooked the SCSI cable to the SCSI port which is
available on all mac desktops except for earlier Mac 128 and 512.

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|

> BR Miller
> Boston, MA

5314. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: brunsman.3@osu.edu
Message-ID: <brunsman.3-0608961854290001@ts28-3.homenet.ohio-state.edu>
Source record: 8773

In article <pHDxgqw.brimiller@delphi.com>, Brian-Roland Miller
<brimiller@delphi.com> wrote:

> August E. Brunsman IV <brunsman.3@osu.edu> writes:
>
> >Like the fact that 80% of all computers used for color publishing jobs in
> >the advertising, graphic design, printing, publishing and pre-press
> >industries are Macintosh, according to a 1996 study by Griffin Dix
> >Research Associates. At medium to large sites with more than five
> >employees, the share of Macs installed jumps to over 85%.
>
> It's true that, when you look at niche markets, Apple seems healthy.
> But look at the overall sales and financial picture, and things change
> drastically, for the worse.

True...but there are MANY niche markets that Macs excell in...Lexus are
much less common than Fords...but I don't think Lexus is in any trouble...

> ---
> Remember, Atari was once an owner of over 85% of the MIDI and computer
> music markets. It was one of the few markets they invested money in
> to keep. Even now, after Atari Corp.'s demise, the TOS machine is going
> strong in music. Did niche market numbers for Atari paint a rosy picture?
> Yes. Was that picture financially realistic? I don't think I have to
> answer that one.

Well, first of all, Mac is embedded in many more nitches than Atari was.
Mac doesn't have to come up against Mac. But you are right...only time
will tell.

August E. Brunsman IV

5315. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: brunsman.3@osu.edu
Message-ID: <brunsman.3-0608961856280001@ts28-3.homenet.ohio-state.edu>
Source record: 8774

In article <554056645.7926.03.starship@3rdplanet.com>,
starship@3rdplanet.com (Rich Tietjens) wrote:

> brunsman.3@osu.edu barked in COMP.SYS.ATARI.ADVOCACY on 05 Aug 96:
>
> b> Another lead into a wonderful point. The fact that the MacOS is so
> b> much easier to use (if you find a study that says otherwise...please send
> b> it my way) than anything that Mr.Gates has put his name on. And don't
> b> even start going on about SunOS's...
> b>
> b> Apple has been releasing new technology after new technology for the
> b> past two years (really longer than that, but the rate has been amazing
> b> over the past two years). I've said it before, and I will say it
> b> again..."If you want to see tomorrow's PC, just look at today's
> b> Macintosh" --BYTE
>
> Uh, Auggie? Did you happen to notice the name of this newsgroup? Did you
> notice that the phrases "mac," "pc," and "ibm" are conspicuous by their
> absence?
>
> Let's talk about Atari products/compatibles, shall we?

Hey, I just responded to a post that was already up there, and in my
orginal post, there were many points about Atari and Amiga...now I'm just
making sure that everyone understand that there are facts behind my
words. If I must stop, I will.

August E. Brunsman IV
(and it's Augie)

5316. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: brunsman.3@osu.edu
Message-ID: <brunsman.3-0608961857170001@ts28-3.homenet.ohio-state.edu>
Source record: 8775

In article <4u7h1c$224_004@jf.intel.com>,
RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens) wrote:

> In article <brunsman.3-0508961942020001@ml105samac.acs.ohio-state.edu>,
> brunsman.3@osu.edu (August E. Brunsman IV) wrote:
> >
> >> >Yeah, and I can buy software for an ST where? Come to think of it...where
> >> >can I buy an ST?
> >>
> >> This is completely irrelevant to the point at hand.
> >
> >I rather thought the point at hand was where or not Apple was doomed. I
> >could go on for a long time listing all the palces I know where to buy a
> >Mac from...I don't even have a clue where buy a ST...
>
> I know where to buy an Edsel - or a Lexus, or a Mercedes. That doesn't
mean I
> want any of those cars, or that they are the best choice for /me/. If
the Mac
> is the best choice for /you/, that's great - but you should be telling people
> over in comp.sys.mac.advocacy if you don't want to hear differing opinions.

So what was that first post doing here?

August E. Brunsman IV

5317. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <554056645.7926.03.starship@3rdplanet.com>
Source record: 8776

brunsman.3@osu.edu barked in COMP.SYS.ATARI.ADVOCACY on 05 Aug 96:

b> Another lead into a wonderful point. The fact that the MacOS is so
b> much easier to use (if you find a study that says otherwise...please send
b> it my way) than anything that Mr.Gates has put his name on. And don't
b> even start going on about SunOS's...
b>
b> Apple has been releasing new technology after new technology for the
b> past two years (really longer than that, but the rate has been amazing
b> over the past two years). I've said it before, and I will say it
b> again..."If you want to see tomorrow's PC, just look at today's
b> Macintosh" --BYTE

Uh, Auggie? Did you happen to notice the name of this newsgroup? Did you notice that the phrases "mac," "pc," and "ibm" are conspicuous by their absence?

Let's talk about Atari products/compatibles, shall we?

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+--------------------------+

5318. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: JEDI
Message-ID: <4u7gch$lf6@lex.zippo.com>
Source record: 8777

In article <4u6qov$okr@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
[deletia]
>> Furthermore, those are PROPRIETARY standards. Much like any other
>>PROPRIETARY standards, the proprietor could screw everyone else if they really
>>wanted too. Microsoft is notorious for this sort of thing.
>
>Intel could screw everyone with PCI and SGI could screw everyone with
>OpenGL, what's the difference?

Go to alt.atheism, get the logic faq and read how to construct
an inductive proof.

5319. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: brunsman.3@osu.edu
Message-ID: <brunsman.3-0608961851180001@ts28-3.homenet.ohio-state.edu>
Source record: 8778

In article <4u6fac$73v@flood.xnet.com>, boris-m@tensornet.com wrote:

> brunsman.3@osu.edu (August E. Brunsman IV) wrote:
> >Um...what happened to those beloved FACTS of yours? What a fact filled
> >rebuttal!
>
> You want facts? I rarely have time for long posts in advocacy groups (I have
> more important things to do), but if you insist...
>
> >How about some more facts...
>
> Well, let's see...
>
> >Like the fact that 80% of all computers used for color publishing jobs in
> >the advertising, graphic design, printing, publishing and pre-press
> >industries are Macintosh, according to a 1996 study by Griffin Dix
> >Research Associates. At medium to large sites with more than five
> >employees, the share of Macs installed jumps to over 85%.
>
> So? And 90% or so of computer users use PC Compatibles. Does it make them the
> greatest thing since OS/360? Macs are nice for DTP and alike (but a lot of
> really high-end stuff is done on workstations, and some on NT boxes), but it
> definitely does not prove that they are the best.

Well...it kind of does...see, a Lexus is better than a Ford...but there
are a hell of a lot more Fords...and I don't think Lexus is going out of
businesses any time soon...

>
> >That GIGA Information states that Apple is the worldwide market leader in
> >digital camera sales. The Apple QuickTake share is greater than that of
> >all other digital camera manufacturers combined.
>
> So? I have not really looked into digital cameras (don't need one), but from
> what I've seen, Apple's are not considered best by far.

No, not best at all...you can buy lots better ones (starting at about
twice as much for about %10 more "betterness"). The point is that they
have stong markets.

>
> >Maybe that Apple has been named the number one vendor in customer
> >satisfaction for the sixth time by Linea Edp, the major Italian MIS
> >magazine.
>
> Well, for all I know it may mean that Italian computer manufacturers

suck. Apple
> does not rate first in the US.

Believe it or not, Italians buy computers made all over the world...and
are open to the same market that the us and other companies are...it says
nothing more than that Italians have taste.

>
> >That Apple is the most used personal computer brand overall in Australia, per
> >IDC, and is the number one brand in Australian small business, education,
> >and consumer markets. And that Apple is the number one U.S. computer
> >vendor and the number three vendor overall in Japan with 14% to 15% share
> >per IDC and Dataquest.
>
> Which does not mean anything, because copmpetition in *MacOS* niche is fairly
> small (do Mac clone makers even sell in Australia?). How about Mac
market share
> vs. PC market share in Oz? That would be far more meaningful comparison.

Dude...that is. It's talking about ALL computers...the term "personal
computer" (found above) includes PCs as well. Those numbers include every
single PC maker that ship internationally (which is just about all of
them). Just like the Italian numbers.

>
> >That Apple continues to lead the way in technological innovation.
> >According to the 1/29/96 issue of Information Week, Apple Computer was
> >awarded 53 U.S. software patents in 1995, more than any other vendor.
>
> Which, again, does not mean anything, as patents are given for all kinds of
> stuff wghich is not at all earth-shattering. How many of those patents were
> actually interesting, as opposed to "look and feel" and such?

A vast hord! With INCREDIBLY useful technologies like OpenDoc, QuickDraw
GX, QuickTime 2.0, QuickDraw 3D, their digital camera technologies,
QuickTime VR, their BEAUTIFUL case desinge on the 7200, 7500, and
7600...their new PowerPC motherboards, the DIMM 128K data path on
them...and tons, tons more.

>
> >Perhaps that the February 1996 issue of PC World magazine rated the Mac OS
> >the best 32-bit operating system, over Windows 95, Windows NT, and IBM
> >OS/2 Warp.
>
> I tend to disbelieve ratings in commercial magazines. In my personal
experience,
> MacOS was so unstable, that while it might be fare to compare it with 5,
putting
> it in the same league with NT is laughable.

The people say what the people say...you can say what you want to say...
I've worked with plenty of Win95 machines that couldn't run for more than

half an hour before they would crash...

>
> >That Mac OS was the clear winner in the Software Publishers Association's
> >first "Ultimate Mac vs.Windows Challenge," in which users of each platform
> >were asked to perform eight real world tests. The Mac user, a ten year
> >old boy, finished his tasks significantly faster on average than his adult
> >Windows counterpart (who I might add had another adult helping him!).
>
> Again, some bogus test with no background information. For all I know,
fols who
> where using the PC might have been Mac users who hate Windows, and the
kid might
> have been brainwashed to perform those tasks without thinking.
>
Well...you can read all about it at Apple's web page...it was highly ammusing...
The details only make it that much more painful...the kid was infact,
randomly picked out of the croud watching them...

> >That Apple Power Macintosh 7500 and 8500 received BYTE Magazine's 1995
> >Editors' Choice Awards of Excellence, which honor hardware or software
> >products whose technical innovations set new standards for products in
> >particular classes.
>
> Well, which other products did receive same awards (and, btw, who
happened to be
> largest advertisers in BYTE in around that time?)?

The many different PC adds add up to many times more what Apple was giving them.
>
> I'd really like to know what was so new in those Macs? They did not seem to
> break any new ground.

Go buy one! Jesus! They are the incredible! They brought DIMMs, great
built in video capture, daughter cards, PCI compatability to the MacOS,
DAVs, and zillions of new software featrues...like the above mentioned
QuickDraw GX and 3D...incredible thigns.

>
> >That InfoWorld named Apple's OpenDoc the winner of the 1995 Landmark
> >Technology Award, given to the most significant original idea or advance
> >in a current technology each year.
>
> OpenDoc is neat, but does not really have much to do with Macs per se.

Well...seeing as how the MacOS is the only OS that runs it...yeah.

>
> >That Power Macintosh 8500 was named "Best Desktop System" in 1995 by
> >Ziff Davis's United Kingdom PC Magazine.
>
> Again, what was the competition, what were the parameters, what was the

> category, etc.?

You can write them if you like...ZD gets WAY more money from PC makes than
Apple...
>
> >I could go on...I could go on for a long, long, long time..but this is
> >getting incredibly long as it is. Just because Bill Gates spent half a
> >billion $ telling everyone that Win95 is the best things since DOS<sic>
> >the fact remains that Win95 is like Mac85...BYTE said it best when they
> >said:
> >"To see tomorrow's PC, look at today's Macintosh."
>
> Win'95 sucks... Thankfully, on PC's it's not the only thing. Now, how
many OS's
> can you run on a Mac?

Well...um...well, with a PCI DOS card you can run anything you could run
on that PC (plus MacOS)...with SoftWindows right now (w/o and hardware
modifications at all) I can run DOS,Windows 3.1(1), and Win95...
And come the end of '96 when MANY (there's a list in one of my eariler
posts) companies start making CHRP (common hardware referene platform)
boxes you will be able to run what ever you please on them...MacOS, Lynux
(sp?), DOS, OS/2, and even Win95.<g>

> >Um...okay.
> >The 604e (which PowerComputing sells with UltraSCSI-Wide RAID arrays) will
> >still crush the either the PentPro or the Cyrix 6x86...esp. if either of
> >them is running Win95...give the PentPro WinNT...and it'll be closer...but
> >not much.
>
> Uh, how much will such a system cost? In the same price range, why not compare
> Power Computing with an Alpha-based system, or a MIPS-based, system (either of
> which would eat it for lunch), or even a PPC-based system running a
superior OS
> (say, NT)?

NT...superior OS...that's beyond laughable.
And Alpha systems cost WAY, WAY more.
As do any UNIX boxes.
>
> >And once the 620 and Copland come out it's just going to be sad. The
> >performance gap is growing, it has been ever since Mac started using
> >RISC... and it's only going to get bigger until at least '98 when Intel
> >starts making RISC chips.
>
> Hmm, have not seen the gap growing that much. In any event, Copland is not out
> yet, and neither is 620. OTOH, PPro and NT 4.0 are out and useable.

First of all, my 100Mhz 601 (which is WAY, WAY slower than a 604e)
absoultly crushes my friends P5-133...and that's a compairison between
Descent running on my box and it running on his, through DOS...in Window's
based tasks the difference is even sadder.

August E. Brunsman IV

5320. Re: This is pretty neat

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: brunsman.3@osu.edu
Message-ID: <brunsman.3-0608961858470001@ts28-3.homenet.ohio-state.edu>
Source record: 8779

In article <554056644.7924.615.starship@3rdplanet.com>,
starship@3rdplanet.com (Rich Tietjens) wrote:

> brunsman.3@osu.edu barked in COMP.SYS.ATARI.ADVOCACY on 05 Aug 96:
>
> b> I was just randomly going through news groups when I saw the "Apple is
> b> doomed! blah blah blah" post and reacted...but this is really pretty
> b> neat.
> b> I didn't know that there was actually an Atari GUI...I had heard that
> b> Amiga was still alive before I stopped by here...but I didn't know that
> b> they were thinking about running on CHRP...
> b> Is there an FAQ for this group? Or could someone just fill me in on
> b> the state of things for Atari and Amiga in today's world?
>
> Can't tell you much about the Amiga (although you could call Oregon Research
> and see what they're selling - I know they were supposed to release a
> /commercial/ web browser last month); but if you take a look at
> http://www.3rdplanet.com/~starship/atari.htm, you can get all sorts of
> references. The Network ST home page even has a screen shot of a full-screen
> GEM window running on a Falcon.
> --
> Visit us at http://www.3rdplanet.com/~starship

Thanks

August E. Brunsman IV

5321. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: brunsman.3@osu.edu
Message-ID: <brunsman.3-0608961827090001@ts28-3.homenet.ohio-state.edu>
Source record: 8780

In article <839360584_OASIS_@pcc-uky.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net wrote:

> In article <brunsman.3-0508961532360001@ts35-10.homenet.ohio-state.edu>
> brunsman.3@osu.edu (August E. Brunsman IV) said:-
>
> >This is very true. I've heard stories of Amigas formating six floppy
> >disks at once...and I have to admit that an Uncle of mine had an Amiga
> >many years ago and he could do things on it that My father's PC couldn't
> >come close to...I totally forgot that Amiga was under Commodore...As for
> >Atari...well...I never saw one I liked.
>
> That unfortunately, can't be true...An Amiga (like the Atari 800XL
> that was its predecessor before it) can only use 4 floppy disks. If
> you say 4, then I'll believe it! <grin> If you haven't seen modern
> Atari hardware (Falcon/Hades/MKX/DirecT 040+060) and latest software
> offerings, then you've missed the best! Software and Hardware quality
> for those who follow the Fuji has never been so good.

Rock on...where do I go see it?
>
> >Of course...I have to say that I'e never even seen a Falcon 030 in my
> >life. They may be very good boxes (so are NeXT and the BeBox...) but
> >there's just not enough software for them...at least I would have no idea
> >where to start looking for it.
>
> I have had my Falcon since 1993 and I've not been able to keep up with
> all the software (commercial and especially PD) that is available. Its
> very high quality also. I'm not saying that there is more than what is
> available for PC's or Mac's but there is more than the average user can
> keep up with. Try just about any of the major Atari FTP sites...they all
> have sections dedicated just to the Falcon...
>
> ftp to:
>
> 1) toad.net (umich mirror)
> 2) ftp.cnam.fr
> 3) ftp.uni-kl.de
>
> and many, many others...not even mentioning GEnie and untold numbers of
> WEB sites and privately run BBS's...
>
> >I hope it does make a come back. I'd love to see them alive again on the
> >CHRP platform. I'm in very strong support of any good GUI and any system
> >that's main focus is on a high quality interface. Macintosh is just the

> >only one I've found that people actually recognise...
>
> Like Atari users, Amiga users are very dedicated and loyal...I believe
> that the Amiga, as a whole, will do fine.
>

Dedicated and loyal...those are two words that describe Mac users very
well (%39 of them according to a study that MacWorld did...how much you
can trust that I don't know...still...I know I am, and I know at least
fifty other people that are personall...and I've never been to a MUG in my
life).

> >Do you know any place around Columbus, Ohio that I could see Atari's TOS?
> >I'd really like to. How much are they going to cost?
>
> Hmm...not my area so I'm not sure...I think that there used to be a
> pretty big user group in Miami, Ohio...(M.A.C.E.?) Perhaps someone
> from Ohio can jump in here and offer assistance? :)

I'd love to know.

> In no way, shape, form or fashion can you compare the 128 to my Falcon!
> They are of different worlds... <grin>

As are a 225Mhz 604e with a quickdraw accelerator card and a
P5-200...<girn-- but true>

Be well

August E. Brunsman IV

5322. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: brunsman.3@osu.edu
Message-ID: <brunsman.3-0608961829540001@ts28-3.homenet.ohio-state.edu>
Source record: 8781

In article <4u6r50$ona@morgoth.sfu.ca>, quinlan@sfu.ca (Brian Quinlan) wrote:

> boris-m@tensornet.com (Boris Molodyi) writes:
>
> >Why not take a P6-200 with an UltraSCSI-Wide hard drive (something more
> >appropriatem given the price range of your crappy 604e) and see which one is
> >behind then?...
>
> Well, since you can buy the same PCI cards for both we should just compare
> processors. Here are some ByteMarks:
>
> Int Float
> 200-MHz 604e 4.3 4.4
> 200-MHz 603e 3.8 2.6
> 200-MHz Pentium Pro 2.8 3.5
>
> Hmmm, and let's remember that that is for a 200MHz 604e with 512K L2 while
> PowerComputing sells a 225MHz 604e with 1MB L2.

I think that pretty much settels who's got the better chip...

August E. Brunsman IV

5323. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug6.113804.1@cobra.uni.edu>
Source record: 8782

In article <GHEIBFDMUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:

> You are forgetting that an 8 meg PowerMac is inoperable - another 300 US$
> for RAM. Plus MagiCMac and NVDI/Mac - woops - another 300 US$ gone. Plus a
> Centronics cable - woops - 100 US$ gone, plus a monitor adaptor - woops -
> 50 US$, plus a Mac enhanced keyobard - woops - 200 US$ (note that Macs
> generally ship w/o keyboard, exception: the Performa line), plus a
> sensibly sized HD - 300 US$.

Why would I need to spend $300 for ram? 16 megs go for $120. Why would I need a Centronics cable? $100 for one is absurb. Why would I need a monitor adaptor that costs $50 when Sony and Viewsonic bundles one? Why would I need to spend $200 for a keyboard when one can be had for less than $50? 500 meg HD is sufficient for most people but to include a extra one can be had for less than $200 for 2 GIGS. Must be expensive on your side of the Atlantic to support the welfare state.

>
> And if you somewhen need to change the internal clock battery - they'll
> ask 400 US$ for that.

ROFT.. You mean they charge that absurb amount to change a clock battery? Must be double for the Falcon..
>
> Thorsten
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|

5324. Re: ATC Change

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug6.114226.1@cobra.uni.edu>
Source record: 8783

In article <4u36ri$a3r@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Does anyone know what happened to ATC? I haven't seen them on AMEX this
> : week....
>
> The merger between Atari and JTS is complete. ATC is now listed
> under JTS and I believe it's on the New York Stock Exchange. For now,
> Atari is simply a division of JTS.

I have not heard much from Atari for some time..Will Atari release the Edisel
for the Christmas season while reducing the Jag console to $29.95? Will new
titles start rolling in? What is Atari/JTS marketing plans for the Jaguar
flagship be for the x-mas season?
If Atari performas decently this season, Atari will rule the market

>
> >> Mark <<
>
> --
> ---
> Mark Rathwell | "For every one Jim Carrey making
> The University Of Guelph | $30 million a movie, there are

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|

5325. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug6.115545.1@cobra.uni.edu>
Source record: 8784

In article <pHDxgqw.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:

> Remember, Atari was once an owner of over 85% of the MIDI and computer
> music markets. It was one of the few markets they invested money in
> to keep. Even now, after Atari Corp.'s demise, the TOS machine is going
> strong in music. Did niche market numbers for Atari paint a rosy picture?
> Yes. Was that picture financially realistic? I don't think I have to
> answer that one.
> ---

He he he. The Midi market was never huged when Atari supposely owned the
market. Atari had a lousy mix of products to begin with. What killed Atari
was their inability to serve that market such as upgrading thier line in a
timely fashion and in enough quantity. Atari took the midi market for granted
and did not really do a credible job of supporting it.

Apple is currently in many niches and doing quite well. Another independent
study was recently released that Apple will increase thier share of the K-12
market.

> BR Miller
> Boston, MA

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|

5326. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <96219.174403STIRRE31@MAINE.MAINE.EDU>
Source record: 8785

August,
You obviously had little trouble finding support for Atari systems.
After all, you're here! All you'd have to do is post in
any Atari support group, tell people what you need to do, and, in
most cases, people will tell you what software to get and where.
It really isn't that hard to find support. You could also
do a search on the WWW for Atari pages. www.toad.net is a very
good place to start. It is true that you have to deal with
mail order for Atari software but it is only a minor nuisance.
You can also download top quality software from an ftp site near you.
-scott tirrell
The Falcon is an incredible machine. You might want to download
the MagicMac demo to get an idea of the Atari desktop.

5327. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.496.000BC11D@cfcsc.dnd.ca>
Source record: 8786

In article <553882919.147.08.starship@3rdplanet.com> starship@3rdplanet.com (Rich Tietjens) writes:
>From: starship@3rdplanet.com (Rich Tietjens)
-snip-
>To give you another example: Right now, you can buy an IDE drive from just
>about any manufacturer and it's pretty much plug & play (disregarding the
>idiocy if crippling SCSI in the first place, which is essentially what IDE
>is). BUT: How would you like it if you had to buy a new interface card and
>load new driver software to install a new hard drive? Or how would you like
>it if there were no CCITT modem standards, and your Brand X modem would only
>connect to other Brand X modems, while Jedi's Brand B would only connect to
>Brand B? That's what happens when you ignore standards.
-snip-
Regarding IDE drives
this has been my experience :^(
I had a WD Caviar, I purchased an IBM
they would not work together, as master/slave, slave/master, whatever.
As _individual_ drives attached one at a time to my IDE controller card they
would work fine, but NOT together.
Next I tried a Seagate IDE, would not work with IBM or WD, only seperately.
next I tried a new IDE card, drives would still not work together.
then a friend loaned my an IDE card, still won't work
Might be my BIOS?
who knows. who cares at this point? I've been spoiled by the Atari.
I just buy any old SCSI drive, plug it in, it works
2 simple.
I _do not_ believe that IDE drives can work together.
theoretically maybe, and there are probably people out there for whom
this works.
me - I'll stick with SCSI :^)

>Visit us at
http://www.3rdplanet.com/~starship>+------------------------------------+------

Atari/TOS 1.04-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp
Kenneth Macdonald/ Coinneach Domhnullaich -speaking only for myself
GraphicArts, Canadian Forces College, Toronto, Ontario, Canada
Qu&#65533;bec dit oui, Qu&#65533;bec dit non=Qu&#65533;bec, la nation dans le pays du Canada

5328. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <839453394_OASIS_@pwomar.demon.co.uk>
Source record: 8787

In article <4u6fac$73v@flood.xnet.com>
boris-m@tensornet.com (Boris Molodyi) said:-

[big snip]
>Win'95 sucks... Thankfully, on PC's it's not the only thing. Now, how many OS's
>can you run on a Mac?

Mostly good points but the Mac is about the best platrorm if you want
to be able to use multiple OSs with a good turn of speed. You can hae
MacOS, MagicMac (TOS/Atari), Windows 3.1, DOS, Windows 95, Linux and a few
other minority systems, you also have the PC compatability cards wich
give you real PC power allowing you to truely have 2 machines in one.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5329. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-06 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <839451922_OASIS_@pwomar.demon.co.uk>
Source record: 8788

In article <4u5iv0$fl5@nntp.crl.com>
Kyle R. Hofmann <rhofmann@crl.com> said:-

>In article <Your_user_name-0308962241400001@se-590-samac.acs.ohio-state.edu>, wrote:
>: That sales info is a bit of an illusion. As you may or may not know,
>: Apple licensed its first clones almost two years ago. And PowerComputing,
>: the first clone maker, has had explosive growth over the past year.

>: I do not believe that Commodore or Atari had any company making clones.
>
> Correct. That was one of the reasons IBM compatibles became popular.
>Clones were usually cheaper. Now, of course, IBM controls a pathetic
>share of the IBM compatible market.

Not Correct! There are many Atari clones like the Hades & Medusa and
C-Lab now makes the Falcon and upgraded Falcons so I guess uou could
call them clones. IBM don't actually control a pathetic share it's
about 8.8 percent, I say thats quite good considering the huge number
of machines out there especially as they paid all the R&D costs and
had to compete with people that just copied it.

>: And before '96 is over the 620 will be shipping, a 64-bit chip, while
>: WinTel will still be stuck in 32-bit processor land.
>
> That's nice. DEC Alphas have been 64 bit for a long time now, and if
>I'm not mistaken the Pentium is actually 64 bit (but with no way to
>access a 64 bit mode).

Wether or not the Pentium is or is not 64 bit is a stupid argument, if
it can't use 64 bit mode WTF is the point? Car analogy time:
Customer: How many cylinders does this model have?
Salesman: If you look inside the bonnet here you will see that it has
a 64 clinder engine although there is no way to access 32 of them.
Customer: Oh that's better than the 48 clylinder model then.......

>: yu care to put in it, it's happy EIDE drive (which over 906f WinTel
>: systems are shipped with...god knows why? Mac has been using SCSI for
>: years, as all PCs should)
>
> My friend's 386 dx/25 is all SCSI. He bought it used. My dad buys
>P5's for his office all the time. They're SCSI, too.

Great, it's still a fact that the vast majority of low/mid range PC's
have E-IDE drives.

>: and put it next to a put it next to a
>: PowerComputing 225Mhz 604e and see which one looks more like the

>: "technology of yesterday."
>
> Compare your nice little PPC 604e with that supercomputer Intel is
>building for the US government (with several hundred Pentiums). Which looks
>like the technology of yesterday? Which is using the technology of
>yesterday? Which is better?

Compare a machine using the same number of the 604's as Intels machine
uses Pentiums and the Intel machine looks like the technology is the
technology of yesterday (and more expensive too), the technology of
yesterday is the Pentiom and the 604 machine is better. I don't see
your point.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5330. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4u96m1$65t@morgoth.sfu.ca>
Source record: 8691

boris-m@tensornet.com (Boris Molodyi) writes:

>>I priced a PowerComputing 225MHz system for $6000 (for a friend with money)
>>It has:
>>1MB L2 cache
>>225MHz 604e
>>8MB IMS 128-bit video card
>>2 SCSI-2 buses
>>4MB XClaim 64-bit video card
>>64MB RAM
>>8x CD-ROM
>>4GB AV Harddrive (7200rpm)
>>Keyboard
>>Mouse

>Yawn, I could have an Alpha system for about the same price...

Really? Please price me an Alpha system with the all the same specs except
for the motherboard. I think that most people consider about to be
within +/-10%. I await your reply.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5331. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4u974t$6j1@morgoth.sfu.ca>
Source record: 8692

Kyle R. Hofmann <rhofmann@crl.com> writes:

> Try X. X runs on SGIs, Suns, HPs, Macs (under mkLinux), PCs (under
>Linux), and a bunch of other systems. You write *one* X app, and
>recompile it under each platform (due to the differing processors), and
>it'll work.

OK, so running your program will force me to have a complete X implementation for my platform. I would assume that I'll also need a C compiler and I'll need a complete unix implementation if the X program needs to do fancy stuff like access the network or even check the time. Good idea, I'd much rather install all of that crap than install Sun's 2MB applet viewer.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5332. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4u97al$6n8@morgoth.sfu.ca>
Source record: 8693

Kyle R. Hofmann <rhofmann@crl.com> writes:

> Correct. Java and Shockwave are standards. They are not part of the
>HTML standard, however.

OK. So HTML is the only standard that should form the basis of the WWW?
There is no content format, besides text, that is part of the HTML
standard. So GIF needn't be supported and therefore shouldn't be used?

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5333. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: Benjamin Sim <msim@erols.com>
Message-ID: <01bb845b$ea89a440$3b4ba1ce@sim>
Source record: 8694

> >Yeah, and I can buy software for an ST where? Come to think of
it...where
> >can I buy an ST?
>
> This is completely irrelevant to the point at hand.

Doesn't it seem that Mac users are a bit insecure? They have to constantly defend their overpriced purchases by slamming every other computer. It's a real sad state of affairs.

Ben

5334. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4uaekh$pp4@nntp.crl.com>
Source record: 8695

In article <4u974t$6j1@morgoth.sfu.ca>, Brian Quinlan wrote:
: Kyle R. Hofmann <rhofmann@crl.com> writes:

: > Try X. X runs on SGIs, Suns, HPs, Macs (under mkLinux), PCs (under
: >Linux), and a bunch of other systems. You write *one* X app, and
: >recompile it under each platform (due to the differing processors), and
: >it'll work.

: OK, so running your program will force me to have a complete X implementation
: for my platform.

Yep. That way, I have the same environment on each. With the same
environment, I can run the same program. Your idea says, "Let's write
the code three times over for completely different and incompatible
environments, then use #ifdefs to mark off large portions of the code."
That's just stupid.

Anything is incompatible between environments unless you change large
amounts of the source code. If one environment can emulate another
(MS-DOS emu, WINE, MS-DOS boxes, SoftWindows), then it's easily possible
because it's the same environment.

The difference between how C is compatible and how environments are
incompatible is that C does not rely on hardware dependant mechanisms
(unless you put in assembler or write straight to the hardware (in which
case you are being directly dependant on the hardware, no matter how
portable C is)). If you write good C code, it can be ported between
Suns, HPs, IBM mainframes, PCs, Macs, Crays, Vaxen, and maybe even
PDP-10s! If you have the same kernel running on each, same C compiler,
and same set of C header files, then all it takes is a re-compile. With
different kernels, compilers, and headers, you have utilities like Imake
and autoconf which allow you to create Makefiles to turn on or off
specific workarounds in your code.

: I would assume that I'll also need a C compiler

If you don't want to compile it, get a binary for your platform.

: and I'll need a complete unix implementation

No, you will simply need the X server (having configuration files and a
window manager helps, though.) BTW, my X server (XF86_SVGA) is 1433k,
and it supports nearly any video card you can think of. That,
configuration files (15k), and a window manager (fvwm 2.0.43 (146k)),
comes to 1594k, just over one and a half meg. Much smaller than Windoze
(any recent version), and pretty good overall.

: if the X program needs to do fancy stuff like access the network or
: even check the time.

Give me a break. If the facility to access the network is there, you
can access it. Ditto with checking the time.

: Good idea, I'd much rather
: install all of that crap than install Sun's 2MB applet viewer.

I think you would. It's smaller and more useful.

-Kyle R. Hofmann

5335. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug7.100318.1@cobra.uni.edu>
Source record: 8696

In article <01bb845b$ea89a440$3b4ba1ce@sim>, "Benjamin Sim" <msim@erols.com> writes:
>> >Yeah, and I can buy software for an ST where? Come to think of
> it...where
>> >can I buy an ST?
>>
>> This is completely irrelevant to the point at hand.
>
> Doesn't it seem that Mac users are a bit insecure? They have to constantly
> defend their overpriced purchases by slamming every other computer. It's a
> real sad state of affairs.

Overpriced purchase? Say again...Who still charges $1500 for an 030 box today
that the market already has put out to pasture? Interesting. I see what you
mean. I consider the $999 7200/75 a bit overpriced despite the included 4x CD,
two ethernet ports, 16 bit sound and acelerated video. Yep the Powermacs are
overpriced. Thank god for PowerComputing and soon Umax/SuperMac.
>
> Ben
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|

5336. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: JEDI
Message-ID: <4ua7lv$2qd@lex.zippo.com>
Source record: 8697

In article <4u8u6q$9ma@flood.xnet.com>, boris-m@tensornet.com says...
>
>quinlan@sfu.ca (Brian Quinlan) wrote:
>
>>I priced a PowerComputing 225MHz system for $6000 (for a friend with money)
>>It has:
>>1MB L2 cache
>>225MHz 604e
>>8MB IMS 128-bit video card
>>2 SCSI-2 buses
>>4MB XClaim 64-bit video card
>>64MB RAM
>>8x CD-ROM
>>4GB AV Harddrive (7200rpm)
>>Keyboard
>>Mouse
>
>Yawn, I could have an Alpha system for about the same price...

You could actually have one for a lot less...
...and have OS options to make the PC's look positively
Mac-like...

5337. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: JEDI
Message-ID: <4ua7hj$2pn@lex.zippo.com>
Source record: 8698

In article <01bb845b$ea89a440$3b4ba1ce@sim>, "Benjamin says...
>
>> >Yeah, and I can buy software for an ST where? Come to think of
>it...where
>> >can I buy an ST?
>>
>> This is completely irrelevant to the point at hand.
>
>Doesn't it seem that Mac users are a bit insecure? They have to constantly
>defend their overpriced purchases by slamming every other computer. It's a
>real sad state of affairs.

It seems with the rest of the market falling down upon them and
the general public believing in the imminent demise of Apple, that they
need to beat on what they percieve as an easy target.

The ST is history now (for the most part). It is odd that anyone
who would bother to come into this group would not have the slightest
hint of it's existence.

5338. Re: Computer Reporter is trying to use a Falcon, but....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: JEDI
Message-ID: <4uaag9$3mg@lex.zippo.com>
Source record: 8699

In article <1996Aug6.114726.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <xVGzQml.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
>
>
>> To install an HD on the Falcon:
>>
>> ---
>> SCSI:
>> 1) Plug in drive.
>> 2) If pre-formatted, boot and go.
>> 3) If requires format, format using AHDI, then boot and go.
>> ---
>> IDE:
>> 1) Same story.
>> ---
>> IDE on most Macs:
>> 1) Um, there isn't any, it cannot be used.
>> ---
>> If one sticks to AHDI, the process is easy. Moving to ICD can complicate
>> things, but we in the TOS market have a _CHOICE_, unlike most Mac users.
>> It's proprietary or bust for them.
>> ---
>
>Ha ha ha. I installed a CDROM changer on a 7200 last month. total time was
>less than a minute. Just hooked the SCSI cable to the SCSI port which is
>available on all mac desktops except for earlier Mac 128 and 512.

Now yank out your boot disk and try it again...

...you never did mention how you would install an IDE drive,
external or otherwise...

5339. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: JEDI
Message-ID: <4ua8j0$33a@lex.zippo.com>
Source record: 8700

In article <4u8u1u$9ma@flood.xnet.com>, boris-m@tensornet.com says...
>
>brunsman.3@osu.edu (August E. Brunsman IV) wrote:
>
>>Well...it kind of does...see, a Lexus is better than a Ford...but there
>>are a hell of a lot more Fords...and I don't think Lexus is going out of
>>businesses any time soon...
>
>Quite true. But there also are a lot of, say, Toyotas (from the makers of Lexus
>B^) too.
>
>>No, not best at all...you can buy lots better ones (starting at about
>>twice as much for about %10 more "betterness"). The point is that they
>>have stong markets.
>
>Well, but what does it say about qualities of MacOS? Nothing...
>
>>Believe it or not, Italians buy computers made all over the world...and
>>are open to the same market that the us and other companies are...it says
>>nothing more than that Italians have taste.
>
>I believe that. But again, satisfaction rate does not mean much. There are lots
>of people satisfied with their FOrd Escorts and Honda Civics, but Lexus still is
>a better car B^)

This example intrigues me, for I view the value of a Lexus to be
in pretense only. I suspect that Mac's serve the same function for
these advocates.

I get more utility out of an F-150 than I could ever get out of a
Lexus for it is actually designed with the above average american
male height in mind.

I wonder if they hit the ceilings of their Macs with their heads?

'-)

5340. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: JEDI
Message-ID: <4ua980$36k@lex.zippo.com>
Source record: 8701

In article <4u97al$6n8@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>Kyle R. Hofmann <rhofmann@crl.com> writes:
>
>> Correct. Java and Shockwave are standards. They are not part of the
>>HTML standard, however.
>
>OK. So HTML is the only standard that should form the basis of the WWW?
>There is no content format, besides text, that is part of the HTML
>standard. So GIF needn't be supported and therefore shouldn't be used?

No, the standard should be constructed such that non-support for
GIF is not a problem.

This is, in fact, the case.

Properly coded pages will have Text Only display options for
the Images.

5341. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: jnorton@nilenet.com
Message-ID: <4uap14$g09@thoth.nilenet.com>
Source record: 8702

Don't forget Adobe! On another note, Soft-Logik should have completed
Pagestream for the PC by now. You can get more info by e-mail at
"tech@slpc.com".

August E. Brunsman IV (brunsman.3@osu.edu) wrote:
: Be well

: August E. Brunsman IV

5342. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: JEDI
Message-ID: <4ua9j4$3d4@lex.zippo.com>
Source record: 8703

In article <1996Aug6.113804.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <GHEIBFDMUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>
>> You are forgetting that an 8 meg PowerMac is inoperable - another 300 US$
>> for RAM. Plus MagiCMac and NVDI/Mac - woops - another 300 US$ gone. Plus a
>> Centronics cable - woops - 100 US$ gone, plus a monitor adaptor - woops -
>> 50 US$, plus a Mac enhanced keyobard - woops - 200 US$ (note that Macs
>> generally ship w/o keyboard, exception: the Performa line), plus a
>> sensibly sized HD - 300 US$.
>
>Why would I need to spend $300 for ram? 16 megs go for $120. Why would I need

It's still an added expense however. Unlike the common Apple paradigm,
the machine is not ready 'out of the box'. It needs modification to
be usable.

>a Centronics cable? $100 for one is absurb. Why would I need a monitor
>adaptor that costs $50 when Sony and Viewsonic bundles one? Why would I need

Then you'll be paying the premium likely to be stamped on anything
'Macintosh'.

>to spend $200 for a keyboard when one can be had for less than $50? 500 meg HD
>is sufficient for most people but to include a extra one can be had for less

This is a rather lame excuse for being behind the times...
Mac's have always been behind in bundled storage and RAM.

>than $200 for 2 GIGS. Must be expensive on your side of the Atlantic to
>support the welfare state.

So? Who sells SCSI drives that cheap?
Dirt Cheap Drives doesn't count...

[jedi deleted this]

5343. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: JEDI
Message-ID: <4uaa1d$3gj@lex.zippo.com>
Source record: 8704

In article <macdonald.496.000BC11D@cfcsc.dnd.ca>, macdonald@cfcsc.dnd.ca says...
>
>In article <553882919.147.08.starship@3rdplanet.com> starship@3rdplanet.com (Rich
Tietjens) writes:
>>From: starship@3rdplanet.com (Rich Tietjens)
>-snip-
>>To give you another example: Right now, you can buy an IDE drive from just
>>about any manufacturer and it's pretty much plug & play (disregarding the
>>idiocy if crippling SCSI in the first place, which is essentially what IDE
>>is). BUT: How would you like it if you had to buy a new interface card and
>>load new driver software to install a new hard drive? Or how would you like
>>it if there were no CCITT modem standards, and your Brand X modem would only
>>connect to other Brand X modems, while Jedi's Brand B would only connect to
>>Brand B? That's what happens when you ignore standards.
>-snip-
>Regarding IDE drives
>this has been my experience :^(
>I had a WD Caviar, I purchased an IBM

An Atarian should really know better than to purchase IBM... '-)

>they would not work together, as master/slave, slave/master, whatever.
>As _individual_ drives attached one at a time to my IDE controller card they
>would work fine, but NOT together.
>Next I tried a Seagate IDE, would not work with IBM or WD, only seperately.
>next I tried a new IDE card, drives would still not work together.
>then a friend loaned my an IDE card, still won't work
>Might be my BIOS?

You did reset the jumpers didn't you?

However, there are known compatibility problems between drive
manufacturers. These are common knowledge.

Personally, I stay away from anything Seagate or IBM.

I've had no interoperability problems with any of my drives.

Vibra ATA cdrom -> WD Caviar
WD Caviar -> Quantum LPS
Quantum LPS -> (who knows what)

5344. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <ZNIwATB.brimiller@delphi.com>
Source record: 8705

Brian Quinlan <quinlan@sfu.ca> writes:

>>The difference is, one can successfully extend his system using VME, NuBUS,
>>or PCI. Many times, one cannot successfully web browse without "Netscape
>>extensions." Also, PCI bus is hardware, WWW extensions are software.
>
>OK, then please explain the difference between OpenGL and Java?

Why? It's been pretty well proven that HTML does not equal Java or
Shcokwave. The WWW is an HTML-based information transfer network. Neither
Java nor Shockwave reside on the web, they are simply methods of sending
data. The most basic, most compatible, most correct way is to send it
as HTML 2.0 information.

Even sending graphics, when those graphics are _REQUIRED_ to access the site,
is incorrect. A site that requires graphics eats bandwidth and eliminates
the ability of Lynx users to use the web.

If, for example, I had NO ASCII text at all, but instead, rendered the site
(say, an online version of War and Peace) as a set of PCX files, would that
be proper? PCX is an accepted, universal format for bitmapped graphics. But
would bandwidth-hogging graphics be necessary, just so one could display
fancy flourishes in letters?

There's a time and place for everything. Using Java is not inherently wrong -
but making a site unaccessable to an HTML-compliant browser most certainly
is.

BR Miller
Boston, MA

5345. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4ua86p$250_001@jf.intel.com>
Source record: 8706

In article <4u89en$d0u@morgoth.sfu.ca>,
quinlan@sfu.ca (Brian Quinlan) wrote:
>
>Kyle R. Hofmann <rhofmann@crl.com> writes:
>
>> Nope. Standards are created by an official body of people
..
>> PCI is _officially_ controlled by Intel. Netscape is not the
>> official body which creates the HTML standard.
>
>So that would exclude Netscape extensions but include Java and
>Shockwave because Sun and Macromedia are the official body of
>people who govern those standards.

Well, in a manner of speaking, yes. Sun owns Java, and any app
that claims to run Java or Java script has to meet their
approval. Same is true of Macromedia/Shockwave. However, since
both of them are being used in non-standard ways (e.g., over the
Web via HTML), they are, in fact, simply downloadable files (or
the scripts that produce the desired effects are), selected and
transferred via HTML but not part of the HTML standard. That's
why I suggested the IGS page (which I /do/ intend to put up Real
Soon Now); it's the exact same phonomenon; people who don't have
the necessary hardware /and/ software to run the
/application-specific/ files will just get a lot of (to them)
useless text. People who are running the Atari ST will get
full-motion animation and "chip" sound with very little overhead.

That doesn't make IGS a standard, though. It's still a
specialized application, as is Java/Javascript and Shockwave.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

5346. Proof that Sinclap hasn't had any life this past month, at least

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4uaimp$298_001@jf.intel.com>
Source record: 8707
Cross-posted to: comp.sys.atari.advocacy,alt.bonehead.sinclap

Well, I was curious. Here's the result of a DejaNews search
with a time period of 1 May 96 - present, searching over 104000
messages:

Poster: sinclap

Hits: 28

Date Newsgroup Author

1. 96/07/13 comp.sys.atari.advo sinclap2954@cobra.u
2. 96/07/08 comp.sys.atari.advo sinclap2954@cobra.u
3. 96/07/08 comp.sys.atari.advo sinclap2954@cobra.u
4. 96/07/05 comp.sys.atari.advo sinclap2954@cobra.u
5. 96/06/12 comp.sys.atari.advo sinclap2954@cobra.u
6. 96/06/12 comp.sys.atari.advo sinclap2954@cobra.u
7. 96/06/18 comp.sys.atari.advo sinclap2954@cobra.u
8. 96/06/19 comp.sys.atari.advo sinclap2954@cobra.u
9. 96/07/05 comp.sys.atari.advo sinclap2954@cobra.u
10. 96/06/15 comp.sys.atari.advo sinclap2954@cobra.u
11. 96/06/18 comp.sys.atari.advo sinclap2954@cobra.u
12. 96/06/22 comp.sys.atari.advo sinclap2954@cobra.u
13. 96/06/17 comp.sys.atari.advo sinclap2954@cobra.u
14. 96/08/03 comp.sys.atari.st sinclap2954@cobra.u
15. 96/07/30 comp.sys.atari.st sinclap2954@cobra.u
16. 96/07/29 comp.sys.atari.st sinclap2954@cobra.u
17. 96/07/25 comp.sys.atari.st sinclap2954@cobra.u
18. 96/07/23 comp.sys.atari.st sinclap2954@cobra.u
19. 96/07/25 comp.sys.atari.st sinclap2954@cobra.u
20. 96/07/22 comp.sys.atari.st sinclap2954@cobra.u
21. 96/07/21 comp.sys.atari.st sinclap2954@cobra.u
22. 96/07/21 comp.sys.atari.st sinclap2954@cobra.u
23. 96/06/10 comp.sys.atari.st sinclap2954@cobra.u
24. 96/06/05 comp.sys.atari.st sinclap2954@cobra.u
25. 96/06/24 comp.sys.atari.st sinclap2954@cobra.u
26. 96/05/28 comp.sys.atari.st sinclap2954@cobra.u
27. 96/07/19 rec.games.video.ata sinclap2954@cobra.u
28. 96/05/28 comp.sys.atari.st sinclap2954@cobra.u

As you can see, EVERY post by him is in an Atari newsgroup - even
the one in the video games hierarchy.

Well, since the man (I use the term loosely) hates Atari so much,
he obviously must be a complete bonehead to hang out in the Atari
newsgroups. Thus a new newsgroup is launched in his "honor:"

alt.bonehead.sinclap

Oh, and Petey: Just because your news server doesn't carry it
doesn't mean that hundreds of thousands of people all over the
world can't. Maybe you can get your sysadmin to explain the
difference between "auto-add" and manual addition of new groups.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

5347. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug7.172506.1@cobra.uni.edu>
Source record: 8708

In article <839453394_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

> Mostly good points but the Mac is about the best platrorm if you want
> to be able to use multiple OSs with a good turn of speed. You can hae
> MacOS, MagicMac (TOS/Atari), Windows 3.1, DOS, Windows 95, Linux and a few
> other minority systems, you also have the PC compatability cards wich
> give you real PC power allowing you to truely have 2 machines in one.
>

Don't forget the Be OS which will run on a stock Powermac by the first quarter/97.

>
> ---
> Paul Womar - Just your average Atari user on the verge of sanity.

GREETINGS..

|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|

5348. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: Benjamin Sim <msim@erols.com>
Message-ID: <01bb845e$07361e00$3b4ba1ce@sim>
Source record: 8709

> > Let's talk about Atari products/compatibles, shall we?
>
> Hey, I just responded to a post that was already up there, and in my
> orginal post, there were many points about Atari and Amiga...now I'm just
> making sure that everyone understand that there are facts behind my
> words. If I must stop, I will.
>
> August E. Brunsman IV
> (and it's Augie)

This idiot must be doing keyword searches on newsgroups for anything negative said about Macs. Mac Lusers are an insecure bunch of fools that have to constantly defend their overpriced machines. With a declining world market share of 10% and US market share of 7%, I guess they will be getting downright meaner.

Let's make it clear: Apple lost the desktop wars. OK. Feel better? There is nothing that Apple can do to win marketshare. They had the world in their hands, but frittered it away due to piss-poor management by a French dude and a sugar water dude.

5349. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4uadi9$3bk_004@jf.intel.com>
Source record: 8710

In article
<brunsman.3-0608961829540001@ts28-3.homenet.ohio-state.edu>,
brunsman.3@osu.edu (August E. Brunsman IV) wrote:
>
>In article <4u6r50$ona@morgoth.sfu.ca>, quinlan@sfu.ca (Brian
Quinlan) wrote:
>
>> boris-m@tensornet.com (Boris Molodyi) writes:
>>
>> Well, since you can buy the same PCI cards for both we should
>> just compare processors. Here are some ByteMarks:
>>
>> Int Float
>> 200-MHz 604e 4.3 4.4
>> 200-MHz 603e 3.8 2.6
>> 200-MHz Pentium Pro 2.8 3.5
>>
>> Hmmm, and let's remember that that is for a 200MHz 604e with
>> 512K L2 while PowerComputing sells a 225MHz 604e with 1MB L2.
>
>I think that pretty much settels who's got the better chip...

It settles who's used the better compiler. Cross-platform tests
that use simple benchmark numbers that test nothing but math are
meaningless. What can the system do in the REAL world? How long
does it take to move 50 megs of data from one address in RAM to
another address in RAM? Of course, even there, you're testing
overall system design, not just the CPU, but that's a lot closer
comparison that tesing a math program.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

5350. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4uadi9$3bk_002@jf.intel.com>
Source record: 8711

In article <macdonald.496.000BC11D@cfcsc.dnd.ca>,
macdonald@cfcsc.dnd.ca (Ken Macdonald) wrote:
>>Regarding IDE drives
>this has been my experience :^(
>I had a WD Caviar, I purchased an IBM
>they would not work together, as master/slave, slave/master,
whatever.
<deletia>
>I _do not_ believe that IDE drives can work together.
>theoretically maybe, and there are probably people out there for
>whom this works.

Given a choice, I use SCSI also, but IDE is the "standard" for
people who have to pay technicians to install things. <G>

WD, Quantum, IBM, and I think Maxtor have difficulties working
together in an IDE master/slave chain; certain drives abosultely
INSIST on being the master in such a relationship when working
with a different brand of IDE drive. And IDE is, after all, an
IBM-designed and somewhat-crippled version of SCSI. The name of
the designer, and the fact that it has departed from the SCSI
/standard/ should tell you why it has problems.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

5351. Re: Computer Reporter is trying to use a Falcon, but....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <839536236_OASIS_@pwomar.demon.co.uk>
Source record: 8712

In article <1996Aug6.114726.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <xVGzQml.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
>
>
>> To install an HD on the Falcon:
>>
>> ---
>> SCSI:
>> 1) Plug in drive.
>> 2) If pre-formatted, boot and go.
>> 3) If requires format, format using AHDI, then boot and go.
>> ---
>> IDE:
>> 1) Same story.
>> ---
>> IDE on most Macs:
>> 1) Um, there isn't any, it cannot be used.

>Ha ha ha. I installed a CDROM changer on a 7200 last month. total time was
>less than a minute. Just hooked the SCSI cable to the SCSI port which is
>available on all mac desktops except for earlier Mac 128 and 512.

Is that funny where you come from? You said you installed a CD Rom
changer in less that a minute and the other bloke said all you ahd to
do was plug the cable into the Falcon to attatch a Hard Drive. That
was funny, once again you seem to have completely mis-read a posting.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5352. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug7.182341.1@cobra.uni.edu>
Source record: 8713

Jabba spoke..

>>Why would I need to spend $300 for ram? 16 megs go for $120. Why would I need
>
> It's still an added expense however. Unlike the common Apple paradigm,
> the machine is not ready 'out of the box'. It needs modification to
> be usable.

Oh, please...Like the Atari Falcon was useful out of the box. The 7200/75 came
out in July/95 and since has been discontinued. With Ram Doubler 2 for $50
will tripple the memory.

>
>>a Centronics cable? $100 for one is absurb. Why would I need a monitor
>>adaptor that costs $50 when Sony and Viewsonic bundles one? Why would I need
>
> Then you'll be paying the premium likely to be stamped on anything
> 'Macintosh'.

Say what? What premium is that? At work, we recently purchased some HP Laser
Jets. No extras needed. Just plugged in the cable to the Apple Talk port. No
mess nor fuss.
>
>>to spend $200 for a keyboard when one can be had for less than $50? 500 meg HD
>>is sufficient for most people but to include a extra one can be had for less
>
> This is a rather lame excuse for being behind the times...
> Mac's have always been behind in bundled storage and RAM.

The 7200/75 is 1995 vintage and since been discontinued. A few left. All
PowerMacs ship with at least 1.2 gigs today.

>>than $200 for 2 GIGS. Must be expensive on your side of the Atlantic to
>>support the welfare state.
>
> So? Who sells SCSI drives that cheap?
> Dirt Cheap Drives doesn't count...

CompUSA in Des Moines.
>
> [jedi deleted this]

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I

```
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|-----------------------------------------------------------------------------|
```

5353. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4uadi9$3bk_003@jf.intel.com>
Source record: 8714

In article <839360584_OASIS_@pcc-uky.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) wrote:
>
> In article
<brunsman.3-0508961532360001@ts35-10.homenet.ohio-state.edu>
> brunsman.3@osu.edu (August E. Brunsman IV) said:-
>
>>I've heard stories of Amigas formating six floppy
>>disks at once...
>
> That unfortunately, can't be true...An Amiga (like the
> Atari 800XL that was its predecessor before it) can only
> use 4 floppy disks.

Actually, Ron, the 800 series can access 8 floppy drives. Atari
didn't produce any drives that would set to D5: or higher, but
there are after-market ROMs for Atari drives that do that. And,
if you install a RAMdisk in, say, a 130XE, you'll find that you
can assign drive numbers up to 8 (possibly higher, depending on
the RAMdisk software).

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

5354. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4uavu8$2n8_001@jf.intel.com>
Source record: 8715

In article
<brunsman.3-0608961851180001@ts28-3.homenet.ohio-state.edu>,
brunsman.3@osu.edu (August E. Brunsman IV) wrote:
>X
>> >That Apple is the most used personal computer brand overall
>> >in Australia, ...
>>
(Previous comment from another user:)
>> Which does not mean anything, because copmpetition in *MacOS*
>> niche is fairly small (do Mac clone makers even sell in
>> Australia?). How about Mac market share
>> vs. PC market share in Oz?
>
>Dude...that is. It's talking about ALL computers...the term
>"personal computer" (found above) includes PCs as well.

Ah, but the key word is "brand." There are exactly one /brand/
of Apple computer. There are /thousands/ of brands of other
personal computers, including but not by any means limited to
IBM, Compaq, Dell, Putrid Smell, Panasonic, Joe's Garage, ad
nauseum. Thus, in order to be the number one /brand/, Apple need
only outsell the largest PC market share holder. Since, until
recently, there /was/ no competition for MacSystem boxes (unless
you count emulators, and you shouldn't), Apple has an effective
monopoly on the market in Oz.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

5355. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4uavu8$2n8_003@jf.intel.com>
Source record: 8716

In article
<brunsman.3-0608961857170001@ts28-3.homenet.ohio-state.edu>,
brunsman.3@osu.edu (August E. Brunsman IV) wrote:

>>> >I rather thought the point at hand was where or not Apple
>>> >was doomed....

And I said:

>> ... but you should be telling people
>> over in comp.sys.mac.advocacy if you don't want to hear
>> differing opinions.
>
>So what was that first post doing here?

If history is any basis for making a judgement, it was in reply
to one of Sinclaptrap's rants.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

5356. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4uavu8$2n8_002@jf.intel.com>
Source record: 8717

In article
<brunsman.3-0608961856280001@ts28-3.homenet.ohio-state.edu>,
brunsman.3@osu.edu (August E. Brunsman IV) wrote:
>
>In article <554056645.7926.03.starship@3rdplanet.com>,
>starship@3rdplanet.com (Rich Tietjens) wrote:
>
>> Uh, Auggie? Did you happen to notice the name of this
>> newsgroup? Did you notice that the phrases "mac," "pc," and
>> "ibm" are conspicuous by their absence?
>>
>> Let's talk about Atari products/compatibles, shall we?
>
>Hey, I just responded to a post that was already up there, and
>in my orginal post, there were many points about Atari and
>Amiga...now I'm just making sure that everyone understand that
>there are facts behind my words. If I must stop, I will.

Oh, you don't /have/ to - I answer some of the off-topic stuff,
too. Just wanted to make sure we all still realize where the
conversation lies, that's all.

>August E. Brunsman IV
>(and it's Augie)

<G> Sorry!

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

5357. Re: Proof that Sinclap hasn't had any life this past month, at least

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug7.231738.1@cobra.uni.edu>
Source record: 8718

In article <4uaimp$298_001@jf.intel.com>, RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens) writes:

> Well, I was curious. Here's the result of a DejaNews search
> with a time period of 1 May 96 - present, searching over 104000
> messages:

Interesting, that Dejanews omitted other newsgroups that are not listed in your tantrum. I would try other newsgroups. Anything interesting in alt.sex.stories.fat? Is that were you and alleged wife hangout to be among pals of your size?

>
> Poster: sinclap
>
> Hits: 28
>
> Date Newsgroup Author
>
> 1. 96/07/13 comp.sys.atari.advo sinclap2954@cobra.u

> As you can see, EVERY post by him is in an Atari newsgroup - even
> the one in the video games hierarchy.

How convenient that others were left out.

> Well, since the man (I use the term loosely) hates Atari so much,
> he obviously must be a complete bonehead to hang out in the Atari
> newsgroups. Thus a new newsgroup is launched in his "honor:"
> alt.bonehead.sinclap

'Yawn'.. I see that you complain and have a spasm on the other newsgroups as well. You spend over half the time flaming others because you want to impose your manners on others.. Sounds like those bunch in San Diego.
>
> Oh, and Petey: Just because your news server doesn't carry it
> doesn't mean that hundreds of thousands of people all over the
> world can't. Maybe you can get your sysadmin to explain the
> difference between "auto-add" and manual addition of new groups.

Amazing how you used Intel's time to accomplish this extradonary feat...

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I

```
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|-----------------------------------------------------------------------------|
```

5358. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4uat4h$142@nntp.crl.com>
Source record: 8719

In article <brunsman.3-0608961851180001@ts28-3.homenet.ohio-state.edu>, August E. Brunsman IV wrote:
: In article <4u6fac$73v@flood.xnet.com>, boris-m@tensornet.com wrote:

: > >Um...okay.
: > >The 604e (which PowerComputing sells with UltraSCSI-Wide RAID arrays) will
: > >still crush the either the PentPro or the Cyrix 6x86...esp. if either of
: > >them is running Win95...give the PentPro WinNT...and it'll be closer...but
: > >not much.
: >
: > Uh, how much will such a system cost? In the same price range, why not compare
: > Power Computing with an Alpha-based system, or a MIPS-based, system (either of
: > which would eat it for lunch), or even a PPC-based system running a
: superior OS
: > (say, NT)?

: NT...superior OS...that's beyond laughable.

Yup. :)

: And Alpha systems cost WAY, WAY more.

Depends on the configuration of the Alpha and the PPC.

: As do any UNIX boxes.

Linux is free. GNU software is free. X is free. You can set up a
fully functional Unix box with a GUI for free, as long as you have the
hardware to do so.

-Kyle R. Hofmann

5359. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4uaimq$298_002@jf.intel.com>
Source record: 8720

In article
<brunsman.3-0608961822130001@ts28-3.homenet.ohio-state.edu>,
brunsman.3@osu.edu (August E. Brunsman IV) wrote:
>
>In article <4u5nj6$13s_001@jf.intel.com>,
>RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens) wrote:
>
>> Hmm, I'll bet the last Atari you saw was an 8-bit system
>running plain-vanilla Atari DOS (probably version 2.0).
>
>You are exactly right.
>
>Well good. If it's actually better than Mac, then I hope it
>finds its way to my desktop...still, I doubt that finding
>software for it is anywhere as easy as it is to find for my
>7500...maybe that will change, and if it's better, so will I.

It depends on what you want to use it for. If you want an
all-in-one system (less monitor, of course) that has built-in
MIDI support (including BIOS support for MIDI), there /is/ no
other system. Each system has its own strengths and weaknesses.
The Mac file system is a weakness, but the relative abundance of
commercial software is a strength (if you prefer the commercial
wares; personally I prefer shareware). Finding software for the
Atari is admittedly harder than for a Mac. It's almost always
worth the trouble, however, unlike more popular platforms, where
it's quite common to find 10 crappy wanna-be programs for every
"this is /almost/ good" program, and hundreds of POCs ("Pieces of
Crap") for every truly good pacakge.

As I have said before - how many videotape databases does one man
need, anyhow?

>> >Do you know any place around Columbus, Ohio that I could see
>> >Atari's TOS?
>> >I'd really like to. How much are they going to cost?
>>
>> I don't think you'll find a Medusa or Hades around there, but
>> it's possible that there's a Falcon user in town.
>
>Know where I could start looking...I really want to see one now.

Not offhand, but post a question in comp.sys.atari.st and you
should at least get an intelligent reply, even if it isn't "yes,
I have one you can come see."

>Anyhow...I want to learn more about Atari.
>But I'm still happy with the Mac on my desk.

For many purposes - even for most purposes - the Mac is a fine machine. I hope to add one to my "stable" someday. I won't give up my Atari, but I would like to have a Mac as well.

>Thank you for the education.

Intelligent discourse is always a pleasure.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

5360. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4uasui$142@nntp.crl.com>
Source record: 8721

In article <brunsman.3-0508961957020001@ml105samac.acs.ohio-state.edu>, August E. Brunsman IV wrote:
: In article <4u5iv0$fl5@nntp.crl.com>, Kyle R. Hofmann <rhofmann@crl.com> wrote:
: > In article <Your_user_name-0308962241400001@se-590-samac.acs.ohio-state.edu>, wrote:
: > : It is far faster than anything you can buy in the WinTel market, no
: > : matter how much money you have.
: >
: > Personally, I'd rather get a bunch of Suns than spend that much money
: > on a single chip. After all, it'd probably cost the same.

: Ahem? I don't think so...Apples cost a little more but Suns
: man...wow...those things are EXPENSIVE! There's a $9,000 Sun box sitting
: in the OSU bookstore... it renders 3D images at less than half the speed
: of my $2000 7500.

Under what conditions? What's running in the background? What tools is it using? How many users are on it?

: > : > Apple Computer - the denial ability of S&L managers, the financial
: > : > security of junk bond funds, the technology of yesterday.
: > : "technology of yesterday"
: >
: > : We can take a spiffy P5-200,
: >
: > YM "P6 200"
: >
: > : with all the EDO ram and pipeline burst cache
: >
: > Oooh, I can have a gig of L2 pipeline burst cache? Thanks, this beats
: > *anything* out there right now!
: >
: Yeah...and how much would a GIG of L2 pipeline cost? How many BIOS sets
: can even address that much?

You said "all the EDO ram and pipeline burst cache you care to put in it". You never mentioned price.

: > : and put it next to a put it next to a
: > : PowerComputing 225Mhz 604e and see which one looks more like the
: > : "technology of yesterday."
: >
: > Compare your nice little PPC 604e with that supercomputer Intel is
: > building for the US government (with several hundred Pentiums). Which looks
: > like the technology of yesterday? Which is using the technology of
: > yesterday? Which is better?

: What kind of a compairison is this? Can I go down the street and buy one
: of these? I think not.

So what? I _like_ absurd comparisons! :)

: But this also brings up a good point...mulitprocessing. Something that
: WinTel can't do very well...

So install Linux.

: > It's not about how big your d*ck is, it's about how you use it.

: Another lead into a wonderful point. The fact that the MacOS is so much
: easier to use

Haw haw!

: (if you find a study that says otherwise...please send it my way)

I don't need a study. I know what works for me.

: than anything that Mr.Gates has put his name on.

Never mind, I'll agree to that. :)

: And don't even start going on about SunOS's...

What about SunOS? I _like_ Unix. Unix is a Good Thing. It's easy to
use and extremely functional for me. SunOS, being a very good Unix
clone, is therefore also a Good Thing. Unix is a good thing, and I like
Good Things.

-Kyle R. Hofmann

5361. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4uarp1$142@nntp.crl.com>
Source record: 8722

In article <4u97al$6n8@morgoth.sfu.ca>, Brian Quinlan wrote:
: Kyle R. Hofmann <rhofmann@crl.com> writes:

: > Correct. Java and Shockwave are standards. They are not part of the
: >HTML standard, however.

: OK. So HTML is the only standard that should form the basis of the WWW?

Yup.

: There is no content format, besides text, that is part of the HTML
: standard.

Correct.

: So GIF needn't be supported and therefore shouldn't be used?

No, it does not have to be supported. From section 5.10 of the HTML
2.0 draft standard (IMG), under SRC:

SRC
specifies the URI of the image resource.

NOTE - In practice, the media types of image
resources are limited to a few raster graphic
formats: typically `image/gif', `image/jpeg'. In
particular, `text/html' resources are not
intended to be used as image resources.

It does not specify that GIFs or JPGs must be supported, and so it's
not required. Those two should be used if you are creating an image to be
displayed on the Web, however; the standard, in stating that the typical
formats for images are GIFs and JPGs is reinforcing the use of GIFs and
JPGs as image formats to be used on the Web and supported by graphical
browsers.

-Kyle R. Hofmann

5362. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: boris-m@tensornet.com
Message-ID: <4u8u1u$9ma@flood.xnet.com>
Source record: 8789

brunsman.3@osu.edu (August E. Brunsman IV) wrote:

>Well...it kind of does...see, a Lexus is better than a Ford...but there
>are a hell of a lot more Fords...and I don't think Lexus is going out of
>businesses any time soon...

Quite true. But there also are a lot of, say, Toyotas (from the makers of Lexus B^) too.

>No, not best at all...you can buy lots better ones (starting at about
>twice as much for about %10 more "betterness"). The point is that they
>have stong markets.

Well, but what does it say about qualities of MacOS? Nothing...

>Believe it or not, Italians buy computers made all over the world...and
>are open to the same market that the us and other companies are...it says
>nothing more than that Italians have taste.

I believe that. But again, satisfaction rate does not mean much. There are lots of people satisfied with their FOrd Escorts and Honda Civics, but Lexus still is a better car B^)

>Dude...that is. It's talking about ALL computers...the term "personal
>computer" (found above) includes PCs as well. Those numbers include every
>single PC maker that ship internationally (which is just about all of
>them). Just like the Italian numbers.

OK, it still isn't. Assume that Apple has even an incredibly high market share of 15% (it probably does not). It still means that 85% market share belongs to various PC clones.

>A vast hord! With INCREDIBLY useful technologies like OpenDoc, QuickDraw
>GX, QuickTime 2.0, QuickDraw 3D, their digital camera technologies,
>QuickTime VR, their BEAUTIFUL case desinge on the 7200, 7500, and
>7600...their new PowerPC motherboards, the DIMM 128K data path on
>them...and tons, tons more.

Hold it, hold it...

It is all nice and well, but let's see... DIMMs (and better memory schemes) were known to man long before Apple introduced them. And by the way, they only have 128 bit data paths, not 128K (that would be cool, though). Higher data paths were used before.

New PowerPC motherboards... Yeah, so? People come out with new Alpha, Intel, MIPS, SPARC, etc motherboards all the time. What makes Apple's so unique?

Beautiful case designs?! Beauty is in the eye of the beholder, innit? 7xxx series aren't ugly, but it 1. does not say anything about what's inside, and 2. there are tons of equally cute machines out there.

QuickTime VR. Yeah, nice, but so what? I much prefer actual reality.

QuickTime 2.0. Yeah, but what is so revolutionary that it can't be done on other systems? As all QT, it's bloated and rather ineficient.

QuickDraw 3D. Yawn. I was running system with OpenGL for years, and it was available even before that.

QuickDraw GX is nice, but how many people really need it's advanced typographical capabilities? Most of it can be done with Unicode just as well, too, and Unicode has been around for quite a while.

OpenDoc, again, isn't anything earth-shattering. There was a lot of talk about things like it a few years ago, and OpenDoc is just one of many projects that managed to survive until now.

>The people say what the people say...you can say what you want to say...
>I've worked with plenty of Win95 machines that couldn't run for more than
>half an hour before they would crash...

Win95 isn't stable, I agree with that. Half-digested DOS code and all. In my experience, though, MacOS was significantly less stable than NT, or even TOS.

>Well...you can read all about it at Apple's web page...it was highly ammusing...
>The details only make it that much more painful...the kid was infact,
>randomly picked out of the croud watching them...

Ahem, got an impartial Web page for it?

>Go buy one! Jesus! They are the incredible! They brought DIMMs, great
>built in video capture, daughter cards, PCI compatability to the MacOS,
>DAVs, and zillions of new software featrues...like the above mentioned
>QuickDraw GX and 3D...incredible thigns.

Well, they might have brough it to MacOS, but the "other" platform had PCI, daughter cards, video capture, DIMMS, EDO RAM, OpenGL, Unicode, etc., etc. long ago. What's so incredible? That Apple finally caught up?

>Well...seeing as how the MacOS is the only OS that runs it...yeah.

It's supposed to be an open standard running on all major operating systems, isn't it? If Apple won't do that, OpenDoc will be about as useful (and open) as a spoiled can of spam.

>Well...um...well, with a PCI DOS card you can run anything you could run
>on that PC (plus MacOS)...with SoftWindows right now (w/o and hardware
>modifications at all) I can run DOS,Windows 3.1(1), and Win95...
>And come the end of '96 when MANY (there's a list in one of my eariler
>posts) companies start making CHRP (common hardware referene platform)
>boxes you will be able to run what ever you please on them...MacOS, Lynux
>(sp?), DOS, OS/2, and even Win95.<g>

Yeah, sure, so I can plug in an overpriced card with 486 on it and run Windows programs. How exciting... SoftWindows is emulation. We could do it on Atari 10 years ago (PC-Ditto).

By the way, when CHRP comes out... it will run NT, MacOS, most probably Linux. It will have to run DOS in emulation, as no one is going to port it. And as far as I know, OS/2 for PPC was scrapped, so it will have to run in emulation as well...

>NT...superior OS...that's beyond laughable.

Well, _I_ like it better. Much more powerful and stable that MacOS will be, and offering real multitasking, security and stability now, not in 5th upgrade to Copland.

>And Alpha systems cost WAY, WAY more.
>As do any UNIX boxes.

Unix boxes are expensive (unless you run Unix on x86), but Alpha systems are quite comparable in price, and given Alpha's speed advantage, they have better price/performance ratio.

>First of all, my 100Mhz 601 (which is WAY, WAY slower than a 604e)
>absoultly crushes my friends P5-133...and that's a compairison between
>Descent running on my box and it running on his, through DOS...in Window's
>based tasks the difference is even sadder.

Well, I've never compared Descent. We have, or had, at various times, 3 Macs, 2 Ataris (ST and TT), one NT box with 90MHz Pentium, and one W95 box with P133. Mac has 601 accelerated to 82MHz (it was 6100/60 originally) with 256K external cache. NT box outruns it, in real world applications _I_ use by a factor of about 2 at least. Surprisingly enough, W95 isn't much faster. (It'l become NT 4.0 as soon as it ships). PPC by itself is an OK chip. However, with MacOS on top of it, it's quite a dog...

The above does not necessarily represent views of my employer,
my educational institution, or of myself.
-Amon Duul

5363. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-07 00:00:00 UTC
From: boris-m@tensornet.com
Message-ID: <4u8u6q$9ma@flood.xnet.com>
Source record: 8790

quinlan@sfu.ca (Brian Quinlan) wrote:

>I priced a PowerComputing 225MHz system for $6000 (for a friend with money)
>It has:
>1MB L2 cache
>225MHz 604e
>8MB IMS 128-bit video card
>2 SCSI-2 buses
>4MB XClaim 64-bit video card
>64MB RAM
>8x CD-ROM
>4GB AV Harddrive (7200rpm)
>Keyboard
>Mouse

Yawn, I could have an Alpha system for about the same price...

The above does not necessarily represent views of my employer,
my educational institution, or of myself.
-Amon Duul

5364. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-08 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4ud2ej$230_002@jf.intel.com>
Source record: 8641

In article <1996Aug7.182341.1@cobra.uni.edu>,
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>
>With Ram Doubler 2 for $50 will tripple the memory.

Ram Doubler is a "virtual memory" package. It has been alleged
by people I trust that it does NOTHING that your system software
wasn't already doing. In other words, you pay extra for a
product that does nothing - snake oil.

And, by the way, "tripple" is not an English word.

Jabba said:
>>
>> Then you'll be paying the premium likely to be stamped on
>> anything 'Macintosh'.
>
>Say what? What premium is that? At work, we recently purchased
>some HP Laser Jets. No extras needed. Just plugged in the
>cable to the Apple Talk port. No mess nor fuss.

According to Hewlett-Packard's pre-sales info line
(800-752-0900), the AppleTalk port (which is actually a LocalTalk
port, according to HP - apparently you don't even know the
correct terminology for your chosen religion) is an /extra-cost/
option on the LJ4 and 5. That's a premium. The LJ4M and 5M
include the LocalTalk port, but the "M" models cost more than the
"plain" models. Therefore, it's a premium.

Put up or shut up, Petey.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

5365. Re: Computer Reporter is trying to use a Falcon, but....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-08 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GHIVABBEUP@cabal.shnet.org>
Source record: 8642

In <1996Aug6.114726.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>Ha ha ha. I installed a CDROM changer on a 7200 last month. total time was
>less than a minute. Just hooked the SCSI cable to the SCSI port which is
>available on all mac desktops except for earlier Mac 128 and 512.

And just don't wonder that e.g. the old, but reliable Toshiba XM-4101
transfers ~260 KB/s on a P475 as opposed to ~309 KB/s on a Falcon.

It's Macintrash, you aren't supposed to ask questions.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

5366. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-08 00:00:00 UTC
From: boris-m@tensornet.com
Message-ID: <4ubhj8$eb8@flood.xnet.com>
Source record: 8723

JEDI wrote:

> This example intrigues me, for I view the value of a Lexus to be
> in pretense only. I suspect that Mac's serve the same function for
> these advocates.

> I get more utility out of an F-150 than I could ever get out of a
> Lexus for it is actually designed with the above average american
> male height in mind.

> I wonder if they hit the ceilings of their Macs with their heads?

> '-)

Funny thing, I'll agree with you. OK, Lexus is a very good car, I sure could find _lots_ of way to spend money better.

OTOH, hitting Mac's ceiling is easy even for a midget...

The above does not necessarily represent views of my employer,
my educational institution, or of myself.
-Amon Duul

5367. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-08 00:00:00 UTC
From: boris-m@tensornet.com
Message-ID: <4ubhu5$eb8@flood.xnet.com>
Source record: 8724

quinlan@sfu.ca (Brian Quinlan) wrote:

>Really? Please price me an Alpha system with the all the same specs except
>for the motherboard. I think that most people consider about to be
>within +/-10%. I await your reply.

I don't have a recent Computer Shopper ready, but about 5 months ago, a 300MHz Alpha box with similar specs (but with 256 byte emmory bus, 2MB cache, and Ultra Wide HD) was selling for about $2000 more. Add five months, bring down CPU speed, cache, etc., and you should fall within 10% or so range...

The above does not necessarily represent views of my employer,
my educational institution, or of myself.
-Amon Duul

5368. Re: ATC Change

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-08 00:00:00 UTC
From: canuss@qnet.com
Message-ID: <3209e337.2559028@news.teleport.com>
Source record: 8725

>I have not heard much from Atari for some time..Will Atari release the Edisel
>for the Christmas season while reducing the Jag console to $29.95?

No.

> Will new titles start rolling in?

No.

>What is Atari/JTS marketing plans for the Jaguar
>flagship be for the x-mas season?

None. from what I understand, JTS has officially stated that the
Jaguar is no longer being made. Looks like it's a Sony/Sega/Nintendont
Christmas.

>If Atari performas decently this season, Atari will rule the market
>
>>

Atari? Oh! you mean that company that used to make cool computers and
video game systems? well, considering they no longer EXIST...
sigh.....

-Mark

==========
[Mark Freid, Anthropomorphic Cartoonist & NetWolf]

Web: http://www.av.qnet.com/~canuss
Email: canuss@qnet.com
FurryMUCK: Canuss
GEnie: m.freid1 (visit the Beastie Board!)
(Comics RT, Cat 38)
Furry Code:
FCwA+++C++H+M/M+~Z+++SmRLCTcn++d+i++a23e+h*p++sm--
==========

5369. Re: ATC Change

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-08 00:00:00 UTC
From: canuss@qnet.com
Message-ID: <3209e4a9.2928626@news.teleport.com>
Source record: 8726

Oh! that was sarcasm!

Don't worry...

I get it.

(a-heh)

-Mark

==========
[Mark Freid, Anthropomorphic Cartoonist & NetWolf]

Web: http://www.av.qnet.com/~canuss
Email: canuss@qnet.com
FurryMUCK: Canuss
GEnie: m.freid1 (visit the Beastie Board!)
(Comics RT, Cat 38)
Furry Code:
FCwA+++C++H+M/M+~Z+++SmRLCTcn++d+i++a23e+h*p++sm--
==========

5370. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-08 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4uc411$r9q@morgoth.sfu.ca>
Source record: 8727

JEDI writes:

> No, the standard should be constructed such that non-support for
> GIF is not a problem.

> This is, in fact, the case.

> Properly coded pages will have Text Only display options for
> the Images.

This true of Java and Shockwave as well. If your browser cannot view them
they need not be requested.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5371. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-08 00:00:00 UTC
From: canuss@qnet.com
Message-ID: <3209e2db.2467036@news.teleport.com>
Source record: 8728

>>I'm sorry to insult your beloved platforms without enough knowledge. I
>>just have such strong memories of my Friend's Commodore 128...it was not
>>so hot. And finding good software for it seemed like a real challenge.
>
> In no way, shape, form or fashion can you compare the 128 to my Falcon!
> They are of different worlds... <grin>
>

While this is going on, let me compare the Timex Sinclair to the Amiga
4000T... <g>

-Mark

==========
[Mark Freid, Anthropomorphic Cartoonist & NetWolf]

Web: http://www.av.qnet.com/~canuss
Email: canuss@qnet.com
FurryMUCK: Canuss
GEnie: m.freid1 (visit the Beastie Board!)
(Comics RT, Cat 38)
Furry Code:
FCwA+++C++H+M/M+~Z+++SmRLCTcn++d+i++a23e+h*p++sm--
==========

5372. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-08 00:00:00 UTC
From: JEDI
Message-ID: <4ucpbi$bch@lex.zippo.com>
Source record: 8729

In article <4ubhj8$eb8@flood.xnet.com>, boris-m@tensornet.com says...
>
>JEDI wrote:
>
>> This example intrigues me, for I view the value of a Lexus to be
>> in pretense only. I suspect that Mac's serve the same function for
>> these advocates.
>
>> I get more utility out of an F-150 than I could ever get out of a
>> Lexus for it is actually designed with the above average american
>> male height in mind.
>
>> I wonder if they hit the ceilings of their Macs with their heads?
>
>> '-)
>
>Funny thing, I'll agree with you. OK, Lexus is a very good car, I sure could
>find _lots_ of way to spend money better.

I never said Lexus was a very good car. In fact, I said it was a poor
one.

The Mac/PC crowd has convinced the general public that one needs
a Lexus just for basic transportation and that an escort or
even a crown victoria will no longer do...

5373. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-08 00:00:00 UTC
From: JEDI
Message-ID: <4ucrd8$c0u@lex.zippo.com>
Source record: 8730

In article <1996Aug7.182341.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>Jabba spoke..
>
>>>Why would I need to spend $300 for ram? 16 megs go for $120. Why would I need
>>
>> It's still an added expense however. Unlike the common Apple paradigm,
>> the machine is not ready 'out of the box'. It needs modification to
>> be usable.
>
>Oh, please...Like the Atari Falcon was useful out of the box. The 7200/75 came

Yes it was actually. Even without a harddrive, any ST+ class machine
is quite ready to run with even 1Meg RAM. This is the benefit of
an OS that takes 200K of storage and 200K of RAM.

>out in July/95 and since has been discontinued. With Ram Doubler 2 for $50
>will tripple the memory.
>
>>
>>>a Centronics cable? $100 for one is absurb. Why would I need a monitor
>>>adaptor that costs $50 when Sony and Viewsonic bundles one? Why would I need
>>
>> Then you'll be paying the premium likely to be stamped on anything
>> 'Macintosh'.
>
>Say what? What premium is that? At work, we recently purchased some HP Laser

I've seen complaints in mac.advocacy regarding the way in which mac
vendors soak mac users for components such as monitors and harddrives.
They'll do nothing more than slap a 'for mac' sticker on a generic
part and jack up the price.

>Jets. No extras needed. Just plugged in the cable to the Apple Talk port. No
>mess nor fuss.
>>
>>>to spend $200 for a keyboard when one can be had for less than $50? 500 meg HD
>>>is sufficient for most people but to include a extra one can be had for less
>>
>> This is a rather lame excuse for being behind the times...
>> Mac's have always been behind in bundled storage and RAM.
>
>The 7200/75 is 1995 vintage and since been discontinued. A few left. All
>PowerMacs ship with at least 1.2 gigs today.

The vast majority of new PC machines where shipping with 1 Gig or
more. Most today ship with 1.6 Gig and many with 2 Gig.

>
>>>than $200 for 2 GIGS. Must be expensive on your side of the Atlantic to
>>>support the welfare state.
>>
>> So? Who sells SCSI drives that cheap?
>> Dirt Cheap Drives doesn't count...
>
>CompUSA in Des Moines.

You are LYING. CompUSA doesn't sell IDE 2 gig drives for that cheap.

>>
>> [jedi deleted this]

5374. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-08 00:00:00 UTC
From: JEDI
Message-ID: <4ucppa$bf6@lex.zippo.com>
Source record: 8731

In article <4uc411$r9q@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>JEDI writes:
>
>> No, the standard should be constructed such that non-support for
>> GIF is not a problem.
>
>> This is, in fact, the case.
>
>> Properly coded pages will have Text Only display options for
>> the Images.
>
>This true of Java and Shockwave as well. If your browser cannot view them
>they need not be requested.

NO it is not. The HTML spec provides for information display regardless
of support capacity of images.

With Java and Shockwave, you're just left out.

5375. Homepage

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-08 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <GHIKAAAMUP@data.rhein-main.de>
Source record: 8732

```
HomePageHomePageHomePageHomePageHomePageHomePageHomePageHomePage
+ +
+ Hier findet man einige gute WEB-Links bezï¿½glich Atari. +
+ +
+ http://www.rhein.main.de/people/robert/link.htm +
+ +
HomePageHomePageHomePageHomePageHomePageHomePageHomePageHomePage

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### ____________________________________________________
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm
```

5376. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-08 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <BBNR4nT.brimiller@delphi.com>
Source record: 8733

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>mean. I consider the $999 7200/75 a bit overpriced despite the included 4x CD,
>two ethernet ports, 16 bit sound and acelerated video. Yep the Powermacs are

Peter, you even argued in C.S.MAC.advocacy that this box was insufficient
for entry level, and that Mac was still too expensive.

Fact is, dollar for dollar, capability for capability, it's still easier to
get into computing on the TOS platform (and cheaper) than it is on entry-
level Mac. Period.

BR Miller
Boston, MA

5377. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-08 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4udi7j$gft@morgoth.sfu.ca>
Source record: 8734

RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens) writes:

>It settles who's used the better compiler. Cross-platform tests
>that use simple benchmark numbers that test nothing but math are
>meaningless. What can the system do in the REAL world? How long
>does it take to move 50 megs of data from one address in RAM to
>another address in RAM? Of course, even there, you're testing
>overall system design, not just the CPU, but that's a lot closer
>comparison that tesing a math program.

Actually, acording to Byte, they used MrC. MrC is a very commonly used
PowerMac compiler (maybe 30% of the market, just a guess). They could
have used xlc which probably would have produced better results. On
the other hand, they did use Intel's compiler for the PentiumPro.
And remember, a test of math functions should favor the PentiumPro because
it has some trancendentals implemented in hardware. BTW, the PPC is
heavily optimized for memory moving.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5378. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-08 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4ud2ei$230_001@jf.intel.com>
Source record: 8735

In article <1996Aug7.182341.1@cobra.uni.edu>,
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>
>Jabba spoke..
>
>>
>> ... Unlike the common Apple paradigm,
>> the machine is not ready 'out of the box'. It needs
>> modification to be usable.
>
>Oh, please...Like the Atari Falcon was useful out of the box.

OK, Peter, you seem to know everything (a common situation for
undergrads, as I recall).

Please, O Fount of All Knowledge, tell us what was necessary to
add to a Falcon to make it useful? And don't waffle on about
monitors, the Falcon is available with your choice, or no
monitor, as the customer desires. Talk about the computer. Or
admit that you know not whereof you speak.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

5379. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-08 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4udhom$g58@morgoth.sfu.ca>
Source record: 8736

boris-m@tensornet.com (Boris Molodyi) writes:

>I don't have a recent Computer Shopper ready, but about 5 months ago, a 300MHz
>Alpha box with similar specs (but with 256 byte emmory bus, 2MB cache, and Ultra
>Wide HD) was selling for about $2000 more. Add five months, bring down CPU
>speed, cache, etc., and you should fall within 10% or so range...

So it was $2000 more. That's 1/3 more which is not "close". Did it have a
128-bit 8MB video card and a 64-bit 4MB video card? Did it have a 8x CD-ROM?
Did it have 64MB of RAM?

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5380. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-08 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug8.174435.1@cobra.uni.edu>
Source record: 8737

In article <4ucpbi$bch@lex.zippo.com>, JEDI writes:

>>Funny thing, I'll agree with you. OK, Lexus is a very good car, I sure could
>>find _lots_ of way to spend money better.
>
> I never said Lexus was a very good car. In fact, I said it was a poor
> one.

According to JD Powers, Lexus is in the top 5.
>
>
> The Mac/PC crowd has convinced the general public that one needs
> a Lexus just for basic transportation and that an escort or
> even a crown victoria will no longer do...

If you consider the Mac/PC as a Lexus, who do you consider the Escort and Crown Victoria as?

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|

5381. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-08 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug8.232001.1@cobra.uni.edu>
Source record: 8738

In article <4ucrd8$c0u@lex.zippo.com>, JEDI writes:

>>Oh, please...Like the Atari Falcon was useful out of the box. The 7200/75 came
>
> Yes it was actually. Even without a harddrive, any ST+ class machine
> is quite ready to run with even 1Meg RAM. This is the benefit of
> an OS that takes 200K of storage and 200K of RAM.

So can a Mac SE and LC class machine in thier standard memory configuration
when using System 6 and System 7.1. Nothing efficient about the Atari OS
considering it still 1980's based.

The 7200/75 can run fine with 8 megs of memory when using low memory apps such
as ClarisWorks, WriteNow, Nisus which have no equals in the ST platform.
Considering the price is $999 which includes 4x CD and two ethernet ports which
are expensive extras on the $999 Falcon.

>>Say what? What premium is that? At work, we recently purchased some HP Laser
>
> I've seen complaints in mac.advocacy regarding the way in which mac
> vendors soak mac users for components such as monitors and harddrives.
> They'll do nothing more than slap a 'for mac' sticker on a generic
> part and jack up the price.

I can use any monitor that pe cee users can with out the extra cost. Please
specify an instance from a mac Jihad?

>>The 7200/75 is 1995 vintage and since been discontinued. A few left. All
>>PowerMacs ship with at least 1.2 gigs today.
>
> The vast majority of new PC machines where shipping with 1 Gig or
> more. Most today ship with 1.6 Gig and many with 2 Gig.

The vast majority of Macs are shipping with at least 1.6 Gig and 2 Gigs.

>>CompUSA in Des Moines.
>
> You are LYING. CompUSA doesn't sell IDE 2 gig drives for that cheap.

Yes they do..According to their Sunday insert in the paper. Shocking is it?
Need to spend more time in the present and not in the past.

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I

I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|

5382. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-08 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug8.232858.1@cobra.uni.edu>
Source record: 8739

In article <BBNR4nT.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>
>>mean. I consider the $999 7200/75 a bit overpriced despite the included 4x CD,
>>two ethernet ports, 16 bit sound and acelerated video. Yep the Powermacs are
>
> Peter, you even argued in C.S.MAC.advocacy that this box was insufficient
> for entry level, and that Mac was still too expensive.

I still do. But compared to the Falcon, a bargain. Apple's Macs are expensive
compared to PowerComputings offerings. If I were to buy a Powermac today,
would be the Powerbase 180.

> Fact is, dollar for dollar, capability for capability, it's still easier to
> get into computing on the TOS platform (and cheaper) than it is on entry-
> level Mac. Period.

You are full of shit! You can get new Cyrix 586 boxes with 16 megs, 1.6 gigs,
4x - 8x CD with monitor for $600.. New Mac 638's with CD, tv tuner and 15'
monitor with software bundle for less than a $1000... I have seen Mac II's for
as little as $99.

> ---
> BR Miller
> Boston, MA

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|

5383. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-08 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug8.234937.1@cobra.uni.edu>
Source record: 8740

In article <4ud2ej$230_002@jf.intel.com>, RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens) writes:

>>With Ram Doubler 2 for $50 will tripple the memory.
>
> Ram Doubler is a "virtual memory" package. It has been alleged
> by people I trust that it does NOTHING that your system software
> wasn't already doing. In other words, you pay extra for a
> product that does nothing - snake oil.

ROFL! The little squirrels who are whisppering are feeding you shit! You have ram doubler mixed up with a PC product that was suppose to do what RD does but did not work and snake oil.

> And, by the way, "tripple" is not an English word.

Sue me.

> According to Hewlett-Packard's pre-sales info line
> (800-752-0900), the AppleTalk port (which is actually a LocalTalk
> port, according to HP - apparently you don't even know the
> correct terminology for your chosen religion) is an /extra-cost/
> option on the LJ4 and 5. That's a premium. The LJ4M and 5M
> include the LocalTalk port, but the "M" models cost more than the
> "plain" models. Therefore, it's a premium.

Apple Talk is Local Talk. What part do you not understand? You're behavior of being ass has followed you from alt.sex.fat!

I don't know what HP stated, but we did not pay extra. Also the HP's came with ethernet ports as well.

> Put up or shut up, Petey.
>

'Yawn'

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|

5384. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-09 00:00:00 UTC
From: boris-m@tensornet.com
Message-ID: <4ue887$22f@flood.xnet.com>
Source record: 8643

quinlan@sfu.ca (Brian Quinlan) wrote:

>So it was $2000 more. That's 1/3 more which is not "close". Did it have a
>128-bit 8MB video card and a 64-bit 4MB video card? Did it have a 8x CD-ROM?
>Did it have 64MB of RAM?

<<Kosh mode on>>

Yes.

<<Kosh mode off>>

Somehow you omitted the fact that the qyuoted price was on 300MHz Alpha (rather expensive at the time). Now, several month later, and if we drop to MHz rating comparable with your Mac clone, it will be the same price if not lower.

It had one video card (but with dual monitor support, I believe), 64MB of RAM, and the works...
The above does not necessarily represent views of my employer,
my educational institution, or of myself.
-Amon Duul

5385. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-09 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4ueeok$ikv@nntp.crl.com>
Source record: 8644

In article <4udi7j$gft@morgoth.sfu.ca>, Brian Quinlan wrote:
: RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens) writes:

: >It settles who's used the better compiler. Cross-platform tests
: >that use simple benchmark numbers that test nothing but math are
: >meaningless. What can the system do in the REAL world? How long
: >does it take to move 50 megs of data from one address in RAM to
: >another address in RAM? Of course, even there, you're testing
: >overall system design, not just the CPU, but that's a lot closer
: >comparison that tesing a math program.

: Actually, acording to Byte, they used MrC.

Use something generic, like GCC. GCC has been ported to an MS-DOS environment (GCC), and it could probably compile with only a few changes under a Mac environment, but it'd be better to run Linux on both of them. That way, you'd be sure of getting a fair test.

BTA, it'd be much better to perform a series of tests on both platforms under the same environment. For example: Basic arithmetic (integer and floating point), memory copying, disk reads and writes (be sure to use the same hard drive), and probably some higher level tests which give out good looking numbers to satisfy the masses. :)

-Kyle R. Hofmann

5386. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-09 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4ueede$ikv@nntp.crl.com>
Source record: 8645

In article <839451922_OASIS_@pwomar.demon.co.uk>, Paul Womar wrote:
: In article <4u5iv0$fl5@nntp.crl.com>
: Kyle R. Hofmann <rhofmann@crl.com> said:-

: >In article <Your_user_name-0308962241400001@se-590-samac.acs.ohio-state.edu>, wrote:
: >: That sales info is a bit of an illusion. As you may or may not know,
: >: Apple licensed its first clones almost two years ago. And PowerComputing,
: >: the first clone maker, has had explosive growth over the past year.

: >: I do not believe that Commodore or Atari had any company making clones.
: >
: > Correct. That was one of the reasons IBM compatibles became popular.
: >Clones were usually cheaper. Now, of course, IBM controls a pathetic
: >share of the IBM compatible market.

: Not Correct! [Atari clone stuff snipped.] IBM don't actually control a
: pathetic share it's about 8.8 percent, I say thats quite good
: considering the huge number of machines out there especially as they
: paid all the R&D costs and had to compete with people that just copied it.

Compare the 8.8 percent to, say, how much Sun controls of the Sparc
market. Or how much SGI controls of the InfiniteReality market. 100% in
both cases. In comparison, 8.8% is pathetic. Considering how many clone
manufacturers we have, it's now, but in terms of the market for your own
machines, it is.

: >: And before '96 is over the 620 will be shipping, a 64-bit chip, while
: >: WinTel will still be stuck in 32-bit processor land.
: >
: > That's nice. DEC Alphas have been 64 bit for a long time now, and if
: >I'm not mistaken the Pentium is actually 64 bit (but with no way to
: >access a 64 bit mode).

: Wether or not the Pentium is or is not 64 bit is a stupid argument, if
: it can't use 64 bit mode WTF is the point? Car analogy time:

[cut]

I think I made a mistake in my original post: The Pentium just has a
bigger bus to the outside world (which I believe is 64 bits). That does
help. (OTOH, I could be remembering this incorrectly, in which case this
is pointless :)

: >: and put it next to a put it next to a
: >: PowerComputing 225Mhz 604e and see which one looks more like the
: >: "technology of yesterday."
: >

: > Compare your nice little PPC 604e with that supercomputer Intel is
: >building for the US government (with several hundred Pentiums). Which looks
: >like the technology of yesterday? Which is using the technology of
: >yesterday? Which is better?

: Compare a machine using the same number of the 604's as Intels machine
: uses Pentiums and the Intel machine looks like the technology is the
: technology of yesterday (and more expensive too), the technology of
: yesterday is the Pentiom and the 604 machine is better. I don't see
: your point.

My point is that no matter how good your thing X is, there's something
better in some way --- even if it uses older technology. Computer chips
are included. The supercomputer is obviously superior for pure power in
comparison to a single 604e or 620. But which uses the more recent
technology? The 604e and 620 do. Which is better? Probably the
supercomputer.

-Kyle R. Hofmann

5387. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-09 00:00:00 UTC
From: Lucas Swineford <lucas@aa.net>
Message-ID: <320B059F.694@aa.net>
Source record: 8646

Your_user_name@osu.edu wrote:

>

> In article <RZHuXbl.brimiller@delphi.com>, Brian-Roland Miller

> <brimiller@delphi.com> wrote:

blah

blah

blah

>

> Also, Commodore and Atari sucked. They were slow, ugly systems, which

> just didn't have any really good ideas behind them.

> The Macintosh is the realization (although they have published a few huge

> flops in recent years) of building a computer around the people that use

> it. Instead of people having to change their way of doing things to use a

> computer, the computer is made so it works with them.

> Also, Commodore and Atari were snails compared to PCs. Power Computing

> (www.powercc.com) now makes a 225Mhz machine with a 604e RISC chip. It is

> far faster than anything you can buy in the WinTel market, no matter how

> much money you have. What's more, this is just the first wave of 604e

> chips, within a few months you will be seeing 250Mhz, and I'd be shocked

> if there aren't 300Mhz machines on the market before the end of '96.

> And before '96 is over the 620 will be shipping, a 64-bit chip, while

> WinTel will still be stuck in 32-bit processor land.

blah

blah

blah

> We can take a spiffy P5-200, with all the EDO ram and pipeline burst cache

> you care to put in it, it's happy EIDE drive (which over 90% of WinTel
> systems are shipped with...god knows why? Mac has been using SCSI for
> years, as all PCs should) and put it next to a put it next to a
> PowerComputing 225Mhz 604e and see which one looks more like the
> "technology of yesterday."
>
> >FACT is, his
> > precious Apple Computer is plunging down the toilet at a rate several
> > times faster than Commodore and Atari.
>
> We shall see.

Well fine. If you are going to say my two favorite computers suck (Atari and Commodore), then to hell with you. If there's anything I hate using more than my PC, it's a fucking Macintosh. Okay, okay, when your new OS comes out, every problem will be solved.

Well excuse the fuck out of me for not using your latest "System" (great fucking name for the OS by the way), but I have been irritated by the following things using Macs in the past: When I used to run apps off of floppys, why the fuck does it have to keep writing to the disk? When the hard disk or floppy disk is being accessed or formatted, why the fuck does everything lock up so I can't do anything else? Why the fuck do I have to drag a floppy disk to the trash to eject it? Is that supposed to be intuitive? I think not. Designed like a user would normally do things my ass! When I toss something in the trash I expect it to fall into a pile of rotten banana peels and fish heads, and to generally get fucked up, not to eject! And why isn't there a fucking eject button on the disk drive? I'm not a baby, I know when I want the disk out. Then when the Mac crashes, that stupid bomb comes up, and since I don't trust the computer I have to stick a paper clip in the little hole to get the floppy disk out. And why the fuck can't I just shut the computer off when I'm done like on my Amiga. Why should there

be a shut down procedure? Can't the "system" save statistics as it goes along? I have the same beef with Windows. When I am printing, why do I have to wait a fucking hour for my fucking document to print out? So my school was too cheap to use a printer buffer, but have you ever heard of a background print spooler? So maybe your latest version of the OS can do this, but what took so fucking long?

My Amiga solved those such problems 11 years ago. ELEVEN YEARS!

That's a long time, no matter how you twist it bonehead! Microsoft Windows solved those problems from the outset too. Also, why the fuck does the Mac "system" copy shortcuts when I really want to copy the whole file? And where's the fucking command line interface? Sure, sure, you want people to visualize these objects, but we all really know it's just a bunch of files on a disk making it all work, so let me at them already.

And why does software designed for the Mac look so graphically drab? How long does it take to get used to the fact that the computer is capable of displaying a whole lot of colors? At least Microsoft makes it's stuff colorful. I never could understand why the old Macs were made in monochrome. Color was too expensive? Not for the Amiga or ST it wasn't.

I have an Atari, two Amigas, and a PC, and some old childhood computers, but I will never buy a Macintosh. The Macintosh simply has no advantages. The Atari and Commodore had no good ideas? Fuck that noise. They were the last "good idea" machines. Okay, there is the BeBox now, but who knows if it will go very far. Hopefully they don't make the interface too much like the Mac. The Mac was built around the way people think? Bullshit. I don't know of any scientific study that suggests guidelines for intuitively using a computer. The Mac tries to be failsafe and ends up being annoying. Only when you get used to the Mac do you start to think like it, and then you turn into a bigot that can't rationally consider the virtues of other platforms. So there are

gunna be new Macs with faster processors, faster than the fastest Pentiums? Well DEC Alpha servers are dropping in price. I can buy one of those and run Win NT. An Atari dealer has just offered some two-hundred something mhz. Alphas for about $1200.

Take your Mac and shove it up your hippy, touchy-feely, tye-died, liberal elitist, sensitive-artist type ass! Okay, so that's a stereotype and even Rush Limbaugh likes the Mac, but who gives a fuck.

My point is that the Mac sucks.

Okay, now it's your turn to tell me I suck. Then it will be my turn again. And then I will say you suck harder and you swallow for extra money. And then......

5388. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-09 00:00:00 UTC
From: Lucas Swineford <lucas@aa.net>
Message-ID: <320B0738.1625@aa.net>
Source record: 8647

>
> I rather thought the point at hand was where or not Apple was doomed. I
> could go on for a long time listing all the palces I know where to buy a
> Mac from...I don't even have a clue where buy a ST...
>
> August E. Brunsman IV

Who cares what the original point was. New points were brought up.
Namely the unjustifiable bashing of the Atari ST and the Amiga.

5389. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-09 00:00:00 UTC
From: Lucas Swineford <lucas@aa.net>
Message-ID: <320B0A92.12E5@aa.net>
Source record: 8648

August E. Brunsman IV wrote:

> I'm sorry to insult your beloved platforms without enough knowledge. I
> just have such strong memories of my Friend's Commodore 128...it was not
> so hot. And finding good software for it seemed like a real challenge.
>
> August E. Brunsman IV

Well fuck that too! The C-128 was a good value when it was new. The
Amiga had just come out when the C-128 was released, but it was
expensive compared to the C-128 (but it was a bargain compared to a PC
or Mac), and the Amiga didn't have much software yet. The C-128 was a
good option because it was cheap and it ran all the C-64 sofware.

5390. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-09 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4ufkqj$6in@nntp.crl.com>
Source record: 8649

In article <1996Aug8.232858.1@cobra.uni.edu>, PETER SINCLAIR-DAY wrote:
: In article <BBNR4nT.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
: > PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
: >
: >>mean. I consider the $999 7200/75 a bit overpriced despite the included 4x CD,
: >>two ethernet ports, 16 bit sound and acelerated video. Yep the Powermacs are
: >
: > Peter, you even argued in C.S.MAC.advocacy that this box was insufficient
: > for entry level, and that Mac was still too expensive.

: I still do. But compared to the Falcon, a bargain. Apple's Macs are expensive
: compared to PowerComputings offerings. If I were to buy a Powermac today,
: would be the Powerbase 180.
:
: > Fact is, dollar for dollar, capability for capability, it's still easier to
: > get into computing on the TOS platform (and cheaper) than it is on entry-
: > level Mac. Period.

: You are full of shit! You can get new Cyrix 586 boxes with 16 megs, 1.6 gigs,
: 4x - 8x CD with monitor for $600.. New Mac 638's with CD, tv tuner and 15'
: monitor with software bundle for less than a $1000... I have seen Mac II's for
: as little as $99.

So now you're advocating that we get all this fancy hardware but stick
a 486 chip in it? Don't make me laugh. (Yes, Petey, I know it says
"586", but it's just a 486 clone. Ask anybody with intelligence.) Now I
think I know why you think of PCs the way you do --- it's because you don't
have a clue as to what you're talking about. (Ditto Ataris)

-Kyle R. Hofmann

5391. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-09 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4ugcmh$qus@morgoth.sfu.ca>
Source record: 8650

boris-m@tensornet.com (Boris Molodyi) writes:

>Somehow you omitted the fact that the qyuoted price was on 300MHz Alpha (rather
>expensive at the time). Now, several month later, and if we drop to MHz rating
>comparable with your Mac clone, it will be the same price if not lower.

This should be very easy to show. I gave a configuration and a price. All
you have to do is give me a similar configuration with a similar price.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5392. Petey-nocio's Nose grows again

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-09 00:00:00 UTC
From: JEDI
Message-ID: <4ufdpr$kc8@lex.zippo.com>
Source record: 8651

In article <1996Aug8.232001.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <4ucrd8$c0u@lex.zippo.com>, JEDI writes:
>
>>>Oh, please...Like the Atari Falcon was useful out of the box. The 7200/75 came
>>
>> Yes it was actually. Even without a harddrive, any ST+ class machine
>> is quite ready to run with even 1Meg RAM. This is the benefit of
>> an OS that takes 200K of storage and 200K of RAM.
>
>So can a Mac SE and LC class machine in thier standard memory configuration
>when using System 6 and System 7.1. Nothing efficient about the Atari OS
>considering it still 1980's based.

Unix is 70's based & VMS is 60's based but both will stomp all
over MacOS or MicroSponge wares.

Digital Research managed a feat that Apple could never manage.
They produced a 192K OS/GUI. No amount of Apple cheerleading on
your part can change this.

>
>The 7200/75 can run fine with 8 megs of memory when using low memory apps such
>as ClarisWorks, WriteNow, Nisus which have no equals in the ST platform.

What does ClarisWorks have that AtariWorks doesn't? What does Nisus
writer have that WordPerfect doesn't & what does WriteNow have that
WordWriter doesn't? And why should we care? Will we ever need it?
Will we ever use it? Will we ever care?

How will it better suit someone (anyone) who's needs with Atari
may be lacking?

8Megs and Low memory apps are oxymorons.
Also, which of those will be using VM, thus slowing them down
to XT speeds...

>Considering the price is $999 which includes 4x CD and two ethernet ports which
>are expensive extras on the $999 Falcon.

Actually, the ethernet port is included on the Falcon.
Furthermore, a second ethernet port is a pure absurdity.
Nevermind that an ethernet port is one of the more esoteric frills.
A 4x CD can be had for 60bux these days; the benefit of
wider hardware support.

>
>>>Say what? What premium is that? At work, we recently purchased some HP Laser
>>
>> I've seen complaints in mac.advocacy regarding the way in which mac
>> vendors soak mac users for components such as monitors and harddrives.
>> They'll do nothing more than slap a 'for mac' sticker on a generic
>> part and jack up the price.
>
>I can use any monitor that pe cee users can with out the extra cost. Please
>specify an instance from a mac Jihad?

Compudyne 14" monitor that CompUSA sells. Tell me how to hook it up
to a mac without any additional cost.

>
>>>The 7200/75 is 1995 vintage and since been discontinued. A few left. All
>>>PowerMacs ship with at least 1.2 gigs today.
>>
>> The vast majority of new PC machines where shipping with 1 Gig or
>> more. Most today ship with 1.6 Gig and many with 2 Gig.
>
>The vast majority of Macs are shipping with at least 1.6 Gig and 2 Gigs.

Not in CompUSA, they're not. But, we've already established
that you're out of touch with their product anyways.

>
>>>CompUSA in Des Moines.
>>
>> You are LYING. CompUSA doesn't sell IDE 2 gig drives for that cheap.
>
>Yes they do..According to their Sunday insert in the paper. Shocking is it?
>Need to spend more time in the present and not in the past.

Odd that such a great price is nowhere to be found on their webpage.
For a retail establishment 200bux for a 2 Gig drive still is rather
remarkable.

Perhaps you could post it here.

The closest thing to that deal that they ACTUALLY have is a $300 dollar
Maxtor 2 Gig drive. No, the rebate doesn't count: CompUSA is still selling
it for $300. (regardless of manufacturer's rebates and misleading ads)

...and you're still a liar.

5393. Re: Computer Reporter is trying to use a Falcon, but....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-09 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <320BC1D3.3EFB@intuit.com>
Source record: 8652

```
PETER SINCLAIR-DAY wrote:
>
> Interesting. I thought the ST was just as easy to install a HD as the Mac is.
> Looks like this is not the case. To install a additional HD on the Mac, just
> install a SCSI cable in the SCSI connector on the Mac. Set the SCSI number in
> the control panel and bingo..it's so easy and anyone's gramdmother can do this.
> None of this boot HDUTIL.PRG nonsense.
>

Looks like Mr. Sinclair-Day still needs to buy a life.
```

5394. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-09 00:00:00 UTC
From: JEDI
Message-ID: <4ufeaq$ked@lex.zippo.com>
Source record: 8653

In article <1996Aug8.174435.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <4ucpbi$bch@lex.zippo.com>, JEDI writes:
>
>
>>>Funny thing, I'll agree with you. OK, Lexus is a very good car, I sure could
>>>find _lots_ of way to spend money better.
>>
>> I never said Lexus was a very good car. In fact, I said it was a poor
>> one.
>
>According to JD Powers, Lexus is in the top 5.

Then they must all be midgets.

>>
>>
>> The Mac/PC crowd has convinced the general public that one needs
>> a Lexus just for basic transportation and that an escort or
>> even a crown victoria will no longer do...
>
>If you consider the Mac/PC as a Lexus, who do you consider the Escort and Crown
>Victoria as?

...

5395. Re: ATC Change

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-09 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4ue10u$d05@ccshst05.uoguelph.ca>
Source record: 8654

: > Will new titles start rolling in?

: No.

Actually ... a few will. Atari won't be the one making them though.

: None. from what I understand, JTS has officially stated that the
: Jaguar is no longer being made. Looks like it's a Sony/Sega/Nintendont
: Christmas.

Where did they say this? It's probably true but JTS has made no
official announcement as far as I've seen.

: Atari? Oh! you mean that company that used to make cool computers and
: video game systems? well, considering they no longer EXIST...
: *sigh*.....

They no longer exist as a *SEPERATE* entity. They probably will
cease operations soon but people seem to think Atari has officially shut
it's doors. It hasn't. You can still access the web page, you can still
visit the office, you can still reach Atari employees on the phone at
Atari headquarters.

>> Mark <<

--

Mark Rathwell

The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

For everything you ever wanted to know about the "Incredible Hulk"
television series, check out the Incredible Hulk TV show FAQ at:
http://www.uoguelph.ca/~mrathwel
==========

5396. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-09 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <320BC126.50F6@intuit.com>
Source record: 8655

PETER SINCLAIR-DAY wrote:
>
> He he he. The Midi market was never huged when Atari supposely owned the
> market. Atari had a lousy mix of products to begin with. What killed Atari
> was their inability to serve that market such as upgrading thier line in a
> timely fashion and in enough quantity. Atari took the midi market for granted
> and did not really do a credible job of supporting it.
>
> Apple is currently in many niches and doing quite well. Another independent
> study was recently released that Apple will increase thier share of the K-12
> market.
>

I think Mr. Sinclair-day needs to buy himself a life.

5397. Re: Proof that Sinclap hasn't had any life this past month, at least

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-09 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <320BC09E.4505@intuit.com>
Source record: 8656

```
PETER SINCLAIR-DAY wrote:
>
> Amazing how you used Intel's time to accomplish this extradonary feat...
>
> GREETINGS..
> |-------------------------------------------------------------------------|
> | Peter Sinclair-Day POWERBOOK 520 |
> | University of Northern Iowa |
> I I
> I Do you believe in Macintosh? Learn how to help the cause by subscribing I
> I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
> I go to: <http://www.solutions.apple.com/ListAdmin/>. I
> |-------------------------------------------------------------------------|

I think Mr. Sinclair-day needs to buy a life.

-Mark
```

5398. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-10 00:00:00 UTC
From: boris-m@tensornet.com
Message-ID: <4ugr0m$9a0@flood.xnet.com>
Source record: 8657

quinlan@sfu.ca (Brian Quinlan) wrote:
>This should be very easy to show. I gave a configuration and a price. All
>you have to do is give me a similar configuration with a similar price.

OK, when I have absolutely nothing to do, I'll call manufacturers and ask them
for pricing on Alpha systems downgraded to be comparable to your Mac clone.

The above does not necessarily represent views of my employer,
my educational institution, or of myself.
-Amon Duul

5399. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-10 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4uhk0s$p7t@inca01.inca.co.nz>
Source record: 8658

JEDI wrote:
> Yes it was actually. Even without a harddrive, any ST+ class machine
> is quite ready to run with even 1Meg RAM. This is the benefit of
> an OS that takes 200K of storage and 200K of RAM.

The Falcon030 with 1 meg would not.

Such a machine was produced, and made available for sale. 'Twas more a "low price" model than a "you can do things with it" model. A failing of many a company that wishes to appear affordable to Joe Public. (Apple, C= and Atari all fall into this category equally)

Given the capability of the machine, it may be able to run "hello world" but little more.

I don't recall it ever being bought by anyone I know, though.

_I_ certainly would not purchase such a crippled (highly colourful, sound processing "friendly", with _only_ one meg of RAM) machine. I'd up-spec it somewhat. 8+ megs of FREE ram after all required OS and video ram is loaded would be one requirement. Another would be a hard drive of perhaps a gig or three - depending on how disc space intensive my intended use is.

The example I have chosen here is extreme. But real.

Example of other crippled machines include cacheless PowerMacs 6100, 7100 for example. Performance was crippled beyond belief. And C= could probably have a lengthy list of "cripplings to meet a price point" as well.

--

Quote For The Month:

"Shazbot!"

5400. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-10 00:00:00 UTC
From: JEDI@osu.edu
Message-ID: <4ui853$c4m@charm.magnus.acs.ohio-state.edu>
Source record: 8659

In article <4uhk0s$p7t@inca01.inca.co.nz>, gmiller@inca.co.nz (Gaven Miller) wrote:
>JEDI wrote:
>> Yes it was actually. Even without a harddrive, any ST+ class machine
>> is quite ready to run with even 1Meg RAM. This is the benefit of
>> an OS that takes 200K of storage and 200K of RAM.
>
>The Falcon030 with 1 meg would not.

I would be. Although, some users need 100Mflops and 64Megs to get
ANYTHING done.

That's the advantage of legacy GUI apps that can actually do productive
work within 1Meg or less.

5401. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-10 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <839722342_OASIS_@pwomar.demon.co.uk>
Source record: 8660

In article <4ueede$ikv@nntp.crl.com>
Kyle R. Hofmann <rhofmann@crl.com> said:-

>In article <839451922_OASIS_@pwomar.demon.co.uk>, Paul Womar wrote:
>: In article <4u5iv0$fl5@nntp.crl.com>
>: Kyle R. Hofmann <rhofmann@crl.com> said:-
>: Not Correct! [Atari clone stuff snipped.] IBM don't actually control a
>: pathetic share it's about 8.8 percent, I say thats quite good
>: considering the huge number of machines out there especially as they
>: paid all the R&D costs and had to compete with people that just copied it.
>
> Compare the 8.8 percent to, say, how much Sun controls of the Sparc
>market. Or how much SGI controls of the InfiniteReality market. 100 6n
>both cases. In comparison, 8.8 6s pathetic. Considering how many clone
>manufacturers we have, it's now, but in terms of the market for your own
>machines, it is.

It's still a very dodgy comparison, the markets that you mention are
very small probably tens of units a day in the case of SGI, in the PC
market it's like tens of thousands, some markets are too small to be
worth competing in. If I decided to set up a company that specialises
in breeding Cockroaches for racing purposes I could probably establish
a 100% market share easily, if I was to make VCR's then probably more
likely to be 0.00001%. 8.8% in a *MASSIVE* market like the PC market,
especially when you had to pay the incredible R&D costs and compete
against people who didn't, is in my opinion a very good share, I
believe theye are in something like the top 3 PC makers in the world
still(true?).

--

Paul Womar - Just your average Atari user on the verge of sanity.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5402. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-10 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4uj079$v7@morgoth.sfu.ca>
Source record: 8661

boris-m@tensornet.com (Boris Molodyi) writes:

>OK, when I have absolutely nothing to do, I'll call manufacturers and ask them
>for pricing on Alpha systems downgraded to be comparable to your Mac clone.

Until you do that, your claim cannot be supported and no one will have any
reason to believe it. I provided you with a price for a configuration and
a URL that can be used to verify it. To support your claim, you
have provided nothing.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5403. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-10 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <554326813.28755.34.starship@3rdplanet.com>
Source record: 8662

mark_fassett@intuit.com barked in COMP.SYS.ATARI.ADVOCACY on 10 Aug 96:

mf> I think Mr. Sinclair-day needs to buy himself a life.

That is incontrovertable. However, if you would use NewsXpress instead of Netscape to read the news, you could create a killfile (right from the drop-down menu) and you'd never have to see his drivel again. Ignoring the git is the best thing we can all do - don't reply to him at all! Maybe he'll get bored and go annoy the Amiga users for the next 2 1/2 years. Hey, by then he might even graduate, and since it costs more than $80/year for commercial Internet access, he'll vanish from the Internet altogether!

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+--------------------------+

5404. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-11 00:00:00 UTC
From: boris-m@tensornet.com
Message-ID: <4ujen0$kuu@flood.xnet.com>
Source record: 8663

quinlan@sfu.ca (Brian Quinlan) wrote:

>Until you do that, your claim cannot be supported and no one will have any
>reason to believe it. I provided you with a price for a configuration and
>a URL that can be used to verify it. To support your claim, you
>have provided nothing.

OK, whatever.

When I have some free time (I have to work, you know) I may check out prices on Alpha systems. From recent press releases, I've seen 400/500 MHz Alphas starting at $17,000. Now, how much would a comparable Mac clone cost?

The above does not necessarily represent views of my employer,
my educational institution, or of myself.
-Amon Duul

5405. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-11 00:00:00 UTC
From: cg841@torfree.net
Message-ID: <Dvyl12.Kn8.0.sheppard@torfree.net>
Source record: 8664

Brian Quinlan (quinlan@sfu.ca) wrote:
: Shockwave. I am also glad that Netscape implemented frames before they
: were supported by the HTML standard.

I'm not... The way a lot of people use frames these days leave a very
messy window when run under Netscape and "Sorry, get yourself Netscape"
when read with Lynx. I'm sorry! My ISP is Toronto Freenet! I don't have
full TCP/IP. I only have Lynx unless I go visit friends. But if you don't
want me to see how you messed up your web page, made it incompatible with
the rest of the world and made it look really ugly for those you _are_
compatible with, well, be my guest. I am not gonna read it. Bye!

--
Gard Eggesboe Abrahamsen, 60 Homewood Avenue #109, Toronto, Ontario M4Y 2X4
Home: cg841@freenet.toronto.on.ca (416) 923-3437 The Crow II
Work: gabraham@graymatter.on.ca (416) 408-4778 x309 City of Angels

5406. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-11 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4uk3r3$djj@morgoth.sfu.ca>
Source record: 8665

boris-m@tensornet.com (Boris Molodyi) writes:

>When I have some free time (I have to work, you know) I may check out prices on
>Alpha systems. From recent press releases,I've seen 400/500 MHz Alphas starting
>at $17,000. Now, how much would a comparable Mac clone cost?

Such a system does not exist in any single processor Mac system. I suspect
that you would need to buy a Genesis 4x604 processor system. I believe
that the starting price is about $15000 but I really don't know. Why
are we now comparing the price of massively high-end systems?

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5407. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-11 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4uk3uq$dor@morgoth.sfu.ca>
Source record: 8666

cg841@torfree.net (Gard E Abrahamsen) writes:

>I'm not... The way a lot of people use frames these days leave a very
>messy window when run under Netscape and "Sorry, get yourself Netscape"
>when read with Lynx. I'm sorry! My ISP is Toronto Freenet! I don't have
>full TCP/IP. I only have Lynx unless I go visit friends. But if you don't
>want me to see how you messed up your web page, made it incompatible with
>the rest of the world and made it look really ugly for those you _are_
>compatible with, well, be my guest. I am not gonna read it. Bye!

Since the fraction of lynx users is so tiny, I bet that it is not
considered by Web designers.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5408. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-11 00:00:00 UTC
From: JEDI@osu.edu
Message-ID: <4ul01q$ljo@charm.magnus.acs.ohio-state.edu>
Source record: 8667

In article <DvyI12.Kn8.0.sheppard@torfree.net>, cg841@torfree.net (Gard E Abrahamsen) wrote:
>Brian Quinlan (quinlan@sfu.ca) wrote:
>: Shockwave. I am also glad that Netscape implemented frames before they
>: were supported by the HTML standard.
>

I do have access to Netscape and I still think frames SUCK. As you mentioned they do produce this hacked up recursive browser effect which is not usually even correctly constructed. My browser navigation controls suddenly become useless and are seldom replaced within the frames. Furthermore, frames suck up memory/resources like you wont believe. Some lower end PC/Macs are as capable of displaying these pages as a DECVT-420 running Lynx...

>I'm not... The way a lot of people use frames these days leave a very
>messy window when run under Netscape and "Sorry, get yourself Netscape"
>when read with Lynx. I'm sorry! My ISP is Toronto Freenet! I don't have
>full TCP/IP. I only have Lynx unless I go visit friends. But if you don't
>want me to see how you messed up your web page, made it incompatible with
>the rest of the world and made it look really ugly for those you _are_
>compatible with, well, be my guest. I am not gonna read it. Bye!
>

5409. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-11 00:00:00 UTC
From: JEDI@osu.edu
Message-ID: <4ul0b4$ljo@charm.magnus.acs.ohio-state.edu>
Source record: 8668

In article <4uk3uq$dor@morgoth.sfu.ca>, quinlan@sfu.ca (Brian Quinlan) wrote:
>cg841@torfree.net (Gard E Abrahamsen) writes:
>
>>I'm not... The way a lot of people use frames these days leave a very
>>messy window when run under Netscape and "Sorry, get yourself Netscape"
>>when read with Lynx. I'm sorry! My ISP is Toronto Freenet! I don't have
>>full TCP/IP. I only have Lynx unless I go visit friends. But if you don't
>>want me to see how you messed up your web page, made it incompatible with
>>the rest of the world and made it look really ugly for those you _are_
>>compatible with, well, be my guest. I am not gonna read it. Bye!
>
>Since the fraction of lynx users is so tiny, I bet that it is not
>considered by Web designers.
>
Not quite true. There are many less self-centered developers that
actually acknowledge that the entire world is not running the same sort of
hardware and software that they are. The rude part of the web is actually
quite small.

5410. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-11 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4ulbb5$af@morgoth.sfu.ca>
Source record: 8669

JEDI@osu.edu (JEDI) writes:

> Not quite true. There are many less self-centered developers that
>actually acknowledge that the entire world is not running the same sort of
>hardware and software that they are. The rude part of the web is actually
>quite small.

It's not being self-centered. It's recognizing that it is of almost no
value to support lynx because they represent such a small part of your
potential customers.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5411. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-11 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4ulbkp$nl@morgoth.sfu.ca>
Source record: 8670

Kyle R. Hofmann <rhofmann@crl.com> writes:

> And so by your logic, the Alpha is superior, and that's what we should
>all be using.

Yes, the Alpha is superior and if they created a relatively inexpensive system
then, yes, that is what we should all use. But it has not been demonstated
that DEC makes such a system. I really wanted an Indigo Impact at work
but I didn't get one because they cost way too much. But they ARE better.

> But that still doesn't go up to 400 or 500mhz.

The sum of the MHz speed of all the processors would be 480MHz.

> So we get an inferior computer for a cheaper price. Fair.

Very true.

> To prove a point.

I don't understand your point. Is it that Macintosh is a superior system
but costs too much?

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5412. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-11 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4ulahj$nfa@nntp.crl.com>
Source record: 8671

In article <4uk3r3$djj@morgoth.sfu.ca>, Brian Quinlan wrote:
: boris-m@tensornet.com (Boris Molodyi) writes:

: >When I have some free time (I have to work, you know) I may check out prices on
: >Alpha systems. From recent press releases,I've seen 400/500 MHz Alphas starting
: >at $17,000. Now, how much would a comparable Mac clone cost?

: Such a system does not exist in any single processor Mac system.

And so by your logic, the Alpha is superior, and that's what we should
all be using.

: I suspect that you would need to buy a Genesis 4x604 processor system.

But that still doesn't go up to 400 or 500mhz.

: I believe that the starting price is about $15000 but I really don't know.

So we get an inferior computer for a cheaper price. Fair.

: Why are we now comparing the price of massively high-end systems?

To prove a point.

: Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
: quinlan@sfu.ca user, he'll tell you. And if so, why embarrass him?" - KRH

(Read the quote carefully... :)

-Kyle R. Hofmann

5413. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-11 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GHLMDJEPUP@cabal.shnet.org>
Source record: 8672

In article <1996Aug6.113804.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>In article <GHEIBFDMUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>
>> You are forgetting that an 8 meg PowerMac is inoperable - another 300 US$
>> for RAM. Plus MagiCMac and NVDI/Mac - woops - another 300 US$ gone. Plus a
>> Centronics cable - woops - 100 US$ gone, plus a monitor adaptor - woops -
>> 50 US$, plus a Mac enhanced keyobard - woops - 200 US$ (note that Macs
>> generally ship w/o keyboard, exception: the Performa line), plus a
>> sensibly sized HD - 300 US$.
>
>Why would I need to spend $300 for ram? 16 megs go for $120. Why would I need

Because a PowerMac needs _at_least_ 16 megs to run acceptably. Anyone who
knows Macs will advise you to get 32 megs - which go for ~280 US$s here.

>a Centronics cable? $100 for one is absurb.

It's so "absurb" that it costs that much because it's a fact, I guess.
It's called the "PowerPrint" cable.

>Why would I need a monitor
>adaptor that costs $50 when Sony and Viewsonic bundles one?

Because I own a Sony, and there wasn't a bundled adaptor inside the
package? And what do you expect me to do when I buy a Mac - get a new
monitor also?

>Why would I need
>to spend $200 for a keyboard when one can be had for less than $50?

An Apple "enhanced keyboard" costs 200 US$s. Period.

>500 meg HD
>is sufficient for most people but to include a extra one can be had for less

500 megs are ridiculous for a Mac - they might suffice for an Atari, but
then - Atari apps usually ship on two or three disks.

>$200 for 2 GIGS

Wait a minute: you claim you will get an SCSI 2 gig drive that cheap? Send
it to me ASAP, for here a 1 gig IBM DPES31080 will cost ~240 US$s.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O

```
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)
```

5414. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-11 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GHLMDJESUP@cabal.shnet.org>
Source record: 8673

In <1996Aug7.182341.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>With Ram Doubler 2 for $50
>will tripple the memory.

Ram Doubler will slow down your PowerMac even more. I won't discuss
PowerMacs with less than 16 megs of RAM - better 32.

>At work, we recently purchased some HP Laser
>Jets.

Those are much cheaper than a PowerPrint cable, I guess.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

5415. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-11 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GHLMDJEVUP@cabal.shnet.org>
Source record: 8674

In <1996Aug8.232001.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>Nothing efficient about the Atari OS
>considering it still 1980's based.

Yep, and opposed to "far superior" MacOS, Atari OSes are

- multitasking preemptively
- faster in any GUI operation (while not dropping device independance)
- dynamically allocating RAM (as opposed to the stone-age MacOS static RAM allocation crap).

>The 7200/75 can run fine with 8 megs of memory
^^^^you misspelled that, it should be "slowly".

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

5416. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-11 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4ulgvi$r52@inca01.inca.co.nz>
Source record: 8675

Mark Fassett (mark_fassett@intuit.com) wrote:
> I think Mr. Sinclair-day needs to buy himself a life.

One was bought for him aeons ago and donated to him.

But he never used it.

--

Quote For The Month:

"Shazbot!"

5417. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug11.171843.1@cobra.uni.edu>
Source record: 8676

In article <4ufkqj$6in@nntp.crl.com>, Kyle R. Hofmann <rhofmann@crl.com> writes:

> So now you're advocating that we get all this fancy hardware but stick
> a 486 chip in it? Don't make me laugh. (Yes, Petey, I know it says
> "586", but it's just a 486 clone. Ask anybody with intelligence.) Now I
> think I know why you think of PCs the way you do --- it's because you don't
> have a clue as to what you're talking about. (Ditto Ataris)

It's time to for a little education.. A 586/133 is equivalant to a Pentium 90.
A Cyrix 586/133 with the motherboard can be had for less than a $100.
Next time know what you are talking about before you move your lips. You don't
what to look like an idiot..
>
> -Kyle R. Hofmann

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
Supply - sided economics was "something I've never understood," and
"it's had a fair chance to work," and it failed. -Bob Dole

5418. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug11.175031.1@cobra.uni.edu>
Source record: 8677

In article <4ufeaq$ked@lex.zippo.com>, JEDI writes:

>>According to JD Powers, Lexus is in the top 5.
>
> Then they must all be midgets.

I must be a midget considering my height is about 6.

So you're species are bigger than earthlings?

>>If you consider the Mac/PC as a Lexus, who do you consider the Escort and Crown
>>Victoria as?

Still need more time to answer?

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
Supply - sided economics was "something I've never understood," and
"it's had a fair chance to work," and it failed. -Bob Dole

...

5419. Re: Proof that Sinclap hasn't had any life this past month, at least

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug11.175226.1@cobra.uni.edu>
Source record: 8678

In article <320BC09E.4505@intuit.com>, Mark Fassett <mark_fassett@intuit.com> writes:
> PETER SINCLAIR-DAY wrote:
>>
>> Amazing how you used Intel's time to accomplish this extradonary feat...
>>
>> GREETINGS..
>> |---|
>> | Peter Sinclair-Day POWERBOOK 520 |
>> | University of Northern Iowa |
>> I I
>> I Do you believe in Macintosh? Learn how to help the cause by subscribing I
>> I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
>> I go to: <http://www.solutions.apple.com/ListAdmin/>. I
>> |---|
>
> I think Mr. Sinclair-day needs to buy a life.

And you?
>
> -Mark

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
Supply - sided economics was "something I've never understood," and
"it's had a fair chance to work," and it failed. -Bob Dole

5420. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug11.180438.1@cobra.uni.edu>
Source record: 8679

In article <GHLMDJESUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:

> Ram Doubler will slow down your PowerMac even more. I won't discuss
> PowerMacs with less than 16 megs of RAM - better 32.

Not according to the reviews in the Mac press.

>
>>At work, we recently purchased some HP Laser
>>Jets.
>
> Those are much cheaper than a PowerPrint cable, I guess.
>
I am not sure what you are getting at. The HP's are being used in a mix
setting with both Mac/PC..

> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O
> ----&#65533;=ae--&#65533;=oe--&#65533;=ue--&#65533;=Ae--&#65533;=Oe--&#65533;=Ue--&#65533;=sz---- /
> \

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
Supply - sided economics was "something I've never understood," and
"it's had a fair chance to work," and it failed. -Bob Dole

5421. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-12 00:00:00 UTC
From: JEDI
Message-ID: <4unrjf$2ld@lex.zippo.com>
Source record: 8541

In article <hrPTAF4.brimiller@delphi.com>, Brian-Roland says...
>
>PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
[jedi deleted this]
>
>>CompUSA in Des Moines.
>
>Another discontinued product, Peter? Like the "entry level Mac"?

Perhaps he's finding all of his 'Deals' in the
Scratch -n- Dent Section...

The Mac/PC crowd would have you believe that to just get around
you need a Lexus and that an Escort
or even a Crown Victoria would not do...

5422. Jabba is a Dark Jeddi...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug12.193749.1@cobra.uni.edu>
Source record: 8542

Jabba said..
>> Yes it was actually. Even without a harddrive, any ST+ class machine
>> is quite ready to run with even 1Meg RAM. This is the benefit of
>> an OS that takes 200K of storage and 200K of RAM.

I said..
>So can a Mac SE and LC class machine in thier standard memory configuration
>when using System 6 and System 7.1. Nothing efficient about the Atari OS
>considering it still 1980's based.

Jabba said..
Unix is 70's based & VMS is 60's based but both will stomp all
over MacOS or MicroSponge wares.

Digital Research managed a feat that Apple could never manage.
They produced a 192K OS/GUI. No amount of Apple cheerleading on
your part can change this.

I said..
Thats interesting, didn't Apple produced a 128k OS/GUI. As the time progressed
Apple added features and functionality while the Atari OS stagnated. Not
impressive at all.

The ST OS is bloat compared to the Atari 8 bit OS. Isn't the Atari 400 had
only 16k?

>The 7200/75 can run fine with 8 megs of memory when using low memory apps such
>as ClarisWorks, WriteNow, Nisus which have no equals in the ST platform.

Jabba said..
What does ClarisWorks have that AtariWorks doesn't? What does Nisus
writer have that WordPerfect doesn't & what does WriteNow have that
WordWriter doesn't? And why should we care? Will we ever need it?
Will we ever use it? Will we ever care?
How will it better suit someone (anyone) who's needs with Atari
may be lacking?
8Megs and Low memory apps are oxymorons.
Also, which of those will be using VM, thus slowing them down
to XT speeds...

I said..
Power and a future. AtariWorks is an unsupported app by Atari and has not been
improved upon. Not surprising considering that Atari is the publisher.
Nisuswriter, Clarisworks and WriteNow would be considered high end on the ST
platform considering that no equivelants exist.
Low memory/high powered apps exist and is not an oxymoron and yes Virginia VM
is not needed and the speed is not slowed down. Jabba you need a clue.

>Considering the price is $999 which includes 4x CD and two ethernet ports
which
>are expensive extras on the $999 Falcon.

Jabba said..
Actually, the ethernet port is included on the Falcon.
Furthermore, a second ethernet port is a pure absurdity.
Nevermind that an ethernet port is one of the more esoteric frills.
A 4x CD can be had for 60bux these days; the benefit of
wider hardware support.

I said..
The CD is still an exta option that costs money. CDrom is not officially
supported by Atari. I hav been to software stores and have not seen Atari ST
CDrom software.

Jabba said..
Compudyne 14" monitor that CompUSA sells. Tell me how to hook it up
to a mac without any additional cost.

Try hooking it upto a ST/Falcon with out extra cost.

>The vast majority of Macs are shipping with at least 1.6 Gig and 2 Gigs.

Not in CompUSA, they're not. But, we've already established
that you're out of touch with their product anyways.

I have Apple's latest shipping configurations from MacWeek, the average
shipping HD is 1.6 Gig.

>>>CompUSA in Des Moines.

Jabba said..
>> You are LYING. CompUSA doesn't sell IDE 2 gig drives for that cheap.
>
>Yes they do..According to their Sunday insert in the paper. Shocking is it?
>Need to spend more time in the present and not in the past.

Odd that such a great price is nowhere to be found on their webpage.
For a retail establishment 200bux for a 2 Gig drive still is rather
remarkable.

The closest thing to that deal that they ACTUALLY have is a $300 dollar
Maxtor 2 Gig drive. No, the rebate doesn't count: CompUSA is still selling
it for $300. (regardless of manufacturer's rebates and misleading ads)

...and you're still a liar.

I said..
Sorry, the rebate does count and the price was/is $199! Get over it!!
I am a liar? You are out of touch..

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |

I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
Supply - sided economics was "something I've never understood," and
"it's had a fair chance to work," and it failed. -Bob Dole

5423. Apple is not doomed!! Power Comp. Kicks ass!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug12.194003.1@cobra.uni.edu>
Source record: 8543

>In article <GHEIBFDMUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten
Gue
nther) writes:

I said..
>Why would I need to spend $300 for ram? 16 megs go for $120. Why would I need

Thorsten said..
Because a PowerMac needs _at_least_ 16 megs to run acceptably. Anyone who
knows Macs will advise you to get 32 megs - which go for ~280 US$s here.

I said..
Yes, a Powermac should have 16 megs ram. Powermacs shipping today have 16
megs ram as standard.

Thorsten said..
>a Centronics cable? $100 for one is absurb.

I said..
It's so "absurb" that it costs that much because it's a fact, I guess.

Thorsten said..
It's called the "PowerPrint" cable.

I said..

I don't need a PowerPrint cable. I just plugged in my serial cable. No fuss
involved.

>Why would I need a monitor
>adaptor that costs $50 when Sony and Viewsonic bundles one?

Thorsten said..

Because I own a Sony, and there wasn't a bundled adaptor inside the
package? And what do you expect me to do when I buy a Mac - get a new
monitor also?

I said..
The Sony monitors listed in my Mac catalogs and at retail stores ship with the
adaptor at no extra cost.

>Why would I need
>to spend $200 for a keyboard when one can be had for less than $50?

Thorsten said.

An Apple "enhanced keyboard" costs 200 US$s. Period.

I said..
If you want to spend $200 for a keyboard, your money. I can get third party
ones for $50 or less. You have choices..

>500 meg HD
>is sufficient for most people but to include a extra one can be had for less

Thorsten said..

500 megs are ridiculous for a Mac - they might suffice for an Atari, but
then - Atari apps usually ship on two or three disks.

I said..
Macs shipping today have at least 1.6 gigs today. You must be referring to a
closeout model that was released in 1995. I have seen yesterday Pentiums with
500 megs..

--
- guenther@cabal.shnet.org (Thorsten G|nther) - _O
----d=ae--v=oe--|=ue--D=Ae--V=Oe--\=Ue--_=sz---- /
\
GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
Supply - sided economics was "something I've never understood," and
"it's had a fair chance to work," and it failed. -Bob Dole

5424. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-12 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GHMVAGBNUP@cabal.shnet.org>
Source record: 8544

In <4uk3uq$dor@morgoth.sfu.ca> Brian Quinlan wrote:
>Since the fraction of lynx users is so tiny, I bet that it is not
>considered by Web designers.

And your evidence for that claim is...?

Ever heard of proxy servers (Netcrap users don't know how to use them,
usually, so it's hard to guess if they know about them at all)?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

5425. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug12.234925.1@cobra.uni.edu>
Source record: 8545

In article <pLNx4f1.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:

> Doesn't matter - they dominated it, and the numbers looked rosy. The overall
> picture, though, was less so.
> ---
> Same with Apple and its tiny "niche markets."
> ---

Yep...$10 billion worth of niche markets versus a million dollar market...

> BR Miller
> Boston, MA

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
Supply - sided economics was "something I've never understood," and
"it's had a fair chance to work," and it failed. -Bob Dole

5426. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug12.235508.1@cobra.uni.edu>
Source record: 8546

In article <hrPTAF4.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>
>>Oh, please...Like the Atari Falcon was useful out of the box. The 7200/75 came
>
> Plug it into a monitor, into the wall and boot. . . AtariWorks was ready to
> go, along with a whole slew of other useful stuff. . . right out of the
> box, better integrated than the Mac.
> ---

ROFLMAO!! You mean AtariWorks 1.0? Are you kidding....?) Better integrated in
what way? If so, why is the ST dead?
>
>>Say what? What premium is that? At work, we recently purchased some HP Laser
>>Jets. No extras needed. Just plugged in the cable to the Apple Talk port. No
>>mess nor fuss.
>
> Just like on any other computer. . . Plug in the printer and print.

Don't forget to instal the ST HP Laser drivers....
> ---
>
>>CompUSA in Des Moines.
>
> Another discontinued product, Peter? Like the "entry level Mac"?

A sale? That entry level Mac is no more. Sold out at least from the major
catalogs.

> ---
> BR Miller
> Boston, MA

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
Supply - sided economics was "something I've never understood," and
"it's had a fair chance to work," and it failed. -Bob Dole

5427. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-12 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <554452838.21502.52.starship@3rdplanet.com>
Source record: 8547

quinlan@sfu.ca barked in COMP.SYS.ATARI.ADVOCACY on 11 Aug 96:

q> Since the fraction of lynx users is so tiny, I bet that it is not
q> considered by Web designers.

I would imagine that, if you were told you were getting a 30 percent pay cut,
you wouldn't consider it "tiny." Yet when it doesn't affect you personally,
30 percent is a "tiny" fraction of Web browsers?

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+--------------------------+

5428. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-12 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <554452837.21501.35.starship@3rdplanet.com>
Source record: 8548

gmiller@inca.co.nz barked in COMP.SYS.ATARI.ADVOCACY on 11 Aug 96:

g> References: <RZHuXbl.brimiller@delphi.com>
g> <Your_user_name-0308962241400001@se-590-samac.acs.ohio-state.edu>
g> <4u1ecg$1j3@flood.xnet.com>
g> <brunsman.3-0408962253470001@se-590-samac.acs.ohio-state.edu>
g> <pHDxgqw.brimiller@delphi.com> <1996Aug6.115545.1@cobra.uni.edu>
g> <320BC126.50F6@intuit.com>
g> From: gmiller@inca.co.nz (Gaven Miller)
g>
g> Mark Fassett (mark_fassett@intuit.com) wrote:
>> I think Mr. Sinclair-day needs to buy himself a life.
g>
g> One was bought for him aeons ago and donated to him.
g>
g> But he never used it.

More likely, he didn't know what it was, and there wasn't any advertising to
tell him how wonderful it was, so he binned it.
--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+--------------------------+

5429. Re: Proof that Sinclap hasn't had any life this past month, at least

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-12 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4unmoq$15o_005@jf.intel.com>
Source record: 8549

In article <320BC09E.4505@intuit.com>,
Mark Fassett <mark_fassett@intuit.com> wrote:
>
>PETER SINCLAIR-DAY wrote:
>>
>> Amazing how you used Intel's time to accomplish this extradonary feat...
>>
>
>I think Mr. Sinclair-day needs to buy a life.

Yes, too bad they don't allow students at U.N.I. to have a lunch hour; then he might realize that, even at Intel, people aren't required to work without surcease for the entire day.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

5430. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-12 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4unmoq$15o_006@jf.intel.com>
Source record: 8550

In article <4uhk0s$p7t@inca01.inca.co.nz>,
gmiller@inca.co.nz (Gaven Miller) wrote:
>
>JEDI wrote:
>> Yes it was actually. Even without a harddrive, any ST+ class machine
>> is quite ready to run with even 1Meg RAM. This is the benefit of
>> an OS that takes 200K of storage and 200K of RAM.
>
>The Falcon030 with 1 meg would not.
>
>Given the capability of the machine, it may be able to run "hello world"
>but little more.

That's a vast oversimplification. Certainly there are hundreds of
applications written for the 1040ST tha run quite happily in 1 meg of RAM.
More colors than the three ST resolutions allow would be nice, but aren't
/required/ to be useful.

> 8+ megs of FREE ram after all required OS and video ram is
>loaded would be one requirement.

Considering that the OS requires next to no RAM (it's in ROM, remember?), and
that even running a 1 gig drive on my 1040ST is quite comfortable, video RAM
is the only consideration that really applies here. Certainly, I wouldn't buy
a Falcon with 1 meg of RAM, but then, I'm accustomed to a minimum of 4 (my
Mega STe, and my uprated 520ST before that) and will probably uprate the 1040
Real Soon Now. People who haven't ever use an ST with more than 1 meg would
be comfortable enough.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

5431. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-12 00:00:00 UTC
From: boris-m@tensornet.com
Message-ID: <4um0be$3tf@flood.xnet.com>
Source record: 8680

quinlan@sfu.ca (Brian Quinlan) wrote:

>Such a system does not exist in any single processor Mac system. I suspect
>that you would need to buy a Genesis 4x604 processor system. I believe
>that the starting price is about $15000 but I really don't know. Why
>are we now comparing the price of massively high-end systems?

Errm, because they are available? Actually, these are not "massively high-end".
Massively high would be something with a dozen or so of Alphas in it (and they
do exist).

By the way, adding up CPU speeds, as you do in another message is meaningless on
any platform, and especially on Mac, with its rather limited support for
multitasking and multythreading, and mostly non-threaded software base.

Unfortunately, Digital does not list prices for their recent systems on theitr
Web site (or at least I could not find them), so I still can't give you a proof
with URL and everything...

Say, can I plug a nice Digital's or Intergraph's video card with 24MB of RAM,
Z-buffering, double-buffering, subpixel precision, etc., into your Mac clone?
B^)

The above does not necessarily represent views of my employer,
my educational institution, or of myself.
-Amon Duul

5432. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-12 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4um4c1$7od@nntp.crl.com>
Source record: 8681

In article <DvyI12.Kn8.0.sheppard@torfree.net>, Gard E Abrahamsen wrote:
: Brian Quinlan (quinlan@sfu.ca) wrote:
: : Shockwave. I am also glad that Netscape implemented frames before they
: : were supported by the HTML standard.

: I'm not... The way a lot of people use frames these days leave a very
: messy window when run under Netscape and "Sorry, get yourself Netscape"
: when read with Lynx.

Really? You find pages with messages? Usually, I find completely
blank ones. I have only found one page which has separate frames and
non-frames version. It was (it's not maintained anymore) devoted to id
Software's game Quake, and was entitled Aftershock. The author generated
the HTML file through some method which allowed him to keep one version
of the source and have both frames and non-frames versions available.

I wish more people would use systems like that if they insist on using
incompatible and proprietary tags.

-Kyle R. Hofmann

5433. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-12 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4umlfd$keo@morgoth.sfu.ca>
Source record: 8682

boris-m@tensornet.com (Boris Molodyi) writes:

>By the way, adding up CPU speeds,as you do in another message is meaningless on
>any platform, and especially on Mac, with its rather limited support for
>multitasking and multythreading, and mostly non-threaded software base.

Good point. Why are we discussing Alpha anyways? I said that PPC chips
are faster than Pentium and PentiumPro chips. I did not say that they
are faster than MIPS, Alpha, Ultra-SPARC...

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5434. Re: Homepage

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-12 00:00:00 UTC
From: wolf@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <4umuje$p7f@isoit109.bbn.hp.com>
Source record: 8683

Robert Schaffner (robscha@data.rhein-main.de) wrote:

: HomePageHomePageHomePageHomePageHomePageHomePageHomePageHomePage
: + +
: + Hier findet man einige gute WEB-Links bez�glich Atari. +
: + +
: + http://www.rhein.main.de/people/robert/link.htm +
: + +
: HomePageHomePageHomePageHomePageHomePageHomePageHomePageHomePage

: --
: ### robscha@data.rhein-main.de -= Home of DOITF030 =-
: ### _____
: # # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
: # # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
: http://www.rhein-main.de/people/robert/doitf030.htm

Check out this, too...

http://rzserv2.fh-lueneburg.de:8080/

regards,
Wolf

5435. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-12 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <pLNx4f1.brimiller@delphi.com>
Source record: 8684

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>He he he. The Midi market was never huged when Atari supposely owned the
>market. Atari had a lousy mix of products to begin with. What killed Atari
>was their inability to serve that market such as upgrading thier line in a
>timely fashion and in enough quantity. Atari took the midi market for granted
>and did not really do a credible job of supporting it.

Doesn't matter - they dominated it, and the numbers looked rosy. The overall
picture, though, was less so.

Same with Apple and its tiny "niche markets."

BR Miller
Boston, MA

5436. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-12 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <pNASYt9.brimiller@delphi.com>
Source record: 8685

Brian Quinlan <quinlan@sfu.ca> writes:

>It's not being self-centered. It's recognizing that it is of almost no
>value to support lynx because they represent such a small part of your
>potential customers.

Only 10% of all Web users. . . such a small segment.

Your competitors will really enjoy that 10%! :')

BR Miller
Boston, MA

5437. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-12 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <hrPTAF4.brimiller@delphi.com>
Source record: 8686

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>Oh, please...Like the Atari Falcon was useful out of the box. The 7200/75 came

Plug it into a monitor, into the wall and boot. . . AtariWorks was ready to
go, along with a whole slew of other useful stuff. . . right out of the
box, better integrated than the Mac.

>Say what? What premium is that? At work, we recently purchased some HP Laser
>Jets. No extras needed. Just plugged in the cable to the Apple Talk port. No
>mess nor fuss.

Just like on any other computer. . . Plug in the printer and print.

>CompUSA in Des Moines.

Another discontinued product, Peter? Like the "entry level Mac"?

BR Miller
Boston, MA

5438. Petey-boy and his clown car.

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-12 00:00:00 UTC
From: JEDI
Message-ID: <4un9e9$p9j@lex.zippo.com>
Source record: 8687

In article <1996Aug11.175031.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <4ufeaq$ked@lex.zippo.com>, JEDI writes:
>
>>>According to JD Powers, Lexus is in the top 5.
>>
>> Then they must all be midgets.
>
>I must be a midget considering my height is about 6.
>
>So you're species are bigger than earthlings?

If you like your knees to bang into the steering column, more power
to you.

I however, can get similar engine power, sufficient interior amenities
and enough interior room to be comfortable for 1/4 the price of the
hype.

...and I wont be banging my head on the ceiling or sitting on the floor.

5439. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-12 00:00:00 UTC
From: JEDI
Message-ID: <4unaor$pok@lex.zippo.com>
Source record: 8688

In article <1996Aug11.171843.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <4ufkqj$6in@nntp.crl.com>, Kyle R. Hofmann <rhofmann@crl.com> writes:
>
>> So now you're advocating that we get all this fancy hardware but stick
>> a 486 chip in it? Don't make me laugh. (Yes, Petey, I know it says
>> "586", but it's just a 486 clone. Ask anybody with intelligence.) Now I
>> think I know why you think of PCs the way you do --- it's because you don't
>> have a clue as to what you're talking about. (Ditto Ataris)
>
>It's time to for a little education.. A 586/133 is equivalant to a Pentium 90.
>A Cyrix 586/133 with the motherboard can be had for less than a $100.

It's not wise to open the Cyrix can o worms MacBoy. There are TOO many
people that have gotten burned by their incomplete 'hacks' in the
past.

Nevermind that the performance figure you gave does in fact indicate that
the Cyrix is indeed a 486 clone.

>Next time know what you are talking about before you move your lips. You don't
>what to look like an idiot..

It performs like a 486; it very likely is a 486...

5440. 20meg MFM hard drives only $10(price includes shipping)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-12 00:00:00 UTC
From: griggle@adgrafix.com
Message-ID: <4uo5ae$g53@test-sun.erols.com>
Source record: 8689

We finally got another shipment of MFM hard drives so we have a ton of these and now there cheap!!! Only $10 each at this price they go fast!!!!! We also sell MFM controllers at only $5.50. Hurry up and send me an order if you wand these because these will be sold out soon and we might not get any more.

Grant Riggle
blues@erols.com

Please visit our web page at http://www.cybercity.hko.net/silicon_valley/cguy

5441. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-12 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4uo7qh$h4c@morgoth.sfu.ca>
Source record: 8690

Brian-Roland Miller <brimiller@delphi.com> writes:

>Only 10% of all Web users. . . such a small segment.

I doubt that lynx is used by 10% of web surfers.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5442. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-13 00:00:00 UTC
From: cg841@torfree.net
Message-ID: <Dw1x1y.32K.0.sheppard@torfree.net>
Source record: 8551

Brian Quinlan (quinlan@sfu.ca) wrote: : Since the fraction of lynx users is so tiny, I bet that it is not : considered by Web designers. I do not believe that the number of Lynx users is as tiny as everyone believes. Though Lynx users make only a tiny portion of the 'hits' on a site, one must take into consideration that Lynx users do not usually download graphics, and often have to 'dump' a site because they are not very Lynx friendly? Nono, I'm not talking about crashing Lynx. I'm talking about how popular it is to use tables these days with no linebreaks anywhere in the document whatsoever. This post is formatted just like a typical "fancy" web page looks like for a Lynx user today. [IMAGE]Not very pleasant, is it? Now add an actual table of data. Ok, granted, newer versions of Lynx do support tables, but not all Freenets care to upgrade something they have spent hours on modifying for securitymenubarso you can imagine that people who visit a Netscape-"optimized" site are discouraged from visiting again, while Netscape users return again and again and again and again. : -- : Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac : quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom ClancyToo bad they won't let me include MY signature file in this mess.
--
Gard Eggesboe Abrahamsen, 60 Homewood Avenue #109, Toronto, Ontario M4Y 2X4
Home: cg841@freenet.toronto.on.ca (416) 923-3437 The Crow II
Work: gabraham@graymatter.on.ca (416) 408-4778 x309 City of Angels

5443. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-13 00:00:00 UTC
From: boris-m@tensornet.com
Message-ID: <4uoor1$rng@flood.xnet.com>
Source record: 8552

quinlan@sfu.ca (Brian Quinlan) wrote:

>Good point. Why are we discussing Alpha anyways? I said that PPC chips
>are faster than Pentium and PentiumPro chips. I did not say that they
>are faster than MIPS, Alpha, Ultra-SPARC...

Well, I'm not really sure why we're discussing Alphas. You 've given a price quote intended to show that a Mac clone is price-competitive with a Pentium-based PC. I replied saying that even an Alpha (much faster) system is priced at about the same level, i.e., that Mac clones still do not offer a definitive price advantage.

I'm not saying that Macs don't have any advantages (even though I, personally, don't like them), and there are some Mac-only software titles, so for some applications Macs make a lot of sense. However, IMHO, with the recent improvements in PC's and operating systems available for them (at least for the kind of things I do with the computer, NT is much better than MacOS, for various reasons, stability being one of them), capability of running a dozen or so of Unix flavors, NeXTStep, NT, Solaris, Linux, etc., as well as with the availability of Alpha and MIPS-based systems at very competitive prices, Macs, at least from my point of view, can not compete on either price or OS feature basis.

The above does not necessarily represent views of my employer,
my educational institution, or of myself.
-Amon Duul

5444. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug13.000436.1@cobra.uni.edu>
Source record: 8553

In article <4unrjf$2ld@lex.zippo.com>, JEDI writes:
> In article <hrPTAF4.brimiller@delphi.com>, Brian-Roland says...
>>
>>PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
> [jedi deleted this]
>>
>>>CompUSA in Des Moines.
>>
>>Another discontinued product, Peter? Like the "entry level Mac"?
>
> Perhaps he's finding all of his 'Deals' in the
> Scratch -n- Dent Section...

Jealous, that your precious Falcon has fallen behind the waste site?

>
> ---
> The Mac/PC crowd would have you believe that to just get around
> you need a Lexus and that an Escort
> or even a Crown Victoria would not do...

Thats very interesting. Last time I checked the price/performance of the
Falcon, looked like Lexus pricing. But the Lexus is worth every dime.
PowerMacs/Pentiums perform in the Lexus class with Escort prices.
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
Supply - sided economics was "something I've never understood," and
"it's had a fair chance to work," and it failed. -Bob Dole

5445. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug13.000040.1@cobra.uni.edu>
Source record: 8554

In article <4unaor$pok@lex.zippo.com>, JEDI writes:

> It's not wise to open the Cyrix can o worms MacBoy. There are TOO many
> people that have gotten burned by their incomplete 'hacks' in the
> past.
>
> Nevermind that the performance figure you gave does in fact indicate that
> the Cyrix is indeed a 486 clone.

Never mind that the Cyrix 586/133 has the speed of a Pentium 90. What part do
you not understand?

>
>>Next time know what you are talking about before you move your lips. You don't
>>what to look like an idiot..
>
> It performs like a 486; it very likely is a 486...

In what way? And how very likely? Or is this Jabba speak?
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
Supply - sided economics was "something I've never understood," and
"it's had a fair chance to work," and it failed. -Bob Dole

5446. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-13 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4uqjf9$ap3@morgoth.sfu.ca>
Source record: 8555

starship@3rdplanet.com (Rich Tietjens) writes:

>quinlan@sfu.ca barked in COMP.SYS.ATARI.ADVOCACY on 11 Aug 96:

>I would imagine that, if you were told you were getting a 30 percent pay cut,
>you wouldn't consider it "tiny." Yet when it doesn't affect you personally,
>30 percent is a "tiny" fraction of Web browsers?

Where are you getting that 30% number? Netscape claims that 80% of web
browsing is done using Navigator. A lot of windows users are probably using
Internet Explorer.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5447. Re: Petey-Boy is still a liar

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-13 00:00:00 UTC
From: JEDI
Message-ID: <4uq0mc$5tl@lex.zippo.com>
Source record: 8556

In article <1996Aug12.193749.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>JEDI the all knowing said..
>>> Yes it was actually. Even without a harddrive, any ST+ class machine
>>> is quite ready to run with even 1Meg RAM. This is the benefit of
>>> an OS that takes 200K of storage and 200K of RAM.
>
>The Great Liar Said..
>>So can a Mac SE and LC class machine in thier standard memory configuration
>>when using System 6 and System 7.1. Nothing efficient about the Atari OS
>>considering it still 1980's based.
>
>JEDI the all knowing said..
> Unix is 70's based & VMS is 60's based but both will stomp all
> over MacOS or MicroSponge wares.
>
> Digital Research managed a feat that Apple could never manage.
> They produced a 192K OS/GUI. No amount of Apple cheerleading on
> your part can change this.
>
>I said..
>Thats interesting, didn't Apple produced a 128k OS/GUI. As the time progressed
>Apple added features and functionality while the Atari OS stagnated. Not
>impressive at all.

Apple never produced a compact OS. They managed to squeeze some of
it into system ROM but, system was always disk based and LARGE.

The ST is still better engineered than even your most current macs.
The OS was appropriate to the power of the hardware and the resources
available. It did not bog down the user with quite a bit of fluff that
would be unusable anyways.

>
>The ST OS is bloat compared to the Atari 8 bit OS. Isn't the Atari 400 had
>only 16k?

The ST also does quite a bit more. Furthermore, what 'bloat' the ST
does have is not a hinderance to the user. Even the most basic ST
can be quite productive. The OS doesn't get in the way and eat up
half or more of the system's resources and performance.

Despite being a relic, an ST can more completely take advantage of
its feature set than newer more powerful machines.

>
>>The 7200/75 can run fine with 8 megs of memory when using low memory apps such
>>as ClarisWorks, WriteNow, Nisus which have no equals in the ST platform.
>
>JEDI the all knowing..
> What does ClarisWorks have that AtariWorks doesn't? What does Nisus
> writer have that WordPerfect doesn't & what does WriteNow have that
> WordWriter doesn't? And why should we care? Will we ever need it?
> Will we ever use it? Will we ever care?
> How will it better suit someone (anyone) who's needs with Atari
> may be lacking?
> 8Megs and Low memory apps are oxymorons.

An 8Meg Low Memory App is an Oxymoron.

> Also, which of those will be using VM, thus slowing them down
> to XT speeds...
>
>I said..
>Power and a future. AtariWorks is an unsupported app by Atari and has not been

These aren't features. These are advertising buzzwords. They don't
get any work done. They are useless to anyone but mindless clones
like yourself.

>improved upon. Not surprising considering that Atari is the publisher.
>Nisuswriter, Clarisworks and WriteNow would be considered high end on the ST
>platform considering that no equivelants exist.

This is an assertion that you've yet to support. It is not unlike the
majority of your rants in this respect.

>Low memory/high powered apps exist and is not an oxymoron and yes Virginia VM
>is not needed and the speed is not slowed down. Jabba you need a clue.

No VM for Nisus under 8M? I highly doubt that. Those box specs do
tend to be so understated on Mac's/PC's. Is this experience talking
or just more hot air.

Furthermore, if it does need 8M all to itself and it will in fact
start swapping out pages if you run anything else than, your precious
Nisus has effectively turned your powermac into a FatMac or ST.

For if any serious apps nullify the usable multitasking aspects of
your OS, you might as well be running an ST.

...and you've still yet to state one REAL feature that any of these
have that any of US would want or need, let alone something that
we may not be able to get with our own wares...

>
>>Considering the price is $999 which includes 4x CD and two ethernet ports
>which
>>are expensive extras on the $999 Falcon.
>

>The All Knowing JEDI said..
> Actually, the ethernet port is included on the Falcon.
> Furthermore, a second ethernet port is a pure absurdity.
> Nevermind that an ethernet port is one of the more esoteric frills.
> A 4x CD can be had for 60bux these days; the benefit of
> wider hardware support.
>
>I said..
>The CD is still an exta option that costs money. CDrom is not officially

Considering how expensive you think Falcons are, another 60 bux is
trivial.

>supported by Atari. I hav been to software stores and have not seen Atari ST

Atarians dont need any corporate hand holding.
CD support is there. Your denial of it is just another
one of your great lies.

Regarding retail prescence: this damns Macs MORE than it does STs.
Just ask your more substantial rivals, the one's you are too
cowardly to confront.

>CDrom software.
>
>JEDI the All Knowing said..
> Compudyne 14" monitor that CompUSA sells. Tell me how to hook it up
> to a mac without any additional cost.
>
>Try hooking it upto a ST/Falcon with out extra cost.

That wasn't the question. Furthermore I do believe that I could
hook it up to a Falcon with no extra cost.

>
>>The vast majority of Macs are shipping with at least 1.6 Gig and 2 Gigs.
>
> Not in CompUSA, they're not. But, we've already established
> that you're out of touch with their product anyways.
>
>I have Apple's latest shipping configurations from MacWeek, the average
>shipping HD is 1.6 Gig.

Too bad they're not being seen in the retail channel. Perhaps
this is another indication of the impending DOOM of Apple.

>
>>>>CompUSA in Des Moines.
>
>JEDI the All Knowing said..
>>> You are LYING. CompUSA doesn't sell IDE 2 gig drives for that cheap.
>>
>>Yes they do..According to their Sunday insert in the paper. Shocking is it?

>>Need to spend more time in the present and not in the past.
>
> Odd that such a great price is nowhere to be found on their webpage.
> For a retail establishment 200bux for a 2 Gig drive still is rather
> remarkable.
>
> The closest thing to that deal that they ACTUALLY have is a $300 dollar
> Maxtor 2 Gig drive. No, the rebate doesn't count: CompUSA is still selling
> it for $300. (regardless of manufacturer's rebates and misleading ads)
>
> ...and you're still a liar.
>
>The Great Liar Said..
> Sorry, the rebate does count and the price was/is $199! Get over it!!
>I am a liar? You are out of touch..

That tactic borders on fraud and is as slimey as you are.
If 300 bux goes on my AMEX, then the price is $300 NOT $200.

Nevermind that the drive in question is IDE NOT SCSI and that
it is from a brand notorious for poor interoperability: Maxtor.

An 8Meg Low Memory App is an Oxymoron.

5448. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-13 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4uqrc3$k99@nntp.crl.com>
Source record: 8557

In article <4ulbb5$af@morgoth.sfu.ca>, Brian Quinlan wrote:
: JEDI@osu.edu (JEDI) writes:

: > Not quite true. There are many less self-centered developers that
: >actually acknowledge that the entire world is not running the same sort of
: >hardware and software that they are. The rude part of the web is actually
: >quite small.

: It's not being self-centered. It's recognizing that it is of almost no
: value to support lynx because they represent such a small part of your
: potential customers.

Who said anything about lynx? Netscape Exten$ions are **Netscape**
exten$ions. This means: If you *do not* browse the Web with Netscape you
are screwed. This includes: M$ Explorer, Lynx, Mosaic, Slipknot, older
versions of Netscape, and lots of other commercial browsers (most of
which are based upon Mosaic, which is HTML 2.0 complaint).

And so you would delightfully screw everyone who does not comply with
your choice of browser, simply because they have a different opinion.

-Kyle R. Hofmann

5449. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-13 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4uqqt3$k99@nntp.crl.com>
Source record: 8558

In article <1996Aug13.000040.1@cobra.uni.edu>, PETER SINCLAIR-DAY wrote:
: In article <4unaor$pok@lex.zippo.com>, JEDI writes:
: >>Next time know what you are talking about before you move your lips. You don't
: >>what to look like an idiot..
: >
: > It performs like a 486; it very likely is a 486...

: In what way? And how very likely? Or is this Jabba speak?

Internally the Cyrix 586 is structured as a 486 is. It's designed with
a 32-bit bus, the same number of registers, the same instruction set (I
could be a little wrong there), but the main diference is that it runs
faster at the same clock speed. Unfortunately, this comes at the cost of
compatibility, because there are some apps which use 'illegal'
(undocumented) 486 instructions which do not run on the Cyrix.

If you want to buy Cyrix's Pentium clone, get a 686.

(BTW, it's useless to argue this, Petey. It's the truth, and you can't
fight the truth. Want me to drag one of the chip groups into it? Then
you'll really look like a fool.)

-Kyle R. Hofmann

5450. Why not Cyrix Instead...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-13 00:00:00 UTC
From: JEDI
Message-ID: <4upub8$5aj@lex.zippo.com>
Source record: 8559

In article <1996Aug13.000040.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <4unaor$pok@lex.zippo.com>, JEDI writes:
>
>> It's not wise to open the Cyrix can o worms MacBoy. There are TOO many
>> people that have gotten burned by their incomplete 'hacks' in the
>> past.
>>
>> Nevermind that the performance figure you gave does in fact indicate that
>> the Cyrix is indeed a 486 clone.
>
>Never mind that the Cyrix 586/133 has the speed of a Pentium 90. What part do
>you not understand?

The notoriously absent part detailing just why the Cyrix 586 is such
in anything but name only. NO technical details were given. ONLY a
performance spec was given and that performance spec puts it next to
the AMD486/133 also refered to as a 586. Furthermore, the performance
spec is linearly scaleable to the peformance of any other 486 chip
most notably the AMD or i486DX4/100 and AMD486DX4/120.

>
>>
>>>Next time know what you are talking about before you move your lips. You don't
>>>what to look like an idiot..
>>
>> It performs like a 486; it very likely is a 486...
>
>In what way? And how very likely? Or is this Jabba speak?

Very slowly once again for the anacaleptic:
Overclock a 486DX4/100 to 133Mhz and it will
perform the same as your so called Cyrix 586.

They actually sell such beasties. They are
called AMD 586/133's. These are just fast
486's; this is common knowledge in the field.

Mind you, this is all according to the CPU
performance specs you gave. They are quite
likely bogus.

Cyrix in general is something to be avoided becuase they
are a little TOO cheap. Stick with AMD (same price & perf.).
Cyrix is notorious for incomplete implementations (personal
experience) and misleading labeling.

5451. Re: Jabba is a Dark Jeddi...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-13 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4uqs2a$k99@nntp.crl.com>
Source record: 8560

In article <1996Aug12.193749.1@cobra.uni.edu>, PETER SINCLAIR-DAY wrote:
: The ST OS is bloat compared to the Atari 8 bit OS.

The 8-bit OS wasn't a GUI, it was just a method of reaching the
system. For a GUI, the ST is an amazing competitor in terms of memory.
It's small, it's fast, and it works. (which is something I cannot say
about the two most popular OS's out there. For me, MacOS and Windoze
(any version) do not work. At all.)

: Isn't the Atari 400 had only 16k?

And it worked very nicely with that.

-Kyle R. Hofmann

5452. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-13 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4uqrq5$k99@nntp.crl.com>
Source record: 8561

In article <4ulbkp$nl@morgoth.sfu.ca>, Brian Quinlan wrote:
: Kyle R. Hofmann <rhofmann@crl.com> writes:

: > And so by your logic, the Alpha is superior, and that's what we should
: >all be using.

: Yes, the Alpha is superior and if they created a relatively inexpensive system
: then, yes, that is what we should all use. But it has not been demonstated
: that DEC makes such a system.

Actually, I don't think that they make an inexpensive system. Their systems are quite expensive, and from a couple of the price quotes I've heard on here ($9000 is the highest), the prospect of getting a used system from a couple of years ago for the same price as a Mac sounds pretty good.

: I really wanted an Indigo Impact at work
: but I didn't get one because they cost way too much. But they ARE better.

That sounds like me begging the CS teacher to ask for something really outlandish (like Suns) when he writes up the next grant proposal. I really want one, but we won't get it (he won't even mention it) because they cost way too much. But they ARE better. :)

: > But that still doesn't go up to 400 or 500mhz.

: The sum of the MHz speed of all the processors would be 480MHz.

That doesn't mean that it would be equivalent to 480mhz. If everything was optimized for multi-processor systems, then it would certainly be worth at least on 480mhz processor.

But very little on the market today is intended for multi-processor systems. There are a few multi-threaded programs out there, but not many. Certainly fewer than to make it worthwhile.

: > To prove a point.

: I don't understand your point. Is it that Macintosh is a superior system
: but costs too much?

You rant and rave about the Mac being superior. There's always something superior out there, even to your Mac, so why make such a big fuss about it?

-Kyle R. Hofmann

5453. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-13 00:00:00 UTC
From: JEDI
Message-ID: <4uputh$5df@lex.zippo.com>
Source record: 8562

In article <1996Aug13.000436.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <4unrjf$2ld@lex.zippo.com>, JEDI writes:
>> In article <hrPTAF4.brimiller@delphi.com>, Brian-Roland says...
>>>
>>>PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>> [jedi deleted this]
>>>
>>>>CompUSA in Des Moines.
>>>
>>>Another discontinued product, Peter? Like the "entry level Mac"?
>>
>> Perhaps he's finding all of his 'Deals' in the
>> Scratch -n- Dent Section...
>
>Jealous, that your precious Falcon has fallen behind the waste site?

Petey-Boy has just inflicted a new form of vapourare upon us.
Show us a great deal (allegedly) on hardware without a single
clue as to where a mere mortal might actually BUY for this price.
Instead of convincing some wavering lurker to NOT buy that Falcon,
he projects an immature decietful image of the mac community and quite
possibly of Apple itself.

I've still yet to see a new mac go for less than a decked out Falcon.

You've also never shown that effective thruput is greater with a mac
either. You can only hark about CAB and Cyberstudio replacements.

The Mac/PC crowd would have you believe that to just get around you need a Lexus
and that an Escort or even a Crown Victoria would not do...

5454. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-13 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <ZPKyx8L.brimiller@delphi.com>
Source record: 8563

Brian Quinlan <quinlan@sfu.ca> writes:

>>Only 10% of all Web users. . . such a small segment.
>
>I doubt that lynx is used by 10% of web surfers.

Most Internet accounts are text-based terminal accounts. . . running
such software as Gopher and Lynx. It is guesstimated that over 10% of
Internet users use Lynx for WWW access.

BR Miller
Boston, MA

5455. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-13 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4uqvr9$o5b@morgoth.sfu.ca>
Source record: 8564

Brian-Roland Miller <brimiller@delphi.com> writes:

>Most Internet accounts are text-based terminal accounts. . . running
>such software as Gopher and Lynx. It is guesstimated that over 10% of
>Internet users use Lynx for WWW access.

Who is the "guestimator"? The only figure that I've heard is that Navigator
is used by 80% of WWW users.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5456. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-13 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4uqvmm$o13@morgoth.sfu.ca>
Source record: 8565

Kyle R. Hofmann <rhofmann@crl.com> writes:

> Actually, I don't think that they make an inexpensive system. Their
>systems are quite expensive, and from a couple of the price quotes I've
>heard on here ($9000 is the highest), the prospect of getting a used
>system from a couple of years ago for the same price as a Mac sounds
>pretty good.

Perhaps, but the Mac compares fairly well to the 266MHz Alphas that
Byte benchmarked.

> That sounds like me begging the CS teacher to ask for something really
>outlandish (like Suns) when he writes up the next grant proposal. I really
>want one, but we won't get it (he won't even mention it) because they cost
>way too much. But they ARE better. :)

Yeah, it sucked, I ended up with an Indy :)

> You rant and rave about the Mac being superior. There's always
>something superior out there, even to your Mac, so why make such a big fuss
>about it?

I don't think that I have been "ranting". And this is advocacy where
everything is worth making a fuss about :)

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5457. Re: Apple is not doomed!! Power Comp. Kicks ass!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-13 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <32111379.1D2B@intuit.com>
Source record: 8566

PETER SINCLAIR-DAY wrote:
>
> I said..
> >Why would I need to spend $300 for ram? 16 megs go for $120. Why would I need
>
> I said..
> Yes, a Powermac should have 16 megs ram. Powermacs shipping today have 16
> megs ram as standard.
>
> I said..
> It's so "absurb" that it costs that much because it's a fact, I guess.
>
> I said..
>
> I said..
> The Sony monitors listed in my Mac catalogs and at retail stores ship with the
> adaptor at no extra cost.
>
> I said..
> If you want to spend $200 for a keyboard, your money. I can get third party
> ones for $50 or less. You have choices..
>
> I said..
> Macs shipping today have at least 1.6 gigs today. You must be referring to a
> closeout model that was released in 1995. I have seen yesterday Pentiums with
> 500 megs..
>
> \
> GREETINGS..
> |---|
> | Peter Sinclair-Day POWERBOOK 520 |
> | University of Northern Iowa |
> I I
> I Do you believe in Macintosh? Learn how to help the cause by subscribing I
> I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
> I go to: <http://www.solutions.apple.com/ListAdmin/>. I
> |---|
> Supply - sided economics was "something I've never understood," and
> "it's had a fair chance to work," and it failed. -Bob Dole

Even if we DO agree about politics

I said..

Mr. Sinclair-Day needs to get a life.

5458. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-14 00:00:00 UTC
From: JEDI@osu.edu
Message-ID: <4uri28$7qt@charm.magnus.acs.ohio-state.edu>
Source record: 8567

In article <4ulbb5$af@morgoth.sfu.ca>, quinlan@sfu.ca (Brian Quinlan) wrote:
>JEDI@osu.edu (JEDI) writes:
>
>> Not quite true. There are many less self-centered developers that
>>actually acknowledge that the entire world is not running the same sort of
>>hardware and software that they are. The rude part of the web is actually
>>quite small.
>
>It's not being self-centered. It's recognizing that it is of almost no
>value to support lynx because they represent such a small part of your
>potential customers.

This has nothing to do with 'customers'. You show my point better than
I do.

BTW-serious businessmen wont ignore potential customers. That's why
the serious commercial pages usually have low-bandwidth and text
options available.

5459. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-14 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GHOBADBUUP@cabal.shnet.org>
Source record: 8568

In <1996Aug11.180438.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:

>In article <GHLMDJESUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>
>> Ram Doubler will slow down your PowerMac even more. I won't discuss
>> PowerMacs with less than 16 megs of RAM - better 32.
>
>Not according to the reviews in the Mac press.

Perhaps the Mac press in the U.S. is full of shit? The advice to put 32
megs of RAM into a PowerMac comes from the German magazine c't (which is
the same magazine which blew Syncronys' fake software out of the water).

>>>At work, we recently purchased some HP Laser
>>>Jets.
>>
>> Those are much cheaper than a PowerPrint cable, I guess.
>>
>I am not sure what you are getting at.

Well, I did expect that.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

5460. Nothing is best

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-14 00:00:00 UTC
From: ha-user@ux-01.bg.bib.de
Message-ID: <4us3re$pge@ux-01.bg.bib.de>
Source record: 8569

OK, I've read the stuff posted to this group for quite a while now,
and I must say that each of you has a point. For a Mac fanatic like
Mr Sinclair-Day, the mere thought of trading his PowerMac in for a
68030 or 68040-based Atari system must seem ridiculous. For the
Atari fanatics here, myself included, the mere thought of switching
to a system that can neither allocate memory dynamically nor perform
pre-emptive multi-tasking must seem equally out of question.

Considering this, don't you think that this whole war is a little
strange? No Mac user will ever buy an Atari, and no Atari user ever
will buy a Mac except for emulating MagiC on it and maybe run a few
Mac apps that have no Atari equivalent. So what's the point in
debating whether an Alpha or a PowerMac is better value for money?
Will any of you ever actually buy an Alpha? And if so, which OS are
you going to run? Windoze NT? Unix? Any of these a real alternative
to either MacOS or MagiC? I think not.

So, if you are happy with your Mac, congratulations. If you are happy
with your Atari, ditto... and let me call you 'brother'. ;-)))
If you are happy with anything else, well, why shouldn't you? You're
quite an intelligent person too, I assume, and you won't have bought
anything tht doesn't suit your needs.

But why can't you all just be in peace with the knowledge that there
are people out there who had their reasons to buy something else?
Oh, yeah, sure, this is advocacy, I forgot. Well, it feels like war,
or kindergarten, or soul asylum to me. Anything has its advantages,
even Windoze does. And anything has its master... so don't make computers
a religion, what do you say?

Yours,
Erik.

5461. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-14 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <xHFzZwA.brimiller@delphi.com>
Source record: 8570

Brian Quinlan <quinlan@sfu.ca> writes:

>Where are you getting that 30% number? Netscape claims that 80% of web
>browsing is done using Navigator. A lot of windows users are probably using
>Internet Explorer.

Very unbiased source versus, say, a recent marketing study commissioned by
a major Boston firm that I have contact with. In short, use of proprietary,
non-open standards shuts out a huge portion of the Internet userbase, which
is why NO advertising or marketing firm worth its druthers encourages sites
to use proprietary technology to the point of completely shutting out the
users. Percentages are nice, but if even 1% of Internet users were shut out
due to non-HTML-compliant pages, that would exclude at least 300,000 potential
users from seeing your page, and 300,000 potential customers from reading yout
materials.

BR Miller
Boston, MA

5462. Peter and Apple are Desperate (was Re: Apple is not doomed!!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-14 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.840033330@gmi.edu>
Source record: 8571

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

Hey, I just noticed something humorous in Peter's signature:

> GREETINGS..
>|--|
>| Peter Sinclair-Day POWERBOOK 520 |
>| University of Northern Iowa |
>I I
>I Do you believe in Macintosh? Learn how to help the cause by subscribing I
>I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
>I go to: <http://www.solutions.apple.com/ListAdmin/>. I
>|--|

AHAHAHA! What's this, Peter? Join the Revolution! Spread the good word
about Apple computers! Advocate Apple computers in whatever you do!
Join the cause!

ROTFLMAO! This sure sounds like the "Atari Revolution" of 1990.
Heh heh, Apple's path continues to follow the same path Atari
followed back in the early 1990's... a path which leads to oblivion!

/Kevin

5463. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-14 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.840033721@gmi.edu>
Source record: 8572

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>> Doesn't matter - they dominated it, and the numbers looked rosy. The overall
>> picture, though, was less so.
>> ---
>> Same with Apple and its tiny "niche markets."
>> ---

>Yep...$10 billion worth of niche markets versus a million dollar market...

HAHA! Denial, Peter... classic denial. You still are a worthless amoeba
and your delusions are innumerable.

Apple 1996 = Atari 1990

Apple X = Atari 1996 (death)

The only thing left in doubt is the exact value of X. 1998? 1999?
Or even sooner?

/Kevin

> GREETINGS..
>|---|
>| Peter Sinclair-Day POWERBOOK 520 |
>| University of Northern Iowa |

5464. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-14 00:00:00 UTC
From: martin@llanelli.demon.co.uk
Message-ID: <4us34t$bl@llanelli.demon.co.uk>
Source record: 8573

Brian Quinlan (quinlan@sfu.ca) wrote:
: Yes, the Alpha is superior and if they created a relatively inexpensive system
: then, yes, that is what we should all use. But it has not been demonstated
: that DEC makes such a system.

PMJI, I missed the beginning of this thread. Why don't you have a look at
http://www.dcginc.com/udb.htm.

Regards,

Martin.
--
| The 'Church' of $cientology has declared war on the Internet, to find |
| out more read alt.religion.scientology, or point your web browser at |
| http://www.cybercom.net/~rnewman/scientology/home.html. Xenu is source! |

5465. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-14 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <5ZDwxeH.brimiller@delphi.com>
Source record: 8574

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>Yep...$10 billion worth of niche markets versus a million dollar market...

Yes, hi-growth capitalist markets like education and government. . .
And a dwindling share of creative markets like DTP and Internet publishing.

BR Miller
Boston, MA
Look out Intel and Apple - Be is coming!

5466. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-14 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4ut8a0$quu@nntp.crl.com>
Source record: 8575

In article <4urpti$h2j@nyx10.cs.du.edu>, Uncle Fester wrote:
: In article <ZPKyx8L.brimiller@delphi.com>,
: Brian-Roland Miller <brimiller@delphi.com> wrote:
: >Brian Quinlan <quinlan@sfu.ca> writes:
: >
: >>>Only 10 percent of all Web users. . . such a small segment.
: >>
: >>I doubt that lynx is used by 10 percent of web surfers.
: >
: >Most Internet accounts are text-based terminal accounts. . . running
: >such software as Gopher and Lynx. It is guesstimated that over 10
: >percent of Internet users use Lynx for WWW access.

: I wouldn't want to venture a guess to the number or
: percentage of people using Lynx, but here at Nyx there
: are well over 5,000 user accounts (if not more) and
: we use Lynx. How many public access unix sites are
: there like Nyx? How many freenets? How many other
: unix shell account providers?

I know here at CRL, we have well over 4,500 users (exactly 4699 from a
wc -l on /etc/passwd, but that includes non-user "users").

Plus, extending on something you mentioned in another of your articles,
the whole San Francisco Public Library system is hooked up to the
Internet and provides Lynx. You can dial in or use one of the many
terminals they have at the various branches of the library (at least four
or five in each branch (at least 50 at the Main), and there's 27 branches
plus four Children's Rooms which also have 4 or 5 terminals) and access
Lynx through there. (it's actually fun to plug in a URL to telnet to your
ISP... They unknowingly (apparently) provide a telnet service. :)

-Kyle R. Hofmann

5467. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-14 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4ut8vi$h64@morgoth.sfu.ca>
Source record: 8576

Brian-Roland Miller <brimiller@delphi.com> writes:

>Very unbiased source versus, say, a recent marketing study commissioned by
>a major Boston firm that I have contact with. In short, use of proprietary,
>non-open standards shuts out a huge portion of the Internet userbase, which
>is why NO advertising or marketing firm worth its druthers encourages sites
>to use proprietary technology to the point of completely shutting out the
>users. Percentages are nice, but if even 1% of Internet users were shut out
>due to non-HTML-compliant pages, that would exclude at least 300,000 potential
>users from seeing your page, and 300,000 potential customers from reading yout
>materials.

What were the numbers that they gave you?

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5468. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-14 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4ut94o$hb3@morgoth.sfu.ca>
Source record: 8577

Brian-Roland Miller <brimiller@delphi.com> writes:

>Look out Intel and Apple - Be is coming!

Thought you might be interested to know (this is not advocacy) that Be
is porting their operating system to the PowerMac. The next major
release will run on 603e and 604 PCI Macs. That means that we can
forget Be's 120MHz 603es and get a PowerComputing box with a 240MHz 604e.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5469. Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-14 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4utbeo$si9@nntp.crl.com>
Source record: 8578
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

```
[ This is a draft version of an RFD intended to be posted to
news.announce.newgroups soon. It is being posted to the comp.sys.atari
groups for feedback before the final submission to David C. Lawrence,
the news.announce.newgroups moderator. Please give us your thoughts on
this proposal. Thank you. --KRH ]

REQUEST FOR DISCUSSION (RFD)
moderated group comp.binaries.atari
unmoderated group comp.binaries.atari.discuss

Newsgroup line:
comp.binaries.atari Binaries for Atari computers. (Moderated)
comp.binaries.atari.discuss Discussion of content of c.b.a.

Proponent: Rich Tietjens <starship@3rdplanet.com>
Proponent: Kyle R. Hofmann <rhofmann@crl.com>
Proponent: Adam B. Roach <adam.roach@exu.ericsson.se>

This is a formal Request For Discussion (RFD) for the creation of
world-wide moderated Usenet newsgroup comp.binaries.atari, and
unmoderated comp.binaries.atari.discuss. This is not a Call for
Votes (CFV); you cannot vote at this time. Procedural details
are below.

RATIONALE: comp.binaries.atari

Currently, there exists no appropriate and easily accessible medium
for the release of Atari software. There is also a growing pool of
software available for these machines which would recieve a
marginal distribution at best due to this lack of a medium.
Though FTP sites and several binaries newsgroups
(alt.binaries.comp.atari8bit and alt.binaries.atari) exist, many
Atarians do not have FTP access and the alt groups have a poor
distribution.

By creating comp.binaries.atari, a medium would be established.
comp.binaries.atari would provide a method of distribution. With
c.b.a, the immediate dissemination of new releases and bug fixes
would be possible.

This method also has the advantages of using comparatively fewer
system resources than other methods, and of keeping binaries out
of existing comp.sys.atari.* discussion groups.

END RATIONALE.
```

RATIONALE: comp.binaries.atari.discuss

The existence of a .discuss group allows the discussion of the binaries groups to stay separate from the actual binaries postings and from non-binary related postings. Without a discussion group, non binary posts related to the topic of the binaries heirarchy have no single place in which they can be discussed; instead, they are spread around a heirarchy of newsgroups, making worthwhile discussion difficult, if not impossible. This discussion group will create a proper place for discussion and comments on binary software posted in the comp.binaries.atari.* heirarchy.

END RATIONALE.

CHARTER: comp.binaries.atari

For the distribution of Atari compatible or Atari related software. This includes bugfixes, updates, and new releases to Atari computer software and software on other platforms related to Atari computers (such as emulators, disk image maintainers, and Atari to PC communication software). Software that has been posted within the last 60 days will be rejected; no reposts will be made within that time period. Non-binary or non-software submissions will be rejected.

The moderator will cancel any post which has been posted with a forged approval header.

Specific examples of allowed software include:

- Freely distributable software
- Revisions of previously released software
- Bugfixes of previously released software
- Commercial software with the explicit permission of the copyright holder

Specific examples of disallowed software include:

- Pictures, music, and other non-software binaries
- Recently posted software (posted within the last 60 days)
- "WaReZ", pirate software posted illegally without the copyright holder's permission
- Discussion of software posted to comp.binaries.atari
- Requests for software
- Reposts of software previously posted

END CHARTER.

CHARTER: comp.binaries.atari.discuss

This group is for the discussion of binaries posted to the group comp.binaries.atari. On topic posts include:

- Asking for alternate methods of distribution for a binary
- Discussion of the relative merits of a particular binary in comparison to competing packages
- Requests for a piece of software which has not been posted recently
- Requests for a piece of software which was incomplete to be mailed

Binaries, spams, MAKE.MONEY.FAST schemes, computer advocacy, and discussion not pertaining to the comp.binaries.atari groups is considered off topic.

END CHARTER.

MODERATOR INFO: comp.binaries.atari

Moderator: starship@3rdplanet.com (Rich Tietjens)
Backup moderator: rhofmann@crl.com (Kyle R. Hofmann)
Submission address: starship@3rdplanet.com

The moderator is author of a number of freeware packages for the TOS compatibles, active in the various Atari discussion groups, several fido-technology networks, and is employed in the networking industry.

END MODERATOR INFO.

PROCEDURE:

The discussion period lasts 21 days from the initial post of this RFD. If there are no major objections to the naming or placement, then the CFV (Call For Votes) will be issued, lasting for at least 22 days. Following the vote, there is a 5 day discussion period after which newsgroups that passed will be newgrouped by the moderator of news.announce.newgroups.

Followups to this post are directed to news.groups, which is where further discussion will take place. Cross-posted followups are discouraged. Please read news.groups to participate. Thank you!

DISTRIBUTION:

This RFD has been crossposted to:

news.announce.newgroups, news.groups, comp.sys.atari.8bit, comp.sys.atari.advocacy, comp.sys.atari.st, comp.sys.atari.st.tech, comp.sys.atari.programmer

5470. Re: Petey-Boy is still a liar

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug14.185428.1@cobra.uni.edu>
Source record: 8579

In article <4uq0mc$5tl@lex.zippo.com>, JEDI writes:

>>Thats interesting, didn't Apple produced a 128k OS/GUI. As the time progressed
>>Apple added features and functionality while the Atari OS stagnated. Not
>>impressive at all.
>
> Apple never produced a compact OS. They managed to squeeze some of
> it into system ROM but, system was always disk based and LARGE.

Depends on your diffinition and opinion. Not fact. Also Apple has advanced
the OS far more than the other OS. Thats the fact Jack!

> The ST also does quite a bit more. Furthermore, what 'bloat' the ST
> does have is not a hinderance to the user. Even the most basic ST
> can be quite productive. The OS doesn't get in the way and eat up
> half or more of the system's resources and performance.
>
> Despite being a relic, an ST can more completely take advantage of
> its feature set than newer more powerful machines.

More Jabba speak. The OS doesn't do much. Were are the equivelant Mac/Windows
apps. Were are the equivealnt Mac/Pentium hardware at lower prices to boot?

Considering that Mac/Pentium systems come standard with more than enough
resources to boot, your asertion that the OS gets in the way (what ever that
means) is a fallacy.

> These aren't features. These are advertising buzzwords. They don't
> get any work done. They are useless to anyone but mindless clones
> like yourself.

Advertising buzzwords? AtariWorks 1.0 is the same AtariWorks 1.0 when released
four or more years ago. So I am going to depend on a app that will never be
improved upon from the remaining four employese at Atari? You would make for a
lousy entrepreneur who is a afraid of change and progress.

> No VM for Nisus under 8M? I highly doubt that. Those box specs do
> tend to be so understated on Mac's/PC's. Is this experience talking
> or just more hot air.

No jabba, you are a blow hard of hot air..

> Furthermore, if it does need 8M all to itself and it will in fact
> start swapping out pages if you run anything else than, your precious
> Nisus has effectively turned your powermac into a FatMac or ST.

Nissus does not need all 8 megs to run. I see you do not include the others I
have listed.

> For if any serious apps nullify the usable multitasking aspects of
> your OS, you might as well be running an ST.

What ST? None are being sold unless you are referring to the expensive FALCON
AND THE ANTIQUATED $3000 040 Hades. I'd rather save money.

> ...and you've still yet to state one REAL feature that any of these
> have that any of US would want or need, let alone something that
> we may not be able to get with our own wares...

Depends what you want to use..The latest productivity apps, multimedia apps,
web browswers/internet and games!

> Atarians dont need any corporate hand holding.
> CD support is there. Your denial of it is just another
> one of your great lies.

Corporate hand holding? Sounds like sour grapes! My lies? What are they
Jabba?
>
> Regarding retail prescence: this damns Macs MORE than it does STs.
> Just ask your more substantial rivals, the one's you are too
> cowardly to confront.

Confront? I use both Pentium and PowerMac at work.

>>CDrom software.
>>
>>JEDI the All Knowing said..
>> Compudyne 14" monitor that CompUSA sells. Tell me how to hook it up
>> to a mac without any additional cost.
>>
>>Try hooking it upto a ST/Falcon with out extra cost.
>
> That wasn't the question. Furthermore I do believe that I could
> hook it up to a Falcon with no extra cost.

Soo could I...

>>I have Apple's latest shipping configurations from MacWeek, the average
>>shipping HD is 1.6 Gig.
>
>
> Too bad they're not being seen in the retail channel. Perhaps
> this is another indication of the impending DOOM of Apple.

Could it be that you had your head up your Jedi? Or could it have been that
they just shipped. The ones shipping today were announced last week.

>>>>>CompUSA in Des Moines.
>>
>>JEDI the All Knowing said..
>>>> You are LYING. CompUSA doesn't sell IDE 2 gig drives for that cheap.
>>>
>>>Yes they do..According to their Sunday insert in the paper. Shocking is it?

>>>Need to spend more time in the present and not in the past.

> That tactic borders on fraud and is as slimey as you are.
> If 300 bux goes on my AMEX, then the price is $300 NOT $200.
>
> Nevermind that the drive in question is IDE NOT SCSI and that
> it is from a brand notorious for poor interoperability: Maxtor.

Lowering the price is fraud? I call it a windfall for the consumers. Not use
to spending less for hardware are you? I guess saving money is slimy.

Still $200.
>
> ---
>
> An 8Meg Low Memory App is an Oxymoron.

Just like you. And considering that you are afraid to use a real email address
is an oxymoron!

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
Supply - sided economics was "something I've never understood," and
"it's had a fair chance to work," and it failed. -Bob Dole

5471. Re: Why not Cyrix Instead...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug14.190904.1@cobra.uni.edu>
Source record: 8580

In article <4upub8$5aj@lex.zippo.com>, JEDI writes:

>>Never mind that the Cyrix 586/133 has the speed of a Pentium 90. What part do
>>you not understand?
>
> The notoriously absent part detailing just why the Cyrix 586 is such
> in anything but name only. NO technical details were given. ONLY a
> performance spec was given and that performance spec puts it next to
> the AMD486/133 also refered to as a 586. Furthermore, the performance
> spec is linearly scaleable to the peformance of any other 486 chip
> most notably the AMD or i486DX4/100 and AMD486DX4/120.
>

Are you fucked in the head? As I stated that the Cyrix 586/133 is a good
alternative to a Pentium 90 and 100 due to speed and cost. You can put a nice
system together for about $600-$800!

>>In what way? And how very likely? Or is this Jabba speak?
>
> Very slowly once again for the anacaleptic:
> Overclock a 486DX4/100 to 133Mhz and it will
> perform the same as your so called Cyrix 586.

And performs comparably to a Pentium 90 and 100! What is your point?

> They actually sell such beasties. They are
> called AMD 586/133's. These are just fast
> 486's; this is common knowledge in the field.

And costs less than their Pentium counterparts.

>
> Mind you, this is all according to the CPU
> performance specs you gave. They are quite
> likely bogus.

Prove it Sherlock!

> Cyrix in general is something to be avoided becuase they
> are a little TOO cheap. Stick with AMD (same price & perf.).
> Cyrix is notorious for incomplete implementations (personal
> experience) and misleading labeling.

Now you state that Cyrix needs to be avoided because they are a little to
cheap? According to Industry opinionaters that Cyrix is awesome that is their
chips and 686 motherboards.

SOUNDS like you like to spend more for less.

GREETINGS..

|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |

I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I

|---|

Supply - sided economics was "something I've never understood," and
"it's had a fair chance to work," and it failed. -Bob Dole

5472. Re: Jabba is a Dark Jeddi...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug14.191254.1@cobra.uni.edu>
Source record: 8581

In article <4uqs2a$k99@nntp.crl.com>, Kyle R. Hofmann <rhofmann@crl.com> writes:
> In article <1996Aug12.193749.1@cobra.uni.edu>, PETER SINCLAIR-DAY wrote:
> : The ST OS is bloat compared to the Atari 8 bit OS.
>
> The 8-bit OS wasn't a GUI, it was just a method of reaching the
> system. For a GUI, the ST is an amazing competitor in terms of memory.
> It's small, it's fast, and it works. (which is something I cannot say
> about the two most popular OS's out there. For me, MacOS and Windoze
> (any version) do not work. At all.)

Macs and Wintel 95 works for millions. Have you failed to press the power on
button?)

The ST sure does work today with thirty-two colors, low color res and no decent
web/internet apps.
>
> : Isn't the Atari 400 had only 16k?
>
> And it worked very nicely with that.

Doesn't do much today..

> -Kyle R. Hofmann

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
Supply - sided economics was "something I've never understood," and
"it's had a fair chance to work," and it failed. -Bob Dole

5473. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug14.192423.1@cobra.uni.edu>
Source record: 8582

In article <5ZDwxeH.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>
>>Yep...$10 billion worth of niche markets versus a million dollar market...
>
> Yes, hi-growth capitalist markets like education and government. . .
> And a dwindling share of creative markets like DTP and Internet publishing.

A dwindling share, not according to the research firms. Once again, more
misleading fud!

> ---
> BR Miller
> Boston, MA
> Look out Intel and Apple - Be is coming!

And comming to the Mac platform in 1997!

GREETINGS..
|--|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|--|
Supply - sided economics was "something I've never understood," and
"it's had a fair chance to work," and it failed. -Bob Dole

5474. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug14.190015.1@cobra.uni.edu>
Source record: 8583

In article <4uputh$5df@lex.zippo.com>, JEDI writes:

> Petey-Boy has just inflicted a new form of vapourare upon us.
> Show us a great deal (allegedly) on hardware without a single
> clue as to where a mere mortal might actually BUY for this price.
> Instead of convincing some wavering lurker to NOT buy that Falcon,
> he projects an immature decietful image of the mac community and quite
> possibly of Apple itself.

Typical Jabba speak..

>
> I've still yet to see a new mac go for less than a decked out Falcon.

You should open your eyes! I have.. Performa 638 system with Apple 15'
multiscan for $999 NEW!

>
> You've also never shown that effective thruput is greater with a mac
> either. You can only hark about CAB and Cyberstudio replacements.

Thruput? Is that word part of your species vocab?
>
> ---
> The Mac/PC crowd would have you believe that to just get around you need a Lexus
> and that an Escort or even a Crown Victoria would not do...

Don't forget priced like an Escort!

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
Supply - sided economics was "something I've never understood," and
"it's had a fair chance to work," and it failed. -Bob Dole

5475. Re: Apple is not doomed!! Power Comp. Kicks ass!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-14 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GHOVAECEUP@cabal.shnet.org>
Source record: 8584

In <1996Aug12.194003.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>>In article <GHEIBFDMUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten
>Guenther) writes:
>
>I said..
>>Why would I need to spend $300 for ram? 16 megs go for $120. Why would I need
>
>Thorsten said..
>Because a PowerMac needs _at_least_ 16 megs to run acceptably. Anyone who
>knows Macs will advise you to get 32 megs - which go for ~280 US$s here.
>
>I said..
>Yes, a Powermac should have 16 megs ram. Powermacs shipping today have 16
>megs ram as standard.

A PowerMac should have 32 megs of RAM, e.g. to run Cubase. "Acceptably" is
not "good".

>Thorsten said..
>>a Centronics cable? $100 for one is absurb.
>
>I said..
>It's so "absurb" that it costs that much because it's a fact, I guess.
>
>Thorsten said..
>It's called the "PowerPrint" cable.
>
>I said..
>
>I don't need a PowerPrint cable. I just plugged in my serial cable. No fuss
>involved.

How'd you connect a Centronics printer? Buy a new one?

>>Why would I need a monitor
>>adaptor that costs $50 when Sony and Viewsonic bundles one?
>
>Thorsten said..
>
>Because I own a Sony, and there wasn't a bundled adaptor inside the
>package? And what do you expect me to do when I buy a Mac - get a new
>monitor also?
>
>I said..
>The Sony monitors listed in my Mac catalogs and at retail stores ship with the

>adaptor at no extra cost.

The Sony 15sfII I purchased some months ago did not come with a fucking
Mac adaptor, Petey.

>>Why would I need
>>to spend $200 for a keyboard when one can be had for less than $50?
>
>Thorsten said.
>
>An Apple "enhanced keyboard" costs 200 US$s. Period.
>
>I said..
>If you want to spend $200 for a keyboard, your money. I can get third party
>ones for $50 or less. You have choices..
>
>>500 meg HD
>>is sufficient for most people but to include a extra one can be had for less
>
>Thorsten said..
>
>500 megs are ridiculous for a Mac - they might suffice for an Atari, but
>then - Atari apps usually ship on two or three disks.
>
>I said..
>Macs shipping today have at least 1.6 gigs today. You must be referring to a
>closeout model that was released in 1995.

Petey-boy, YOU wanted to tell us that 500 meg HD space is sufficient,
because YOU wanted to advocate closeout hardware (to be precise: the
7200/75 model PowerMac). Next time you want to fool anyone into believing
different, you should first delete your quotes of that content.

>I have seen yesterday Pentiums with
>500 megs..

It's today now. Wake up.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

5476. Re: Petey-Boy is still a liar

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-15 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.840116439@gmi.edu>
Source record: 8585

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>> Apple never produced a compact OS. They managed to squeeze some of
>> it into system ROM but, system was always disk based and LARGE.

>Depends on your diffinition and opinion. Not fact. Also Apple has advanced
>the OS far more than the other OS. Thats the fact Jack!

"the other OS" - what other OS are you talking about?

>> Despite being a relic, an ST can more completely take advantage of
>> its feature set than newer more powerful machines.

>More Jabba speak. The OS doesn't do much. Were are the equivelant Mac/Windows
>apps. Were are the equivealnt Mac/Pentium hardware at lower prices to boot?

You're talking out of your butt again. The overhead to run Mac and Windoze
apps is quite large- in fact, much more overhead is needed with those
platforms versus the ST and Amiga. MacOs and Windoze apps
require high amounts of memory, vast volumes of disk space, etc.

>Considering that Mac/Pentium systems come standard with more than enough
>resources to boot, your asertion that the OS gets in the way (what ever that
>means) is a fallacy.

More penis speak. My uncle has a Mac Performa which is 2 years old and
he can't even run Photoshop now!

>Advertising buzzwords? AtariWorks 1.0 is the same AtariWorks 1.0 when released
>four or more years ago. So I am going to depend on a app that will never be
>improved from the remaining four employese at Atari? You would make for a
>lousy entrepreneur who is a afraid of change and progress.

Look who's talking! You can't even admit that Apple is going down the
tubes! Their market share dropped from 7+% to 5% in the last 8 months!
In 1990, Atari had 4.5% of the computer market in North America and
a MUCH BIGGER share in Europe. Market-wise, Apple is in worse shape than
Atari was in 1990!

>> Regarding retail prescence: this damns Macs MORE than it does STs.
>> Just ask your more substantial rivals, the one's you are too
>> cowardly to confront.

>Confront? I use both Pentium and PowerMac at work.

Hmm... your workplace is moving over to Intel, eh? Looks like
the gravesite is being prepared for Apple.

>Just like you. And considering that you are afraid to use a real email address
>is an oxymoron!

Don't know what "oxymoron" means, do you?

/Kevin

> GREETINGS..
>|---|
>| Peter Sinclair-Day POWERBOOK 520 |
>| University of Northern Iowa |

5477. Re: Jabba is a Dark Jeddi...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-15 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.840115767@gmi.edu>
Source record: 8586

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>> The 8-bit OS wasn't a GUI, it was just a method of reaching the
>> system. For a GUI, the ST is an amazing competitor in terms of memory.
>> It's small, it's fast, and it works. (which is something I cannot say
>> about the two most popular OS's out there. For me, MacOS and Windoze
>> (any version) do not work. At all.)

>Macs and Wintel 95 works for millions. Have you failed to press the power on
>button?)

What's with this "Wintel" bullshit? That is an incorrect labelling of
the market, moron. I use Linux on my Intel machine (which, BTW, makes
Windoze and MacCrapOS look like child's play). So what do you call
my machine, Peter? "Lintel"?

>> : Isn't the Atari 400 had only 16k?
>>
>> And it worked very nicely with that.

>Doesn't do much today..

Can still play some fun games on it.

/Kevin

5478. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-15 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4uvu3h$44r@morgoth.sfu.ca>
Source record: 8587

Brian-Roland Miller <brimiller@delphi.com> writes:

>Yes - this takes the last profit center for Apple (sales of the Mac OS)
>and makes them redundant. It also provides a way out to a superior platform
>for Mac users who want something better. Thus, people move from a single
>processor, proprietary, closed, limited, expensive Mac to an excellent,
>affordable, open BeBox.

Well, you turned this back into advocacy so... PowerComputing has stated
that they will continue to bundle their computers with MacOS so Apple
still gets the profits from that. PowerComputing still buys their
motherboards from Apple so Apple will still get profits from that.
Also, Apple's single processor is faster than both of the Be's processors.
Apple has been releasing a lot of technical data lately and they are
moving towards PPCP which does not make them closed. Bes right now run only
on propriety hardware (Be's own hardware, not PPCP), Apple's current
hardware is superior to Be's hardware and you can get a Mac clone for
cheaper than a BeBox.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5479. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-15 00:00:00 UTC
From: RichardX_Tietjens@jf.intel.com
Message-ID: <4uvlr3$9g_002@jf.intel.com>
Source record: 8588

In article <4uqqt3$k99@nntp.crl.com>,
Kyle R. Hofmann <rhofmann@crl.com> wrote:
>
> (BTW, it's useless to argue this, Petey. It's the truth, and you can't
>fight the truth. Want me to drag one of the chip groups into it? Then
>you'll really look like a fool.)

And that would be different from his usual "this is my opinion, and if the facts disagree with me then the facts are WRONG" rants in what way?

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

5480. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-15 00:00:00 UTC
From: RichardX_Tietjens@jf.intel.com
Message-ID: <4uvlvh$9g_005@jf.intel.com>
Source record: 8589
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <4uputh$5df@lex.zippo.com>, JEDI wrote:
>
>>>>PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>>> [jedi deleted this]
>>>>
>>>>>CompUSA in Des Moines.
>>>>
>>>>Another discontinued product, Peter? Like the "entry level Mac"?
>
> Petey-Boy has just inflicted a new form of vapourare upon us.
> Show us a great deal (allegedly) on hardware without a single
> clue as to where a mere mortal might actually BUY for this price.
> Instead of convincing some wavering lurker to NOT buy that Falcon,
> he projects an immature decietful image of the mac community and quite
> possibly of Apple itself.

The fact is that Macs are good machines. Many Mac users are perfectly intelligent people. The problem here is not the Mac, it's not the Falcon, and it's not actually anything to do with /any/ computer. The problem is Peter Sinclair-Day, who knows nothing about anything but thinks he knows everything about everything (I understand the situation, ahving outgrown that syndrome some twenty years ago myself. Yes, there are many topics upon which I cannot converse intelligently. Computers, however, is not among those). If the people who actually have and use Macs were to compare notes with the people who actually have and use Atari systems, we would find that we have much in common - including a perfectly realistic disregard for MS dozzzzze and for loud-mouthed bratty smartasses who get by at the university on Daddy's money and MacWorld's opinions (as presented in the adverts by Madison Avenue).

And that's the news...

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

5481. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-15 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <ptGQRuV.brimiller@delphi.com>
Source record: 8590

Brian Quinlan <quinlan@sfu.ca> writes:

>>Look out Intel and Apple - Be is coming!
>
>Thought you might be interested to know (this is not advocacy) that Be
>is porting their operating system to the PowerMac. The next major
>release will run on 603e and 604 PCI Macs. That means that we can
>forget Be's 120MHz 603es and get a PowerComputing box with a 240MHz 604e.

Yes - this takes the last profit center for Apple (sales of the Mac OS)
and makes them redundant. It also provides a way out to a superior platform
for Mac users who want something better. Thus, people move from a single
processor, proprietary, closed, limited, expensive Mac to an excellent,
affordable, open BeBox.

Ain't life grand? :')

BR Miller
Boston, MA

5482. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-15 00:00:00 UTC
From: JEDI@osu.edu
Message-ID: <4v0cca$3o3@charm.magnus.acs.ohio-state.edu>
Source record: 8591

In article <1996Aug14.190015.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>In article <4uputh$5df@lex.zippo.com>, JEDI writes:
>
[deletia]
>
>>
>> I've still yet to see a new mac go for less than a decked out Falcon.
>
>You should open your eyes! I have.. Performa 638 system with Apple 15'
>multiscan for $999 NEW!

So? Tell us all where to buy such a beastie...

>
>>
>> You've also never shown that effective thruput is greater with a mac
>> either. You can only hark about CAB and Cyberstudio replacements.
>
>Thruput? Is that word part of your species vocab?

It's a word that anyone that has the slightest technical literacy is familiar with.

8M low memory application is an oxymoron.

5483. Re: Jabba is a Dark Jeddi...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-15 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <32135A37.4381@intuit.com>
Source record: 8592

PETER SINCLAIR-DAY wrote:
>
> Doesn't do much today..
>

Kind of sounds a little like you.. too much time on your hands,
methinks. I'd suggest you buy yourself a life instead of
wasting your time posting about computers you don't even
own.

-Mark

5484. Re: Why not Cyrix Instead...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-15 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4v049b$6dk@nntp.crl.com>
Source record: 8593

In article <1996Aug14.190904.1@cobra.uni.edu>, PETER SINCLAIR-DAY wrote:
: In article <4upub8$5aj@lex.zippo.com>, JEDI writes:

: >>Never mind that the Cyrix 586/133 has the speed of a Pentium 90. What part do
: >>you not understand?
: >
: > The notoriously absent part detailing just why the Cyrix 586 is such
: > in anything but name only. NO technical details were given. ONLY a
: > performance spec was given and that performance spec puts it next to
: > the AMD486/133 also refered to as a 586. Furthermore, the performance
: > spec is linearly scaleable to the peformance of any other 486 chip
: > most notably the AMD or i486DX4/100 and AMD486DX4/120.
: >

: Are you fucked in the head?

No, you are.

: As I stated that the Cyrix 586/133 is a good alternative to a Pentium
: 90 and 100 due to speed and cost. You can put a nice system together
: for about $600-$800!

This coming from the person who couldn't care less about PCs. Really.
The truth is that Cyrix makes inferior chips. The floating point
processor on the Cyrix 686, for example, is complete crap, even by PC
standards. The 586 isn't even a Pentium, so don't compare it to one.

: >>In what way? And how very likely? Or is this Jabba speak?
: >
: > Very slowly once again for the anacaleptic:
: > Overclock a 486DX4/100 to 133Mhz and it will
: > perform the same as your so called Cyrix 586.

: And performs comparably to a Pentium 90 and 100! What is your point?

That the 586 is actually a 486, and 486s don't perform comparably to
Pentiums.

: > They actually sell such beasties. They are
: > called AMD 586/133's. These are just fast
: > 486's; this is common knowledge in the field.

: And costs less than their Pentium counterparts.

And are rightfully inferior.

: > Cyrix in general is something to be avoided becuase they
: > are a little TOO cheap. Stick with AMD (same price & perf.).

: > Cyrix is notorious for incomplete implementations (personal
: > experience) and misleading labeling.

: Now you state that Cyrix needs to be avoided because they are a little to
: cheap?

I'll agree to that. Too cheap, in this case, means they don't pay
their engineers enough.

: According to Industry opinionaters that Cyrix is awesome that is their
: chips and 686 motherboards.

First of all, WTF are "Industry opinionaters"? Second, Cyrix is not
"awesome". Try comparing a Cyrix 686 133mhz to a Pentium 133mhz using
real world applications. For example, have 3d Studio render the same
scene on both computers. Play a game such as id Software's Quake.
Recompile GCC. All of those are time consuming tasks (especially the
second >:-) which depend heavily on the speed of the processor. BTW,
make sure you chip swap instead of getting two identically configured
computers.

: SOUNDS like you like to spend more for less.

BZZT Wrong!

-Kyle R. Hofmann

5485. Re: Petey-Boy is still a liar

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-15 00:00:00 UTC
From: JEDI@osu.edu
Message-ID: <4v0c7g$3o3@charm.magnus.acs.ohio-state.edu>
Source record: 8594

In article <1996Aug14.185428.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>In article <4uq0mc$5tl@lex.zippo.com>, JEDI writes:
>
[deletia]
>> No VM for Nisus under 8M? I highly doubt that. Those box specs do
>> tend to be so understated on Mac's/PC's. Is this experience talking
>> or just more hot air.
>
>No jabba, you are a blow hard of hot air.

Oddly enough, you cannot counter with anything better.
.
>
>> Furthermore, if it does need 8M all to itself and it will in fact
>> start swapping out pages if you run anything else than, your precious
>> Nisus has effectively turned your powermac into a FatMac or ST.
>
>Nissus does not need all 8 megs to run. I see you do not include the others I
>have listed.

Nisus doesn't have all 8 megs to run in. Nisus only has what is left
over after the OS has finished with the machine.

Until you address ONE program. My addressing the others is really
quite pointless.

So, now I shall be a bit more blunt: Do you actually have experience
with these applications or personally know someone who has. Otherwise, you are
the one just spouting hot air.

>
>> For if any serious apps nullify the usable multitasking aspects of
>> your OS, you might as well be running an ST.
>
>What ST? None are being sold unless you are referring to the expensive FALCON
>AND THE ANTIQUATED $3000 040 Hades. I'd rather save money.

Neither is your scratch-n-dent wunder-system. Yet you have no problem
using it as an operating example.

>
>> ...and you've still yet to state one REAL feature that any of these
>> have that any of US would want or need, let alone something that
>> we may not be able to get with our own wares...
>

>Depends what you want to use..The latest productivity apps, multimedia apps,
>web browswers/internet and games!

So? What specific thing that these have that we either want or need and
cannot get from our current wares.

You still seem unwilling to mention a single feature that these 'new
and improved' wares have that we cannot get already. Since you seem so
unwilling to provide them, it is difficult for anyone to conclude that these
'essential features' actually exist.

>
>> Atarians dont need any corporate hand holding.
>> CD support is there. Your denial of it is just another
>> one of your great lies.
>
>Corporate hand holding? Sounds like sour grapes! My lies? What are they
>Jabba?

Atari's support both SCSI and ATA cdrom drives. You would have the world
believe differently. You would MISLEAD people by only mentioning the support
of Atari and ignoring any 3rd parties. You're comments about AtariCorp are
probably also wrong.

[deletia]
>>>CDrom software.
>>>
>>>JEDI the All Knowing said..
>>> Compudyne 14" monitor that CompUSA sells. Tell me how to hook it up
>>> to a mac without any additional cost.
>>>
>>>Try hooking it upto a ST/Falcon with out extra cost.
>>
>> That wasn't the question. Furthermore I do believe that I could
>> hook it up to a Falcon with no extra cost.
>
>Soo could I...

Did your mac come with a SuperVGA connector without no additional cost?
If so, how long have they come this way?

>
>>>I have Apple's latest shipping configurations from MacWeek, the average
>>>shipping HD is 1.6 Gig.
>>
>>
>> Too bad they're not being seen in the retail channel. Perhaps
>> this is another indication of the impending DOOM of Apple.
>
>Could it be that you had your head up your Jedi? Or could it have been that
>they just shipped. The ones shipping today were announced last week.

I checked CompUSA the day that that post was written.

>
>>>>>>CompUSA in Des Moines.
>>>
>>>JEDI the All Knowing said..
>>>>> You are LYING. CompUSA doesn't sell IDE 2 gig drives for that cheap.
>>>>
>>>>Yes they do..According to their Sunday insert in the paper. Shocking is it?
>>>>Need to spend more time in the present and not in the past.
>
>> That tactic borders on fraud and is as slimey as you are.
>> If 300 bux goes on my AMEX, then the price is $300 NOT $200.
>>
>> Nevermind that the drive in question is IDE NOT SCSI and that
>> it is from a brand notorious for poor interoperability: Maxtor.
>
>Lowering the price is fraud? I call it a windfall for the consumers. Not use
>to spending less for hardware are you? I guess saving money is slimy.

They did not lower the price.
Someone ELSE is offering a rebate.
The add is an intentional attempt to mislead.

>
>Still $200.

The bank will think otherwise.

8M low memory application is an oxymoron.

5486. Re: Jabba is a Dark Jeddi...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-15 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug15.235952.1@cobra.uni.edu>
Source record: 8595

In article <khaley.840115767@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:

>>Macs and Wintel 95 works for millions. Have you failed to press the power on
>>button?)
>
> What's with this "Wintel" bullshit? That is an incorrect labelling of
> the market, moron. I use Linux on my Intel machine (which, BTW, makes
> Windoze and MacCrapOS look like child's play). So what do you call
> my machine, Peter? "Lintel"?

Windows + Intel processors = Wintel...What part do you not understand? Yea,
but can Linux run the wonderfull apps on the Mac/Wintel side?

> Can still play some fun games on it.

True..
>
> /Kevin

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"I'm a traditional Republican who believes that you ought to restrain
spending if you're going to cut taxes. I don't think you can just cut taxes
alone and get gain without pain...." -Bob Dole

5487. Re: Petey-Boy is still a liar

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-15 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug15.235250.1@cobra.uni.edu>
Source record: 8596

In article <khaley.840116439@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:

> "the other OS" - what other OS are you talking about?

Eh, TOS

>>Considering that Mac/Pentium systems come standard with more than enough
>>resources to boot, your asertion that the OS gets in the way (what ever that
>>means) is a fallacy.
>
> More penis speak. My uncle has a Mac Performa which is 2 years old and
> he can't even run Photoshop now!

To bad...Get an older version. I had no problems running Photoshop on an 040
Performa.

> Look who's talking! You can't even admit that Apple is going down the
> tubes! Their market share dropped from 7+% to 5% in the last 8 months!
> In 1990, Atari had 4.5% of the computer market in North America and
> a MUCH BIGGER share in Europe. Market-wise, Apple is in worse shape than
> Atari was in 1990!

Interesting...I just read that it was 6.9%... However in their key markets,
much higher. I don't see SUN and SGI showing up in the overall score.
However, both do well in their tended markets.

Hard to believe Atari had marketshare at all in NA...What about USA?

>
>>Confront? I use both Pentium and PowerMac at work.
>
> Hmm... your workplace is moving over to Intel, eh? Looks like
> the gravesite is being prepared for Apple.

Moving to Intel? Always been an Intel shop at least in the library
departments. However, in the academic colleges, different scene.

The Apple campus reseller more than doubled Mac sales so far this year.

> Don't know what "oxymoron" means, do you?
>
> /Kevin

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I

I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"I'm a traditional Republican who believes that you ought to restrain
spending if you're going to cut taxes. I don't think you can just cut taxes
alone and get gain without pain...." -Bob Dole

5488. Re: Jabba is a Dark Jeddi...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-15 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug15.235601.1@cobra.uni.edu>
Source record: 8597

In article <32135A37.4381@intuit.com>, Mark Fassett <mark_fassett@intuit.com> writes:
> PETER SINCLAIR-DAY wrote:
>>
>> Doesn't do much today..
>>
>
> Kind of sounds a little like you.. too much time on your hands,
> methinks. I'd suggest you buy yourself a life instead of
> wasting your time posting about computers you don't even
> own.

Interesting you had the time to respond... I suggest you look at your
newsheader and read that this an advocacy area.. Why would you fucking care if
you state I am wasting my time?

> -Mark

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"I'm a traditional Republican who believes that you ought to restrain
spending if you're going to cut taxes. I don't think you can just cut taxes
alone and get gain without pain...." -Bob Dole

5489. Re: Petey-Boy is still a liar

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-15 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <554672250.61024.57.starship@3rdplanet.com>
Source record: 8598

khaley@nova.gmi.edu barked in COMP.SYS.ATARI.ADVOCACY on 15 Aug 96:

k> Newsgroups: comp.sys.atari.advocacy
k> References: <1996Aug12.193749.1@cobra.uni.edu> <4uq0mc$5tl@lex.zippo.com>
k> <1996Aug14.185428.1@cobra.uni.edu>

In our last episode, we saw Sinclaptrap drooling in the dust to form the
words:

>> And considering that you are afraid to use a real email address
>> is an oxymoron!
k>
k> Don't know what "oxymoron" means, do you?

He doesn't know which end of the tiger has teeth, either, but it never stops
him from droning on about it...
--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+--------------------------+

5490. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-15 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <554672250.61025.5.starship@3rdplanet.com>
Source record: 8599

quinlan@sfu.ca barked in COMP.SYS.ATARI.ADVOCACY on 15 Aug 96:

q> Newsgroups: comp.sys.atari.advocacy
q> References: <RZHuXbl.brimiller@delphi.com>
q> <Your_user_name-0308962241400001@se-590-samac.acs.ohio-state.edu>
q> <4u1ecg$1j3@flood.xnet.com>
q> <brunsman.3-0408962253470001@se-590-samac.acs.ohio-state.edu>
q> <4u6fac$73v@flood.xnet.com> <4u6ruv$or0@morgoth.sfu.ca>
q> <4u8u6q$9ma@flood.xnet.com> <4u96m1$65t@morgoth.sfu.ca>
q> <4ubhu5$eb8@flood.xnet.com> <4udhom$g58@morgoth.sfu.ca>
q> <4ue887$22f@flood.xnet.com> <4ugcmh$qus@morgoth.sfu.ca>
q> <4ugr0m$9a0@flood.xnet.com> <4uj079$v7@morgoth.sfu.ca>
q> <4ujen0$kuu@flood.xnet.com> <4ulb
q> From: quinlan@sfu.ca (Brian Quinlan)
q>
q> Kyle R. Hofmann <rhofmann@crl.com> writes:
q>
>> You rant and rave about the Mac being superior. There's always
>> something superior out there, even to your Mac, so why make such a big
>> fuss about it?
q>
q> I don't think that I have been "ranting". And this is advocacy where
q> everything is worth making a fuss about :)

He's got you there, Kyle. Can't argue that kind of logic. Besides, he at
least understands what both sides are talking about. <G>
--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+--------------------------+

5491. Re: Apple is not doomed!! Power Comp. Kicks ass!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-15 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <554672251.61026.41.starship@3rdplanet.com>
Source record: 8600

guenther@cabal.shnet.org barked in COMP.SYS.ATARI.ADVOCACY on 15 Aug 96:

g> Newsgroups: comp.sys.atari.advocacy
g> References: <1996Aug12.194003.1@cobra.uni.edu>
g> From: guenther@cabal.shnet.org (Thorsten Guenther)
g>
g> In <1996Aug12.194003.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>> I have seen yesterday Pentiums with
>> 500 megs..
g>
g> It's today now. Wake up.

Actually, I have a couple of machines at work that have 512 megs of RAM. Pentium Pro multi-processors - yep, they're fast, all right. I think the less expensive model comes with 64 megs RAM and no hard drive for only 50 kilobucks.

Of course, they aren't much good for MIDI, but man, can they search-and-replace in MS Word. <EVIL GRIN>

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+--------------------------+

5492. Re: Jabba is a Dark Jeddi...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-15 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4v03is$6dk@nntp.crl.com>
Source record: 8601

In article <1996Aug14.191254.1@cobra.uni.edu>, PETER SINCLAIR-DAY wrote:
: In article <4uqs2a$k99@nntp.crl.com>, Kyle R. Hofmann <rhofmann@crl.com> writes:
: > In article <1996Aug12.193749.1@cobra.uni.edu>, PETER SINCLAIR-DAY wrote:
: > : The ST OS is bloat compared to the Atari 8 bit OS.
: >
: > The 8-bit OS wasn't a GUI, it was just a method of reaching the
: > system. For a GUI, the ST is an amazing competitor in terms of memory.
: > It's small, it's fast, and it works. (which is something I cannot say
: > about the two most popular OS's out there. For me, MacOS and Windoze
: > (any version) do not work. At all.)

: Macs and Wintel 95 works for millions. Have you failed to press the power on
: button?)

No, I succeeded with that (I haven't succeeded in finding your off
switch yet, though. Give me some more time to work on that one). I
failed in understanding the poorly designed and obfuscated interface
which is a trademark of both of them. They don't work for me.

-Kyle R. Hofmann

5493. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-15 00:00:00 UTC
From: RichardX_Tietjens@jf.intel.com
Message-ID: <4uvlr3$9g_001@jf.intel.com>
Source record: 8602

In article <4uqvr9$o5b@morgoth.sfu.ca>,
quinlan@sfu.ca (Brian Quinlan) wrote:
>Brian-Roland Miller <brimiller@delphi.com> writes:
>
>>Most Internet accounts are text-based terminal accounts. . . running
>>such software as Gopher and Lynx. It is guesstimated that over 10% of
>>Internet users use Lynx for WWW access.
>
>Who is the "guestimator"? The only figure that I've heard is that
>Navigator is used by 80% of WWW users.

I worked at Netscape tech support before coming over to Intel. Netscape is used by an estimated 80 percent of /graphical/ web browser users. There is still a user base of roughly 30% on the Internet who do not have graphical access; they use Lynx.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

5494. Re: Petey-Boy can't tell us WHY!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-15 00:00:00 UTC
From: JEDI
Message-ID: <4uvpac$s0r@lex.zippo.com>
Source record: 8603

In article <khaley.840116439@gmi.edu>, khaley@nova.gmi.edu says...
>
>sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
>>> Apple never produced a compact OS. They managed to squeeze some of
>>> it into system ROM but, system was always disk based and LARGE.
>
>>Depends on your diffinition and opinion. Not fact. Also Apple has advanced

So? Just which Macintosh (or even Apple for that matter) shipped
with an OS compact enough that it could be shipped as system ROM
ONLY?

You could concede a small point, and move on, but you're too stupid.

>>the OS far more than the other OS. Thats the fact Jack!

This is an interesting bit of FUD considering where you are. For
the vast majority of the planet who are now fixated on Mac vs. PC
that might fly. However, we know better.

We know that instead of it being PC vs. Mac, it was indeed
PC vs. EVERYBODY. In the mid 80's, even unix was pushing the UI
envelope. Apple was not some lone vanguard. Microsponge was the lone
holdout unable to deliver a viable GUI.

Apple made a nice shell but, it's OS is still primitive and has yet
to surpass OS'es decades older than itself.

Of course GEM had to sacrifice some functionality. This is an
engineering decision. The system software was designed to be
appropriate to the hardware it was operating on. Considering
that it created a machine that was at that time a third the price
of a cheap 8088 clone and as usable as a Mac and only marginally less
usable than a contemporary clone, it was an effective tradeoff.

>
>"the other OS" - what other OS are you talking about?

That other OS that all the Cloners used instead of DR DOS and GEM...

>
>>> Despite being a relic, an ST can more completely take advantage of
>>> its feature set than newer more powerful machines.
>
>>More Jabba speak. The OS doesn't do much. Were are the equivelant Mac/Windows

The OS shouldn't do much. The rest is for applications.

>>apps. Were are the equivealnt Mac/Pentium hardware at lower prices to boot?

What do your banner apps have that we need? You have yet to show us
this. Since you are unwilling to do so, as doing so would expose how
really uninovative those wares are, we must assume that there would be
no advantage had by using them.

Our apps don't need Mac/Pentium class hardware to operate.

>
>You're talking out of your butt again. The overhead to run Mac and Windoze
>apps is quite large- in fact, much more overhead is needed with those

So true. So true. With what the Mac and PC's waste, an ST user could
run quite comfortably and productively.

>platforms versus the ST and Amiga. MacOs and Windoze apps
>require high amounts of memory, vast volumes of disk space, etc.
>
>>Considering that Mac/Pentium systems come standard with more than enough
>>resources to boot, your asertion that the OS gets in the way (what ever that
>>means) is a fallacy.

Computer users do more with their machines than merely turn them on.
If a user cannot load one of your wunder-apps without bogging down the
machine and turning it into a MacPlus, then it has little more value than
a MacPlus. If you can't load two of those wunder-apps at once without
slowling the system down to MacPlus speed, then it has little more value
than any Mac with System6.

This is not a fallacy. This is personal experience of mine and many
other Mac/PC victims.

>
>More penis speak. My uncle has a Mac Performa which is 2 years old and
>he can't even run Photoshop now!
>
>>Advertising buzzwords? AtariWorks 1.0 is the same AtariWorks 1.0 when released
>>four or more years ago. So I am going to depend on a app that will never be

How have our needs changed in 4 years? How have yours? If it does the
task in a satisfactory manner, then there is no need to change it.

>>improved from the remaining four employese at Atari? You would make for a
>>lousy entrepreneur who is a afraid of change and progress.

I am not an entrepeneur, therefore your comment is not germane. I ,
however, am a consumer. Like many consumers, I have many choices
vieing for my time and money. Instead of wasting money on the hardware
race or software that does not suit my needs any better than last
year's (or decades) software, I'll be cruising through the Bahammas next
week.

Enjoy your overpriced plastic box.

>
>Look who's talking! You can't even admit that Apple is going down the
>tubes! Their market share dropped from 7+% to 5% in the last 8 months!
>In 1990, Atari had 4.5% of the computer market in North America and
>a MUCH BIGGER share in Europe. Market-wise, Apple is in worse shape than
>Atari was in 1990!
>
>>> Regarding retail prescence: this damns Macs MORE than it does STs.
>>> Just ask your more substantial rivals, the one's you are too
>>> cowardly to confront.
>
>>Confront? I use both Pentium and PowerMac at work.

You seem to like to bash ST's as if you were some deprived frightened
little bully who needs to beat up on what is percieved as an inferior
enemy in order to bolster his fragile little ego.

There really isn't a very good alternative explanation for your
behaivor.

Atari did itself in quite well enough LONG LONG before
you ever decided to 'help out'.

>Hmm... your workplace is moving over to Intel, eh? Looks like
>the gravesite is being prepared for Apple.
>
>>Just like you. And considering that you are afraid to use a real email address
>>is an oxymoron!

This is a public discussion forum. The discussion here is strictly
public and I do not solicit private correspondence. An email address
that you might be fooled into believing is real is quite unnecessary
and irrelevant.

It seems that your well has run dry.

>
>Don't know what "oxymoron" means, do you?

8M Low Memory Application is an oxymoron.

5495. Re: Petey-Boy is still a liar

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-15 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <840226314_OASIS_@pwomar.demon.co.uk>
Source record: 8604

In article <1996Aug14.185428.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <4uq0mc$5tl@lex.zippo.com>, JEDI writes:

>> These aren't features. These are advertising buzzwords. They don't
>> get any work done. They are useless to anyone but mindless clones
>> like yourself.
>
>Advertising buzzwords? AtariWorks 1.0 is the same AtariWorks 1.0 when released
>four or more years ago. So I am going to depend on a app that will never be
>improved upon from the remaining four employese at Atari? You would make for a
>lousy entrepreneur who is a afraid of change and progress.

So? If it isn't broken don't fix it. Name some extra feature which
would be useful and you might score a point but seeing as you've
probably never even looked at an Atari machine for years it's not
likely you've ever seen it in action.

>> For if any serious apps nullify the usable multitasking aspects of
>> your OS, you might as well be running an ST.
>
>What ST? None are being sold unless you are referring to the expensive FALCON
>AND THE ANTIQUATED $3000 040 Hades. I'd rather save money.

He didn't say go buy one. His point was that rather than waste his
money on a more expensive machine that does nothing more he would
rather keep the able machine that he has. If you "might as well be
using [something]" then it means pretty much "the same as" so why on
earth would you even think about buying something that does the same?

>> ...and you've still yet to state one REAL feature that any of these
>> have that any of US would want or need, let alone something that
>> we may not be able to get with our own wares...
>
>Depends what you want to use..The latest productivity apps, multimedia apps,
>web browswers/internet and games!

You really don't understand do you? You said "latest" again, just
because you've never experienced a product thats not crap or buggy for
it's first many incrnations does not mean that they do not exist.
Games I admit is one big letdown on the Atari scene but as I have a
Playstation that does stuff better than most macs and has a far better
selectiont than the Mac then it doesn't bother me.

>> That tactic borders on fraud and is as slimey as you are.
>> If 300 bux goes on my AMEX, then the price is $300 NOT $200.

>>
>> Nevermind that the drive in question is IDE NOT SCSI and that
>> it is from a brand notorious for poor interoperability: Maxtor.
>
>Lowering the price is fraud? I call it a windfall for the consumers. Not use
>to spending less for hardware are you? I guess saving money is slimy.
>
>Still $200.

Gotta' give you the points on this one, although the price *is* $300 (if what you are saying is true) overall it costs you $200, as far as I am concerned it costs me $200.

>> ---
>>
>> An 8Meg Low Memory App is an Oxymoron.
>
>Just like you. And considering that you are afraid to use a real email
>address is an oxymoron!

Total crap *again*, look up the word pete, it has noting to do with being stupid as you seem to believe, eg "Peter is not a complete and utter twat" that is about the closest example of an oxymoron that comes to mind.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5496. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-16 00:00:00 UTC
From: szhays@bullwinkle.ucdavis.edu
Message-ID: <4v0mao$5jn@mark.ucdavis.edu>
Source record: 8605
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Thanks for taking the time to create this Kyle. A few comments:

Kyle R. Hofmann (rhofmann@crl.com) wrote:
:
: REQUEST FOR DISCUSSION (RFD)
: moderated group comp.binaries.atari
: unmoderated group comp.binaries.atari.discuss

Is it possible to just use comp.sys.atari.st to discuss stuff in comp.binaries.atari? Why create comp.binaries.atari.discuss? I know I won't go looking for something in c.b.a. unless I read about it in c.s.a.st as I don't intend to poke my nose in there if I can help it. Also, does it have to be moderated? Seems like that was the cause of problems before. And then, of course, comes the issue of: do we really need this. Right now I'd say we do, primarily because there is no satisfactory ftp site. I wish we could set up a really nice network of ftp sites (one in US, one in UK, one in Germany, France, etc...) that all mirrored the complete archive. U-Mich used to do this, but seems to have gone all rough around the edges.

--
....
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- U. C. Davis :
: The Internship & Career Center | Engineering & Physical Sciences :
: ,,, http://icc.ucdavis.edu http://128.120.234.242 :
: (o o) These are my opinions; you want some, get your own. :
+-o00-(_)-00o---+

5497. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-16 00:00:00 UTC
From: gfrajkor@superior.carleton.ca
Message-ID: <4v0gqa$lj1@bertrand.ccs.carleton.ca>
Source record: 8606

In article <4ulbb5$af@morgoth.sfu.ca>, Brian Quinlan <quinlan@sfu.ca> wrote:
>JEDI@osu.edu (JEDI) writes:

>> Not quite true. There are many less self-centered developers that
>>actually acknowledge that the entire world is not running the same sort of
>>hardware and software that they are. The rude part of the web is actually
>>quite small.

>It's not being self-centered. It's recognizing that it is of almost no
>value to support lynx because they represent such a small part of your
>potential customers.

These people are quite wrong. There are those who need, want and
deserve the full graphics treatment. The trend in my circles
(journalism) is to teach getting the textual information first, and
THEN deciding if the visual information is necesssary.
As the Web grows and gets more complex, there will be more and more
necessity for Web designers to do (a) index/ search programs (b)
quick-summary text ability (c) visual information and (d) finally --
audio.

Lynx is routinely taught in journalism courses as the preferred
search tool. For starters, you can use it with cheapest old machine
in the world. And the information is the same whether you found it
with a Sinclair Spectrum as with a DEC Alpha.
gfrajkor@ccs.carleton.ca

5498. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-16 00:00:00 UTC
From: gfrajkor@superior.carleton.ca
Message-ID: <4v0h45$lpq@bertrand.ccs.carleton.ca>
Source record: 8607

In article <4uqjf9$ap3@morgoth.sfu.ca>, Brian Quinlan <quinlan@sfu.ca> wrote:
>starship@3rdplanet.com (Rich Tietjens) writes:

>Where are you getting that 30% number? Netscape claims that 80% of web
>browsing is done using Navigator. A lot of windows users are probably using
>Internet Explorer.

If I am not mistaken, that means that 80% of those using a GUI
are using Netscape. I wouldn't doubt it.
Those using gopher, archie, ftp, etc., without going though
netscape or Iexplorer probably outnumber the GUI users. I think
somebody should start gathering good stax.

gfrajkor@ccs.carleton.ca

5499. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-16 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <4v0vq1$2gu@agate.berkeley.edu>
Source record: 8608
Cross-posted to:
news.groups,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

This followup has been cross-posted to the groups that received the original post.

In article <4utbeo$si9@nntp.crl.com>,
Kyle R. Hofmann <rhofmann@crl.com> wrote:
(snip snip snip snip)
> REQUEST FOR DISCUSSION (RFD)
> moderated group comp.binaries.atari
(snip snip snip snip)
>Specific examples of disallowed software include:
>
>- Pictures, music, and other non-software binaries

As it stands, there currently is no repository that I am aware of that supports pictures or music files. I collected the 8-bit Atari .MOD music files, and would like to be able to trade and/or collect more titles. As far as I know, there are no copyright restrictions on the MOD and related music files because they were generally released anonymously.

A blanket prohibition on all music files to be overly restrictive. The music and picture files specific to the Atari 8-bit computers are small, hard to find, and tradeable. I would like to see them allowed. This request does not extend to .jpeg, .gif or other modern formats, nor to material that is already prohibitted from the Internet.

Please modify the proposal to allow music and picture files specific to the Atari 8-bit computer to be posted.

- Anthony Maffia

5500. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-16 00:00:00 UTC
From: lstiles@usit.net
Message-ID: <788.16T1371T2667@usit.net>
Source record: 8609

>PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>
>>He he he. The Midi market was never huged when Atari supposely owned the
>>market. Atari had a lousy mix of products to begin with. What killed Atari
>>was their inability to serve that market such as upgrading thier line in a
>>timely fashion and in enough quantity. Atari took the midi market for
>>granted and did not really do a credible job of supporting it.
>
>Doesn't matter - they dominated it, and the numbers looked rosy. The overall
>picture, though, was less so.
>---
>Same with Apple and its tiny "niche markets."

I suppose "nich markets" like graphic design, pagelayout, MIDI, Web servers,
Web design and so forth are tiny!

Lowry Stiles...Email: lstiles@usit.net
A single fact can spoil a good argument.

5501. Re: Apple is not doomed!! Power Comp. Kicks ass!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-16 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug16.003948.1@cobra.uni.edu>
Source record: 8610

In article <GHOVAECEUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:

>>Yes, a Powermac should have 16 megs ram. Powermacs shipping today have 16
>>megs ram as standard.
>
> A PowerMac should have 32 megs of RAM, e.g. to run Cubase. "Acceptably" is
> not "good".

Now its 32 megs ram..Make up your mind.. You have two choices.

1. Spend $50 for ram doubler 2...Total of 48 megs!

2. Spend $110 for 16 megs...

Still come out a head..

> How'd you connect a Centronics printer? Buy a new one?

Don't need to, use a laser.. Still using a Dot matrix?

>>Because I own a Sony, and there wasn't a bundled adaptor inside the
>>package? And what do you expect me to do when I buy a Mac - get a new
>>monitor also?

Call Sony and request one..

>>I said..
>>The Sony monitors listed in my Mac catalogs and at retail stores ship with the
>>adaptor at no extra cost.
>
> The Sony 15sfII I purchased some months ago did not come with a fucking
> Mac adaptor, Petey.

You got ripped.. Don't blame Apple..

>>>500 meg HD
>>>is sufficient for most people but to include a extra one can be had for less
>>
>>Thorsten said..
>>
>>500 megs are ridiculous for a Mac - they might suffice for an Atari, but
>>then - Atari apps usually ship on two or three disks.

I am sure they do..Considering the apps are not on par..

500 megs is low today. As I stated that the mac in question was
yesterdays..

> Petey-boy, YOU wanted to tell us that 500 meg HD space is sufficient,
> because YOU wanted to advocate closeout hardware (to be precise: the
> 7200/75 model PowerMac). Next time you want to fool anyone into believing
> different, you should first delete your quotes of that content.

Thorston-boy...The 7200/75 are all gone now. The ones who purchased them knew
that it came with 500 megs.

>>I have seen yesterday Pentiums with
>>500 megs..

> It's today now. Wake up.

I have seen today's, yesterday Pentiums 60 at Wal-Mart the other day as
closeouts...
>
> Thorsten
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"I'm a traditional Republican who believes that you ought to restrain
spending if you're going to cut taxes. I don't think you can just cut taxes
alone and get gain without pain...." -Bob Dole

5502. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-16 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug16.004714.1@cobra.uni.edu>
Source record: 8611

In article <4v0cca$3o3@charm.magnus.acs.ohio-state.edu>, JEDI@osu.edu (JEDI) writes

>>> I've still yet to see a new mac go for less than a decked out Falcon.
>>
>>You should open your eyes! I have.. Performa 638 system with Apple 15'
>>multiscan for $999 NEW!
>
> So? Tell us all where to buy such a beastie...

Select Computers...Want their number?

>>Thruput? Is that word part of your species vocab?
>
> It's a word that anyone that has the slightest technical literacy is
> familiar with.

Hmm? So when I spell wrong it's defferent entirely?

> ----
>
> 8M low memory application is an oxymoron.

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"I'm a traditional Republican who believes that you ought to restrain
spending if you're going to cut taxes. I don't think you can just cut taxes
alone and get gain without pain...." -Bob Dole

5503. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-16 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug16.000831.1@cobra.uni.edu>
Source record: 8612

In article <ptGQRuV.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> Brian Quinlan <quinlan@sfu.ca> writes:
>
>>>Look out Intel and Apple - Be is coming!

> Yes - this takes the last profit center for Apple (sales of the Mac OS)
> and makes them redundant. It also provides a way out to a superior platform
> for Mac users who want something better. Thus, people move from a single
> processor, proprietary, closed, limited, expensive Mac to an excellent,
> affordable, open BeBox.

As I understand, PowerComputing is licensing the Mac OS and the Mac motherboard
designs and giving Apple royalties on each machine sold. According to the
pundits Mac clones will sell over 300,000 units this year and exceed a million
in '97'...

The Mac is a closed limited, expensive platform like the ST?

> ---
> Ain't life grand? :')

Sure is...With more choices everyday and lower prices to boot. When the Be OS
ships, high powered Mac clones will hit the $1000 price point, not crippled
ones...
Ain't life grand..

Only Atari....pay more for less.

> BR Miller
> Boston, MA

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"I'm a traditional Republican who believes that you ought to restrain
spending if you're going to cut taxes. I don't think you can just cut taxes
alone and get gain without pain...." -Bob Dole

5504. Re: Jabba is a Dark Jeddi...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-16 00:00:00 UTC
From: JEDI
Message-ID: <4v1q83$1km@lex.zippo.com>
Source record: 8613

In article <1996Aug15.235952.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <khaley.840115767@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
>
>>>Macs and Wintel 95 works for millions. Have you failed to press the power on
>>>button?)
>>
>> What's with this "Wintel" bullshit? That is an incorrect labelling of
>> the market, moron. I use Linux on my Intel machine (which, BTW, makes
>> Windoze and MacCrapOS look like child's play). So what do you call
>> my machine, Peter? "Lintel"?
>
>Windows + Intel processors = Wintel...What part do you not understand? Yea,
>but can Linux run the wonderfull apps on the Mac/Wintel side?

Why yes actually. However, that is not necessary.

5505. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-16 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4v2bqe$2t8@crl8.crl.com>
Source record: 8614
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Kyle R. Hofmann (rhofmann@crl.com) wrote:
: [This is a draft version of an RFD intended to be posted to
: news.announce.newgroups soon. It is being posted to the comp.sys.atari
: groups for feedback before the final submission to David C. Lawrence,
: the news.announce.newgroups moderator. Please give us your thoughts on
: this proposal. Thank you. --KRH]

: Currently, there exists no appropriate and easily accessible medium
: for the release of Atari software. There is also a growing pool of
: software available for these machines which would recieve a
: marginal distribution at best due to this lack of a medium.
: Though FTP sites and several binaries newsgroups
: (alt.binaries.comp.atari8bit and alt.binaries.atari) exist, many
: Atarians do not have FTP access and the alt groups have a poor
: distribution.

You need to specify what kind of Atari software is going to be on here
(8-bit, ST, TT, Falcon, whatever). Seems one user seems to think this is
for ST stuff. I'm not even sure what format this is going to be for, myself.

And if this is for 8-bit, there's already an 8-bit binaries group that
doesn't get wide distribution.

John
jvogel@crl.com

5506. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-16 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <ZBIQ5cp.brimiller@delphi.com>
Source record: 8615

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>> So? Tell us all where to buy such a beastie...
>
>Select Computers...Want their number?

Mail order. . . same argument used by ST users in 1993. . . three years
before the end of Atari (if not TOS itself).

Got any MAJOR RETAIL chains, easily accessible from, say, a small town like
Boston, MA <sarcasm> that will sell me a powerful, entry-level Mac NEW and
STILL PRODUCED for under $2K? I've looked hard - I'm still looking.
-
But I know wwhere to buy a fully decked Falcon with superior DSP for over
$500 BELOW the required minimum. It looks better, works better, and is cheaper
to boot!

BR Miller
Boston, MA

5507. Re: Apple is not doomed!! Power Comp. Kicks ass!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-16 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <ZhByxus.brimiller@delphi.com>
Source record: 8616

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>1. Spend $50 for ram doubler 2...Total of 48 megs!

Translation: Waste money upon a blatantly fraudulent scheme uncovered many
times in the computer press that does little else than slow down computers
to a halt. . .

>2. Spend $110 for 16 megs...

Translation: Or go to buy 16 megs more, for, oh, I don't know what RAM costs,
I only spend other peoples' money. Lemme make up a number like. . . $110.

>> How'd you connect a Centronics printer? Buy a new one?
>
>Don't need to, use a laser.. Still using a Dot matrix?

Translation: I don't know that 99% of all computers use Centronics ports.
I am an idiot, preferring to pay a premium for Mac laser printers.

>Call Sony and request one..

Translation: Who gives a shit if it's supported or not, I don't have a brain!

>You got ripped.. Don't blame Apple..

Translation: You mean there's a monitor that won't hook up to my lover Mac?
<Ripping Hair Out> Curse Sony for not following the One True Path!

>I am sure they do..Considering the apps are not on par..

Translation: I do not know what I am talking about, so I will pull out an
assanine phrase to disguise my simpering ignorance.

>Thorston-boy...The 7200/75 are all gone now. The ones who purchased them knew
>that it came with 500 megs.

Translation: Thorston, who cares if my point was moot! Apple is still the
Messiah!

>I have seen today's, yesterday Pentiums 60 at Wal-Mart the other day as
>closeouts...

Translation: The idiocy of MS-Intel advocates reigns, so my stupidity
should dominate!

This translation service brought to you by: 100% American TOS. No artificial
preservatives like hype or "evangelism."

BR Miller
Boston, MA

5508. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-16 00:00:00 UTC
From: oscar@justified.com
Message-ID: <MPLANET.321495f2oscar9896f0@client1.news.psi.net>
Source record: 8617
Cross-posted to:
news.groups,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4v0vq1$2gu@agate.berkeley.edu>, maffia@fox.CS.Berkeley.EDU
says...
> As it stands, there currently is no repository that I am aware of that
> supports pictures or music files.
...
> A blanket prohibition on all music files to be overly restrictive.
> The music and picture files specific to the Atari 8-bit computers are
> small, hard to find, and tradeable.
...

I completely agree. I remember having an extensive collection of Atari
art and certainly would like to see all that be back in circulation.
There were BBS's with literally hundreds of original art and musical
items. Where are they now?

Oscar

5509. Re: Apple is not doomed!! Power Comp. Kicks ass!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-16 00:00:00 UTC
From: JEDI
Message-ID: <4v1q20$1jq@lex.zippo.com>
Source record: 8618

In article <1996Aug16.003948.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <GHOVAECEUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
[deletia]
>> How'd you connect a Centronics printer? Buy a new one?
>
>Don't need to, use a laser.. Still using a Dot matrix?

This is one for the quotefile boys. Might even make a good linux
cookie...

>
>>>Because I own a Sony, and there wasn't a bundled adaptor inside the
>>>package? And what do you expect me to do when I buy a Mac - get a new
>>>monitor also?
>
>Call Sony and request one..

I guess this answers the question of whether or not Petey-boys mac
has onboard support for a SuperVGA monitor.

I suppose that Sony will send one of these to you for free out of the
goodness of their hearts...

>
>>>I said..
>>>The Sony monitors listed in my Mac catalogs and at retail stores ship with the
>>>adaptor at no extra cost.
>>
>> The Sony 15sfII I purchased some months ago did not come with a fucking
>> Mac adaptor, Petey.
>
>You got ripped.. Don't blame Apple..

%90 of hardware doesn't some with built in support for Mac Proprietary
interfaces. This is Apple's problem as much as it was Atari's.

>
>>>>500 meg HD
>>>>is sufficient for most people but to include a extra one can be had for less
>>>
>>>Thorsten said..
>>>
>>>500 megs are ridiculous for a Mac - they might suffice for an Atari, but
>>>then - Atari apps usually ship on two or three disks.

>
>I am sure they do..Considering the apps are not on par..

You like parroting this remark but, you never manage to support them.
It really doesn't matter if they are in fact 'below par'. That they
get the job done is all that is relevant.

Oddly enough, you ignored a prime opportunity to show the value of
a Mac. There was a user in 'that other group' that you troll in that
was in some distress. It seems that he couldn't do a particular task
in the manner in which he desired. Oddly enough, you and your mac
apps were either unwilling or unable to come to the rescue.

So much for being 'above par'...

>
>500 megs is low today. As I stated that the mac in question was
>yesterdays..
>
>> Petey-boy, YOU wanted to tell us that 500 meg HD space is sufficient,
>> because YOU wanted to advocate closeout hardware (to be precise: the
>> 7200/75 model PowerMac). Next time you want to fool anyone into believing
>> different, you should first delete your quotes of that content.
>
>Thorston-boy...The 7200/75 are all gone now. The ones who purchased them knew

Here you have it folks: the great liar admits to practicing vapourware.

[deletia]

5510. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-16 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <J-HzBOu.brimiller@delphi.com>
Source record: 8619

Brian Quinlan <quinlan@sfu.ca> writes:

>Well, you turned this back into advocacy so... PowerComputing has stated
>that they will continue to bundle their computers with MacOS so Apple
>still gets the profits from that. PowerComputing still buys their

Sales of which are niggling compared to what's needed to pay the bills in
Cupertino.

>still gets the profits from that. PowerComputing still buys their
>motherboards from Apple so Apple will still get profits from that.

Some "clone" - requiring the "clone" maker to buy motherboards from Apple!
What's the difference, the case?

>Also, Apple's single processor is faster than both of the Be's processors.

But is pulled down to sluggish levels by Apple's clunky OS. Not to mention
all the type-11 errors.

>Apple has been releasing a lot of technical data lately and they are
>moving towards PPCP which does not make them closed. Bes right now run only

Question 1: Can I run Windoze on a Mac?
-
Question 2: Can I make my own OS on the Mac without having Apple release
any information to me?
-
Seems closed to me.

>moving towards PPCP which does not make them closed. Bes right now run only
>on propriety hardware (Be's own hardware, not PPCP), Apple's current

Wrong - Be adheres fully to the CHRP "standard" which Apple claimed to be
its future strategy for open computing. Then they trashed it to go with
"PPCP." Noone is yet making any PPCP boxes that can run MacOS. My bet is
that an interested entrepreneur could begin cloning BeBoxes tomorrow - Be
would be thrilled with the extra sales.
-
Be is far more open than Apple is. . . and "wait until tomorrow" sounds like
a litany of phrases I'd expect to hear at the Republicrat National Convention
(s), not from a computer maker near death.

BR Miller
Boston, MA

5511. FS: Atari 8-bit Equipment

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-16 00:00:00 UTC
From: Brian Furbee <bfurbee@tcac.com>
Message-ID: <32153416.6EA2@tcac.com>
Source record: 8620
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

I have the following 8-bit equipment for sale, all is in good working order, but I don't have any of the docs or boxes....

Atari 800XL with 256k RAMBO Upgrade
Atari 1200XL (stock)
Atari 800 (48k)

Atari XF551 Disk Drive - One of the molex connectors shorts every once in a while, probably due to age.

Atari SX212 Modem

Interested parties just make an offer, I want to get rid of this stuff prior to moving later this month. Just respond here in the newsgroup or send me mail to bfurbee@tcac.com

Thanks,
Brian

5512. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-16 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <BdHzxuq.brimiller@delphi.com>
Source record: 8621

Lowry Stiles <lstiles@usit.net> writes:

>I suppose "nich markets" like graphic design, pagelayout, MIDI, Web servers,

^^^^
-
Ask Petey. . . he'll tell you how tiny MIDI is. :')

Apple's shar in all markets but the insolvent government/education sector is
shrinking, and unit sales are down sharply. What does that tell you>

BR Miller
Boston, MA

5513. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-16 00:00:00 UTC
From: maffia@davinci.CS.Berkeley.EDU
Message-ID: <4v2hg8$irc@agate.berkeley.edu>
Source record: 8622
Cross-posted to:
news.groups,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4v2bqe$2t8@crl8.crl.com>, John M. Vogel <jvogel@crl.com> wrote:
(snip snip snip)
>And if this is for 8-bit, there's already an 8-bit binaries group that
>doesn't get wide distribution.

That is an understatement. The whole point of the new binary group would
be to give it wider distribution. Very few of the ISPs in my area, and
none of the universities I've heard of accept alt.binary- anything.

I expect the new binary group to allow both 8-bit and ST stuff, although
I am only interested in the 8-bit.

- Anthony

(news.groups added to the distribution, as that is where this discussion
is supposed to be anyway.)

5514. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-16 00:00:00 UTC
From: RichardX_Tietjens@jf.intel.com
Message-ID: <4v1vn4$2gc_001@jf.intel.com>
Source record: 8623

In article <4uqjf9$ap3@morgoth.sfu.ca>,
quinlan@sfu.ca (Brian Quinlan) wrote:
>
>Where are you getting that 30% number? Netscape claims that 80% of web
>browsing is done using Navigator. A lot of windows users are probably
>using Internet Explorer.

Believe it or not, the basis of the Internet is /not/ Windozzzze systems.
Internet is built around Unix, and more than half of the Unix systems in
the Internet still don't run X or any other form of GUI; those systems
/require/ Lynx to browse the Web.

Netscape's claim is that 80% of the /graphical/ browsers in use are
Netscape. That's probably more-or-less an accurate claim. It doesn't take
the non-graphical-only access systems into consideration, however.

As for where I get the numbers - take a look at the domain listings at
Internic. Of the .edu and .ac.* domains listed, along with many freenets,
you'll find most of them don't offer GUIs at all.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

5515. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-16 00:00:00 UTC
From: RichardX_Tietjens@jf.intel.com
Message-ID: <4v1vn4$2gc_002@jf.intel.com>
Source record: 8624

In article <788.16T1371T2667@usit.net>,
lstiles@usit.net (Lowry Stiles) wrote:
>I suppose "nich markets" like graphic design, pagelayout, MIDI, Web
>servers, Web design and so forth are tiny!
>
>Lowry Stiles...Email: lstiles@usit.net
>A single fact can spoil a good argument.

Lowry, illuminate me: What Web server software runs on an Apple? I'd never dispute that the Mac excels in graphics applications (though I'd certainly take issue on the MIDI front - all the professional musicians I know personally prefer the Atari for MIDI), but I remain blissfully unaware of any server software for the Mac; it is difficult and expensive to interface to 100 Mbps networks because it requires proprietary interface cards and protocols (AppleTalk /is/ proprietary, you know). Thus most servers run under Unix, many under Novell, some under NT... I can't recall ever seeing one running under System 7.x at all.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

5516. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-16 00:00:00 UTC
From: RichardX_Tietjens@jf.intel.com
Message-ID: <4v1vn4$2gc_003@jf.intel.com>
Source record: 8625
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4v0mao$5jn@mark.ucdavis.edu>,
szhays@bullwinkle.ucdavis.edu (Eric Hays) wrote:
>Thanks for taking the time to create this Kyle. A few comments:
>
>Kyle R. Hofmann (rhofmann@crl.com) wrote:
>:
>: REQUEST FOR DISCUSSION (RFD)
>: moderated group comp.binaries.atari
>: unmoderated group comp.binaries.atari.discuss
>
>Is it possible to just use comp.sys.atari.st to discuss stuff in
>comp.binaries.atari? Why create comp.binaries.atari.discuss? I know I
>won't go looking for something in c.b.a. unless I read about it in
>c.s.a.st as I don't intend to poke my nose in there if I can help it.
>Also, does it have to be moderated? Seems like that was the cause of
>problems before. And then, of course, comes the issue of: do we really
>need this. Right now I'd say we do, primarily because there is no
>satisfactory ftp site. I wish we could set up a really nice network of
>ftp sites (one in US, one in UK, one in Germany, France, etc...) that all
>mirrored the complete archive. U-Mich used to do this, but seems to have
>gone all rough around the edges.

In order for the RFD to stand any chance whatsoever of passing, a
comp.binaries group must be moderated. This is one of those unwritten laws
one hears so much about. <G> For those who prefer an unmoderated venue,
alt.binaries.atari has been newgrouped (several times) and, while
distribution is spotty, is available from many sites. I can personally
assure you that the moderation this time 'round will be responsive and
active.

The discussion group, while not strictly necessary, (of course, the
whole Internet is "not strictly necessary") will help to segregate the "why
didn't my cracked copy of Lemmings get posted?" from "who has a good
routine to read the system clock?" and thus relieve clutter in c.s.a.* (at
least, that's the plan).

As for ftp sites, all I can say is, "wait until next year."

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

5517. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-16 00:00:00 UTC
From: RichardX_Tietjens@jf.intel.com
Message-ID: <4v1vn5$2gc_004@jf.intel.com>
Source record: 8626
Cross-posted to:
news.groups,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4v0vq1$2gu@agate.berkeley.edu>,
maffia@fox.CS.Berkeley.EDU (Anthony Maffia) wrote:
>(snip snip snip snip)
>> REQUEST FOR DISCUSSION (RFD)
>> moderated group comp.binaries.atari
>(snip snip snip snip)
>
>Please modify the proposal to allow music and picture files specific
>to the Atari 8-bit computer to be posted.

Hmmm, as long as we still prohibit MOD files (which do have an appropriate venue for distirbution), I think we might consider Atari-specific files. Technically, the "chip music" files for both the 8-bit and ST series probably could be considered binaries in that they are obviously not graphics nor text, and they aren't useful on any other platform.

8-bit graphics files are so tiny (<=8K as I recall) that I don't have a problem with that, either. ST-resolution graphics would have to be pretty special to qualify, though; 32k isn't huge but it's big enough to be a nuisance if a lot of them are posted, and frankly, while I love the systems, I am underwhelmed with most of the graphics that have been produced for it. This is a case where I think http distribution does make more sense.

Kyle, your opinion, please?

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

5518. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-17 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <4v44j3$oge@morgoth.sfu.ca>
Source record: 8627

Brian-Roland Miller <brimiller@delphi.com> writes:

>Some "clone" - requiring the "clone" maker to buy motherboards from Apple!
>What's the difference, the case?

They don't require it. I believe that Umax makes and Radius made their
own.

>Question 1: Can I run Windoze on a Mac?

No but you can't run it on a Be either.

>Question 2: Can I make my own OS on the Mac without having Apple release
>any information to me?

If you mean any information that has yet to released then yes, you can.
The code for linux is, of course, free for all to look at if you
want a prototype.

>Seems closed to me.

Sure, whatever.

>Wrong - Be adheres fully to the CHRP "standard" which Apple claimed to be
>its future strategy for open computing. Then they trashed it to go with
>"PPCP." Noone is yet making any PPCP boxes that can run MacOS. My bet is
>that an interested entrepreneur could begin cloning BeBoxes tomorrow - Be
>would be thrilled with the extra sales.

No, they do not. They state this explicity on their web page. Their hope
was that the differences between CHRP (which was not finalized when
the Be released) and the Be hardware would be small enough that
CHRP OSes would run anyway.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5519. Re: Jabba is a Dark Jeddi...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-17 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GHRVFIBJUP@cabal.shnet.org>
Source record: 8628

In <1996Aug14.191254.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>The ST sure does work today with thirty-two colors, low color res and no decent
>web/internet apps.

My TT works today with 256/32767 colours, 1024*768/768*576 resolution and
would also work with the Crystal Atari Browser or lynx (or, under
Linux/68K, with Chimera etc.).

Thorsten
--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

5520. Re: Petey-Boy is still a liar

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-17 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GHRVFIBMUP@cabal.shnet.org>
Source record: 8629

In <1996Aug14.185428.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>Also Apple has advanced
>the OS far more than the other OS. Thats the fact Jack!

Like, including preemptive multitasking and dynamic memory allocation?
When have they done that?

>Considering that Mac/Pentium systems [...]

Now, now, you are finally advocating Pentium systems instead of the overpriced
Macs you usually want to sell here? Admittedly a 32 meg SCSI equipped P100
with Linux and (for the games, or for MagiCPC or TOS2WIN) Windows 95 will
beat any Mac.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

5521. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-18 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4v5p8o$mpu@madeline.INS.CWRU.Edu>
Source record: 8630
Cross-posted to:
news.groups,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

(Maffia wants 8-bit sound and graphics files allowed in proposed
comp.sys.atari.binaries. Tietjens says maybe ok or something.)
I'm opposed to sound files and picture files, but really don't
care. I could see the binaries group get a bunch of tiny
picture and sound files. Hmmmm... I go to the midi binaries
group sometimes, it is a mish-mash of requests and binaries.
Sorta a prototype for the proposed atari. binaries. Except
Tietjens and Hofmann are looking for more 'discipline'
. Maffia wants to trade these rather rare formats of
sound and picture files. He probably has more of them
than anyone else, he's a rare bird that likes that type
of stuff. A simple post in csa8 might find out for him
if there's anybody else that likes the same type of
stuff. I like the original idea to exclude picture
and sound binaries, just have program files.

5522. Re: Apple is not doomed!! Power Comp. Kicks ass!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-18 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GHSOBFBNUP@cabal.shnet.org>
Source record: 8631

In <ZhByxus.brimiller@delphi.com> Brian-Roland Miller wrote:

>PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>
>>1. Spend $50 for ram doubler 2...Total of 48 megs!
>
>Translation: Waste money upon a blatantly fraudulent scheme uncovered many
>times in the computer press that does little else than slow down computers
>to a halt. . .

Nope, you are mixing up RAM Doubler and Syncronys' "SoftRAM" (the latter one is the fraud). RAM Doubler tries to reduce MacOS' wasting of expensive RAM. What Petey-boy advocates is software that gives you 24 megs when you _have_ 24 megs. He - of course - is accustomed to MacOS' behaviour to allocate a static amount of RAM for any started application and to chunk it until the whole machine is unusable, which goes like this:

Start Photoshop, then Quark and Illustrator, 32 megs used. The Finder won't open any further windows. Quit Photoshop (20 megs less used), the Finder won't open a window, quit Quark and Illustrator, the Finder won't open a window, reboot the Mac.

True, far superior to "other OS".

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

5523. Re: Petey-Boy can't tell us WHY!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug18.234432.1@cobra.uni.edu>
Source record: 8632

In article <4uvpac$s0r@lex.zippo.com>, JEDI writes:

>>>the OS far more than the other OS. Thats the fact Jack!
>
>
> This is an interesting bit of FUD considering where you are. For
> the vast majority of the planet who are now fixated on Mac vs. PC
> that might fly. However, we know better.

I was sloppy. I meant TOS.. Back in the early days of the Mac, users were not using mass storage and most were using the internal floppy for loading apps and saving data. Some used a second floppy for data saving. Over the years when apps were available in their fifth and or tenth update, HD became necessary and dropping in prices. Also the OS was being updated with new components and grew in size. Just because TOS has remain basically the same doesn't mean its better.

> Apple made a nice shell but, it's OS is still primitive and has yet
> to surpass OS'es decades older than itself.

Just like TOS being primitive?

>
> Of course GEM had to sacrifice some functionality. This is an
> engineering decision. The system software was designed to be
> appropriate to the hardware it was operating on. Considering
> that it created a machine that was at that time a third the price
> of a cheap 8088 clone and as usable as a Mac and only marginally less
> usable than a contemporary clone, it was an effective tradeoff.

The ST was a bargain in its time. However, the world did no know(or cared?), the Tramiels failed to update in a timely fashion and Atari's inability to promote the message.

>>>> Despite being a relic, an ST can more completely take advantage of
>>>> its feature set than newer more powerful machines.

Probably true because TOS has not been updated to take advantage of new hardware.

>>>More Jabba speak. The OS doesn't do much. Were are the equivelant Mac/Windows
>
> The OS shouldn't do much. The rest is for applications.

Considering that Live Objects(open doc) will be integrated in Melody, the next system release, smaller apps can be developed at an increased rate.

>>>apps. Were are the equivealnt Mac/Pentium hardware at lower prices to boot?
>
> What do your banner apps have that we need? You have yet to show us
> this. Since you are unwilling to do so, as doing so would expose how
> really uninovative those wares are, we must assume that there would be
> no advantage had by using them.

Currently I use WordPerfect. Will be using MS PowerPoint for projects in the comming months. I also use Netscape and begginning to use Cybordog which is tied to Live Objects.
>
> Our apps don't need Mac/Pentium class hardware to operate.
>
True. Using Old apps doesn't require new Hardware. My personal machine is a Quadra class PowerBook 520 and is fine for now. I may upgrade to the PB 190CS because of the 10' color screen for PowerPoint considering the price is only $977...

>>
>>You're talking out of your butt again. The overhead to run Mac and Windoze
>>apps is quite large- in fact, much more overhead is needed with those
>
> So true. So true. With what the Mac and PC's waste, an ST user could
> run quite comfortably and productively.

I hate to reign or burst the bubble...Currently shipping PowerMacs/Pentiums are shipping with more than enough resources to run apps and at a much lower price than a Falcon system to boot.

>
> Computer users do more with their machines than merely turn them on.
> If a user cannot load one of your wunder-apps without bogging down the
> machine and turning it into a MacPlus, then it has little more value than
> a MacPlus. If you can't load two of those wunder-apps at once without
> slowling the system down to MacPlus speed, then it has little more value
> than any Mac with System6.

Thats interesting...I use MS Office and Netscape at the same time at work. I don't see any bogging dowm. However, I use a Powermac 7200/90 and Pentium 100. I don't know were you get this Mac Plus speeds..

> This is not a fallacy. This is personal experience of mine and many
> other Mac/PC victims.

Must be using old 286's
>
>>
>>More penis speak. My uncle has a Mac Performa which is 2 years old and
>>he can't even run Photoshop now!

Which Performa? Use an older version.

>>
>>>Advertising buzzwords? AtariWorks 1.0 is the same AtariWorks 1.0 when released

>>>four or more years ago. So I am going to depend on a app that will never be
>
> How have our needs changed in 4 years? How have yours? If it does the
> task in a satisfactory manner, then there is no need to change it.

Yes...When I use new hardware, I would expect the apps to be optomized for it. When Claris incorporates Live Objects in ClarisWorks 5, yea I want to have that option to upgrade.

>
>>>improved from the remaining four employese at Atari? You would make for a
>>>lousy entrepreneur who is a afraid of change and progress.
>
> I am not an entrepeneur, therefore your comment is not germane. I ,
> however, am a consumer. Like many consumers, I have many choices
> vieing for my time and money. Instead of wasting money on the hardware
> race or software that does not suit my needs any better than last
> year's (or decades) software, I'll be cruising through the Bahammas next
> week.

Thats what I like about the current mainstream platforms, Choices! Wonderful to have choices when the time is right.

>
> Enjoy your overpriced plastic box.

For what I paid, much less than the old Atari Portable and Falcon to boot.

>
>>
>>Look who's talking! You can't even admit that Apple is going down the
>>tubes! Their market share dropped from 7+% to 5% in the last 8 months!
>>In 1990, Atari had 4.5% of the computer market in North America and
>>a MUCH BIGGER share in Europe. Market-wise, Apple is in worse shape than
>>Atari was in 1990!

Financialy wise Apple is in much better shape than Atari ever had been. Hard to believe that Atari showed up in any market share charts at all in NA. I suppose Canada was being milked but the U.S. was dismal.

However, Apple has rebounded back and the Mac clones are doing very well. I just hope that new Epic Powerbook will be a new chapter of stability.

>
> You seem to like to bash ST's as if you were some deprived frightened
> little bully who needs to beat up on what is percieved as an inferior
> enemy in order to bolster his fragile little ego.
>
> There really isn't a very good alternative explanation for your
> behaivor.
>
> Atari did itself in quite well enough LONG LONG before
> you ever decided to 'help out'.

He he he. Atari's computer business has been dead in the U.S. since 1985. I
still am amused in what ST users state and defend..

>
>>Hmm... your workplace is moving over to Intel, eh? Looks like
>>the gravesite is being prepared for Apple.

Always been an Intel shop. However, other dept. are mac shops..Just say the
school is a multiplatform campus.
>>
>>>Just like you. And considering that you are afraid to use a real email address
>>>is an oxymoron!
>
> This is a public discussion forum. The discussion here is strictly
> public and I do not solicit private correspondence. An email address
> that you might be fooled into believing is real is quite unnecessary
> and irrelevant.

True...But shows what a coward you are..

>
> 8M Low Memory Application is an oxymoron.

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"I'm a traditional Republican who believes that you ought to restrain
spending if you're going to cut taxes. I don't think you can just cut taxes
alone and get gain without pain...." -Bob Dole

5524. Re: The 040 ST clones are poor/price ratio!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug19.001948.1@cobra.uni.edu>
Source record: 8633

In article <ZBIQ5cp.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:
>
>>> So? Tell us all where to buy such a beastie...
>>
>>Select Computers...Want their number?
>
> Mail order. . . same argument used by ST users in 1993. . . three years
> before the end of Atari (if not TOS itself).

Yep and it failed miserably to the imcompetence of the Tramiels and Atari's lack
of senior execs! Have you told MacWareHouse, MacCoonection, MacZone, MacClub,
MacMall and CDW that the mac mailorder industry has failed?

> ---
> Got any MAJOR RETAIL chains, easily accessible from, say, a small town like
> Boston, MA <sarcasm> that will sell me a powerful, entry-level Mac NEW and
> STILL PRODUCED for under $2K? I've looked hard - I'm still looking.

I don't live in Boston, so I could not help ya. Over here, no problem.
> -
> But I know wwhere to buy a fully decked Falcon with superior DSP for over
> $500 BELOW the required minimum. It looks better, works better, and is cheaper
> to boot!

Interesting. To bad its slow and outdated.. Still does not have a PPC....
To answer your question, yes a PowerMac can be had for less than $800!
> ---
> BR Miller
> Boston, MA

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"I'm a traditional Republican who believes that you ought to restrain
spending if you're going to cut taxes. I don't think you can just cut taxes
alone and get gain without pain...." -Bob Dole

5525. Re: Apple is not doomed!! Power Comp. Kicks ass!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug19.000627.1@cobra.uni.edu>
Source record: 8634

In article <4v1q20$1jq@lex.zippo.com>, JEDI writes:
>
>>Don't need to, use a laser.. Still using a Dot matrix?
> This is one for the quotefile boys. Might even make a good linux
> cookie...
They still make dot matrix printers today?
Many of our CDROM database workstations Panasonic printers will be replaced with
HP laser printers.

>>
>>>>Because I own a Sony, and there wasn't a bundled adaptor inside the
>>>>package? And what do you expect me to do when I buy a Mac - get a new
>>>>monitor also?
>>
>>Call Sony and request one..
>
> I guess this answers the question of whether or not Petey-boys mac
> has onboard support for a SuperVGA monitor.

Powermacs do support SVGA monitors, but you need a adaptor. People who by
Powermacs will most likely buy the monitor at the same time and will most likely
come with an adaptor. Whats the problem?

>
> I suppose that Sony will send one of these to you for free out of the
> goodness of their hearts...

You would be surprised...

>>> The Sony 15sfII I purchased some months ago did not come with a fucking
>>> Mac adaptor, Petey.
>>
>>You got ripped.. Don't blame Apple..
>
> %90 of hardware doesn't some with built in support for Mac Proprietary
> interfaces. This is Apple's problem as much as it was Atari's.

I don't see the problem. Maybe it is different in Germany(?), So why did you
not buy an Apple monitor or a third party monitor that came with an adaptor?
You knew that Sony did not include the adaptor but you purchased anyways along
with the Mac. Why is it Apple's fault?

>>>>500 megs are ridiculous for a Mac - they might suffice for an Atari, but
>>>>then - Atari apps usually ship on two or three disks.
>>
>>I am sure they do..Considering the apps are not on par..

>
> You like parroting this remark but, you never manage to support them.
> It really doesn't matter if they are in fact 'below par'. That they
> get the job done is all that is relevant.

And 500 megs gets the job for many people. My Powerbook has only a 240 megs. I have WP, telecom app, ClarisWorks, MacPublisher and more. I still have 180 megs left.

> Oddly enough, you ignored a prime opportunity to show the value of
> a Mac. There was a user in 'that other group' that you troll in that
> was in some distress. It seems that he couldn't do a particular task
> in the manner in which he desired. Oddly enough, you and your mac
> apps were either unwilling or unable to come to the rescue.

Whats this Jabba speak?

>>> Petey-boy, YOU wanted to tell us that 500 meg HD space is sufficient,
>>> because YOU wanted to advocate closeout hardware (to be precise: the
>>> 7200/75 model PowerMac). Next time you want to fool anyone into believing
>>> different, you should first delete your quotes of that content.
>>
>>Thorston-boy...The 7200/75 are all gone now. The ones who purchased them knew
>
> Here you have it folks: the great liar admits to practicing vapourware.

What do you expect? That the 7200/75 remain in the warehouse with such a great price for many people and not be sold out...

PowerComputing through the Usergroup Connection(ugstore.com) is closing out the PowerCenter 120 for $1525. PowerCenter 120 uses a 120mhz PPC 604 and includes 16 megs ram, 1gig HD, keyboard and software bundle. Has more than enough resources out of the box. Still cheaper than the Falcon to boot!

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"I'm a traditional Republican who believes that you ought to restrain spending if you're going to cut taxes. I don't think you can just cut taxes alone and get gain without pain...." -Bob Dole

5526. Re: Apple is doomed!! The Mac is poor/price ratio! :')

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug19.001413.1@cobra.uni.edu>
Source record: 8635

In article <BdHzxuq.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> Lowry Stiles <lstiles@usit.net> writes:
>
>>I suppose "nich markets" like graphic design, pagelayout, MIDI, Web servers,
>
> ^^^^
> -
> Ask Petey. . . he'll tell you how tiny MIDI is. :')

Just midi?

> ---
> Apple's shar in all markets but the insolvent government/education sector is
> shrinking, and unit sales are down sharply. What does that tell you>
> ---
According to IDG, Apple's unit sales will be up this year over last..oops, your
BR "fud" Miller..

> BR Miller
> Boston, MA

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"I'm a traditional Republican who believes that you ought to restrain
spending if you're going to cut taxes. I don't think you can just cut taxes
alone and get gain without pain...." -Bob Dole

5527. Peter is a delusioned idiot

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-19 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.840489102@gmi.edu>
Source record: 8636

Thought I'd just like to comment on Peter's spew about Apple's price/performance ratio and how cheap Macs are.

Yesterday I glanced through the latest CompUSA advertisement. 6 pages of PC ads, 1/3 of a page of Mac ads. Check out what system they had "for sale":

PowerMac 120mhz (I don't remember exact processor, though)
1.2 gig hard drive
4X CDROM
16 meg RAM
MacOS 7.5 (whoopee)
A couple of bundled apps/multimedia titles

Monitor sold separately. Keyboard sold separately. No modem.

Price: $2799.

Do you want some salt and pepper to go with that foot, Peter? No wonder Apple's marketshare is dropping faster than a rock! Any customer would choke at that price with limited extras (no keyboard, for cryin' out loud!!!) And no matter what you say, Peter, retail exposure makes 1st impressions. Not some obscure mail-order joint.

Read it and weep, Peter. This is the stuff being advertised at the retail level. No wonder Apple is in such bad shape.

Just thought I'd give you this little dose of reality, Pete. I know you can only handle it in teeny tiny doses, so you may not understand this one.

/Kevin

5528. Why, Peter?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-19 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4vafn3$t0_001@jf.intel.com>
Source record: 8637
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

OK, I admit I'm a little bit interested. I mean, after all, Peter Sinclair-Day admits he has no recent experience with Atari computers, and to judge from what he knows of them, he has never owned one. Why, then, are the vast preponderence of his Usenet postings in the Atari newsgroups? He doesn't own an Amiga, either, as far as one can tell from his postings, but the Amigans are the next-largest "beneficiaries" of Peter's peculiar brand of wisdom. Here's a quick summary: Of a total of 1859 articles posted by sinclap between March 29, 1995 and this past Saturday (August 17, 1996), he has posted 1181 (that's almost 64 percent) in Atari newsgroups, and 364 (almost another 20 percent) in the Amiga groups. Only 140 messages - less than 8 percent - were posted in Mac-specific newsgroups. This adds up to over 80 percent of his Usenet time being devoted to attacking the users of other computers, rather than being spent joyfully in using the system he has chosen for himself? What drives a man to do such self-defeating things? Is he so unpopular that the other Mac users won't talk to him either?

I really dont' understand the mentality that says "I chose X brand, and you didn't, so you must be an idiot." If Nike paid me what they pay the pro athletes to wear their shoes, I might be inclined to go recruit other people to wear Nikes - but otherwise, brand loyalty simply for the sake of brand loyalty seems rather stupid to me. Certainly trying to convert people by insulting them (either directly, or insulting their intelligence with transparent lies) wouldn't be the path I would choose in that case, however.

I chose an Atari computer because I like the hardware/price/performance; I certainly don't much like what Jack Tramiel and family did either to the company or to the customers. If money were no object, and it were easy to change operating systems, I'd love to have a brand-new Mac; I'd like to have a nice shiny Amiga for the places where it excels, also (need I say "toaster" more than once?). I did have an Amiga for about 6 months, but at the time, I couldn't afford the upkeep on two systems, and I was running my BBS and writing software on the Atari, so the Amiga had to go. Those of us who are using Motorola-based computers have far more in common with each other than we do with Bill Gates and his legion of drones (although the chips themselves are perectly fine; installing MS-Windozzzze on any system is like hitching a thoroughbred to a hard-scrabble plow). So why would anyone waste all of his time (OK, only 80-plus perrcent of it) trying to irritate other users, instead of learning everything he could about /his/ system, so he could use it better? It's a puzzle.

Anyhow... Here's the Deja News user profile on our resident gadfly.

AUTHOR PROFILE: sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY)

1859 articles posted between 1995/03/29 and 1996/08/17.
88 % followups.
Number of articles posted to individual newsgroups (slightly skewed by
cross-postings):
606 comp.sys.atari.advocacy
413 rec.games.video.atari
250 comp.sys.amiga.advocacy
115 comp.sys.atari.st
101 comp.sys.amiga.misc
46 misc.invest.stocks
46 rec.games.video.advocacy
38 alt.atari-jaguar.discussion
27 comp.sys.mac.advocacy
27 comp.sys.mac.hardware.misc
22 comp.sys.newton.misc
16 comp.sys.powerpc
14 comp.sys.mac.portables
12 misc.forsale.computers.mac-specific.systems
12 rec.games.video.3do
10 misc.forsale.computers.mac-specific.portables
8 comp.sys.mac.hardware
7 comp.sys.amiga.marketplace
6 comp.graphics.packages.lightwave
6 comp.sys.mac.wanted
6 rec.games.video.sony
5 comp.sys.be
4 comp.os.ms-windows.advocacy
4 ia.talk.politics
3 alt.games.video.sony-playstation
3 alt.politics.elections
3 comp.sys.ibm.pc.games.action
3 comp.sys.mac.games
2 alt.politics.clinton
2 alt.president.clinton
2 alt.sex.stories.gay
2 alt.steinberg.cubase
2 comp.sys.amiga.games
2 comp.sys.mac.comm
2 comp.sys.mac.hardware.video
2 ia.talk.misc
2 misc.forsale.computers.mac-specific.software
2 rec.games.video.nintendo
2 rec.games.video.sega
2 rec.sport.hockey
1 alt.activism
1 alt.sex.stories
1 bit.listserv.i-amiga
1 comp.multimedia
1 comp.soft-sys.middleware.opendoc

1 comp.sys.amiga.emulations
1 comp.sys.amiga.graphics
1 comp.sys.amiga.hardware
1 comp.sys.atari.st.tech
1 comp.sys.mac.hardware.storage
1 comp.sys.mac.misc
1 comp.sys.mac.programmer.help
1 comp.sys.mac.programmer.misc
1 comp.sys.mac.system
1 comp.sys.powerpc.advocacy
1 misc.consumers
1 misc.forsale.computers.modems
1 misc.forsale.computers.monitors
1 pdx.test
1 rec.arts.startrek.current
1 rec.autos.makers.honda
1 talk.politics.misc

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

5529. RE: Why Peter?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug19.234714.1@cobra.uni.edu>
Source record: 8638

Why not?

GREETINGS..

```
|-----------------------------------------------------------------------------|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|-----------------------------------------------------------------------------|
```

"I'm a traditional Republican who believes that you ought to restrain spending if you're going to cut taxes. I don't think you can just cut taxes alone and get gain without pain...." -Bob Dole

5530. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-20 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4vbeng$iv6@nntp.crl.com>
Source record: 8491
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4v2bqe$2t8@crl8.crl.com>, John M. Vogel wrote:
: You need to specify what kind of Atari software is going to be on here
: (8-bit, ST, TT, Falcon, whatever). Seems one user seems to think this is
: for ST stuff. I'm not even sure what format this is going to be for, myself.

All of the above. Any Atari software is acceptable. If someone writes
a Jaguar or Lynx emulator, that would be accepted too, along with
titles. This is intended as a generic Atari software group, not as an
8bit or 16bit specific Atari binaries group.

-Kyle R. Hofmann

5531. Re: Peter is a delusioned idiot

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-20 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.840558346@gmi.edu>
Source record: 8492

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>> Yesterday I glanced through the latest CompUSA advertisement. 6 pages
>> of PC ads, 1/3 of a page of Mac ads. Check out what system they
>> had "for sale":

>PowerMac 7600/120
>PPC 604....Not in the same league with the Pentium, Pentium Pro yes.

Meaningless to the general consumer.

>> 1.2 gig hard drive
>> 4X CDROM
>> 16 meg RAM
>> MacOS 7.5 (whoopee)
>> A couple of bundled apps/multimedia titles

>I did not see that listed.. The PowerMac line does not come with apps as i am
>aware unless Apple has changed that. The Performas do..

Yep, I was wrong. I double-checked the ad. NO bundled software, either.

>> Monitor sold separately. Keyboard sold separately. No modem.
>>
>> Price: $2799.
>>
>> Do you want some salt and pepper to go with that foot, Peter? No
>> wonder Apple's marketshare is dropping faster than a rock! Any
>> customer would choke at that price with limited extras (no keyboard,
>> for cryin' out loud!!!) And no matter what you say, Peter,
>> retail exposure makes 1st impressions. Not some obscure mail-order
>> joint.

>Once again you caught your foot up your shit hole again. The customers would
>more likely take home a Performa 2320 and or Performa 6400 for the same and or
>less price of the 7600/120. And these models were advertised in Best Buy and
>Office Max advertisement inserts..

Meaningless to the general consumer. When placed next to some $1600
Pentium system (WITH keyboard, WITH monitor, WITH apps, WITH modem)
the general consumer is going to choke at Apple's offerings. No wonder
marketshare is dropping.

>How convenient you leave out the other inserts..
>I agree that the 7600 was a bad choice to be advertised and listed in that way
>because it is more of a specialized model more appropriate for the video and
>multimedia niche marckets and did not list all features. Apple needs to pay

>more attention to this.

Exactly. They are pushing the wrong stuff on the general consumer.

>You only saw one retail chain.

Yeah, only the largest computer store chain in America. Others offerings
are just as bad if not worse... my local Best Buy has the Macs stuffed into
a small corner. My local Electronics Boutique has a bigger display
of Jaguar software than Macintosh software... and the Jag is dead!

> Like I stated above was a poor choice to
>advertise and Apple needs to be on the ball. However, I have seen plenty of
>inserts listing the new Performa 6400. Hopefuly this will be in next weeks
>CompUSA insert.

Yeah, hidden somewhere in the middle of the insert on the lower 1/3
of the page.

>> Just thought I'd give you this little dose of reality, Pete. I know you
>> can only handle it in teeny tiny doses, so you may not understand
>> this one.

>You think so..Once again Kevy-boy thinks he knows...

It doesn't take much to show how delusioned you are. Even a rock has
more common sense than you.

/Kevin

> GREETINGS..
>|--|
>| Peter Sinclair-Day POWERBOOK 520 |
>| University of Northern Iowa |

5532. Moratorium on Peter Sinclair-Day

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-20 00:00:00 UTC
From: msim <msim@erols.com>
Message-ID: <01bb8ec8$66802c60$e94ba1ce@sim>
Source record: 8493

We should all agree not to respond to Peter Sinclair-Day's drivel any longer. This dude obviously has too much time to waste since he has posted over 1,800 posts in the last year.

If we ignore him, he'll go away and go to the mac.advocacy or windows.advocacy newsgroups where he belongs. Of course, he might not be able to take the heat since he doesn't argue in any logical sense of the word.

Regards,

Ben

5533. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-20 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4vbfno$iv6@nntp.crl.com>
Source record: 8494
Cross-posted to:
news.groups,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <MPLANET.321495f2oscar9896f0@client1.news.psi.net>, Oscar Fowler wrote:
: In article <4v0vq1$2gu@agate.berkeley.edu>, maffia@fox.CS.Berkeley.EDU
: says...
: > As it stands, there currently is no repository that I am aware of that
: > supports pictures or music files.
: ...
: > A blanket prohibition on all music files to be overly restrictive.
: > The music and picture files specific to the Atari 8-bit computers are
: > small, hard to find, and tradeable.
: ...

: I completely agree. I remember having an extensive collection of Atari
: art and certainly would like to see all that be back in circulation.
: There were BBS's with literally hundreds of original art and musical
: items. Where are they now?

.mod files may be in some mod archive somewhere or floating out in
alt.binaries.sounds.mods. Other stuff may be lost. It's unfortunate,
but probably true. If we do eliminate the "software only" restriction,
then we would have a means of distributing these files (which are
platform specific, thus making comp.binaries.atari a good choice).

-Kyle R. Hofmann

5534. Re: Peter is a delusioned idiot

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-20 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <321A34CD.1164@intuit.com>
Source record: 8495

PETER SINCLAIR-DAY wrote:
>
>
> Guess What Best Buy and office Max had for sale to...
>
> PowerMac 7600/120
> PPC 604....Not in the same league with the Pentium, Pentium Pro yes.
>
>
> Apple actually must of caught up with the back logs. Very popular and
> specialized model that comes with additional hardware which is an extra on the
> Wintel side of things like plugging in your camcorder, vcr and whatever Video S.
>
> Once again you caught your foot up your shit hole again. The customers would
> more likely take home a Performa 2320 and or Performa 6400 for the same and or
> less price of the 7600/120. And these models were advertised in Best Buy and
> Office Max advertisement inserts..
>
> How convenient you leave out the other inserts..
> I agree that the 7600 was a bad choice to be advertised and listed in that way
> because it is more of a specialized model more appropriate for the video and
> multimedia niche marckets and did not list all the features. Apple needs to pay
> more attention to this.
>
> >
--|
> | Peter Sinclair-Day POWERBOOK 520 |
> | University of Northern Iowa |
> I I

Yawwwwwwwwn. Peter needs to get himself a life. The boy needs a date
with someone other than Steve Jobs.

-Mark

5535. Re: Peter is a delusioned idiot

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-20 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <555006357.5297.11.starship@3rdplanet.com>
Source record: 8496

mark_fassett@intuit.com barked in COMP.SYS.ATARI.ADVOCACY on 20 Aug 96:

mf> Newsgroups: comp.sys.atari.advocacy
mf> References: <khaley.840489102@gmi.edu>
mf> <1996Aug19.225747.1@cobra.uni.edu>
mf>
mf> Yawwwwwwwwwn. Peter needs to get himself a life. The boy needs a
mf> date with someone other than Steve Jobs.

Isn't Steve Jobs' middle name "Hand?"

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+--------------------------+

5536. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-20 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4vbehh$iv6@nntp.crl.com>
Source record: 8639
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4v0mao$5jn@mark.ucdavis.edu>, Eric Hays wrote:
: Thanks for taking the time to create this Kyle. A few comments:

: Kyle R. Hofmann (rhofmann@crl.com) wrote:
: :
: : REQUEST FOR DISCUSSION (RFD)
: : moderated group comp.binaries.atari
: : unmoderated group comp.binaries.atari.discuss

: Is it possible to just use comp.sys.atari.st to discuss stuff in
: comp.binaries.atari? Why create comp.binaries.atari.discuss?

Yes, it's possible, but not everything posted in c.b.a will be ST
related. It's better to be more general in this case and to create a
.discuss group to handle all traffic concerning c.b.a.

: I know I won't go looking for something in c.b.a. unless I read about it in
: c.s.a.st as I don't intend to poke my nose in there if I can help it.

Hmm... It would possible to allow crossposting of part 0 of uuencoded
files to other comp.sys.atari groups (part 0 is traditionally a
text description, while parts 1 and up are the file itself). Is this a
good idea? It may not be, especially if we get a lot of postings to c.b.a.

: Also, does it have to be moderated? Seems like that was the cause of
: problems before.

Yes, it does. Nobody has tried to create a moderated comp.binaries
groups since comp.binaries.apple2 a long time ago, and that was changed
to moderated eventually. The proposal won't be accepted by the
news.announce.newgroups moderator if it isn't moderated.

: And then, of course, comes the issue of: do we really
: need this.

IMHO, yes.

: Right now I'd say we do, primarily because there is no satisfactory ftp
: site. I wish we could set up a really nice network of ftp sites (one
: in US, one in UK, one in Germany, France, etc...) that all mirrored the
: complete archive. U-Mich used to do this, but seems to have gone all
: rough around the edges.

That would probably be a very good thing, but that would still exclude
those who don't have FTP access. :(This way we can include them (as
long as they have Usenet access) and not worry about having to set up FTP
sites.

-Kyle R. Hofmann

5537. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-20 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4vbfh6$iv6@nntp.crl.com>
Source record: 8640
Cross-posted to:
news.groups,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4v1vn5$2gc_004@jf.intel.com>, Rich Tietjens wrote:
: In article <4v0vq1$2gu@agate.berkeley.edu>,
: maffia@fox.CS.Berkeley.EDU (Anthony Maffia) wrote:
: >(snip snip snip snip)
: >> REQUEST FOR DISCUSSION (RFD)
: >> moderated group comp.binaries.atari
: >(snip snip snip snip)
: >
: >Please modify the proposal to allow music and picture files specific
: >to the Atari 8-bit computer to be posted.

: Hmmm, as long as we still prohibit MOD files (which do have an appropriate
: venue for distirbution), I think we might consider Atari-specific files.
: Technically, the "chip music" files for both the 8-bit and ST series
: probably could be considered binaries in that they are obviously not
: graphics nor text, and they aren't useful on any other platform.

This is certainly an important issue. Chip music files don't have
anywhere to go (unless one newgroups alt.binaries.chip-specific :) and do
deserve some distribution. But see below.

: 8-bit graphics files are so tiny (<=8K as I recall) that I don't have a
: problem with that, either. ST-resolution graphics would have to be pretty
: special to qualify, though; 32k isn't huge but it's big enough to be a
: nuisance if a lot of them are posted, and frankly, while I love the
: systems, I am underwhelmed with most of the graphics that have been
: produced for it. This is a case where I think http distribution does make
: more sense.

I don't have a problem with 8 bit graphics files in terms of size, but
conceptually, I can't see a group meant for Atari binaries in general
excluding binaries for the ST simply because of their size. I don't
think it would be a problem, though, as 32k isn't all that big in
comparison to other things that are posted.

I recieved e-mail concerning an issue similar to this from someone
recently, but it was more general. The issue was: What kinds of data
files are to be accepted? If you think about it, it's important if you
plan to moderate the group much more than "no WaReZ".

To my knowledge, there isn't a proposal out there that has discussed
this issue much, mainly because all the comp.binaries groups that have
been proposed so far haven't tried to limit themselves much beyond what
platform they are for.

My response to this question is that we should probably post data files used in the operation of software. For example, if I draw a picture, it wouldn't be distributable on c.b.a because, after all, it's only a picture. If I create a character set for use with a word processor, though, then that would be distributable on c.b.a because it's used during the operation of the software. (I hope you're all not confused :) Does anyone else want to contribute? If you have a good idea, post it.

-Kyle R. Hofmann

5538. Re: Peter is a delusioned idiot

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-21 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug21.031027.1@cobra.uni.edu>
Source record: 8497

In article <khaley.840558346@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>>PowerMac 7600/120
>>PPC 604....Not in the same league with the Pentium, Pentium Pro yes.
>
> Meaningless to the general consumer.

True...Like I stated before(which you conveniently deleted)it was poorly listed.
However, CompUSA has the Performas espicialy the new attractive Performa 6400.
Yes they have em because the Mac Jihads have saw them. When I was last there
they has Performa 2320's which is costs less and includes Apple's 15' monitor.

>>I did not see that listed.. The PowerMac line does not come with apps as i am
>>aware unless Apple has changed that. The Performas do..
>
> Yep, I was wrong. I double-checked the ad. NO bundled software, either.
>
>>Once again you caught your foot up your shit hole again. The customers would
>>more likely take home a Performa 2320 and or Performa 6400 for the same and or
>>less price of the 7600/120. And these models were advertised in Best Buy and
>>Office Max advertisement inserts..
>
> Meaningless to the general consumer. When placed next to some $1600
> Pentium system (WITH keyboard, WITH monitor, WITH apps, WITH modem)
> the general consumer is going to choke at Apple's offerings. No wonder
> marketshare is dropping.

You mean Apple's other offerings as well which includes the Performa 6300 and
6400 line which they do have..

> Exactly. They are pushing the wrong stuff on the general consumer.

Apple is not pushing the wrong stuff on the consumer. CompUSA advertised a
model that is geared for ones who like to edit/create videos which this model is
geared. The added feature is a option on the Wintel side and cubersome to
install and too boot.
Most consumers would not need a 7600 and would settle for the complete
Performas..

The way that the 7600 was listed showed the perception that it was overpriced.
In my opinion the 7600/120 and 7600/132 are bit over priced. But than is a
popular model for Apple..

>>You only saw one retail chain.
>
> Yeah, only the largest computer store chain in America. Others offerings

> are just as bad if not worse... my local Best Buy has the Macs stuffed into
> a small corner. My local Electronics Boutique has a bigger display
> of Jaguar software than Macintosh software... and the Jag is dead!

Different world here..

>> Like I stated above was a poor choice to
>>advertise and Apple needs to be on the ball. However, I have seen plenty of
>>inserts listing the new Performa 6400. Hopefuly this will be in next weeks
>>CompUSA insert.
>
> Yeah, hidden somewhere in the middle of the insert on the lower 1/3
> of the page.

True...Apple needs to work on that. The reason for this most likely is that
sales are high...
>
>>> Just thought I'd give you this little dose of reality, Pete. I know you
>>> can only handle it in teeny tiny doses, so you may not understand
>>> this one.
>
>>You think so..Once again Kevy-boy thinks he knows...
>
> It doesn't take much to show how delusioned you are. Even a rock has
> more common sense than you.

Whatever...Different situation here...

>
> /Kevin
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"I'm a traditional Republican who believes that you ought to restrain
spending if you're going to cut taxes. I don't think you can just cut taxes
alone and get gain without pain...." -Bob Dole

5539. Re: Peter is a delusioned idiot

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-21 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.840646299@gmi.edu>
Source record: 8498

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>However, CompUSA has the Performas espicialy the new attractive Performa 6400.
>Yes they have em because the Mac Jihads have saw them. When I was last there
>they has Performa 2320's which is costs less and includes Apple's 15' monitor.

WHAT THE HELL IS THIS GIBBERISH!? I can barely understand what you're
trying to say!!!

Let us know when you've mastered elementary school grammar. Maybe
then we can have a rational discussion.

/Kevin

>| Peter Sinclair-Day POWERBOOK 520 |
>| University of Northern Iowa |

5540. Re: Why Peter?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-21 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.840646623@gmi.edu>
Source record: 8499

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>Why not?

Amazing. A typical Sincrap response.

I'm really amazed by the fact that he didn't quote the entire post
to add his typical one line response.

> GREETINGS..
>|--|
>| Peter Sinclair-Day POWERBOOK 520 |
>| University of Northern Iowa |
>I I
>I Do you believe in Macintosh? Learn how to help the cause by subscribing I
>I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
>I go to: <http://www.solutions.apple.com/ListAdmin/>. I
>|--|

GREETINGS..

Do you believe in Your Anus? Learn how to help the cause by subscribing
to the "EvangeList" listserver! Send email to:<bunghole@rectal.com> or
go to: <http://www.I.have.no.Life.com/Losers/>.

5541. Anyone got a scanner for sale?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-22 00:00:00 UTC
From: jaubrey@jaubrey.demon.co.uk
Message-ID: <840792174_OASIS_@jaubrey.demon.co.uk>
Source record: 8500
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other,alt.atari,comp.sys.atari.advocacy

Has anyone got a scanner for sale, or know where(in the UK) I can
obtain one fairly cheaply. I have just got STraight Fax 2.2 but need
to scan items to fax. (Max I can pay is 100UKP o.n.o)

Thanks to anyone in advance for you reply,

Regards,

James

--

---
jaubrey@jaubrey.demon.co.uk | Also known as _James_ on #atari or
jaubrey@cix.compulink.co.uk | #Aubrey on IRC 20-23hrs GMT

5542. Re: Why Peter?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-23 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4vkhae$6ar@ccshst05.uoguelph.ca>
Source record: 8501

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:

: Why not?

There's Peter ... the man who's going to teach our youngsters how
to research and defend their work. With an answer like that, I'd be very
scared if my kid was learning from Sinpoop and his circular, factless
arguments.

>> Mark <<

--

Mark Rathwell

The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

For everything you ever wanted to know about the "Incredible Hulk"
television series, check out the Incredible Hulk TV show FAQ at:
http://www.uoguelph.ca/~mrathwel
==========

5543. Re: Peter is a delusioned idiot

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-24 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GHYMBFAFUP@cabal.shnet.org>
Source record: 8502

In <khaley.840489102@gmi.edu> Kevin Haley wrote:
>Yesterday I glanced through the latest CompUSA advertisement. 6 pages
>of PC ads, 1/3 of a page of Mac ads. Check out what system they
>had "for sale":
>
>PowerMac 120mhz (I don't remember exact processor, though)
>1.2 gig hard drive
>4X CDROM
>16 meg RAM
>MacOS 7.5 (whoopee)
>A couple of bundled apps/multimedia titles
>
>Monitor sold separately. Keyboard sold separately. No modem.
>
>Price: $2799.

Hey, you should see those ads in Germany. MacToday No. 5 advertises the
7200/90 PowerMac for 4,999 DM (1.48 US$ equal 1 DM) -> 3,377 US$. That is
for the 8/500/CD equipped machine, of course, but does include the 1705
monitor and keyboard.

A 6300 Performa costs 4,799 DM (12/1200/CD/TV/Vin/Modem) with 14" monitor
and keyboard. The 1705 monitor instead will cost further 799 DM.

The 630 Performa costs 2,499 DM (8/500/CD) with 14" monitor and keyboard.

Give me any Linux PC instead, they are _that_ much cheaper that a Mac just
doesn't compete against them.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

5544. FS?? Falcon with 14 megs/NO HD

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-24 00:00:00 UTC
From: radiojon@polaristel.net
Message-ID: <4vntce$q99@cronkite.polaristel.net>
Source record: 8503

I'm debating getting rid of this Falcon 030 with 14 megs and NO hard drive. What are your offers? I asume about half of what Toad charges for a new one would be close to right.

I also have Cubase and WordPerfect, but that is a separate deal.

John

5545. I had to try it!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-24 00:00:00 UTC
From: Mitch <just_ask@my.home.address>
Message-ID: <321FDB60.4655@my.home.address>
Source record: 8504

--
Sorry to post this to your newsgroup, but I had to try it!

I read this and thought, "What could I lose?"
Read through it and maybe you'll like to try it as well!
But please be honest. That is how it works.

"MAKE-MONEY-FAST"

----- Adapted article by Jody Vining (#4 below) ----------------

Want to make a few bucks? Quick, easy and cheap?

Ok ok, we have all heard this before, laughed at it, thought it was stupid, so did I. But one day, I was bored, and wanted to see if this thing really works, the now infamous newsgroup "make-money-fast" routine.
And well, to my surprise, it ACTUALLY WORKED. I didn't make $50,000 like some said, but I DID make $3,200 in 1 month. Thats not bad for a $5 investment!

So now try it, maybe you'll make less, maybe you'll make more, but its worth a shot right?

The procedure is very simple.

STEP 1. Write your name and address on 5 separate pieces of paper with the words "PLEASE ADD ME TO YOUR MAILING LIST". Fold a $1 note or money order or bank draft in each of the pieces of paper and mail them to the following five addresses:

---
1. Sahba Zadeh, 16115 122 Pl. NE, Bothell, WA 98011, USA

2. John England, 570 Vista Ave. Palo Alto, CA 94306, USA

3. Jeannette Bidegain, 2301 Redwood Street, #1406, Las Vegas, NV 89102,USA

4. Jody Vining, 987 Shetland Ave, Winter Springs, FL, 32708

5. Mitch Whiteley, 1026 N. 510 W. Apt. 4A, Logan, UT 84341

STEP 2. Now remove the 1st name on the list, move the other 4 names up (5 becomes 4, 4 becomes 3 etc) and put your name and address as number 5 on the list. You can do this by re-typing this article or simply editing and re-posting it in this or another newsgroup.

STEP 3. Post your amended article to at least 200 new groups (there are 17 000 of them).

You are now in the Mail Order Investment Business and you will start receiving $1 returns by mail within a week or two. The more newsgroups you post to, the bigger your return will be. You may want to rent a Post Office Box to handle the volume of mail you are likely to receive.

If you wish to remain anonymous, you can use a pseudonym such as "The Manager" or "The Investor", but make sure your address is correct!

NOW LET ME TELL YOU WHY THIS SYSTEM WORKS!

Of every 200 postings I made, I received an average of 5 replies, YES - ONLY 5, each with a $1 bill enclosed. You make $5 for every 200 postings WITH YOUR NAME AT NUMBER 5.

Each person who sent you $1, now also makes let's say,only 200 additional postings WITH YOUR NAME AT NUMBER 4, i.e. 1000 postings. On average therefore, 50 people will send you $1 with your name at number 4. You make $50.

Your 50 new agents make 200 posting each WITH YOUR NAME AT NUMBER 3 or 10 000 postings - average return 500 at $1 each is $500. They make 200 postings each WITH YOUR NAME AT NUMBER 2 = 100 000 postings = 5 000 returns at $1 each = $5 000.

Finally, 5 000 people make 200 postings each WITH YOUR NAME AT NUMBER 1 and you get a return of $50 000 before you name drops off the list. AND THAT'S IF EVERYONE DOWN THE LINE ONLY MAKES 200 POSTINGS! Total income in one cycle = $55 500.

From time to time, when your name is no longer on the list, you take the latest posting that is appearing in the newsgroups, SEND OUT ANOTHER $5 TO THE NAMES THAT ARE ON THE LIST, PUT YOUR NAME IN AT NUMBER 5 AND START POSTING AGAIN. Remember, 200 postings is only a guideline. The more you post, the greater the return.

Let's review the reasons why you should do this: THE ONLY COST FACTORS ARE 5 STAMPS, 5 ENVELOPES, AND 5 $1 BILLS. Anyone can afford five dollars to put into such an effortless investment with SPECTACULAR RETURNS.

Some people have said to me "What happens if the scheme is 'played out' and no one sends me any money"? Big deal! So you lose $5 - but what are the chances of that happening?

Do you realise how many Internet Users there are? Do you realise how many times this scheme can be utilised over and over again - with COMPLETELY NEW people participating?

There are not HUNDREDS, NOT EVEN THOUSANDS, BUT HUNDREDS OF THOUSANDS OF NEW INTERNET USERS EVERY MONTH!

Remember, read the instructions carefully and play FAIRLY...that's the only way this will work. Get a printout so you can refer back to this article easily.

Try to keep a list of everyone that sends you money and always keep an eye on the newsgroup postings to make sure everyone is playing fairly. You know where your name should be.

5546. Petey Boy - Whats a good Powerbook to emulate an Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-25 00:00:00 UTC
From: Spencer.Davies@btinternet.com
Message-ID: <4vpb8b$n15@snow.btinternet.com>
Source record: 8505

Petey,

You could do something useful for once in your life and recommend a good Powerbook to me on which I can run MagicMac so that I have a portable Atari.

There are just so many availble new and second hand that the choice is confusing. Mainly I want at least 8mb RAM and 120Mb harddisk so that I can run some of the more powerful/demanding Atari applications.

A good display would also be a boon, though the price is an issue as I can;t afford the 2000UKP that Apple are asking for the 5300/100 8/500!!!!

Spencer.

5547. Sorry: I had to try it!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-25 00:00:00 UTC
From: Mitch <send@you.probably.already.know>
Message-ID: <3220AEC1.156A@you.probably.already.know>
Source record: 8506

```
--
I am really sorry about my SPAM. I didn't realize how wrong
it was. Other's articles seemed convincing and legal, but I
guess not. Please disregard posting: "I had to try it!"
(delete it if your a system administrator). My mistake.
```

5548. Re: FS?? Falcon with 14 megs/NO HD

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-25 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <555331129.138393.9.starship@3rdplanet.com>
Source record: 8507

radiojon@polaristel.net barked in COMP.SYS.ATARI.ADVOCACY on 25 Aug 96:

r> Newsgroups: comp.sys.atari.advocacy
r> From: radiojon@polaristel.net (John Stewart)
r>
r> I'm debating getting rid of this Falcon 030 with 14 megs and NO hard
r> drive. What are your offers? I asume about half of what Toad charges for
r> a new one would be close to right.

That depends, John. Has the "clock patch" been applied? That's another
US$80 that will have to be expended (along with round-trip shipping to/from
Toad or someone) if C-Lab didn't make your Falcon.

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+--------------------------+

5549. Re: FS?? Falcon with 14 megs/NO HD

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-26 00:00:00 UTC
From: JEDI
Message-ID: <4vs79t$bpm@lex.zippo.com>
Source record: 8508

In article <555331129.138393.9.starship@3rdplanet.com>, starship@3rdplanet.com says...
>
>radiojon@polaristel.net barked in COMP.SYS.ATARI.ADVOCACY on 25 Aug 96:
>
> r> Newsgroups: comp.sys.atari.advocacy
> r> From: radiojon@polaristel.net (John Stewart)
> r>
> r> I'm debating getting rid of this Falcon 030 with 14 megs and NO hard
> r> drive. What are your offers? I asume about half of what Toad charges for
> r> a new one would be close to right.
>
>That depends, John. Has the "clock patch" been applied? That's another
>US$80 that will have to be expended (along with round-trip shipping to/from
>Toad or someone) if C-Lab didn't make your Falcon.

Also, Toad's RAM prices seem to be behind the times. Their idea of a fair
price for 14M of RAM may be waaaay out of line...

...RAM prices have recently crashed.

5550. Re: Why Peter?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug27.120725.1@cobra.uni.edu>
Source record: 8509

In article <4vkhae$6ar@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
>
> : Why not?
>
> There's Peter ... the man who's going to teach our youngsters how
> to research and defend their work. With an answer like that, I'd be very
> scared if my kid was learning from Sinpoop and his circular, factless
> arguments.

Hey I was successful in Atari research in not to invest in that console..

>
> >> Mark <<

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
Supply - sided economics was "something I've never understood," and
"it's had a fair chance to work," and it failed. -Bob Dole

5551. Re: Peter is a delusioned idiot

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-27 00:00:00 UTC
From: JEDI
Message-ID: <4vuu7q$npa@lex.zippo.com>
Source record: 8510

In article <1996Aug21.031027.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <khaley.840558346@gmi.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
>>>PowerMac 7600/120
>>>PPC 604....Not in the same league with the Pentium, Pentium Pro yes.
>>
>> Meaningless to the general consumer.
>
>True...Like I stated before(which you conveniently deleted)it was poorly listed.
>However, CompUSA has the Performas espicialy the new attractive Performa 6400.

At 2800 bux, not impressive. Such machines only compete with the most
expensive faster pentia with double the RAM and double the disk and
other odd improvements over the 6400's standard hardware...

>Yes they have em because the Mac Jihads have saw them. When I was last there
>they has Performa 2320's which is costs less and includes Apple's 15' monitor.

The 6320 is relatively low end by now and still more expensive than even
an Aptiva, included monitor included...

...and the Aptiva has more disk, faster CD, etc...

Any other model at CompUSA (at least in these parts) is either a
scratch-n-dent or one-of-a-kind floor model closeout.

[JEDI deleted this]
>> Meaningless to the general consumer. When placed next to some $1600
>> Pentium system (WITH keyboard, WITH monitor, WITH apps, WITH modem)
>> the general consumer is going to choke at Apple's offerings. No wonder
>> marketshare is dropping.
>
>You mean Apple's other offerings as well which includes the Performa 6300 and
>6400 line which they do have..
>
>> Exactly. They are pushing the wrong stuff on the general consumer.
>
>Apple is not pushing the wrong stuff on the consumer. CompUSA advertised a
>model that is geared for ones who like to edit/create videos which this model is
>geared. The added feature is a option on the Wintel side and cubersome to
>install and too boot.

Oddly enough NONE of the models featured by CompUSA had the advertised
capacity to edit video. One would expect such a high end feature to at

least be listed in the specs. I tried looking at apple, but they're webpage
is an ugly mess. No wonder you mac-n-twits think that you need a cray
for websurfing...

...btw, the 6320 (as opposed to 2320) come with a video CAPTURE
board. This is, in fact, distinct from a video EDITING board.
If you want to capture video stills, on a PC, (which is all
that even apple claims that the 6320 can do) all you need is
Snappy. Snappy just plugs into the parallel port with none of
those notoriously 'ugly' card installations.

Even the ST has Rombo. Someone might even come up with an ST
hack for Snappy.

Having a TV tuner feed to, what really is, a 13" monitor
is of limited value.

>Most consumers would not need a 7600 and would settle for the complete
>Performas..

Or much cheaper clones. 2400 bux is still quite a chunk of change.

[deletia]
>>>You only saw one retail chain.
>>
>> Yeah, only the largest computer store chain in America. Others offerings
>> are just as bad if not worse... my local Best Buy has the Macs stuffed into
>> a small corner. My local Electronics Boutique has a bigger display
>> of Jaguar software than Macintosh software... and the Jag is dead!
>
>Different world here..

They'll likely dominate their space with PC wares and yet
give more respect to an orphan games console than an 'allegedly'
'viable' computer platform (mac).

Ma and Pa Kettle cruising the mall will see a vibrant PC market
and Atari, which they thought went out of business long ago, and
yet no Mac presence. The Kettle's will keep this on their minds as
they go into CompUSA and see the PC's stretch across the length of
the store in back and see that the Macs are hidden in the corner...

Yet you will gloss over this.

You ARE in a different world.

>
>>> Like I stated above was a poor choice to
>>>advertise and Apple needs to be on the ball. However, I have seen plenty of
>>>inserts listing the new Performa 6400. Hopefuly this will be in next weeks
>>>CompUSA insert.
>>
>> Yeah, hidden somewhere in the middle of the insert on the lower 1/3
>> of the page.

>
>True...Apple needs to work on that. The reason for this most likely is that
>sales are high...

...hears echos of the Atari Revolution...

[JEDI deleted this]
> GREETINGS..
>|---|
>| Peter Sinclair-Day POWERBOOK 520 |
>| University of Northern Iowa |
>I I
>I Do you believe in Macintosh? Learn how to help the cause by subscribing I

Apparently all is not well in fairyland...

>I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I

...and yet while adopting the terminology of religious fundementalism
for himself, he accuses US of jihad...

>I go to: <http://www.solutions.apple.com/ListAdmin/>. I
>|---|

Oh, someone please repost that really clueless comment Petey-boy
made about Centronics printers.

That would make a killer sig.

5552. Re: Peter is a delusioned idiot

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug27.121521.1@cobra.uni.edu>
Source record: 8511

In article <GHYMBFAFUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:

> Hey, you should see those ads in Germany. MacToday No. 5 advertises the
> 7200/90 PowerMac for 4,999 DM (1.48 US$ equal 1 DM) -> 3,377 US$. That is
> for the 8/500/CD equipped machine, of course, but does include the 1705
> monitor and keyboard.

Must be the high VAT tax added to it. Thats amazing.. This side of the Atlantic, the 7200/90 is no more.
I should find German partners to set up an export business to ship Macs to Germany to be resold for a tidy profit. However, my employer, Apple Computer would not take kindly to it.

>
> A 6300 Performa costs 4,799 DM (12/1200/CD/TV/Vin/Modem) with 14" monitor
> and keyboard. The 1705 monitor instead will cost further 799 DM.
>
> The 630 Performa costs 2,499 DM (8/500/CD) with 14" monitor and keyboard.

Thats were Amelio dumped the unsold stock...) Can't buy these new in U.S.

> Give me any Linux PC instead, they are _that_ much cheaper that a Mac just
> doesn't compete against them.

The Linux PC can't do much to begin with..
>
> Thorsten
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"I'm a traditional Republican who believes that you ought to restrain spending if you're going to cut taxes. I don't think you can just cut taxes alone and get gain without pain...." -Bob Dole

5553. Re: Petey Boy - Whats a good Powerbook to emulate an Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug27.121914.1@cobra.uni.edu>
Source record: 8512

In article <4vpb8b$n15@snow.btinternet.com>, Spencer.Davies@btinternet.com (Spencer Davies) writes:
> Petey,
>
> You could do something useful for once in your life and recommend a
> good Powerbook to me on which I can run MagicMac so that I have a
> portable Atari.
>
> There are just so many availble new and second hand that the choice is
> confusing. Mainly I want at least 8mb RAM and 120Mb harddisk so that I
> can run some of the more powerful/demanding Atari applications.
>
> A good display would also be a boon, though the price is an issue as I
> can;t afford the 2000UKP that Apple are asking for the 5300/100
> 8/500!!!!

What can I tell ya. The UK situation could be different than the U.S. Apple has cancelled the current PowerBook line for now. They will only ship the backlogs and the ones returned for repair.

The PowerBook 190 and 520 would be good candidates..

> Spencer.
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"I'm a traditional Republican who believes that you ought to restrain spending if you're going to cut taxes. I don't think you can just cut taxes alone and get gain without pain...." -Bob Dole

5554. Re: Peter is a delusioned idiot

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-28 00:00:00 UTC
From: JEDI@osu.edu
Message-ID: <502gp6$ldq@charm.magnus.acs.ohio-state.edu>
Source record: 8513

In article <1996Aug28.165110.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>In article <4vuu7q$npa@lex.zippo.com>, JEDI writes:
>
>> At 2800 bux, not impressive. Such machines only compete with the most
>> expensive faster pentia with double the RAM and double the disk and
>> other odd improvements over the 6400's standard hardware...
>
>The Performa 6400 includes a 2.4 gig HD, 16 MB HD, 200 MHZ processor and SRS

The Pentia at CompUSA that sell in that range are 32M RAM, 3Gig HD, 33.6 Modem and such...

>sound woofer inside plus a shit load of software apps.. Also includes full PCI
>and 28k modem. I have seen that model discounted to about $2400-$2500.

Little good this will do most retail consumers.

[JEDI deleted this]
>
>> ...btw, the 6320 (as opposed to 2320) come with a video CAPTURE
>> board. This is, in fact, distinct from a video EDITING board.
>> If you want to capture video stills, on a PC, (which is all
>> that even apple claims that the 6320 can do) all you need is
>> Snappy. Snappy just plugs into the parallel port with none of
>> those notoriously 'ugly' card installations.
>
>Considering that the card is already installed..No mess nor fuss. Plus Apple
>has also the new Avid card for the new PCI Performas.

Neither does a snappy.
Anything else can be bundled with a PC and most vendors are most happy to accomodate you. Power isn't the only vendor with webby configurators.

>
>> Even the ST has Rombo. Someone might even come up with an ST
>> hack for Snappy.
>
>Don't hold your breath...No profit in it..

Don't tell this to Linus Torvaldus, he might hit you over the head with a Penguin.

>>
>> Having a TV tuner feed to, what really is, a 13" monitor
>> is of limited value.
>

>To you, not others. If it was for the ST and had an Atari label, would surely
>be different.

I would rather just plop a 19" TV next to my monitor.
Wait a minute: I did plop a 19" TV next to my monitor.
Cost me half as much as a tuner card and is much bigger too...

>
>>>Most consumers would not need a 7600 and would settle for the complete
>>>Performas..
>>
>> Or much cheaper clones. 2400 bux is still quite a chunk of change.
>
>Thats what people pay on average..

People are stupid. Microsponge is proof of that.

Such expenditures are not necessary.
>
>>>Different world here..
>>
>> They'll likely dominate their space with PC wares and yet
>> give more respect to an orphan games console than an 'allegedly'
>> 'viable' computer platform (mac).
>
>Just because that store has Jagflop stuff doesn't mean its available at all
>stores. The local Software ECT has a nice Mac section, but I still buy almost
>all software from the big three mailorder because I save lots of money. Why
>should I pay $30 more for a game?

...and while you are doing this, the Mac still looks like an
orphan.

>
>> Ma and Pa Kettle cruising the mall will see a vibrant PC market
>> and Atari, which they thought went out of business long ago, and
>> yet no Mac presence. The Kettle's will keep this on their minds as
>> they go into CompUSA and see the PC's stretch across the length of
>> the store in back and see that the Macs are hidden in the corner...
>
>Not at my local store. The salesdroid hated the Jag and Atari and not one was
>allowed in the store becuase it would still be sitting there ie, Jag 1.0!

With an attitude like that, it's a wonder they sell ANYthing...

5555. Re: Peter is a delusioned idiot

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug28.165110.1@cobra.uni.edu>
Source record: 8514

In article <4vuu7q$npa@lex.zippo.com>, JEDI writes:

> At 2800 bux, not impressive. Such machines only compete with the most
> expensive faster pentia with double the RAM and double the disk and
> other odd improvements over the 6400's standard hardware...

The Performa 6400 includes a 2.4 gig HD, 16 MB HD, 200 MHZ processor and SRS sound woofer inside plus a shit load of software apps.. Also includes full PCI and 28k modem. I have seen that model discounted to about $2400-$2500.

True, I thought Apple could of done better with a lower price. Once demand is caught up, the price will fall when the 220 mhz one ships in November.

>
> The 6320 is relatively low end by now and still more expensive than even
> an Aptiva, included monitor included...
>
> ...and the Aptiva has more disk, faster CD, etc...

Very true. Apple is still probably selling a shit load of them anyways. Expect the 6320 to be no more soon with a 6340...

> Oddly enough NONE of the models featured by CompUSA had the advertised
> capacity to edit video. One would expect such a high end feature to at
> least be listed in the specs. I tried looking at apple, but they're webpage
> is an ugly mess. No wonder you mac-n-twits think that you need a cray
> for websurfing...

I don't have a cray to web surf..Wish I did! You can never have to much power...)

> ...btw, the 6320 (as opposed to 2320) come with a video CAPTURE
> board. This is, in fact, distinct from a video EDITING board.
> If you want to capture video stills, on a PC, (which is all
> that even apple claims that the 6320 can do) all you need is
> Snappy. Snappy just plugs into the parallel port with none of
> those notoriously 'ugly' card installations.

Considering that the card is already installed..No mess nor fuss. Plus Apple has also the new Avid card for the new PCI Performas.

> Even the ST has Rombo. Someone might even come up with an ST
> hack for Snappy.

Don't hold your breath...No profit in it..
>
> Having a TV tuner feed to, what really is, a 13" monitor
> is of limited value.

To you, not others. If it was for the ST and had an Atari label, would surely be different.

>>Most consumers would not need a 7600 and would settle for the complete
>>Performas..
>
> Or much cheaper clones. 2400 bux is still quite a chunk of change.

Thats what people pay on average..

>>Different world here..
>
> They'll likely dominate their space with PC wares and yet
> give more respect to an orphan games console than an 'allegedly'
> 'viable' computer platform (mac).

Just because that store has Jagflop stuff doesn't mean its available at all stores. The local Software ECT has a nice Mac section, but I still buy almost all software from the big three mailorder because I save lots of money. Why should I pay $30 more for a game?

> Ma and Pa Kettle cruising the mall will see a vibrant PC market
> and Atari, which they thought went out of business long ago, and
> yet no Mac presence. The Kettle's will keep this on their minds as
> they go into CompUSA and see the PC's stretch across the length of
> the store in back and see that the Macs are hidden in the corner...

Not at my local store. The salesdroid hated the Jag and Atari and not one was allowed in the store becuase it would still be sitting there ie, Jag 1.0!

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"I'm a traditional Republican who believes that you ought to restrain spending if you're going to cut taxes. I don't think you can just cut taxes alone and get gain without pain...." -Bob Dole

5556. Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-28 00:00:00 UTC
From: ckormos@delphi.com
Message-ID: <ZPFS6Cn.ckormos@delphi.com>
Source record: 8515

So... if I was selling this...what would the offers be?
Original cartridge in the original box with all the goodies that came with it.
Condition - opened but perfect.
Just curious.

5557. Re: Petey Boy - Whats a good Powerbook to emulate an Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-29 00:00:00 UTC
From: Spencer.Davies@btinternet.com
Message-ID: <504tdk$fd8@snow.btinternet.com>
Source record: 8516

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:

>What can I tell ya. The UK situation could be different than the U.S. Apple has
>cancelled the current PowerBook line for now. They will only ship the backlogs
>and the ones returned for repair.
So what are they replacing with or are they doing an Atari and pulling
out of the market???

>The PowerBook 190 and 520 would be good candidates..
Hmmm, people are asking over 1000UKP for a 520, you could buy a new
one for that!

Ok, thanks for the recommendation I shall go browse the glossies for
some better pricing.

Spencer

5558. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-30 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <ZXHTKcz.brimiller@delphi.com>
Source record: 8517

Perry Dueck <pdueck@pli.mb.ca> writes:

>Commodore 64 rules! Somebody flame me!

And in this tomb, we have Commodore, once resplendent, prosperous maker
of the computer market. Innovator and haven of engineering expertise, with
an idea of how to make computing better.

In this tomb, we have Atari Corp. - the company divided between ingenous
engineers and stupid, shortsighted management.

In this next tomb, we have a coffin all ready for Apple - the company that\
has postponed its Win 95 competitor, Copland, until 1998 (assuming it's
in business until then, which is increasingly doubtful), has discontinued
laptop production, and is answering the competitive calls of WinNT 4.0 by
a prettied-up version of its current, unstable OS. . .

And in the final tomb, we have another bed for Microsoft. One of these days
. . .

BR Miller
Boston, MA

5559. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-30 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug30.200406.1@cobra.uni.edu>
Source record: 8518

In article <ZXHTKcz.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> Perry Dueck <pdueck@pli.mb.ca> writes:
>
>>Commodore 64 rules! Somebody flame me!

To late, I was slow..

> And in this tomb, we have Commodore, once resplendent, prosperous maker
> of the computer market. Innovator and haven of engineering expertise, with
> an idea of how to make computing better.

Thats debatable... The quality, fit and finish was poor.

> ---
> In this tomb, we have Atari Corp. - the company divided between ingenous
> engineers and stupid, shortsighted management.

Ah, the Tramiels..A new meaning of managers..
> ---
> In this next tomb, we have a coffin all ready for Apple - the company that\
> has postponed its Win 95 competitor, Copland, until 1998 (assuming it's
> in business until then, which is increasingly doubtful), has discontinued
> laptop production, and is answering the competitive calls of WinNT 4.0 by
> a prettied-up version of its current, unstable OS. . .

To quote Twain........

Apple will be in business when you are gone. Apple has not stopped laptop
production. Apple has canceled the current laptop line to make room for the
new supposely in October. One department has ordered 200 Epics.
Apple's cash may be used to purchase Be..

> ---
> And in the final tomb, we have another bed for Microsoft. One of these days
> . . .

I wouldn't hold your breath... Depends if MS tries to become all things to all
and their products will show..
> ---
> BR Miller
> Boston, MA

GREETINGS..
|--|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |

I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"I'm a traditional Republican who believes that you ought to restrain
spending if you're going to cut taxes. I don't think you can just cut taxes
alone and get gain without pain...." -Bob Dole

5560. Re: Peter is a God!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-30 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug30.202239.1@cobra.uni.edu>
Source record: 8519

In article <502gp6$ldq@charm.magnus.acs.ohio-state.edu>, JEDI@osu.edu (JEDI) writes:

>>The Performa 6400 includes a 2.4 gig HD, 16 MB HD, 200 MHZ processor and SRS
>
> The Pentia at CompUSA that sell in that range are 32M RAM, 3Gig HD, 33.6
> Modem and such...

Which model? Does it come with a subwoofer?

> Little good this will do most retail consumers.

Don't underestimate the consumers... I have seen the 6400/180 for $2200 and has
just come on our price list...

> Neither does a snappy.
> Anything else can be bundled with a PC and most vendors are most happy
> to accomodate you. Power isn't the only vendor with webby configurators.

Yea, so? And Power and Apple will accomodate as well.. Soon Motorola..

>>Don't hold your breath...No profit in it..
>
> Don't tell this to Linus Torvaldus, he might hit you over the head
> with a Penguin.

>
> I would rather just plop a 19" TV next to my monitor.
> Wait a minute: I did plop a 19" TV next to my monitor.
> Cost me half as much as a tuner card and is much bigger too...

I wish I could plop my 19 ' TV next to my monitor.. No room..

>>Thats what people pay on average..
>
> People are stupid. Microsponge is proof of that.

Being a little arrogance here.. What does the expensive Falcon cost today?

> Such expenditures are not necessary.

Yep..You can get decent systems for from anywere of one third to half off but
minu some bells and whistles. $2400 buys a Pentium 200 system with lots of
options..

>>>>Different world here..

>>Just because that store has Jagflop stuff doesn't mean its available at all
>>stores. The local Software ECT has a nice Mac section, but I still buy almost
>>all software from the big three mailorder because I save lots of money. Why

>>should I pay $30 more for a game?
>
> ...and while you are doing this, the Mac still looks like an
> orphan.

Interesting...

>>Not at my local store. The salesdroid hated the Jag and Atari and not one was
>>allowed in the store becuase it would still be sitting there ie, Jag 1.0!

Since the new fiscal year started, we have sold a lot of Macs...

> With an attitude like that, it's a wonder they sell ANYthing...

What Attitude?

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"I'm a traditional Republican who believes that you ought to restrain
spending if you're going to cut taxes. I don't think you can just cut taxes
alone and get gain without pain...." -Bob Dole

5561. Re: Petey Boy - Whats a good Powerbook to emulate an Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-30 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Aug30.200927.1@cobra.uni.edu>
Source record: 8520

In article <504tdk$fd8@snow.btinternet.com>, Spencer.Davies@btinternet.com (Spencer Davies) writes:
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>
>>What can I tell ya. The UK situation could be different than the U.S. Apple has
>>cancelled the current PowerBook line for now. They will only ship the backlogs
>>and the ones returned for repair.
> So what are they replacing with or are they doing an Atari and pulling
> out of the market???

The current PowerBooks have been a pain due to quality issues. However, they are not pulling out but readying a new line called Epic(which is suppose to be rock solid) by Oct-Nov. Epic will have a flip up keyboard, processor card, faster PPC, larger screen and internal CD-Rom... My school has put an order for 200 Epics..
>
>>The PowerBook 190 and 520 would be good candidates..
> Hmmm, people are asking over 1000UKP for a 520, you could buy a new
> one for that!

Sellers market..Will change when the Epics come out..

>
> Ok, thanks for the recommendation I shall go browse the glossies for
> some better pricing.
>
> Spencer
>
GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"I'm a traditional Republican who believes that you ought to restrain spending if you're going to cut taxes. I don't think you can just cut taxes alone and get gain without pain...." -Bob Dole

5562. Re: Peter is a God! (can there be any further doubt that he's dellusional)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-08-31 00:00:00 UTC
From: JEDI
Message-ID: <509p4b$fmv@lex.zippo.com>
Source record: 8521

In article <1996Aug30.202239.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <502gp6$ldq@charm.magnus.acs.ohio-state.edu>, JEDI@osu.edu (JEDI) writes:
>
>>>The Performa 6400 includes a 2.4 gig HD, 16 MB HD, 200 MHZ processor and SRS
>>
>> The Pentia at CompUSA that sell in that range are 32M RAM, 3Gig HD, 33.6
>> Modem and such...
>
>Which model? Does it come with a subwoofer?

It's a computer, not a stereo. I can get a subwoofer that
would put that Mac's to shame for much less.

>
>> Little good this will do most retail consumers.
>
>Don't underestimate the consumers... I have seen the 6400/180 for $2200 and has
>just come on our price list...

As always, you post prices with absolutely no clue as to how a mere
mortal might actually take advantage of them.

>
>> Neither does a snappy.
>> Anything else can be bundled with a PC and most vendors are most happy
>> to accomodate you. Power isn't the only vendor with webby configurators.
>
>Yea, so? And Power and Apple will accomodate as well.. Soon Motorola..

IRQ's and BaseAddresses are no longer a problem.

>
>>>Don't hold your breath...No profit in it..
>>
>> Don't tell this to Linus Torvaldus, he might hit you over the head
>> with a Penguin.
>
>>
>> I would rather just plop a 19" TV next to my monitor.
>> Wait a minute: I did plop a 19" TV next to my monitor.
>> Cost me half as much as a tuner card and is much bigger too...
>
>I wish I could plop my 19 ' TV next to my monitor.. No room..

Time to move outta mommas trailer...

>
>>>Thats what people pay on average..
>>
>> People are stupid. Microsponge is proof of that.
>
>Being a little arrogance here.. What does the expensive Falcon cost today?

See below.

>
>> Such expenditures are not necessary.
>
>Yep..You can get decent systems for from anywere of one third to half off but
>minu some bells and whistles. $2400 buys a Pentium 200 system with lots of

Actually it is Apple that usually cant keep up with bells and whistles.
PC's though relatively mediocre in their system software, are much
more scaleable in functionality and price. One need not spend twice
the price.

>options..
>
>>>>>Different world here..
>
>>>Just because that store has Jagflop stuff doesn't mean its available at all
>>>stores. The local Software ECT has a nice Mac section, but I still buy almost
>>>all software from the big three mailorder because I save lots of money. Why
>>>should I pay $30 more for a game?
>>
>> ...and while you are doing this, the Mac still looks like an
>> orphan.
>
>Interesting...

Massive Mail Order offerings while potentially useful are not at all
corporeal and do nothing to impress the retail consumer.

>
>>>Not at my local store. The salesdroid hated the Jag and Atari and not one was
>>>allowed in the store becuase it would still be sitting there ie, Jag 1.0!
>
>Since the new fiscal year started, we have sold a lot of Macs...

I wasn't aware that libraries sold computer hardware.

>
>> With an attitude like that, it's a wonder they sell ANYthing...
>
>What Attitude?

5563. Re: Peter is a God! (can there be any further doubt that he's dellusional)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Sep1.161231.1@cobra.uni.edu>
Source record: 8522

In article <509p4b$fmv@lex.zippo.com>, JEDI writes:

> It's a computer, not a stereo. I can get a subwoofer that
> would put that Mac's to shame for much less.

Yea so... But this is integrated and intended for the ones who want integration as standard.

> As always, you post prices with absolutely no clue as to how a mere
> mortal might actually take advantage of them.

the prices I posted have been the lowest I have seen. If you shop around you will save unless you do not want to hassle.

>>Yea, so? And Power and Apple will accomodate as well.. Soon Motorola..
>
> IRQ's and BaseAddresses are no longer a problem.

But there are other issues and problems..

>>I wish I could plop my 19 ' TV next to my monitor.. No room..
>
> Time to move outta mommas trailer...

> Actually it is Apple that usually cant keep up with bells and whistles.
> PC's though relatively mediocre in their system software, are much
> more scaleable in functionality and price. One need not spend twice
> the price.

With the new Mac clones, the percieved price advantage that the Wintel world has had, has been smashed.. Apple is not the only Mac vendor in town. In two weeks, Motorola and SuperMac will have highpowered and inexpensive clones to boot. I for see that individuals can buy motherboards from Motorola to slap a system together to boot. Who knows, a Mac Shopper maybe concieved..

>>Interesting...
>
> Massive Mail Order offerings while potentially useful are not at all
> corporeal and do nothing to impress the retail consumer.

Can be..If it's done correctly. I am in the process of bundling mailorder catalogs with each Mac system sold.

>>Since the new fiscal year started, we have sold a lot of Macs...
>
> I wasn't aware that libraries sold computer hardware.

The library doesn't. I also work for Apple in addition to my library position.

GREETINGS..

|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |

I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I

|---|

"I'm a traditional Republican who believes that you ought to restrain spending if you're going to cut taxes. I don't think you can just cut taxes alone and get gain without pain...." -Bob Dole

5564. Re: Peter is a God! (can there be any further doubt that he's dellusional)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-02 00:00:00 UTC
From: JEDI@osu.edu
Message-ID: <50dhes$nr1@charm.magnus.acs.ohio-state.edu>
Source record: 8523

In article <1996Sep1.161231.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>In article <509p4b$fmv@lex.zippo.com>, JEDI writes:
>
>> It's a computer, not a stereo. I can get a subwoofer that
>> would put that Mac's to shame for much less.
>
>Yea so... But this is integrated and intended for the ones who want integration
>as standard.

It also limits me to whatever Apple thinks is good stereo equipment.
Apple will also quite likely charge you a premium for whatever they include.
Thus, if you want vicious sound (or gobs of RAM) you're better off adding it
to the system later.

Nevermind that I already have a computer->stereo setup already and have
had one for about... 8 years... and dont need another (overpriced) one.

>
>> As always, you post prices with absolutely no clue as to how a mere
>> mortal might actually take advantage of them.
>
>the prices I posted have been the lowest I have seen. If you shop around you
>will save unless you do not want to hassle.

I detect a conspicuous absensce of locations and vendor names in your
response. This is to be expected from you.

>
>>>Yea, so? And Power and Apple will accomodate as well.. Soon Motorola..
>>
>> IRQ's and BaseAddresses are no longer a problem.
>
>But there are other issues and problems..

Odd that you could not mention any of them.

>
>>>I wish I could plop my 19 ' TV next to my monitor.. No room..
>>
>> Time to move outta mommas trailer...
>
>> Actually it is Apple that usually cant keep up with bells and whistles.
>> PC's though relatively mediocre in their system software, are much
>> more scaleable in functionality and price. One need not spend twice
>> the price.

>
>With the new Mac clones, the percieved price advantage that the Wintel world
>has had, has been smashed.. Apple is not the only Mac vendor in town. In two

Not when you can get a P5/120 for $850...

>weeks, Motorola and SuperMac will have highpowered and inexpensive clones to
>boot. I for see that individuals can buy motherboards from Motorola to slap a
>system together to boot. Who knows, a Mac Shopper maybe concieved..
>
>>>Interesting...
>>
>> Massive Mail Order offerings while potentially useful are not at all
>> corporeal and do nothing to impress the retail consumer.
>
>Can be..If it's done correctly. I am in the process of bundling mailorder
>catalogs with each Mac system sold.

This wont do much to get the customers TO the mac...

>
>>>Since the new fiscal year started, we have sold a lot of Macs...
>>
>> I wasn't aware that libraries sold computer hardware.
>
>The library doesn't. I also work for Apple in addition to my library position.

That's to be expected. I'd expect that one janitorial position
wouldn't be enough to support your 'Apple Addiction'...

5565. Re: Cracked Atari explained...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-02 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <555895772.26103.99.starship@3rdplanet.com>
Source record: 8524
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Rodentia@osu.edu barked in COMP.SYS.ATARI.ST on 02 Sep 96:

R> Newsgroups: comp.sys.atari.st,comp.sys.atari.advocacy
R> References: <960901094319_100550.3170_EHK85-1@CompuServe.COM>
R> <555841262.41525.39.starship@3rdplanet.com>
R> From: Rodentia@osu.edu (Rodentia)
R>
>> (2) Mark needs to learn a little bit about the law, how to inspire
>> software
R>
R> You first. You have NO idea what you are talking about. NONE of you
R> pundits do, despite your pomposity.

Really? Somehow I fail to see how pomposity relates to knowing what constitutes theft and what does not. Let's try this: Assume I am running Ratsoft. Assume I have not bought it, but rather that I have cracked it. According to my definition, I have stolen it. According to yours, I'm "just trying it out" or some such mealy-mouthed phrase.

You call those who champion honesty "pompous," while maintaining multiple usernames (probably multiple accounts) at Ohio State University. Given your history, I wonder if you have even paid the low (partially-subsidized) fee for access to /one/ of those accounts, but that would be ad hominem, so let that go for the moment.

>> (3) Mark is a pirate and assumed that everyone else is too. In this
>> case,
>> he belongs back in the Mac and PC newsgroups where he claims he sees
>> lots of open discussion of where to get stolen software. Or he can talk
>> to "JEDI" (in email), the only known Atari user in my killfile (right up
>> there with
R>
R> Yes, how DARE I stand up for the rights of someone for whom you
R> believe deserves NO rights.

Actually, as "JEDI" you've been in my killfile for weeks simply because neither you nor sinclap make a lot of sense on most issues, and rather than clutter up my hard drive with your particular brand of venom, I choose to let your discussions remain invisible. "JEDI" is an alias that was used to post for a very long time without a valid email address, as you well know, making it impossible to respond in email when that was appropriate. I found it easier to avoid the temptation to followup with inappropriate comments when I didn't see postings by "JEDI" at all.

As for standing up for someone's rights - you are conversing with someone who spent 23 years risking his tender pink body in the US Army so that young, unhousebroken puppies like yourself would be able to go to college without having to learn Russian or Chinese first. Strangely, I can't recall ever reading anything in the Constitution, nor in the Amendments to same, about "the right to steal the fruit of programmers' hard work and use it without paying for it." Perhaps you would care to enlighten the rest of us as to the exact location of that guarantee?

R> Yes, how DARE I state the folly of copy protection that has never
R> stopped any pirate I know of.

Actually, that is probably quite a revealing remark to those who are aware of your history as a pirate. It's not inaccurate, of course - locks (and copy protection) only keep honest people honest, and in most cases, are easily foiled. In point of fact, I make a practice of making copies of copy-protected software - for myself; so I don't have to buy a new copy (which might be hard to find) when the original wears out, and for anyone who did buy the original, which /has/ worn out. That, however, isn't piracy -the law calls it "fair use" as you well know.

R> Better that you hide your eyes, cover your ears and let the world
R> pass you by...

Perhaps. Or perhaps you are deliberately distorting my position so as to make yourself look (to the ignorant and naive) like an honest citizen.

>> - there's someone who openly espouses piracy. ...
R>
R> Under a very limited set of circumstances mind you. You conveniently
R> neglect that part. You moralists seldom live up to your own piousness.

I wouldn't call it "piousness," nor even "moralism," but slapping emotionally-charged labels on a position that one wishes to oppose is an excellent tactic - in politics and the courtroom. It isn't respected by /thinking/ people, however. You talk like a lawyer (that's intended as an insult) - willing to argue any position with equal venom, er, vigor, as long as there's a profit in it for you.

You back-peddle very well, by the way. Anyone who came into this conversation late and was unaware that Deja News allows them to read the entire thread would think you were being unreasonably attacked.

>> Ratsoft, too (might even be the guy who wrote it - now there's a product
>> that would be ironically deserving of being cracked).
R>
R> Guess who?

Thank you for confirming my suspicions about "JEDI" at least.

Followups redirected.

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+

```
| Supporting Atari users worldwide | 51:205/311.0@atarinet.ftn |
| Internet, Atarinet, and Net ST | 90:304/6.0@nest.ftn |
| STarship & Quark's Holosuites | +1-503-244-2870 |
| Links at http://www.3rdplanet.com/~starship/atari.htm |
+----------------------------------+--------------------------+
```

5566. Re: Peter is a God! (can there be any further doubt that he's dellusional)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-03 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Sep3.105557.1@cobra.uni.edu>
Source record: 8525

In article <50dhes$nr1@charm.magnus.acs.ohio-state.edu>, JEDI@osu.edu (JEDI) writes:

> It also limits me to whatever Apple thinks is good stereo equipment.
> Apple will also quite likely charge you a premium for whatever they include.
> Thus, if you want vicious sound (or gobs of RAM) you're better off adding it
> to the system later.

Does it limit your choice? If you do not want the added premium there are
other models and other Mac OS hardware other than Apple to choose from.

> Nevermind that I already have a computer->stereo setup already and have
> had one for about... 8 years... and dont need another (overpriced) one.

That's your choice. I disagree that todays are overpriced. You must still
paying off your overpriced hardware for eight years now...)

> I detect a conspicuous absensce of locations and vendor names in your
> response. This is to be expected from you.

Select Computers and the UserGroup Connection..

>>> Actually it is Apple that usually cant keep up with bells and whistles.
>>> PC's though relatively mediocre in their system software, are much
>>> more scaleable in functionality and price. One need not spend twice
>>> the price.
>>
>>With the new Mac clones, the percieved price advantage that the Wintel world
>>has had, has been smashed.. Apple is not the only Mac vendor in town. In two
>
> Not when you can get a P5/120 for $850...

Not when you can get a PowerMac 6200 for around that price to..

>>> Massive Mail Order offerings while potentially useful are not at all
>>> corporeal and do nothing to impress the retail consumer.

Depends..If a simmilar product is found in almost all channels lends credence
to viability.

> This wont do much to get the customers TO the mac...

Why not? Been successful so far with the extra catalogs that I collect around
the various dept.

>>The library doesn't. I also work for Apple in addition to my library position.
>
> That's to be expected. I'd expect that one janitorial position
> wouldn't be enough to support your 'Apple Addiction'...

Whatever.. More ideal than flipping burgers by Jabba..

GREETINGS..

|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"I'm a traditional Republican who believes that you ought to restrain spending if you're going to cut taxes. I don't think you can just cut taxes alone and get gain without pain...." -Bob Dole

5567. Re: Cracked Atari explained...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-03 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Sep3.111106.1@cobra.uni.edu>
Source record: 8526
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <555895772.26103.99.starship@3rdplanet.com>, starship@3rdplanet.com (Rich Tietjens) writes:

> Actually, as "JEDI" you've been in my killfile for weeks simply because
> neither you nor sinclap make a lot of sense on most issues, and rather than
> clutter up my hard drive with your particular brand of venom, I choose to let
> your discussions remain invisible. "JEDI" is an alias that was used to post
> for a very long time without a valid email address, as you well know, making
> it impossible to respond in email when that was appropriate. I found it
> easier to avoid the temptation to followup with inappropriate comments when I
> didn't see postings by "JEDI" at all.

Are my eyes decieving me? A crack in the anti sinclap coalition? Don't let me stand in the way and interupt..

> As for standing up for someone's rights - you are conversing with someone who
> spent 23 years risking his tender pink body in the US Army so that young,
> unhousebroken puppies like yourself would be able to go to college without
> having to learn Russian or Chinese first. Strangely, I can't recall ever
> reading anything in the Constitution, nor in the Amendments to same, about
> "the right to steal the fruit of programmers' hard work and use it without
> paying for it." Perhaps you would care to enlighten the rest of us as to the
> exact location of that guarantee?

Typical cold war mentality to justify your 23 years on the gov't welfare dol...What a racket that you can retire after 20 years regardless of age to recieve a pension with free/subsidized medical care for life and as a nation we can't provide for our children. No sir, we would not need to learn Russian and Chinese unless you want to(my bro speakes the Chinese language). The whole cold war mentality was a farce....

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"I'm a traditional Republican who believes that you ought to restrain spending if you're going to cut taxes. I don't think you can just cut taxes alone and get gain without pain...." -Bob Dole

5568. Atarians: Assert your rights under the UCC!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-03 00:00:00 UTC
From: "Guess Who?"
Message-ID: <50hic8$fu3@lex.zippo.com>
Source record: 8527
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <555895772.26103.99.starship@3rdplanet.com>, starship@3rdplanet.com says...
>
>Rodentia@osu.edu [distortion deleted] in COMP.SYS.ATARI.ST on 02 Sep 96:
>
> R> Newsgroups: comp.sys.atari.st,comp.sys.atari.advocacy
> R> References: <960901094319_100550.3170_EHK85-1@CompuServe.COM>
> R> <555841262.41525.39.starship@3rdplanet.com>
> R> From: Rodentia@osu.edu (Rodentia)
> R>
> >> (2) Mark needs to learn a little bit about the law, how to inspire
> >> software
> R>
> R> You first. You have NO idea what you are talking about. NONE of you
> R> pundits do, despite your pomposity.
>
>Really? Somehow I fail to see how pomposity relates to knowing what
>constitutes theft and what does not. Let's try this: Assume I am running

The operative word here is LAW. You talk about law, not THEFT, nor even
morality. You know nothing of the LAW. Yet you like to preach about it.

As always, I encourage EVERYONE to look into this for themselves. I also
suggest reading up on the Uniform Commerical Code as it applies to consumer
protection and software. You may find recourse for your own software gripes.

>Ratsoft. Assume I have not bought it, but rather that I have cracked it.
Actually, cracking it usually implies that you bought it.
It had to come from somewhere. It did not just magically
appear on those disks...
>According to my definition, I have stolen it. According to yours, I'm "just
>trying it out" or some such mealy-mouthed phrase.

You are breaking copyright, that is ALL. You are not yet committing any
crime: not even a misdemeanor. Check out the law and caselaw for yourself.
Any videotape has the relevant parts of the USC in it's little 'notice'.

If you discover that the program is complete trash, then you have
saved yourself the trouble of dealing with merchants that have no repect
for you and will LIE to you to attempt to keep you from knowing about, or
exercising your consumer rights. I refer to the now common disclaimer in
software stores stating that they cannot take returns on opened software
because of copyright law. This is a rather bogus lie. I also encourage
EVERYONE here to debunk this one for themselves as well.

If you find it usable and merchantable and then not yet buy it, than
you have broken the limited conditions under which I stated that unlicenced
software use is ethical.

Your objection is a non-sequitor red herring.

> >> (3) Mark is a pirate and assumed that everyone else is too. In this
> >> case,
> >> he belongs back in the Mac and PC newsgroups where he claims he sees
> >> lots of open discussion of where to get stolen software. Or he can talk
> >> to "JEDI" (in email), the only known Atari user in my killfile (right up
> >> there with
> R>
> R> Yes, how DARE I stand up for the rights of someone for whom you
> R> believe deserves NO rights.
>
>Actually, as "JEDI" you've been in my killfile for weeks simply because
>neither you nor sinclap make a lot of sense on most issues, and rather than

Actually, we just usually break down into a mexican standoff wherein
I demand examples and he just evades me.

>clutter up my hard drive with your particular brand of venom, I choose to let
>your discussions remain invisible. "JEDI" is an alias that was used to post
>for a very long time without a valid email address, as you well know, making
>it impossible to respond in email when that was appropriate. I found it

It is NEVER appropriate. Unsolicited email is SPAM. I either ignore
it or post it back where it belongs.

>easier to avoid the temptation to followup with inappropriate comments when I
>didn't see postings by "JEDI" at all.
>
>As for standing up for someone's rights - you are conversing with someone who
>spent 23 years risking his tender pink body in the US Army so that young,
>unhousebroken puppies like yourself would be able to go to college without
>having to learn Russian or Chinese first. Strangely, I can't recall ever

Tee Posle Govno.

We don't need your brainwashed fascist asses to protect our liberties.
In fact, idiots like you threaten them. "...get back to the front..."

Merely being a mercenary is NOT standing up for ANYone's rights.

...and you are pompous. You assume much too much about me without
any reason. Then you use these assumptions to prop your own
miniscule ego up.

>reading anything in the Constitution, nor in the Amendments to same, about
>"the right to steal the fruit of programmers' hard work and use it without

As always, you 'moral' types need to LIE to make a point.
I never defended the pirate's right to pirate.
Since you admittedly never paid any attention to the post in

question, you have no real substantive things to say in the matter.

The man was accused of commerical copyright infringement. This is distinct from 'normal piracy'. This distinction is made by both the law and the pirates themselves.

If you stopped being pompous for a moment, and learned a little about those you want to blindly lash out at, you might gain some real understanding. You might actually come up with some decent arguements too. Although, I'd imagine that you would consider that futile. ALL you can do is blindly demonize. Like the original person I flamed, you seem to think that one 'immoral' act implies them all.

Sorry: the universe isn't that simple. If you'd spent less time being a Terminator for the state, you might be able to parse it [universe].

You can't stand the implication that there might be positive aspects of the scum you like to rag on so much.

This subject is not as binary as you'd like to think it is.

>paying for it." Perhaps you would care to enlighten the rest of us as to the
>exact location of that guarantee?

As always, the only way that you can make a point is to LIE.
Peter Sinclair-Day lies less than you do. Next to you, he seems positively sensible.

>
> R> Yes, how DARE I state the folly of copy protection that has never
> R> stopped any pirate I know of.
>
>Actually, that is probably quite a revealing remark to those who are aware of
>your history as a pirate. It's not inaccurate, of course - locks (and copy
>protection) only keep honest people honest, and in most cases, are easily

Keeping honest people honest? Now THAT's an OXYMORON!
IF you were so morally superior, you wouldn't need the help!

>foiled. In point of fact, I make a practice of making copies of
>copy-protected software - for myself; so I don't have to buy a new copy
>(which might be hard to find) when the original wears out, and for anyone who
>did buy the original, which /has/ worn out. That, however, isn't piracy -the
>law calls it "fair use" as you well know.

Actually, there are specific provisions in the law for that sort of copying. However, for home users, such provisions are redundant until such time as non-comercial copyright infringement even becomes a misdemeanor.

You also neglected to mention that any Atari user who wants to make archival backups of their copy protected disks must take efforts to secure the software that does this. For the 'honest' user, this requires extra monetary expenditures in order to

'fairly use' their software.

Since such software is commonly available to the point that
even an 'honest' user such as your self has access to it
(after forking over more money) then: my original point
still stands.

This is one aspect of Atari-dom which is yet another hurdle.
This is one aspect of Atari-dom that the 'others' don't have
to put up with.

Suggestion to the bloke from Hawaii: if you can't do sequencing
without dongles on the Atari: DUMP IT, if you can. Consumers
only hurt themselves whenever they tolerate that which they can
avoid somewhere else in the marketplace.

A suggestion to Peter: suggest an alternative to a Falcon+Cubase
for the Mac. Try to come up with a usable solution for the lowest
possible cost. Don't necessarily recommend the newest most expensive
hardware if the task can be done in a satisfactory manner on the cheap.

This is the domain of _Power without the Price_ afterall...

>
> R> Better that you hide your eyes, cover your ears and let the world
> R> pass you by...
>
>Perhaps. Or perhaps you are deliberately distorting my position so as to
>make yourself look (to the ignorant and naive) like an honest citizen.

What have I distorted? (patented VENOM)

On the other hand, I have pointed out your distortions.
That is what started this whole bit actually.

>
> >> - there's someone who openly espouses piracy. ...
> R>
> R> Under a very limited set of circumstances mind you. You conveniently
> R> neglect that part. You moralists seldom live up to your own piousness.
>
>I wouldn't call it "piousness," nor even "moralism," but slapping
>emotionally-charged labels on a position that one wishes to oppose is an
>excellent tactic - in politics and the courtroom. It isn't respected by

They are descriptive labels. They fit quite well, regardless
of any implications of bad rhetoric.

>/thinking/ people, however. You talk like a lawyer (that's intended as an
>insult) - willing to argue any position with equal venom, er, vigor, as long
>as there's a profit in it for you.

Your assertion is not consistent with the available evidence.

>
>You back-peddle very well, by the way. Anyone who came into this
>conversation late and was unaware that Deja News allows them to read the
>entire thread would think you were being unreasonably attacked.

Anyone with DejaNews could see that a pirate was accused
of activity that is not normally associated with pirates
solely because some SPA wannabe couldn't handle the possibility
of someone being a pirate and actually being a better software
customer [than an SPA wannabe].

If they would wish to discount my ideas solely becuase of
my political views, that is another matter.

Hopefully, they would be more honest to themselves and to others
about their biases.

Oxymoron of the week: Keeping Honest People Honest.

5569. Pomposity III talks out of his ass again (flame)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-03 00:00:00 UTC
From: "Guess Who?"
Message-ID: <50hjcs$g99@lex.zippo.com>
Source record: 8528
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <555895772.26103.99.starship@3rdplanet.com>, starship@3rdplanet.com says...
>
>Rodentia@osu.edu barked in COMP.SYS.ATARI.ST on 02 Sep 96:
>
> R> Newsgroups: comp.sys.atari.st,comp.sys.atari.advocacy
> R> References: <960901094319_100550.3170_EHK85-1@CompuServe.COM>
> R> <555841262.41525.39.starship@3rdplanet.com>
> R> From: Rodentia@osu.edu (Rodentia)
[deletia]
>You call those who champion honesty "pompous," while maintaining multiple

You level false accusations at a man and then character assassinate
the one who dares stand up for him. You character assassinate the one
who dares complain about copy protection being inneffective against
all but legitimate customers. Yet, you presume to call this character
assasin and your cadre "champions of honesty"? THAT IS POMPOUS!
Websters could even use it as an example in their next edition!

>usernames (probably multiple accounts) at Ohio State University. Given your

I make no presumptions. My username is worthless as an email address
and I make no attempts to hide it.

I have only used multiple usernames to respond to YOU.
Another example of distortion.

>history, I wonder if you have even paid the low (partially-subsidized) fee
>for access to /one/ of those accounts, but that would be ad hominem, so let

It would not be character assassination in so much as it would be
yet another example of willfully misleading people. If people
wise up: they'll take your Mr. Honesty badge.

Those accounts are free.

One has to wonder if, based on these two glaring examples, you
are always talking out your ass...

>that go for the moment.
[deletia]

Oxymoron of the Week: Keeping Honest People Honest!

5570. ATTN: Peter - Apple defection Opportunies

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-03 00:00:00 UTC
From: JEDI
Message-ID: <50hv3n$kt9@lex.zippo.com>
Source record: 8529

```
In article <50hic8$fu3@lex.zippo.com>, Guess says...
>
>In article <555895772.26103.99.starship@3rdplanet.com>, starship@3rdplanet.com says...
>>
>>Rodentia@osu.edu [distortion deleted] in COMP.SYS.ATARI.ST on 02 Sep 96:
>>
>> R> Newsgroups: comp.sys.atari.st,comp.sys.atari.advocacy
>> R> References: <960901094319_100550.3170_EHK85-1@CompuServe.COM>
>> R> <555841262.41525.39.starship@3rdplanet.com>
>> R> From: Rodentia@osu.edu (Rodentia)
>> R>
>> >> (2) Mark needs to learn a little bit about the law, how to inspire
>> >> software
>> R>
>> R> You first. You have NO idea what you are talking about. NONE of you
>> R> pundits do, despite your pomposity.
[deletia]
>>As for standing up for someone's rights - you are conversing with someone who
>>spent 23 years risking his tender pink body in the US Army so that young,
>>unhousebroken puppies like yourself would be able to go to college without
>>having to learn Russian or Chinese first. Strangely, I can't recall ever
>
> Tee Posle Govno.
>
> We don't need your brainwashed fascist asses to protect our liberties.
> In fact, idiots like you threaten them. "...get back to the front..."
>
> Merely being a mercenary is NOT standing up for ANYone's rights.
>
> ...and you are pompous. You assume much too much about me without
> any reason. Then you use these assumptions to prop your own
> miniscule ego up.
[deletia]
>>paying for it." Perhaps you would care to enlighten the rest of us as to the
>>exact location of that guarantee?
>
> As always, the only way that you can make a point is to LIE.
> Peter Sinclair-Day lies less than you do. Next to you, he seems
> positively sensible.
>
>>
>> R> Yes, how DARE I state the folly of copy protection that has never
>> R> stopped any pirate I know of.
[deletia]
```

> Keeping honest people honest? Now THAT's an OXYMORON!
> IF you were so morally superior, you wouldn't need the help!
>
>>foiled. In point of fact, I make a practice of making copies of
>>copy-protected software - for myself; so I don't have to buy a new copy
>>(which might be hard to find) when the original wears out, and for anyone who
>>did buy the original, which /has/ worn out. That, however, isn't piracy -the
>>law calls it "fair use" as you well know.
>
> Actually, there are specific provisions in the law for that sort of
> copying. However, for home users, such provisions are redundant until
> such time as non-comercial copyright infringement even becomes a
> misdemeanor.
>
> You also neglected to mention that any Atari user who wants to
> make archival backups of their copy protected disks must take
> efforts to secure the software that does this. For the 'honest'
> user, this requires extra monetary expenditures in order to
> 'fairly use' their software.
>
> Since such software is commonly available to the point that
> even an 'honest' user such as your self has access to it
> (after forking over more money) then: my original point
> still stands.
>
> This is one aspect of Atari-dom which is yet another hurdle.
> This is one aspect of Atari-dom that the 'others' don't have
> to put up with.
>
> Suggestion to the bloke from Hawaii: if you can't do sequencing
> without dongles on the Atari: DUMP IT, if you can. Consumers
> only hurt themselves whenever they tolerate that which they can
> avoid somewhere else in the marketplace.
>

****
THE ABOVE REFERENCED DEFECTION OPPORTUNITY
****
> A suggestion to Peter: suggest an alternative to a Falcon+Cubase
> for the Mac. Try to come up with a usable solution for the lowest
> possible cost. Don't necessarily recommend the newest most expensive
> hardware if the task can be done in a satisfactory manner on the cheap.
>
> This is the domain of _Power without the Price_ afterall...
****

>----
>
>Oxymoron of the week: Keeping Honest People Honest.
>
>

>
>

5571. ATTN: Peter - Apple defection Opportunies

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-03 00:00:00 UTC
From: JEDI
Message-ID: <50hv4b$kth@lex.zippo.com>
Source record: 8530
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

```
In article <50hic8$fu3@lex.zippo.com>, Guess says...
>
>In article <555895772.26103.99.starship@3rdplanet.com>, starship@3rdplanet.com says...
>>
>>Rodentia@osu.edu [distortion deleted] in COMP.SYS.ATARI.ST on 02 Sep 96:
>>
>> R> Newsgroups: comp.sys.atari.st,comp.sys.atari.advocacy
>> R> References: <960901094319_100550.3170_EHK85-1@CompuServe.COM>
>> R> <555841262.41525.39.starship@3rdplanet.com>
>> R> From: Rodentia@osu.edu (Rodentia)
>> R>
>> >> (2) Mark needs to learn a little bit about the law, how to inspire
>> >> software
>> R>
>> R> You first. You have NO idea what you are talking about. NONE of you
>> R> pundits do, despite your pomposity.
[deletia]
>>As for standing up for someone's rights - you are conversing with someone who
>>spent 23 years risking his tender pink body in the US Army so that young,
>>unhousebroken puppies like yourself would be able to go to college without
>>having to learn Russian or Chinese first. Strangely, I can't recall ever
>
> Tee Posle Govno.
>
> We don't need your brainwashed fascist asses to protect our liberties.
> In fact, idiots like you threaten them. "...get back to the front..."
>
> Merely being a mercenary is NOT standing up for ANYone's rights.
>
> ...and you are pompous. You assume much too much about me without
> any reason. Then you use these assumptions to prop your own
> miniscule ego up.
[deletia]
>>paying for it." Perhaps you would care to enlighten the rest of us as to the
>>exact location of that guarantee?
>
> As always, the only way that you can make a point is to LIE.
> Peter Sinclair-Day lies less than you do. Next to you, he seems
> positively sensible.
>
>>
>> R> Yes, how DARE I state the folly of copy protection that has never
>> R> stopped any pirate I know of.
```

[deletia]
> Keeping honest people honest? Now THAT's an OXYMORON!
> IF you were so morally superior, you wouldn't need the help!
>
>>foiled. In point of fact, I make a practice of making copies of
>>copy-protected software - for myself; so I don't have to buy a new copy
>>(which might be hard to find) when the original wears out, and for anyone who
>>did buy the original, which /has/ worn out. That, however, isn't piracy -the
>>law calls it "fair use" as you well know.
>
> Actually, there are specific provisions in the law for that sort of
> copying. However, for home users, such provisions are redundant until
> such time as non-comercial copyright infringement even becomes a
> misdemeanor.
>
> You also neglected to mention that any Atari user who wants to
> make archival backups of their copy protected disks must take
> efforts to secure the software that does this. For the 'honest'
> user, this requires extra monetary expenditures in order to
> 'fairly use' their software.
>
> Since such software is commonly available to the point that
> even an 'honest' user such as your self has access to it
> (after forking over more money) then: my original point
> still stands.
>
> This is one aspect of Atari-dom which is yet another hurdle.
> This is one aspect of Atari-dom that the 'others' don't have
> to put up with.
>
> Suggestion to the bloke from Hawaii: if you can't do sequencing
> without dongles on the Atari: DUMP IT, if you can. Consumers
> only hurt themselves whenever they tolerate that which they can
> avoid somewhere else in the marketplace.
>

****
THE ABOVE REFERENCED DEFECTION OPPORTUNITY
****
> A suggestion to Peter: suggest an alternative to a Falcon+Cubase
> for the Mac. Try to come up with a usable solution for the lowest
> possible cost. Don't necessarily recommend the newest most expensive
> hardware if the task can be done in a satisfactory manner on the cheap.
>
> This is the domain of _Power without the Price_ afterall...
****

>----
>
>Oxymoron of the week: Keeping Honest People Honest.
>

>
>
>

5572. Re: Peter is a God! (can there be any further doubt that he's dellusional)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-03 00:00:00 UTC
From: JEDI
Message-ID: <50hugt$kol@lex.zippo.com>
Source record: 8531

In article <1996Sep3.105557.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <50dhes$nr1@charm.magnus.acs.ohio-state.edu>, JEDI@osu.edu (JEDI) writes:
>
>> It also limits me to whatever Apple thinks is good stereo equipment.
>> Apple will also quite likely charge you a premium for whatever they include.
>> Thus, if you want vicious sound (or gobs of RAM) you're better off adding it
>> to the system later.
>
>Does it limit your choice? If you do not want the added premium there are
>other models and other Mac OS hardware other than Apple to choose from.

So? Why didn't you mention any of them?

>
>> Nevermind that I already have a computer->stereo setup already and have
>> had one for about... 8 years... and dont need another (overpriced) one.
>
>That's your choice. I disagree that todays are overpriced. You must still
>paying off your overpriced hardware for eight years now...)

Do you work hard at making yourself look foolish, or is it something
that just comes naturally to you?

>
>> I detect a conspicuous absensce of locations and vendor names in your
>> response. This is to be expected from you.
>
>Select Computers and the UserGroup Connection..

Never heard of them.
If they're mail order, they're irrelevant.
If they're web, they're conspicously missing URLs.

>
>>>> Actually it is Apple that usually cant keep up with bells and whistles.
>>>> PC's though relatively mediocre in their system software, are much
>>>> more scaleable in functionality and price. One need not spend twice
>>>> the price.
>>>
>>>With the new Mac clones, the percieved price advantage that the Wintel world
>>>has had, has been smashed.. Apple is not the only Mac vendor in town. In two
>>
>> Not when you can get a P5/120 for $850...
>
>Not when you can get a PowerMac 6200 for around that price to..

Where? Also, does this machine have a PPC601/120 or better?

>
>>>> Massive Mail Order offerings while potentially useful are not at all
>>>> corporeal and do nothing to impress the retail consumer.
>
>Depends..If a simmilar product is found in almost all channels lends credence
>to viability.

If Ma & Pa kettle need to take great efforts to see the product,
they will NEVER see the product and they WILL buy the
competition. The salesdroids at CompUSA will get to them first.
Stick this in your little LISTSERV...

>
>> This wont do much to get the customers TO the mac...
>
>Why not? Been successful so far with the extra catalogs that I collect around
>the various dept.

What has a catalog being bundled with the product done to get
buyers TO the product?

>
>>>The library doesn't. I also work for Apple in addition to my library position.
>>
>> That's to be expected. I'd expect that one janitorial position
>> wouldn't be enough to support your 'Apple Addiction'...
>
>Whatever.. More ideal than flipping burgers by Jabba..

Never know... I could be Dave Thomas... Right city... '-)

5573. RFI: Replacement for Atari Cubase Dongle-ware?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-03 00:00:00 UTC
From: JEDI
Message-ID: <50i3re$mld@lex.zippo.com>
Source record: 8532
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.st

This is a request for information. I am curious how one would go about replacing an Atari Falcon & Cubase sequencing setup.

There is a certain form of inconvenient, physical, copy protection that comes with Atari Cubase: a dongle. I was wondering if it would be possible to escape this 'inconvenience' by switching to another plaform (PC or Mac).

Most atarians seem content with their 'inconviences'. So, they do not go away (like they have on other platforms). So, the frustrated atarian has few options: Take it or Leave it.

I'd like to know what would be involved in the latter.

What would the minimal functional requirements be in hardware and software and how much would these cost?

5574. Re: Atarians: Assert your rights under the UCC!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-03 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <555990773.41488.64.starship@3rdplanet.com>
Source record: 8533
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

<RFC Invalid> barked in COMP.SYS.ATARI.ST on 03 Sep 96:

I> Newsgroups: comp.sys.atari.advocacy,comp.sys.atari.st
I> References: <960901094319_100550.3170_EHK85-1@CompuServe.COM>
I> <555895772.26103.99.starship@3rdplanet.com>
I> From: Guess Who?

It's pretty damned easy to guess. Even Petey Boy probably figured it out.

I> We don't need your brainwashed fascist asses to protect our liberties.

Excellent. Glad to know you consider me a fascist. At least it explains some of your general attitude. Of course, I am absolutely sure you get up at 4:30 every morning and get home after a hard (physically - as in hot, sweaty, dirty labor) day's work at & PM (on a good night), make about 750f the going rate for people with similar technical qualifications in the civilian market, get to retire with lots of promises but damn near no actual follow-through (and BTW, you might tell Petey-Boy to do some research on that subject if the thought crosses your mind, he doesn't know squat on /that/ subject, either)... Well, anyhow.

I> In fact, idiots like you threaten them. "...get back to the front..."

Pardon me, but in case you haven't noticed, all of the US military is volunteers - and has been for over fifteen years. If you don't want to grow up, you don't have to. If you don't want to serve a little time in your country's service, you don't have to. You don't have to talk to me, either. Strangely, I doubt that either of us will suffer very much if you don't.

I> Merely being a mercenary is NOT standing up for ANYone's rights.

If I had been a mercenary, I wouldn't be still working for my bread and butter - mercs make LOTS of money. You claim to know a great deal about the law; you don't know shit about military matters, and that's a fact.

I> ...and you are pompous. You assume much too much about me without
I> any reason. Then you use these assumptions to prop your own
I> miniscule ego up.

I assume nothing that is not apparent from your posts. I might add that I don't recall calling you any names based on your politcal leanings (even if I knew them, they aren't germaine to this discussion - although I am pretty sure it was either you or sinclap who signed my yup to the marxist-leninist mailing list).

Perhaps I am pompous. I'm admittedly even a little arrogant. I have years of accomplishments that I can point to (which don't involve borrowing a

floppy from a friend and making an unlicensed copy of it), so perhaps I have some small reason to feel a sense of pride in what I have done.

>> reading anything in the Constitution, nor in the Amendments to same,
>> about "the right to steal the fruit of programmers' hard work and use it
>> without
I>
I> As always, you 'moral' types need to LIE to make a point.
I> I never defended the pirate's right to pirate.

I disagree. You must have a very short memory. Or perhaps we interpret what you have said differently. Are you now saying that piracy is unethical?

I> Since you admittedly never paid any attention to the post in
I> question, you have no real substantive things to say in the matter.

Your straw man is a deliberate non sequitur. /You/ say I didn't pay attention to the original post; I say I not only paid attention, I replied point-by-point with reasoned argument, ad nwas met with ad hominem attacks. Those tactics may work in the courtroom; they don't work with /thinking/ people.

I> The man was accused of commerical copyright infringement. This is
I> distinct from 'normal piracy'. This distinction is made by both the
I> law and the pirates themselves.

Define 'normal piracy,' then, if you will. I don't believe there /is/ a legal definition of 'normal piracy.' And, the man was not /accused/ of criminal copyright infringement; it was stated that he /might/ be a pirate, along with 2 other explicit possible explanations. /You/ seized on the piracy issue (as you do on a regular basis, EVERY time the subject comes up.) At this point, poor Mark probably wonders himself what he actually said; I can reprint it here, if necessary, but the gist of it was that he wanted to knwo where to find "cracked Atari software." He neglected to state in his first message that he owned a licensed Cubase copy and wanted a dongle-free version. I and others took offense when he posted private email in public (non-flaming, email, I might add - you can't obfusticate this issue). ONLY after it was said that asking for cracked software was asking for flames, did he clarify (or backpedal - it's a POV issue, after all).

I> If you stopped being pompous for a moment, and learned a little about
I> those you want to blindly lash out at, you might gain some real
I> understanding. You might actually come up with some decent arguements
I> too. Although, I'd imagine that you would consider that futile. ALL
I> you can do is blindly demonize. Like the original person I flamed, you
I> seem to think that one 'immoral' act implies them all.

Hardly - although in the Judeo-Christian culture, guilty of one /is/ guilty of all. Ask a Rabbi or Priest if you doubt that.

As for decent arguments, if you are studying law, which appears to be the case, I suggest that you have concentrated on finding emotional buttons to push and neglected rigorous logical argument. Here are several "decent"

arguments that you have conveniently ignored:

(1) If someone is incapable of cracking Cubase himself and really wants to run Cubase, he will either buy it, or not use it at all. Thus, there is a roughyl even chance (all other things being equal) that a pirated copy falling into his hands will result in a lost sale.

(2) Every cracked copy of copyrighted (and copy-protected) software in circulation eventually comes to the attention of the legitimate copyright holder. Given enough incidents of this type, an intelligent man who writes his programs for money (commercial or shareware) will leave the Atari platform and program for the PC, where even a piece of absolute crap is gauranteed sales of at least ten thousand copies if it has pretty pictures and good distribution.

I> Sorry: the universe isn't that simple. If you'd spent less time being
I> a Terminator for the state, you might be able to parse it [universe].

Universe: The totality of all things that exist. The cosmos. The world.

That includes me, you, my kids and grandkids, Bill Gates, and the concepts of "right" and "wrong," which seem to mean different things to you and to me.

And obviously you don't know shit about what I did in the military, other than get shot at.

I> You can't stand the implication that there might be positive aspects
I> of the scum you like to rag on so much.

No one - not even Adolf Hilter or Josef Stalin - is ever wholly evil or wholly good (and quote me no saints - their "goodness" is based on their adherence to a moral code that is predicated on fear, just as obeying the law is for most people). /You/ have insisted that I and the other proponents of supporting /legal/ copyrights are pompous moralists with a black-and-white view of the world. You are also perfectly well aware that we are no more or less narrow-minded that you are; but for the purposes of this discussion, you have chosen to make personal attacks because you know quite well that "piracy is the same as shareware" is not only specious, it's a silly position when analyzed rationally.

I> This subject is not as binary as you'd like to think it is.

Kindly show me where theft shades into legal ownership and I'll agree with you.

I> As always, the only way that you can make a point is to LIE.

You fail to point out the lie. Calling me a liar does not make it so; calling me Jane Fonda won't make me an actress, either.

I> Peter Sinclair-Day lies less than you do. Next to you, he seems
I> positively sensible.

Actually, Peter probably believes what he says; this does not qualify as lying, but simply ignorance (willful ignorance, I think, but there is a

difference between knowing the truth and denying it, and simply refusing to recognize it). That doesn't make him reasonable; nor does your comparing him to me make us similar.

>> Actually, that is probably quite a revealing remark to those who are
>> aware of your history as a pirate. It's not inaccurate, of course -
>> locks (and copy protection) only keep honest people honest, and in most
>> cases, are easily
I>
I> Keeping honest people honest? Now THAT's an OXYMORON!
I> IF you were so morally superior, you wouldn't need the help!

Moral superiority doesn't keep burglars out of an unlocked house. Any /idiot/ can recognize that fact. And people who are normally honest will often steal when they feel they stand no chance of being caught, and when they don't think the person or business they are stealign from will be hurt; that's been a long-established fact in psychology (readily available for you to look up in the University library, I'm sure). Your argument that "piracy doesn't hurt anyone" is rationalizing theft so you won't feel guilty. Rationalizing your culpability doesn't make it legal, and doesn't ameliorate the harm you do to software developers.

I> This is one aspect of Atari-dom which is yet another hurdle.
I> This is one aspect of Atari-dom that the 'others' don't have
I> to put up with.

There are very few commercial programs still in production for the Atari, as you well know; other than Cubase, I know of no other currently-porduced copy-protected software (that doesn't mean it doesn't exists, but that it's fairly obscure).

The copy protection on Cubase is a nuisance, yes; it's also reasonable, although the hardware solution they selected has faults as all such copy-protection always does. The fact that, every month or so, someone asks for a cracked copy of Cubaseshows that /their copy protection works./ Otherwise, no one would bother to ask. And you have repeatedly stated that copy protection only pretects the software from copying by the clueless; therefor, by your own arguments, most Cubase users are clueless. /I/ would say that they are more interested in music than in programming.

I> Suggestion to the bloke from Hawaii: if you can't do sequencing
I> without dongles on the Atari: DUMP IT, if you can. Consumers
I> only hurt themselves whenever they tolerate that which they can
I> avoid somewhere else in the marketplace.

That is actually good advice. Helping him select that software would be even better.

I> A suggestion to Peter: suggest an alternative to a Falcon+Cubase
I> for the Mac. Try to come up with a usable solution for the lowest
I> possible cost. Don't necessarily recommend the newest most expensive
I> hardware if the task can be done in a satisfactory manner on the cheap.

A note of caution here; Peter, seriously consider contacting the original fellow in email. Using a university account for commercial purposes violates the non-profit charter of the University and puts both that charter and your account in jeopardy. We have already seen you state that you sell Macs to supplement your income; your continuing advocacy of the Mac endangers your University when you post from that account. This is /not/ to be construed as a threat; it is simple fact (I won't act on it, if that gives you any comfort, but I can't speak for anyone else you have annoyed over the past 2 1/2 years).

>> Perhaps. Or perhaps you are deliberately distorting my position so as
>> to make yourself look (to the ignorant and naive) like an honest
>> citizen.
I>
I> What have I distorted? (patented VENOM)

Well, let's see, you've called me brainwashed, a fascist, a "Terminator" (considering that Arnie played both an "evil" and a "good" Terminator, I'm not sure that counts, but I am sure you intended it as an insult), an idiot, a liar, a hypocrite... Actually, you have portrayed me as somewhat less evil than Hitler, but no much less. Yet you call my statements that "pracy is theft" distortions? Strange.

I> On the other hand, I have pointed out your distortions.
I> That is what started this whole bit actually.

There's where we differ. You call them distortions. I call them facts. The dictionary here agress with me. It's Webster's New World Dictionary.

>> >> - there's someone who openly espouses piracy. ...
>> R>
>> R> Under a very limited set of circumstances mind you. You
>> R> conveniently neglect that part.

You neglected to define those circumstances at the time.

>> /thinking/ people, however. You talk like a lawyer (that's intended as
>> an insult) - willing to argue any position with equal venom, er, vigor,
>> as long as there's a profit in it for you.
I>
I> Your assertion is not consistent with the available evidence.

The "available evidence" is that you are Steve Hughey (that may be spelled incorrectly) who profits from commercial copyrighted software, "Ratsoft BBS," who maintained a piracy-oriented BBS for some time in the Los Angeles area, who was the cause of a respected citizen changing his telephone number for releif from your harrassing phone calls after he objected to your pirate activities... In short, Sir, you are a hypocrite of the first stripe, taking money for software and decrying others who wish to also profit from their programming.

>> You back-peddle very well, by the way. Anyone who came into this
>> conversation late and was unaware that Deja News allows them to read
>> the entire thread would think you were being unreasonably attacked.

I>
I> Anyone with DejaNews could see that a pirate was accused
I> of activity that is not normally associated with pirates
I> solely because some SPA wannabe couldn't handle the possibility
I> of someone being a pirate and actually being a better software
I> customer [than an SPA wannabe].

I am afraid that most people who can add and subtract are able to see that distributing software which has not been licensed is likely to result in loss of sales. How, pray tell, can causing lost sales make a "better software customer?"

I> If they would wish to discount my ideas solely becuase of
I> my political views, that is another matter.

No one even /knew/ your political views before you brought them into the discussion, certainly not at the beginning of the thread.

I> Hopefully, they would be more honest to themselves and to others
I> about their biases.

I have arrived at my current set of biases through experience, not by worshipping at the feet of some ivory-tower pseudo-Marxist. You haven't had the time to collect your own set of biases yet.
--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+--------------------------+

5575. Re: Pomposity III talks out of his ass again (flame)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-03 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <555990786.41509.62.starship@3rdplanet.com>
Source record: 8534
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

<RFC Invalid> barked in COMP.SYS.ATARI.ST on 03 Sep 96:

I> Newsgroups: comp.sys.atari.advocacy,comp.sys.atari.st
I> References: <960901094319_100550.3170_EHK85-1@CompuServe.COM>
I> <555895772.26103.99.starship@3rdplanet.com>
I> From: Guess Who?
I>
I> In article <555895772.26103.99.starship@3rdplanet.com>,
I> starship@3rdplanet.com says...
>>
>> ... I wonder if you have even paid the low (partially-subsidized)
>> fee for access to /one/ of those accounts, ...
I>
I> It would not be character assassination in so much as it would be
I> yet another example of willfully misleading people. If people
I> wise up: they'll take your Mr. Honesty badge.
I>
I> Those accounts are free.

They cost /you/ nothing. Are you under the mistaken impression that /no one/ pays for your internet access? Your University is subsidized by taxes, and by a tax-free status. The University's access is paid for by taxes.

By maintaining multiple accounts (if you, that is something you have left a bit muddled), you would be stealing from the people who pay to keep you in school.

And please don't try to tell me that your tuition covers all of the University's costs to keep you there. Anyone who has ever asked the admin staff what it costs to keep a student knows better.

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+--------------------------+

5576. Re: RFI: Replacement for Atari Cubase Dongle-ware?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-04 00:00:00 UTC
From: jnorton@nilenet.com
Message-ID: <50k27d$4n9@thoth.nilenet.com>
Source record: 8535
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Switch to another platform. Start participating in the various Usenet newsgroups that pertain to that platform. You will be surprised how helpful they will be in getting you set up with the software and hardware that will fit your particular needs. It would help if you took a mild approach in replying to them whenever they do correspond. I am too old and lack the patience to offer any other good advice. Pointed (no-nonsense) suggestions are the most useful. Don't be bitter about things and spend your time dwelling on what system you should have spent your time and money on. Be flexible and happy. Get on with the good stuff. Turn that frown upside down! Good luck with your endeavors! Ciao!

JEDI wrote:
: This is a request for information. I am curious how one would
: go about replacing an Atari Falcon & Cubase sequencing setup.

5577. Re: RFI: Replacement for Atari Cubase Dongle-ware?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-04 00:00:00 UTC
From: Aardvyrk@cris.com
Message-ID: <50kckf$nm9@herald.concentric.net>
Source record: 8536
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.st

JEDI wrote:
: This is a request for information. I am curious how one would
: go about replacing an Atari Falcon & Cubase sequencing setup.

First and foremost, you need to buy a few 'roundup' issues of Keyboard or Electronic Musician, where they might compare most current s/w available, price, etc. The Keyboard roundup was not more than a few months ago.

Steinberg has a nice upgrade/crossgrade policy--I think it's half price or something to that extent.

: There is a certain form of inconvenient, physical, copy protection
: that comes with Atari Cubase: a dongle. I was wondering if it would
: be possible to escape this 'inconvenience' by switching to another
: plaform (PC or Mac).

Got news for ya, puppy. I know for a fact that the PC progs have a dongle. Except since a PC doesn't have a cartridge port, they designed it for the parallel port, AFAIK. I believe that it's a pass-through (they have to let you hook up a printer, hm?). For evidence of wierd stuff with their dongle, do a DejaNews search (old and current archives in power search) on alt.steinberg.cubase for 'dongle' or 'parallel.'

I don't know about the Mac side, but the odds are that if they h/w protect a $600 prog on two platforms, well, most probably the Mac has some form of it as well.

You either should subscribe to alt.steinberg.cubase or get on the Cubase list (it's the same list) if you want to find out more from Steinberg and their users. Also, Steinberg reps and programmers answer questions and take a fairly active role.

: Most atarians seem content with their 'inconviences'. So, they do
: not go away (like they have on other platforms). So, the frustrated
: atarian has few options: Take it or Leave it.

Every now and then a post crops up on a.s.cubase about the dongle. It was met with the same gamut of responses that we have seen here on comp.sys.atari.st, though it's hard to say which ones were more acidic.

: What would the minimal functional requirements be in hardware and
: software and how much would these cost?

The rest of this post concerns mostly HD recording on multiple platforms. I wrote it before I looked back and saw that you just wanted a seqencer. Many sequencing programs are becoming audio integrated now, so it may

still be relevant. The references for further information, though, would still fit. Sorry for the misunderstanding, but hey! There's some audio info included gratis.

Without audio support, things get a lot cheaper that what follows below. I know that some people install Cubase on laptops with a parallel port or PCMCIA MIDI adaptor.

I can only write about what I know, as I don't have any reference in front of me. I shopped around for different platforms specifically for audio recording, and eventually chose the Atari Falcon, knowing full well that Cubase Audio may not be supported further.

Any DSP port hardware you have will not commute. There are a few digital interfaces out for the other platforms, allowing you to hook up and sync SMPTE to an ADAT or dump to a DAT.

Soundcards are a tricky business on the PC. Out of the thousands out there, you have to find one, review it, search for recommendations from people and/or Steinberg, and then hope it works with your particular PC compatible properly, together with drivers for Win 3.1 or 95. I don't believe Steinberg officially supports 95 just yet.

On the Mac, their audio programs seem to work well from what I've read, but one must be particularly careful as to which Mac you get, as the internal memory, speed and type of chip can and will determine the quality and # of tracks. The Mac has built-in sound.

There are extra MIDI ins and outs and other expanders for 'em and many other gadgets. Due to the sheer number of PCs and Macs out there, hardware and software abound.

The reason I chose the Falcon was because I wanted a device that could record more than 2 tracks simultaneously as well as keep the tracks that I do record separate and distinct. On the PC and MAC, the more popular devices are the Yamaha CBX-D3 ($1000) and CBX-D5 ($2000). They are self contained but expandable HD recording devices with 2 tracks in and four out. The D5 has effects and more DSP stuff built in.

(minor aside)
Do you really want to spend at least $2000 becuase you were insulted by a dongle?
(end minor aside)

Anyway, I can't give you a comparative h/w s/w cost because after I found what I liked, I stopped shopping. I thought about Macs really hard, as the nicer ones can do 24 track playback w/out additional h/w, compressed in the same manner as Cubase Audio Falcon 16 track mode. The nicer ones weren't cheap, though, even used. Shop around the .forsale or .marketplace and look up specs using FAQs and web searches.

I thought about PC's as well, but again, the issue of simultaneous multiple-track recording was and still is alien and cost-prohibitive. I

don't know the max tracks playback capacity. The sheer gigamass of s/w and competition though certainly drew me, and I felt competent enough to troubleshoot and install anything on any one of them beasties, but again with the cost. I would want at least a 133 P5, 16+ megs, big HD (or a small one installed and get a used one), and the PROPER sound/MIDI card. It's much more reliable to use a dedicated MIDI card to sync up the external HD or ADAT recorder.

Anyway, sorry I couldn't give you concrete everything. There's a lot out there, and not enough time to lurk through it all. I'd check with music stores, local studios, mail-order music shops, web pages, catalogs, magazines(!), and anything else I didn't think of.

Aardvyrk@cris.com

5578. Re: Atarians: Assert your rights under the UCC!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-04 00:00:00 UTC
From: Dan Phillips <xiting@worldnet.att.net>
Message-ID: <322DF4BE.20CF@worldnet.att.net>
Source record: 8537
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Okay, Rich (nudge, nudge, wink, wink).

I'm not 100% sure what's going on here, but I've never seen Rich mask a post, and the address in this message (which I can't get the source of through Netscape, because I haven't learned enough to unhack posts) is _not_ the same one Rich normally uses. Grow up people, get a life, and quit wasting bandwidth on morons. Do _not_ reply! And will someone get this guy's account revoked if he's really faking his identity?

BTW, how do you set up a killfile on Netscape? I'm tired of manually marked posts from idiots as read.

Dan

5579. Re: RFI: Replacement for Atari Cubase Dongle-ware?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-04 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <322dcf89.22796310@news.airtime.co.uk>
Source record: 8538
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

On 4 Sep 1996 14:03:25 GMT, jnorton@nilenet.com (John Norton) wrote:

>JEDI wrote:
>: This is a request for information. I am curious how one would
>: go about replacing an Atari Falcon & Cubase sequencing setup.

>Switch to another platform. Start participating in the various Usenet
>newsgroups that pertain to that platform. You will be surprised how
>helpful they will be in getting you set up with the software and

Hmmm, I recently got a copy of Power Basic for my PC, I lurked in
comp.language.basic.misc for a while, well a week or two, took and
read about a thousand posts, including the faq,
I then asked a perfectly valid BASIC programming question, I got one
response, a most insulting mail stating that if i could not be botherd
to spell correctly or use a spell checker, then why should anyone else
bother to help me?, (my post was simple and understandable, but yes
spelt badley)
From my short sharp experience, I would say that the ONLY friendly
and helpfull platform that does not expect x amount of dollars for
helping is ATARI, I found that it is not just a tale spread by
ATARIans, we really are the most helpfull :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

5580. Re: RFI: Replacement for Atari Cubase Dongle-ware?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-05 00:00:00 UTC
From: plouie@isc.sjsu.edu
Message-ID: <50lrk7$9kn@nuke.csu.net>
Source record: 8441
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.st

JEDI wrote:

: There is a certain form of inconvenient, physical, copy protection
: that comes with Atari Cubase: a dongle. I was wondering if it would
: be possible to escape this 'inconvenience' by switching to another
: plaform (PC or Mac).

I know on the Mac there are dongles too that connect to the serial port. These dongles do have a pass-thru, but I've read that they have the same problem as the Atari dongles (ie they come loose, they aren't recognized sometimes, etc.)

I've noticed that the German companies (Steinberg and Emagic) like using hardware dongles, while the US companies (Passport, MOTU, etc) like to use the key disk method.

Either way, you're going to have to bring something around.

IMO, I still would rather have the hardware keys because they don't wear out like key disks. My Notator dongle hasn't given me many problems, and I swap it often with my Spectre GCR cart too. (Remember, this is just MY opinion)

Later, Phil

5581. Re: RFI: Replacement for Atari Cubase Dongle-ware?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-05 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <322ef52f.109400@news.airtime.co.uk>
Source record: 8442
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

On Thu, 05 Sep 1996 06:10:57 GMT, tuf@cyberspy.com (Joe Kearney)
wrote:

>>helping is ATARI, I found that it is not just a tale spread by
>>ATARIans, we really are the most helpfull :)
>
>I hate to make matters worse for you, but that post is pointless.
>Your opinion and basis for it are rediculous.

Really?, and the above post of yours is what?, Interesting?, Of use?
what?

Mine was an observation and opinion, it was not insulting to anyone,
You missed quoting the original post that said other platforms would
be suprisingly helpfull, that was the reason I posted my views,

What exactly was the reason for your post into comp.sys.atari.st?,
surely you are not saying that you do not think we (me and you) are
not the most helpfull are you?....eeerm you do own an ATARI don't you?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

5582. Re: RFI: Replacement for Atari Cubase Dongle-ware?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-05 00:00:00 UTC
From: *RichardX_Tietjens@ccm.jf.intel.com*
Message-ID: <50mq8e$nk_003@jf.intel.com>
Source record: 8443
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <322dcf89.22796310@news.airtime.co.uk>,
stosser@airtime.co.uk (Tony Greenwood) wrote:

> Hmmm, I recently got a copy of Power Basic for my PC, I lurked in
>comp.language.basic.misc for a while, well a week or two, took and
>read about a thousand posts, including the faq,

I wrote a package for the national school system about 2 years ago in Power
Basic, Tony; email me if you have any specific questions. For a PC
program, it's pretty decent IMHO. No GUI, but who wants to cripple a good
CPU with M$ anyhow? <G>

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
Remove the * from my email address to reply. Spammers are foiled!
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*

5583. Re: RFI: Replacement for Atari Cubase Dongle-ware?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-05 00:00:00 UTC
From: *RichardX_Tietjens@ccm.jf.intel.com*
Message-ID: <50mq8f$nk_004@jf.intel.com>
Source record: 8444
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <322e6e98.14918672@news.cyberspy.com>,
tuf@cyberspy.com (Joe Kearney) wrote:
>
>stosser@airtime.co.uk (Tony Greenwood) wrote:
>
>>From my short sharp experience, I would say that the ONLY friendly
>>and helpfull platform that does not expect x amount of dollars for
>>helping is ATARI, I found that it is not just a tale spread by
>>ATARIans, we really are the most helpfull :)
>
>I hate to make matters worse for you, but that post is pointless.
>Your opinion and basis for it are rediculous.

What, exactly, do you think makes his opinion less valuable or less valid
than yours? Tony cites an incident that convinced him of his views; you
simply state an opinion with no supporting evidence. Frankly, if one of
the two posts is pointless, I wouldn't choose Tony's as the pointless one.

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
Remove the * from my email address to reply. Spammers are foiled!
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*

5584. Re: RFI: Replacement for Atari Cubase Dongle-ware?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-05 00:00:00 UTC
From: Dan Phillips <xiting@worldnet.att.net>
Message-ID: <322F491E.5EC6@worldnet.att.net>
Source record: 8445
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

```
Joe Kearney wrote:
>
> stosser@airtime.co.uk (Tony Greenwood) wrote:
>
> > From my short sharp experience, I would say that the ONLY friendly
> >and helpfull platform that does not expect x amount of dollars for
> >helping is ATARI, I found that it is not just a tale spread by
> >ATARIans, we really are the most helpfull :)
>
> I hate to make matters worse for you, but that post is pointless.
> Your opinion and basis for it are rediculous.
>
> See ya, Joe

If it's pointless and ridiculous, why respond?
```

5585. Re: Atarians: Assert your rights under the UCC!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-05 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <50lcq4$5bf@nntp.crl.com>
Source record: 8539
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <555990773.41488.64.starship@3rdplanet.com>, Rich Tietjens wrote:
: No one - not even Adolf Hilter or Josef Stalin - is ever wholly evil or

I invoke Godwin's Law. This thread must end.

[FYI: Godwin's Law states that whenever Hitler (or sometimes Stalin) is
mentioned in a thread, that thread must always terminate. There's an
exception: If someone mentions Hitler specifially to end the thread,
it's ignored. It's a Usenet thing, trust me.]

-Kyle R. Hofmann

5586. Re: RFI: Replacement for Atari Cubase Dongle-ware?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-05 00:00:00 UTC
From: tuf@cyberspy.com
Message-ID: <322e6e98.14918672@news.cyberspy.com>
Source record: 8540
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

stosser@airtime.co.uk (Tony Greenwood) wrote:

> From my short sharp experience, I would say that the ONLY friendly
>and helpfull platform that does not expect x amount of dollars for
>helping is ATARI, I found that it is not just a tale spread by
>ATARIans, we really are the most helpfull :)

I hate to make matters worse for you, but that post is pointless.
Your opinion and basis for it are rediculous.

See ya, Joe

5587. Re: RFI: Replacement for Atari Cubase Dongle-ware?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-06 00:00:00 UTC
From: jnorton@nilenet.com
Message-ID: <50o6sf$6gs@thoth.nilenet.com>
Source record: 8446
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Tony Greenwood (stosser@airtime.co.uk) wrote:
: You missed quoting the original post that said other platforms would
: be suprisingly helpfull, that was the reason I posted my views,

Sounds like what I posted. Actually, I am not sure if users of other platforms (that read their Usenet groups) would be "surprisingly" helpful. Since Atarian's have always been very helpful, I just figured that others would be also. I have had an ST since early '85 and have always participated in users groups, platform specific BBS's and Usenet. I have never failed to get a quick and positive response from the Atari "group".

It has been a little demoralizing following this advocacy thread as there has been a lot of very negative baiting from "other platform" people. I always thought that the likes of Gary Kildale (GEM) and some of the excellent programmers at Atari (TOS) and the great programmers that wrote for the ST (SoftLogik's PageStream, Dr. T's Omega, and don't forget OID's!) really brought the PC into the moderm world. I am sure Microsoft and Apple drooled a little when the ST came out .. just guessing on that one! Oh well! There will never be another machine so well put together, tightly programmed and feature packed with what little it had inside. That is for sure! Adios!

5588. Re: Pomposity III talks out of his ass again, and again (flame)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-06 00:00:00 UTC
From: JEDI
Message-ID: <50pguu$lhr@lex.zippo.com>
Source record: 8447

In article <555990786.41509.62.starship@3rdplanet.com>, starship@3rdplanet.com says...
>
><RFC Invalid> barked in COMP.SYS.ATARI.ST on 03 Sep 96:
>
> I> Newsgroups: comp.sys.atari.advocacy,comp.sys.atari.st
> I> References: <960901094319_100550.3170_EHK85-1@CompuServe.COM>
> I> <555895772.26103.99.starship@3rdplanet.com>
> I> From: Guess Who?
> I>
> I> In article <555895772.26103.99.starship@3rdplanet.com>,
> I> starship@3rdplanet.com says...
> >>
> >> ... I wonder if you have even paid the low (partially-subsidized)
> >> fee for access to /one/ of those accounts, ...
> I>
> I> It would not be character assassination in so much as it would be
> I> yet another example of willfully misleading people. If people
> I> wise up: they'll take your Mr. Honesty badge.
> I>
> I> Those accounts are free.
>
>They cost /you/ nothing. Are you under the mistaken impression that /no one/
>pays for your internet access? Your University is subsidized by taxes, and
>by a tax-free status. The University's access is paid for by taxes.

This is an obvious attempt to mislead the unknowing. All that is
required for a tax-free status is for the entity to be non-profit.
This makes a tax-free status , even for a university, no special
favor or subsidy.

Furthermore, depending upon my point of origin, it is quite likely
that my tuition pays for everything A STUDENT MAY CONSUME.

With an institution like OSU, THAT is a big distinction.

>
>By maintaining multiple accounts (if you, that is something you have left a
>bit muddled), you would be stealing from the people who pay to keep you in
>school.

That would be me; the taxpayer. That would be me; the tuition payer.

It's the use of hardware resources and network bandwidth that would
cost the university anything. You can't even manage to understand
that simple detail. Another entry in /etc/passwd and a few K on
the mail spool are relatively trivial.

That you percieve my actions to be 'muddled' shows that you are
completely out of your league in this area and should desist from
spreading your cluelessness to anyone else.

You sure do like to make ignorant accusations of theivery without
the slightest clue as to what you are talking about, don't you?

>
>And please don't try to tell me that your tuition covers all of the
>University's costs to keep you there. Anyone who has ever asked the admin
>staff what it costs to keep a student knows better.

If that is the case, I would not be surprised. It seems that OSU
has a knack for wasting money. With the exception of prestige there
is nothing that OSU can deliver that can not, and is not, delivered
for less cost elsewhere at other, private, institutions in this area.

You don't know squat about public universities in ohio.
You don't have any business spreading your disinformation
and poorly formed assumptions to anyone else.

5589. Re: RFI: Replacement for Atari Cubase Dongle-ware?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-08 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <32333BF4.6D2F@intuit.com>
Source record: 8448
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.st

JEDI wrote:
>
> This is a request for information. I am curious how one would
> go about replacing an Atari Falcon & Cubase sequencing setup.
>
> What would the minimal functional requirements be in hardware and
> software and how much would these cost?

There are a couple of ways. The most important things to
compare are: Number of simultaneous recording tracks (Falcon
offers 8 with a $400 piece of external hardware), number
of playback tracks (Falcon offers 8 no compression, 16 with
2:1 compression), and number of outputs (Falcon offers 8
with $400 box), balanced or unbalanced ins/outs.

1. Run Pro Tools III and Cubase Audio on the mac. (if you have
Mac already, you'll pay around $5k for the hardware.

Adv: You'll get 16 uncompressed audio tracks playback with
this. Very reliable, easy 8 track simultaneous record,
quicker wavform redraws then the Falcon, sounds good,
good editing environment, solid audio sync, balanced,
TDM internal effects.
Dis: Hard to set up with Cubase Mac, EXPENSIVE, Cubase Mac
is a little buggier then CAF, MIDI timing is not rock solid.

There's also the cheaper Pro Tools Project setup for Mac or
PC, but your limit is only 8 tracks playback, it's difficult to
setup (this is around $2500 + computer).

2. Upcoming Korg PCI card with Cubase Audio on the mac (around
$1200 + computer when it makes it to market)

Adv: It will allow 8 track simultaneous recording, but ONLY
through and ADAT or ADAT a/d replacement converters. Otherwise,
only 2 tracks simultaneous recording (+ 2 more if you buy an
external A/D converter).
Dis: It doesn't exist yet. Unbalanced ins/outs. You must have
a ADAT to get 8 track recording. No software supports it yet
(although Deck II supposedly will when it comes out). MIDI
timing is still often an issue on the Mac. Card is in the
computer, so it's a little noiser.

3. Digidesign Audiomedia III for PC (around $700).

Adv: Cubase will eventually support it, probably
Dis: Doesn't work with Cubase Audio at all yet, because you can't play back recorded tracks while recording new tracks yet. Unbalanced inputs and outputs. 4 inputs and outputs maximum with addional hardware needed for 2 ins and outs. Card is in the computer, so it's a little noiser.

4. Yamaha CBX D-5 ($1500) and/or D-3 (800)

Adv: D-5 sounds great, built-in effects (OK quality), external unit.
Dis: Really tough to setup with Win95, D-3 is unbalanced with a high noise floor, some people can not get either to play back more then 2-3 tracks, SCSI 1 device.

There are other good external devices that can sync to a computer and sequencer, but that's not really integrated audio and MIDI, as you cannot move around the MIDI tracks on a computer screen, you have to setup tempo maps, etc.

Soundscape supposedly will be supported by some sequencers in the not too distant future. This is an attractive option for PC owners (4 track record/8 track playback, $3000).

There are a lot of stand alone sequencers that use sound cards on the PC to achieve up to 24 track playback, but you're limited to 2 tracks of input and output, making mixdown difficult (adding effects, eq, etc).

Anyway, that's my two cents..

5590. Re: RFI: Replacement for Atari Cubase Dongle-ware?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-09 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <32345AEC.1A2A@intuit.com>
Source record: 8449
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.st

Mark Fassett wrote:
>
> JEDI wrote:
> >
> > This is a request for information. I am curious how one would
> > go about replacing an Atari Falcon & Cubase sequencing setup.
> >
> > What would the minimal functional requirements be in hardware and
> > software and how much would these cost?

If you want to get more of a response, you might consider posting
this message to comp.music.midi, alt.steinberg.cubase, or
rec.audio.pro (places where they probably know little of the
Falcon but much about other systems).

In rec.audio.pro, they pretty much laugh about the Falcon, because
they tend to be pros in the audio industry who use high end tools
costing many thousands, and don't integrate MIDI and digital
audio. Although there are people out there using the Falcon
in pro situations, I believe its forte' is in the home studio,
where its ease of use makes up for it's lower speed then the
super digital workstations like Pro Tools.. (I'd hate to have
expensive union talent waiting around and a client looking over
my shoulder while my Falcon takes a minute or so to draw a 5
minute stereo wave file). On the other hand, when (if?) a good
040 upgrade comes out that's compatible with CAF, look out..

-Mark

5591. VK: Falcon030 / 85MB-HD / 14MB-RAM

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-09 00:00:00 UTC
From: stephan.bold@pk.she.de
Message-ID: <510f7t$5u7@linde.she.de>
Source record: 8450

Hi,

verkaufe einen

Atari Falcon030 mit
- 85MB interner Platte
- 14 MB RAM

und dem Programm
- Cubase 3.0x

f&#65533;r zusammen nur 1100.- !!

Bein Interesse bitte E-Mail oder Phone/Fax: 06322/8734

Bye,
Stephan

===== Nr.001 hobbies for today: anime, japan, PSX =====
***** anime -> Ranma1/2, Tenchi Muyo, El Hazard, *****
***** LUM, Megami Paradise, Dragon Half, *****
***** Dragon Pink, and many, many more... *****
***** jpPSX -> soon "Tenchi Muyo" the adventure *****
==========
==== watakushi no juusho wa: stephan.bold@pk.she.de ====

5592. Re: Pomposity III talks out of his ass again, and again (flame)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-11 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32361116.CE2@owens.ridgecrest.ca.us>
Source record: 8451

JEDI wrote.....

This is great. I check the advocacy group, and yours is the only post.

Talk about someone talking about nothing to nobody.

Mike

5593. [HELP] ETHERNET RIBEL C90 JUMPERS SIGNIFICATIONS ????

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-11 00:00:00 UTC
From: herve@parx.frmug.fr.net
Message-ID: <GILRDFAFUP@parx.frmug.fr.net>
Source record: 8452
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I need very very quick help for an Ethernet card called RIBEL C90.

There is on it Jumpers :

J1 to J6 next to the BNC connector
J11 alone
J8 to J10 next to the VME port
J17 to J23 next to the memory

I want to make it running on TT030 ...

For the moment I have the driver for Ribel + !?
It always said that it don't find the card ...

So have you got a driver for it ?
Could you give me more informations about the jumpers because I have
no documentation of it !!

Please reply by Email ... !!

Thanks per advance for your help !!

With Best regards,
Herve

--
Herve Piedvache SysOp on The BBS for ATARI Computers.
+33-1-42511135
90:8/0@nest.ftn 51:901/0@atarinet.ftn
2:320/107@fidonet.org herve@parx.frmug.fr.net

5594. Re: Peter is a delusioned idiot

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Sep11.211146.1@cobra.uni.edu>
Source record: 8453

In article <GHYMBFAFUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:

> Hey, you should see those ads in Germany. MacToday No. 5 advertises the
> 7200/90 PowerMac for 4,999 DM (1.48 US$ equal 1 DM) -> 3,377 US$. That is
> for the 8/500/CD equipped machine, of course, but does include the 1705
> monitor and keyboard.

Sheesh....Does that include the VAT? Macs must be selling well...:)

> A 6300 Performa costs 4,799 DM (12/1200/CD/TV/Vin/Modem) with 14" monitor
> and keyboard. The 1705 monitor instead will cost further 799 DM.

Thats about $1400 more in price than the U.S. Must be the high VAT...
>
> The 630 Performa costs 2,499 DM (8/500/CD) with 14" monitor and keyboard.

Under a $1000 here if you can find one. Select Computers has a few..
>
> Give me any Linux PC instead, they are _that_ much cheaper that a Mac just
> doesn't compete against them.

No, you need to take a long over due vacation in the U.S. and get a Powermac
7600/132 and still have change left..
>
> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O
> ----&#65533;=ae--&#65533;=oe--&#65533;=ue--&#65533;=Ae--&#65533;=Oe--&#65533;=Ue--&#65533;=sz---- /
> \
>)

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"I'm a traditional Republican who believes that you ought to restrain
spending if you're going to cut taxes. I don't think you can just cut taxes
alone and get gain without pain...." -Bob Dole

5595. Re: Pomposity III talks out of his ass again, and again (flame)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Sep11.211308.1@cobra.uni.edu>
Source record: 8454

In article <32361116.CE2@owens.ridgecrest.ca.us>, Michael Grove
<mgrove@owens.ridgecrest.ca.us> writes:
> JEDI wrote.....
>
>
> This is great. I check the advocacy group, and yours is the only post.
>
> Talk about someone talking about nothing to nobody.

Yep..

>
> Mike

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"I'm a traditional Republican who believes that you ought to restrain
spending if you're going to cut taxes. I don't think you can just cut taxes
alone and get gain without pain...." -Bob Dole

5596. Re: Find $50,000!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-12 00:00:00 UTC
From: (unknown)
Message-ID: <5197tp$pd5@lantana.singnet.com.sg>
Source record: 8455

>
> Taking 5 minutes to read what follows could be one of the best
> decisions you have ever made.
>
> READ THIS!!!!
> I saw an article in an internet newsgroup telling me
> I could make $50,000 within a month for an investment of only $5.
>
> I thought it was a huge joke. I spoke to my attorney, friends and family
> about it, and they all agreed it was some kind of scam. I
> can't stand scams, because usually someone gets burned, and I didn't
> want it to be me. After rejecting the idea at first, I realized all I
> had to lose was the $5 in my wallet, and not much else. So, needing
> more than just $5, I figured what the heck, and gave it a shot.
>
> Two weeks later, I began recieving money in the mail! I could not
> believe it! Soon, hundreds, and then thousands of dollars began to
> roll in. Within 4 weeks, I had recieved a total of $32,445! It came
> from everywhere in the world.
>
> If you follow the three steps below, there is no reason why the same
> shouldn't happen to you! This is a legitimate investment opportunity.
> You invest $5, and you recieve a return on your investment. So does
> the next investor. NOT ILLEGAL, NOT A CHAIN LETTER- PERFECTLY
> LEGITIMATE.
>

> If you are not interested, then don't participate, but please print
> this article and pass it on to someone who may be interested, so they
> can take advantage.
>
> The procedure is simple:
> 1) Write your name and address of 5 sheets of paper. Below that,
> write the words, "Please add me to your mailing list." Fold $1 note in
> each
> piece of paper and mail them to the
> following 5 addresses.:
>
>
> 1. Michael Boykins
> 813 E. Bloomingdale Ave, Apt#137
> Brandon, FL 33511 USA
>
> 2. Joao Lima
> Rua da Gandra, 26 - 1 Esq. Frente
> 4445 Ermesinde, Portugal
>
> 3. Tim Cassedy-Blum
> 8012 Westover Road
> Bethesda, MD 20814 USA
>
> 4. Stephanie Newsome
> 3037 Crystal Springs #914
> Beyford, TX 76021
>
> 5. Nelson Cheong
> Blk 916, #10-71, Tampines St 91
> Singapore 520916

>

> 2) Now remove the top name from the list, and move the other four

> names up. In other words, #5 becomes #4 and so on. Put your name as

> the fifth one on the list. You can do this by simply retyping the

> article or reposting it to other newsgroups with the

> edited addresses.

>

> 3) Post the article to at least 200 newsgroups. There are 17,000, so

> it shouldn't be hard to find that many.

>

> You are now in the mail order investment business, and should start

> seeing returns within a week or two. Of course, the more newsgroups

> you post to, the greater your return will be. If you wish to remain

> anonymous, you may use a psuedonym, but make sure your address is

> correct.

>

> Now, here is why the system works:

>

> Of every 200 posts I made, I recieved 5 responses. Yes, only 5. You

> make $5 for every 200 posts with your name at #5.

>

> Each person who sent you $1 now also makes 200 additional postings

> with your name at #4. ie. 1000 postings. On average therefore, 50

> people will send you $1 with your name at #4. $50.

>

> Your 50 new agents make 200 postings each with your name at #3 or

> 10,000 postings. Average return 500 people= $500. They make 200

> postings each with your name at #2=100,000 postings=5000 return at $1

> each=$5000.

>

> Finally, 5,000 people make 200 postings with your name at #1 and you

> get a return of $50,000 before your name drops off the list. AND THATS
> IF EVERYONE DOWN THE LINE MAKES 200 POSTINGS! Total income in one
> cycle=$55,000.
>
> From time to time, when you see your name no longer on the list, you
> take the latest posting that appears in the newsgroups, and send out
> another $5, and put your name at #5, and start posting again.
> Remember, 200 postings is only a guideline. the more you post, the
> greater the return.
>
> Lets review why you should do this. THE ONLY COST IS $5, AND 5 STAMPS,
> AND 5 ENVELOPES. Anyone can afford $5 for such an effortless
> investment with such SPECTACULAR RETURNS.
>
> Some people have said to me, "what happens if the scheme is played out
> and no one sends me any money?" Big Deal, so you lose $5-but what are
> the chances of that happening??
>
> There are millions of internet users, and millions of new net surfers
> every month.
>
> Remember- read the instructions carefully, and play fairly. Thats the
> only way this will work. Get a printout so you can refer back to this
> article easily.
>
> Try to keep a list of everyone that sends you money and always keep
> an eye on the postings to make sure everyone is playing fairly. You
> know where your name should be.
>
> REMEMBER-HONESTY IS THE BEST POLICY.
> WHAT ARE 5 DOLLARS TO YOU ?

> YOU DO NOT NEED TO CHEAT THIS IDEA TO MAKE MONEY!!!

>

> This is the easiest way that you can make a buck. Think how excited

> you'll be to open up your mailbox day after day! Will it be $49?

> $122? Start making your plans, because it can happen to you.

5597. Macs Are Shit!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-12 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <842656808_OASIS_@pwomar.demon.co.uk>
Source record: 8456

This NGs is so quiet recently I thought I'd make a feeble attempt at generating some trafiic so there you have it-"Mac's are shit" or something.
One thing that does puzzle me a bit is how every movie I have seen this year had a Powerbook in it! They even had one in "Stealing Beauty", it's about some gorgeous bird (Liv Tyler!) going to tuscany and in a farmhouse in the middle of no where, no TV, no radio, these people only just have lights and theres a bloke playing on his Powerbook! Does this sort of stuff cost Aplle more than a fortune or what?

Paul Womar - Just your average Atari user on the verge of sanity.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5598. Re: Peter is a delusioned idiot

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-12 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32389EBE.5A8E@owens.ridgecrest.ca.us>
Source record: 8457

PETER SINCLAIR-DAY wrote:
>
> In article <GHYMBFAFUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>
> > Hey, you should see those ads in Germany. MacToday No. 5 advertises the
> > 7200/90 PowerMac for 4,999 DM (1.48 US$ equal 1 DM) -> 3,377 US$. That is
> > for the 8/500/CD equipped machine, of course, but does include the 1705
> > monitor and keyboard.
>
> Sheesh....Does that include the VAT? Macs must be selling well...:)

Does Germany have "VAT"? I thought that was a UK thing.

>
> > A 6300 Performa costs 4,799 DM (12/1200/CD/TV/Vin/Modem) with 14" monitor
> > and keyboard. The 1705 monitor instead will cost further 799 DM.
>
> Thats about $1400 more in price than the U.S. Must be the high VAT...
> >
> > The 630 Performa costs 2,499 DM (8/500/CD) with 14" monitor and keyboard.
>
> Under a $1000 here if you can find one. Select Computers has a few..
> >
> > Give me any Linux PC instead, they are _that_ much cheaper that a Mac just
> > doesn't compete against them.
>
> No, you need to take a long over due vacation in the U.S. and get a Powermac
> 7600/132 and still have change left..

Why bother?

Why would anyone in their right mind want to buy a Power Mac now that
Power
Computing has pulled the rug out from under any machine Mac sells.

Buyer can specify configuration from factory
No more shitty Mac memory management
No more soldered caches
Economy models that are as fast as the BIG dollar Mac's

You need to get the lates Mac User from your library and do some
specification
reading and price checking.

Your a looser as usual SinPlop.

Mike

> >
> > Thorsten
> >
> > --
> > - guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
> > ----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
> > \
> >)
>
> GREETINGS..
> |---|
> | Peter Sinclair-Day POWERBOOK 520 |
> | University of Northern Iowa |
> I I
> I Do you believe in Macintosh? Learn how to help the cause by subscribing I
> I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
> I go to: <http://www.solutions.apple.com/ListAdmin/>. I
> |---|
> "I'm a traditional Republican who believes that you ought to restrain
> spending if you're going to cut taxes. I don't think you can just cut taxes
> alone and get gain without pain...." -Bob Dole

5599. Re: Find $50,000!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-13 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <51b8ar$aae@studs.sci.kun.nl>
Source record: 8458

In <5197tp$pd5@lantana.singnet.com.sg> (Nelson Cheong) writes:

>> the next investor. NOT ILLEGAL, NOT A CHAIN LETTER- PERFECTLY
>> LEGITIMATE.

It _is_ a chain letter, only in disguise. They _don't_ work (for
long). I'll show you why.

>> 3) Post the article to at least 200 newsgroups. There are 17,000, so
>> it shouldn't be hard to find that many.

OK, so far so good.
[few steps removed]

>> Finally, 5,000 people make 200 postings with your name at #1 and you
>> get a return of $50,000 before your name drops off the list. AND THATS
>> IF EVERYONE DOWN THE LINE MAKES 200 POSTINGS! Total income in one
>> cycle=$55,000.

5,000 X 200 = 1,000,000. That means, in _every_ one of those 17,000
newsgroups you mentioned, about 59 postings will appear with this
chain letter in it.

Ask some friendly scientist (for example, a biologist) what he knows
about exponential growth. Maybe then you'll understand.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

5600. Re: Macs Are Shit!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-13 00:00:00 UTC
From: ha-user@ux-01.bg.bib.de
Message-ID: <51bk0f$g6i@ux-01.bg.bib.de>
Source record: 8459

Paul Womar (Paul@pwomar.demon.co.uk) wrote:
: This NGs is so quiet recently I thought I'd make a feeble attempt at
: generating some trafiic so there you have it-"Mac's are shit" or
: something.

Macs aren't shit. Macs are wonderful hardware for running MagiCMac,
MkLinux, and in a short while BeOS on. MacOS, on the other hand,
does under its still good shiny surface bear a certain resemblance
to things I flush in the toilet, yes. ;-)

: One thing that does puzzle me a bit is how every movie I have seen
: this year had a Powerbook in it! They even had one in "Stealing
: Beauty", it's about some gorgeous bird (Liv Tyler!) going to tuscany
: and in a farmhouse in the middle of no where, no TV, no radio, these
: people only just have lights and theres a bloke playing on his
: Powerbook! Does this sort of stuff cost Aplle more than a fortune or
: what?

Well, it's the same stuff with cars, I think. Wasn't there that Bond
movie a while ago where every luxury sedan was an Audi? That was
puzzling too, IMHO. And no, it's not every movie: in 'Twister' they
use ordinary x86 clone laptops for tornado analysis. To make this
a little more on topic: does anyone remember a movie where Ataris
were used or at least seen? I don't seem to... but there was one
Mac magazine that did use an Atari 1040ST for a cover photo that
should illustrate their 'from the first Mac to high tech' article.
Boy, did I laugh.

Yours,
Erik.

: Paul Womar - Just your average Atari user on the verge of sanity.

From which direction are you approaching then, may I ask? ;-)

5601. Re: Find $50,000!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-13 00:00:00 UTC
From: *RichardX_Tietjens@ccm.jf.intel.com*
Message-ID: <51c5e5$o6t@ornews.intel.com>
Source record: 8460

In article <51b8ar$aae@studs.sci.kun.nl>,
sanders@sci.kun.nl (Sander Stoks) wrote:
>
>In <5197tp$pd5@lantana.singnet.com.sg> (Nelson Cheong) writes:
>
>>> the next investor. NOT ILLEGAL, NOT A CHAIN LETTER- PERFECTLY
>>> LEGITIMATE.
>
>It _is_ a chain letter, only in disguise. They _don't_ work (for
>long). I'll show you why.

Even if they did work (and, as you say, they don't), they are chain letters which ask you to send money in the post; such letters are illegal in almost every country in the world (including Germany and the Netherlands).

>>> 3) Post the article to at least 200 newsgroups. There are 17,000, so
>>> it shouldn't be hard to find that many.
>
>OK, so far so good.

No, NOT so good. That's called "spamming" and it's not only rude (and a REAL good way to get mailbombed), it's a violation of the "terms of use" of every /respectable/ Internet Service Provider (including most educational institutions - anything with "edu", "ac", or "uni" in the domain name).

I spend an hour or so every day doing nothing but ferreting out spams and sending complaints to the spammers' postmasters. On an average day, three to five accounts are cancelled (without refund) because I complained about spammers. If even 10 percent of the people on the Internet would join me, you could figure on eliminating repeat spammers within a month. Newbies would continue to be clueless, of course...

Oh, and just to make sure this is on-topic - I do much of my spam-hunting from my Atari Mega STe. <G>

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
Remove the * (inserted to foil spambots) from my address to reply.
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*

5602. Re: Macs Are Shit!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-13 00:00:00 UTC
From: *RichardX_Tietjens@ccm.jf.intel.com*
Message-ID: <51c5eb$o6t@ornews.intel.com>
Source record: 8461

In article <51bk0f$g6i@ux-01.bg.bib.de>,
ha-user@ux-01.bg.bib.de (Schueler) wrote:
>... does anyone remember a movie where Ataris
>were used or at least seen? I don't seem to... but there was one
>Mac magazine that did use an Atari 1040ST for a cover photo that
>should illustrate their 'from the first Mac to high tech' article.
>Boy, did I laugh.

A Portfolio was used in Terminator (II?) to jimmy the teller machine. At
the teime, it was the only full-powered pocket computer running an "open"
OS (as opposed to the Radio Shack pocket computers, which couldn't run
anything not written specifically for/on them). Also, while it's not a movie,
the keyboard player on a late-night talk show (Arsenio Hall) used a STacy that
was clearly visible in most shots. And there was a movie some time ago that
featured an Atari 2600 (a game cart for the VCS was the pivotal plot device),
and showed a room practically full of 800XL systems.

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
Remove the * (inserted to foil spambots) from my address to reply.
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*

5603. Re: Macs Are Shit!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Sep13.161947.1@cobra.uni.edu>
Source record: 8462

In article <842656808_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:
> This NGs is so quiet recently I thought I'd make a feeble attempt at
> generating some trafiic so there you have it-"Mac's are shit" or
> something.

Feel better?

> One thing that does puzzle me a bit is how every movie I have seen
> this year had a Powerbook in it! They even had one in "Stealing
> Beauty", it's about some gorgeous bird (Liv Tyler!) going to tuscany
> and in a farmhouse in the middle of no where, no TV, no radio, these
> people only just have lights and theres a bloke playing on his
> Powerbook! Does this sort of stuff cost Aplle more than a fortune or
> what?

Apple wouldn't have it anyother way that cool people use their products. As for cost, Apple co advertises the flick on tv with their PowerBook as the starring role.
Hopefully the new PowerBook 1400 will continue the honor.

>
> ---
> Paul Womar - Just your average Atari user on the verge of sanity.
> Mail: Paul@pwomar.demon.co.uk IRC: Wo
> ---
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"I'm a traditional Republican who believes that you ought to restrain spending if you're going to cut taxes. I don't think you can just cut taxes alone and get gain without pain...." -Bob Dole

5604. Re: Peter is a delusioned idiot

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Sep13.163043.1@cobra.uni.edu>
Source record: 8463

In article <32389EBE.5A8E@owens.ridgecrest.ca.us>, Michael Grove
<mgrove@owens.ridgecrest.ca.us> writes:

> Does Germany have "VAT"? I thought that was a UK thing.

Yep..

>> No, you need to take a long over due vacation in the U.S. and get a Powermac
>> 7600/132 and still have change left..
>
> Why bother?
>
> Why would anyone in their right mind want to buy a Power Mac now that
> Power
> Computing has pulled the rug out from under any machine Mac sells.

Product availability. Seems that PowerComputing currently has a $50 million
backlog. My bro has ordered a Powerbase 180 and will not arrive until mid
October.

> Buyer can specify configuration from factory
> No more shitty Mac memory management

I would not go as far as that.

> No more soldered caches
> Economy models that are as fast as the BIG dollar Mac's

True. PowerComputing provides more bang for the buck only if they had any to
sell.

> You need to get the lates Mac User from your library and do some
> spe cification
> reading and price checking.

I have. I think MacWeek is better. From MacWeek, Motorola is getting into the
high volume Mac OS market on Sept. 17 with their new StarMax line. Excellent
systems and prices. The difference between Moto and Power is that Moto will
have a high volume in assemblyline in place and will over take Apple's unit
sales in 1998..

> Your a looser as usual SinPlop.

Sounds like sour grapes to me..

> Mike

GREETINGS..
|--|

| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"I'm a traditional Republican who believes that you ought to restrain
spending if you're going to cut taxes. I don't think you can just cut taxes
alone and get gain without pain...." -Bob Dole

5605. Re: Macs Are Shit!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-13 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <556614032.24625.44.starship@3rdplanet.com>
Source record: 8464

Paul@pwomar.demon.co.uk barked in COMP.SYS.ATARI.ADVOCACY on 12 Sep 96:

P> Newsgroups: comp.sys.atari.advocacy
P> Reply-To: Paul@pwomar.demon.co.uk
P>
P> This NGs is so quiet recently I thought I'd make a feeble attempt at
P> generating some trafiic so there you have it-"Mac's are shit" or
P> something.

Oh, Macs are fine. You can run MagiCmac and then it's even possible to run /good/ software on a Mac. <G>

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+--------------------------+

5606. Ethernet Ribel C90 card for TT need Help QUICKLY !!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-14 00:00:00 UTC
From: herve@parx.frmug.fr.net
Message-ID: <GIONAGAFUP@parx.frmug.fr.net>
Source record: 8465
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.tech,fr.comp.sys.atari

Hi,

PLEASE - I NEED A QUICK ANSWER - I NEED REALLY QUICKLY TO MAKE THIS
CARD RUNNING !! ...

I need very very quick help for an Ethernet card called RIBEL C90.

There is on it Jumpers :

J1 to J6 next to the BNC connector
J11 alone
J8 to J10 next to the VME port
J17 to J23 next to the memory

I want to make it running on TT030, in BNC ...

For the moment I have the driver for Ribel + !?
It always said that it don't find the card ...

So have you got a driver for it ?

Could you give me more informations about the jumpers because I have
no documentation of them !!

Please reply by Email ... !!

Thanks per advance for your help !!

With Best regards,
Hervï¿½

--
Herve Piedvache SysOp on The BBS for ATARI Computers.
+33-1-42511135
90:8/0@nest.ftn 51:901/0@atarinet.ftn
2:320/107@fidonet.org herve@parx.frmug.fr.net

5607. Re: Peter is a delusioned idiot

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-14 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GIOWBDAIUP@cabal.shnet.org>
Source record: 8466

In <1996Sep11.211146.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>In article <GHYMBFAFUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:

>> Hey, you should see those ads in Germany. MacToday No. 5 advertises the
>> 7200/90 PowerMac for 4,999 DM (1.48 US$ equal 1 DM) -> 3,377 US$. That is
>> for the 8/500/CD equipped machine, of course, but does include the 1705
>> monitor and keyboard.
>
>Sheesh....Does that include the VAT? Macs must be selling well...:)

Yup, that includes 15% VAT - it's illegal to advertise net prices to the
end consumer. And according to these "great" prices, Macs sell "well"
here.

>> A 6300 Performa costs 4,799 DM (12/1200/CD/TV/Vin/Modem) with 14" monitor
>> and keyboard. The 1705 monitor instead will cost further 799 DM.
>
>Thats about $1400 more in price than the U.S. Must be the high VAT...

Without VAT, it'd be ~4,200 DMs, still 1000 US$s more.

>> The 630 Performa costs 2,499 DM (8/500/CD) with 14" monitor and keyboard.
>
>Under a $1000 here if you can find one. Select Computers has a few..
>>
>> Give me any Linux PC instead, they are _that_ much cheaper that a Mac just
>> doesn't compete against them.
>
>No, you need to take a long over due vacation in the U.S. and get a Powermac
>7600/132 and still have change left..

And replacing the PSU will cost me the _how_ much? Remember that Apple
dealers are known to charge 549 DMs for an 8 meg SIMM for a 475 Performa
(this happened to a Hamburg Mac user in May 1996) or 634.24 DM plus 15%
VAT for replacing a 475's battery (this includes sending the 475 to an
authorized Apple service center).

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

5608. Re: Macs Are Shit!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-15 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GIPNDECXUP@cabal.shnet.org>
Source record: 8467

In <51bk0f$g6i@ux-01.bg.bib.de> Schueler wrote:
>does anyone remember a movie where Ataris
>were used or at least seen? I don't seem to...

"Terminator 2 - Judgment Day" (a Portfolio)

>but there was one
>Mac magazine that did use an Atari 1040ST for a cover photo that
>should illustrate their 'from the first Mac to high tech' article.

"Microsoft Journal" also used an Atari on the front page of one of their
issues - though GEM is from Digital Research.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

5609. Re: Peter is a delusioned idiot

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-15 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GIPNDEDCUP@cabal.shnet.org>
Source record: 8468

In <32389EBE.5A8E@owens.ridgecrest.ca.us> Michael Grove wrote:
>Does Germany have "VAT"? I thought that was a UK thing.

It's called "Mehrwertsteuer" (MWSt), but it's the same, IIRC: a tax the
end consumer has to pay for goods and services.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

5610. Re: Ethernet Ribel C90 card for TT need Help QUICKLY !!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-15 00:00:00 UTC
From: Dan Phillips <xiting@worldnet.att.net>
Message-ID: <323CF581.1644@worldnet.att.net>
Source record: 8469
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.tech,fr.comp.sys.atari

```
Herve Piedvache wrote:
>
> Hi,
>
> ------------------------------------------------------------------
> PLEASE - I NEED A QUICK ANSWER - I NEED REALLY QUICKLY TO MAKE THIS
> CARD RUNNING !! ...
> ------------------------------------------------------------------
>
> I need very very quick help for an Ethernet card called RIBEL C90.
>
> There is on it Jumpers :
>
> J1 to J6 next to the BNC connector
> J11 alone
> J8 to J10 next to the VME port
> J17 to J23 next to the memory
>
> I want to make it running on TT030, in BNC ...
>
> For the moment I have the driver for Ribel + !?
> It always said that it don't find the card ...
>
> So have you got a driver for it ?
> ------------------------------------------------------------------
> Could you give me more informations about the jumpers because I have
> no documentation of them !!
> ------------------------------------------------------------------
>
> Please reply by Email ... !!
>
> ------------------------------------------------------------------
> Thanks per advance for your help !!
> ------------------------------------------------------------------
>
> With Best regards,
> Hervï¿½
>
> --
> Herve Piedvache SysOp on The BBS for ATARI Computers.
> +33-1-42511135
> 90:8/0@nest.ftn 51:901/0@atarinet.ftn
> 2:320/107@fidonet.org herve@parx.frmug.fr.net
```

Sorry to take so long, but I just happened to decide to get Linux going on my Falcon and went to the Linux newsgroups, and guess what I found in comp.os.linux.m68k?

>Marshall Lake (mlake@melake.erols.com) wrote:
>: >And if you insert an ethernet board in your PC, you can connect the Atari(s) to
>: >the ethernet by having the PC forwarding the packets between serial interface
>: >and ethernet...
>:
>: Is there an Ethernet board that can be inserted into the TT that Linux
>: will support?

>There are various kinds of ethernet boards for the TT VME slot, using the
>LANCE chipset. The kernel has drivers for Riebl and PAM's cards - but you may
>hold yourself very lucky if you happen to find one of these for sale.
>
> Michael

He goes on to say they're worth about $100. Check out the thread, maybe someone there can help.

Good luck!

Dan

5611. Re: Peter is a delusioned idiot

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-16 00:00:00 UTC
From: JEDI
Message-ID: <51k51a$ree@lex.zippo.com>
Source record: 8470

In article <GIPNDEDCUP@cabal.shnet.org>, guenther@cabal.shnet.org says...
>
>In <32389EBE.5A8E@owens.ridgecrest.ca.us> Michael Grove wrote:
>>Does Germany have "VAT"? I thought that was a UK thing.
>
>It's called "Mehrwertsteuer" (MWSt), but it's the same, IIRC: a tax the

Dunno... sounds like the same thing... (butallinoneword)
...although my german is rusty... '-)

>end consumer has to pay for goods and services.

5612. Re: Peter is a delusioned idiot

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-17 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <323E8AD7.44E0@owens.ridgecrest.ca.us>
Source record: 8471

Thorsten Guenther wrote:
>
> In <32389EBE.5A8E@owens.ridgecrest.ca.us> Michael Grove wrote:
> >Does Germany have "VAT"? I thought that was a UK thing.
>
> It's called "Mehrwertsteuer" (MWSt), but it's the same, IIRC: a tax the
> end consumer has to pay for goods and services.
>
> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
> ----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
> \
>

It was just SinPlops terminology I was questioning. I
thought a know-it-all like him would know the difference :)

Sales tax over here :) Depending on which State you live,
in California it is about 8%. If you mail order outside
your state, usually no tax is collected. But with all the
Federal Tax structure built into business, you pay for it
one way or another.

Mike

5613. Re: Macs Are Shit!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-18 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <51o5mg$ku4@orm.southern.co.nz>
Source record: 8472

Rich Tietjens (*RichardX_Tietjens@ccm.jf.intel.com*) wrote:
: In article <51bk0f$g6i@ux-01.bg.bib.de>,
: >... does anyone remember a movie where Ataris
: >were used or at least seen? I don't seem to... but there was one
: >Mac magazine that did use an Atari 1040ST for a cover photo that
: >should illustrate their 'from the first Mac to high tech' article.
: >Boy, did I laugh.
:
: A Portfolio was used in Terminator (II?) to jimmy the teller machine. At

Watch Blade Runner. The scene where Harrison Ford chases a stroppy female replicant down the crowded main street features several gratuitous shots of an Atari shop!! There are numerous other movies I cannot remember the name of that feature the 'fuji'. BTW, I cannot remember seeing a single movie that features a real big 'brand name' Intel based PC. The Atari seems to be featured in more movies than any other platform I can name, even Silicon Graphics Inc.!!, although a lot of movies were MADE on SGI's! :)

Sad isn't that! :)

Chris W.
/|\

5614. RIBEL C90 CARD HELP NEEDED !!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-18 00:00:00 UTC
From: herve@parx.frmug.fr.net
Message-ID: <GISLDJAUUP@parx.frmug.fr.net>
Source record: 8473
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I need very very quick help for an Ethernet card called RIBEL C90.

There is on it Jumpers :

J1 to J6 next to the BNC connector
J11 alone
J8 to J10 next to the VME port
J17 to J23 next to the memory

I want to make it running on TT030 ...

For the moment I have the driver for Ribel + !?
It always said that it don't find the card ...

So have you got a driver for it ?
Could you give me more informations about the jumpers because I have
no documentation of it !!

Please reply by Email ... !!

Thanks per advance for your help !!

With Best regards,
Herve

--
Herve Piedvache SysOp on The BBS for ATARI Computers.
+33-1-42511135
90:8/0@nest.ftn 51:901/0@atarinet.ftn
2:320/107@fidonet.org herve@parx.frmug.fr.net

5615. Discussion re JTS <> Atari merger...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-20 00:00:00 UTC
From: blazek@uwindsor.ca
Message-ID: <Dy10Ay.9q8@news.uwindsor.ca>
Source record: 8474

Since this is atari advocacy I thought it best to post here.
A school buddy of mine, and a long time Atari shareholder,
received a copy of the JTS-Atari merger documentation (sent out
to all Atari shareholders presumably).

Its a long document 100+ pages and since I don't have OCR I can
at most quote only limited amounts. Is there any interest in
people having questions/comments on the merger posting here and
me consulting this document in answer?

In the interests of openness I'll only entertain public requests,
private emails will be politely turned back. I'd like to avoid
rancor and will only accept discussion based on the information
contained within the document. I can't otherwise speculate on
the information presented, as I'm at most a peripheral observer
of the Atari scene.

It might be possible for me to OCR this document in the future and
post either here or on my web site. Before doing so I'd need
strong confirmation that such a move on my part is not illegal
or subject to attack by JTS, Atari or their agents. It may
be that this info is already net available at an official (eg. SEC)
site or at an Atarian location. I invite others to see if that
is the case, as my time is limited in this matter.

Finally I stress that my offer is informational only and not an
attempt to stir up Atari vs. every-other-system-on-the-planet wars.
I expect a modicum of politeness; blatent and/or nasty and/or
self-preening advocacy may force me to withdraw my offer.
I very rarely get involved in flame wars (if at all) and don't
wish to start now.

Yours,

RSB
--

Robert S. Blazek, Windsor Law Third Year
* Kids dream they can fly. Adults dream they can fly first class.
My anti-graphical web page: http://supernova.uwindsor.ca/people/blazek/

5616. Re: Why Peter?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-21 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Sep21.005021.1@cobra.uni.edu>
Source record: 8475

In article <4vkhae$6ar@ccshst05.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
>
> : Why not?
>
> There's Peter ... the man who's going to teach our youngsters how
> to research and defend their work. With an answer like that, I'd be very
> scared if my kid was learning from Sinpoop and his circular, factless
> arguments.
>

What kid?
> >> Mark <<

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"I'm a traditional Republican who believes that you ought to restrain
spending if you're going to cut taxes. I don't think you can just cut taxes
alone and get gain without pain...." -Bob Dole

5617. Re: Peter is a delusioned idiot

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-21 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Sep21.005952.1@cobra.uni.edu>
Source record: 8476

In article <323E8AD7.44E0@owens.ridgecrest.ca.us>, Michael Grove

> It was just SinPlops terminology I was questioning. I
> thought a know-it-all like him would know the difference :)

Sounds like sour grapes...

> Sales tax over here :) Depending on which State you live,
> in California it is about 8%. If you mail order outside
> your state, usually no tax is collected. But with all the
> Federal Tax structure built into business, you pay for it
> one way or another.
>

5-6% here...

>
> Mike

GREETINGS..
|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"I'm a traditional Republican who believes that you ought to restrain
spending if you're going to cut taxes. I don't think you can just cut taxes
alone and get gain without pain...." -Bob Dole

5618. Re: Peter is a delusioned idiot

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-21 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Sep21.005642.1@cobra.uni.edu>
Source record: 8477

In article <GIOWBDAIUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:

>>Sheesh....Does that include the VAT? Macs must be selling well...:)
>
> Yup, that includes 15% VAT - it's illegal to advertise net prices to the
> end consumer. And according to these "great" prices, Macs sell "well"
> here.

In that case...Thanks for subsidizing this side of the Atlantic.

>>Thats about $1400 more in price than the U.S. Must be the high VAT...
>
> Without VAT, it'd be ~4,200 DMs, still 1000 US$s more.

Yep..

>>> The 630 Performa costs 2,499 DM (8/500/CD) with 14" monitor and keyboard.
>>
>>Under a $1000 here if you can find one. Select Computers has a few..
>
> And replacing the PSU will cost me the _how_ much? Remember that Apple
> dealers are known to charge 549 DMs for an 8 meg SIMM for a 475 Performa
> (this happened to a Hamburg Mac user in May 1996) or 634.24 DM plus 15%
> VAT for replacing a 475's battery (this includes sending the 475 to an
> authorized Apple service center).

Don't buy from an Apple dealer. I don't..

> Thorsten

GREETINGS..

|---|
| Peter Sinclair-Day POWERBOOK 520 |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"I'm a traditional Republican who believes that you ought to restrain spending if you're going to cut taxes. I don't think you can just cut taxes alone and get gain without pain...." -Bob Dole

5619. Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-21 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Sep21.234242.1@cobra.uni.edu>
Source record: 8478

Looks like Toad has gone to the darkside.. Just recieved a mailing on their latest listings. Once listing touts their Pentium boxes. Looks like Toad is not doing much Atari business these days..

GREETINGS..

|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |

I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"When he(Bob Dole)talks about the future it's time to grab your wallets." -Jack Kemp...

5620. Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-21 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <R.1996Sep21.234242.1@cobra.uni.edu>
Source record: 8479

Reposting article removed by rogue canceller.

Looks like Toad has gone to the darkside.. Just recieved a mailing on their latest listings. Once listing touts their Pentium boxes. Looks like Toad is not doing much Atari business these days..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"When he(Bob Dole)talks about the future it's time to grab your wallets." -Jack Kemp...

5621. $$COULD YOU USE A LOTTA XTRA CASH?$$

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-22 00:00:00 UTC
From: plamour@tss.net
Message-ID: <522th6$q0d@sjx-ixn3.ix.netcom.com>
Source record: 8480

```
Mary Had A Little Lamb: 9878999, 888, 999, 9878999, 88987
```

5622. Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Sep22.230434.1@cobra.uni.edu>
Source record: 8481

HEADLINE: Motorola Computer Group Introduces New PowerPC-Based, Mac OS-Compatible Systems; StarMax Systems Carry an Unprecedented Five-Year Warranty
Emphasizing Motorola's Commitment to Quality

DATELINE: TEMPE, Ariz.

BODY:
Sept. 17, 1996--Motorola Computer Group (MCG) today revealed its new StarMax family of PowerPC-based, Mac OS compatible systems.

Utilizing high-performance PowerPC 603e and 604e microprocessors, the StarMax systems offer a strong price/performance advantage, multimedia-rich
"It is our goal at MCG to expand the Macintosh marketplace internationally,"
stated Joe Guglielmi, Motorola Computer Group corporate vice president and general manager. "We know there is a demand for high-performance, quality systems; customers can feel confident that the StarMax systems they purchase meet the impeccable Motorola standards of quality."

While traditional computer vendors typically offer a limited one-year system
warranty, Motorola's StarMax line carries an exceptional five-year warranty, the
most comprehensive warranty plan in the computer industry. The first year of this warranty provides for on-site repair, followed by a two-year return to an authorized depot and two-year return to factory. In addition, there is 90-day out-of-box telephone support and optional service and support upgrades.

In February, MCG announced its broad licensing agreement with Apple Computer Inc. This agreement allows Motorola to sell, support and service Mac
OS (versions System 7.5.x and the next major Mac OS release), PowerPC platform desktop systems under the Motorola brand name. As Apple's first licensee granted sublicensing rights, Motorola may also sublicense Mac OS motherboards and private label systems to the OEM marketplace.

"Apple and Motorola have forged a close relationship under the AIM alliance,
meet the impeccable Motorola standards of quality."
hardware design used in the new StarMax systems," commented George Scalise, executive vice president and chief administrative officer for Apple. "We look forward to Motorola's StarMax systems entering the Mac marketplace both within the U.S. and abroad and are very pleased Motorola has joined the ranks as a Macintosh compatible provider."

In the enterprise market, the StarMax line complements MCG's new family of Windows NT and AIX servers, also announced today. Together, they provide an outstanding client/server solution in application markets such as workgroup computing, Internet/intranet, publishing and multimedia.

Key StarMax Product Features The StarMax design takes advantage of the broad array of industry-standard PC peripherals including monitors, keyboards/mice, floppy disk drives, CD-ROMs, hard disk drives and chassis. This unique capability is available on both the StarMax 3000 and StarMax 4000 product lines.

The StarMax family consists of an entry level 3000 series and high-performance 4000 series. Both series offer a choice of desktop and minitower configurations and will be available worldwide. The 3000 series uses the robust 603e microprocessor and includes the 3000/160 and 3000/200 in desktop
and mini-tower form factors. These desktops have 256K level 2 cache as the Macintosh compatible provider."
ADB, PS/2 keyboard/mouse support and 3 PCI slots.

These features allow the user greater flexibility of choice between Apple and PC peripherals, which may provide investment protection for existing assets.
The minitowers offer standard 256K level 2 cache, impressive 32 MB standard memory (expandable), 2.5 GB internal storage and 5 PCI slots. All configurations in the 3000 series include a Motorola 28.8 data/fax modem as well
as a software bundle which includes Internet connectivity, office productivity and financial applications, system utilities and additional CD titles valued over $ 1,000 retail.

The 4000 series incorporates the high-performance 604e microprocessor and includes the 4000/160 and 4000/200 in desktop and mini-tower configurations. The desktops have standard 512K level 2 cache, 2 MB video EDO DRAM (up to 4 MB),
16 MB memory standard (expandable), 1.2 GB internal storage and 3 PCI slots. The mini-towers offer standard 512K level 2 cache, 2 MB video EDO DRAM (up to 4 MB), 32 MB standard memory (expandable), 2.5 GB internal storage and 5 PCI slots.

All StarMax 3000 and 4000 systems come equipped with multimedia features including a 8x CD-ROM with 16-bit stereo sound in addition to a keyboard and
The minitowers offer standard 256K level 2 cache, impressive 32 MB standard
Pricing and Availability Systems will be available to the enterprise, small/medium business and small office/home office (SOHO) markets through an extensive network of distribution partners. In China, Nanjing Power Computer LTD, a joint venture company owned by Motorola International Development Corporation and Nanjing Panda Electronics Company, will assemble and distribute Mac OS-based desktop systems for the enterprise, government and education markets.

As announced yesterday, Mitsubishi will be the leading distributor of MCG systems in Japan. Motorola estimates that prices will range from $ 1,595-2,395

for the StarMax 3000 and $ 2,395-3,595 for the StarMax 4000 series. Availability is expected within 45 days in the United States and late 1996 internationally.

About Motorola The Motorola Computer Group is a worldwide hardware and software platform supplier to companies that provide computer solutions. MCG is comprised of three areas of focus: embedded technologies, technical OEM systems and commercial systems. MCG's strategy is to deliver high-performance PowerPC platforms and solutions for Mac OS, Windows NT and AIX operating systems for targeted areas such as graphics-intensive applications, multimedia and the LTD, a joint venture company owned by Motorola International Development MCG corporate headquarters, along with regional headquarters for Latin America, are located in Tempe, Ariz. Regional European headquarters are located
in Maidenhead, United Kingdom and Hamburg, Germany. European channel headquarters are located in Paris, France. Headquarters for MCG's Asia Pacific region are located in Hong Kong. Information about MCG's products is available on the World Wide Web at the location http://www.mot.com/computer.

Motorola Inc. (NYSE:MOT) is one of the world's leading providers of wireless
communications, semiconductors and advanced electronic systems, components and services.

Major equipment businesses include cellular telephone, two-way radio, paging
and data communications, personal communications, automotive, defense and space electronics and computers. Motorola semiconductors power communication devices,
computers and millions of other products. Motorola's 1995 sales were $ 27 billion. -0-

Note To Editors: Motorola and the Motorola logo are registered trademarks Motorola Inc. StarMax is a trademark of Motorola Inc. PowerPC is a trademark of International Business Machines Corp. and is used by Motorola Inc. under license from International Business Machines Corp. AIX is a registered region are located in Hong Kong. Information about MCG's products is available Windows NT is a registered trademark of Microsoft Corporation. Mac and Macintosh are registered trademarks of Apple Computer Inc. Other brand or product names are registered trademarks or trademarks of their respective holders.

CONTACT: Motorola Computer Group
Terri Thorson, 602/438-3287
terri_thorson@finner.phx.mcd.mot.com
or
Cunningham Communication Inc.
Debby Riveness, 408/764-0732
debby@ccipr.com

5623. Re: Peter is a delusioned idiot

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-22 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <3245A207.17BD@owens.ridgecrest.ca.us>
Source record: 8482

PETER SINCLAIR-DAY wrote:
>
> In article <323E8AD7.44E0@owens.ridgecrest.ca.us>, Michael Grove
>
> > It was just SinPlops terminology I was questioning. I
> > thought a know-it-all like him would know the difference :)
>
> Sounds like sour grapes...

About as sour as the Sour Grapes from the Banana-Splits.
>
> > Sales tax over here :) Depending on which State you live,
> > in California it is about 8%. If you mail order outside
> > your state, usually no tax is collected. But with all the
> > Federal Tax structure built into business, you pay for it
> > one way or another.
> >
>
> 5-6% here...

Wait until you try to purchase some property. Iowa's property
tax is sky-high. Then, in the smaller communitys, there are
assessments on top of assessments. There are of course reasons
for this, but all states must support their unemployed somehow.

Mike

>
> >
> > Mike
>
> GREETINGS..
> |---|
> | Peter Sinclair-Day POWERBOOK 520 |
> | University of Northern Iowa |
> I I
> I Do you believe in Macintosh? Learn how to help the cause by subscribing I
> I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
> I go to: <http://www.solutions.apple.com/ListAdmin/>. I
> |---|
> "I'm a traditional Republican who believes that you ought to restrain
> spending if you're going to cut taxes. I don't think you can just cut taxes
> alone and get gain without pain...." -Bob Dole

5624. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-22 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <843520000_OASIS_@pcc-uky.campus.mci.net>
Source record: 8483

In article <1996Sep21.234242.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>
>Looks like Toad has gone to the darkside.. Just recieved a mailing on their
>latest listings. Once listing touts their Pentium boxes. Looks like Toad is
>not doing much Atari business these days..
>

This posting begs the obvious questions first: why are you getting Atari
listings, Mr. Sinclair? <smile>

Funny, I just read a notice from Toad (posted on here) about their annual
holiday fest being moved up to October (26th, I believe) and about all the
new hardware/software that was going to be shown as well as specials and
deals on used stuff...

I talked to Jennifer not long ago and she said that they (Toad) were
actually doing more Atari business now than ever...When I asked her
if she thought they would be doing Atari stuff 2 or 3 years from now,
her answer was "I think we'll always be doing something Atari-wise".

Oh, one more thing Mr. Sinclari...was that Pentium stuff advertised in
the same breath with its ability to use MagiC-PC/Gemulator/Linux/etc,..

Hmm? Well, was it? Thank you...

--

```
_/_/_/
```

5625. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-23 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <525hlh$nph@orm.southern.co.nz>
Source record: 8484

Hi There...

Sinplop (sinclap2954@cobra.uni.edu) regurgitated...
:
: Looks like Toad has gone to the darkside.. Just recieved a mailing on their
: latest listings. Once listing touts their Pentium boxes. Looks like Toad is
: not doing much Atari business these days..

They are still managing to bundle Gemulator and MagiCPC with these
machines. They still stock the Hades and Medusa 040/060 boxes AFAIK...

Once again this is rhubarb from Sinplop...

Chris W.
/|\

MacOs - The slowest GUI I have ever seen!!

5626. Atari games for trade - Please READ!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-23 00:00:00 UTC
From: thehidden@ludens.elte.hu
Message-ID: <1996Sep23.110145.31569@ludens>
Source record: 8485

Hello Atarilovers,

Perhaps you haven't read any letters like this for years, and Atari ST is now out of fashion. So, I'm speaking to that few people who are mad of this kickass computer. I would like to trade with ATARI ST games (I have about 200 of them...) via internet, e-mail, snail-mail or what. I'm also interested in STe and Falcon 030 games. Please let me know if you're interested. My e-mail address is thehidden@ludens.elte.hu (Yeah, you're right, I'm hungarian!!!), but if you reply to the actual atari newsgroup, that's all right too.

If you reply, I send you my list. And one important thing: I'd like to do this without sending money or asking for some bucks...

Cheers,

The Hidden (aka Sebi)

(P.s.> Mark Love, if you read this message, please contact meeeeeeeee!!!)

5627. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-23 00:00:00 UTC
From: JEDI
Message-ID: <525vp6$mo5@lex.zippo.com>
Source record: 8486

In article <1996Sep22.230434.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>
>
>
>HEADLINE: Motorola Computer Group Introduces New PowerPC-Based, Mac
>OS-Compatible Systems; StarMax Systems Carry an Unprecedented Five-Year
>Warranty
>Emphasizing Motorola's Commitment to Quality
>
>DATELINE: TEMPE, Ariz.
>
> BODY:
> Sept. 17, 1996--Motorola Computer Group (MCG) today revealed its new StarMax
>family of PowerPC-based, Mac OS compatible systems.

When YOU can afford one, let us know. The only way you can find a clone
that expensive would be to look in an AMEX catalog. These beasts may just
make Atari clones look cost competitive again...

==========
>> They are a dying race, let them pass. |||
> Who? Atari or Apple? / | \
>> Yes.

5628. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-23 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Sep23.155221.1@cobra.uni.edu>
Source record: 8487

Jabba talking out of his ass writes....

> When YOU can afford one, let us know. The only way you can find a clone
> that expensive would be to look in an AMEX catalog. These beasts may just
> make Atari clones look cost competitive again...

Are you serious? The clones are affordable considering what you get. Don't
compare any antiquated 030 and 040 overpriced ST and Falcon clones to a 160 mhz
box - considered lowend...

> ==
>>> They are a dying race, let them pass. |||
>> Who? Atari or Apple? / | \
>>> Yes.

I must of miss something here..
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"When he(Bob Dole)talks about the future it's time to grab your
wallets." -Jack Kemp...

5629. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-24 00:00:00 UTC
From: JEDI
Message-ID: <528m5o$3ca@lex.zippo.com>
Source record: 8391

In article <1996Sep23.155221.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>Jabba talking out of his ass writes....
>
>> When YOU can afford one, let us know. The only way you can find a clone
>> that expensive would be to look in an AMEX catalog. These beasts may just
>> make Atari clones look cost competitive again...
>
>Are you serious? The clones are affordable considering what you get. Don't
>compare any antiquated 030 and 040 overpriced ST and Falcon clones to a 160 mhz
>box - considered lowend...

You also need quite a bit more Mac (of any kind) just to load
the OS. It brings up those nasty little issues you always
refuse to address: real thruput & real power.

Atari's can be quite usable running only in the resources that
Macs (or PC's) waste.

==========
>> They are a dying race, let them pass. |||
> Who? Atari or Apple? / | \
>> Yes.

5630. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-24 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <BJJzsvG.brimiller@delphi.com>
Source record: 8392

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>DATELINE: TEMPE, Ariz.
>
> BODY:
> Sept. 17, 1996--Motorola Computer Group (MCG) today revealed its new StarMax
>family of PowerPC-based, Mac OS compatible systems.

Actually, I am very pleasantly surprised. This, combined with the SunApple
alliance (to counter NT server) is giving Apple a fighting chance it lacked
just two months ago.

BR Miller
Boston, MA

5631. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-24 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <BJJx0pK.brimiller@delphi.com>
Source record: 8393

<JEDI> writes:

> When YOU can afford one, let us know. The only way you can find a clone
> that expensive would be to look in an AMEX catalog. These beasts may just
> make Atari clones look cost competitive again...
>
>===
>>> They are a dying race, let them pass. |||
>> Who? Atari or Apple? / | \
>>> Yes.

Wow, seems like a COH in the Jedi camp.

BR Miller
Boston, MA

5632. Re: Why Peter?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-24 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <527d9b$jb7@ccshst05.uoguelph.ca>
Source record: 8394

: What kid?

It was hypothetical Petey. Grasp the concept!

>> Mark <<

--

Mark Rathwell

The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

For everything you ever wanted to know about the "Incredible Hulk"
television series, check out the Incredible Hulk TV show FAQ at:
http://www.uoguelph.ca/~mrathwel
==========

5633. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-24 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Sep24.222643.1@cobra.uni.edu>
Source record: 8395

In article <843520000_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:

> This posting begs the obvious questions first: why are you getting Atari
> listings, Mr. Sinclair? <smile>

I suppose it has to do with buying a Lynx and some titles that has to do with it..

> Funny, I just read a notice from Toad (posted on here) about their annual
> holiday fest being moved up to October (26th, I believe) and about all the
> new hardware/software that was going to be shown as well as specials and
> deals on used stuff...

Cool..

> I talked to Jennifer not long ago and she said that they (Toad) were
> actually doing more Atari business now than ever...When I asked her
> if she thought they would be doing Atari stuff 2 or 3 years from now,
> her answer was "I think we'll always be doing something Atari-wise".
>
> Oh, one more thing Mr. Sinclari...was that Pentium stuff advertised in
> the same breath with its ability to use MagiC-PC/Gemulator/Linux/etc,..
>
> Hmm? Well, was it? Thank you...

Yep...Still a pentium system... Why not advertise the ST clones?

GREETINGS..

|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"When he(Bob Dole)talks about the future it's time to grab your wallets." -Jack Kemp...

5634. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-24 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Sep24.223228.1@cobra.uni.edu>
Source record: 8396

In article <528r1u$s8q@news.eecs.umich.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:

>>Are you serious? The clones are affordable considering what you get. Don't
>>compare any antiquated 030 and 040 overpriced ST and Falcon clones to a 160 mhz
>>box - considered lowend...
>
> Only a fool uses "mhz" as a lone indicator of performance.

So what you are stating is that a PPC 603e 160 mhz is not as good as a 16 mhz
68030? So what are the other indicators? Considering the price includes a 28k
modem and at least 1.2 gigs....

>>I must of miss something here..
>
> Doesn't surprise me one bit.

typical...

> /Kevin

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"When he(Bob Dole)talks about the future it's time to grab your
wallets." -Jack Kemp...

5635. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-24 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Sep24.224303.1@cobra.uni.edu>
Source record: 8397

In article <528m5o$3ca@lex.zippo.com>, JEDI writes:

> You also need quite a bit more Mac (of any kind) just to load
> the OS. It brings up those nasty little issues you always
> refuse to address: real thruput & real power.

Whats a quite bit more Mac are you referring to? So what you are stating is that a $1600 160 mhz Powermac is not capable or enough for the entry level users? Considering that it includes a 28k modem? Considering that this pup blows away the $3000+ Hades....

> Atari's can be quite usable running only in the resources that
> Macs (or PC's) waste.

Interesting.. The apps that came with my lowend PowerMac runs great.. 1980's ST and 1980's ST apps still run...If progress is not a concern thats okay...However you are out of luck with 1996 APPS such as web browsers and lots of CD multimedia apps.

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"When he(Bob Dole)talks about the future it's time to grab your wallets." -Jack Kemp...

5636. Re: RIBEL C90 CARD HELP NEEDED !!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-24 00:00:00 UTC
From: fr_jacqu@mail.club-internet.fr
Message-ID: <fr_jacqu-2409960405120001@ppp114.hexagone.club-internet.fr>
Source record: 8488
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article (Dans l'article) <GISLDJAUUP@parx.frmug.fr.net>,
herve@parx.frmug.fr.net (Herve Piedvache) wrote (�crivait)�:

> Hi,
>
> I need very very quick help for an Ethernet card called RIBEL C90.
>
> There is on it Jumpers :
>
> J1 to J6 next to the BNC connector
> J11 alone
> J8 to J10 next to the VME port
> J17 to J23 next to the memory
>
> I want to make it running on TT030 ...

>
> With Best regards,
> Herve
>
> --
> Herve Piedvache SysOp on The BBS for ATARI Computers.
> +33-1-42511135
> 90:8/0@nest.ftn 51:901/0@atarinet.ftn
> 2:320/107@fidonet.org herve@parx.frmug.fr.net

Dear Herv� !
What a chance to meet you here ! I see, the gate with fidonet is not
available and a real e-mail adress is a good thing.
Treve de plaisanterie, as tell froggies, you can definitely suppres my
point access, i am happy with an access to THE BBS and to the net...From a
Mac, it's easier. But i always keep my falcon, and if Hades get a good
debugger, then i'll buy one.
So long.

5637. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-24 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.843556472@gen-off-3>
Source record: 8489

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>I must of miss something here..

Indeed; it would appear that you missed your English for Beginners
classes.
--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

5638. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-24 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <528r1u$s8q@news.eecs.umich.edu>
Source record: 8490

Peter Sinclair spewing more of his verbal vomit:

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>> When YOU can afford one, let us know. The only way you can find a clone
>> that expensive would be to look in an AMEX catalog. These beasts may just
>> make Atari clones look cost competitive again...

>Are you serious? The clones are affordable considering what you get. Don't
>compare any antiquated 030 and 040 overpriced ST and Falcon clones to a 160 mhz
>box - considered lowend...

Only a fool uses "mhz" as a lone indicator of performance.

>>>> They are a dying race, let them pass. |||
>>> Who? Atari or Apple? / | \
>>>> Yes.

>I must of miss something here..

Doesn't surprise me one bit.

/Kevin

> GREETINGS..
>|---|
>| Peter Sinclair-Day MORON OF COURSE.... |

5639. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-25 00:00:00 UTC
From: JEDI
Message-ID: <52bbbm$3td@lex.zippo.com>
Source record: 8398

In article <1996Sep24.224303.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <528m5o$3ca@lex.zippo.com>, JEDI writes:
>
>> You also need quite a bit more Mac (of any kind) just to load
>> the OS. It brings up those nasty little issues you always
>> refuse to address: real thruput & real power.
>
>Whats a quite bit more Mac are you referring to? So what you are stating is
>that a $1600 160 mhz Powermac is not capable or enough for the entry level
>users? Considering that it includes a 28k modem? Considering that this pup

The modem is rather peripheral.
Considering that Apple and Microsoft do their best to squander whatever
computing resources are available, it would not be at all surprising if
that 'entry level' machine won't keep up (or wont keep up 6 months from
now).

>blows away the $3000+ Hades....

GEM doesn't need that much machine. MacOS does.

>
>> Atari's can be quite usable running only in the resources that
>> Macs (or PC's) waste.
>
>Interesting.. The apps that came with my lowend PowerMac runs great.. 1980's
>ST and 1980's ST apps still run...If progress is not a concern thats
>okay...However you are out of luck with 1996 APPS such as web browsers and lots
>of CD multimedia apps.

...just how much time do you spend running multimedia toys?

Browsers, even beyond CAB, can be had for those with the interest.

Progress in one area does not indicate progress in any other. In fact,
regression could occur in all others and your 'media hype marketing'
philosophy would not notice it. Regression in the others can nullify
what apparent progress has been made.

==========
>> They are a dying race, let them pass. |||
> Who? Atari or Apple? / | \
>> Yes.

5640. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-25 00:00:00 UTC
From: *atari@teleport.com*
Message-ID: <52bqg5$nln@ornews.intel.com>
Source record: 8399

In article <BJJzsvG.brimiller@delphi.com>,
Brian-Roland Miller <brimiller@delphi.com> wrote:
>
>Actually, I am very pleasantly surprised. This, combined with the SunApple
>alliance (to counter NT server) is giving Apple a fighting chance it lacked
>just two months ago.

I'd love to see Apple release System and Finder for the PC - if it can maintain the ability to use DOS 8.3 filenames, and read Win95 long filenames, it HAS to be better than M$ crap. A little competition would be healthy in the PC OS market, and only Apple is in a position to do any such thing.

My bookmarks: http://www.teleport.com/~atari
Files at ftp://ftp.teleport.com/users/atari
Remove the * (inserted to foil spambots) from my address to reply.
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*

5641. Congratulations! You are the recipient of a new Organ,

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-25 00:00:00 UTC
From: sinclap666@uni.edu
Message-ID: <199609252115.QAA18813@7thlevel.com>
Source record: 8400

-------- Wed Sep 25 16:15:57 CDT 1996
Congratulations! You are the recipient of a new Organ, donated by PETER SINCLAIR-DAY-PISS-POT-BOIL-YOUR-BOTTOM who kindly wishes you to have a bit of their body.

This spanking new service is provided entirely free of charge by The Spam Club.

Should you wish to avail yourself of this modern Internet service dial http://www.PythOnline.com and join the Spam Club.

Warning: if you are of a nervous disposition or just plain stupid, you should be advised that this is A. Joke (under the strictly legal definition of A.Joke. See California Penal Code Number oh I can't be bothered to look the frigging thing up.)

Anyway, here is the joke ...
I PETER SINCLAIR-DAY-PISS-POT-BOIL-YOUR-BOTTOM being of sound mind (or liver) hereby donate the bits that never get washed to JEDI. I am availing myself of the new Spam Club service of e-mailing unwanted bits of my body to various friends, relatives, acquaintances, and complete strangers. Because, I liked the look of you in the moonlight from behind
Signed PETER SINCLAIR-DAY-PISS-POT-BOIL-YOUR-BOTTOM

5642. Rogue canceller

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-25 00:00:00 UTC
From: colbee@tyndale.apana.org.au
Message-ID: <843701186_OASIS_@tyndale.apana.org.au>
Source record: 8401
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

What's with this rogue canceller b.s., and who feels they have the right to implement such without consulting the rest of us??

--

G U I T A R I S T colbee@tyndale.apana.org.au

5643. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-25 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <843734490_OASIS_@pcc-uky.campus.mci.net>
Source record: 8402

In article <1996Sep24.222643.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>
>Yep...Still a pentium system... Why not advertise the ST clones?
>

STILL a Pentium system that they provide as an alternate platform to
run TOS software! (think about it!) Oh, boy, where have you been
hiding? They DO advertise the TOS Clones-they have even been appointed
as the official Hades source here in the states...!

--

```
_/_/_/
```

5644. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-25 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <843735036_OASIS_@pcc-uky.campus.mci.net>
Source record: 8403

In article <1996Sep24.224303.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>
>Interesting.. The apps that came with my lowend PowerMac runs great.. 1980's
>ST and 1980's ST apps still run...If progress is not a concern thats
>okay...However you are out of luck with 1996 APPS such as web browsers and lots
>of CD multimedia apps.
>

Sorry, 1996 APPS such as CAB and various TOS based multimedia APPS work
just fine on my 1987 Mega and are outstanding on my 1993 Falcon... :)

Oh, BTW, I know what the MIPS rating for an '060 Hades is; but I don't
know what it is for the 160mhz Apple you were referring too...Can you
please be so kind as to enlighten us? Thanks...(but still keep in mind
that it takes a lot less "grunt" to effectively power the Atari (TOS)
environment as compared to other platforms--yes, even system 7.xx) :)

--

```
_/_/_/
```

5645. Re: Rogue canceller

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-27 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <DyD7Ho.GG7@iglou.com>
Source record: 8404
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

Colin Bernau (colbee@tyndale.apana.org.au) wrote:

: What's with this rogue canceller b.s., and who feels they have the right to
: implement such without consulting the rest of us??

[sigh] You'll get them every time. Why they do it, is beyond me, when many
of these cancels have no rhyme or reason, just random. I recognized a part
of the Path header as coming from a bot called Dave The Resurrector, run
by Chris Lewis in the news.admin.net-abuse.misc newsgroup. He's not the
canceller, rather, he and his bot is the one that reposted those that were
cancelled. Who the canceller was, I don't know. You'll have to ask him.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

5646. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-27 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <52f8g3$ug@scanner.worldgate.com>
Source record: 8405

Actually,

last I checked they don't stock the Hades or Medusa...fwiw.

All the best,
Chris @ Computer Direct

http://www.compdirect.com

5647. Future of Atari binaries groups

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-27 00:00:00 UTC
From: atari@teleport.com
Message-ID: <52h75b$7ht@ornews.intel.com>
Source record: 8406
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

For those of you who follow such things:

A formal propoasl to establish (or reestablish) comp.binaries.atari has been submitted to the appropriate net.gods - it has been over 3 weeks since submission, in fact, but the RFD has not yet appeared in news.groups nor in news.announce.newgroups (the "official" venues for such discussions).

It is suspected, based on comments made in those groups, that there is deliberate foot-dragging going on vis-a-vis any RFD to establish any binaries newsgroup.

Anyone interested in participating in the newsgroup creation process is invited to subscribe to news.groups (but I'd suggest you have your killfile ready - there are any number of totally irrelevant postings in there most of the time).

My bookmarks: http://www.teleport.com/~atari
Files at ftp://ftp.teleport.com/users/atari
Remove the * (inserted to foil spambots) from my address to reply.
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*

5648. Re: Future of Atari binaries groups

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-27 00:00:00 UTC
From: Tom Lamparty <Lamparty@concentric.net>
Message-ID: <Pine.SUN.3.95.960927221634.2384B-100000@viking.cris.com>
Source record: 8407
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

Seems that Microsoft can get any number of newsgroups made in the comp and
binary areas! I had to tell TIN I didn't want to subscribe to a whole lot
of them, took a while to get thru!

On Fri, 27 Sep 1996, Rich Tietjens wrote:

>For those of you who follow such things:
>
>A formal propoasl to establish (or reestablish) comp.binaries.atari has been
>submitted to the appropriate net.gods - it has been over 3 weeks since
>submission, in fact, but the RFD has not yet appeared in news.groups nor in
>news.announce.newgroups (the "official" venues for such discussions).
>
>It is suspected, based on comments made in those groups, that there is
>deliberate foot-dragging going on vis-a-vis any RFD to establish any binaries
>newsgroup.
>
>Anyone interested in participating in the newsgroup creation process is invited
>to subscribe to news.groups (but I'd suggest you have your killfile ready -
>there are any number of totally irrelevant postings in there most of the time).
>
>
> My bookmarks: http://www.teleport.com/~atari
> Files at ftp://ftp.teleport.com/users/atari
> Remove the * (inserted to foil spambots) from my address to reply.
> *!* Opinions expressed herein are those of the writer only and *!*
> *!* probably frightening to my employer and other authorities. *!*
>
>
>

Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 245MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

5649. Re: Rogue canceller

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-28 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <91c7cc$1179.187@HERMES>
Source record: 8408
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

Colin Bernau (colbee@tyndale.apana.org.au) wrote:
> What's with this rogue canceller b.s., and who feels they have the right to
> implement such without consulting the rest of us??

Well, for the first rogue to be cancelled, I'd like to nominate one of our
favourite curmudgeons...

--

Quote For The Month:

"The little fish are drowning in the sea"

(We have a winner! On Fri, 13 Sep 1996 johnsojc@jmu.edu correctly guessed
the television show "The Powers That Be")

5650. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-28 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GI3EECBHUP@cabal.shnet.org>
Source record: 8409

In <1996Sep24.224303.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>In article <528m5o$3ca@lex.zippo.com>, JEDI writes:
>
>> You also need quite a bit more Mac (of any kind) just to load
>> the OS. It brings up those nasty little issues you always
>> refuse to address: real thruput & real power.
>
>Whats a quite bit more Mac are you referring to? So what you are stating is
>that a $1600 160 mhz Powermac is not capable or enough for the entry level
^^^^^^^^^^^^^^^^^^^^^^
There ain't no such beast here.

>users? Considering that it includes a 28k modem? Considering that this pup
>blows away the $3000+ Hades....

The Hades is not that much more expensive here. I won't buy one, though,
for a clone PC comes much cheaper than both Hades and PowerMac.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

5651. HELP NEEDED for Ethernet CARD !!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-28 00:00:00 UTC
From: herve@parx.frmug.fr.net
Message-ID: <GI3NFIAIUP@parx.frmug.fr.net>
Source record: 8410
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.tech

Hi,

I need very very QUICK help for an Ethernet card called RIBEL C90.
=====
There is on it Jumpers :

J1 to J6 next to the BNC connector
J11 alone
J8 to J10 next to the VME port
J17 to J23 next to the memory

I want to make it running on TT030 ...

For the moment I have the driver for Ribel + !?
It always said that it don't find the card ...

So have you got a driver for it ?
Could you give me more informations about the jumpers because I have
no documentation of it !!

Please reply by Email ... !!

Thanks per advance for your help !!

With Best regards,
Herve

--
Herve Piedvache SysOp on The BBS for ATARI Computers.
+33-1-42511135
90:8/0@nest.ftn 51:901/0@atarinet.ftn
2:320/107@fidonet.org herve@parx.frmug.fr.net

5652. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Sep28.144307.1@cobra.uni.edu>
Source record: 8411

In article <52bbbm$3td@lex.zippo.com>, JEDI writes:

> The modem is rather peripheral.
> Considering that Apple and Microsoft do their best to squander whatever
> computing resources are available, it would not be at all surprising if
> that 'entry level' machine won't keep up (or wont keep up 6 months from
> now).

The modem adds value.. My 75mhz PowerMac keeps up nicely for what I use it
for. Considering this model first appeared in '95'.... You assume to much
Jabba. There always will be something faster and cheaper in six months or
sooner. It's called progress but ST users do not have that choice..
>>blows away the $3000+ Hades....
>
> GEM doesn't need that much machine. MacOS does.

GEM doesn't do much in features and functionality..

>
>>
>>> Atari's can be quite usable running only in the resources that
>>> Macs (or PC's) waste.

Sure can running old software like Mac plus users can find their machines
useful as a fish tank..

>>Interesting.. The apps that came with my lowend PowerMac runs great.. 1980's
>>ST and 1980's ST apps still run...If progress is not a concern thats
>>okay...However you are out of luck with 1996 APPS such as web browsers and lots
>>of CD multimedia apps.
>
> ...just how much time do you spend running multimedia toys?
>

You mean multimedia tools.. Multimedia tech is becomming more integrated in
the apps that you run today like the plugin tools for netscape and so on.
Becomes transparent to the user..

> Browsers, even beyond CAB, can be had for those with the interest

Try running a quicktime video and real audio with CAB...

> Progress in one area does not indicate progress in any other. In fact,
> regression could occur in all others and your 'media hype marketing'
> philosophy would not notice it. Regression in the others can nullify
> what apparent progress has been made.

Typical Jabba nonesense...

> ==
>>> They are a dying race, let them pass. |||
>> Who? Atari or Apple? / | \
>>> Yes.

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"When he(Bob Dole)talks about the future it's time to grab your
wallets." -Jack Kemp...

5653. Re: Congratulations! You are the recipient of a new Organ,

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Sep28.144553.1@cobra.uni.edu>
Source record: 8412

In article <199609252115.QAA18813@7thlevel.com>, sinclap666@uni.edu writes:
> -------- Wed Sep 25 16:15:57 CDT 1996
> Congratulations! You are the recipient of a new Organ, donated by PETER
SINCLAIR-DAY-PISS-POT-BOIL-YOUR-BOTTOM who kindly wishes you to have a bit of their body.
>
> This spanking new service is provided entirely free of charge by The Spam Club.
>
> Should you wish to avail yourself of this modern Internet service dial
http://www.PythOnline.com and join the Spam Club.

Looks like Jabba's ma ma and da da left their computer on...

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"When he(Bob Dole)talks about the future it's time to grab your
wallets." -Jack Kemp...

5654. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Sep28.145008.1@cobra.uni.edu>
Source record: 8413

In article <843734490_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
> In article <1996Sep24.222643.1@cobra.uni.edu>
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>
>>
>>Yep...Still a pentium system... Why not advertise the ST clones?
>>
>
> STILL a Pentium system that they provide as an alternate platform to
> run TOS software! (think about it!) Oh, boy, where have you been
> hiding? They DO advertise the TOS Clones-they have even been appointed
> as the official Hades source here in the states...!

So why are they hawking the cheap Pentium? Could it be that the Hades is three times much for less performance.. Nobody besides ST clones and the Amiga use 680X0 line anymore...

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"When he(Bob Dole)talks about the future it's time to grab your wallets." -Jack Kemp...

5655. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Sep28.145505.1@cobra.uni.edu>
Source record: 8414

In article <GI3EECBHUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:

>>Whats a quite bit more Mac are you referring to? So what you are stating is
>>that a $1600 160 mhz Powermac is not capable or enough for the entry level
> ^^^^^^^^^^^^^^^^^^^^^
> There ain't no such beast here.

To bad.. Moto has plans to ship such a beast in Germany soon.. Apple is reportedy going to ship a 160 mhz one in Europe only..

>>users? Considering that it includes a 28k modem? Considering that this pup
>>blows away the $3000+ Hades....
>
> The Hades is not that much more expensive here. I won't buy one, though,
> for a clone PC comes much cheaper than both Hades and PowerMac.

True.. But Power Computing will be expanding soon with their PowerBase line in Europe..
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"When he(Bob Dole)talks about the future it's time to grab your wallets." -Jack Kemp...

5656. Re: Future of Atari binaries groups

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-28 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960928202933.23765C-100000@ns1.ptd.net>
Source record: 8415
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

On Fri, 27 Sep 1996, Tom Lamparty wrote:

> Seems that Microsoft can get any number of newsgroups made in the comp and
> binary areas! I had to tell TIN I didn't want to subscribe to a whole lot
> of them, took a while to get thru!
>
> On Fri, 27 Sep 1996, Rich Tietjens wrote:
>
> >For those of you who follow such things:
> >
> >A formal propoasl to establish (or reestablish) comp.binaries.atari has been
> >submitted to the appropriate net.gods - it has been over 3 weeks since
> >submission, in fact, but the RFD has not yet appeared in news.groups nor in
> >news.announce.newgroups (the "official" venues for such discussions).
> >
> >It is suspected, based on comments made in those groups, that there is
> >deliberate foot-dragging going on vis-a-vis any RFD to establish any binaries
> >newsgroup.

The answer's easy...Billionare Bill can get any newsgroup he wants on the
Net including one with GIF pictures of his wedding photo. Meanwhile, the
people(those who actually work for a living and buy and use products) are
basicallly told to go stick it, especially on a non-Micro$lop platform which
alone is basis for charge of heresy by the 'mainstream' computer industry.

Wow, you think a $200 ST with $50 modem and CAB can get even lower-class
people access to information on the Internet. But I guess it's reserve
to those at least middle-class who can afford the most recent expensive
setup.

Sorry for the ranting, but I just read an interview of William Gibson who
talked about the same thing. Since he coined the phrase "cyberspace",
then he outta know a few things. :)

Thumbing his nose at Internet ellitism is the computer shock-jock...

Eric Noss
a.k.a
Mr. Maddog

5657. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-29 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <324E769B.53EB@owens.ridgecrest.ca.us>
Source record: 8416

PETER SINCLAIR-DAY wrote:
>
> In article <GI3EECBHUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>
> >>Whats a quite bit more Mac are you referring to? So what you are stating is
> >>that a $1600 160 mhz Powermac is not capable or enough for the entry level
> > ^^^^^^^^^^^^^^^^^^^^^
> > There ain't no such beast here.
>
> To bad.. Moto has plans to ship such a beast in Germany soon.. Apple is
> reportedy going to ship a 160 mhz one in Europe only..
>
> >>users? Considering that it includes a 28k modem? Considering that this pup
> >>blows away the $3000+ Hades....
> >
> > The Hades is not that much more expensive here. I won't buy one, though,
> > for a clone PC comes much cheaper than both Hades and PowerMac.
>
> True.. But Power Computing will be expanding soon with their PowerBase line in
> Europe..

How can that be? Last I checked you can't even get a 603e 240mhz AV
model as of yet.
I tried to place an order through work and was put on a waiting
list.....
These machines, in this configuration, simply were not available as of
yet.
Interesting to note that most Mac rags had them advertised however. Talk
about
Microsoft bullshit. Call me, maybe if your dumb enough you'll give me
your credit
card number to hold for a few months.....
So are you saying that all of Europe will be forced to purchase a
machine that
cost over $3000.00 U.S. dollars? I think you may be missing a market.
One that
you fit into. If the 604e's are so bitchen running at 200mhz why didn't
you buy
one?
Don't bother to answer that, I think we all know the answer.

Mike

5658. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-30 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <52ns6j$ivp@scanner.worldgate.com>
Source record: 8417

> hiding? They DO advertise the TOS Clones-they have even been appointed
> as the official Hades source here in the states...!

I beg to differ, they are not the official Hades source here in the states, we are!

All the best,
Chris @ Computer Direct

http://www.compdirect.com

5659. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-30 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <52nsfa$ivp@scanner.worldgate.com>
Source record: 8418

>So why are they hawking the cheap Pentium?

Because it is cheap?

>Could it be that the Hades is three times much for less performance..

Hades is more computer, it is faster at getting tasks done than Pentium Pro. We have run numerous tests and timed them, it boots, it loads, it performs functions faster than any desktop computer.

It is a jaw dropping experience. Especially when you consider that it is using "so called" ancient technology like a 68060.

All the best,
Chris

5660. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-30 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Sep30.093524.1@cobra.uni.edu>
Source record: 8419

In article <52nsfa$ivp@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
>
>>So why are they hawking the cheap Pentium?
>
> Because it is cheap?
>
>>Could it be that the Hades is three times much for less performance..
>
> Hades is more computer, it is faster at getting tasks done than Pentium
> Pro. We have run numerous tests and timed them, it boots, it loads, it
> performs functions faster than any desktop computer.

Interesting.. How about a real world test like equivelant software? Try
loading up PageMaker and see which one performs..
>
> It is a jaw dropping experience. Especially when you consider that it is
> using "so called" ancient technology like a 68060.

I am sure you were using the same software such as Office on both machines..

>
> All the best,
> Chris
>
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"When he(Bob Dole)talks about the future it's time to grab your
wallets." -Jack Kemp...

5661. Gauntlet Coin-Op Game:

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-30 00:00:00 UTC
From: Michael Eakes <eakes@uiuc.edu>
Message-ID: <324FEC7F.6E53@uiuc.edu>
Source record: 8420

I'm trying to find the name of the person(s) who did the voices for Atari's
Gauntlet I & II coin-op games. If anyone can put me in touch with someone at
Atari who might have this information, or who might know someone that does,
please email: eakes@uiuc.edu

Thank you much!

5662. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-30 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Sep30.094807.1@cobra.uni.edu>
Source record: 8421

In article <324E769B.53EB@owens.ridgecrest.ca.us>, Michael Grove
<mgrove@owens.ridgecrest.ca.us> writes:

> How can that be? Last I checked you can't even get a 603e 240mhz AV
> model as of yet.
> I tried to place an order through work and was put on a waiting
> list.....
> These machines, in this configuration, simply were not available as of
> yet.
> Interesting to note that most Mac rags had them advertised however. Talk
> about
> Microsoft bullshit. Call me, maybe if your dumb enough you'll give me
> your credit
> card number to hold for a few months.....
> So are you saying that all of Europe will be forced to purchase a
> machine that
> cost over $3000.00 U.S. dollars? I think you may be missing a market.
> One that
> you fit into. If the 604e's are so bitchen running at 200mhz why didn't
> you buy
> one?
> Don't bother to answer that, I think we all know the answer.

yep..You can't get a PowerBase 240. However, Power is supposely shipping down
the que this week. The powerbase is backordered to December. Some $50 million
accordingly. Power jumped the gun by announcing at MacWorld and not having the
product to sell. However, the other clone makers will jump in the market with
fast ones...

Why I did not buy a 604e box was due to financial reasons.. I found the $900
Powermac Performa would serve my needs for now than comming up with $2000 for a
fast 604 box. In six months time the 604 box should be going for half the
$2000 or a fast 603e box.

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"When he(Bob Dole)talks about the future it's time to grab your
wallets." -Jack Kemp...

> Mike

5663. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-30 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.535.000A7434@cfcsc.dnd.ca>
Source record: 8422

In article <1996Sep28.144307.1@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>Date: 28 Sep 96 14:43:07 -0500
>The modem adds value.. My 75mhz PowerMac keeps up nicely for what I use it
>for. Considering this model first appeared in '95'.... You assume to much
>Jabba. There always will be something faster and cheaper in six months or
>sooner. It's called progress but ST users do not have that choice..
it's called progress is it? Can computers now type faster than I can think?
It's not called progress it's called capitalism. it's making money from
people. selling them dreams and hype and an emotional connection to
reality, which some people need.
>GEM doesn't do much in features and functionality..
Wha...?!
GEM functions quite nicely.
example: a floppy disk icon is on my desktop, I want to open it, I double
click on it, it opens - WOW! awesome!
as for features I have a wide choice of features such as desktops: Gemini,
NeoDesk, Ease, etc. I have a choice of multitasking systems Geneva, MultiTOS,
MagiC, Linux(Falcon/TT only)
>Sure can running old software like Mac plus users can find their machines
>useful as a fish tank..
a feeble put down based on your perceived emotional reality. If software does
what I want it to do, I'm happy. If it doesn't I'm unhappy -
regardless of the system I am running OS/2, Mac, TOS, Windoze,
DOS, etc. The _age_ of software is irrelevant to the ability
of the software to help me to do what I want. The _age_ of the
software is only relevant to those people who make a living
programming software, and who would like to keep food on the
table,. The Atari market is one of the few where I have a
pretty good idea that my $ is going right to the programmer,
and not some slave lord like Bill Gates.
>You mean multimedia tools.. Multimedia tech is becomming more integrated in
>the apps that you run today like the plugin tools for netscape and so on.
>Becomes transparent to the user..
No. Not Multimedia tools. They are not "tools" they are games. they are toys,
they are shiny bits of glitz, they are 'selling features' they are
diversions and distractions from the business of living. They are
"amusements", they are fun.
>Try running a quicktime video and real audio with CAB...
yeh? why would I want to run a quicktime video, with or without audio?
>Typical Jabba nonesense...
It takes one to know one :^)
>|---
|>| Peter Sinclair-Day POWERMAC OF COURSE....

| >| University of Northern Iowa
|>I
I>I Do you believe in Macintosh? Learn how to help the cause by
subscribing I>I to the "EvangeList" listserver! Send email
to:<evangelist@macway.com> or I>I go to:
<http://www.solutions.apple.com/ListAdmin/>.
Do you really, honestly think that this is a cause? a holy crusade?
hmm. and here I thought it was a business.

Atari/TOS 1.04-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp
Kenneth Macdonald/ Coinneach Domhnullaich -speaking only for myself
GraphicArts, Canadian Forces College, Toronto, Ontario, Canada

5664. Re: Rogue canceller

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-30 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <52os9t$g84@m1.cs.man.ac.uk>
Source record: 8423
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

In article <843701186_OASIS_@tyndale.apana.org.au>, colbee@tyndale.apana.org.au (Colin Bernau) writes:
>What's with this rogue canceller b.s., and who feels they have the right to
>implement such without consulting the rest of us??

no, they dont mean 'a canceller which cancels messages by rogues'. ;)

Someone has maliciously been cancelling valid messages, and some sys.admin type as been automatically re-posting articles which should not have been cancelled. Unfortunately, some of us had read the cancelled messages before they were cancelled...

Anthony

--

-------------------------------------+------------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
-------------------------------------+------------------------------

5665. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-30 00:00:00 UTC
From: JEDI
Message-ID: <52ohm2$q3o@lex.zippo.com>
Source record: 8424

In article <1996Sep28.144307.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <52bbbm$3td@lex.zippo.com>, JEDI writes:
>
>> The modem is rather peripheral.
>> Considering that Apple and Microsoft do their best to squander whatever
>> computing resources are available, it would not be at all surprising if
>> that 'entry level' machine won't keep up (or wont keep up 6 months from
>> now).
>
>The modem adds value.. My 75mhz PowerMac keeps up nicely for what I use it

So fucking what. It's a $100 component that can be had ANYWHERE if
you use a standard serial interface (like everyone except apple).
In this repect, even CompUSA still stocks walls full of Atari hardware.
It adds TRIVIAL value.

>for. Considering this model first appeared in '95'.... You assume to much
>Jabba. There always will be something faster and cheaper in six months or
>sooner. It's called progress but ST users do not have that choice..

If that 75Mhz machine were so nifty then what really would be the
utility in 160Mhz, 200Mhz or 240Mhz machines? They would just be
a lot of wasted cpu cycles.

Either the faster machines possess no real utility, or the older
slower machine has now been made a dog.

You really can't have it both ways.

>>>blows away the $3000+ Hades....
>>
>> GEM doesn't need that much machine. MacOS does.
>
>GEM doesn't do much in features and functionality..

Actually, MacOS doesn't really deliver anything more substantial
than GEM does. Sure it bundles quite a few application level
toys and tries to call them part of the OS but, that's something
else entirely.

It's a no frills GUI.

>
>>
>>>
>>>> Atari's can be quite usable running only in the resources that

>>>> Macs (or PC's) waste.
>
>Sure can running old software like Mac plus users can find their machines
>useful as a fish tank..

You ramble on about your old software and your old hardware and
then have the audacity to claim that ours is worthless because it
is also old. Do you ever NOT contradict yourself?

>
>>>Interesting.. The apps that came with my lowend PowerMac runs great.. 1980's
>>>ST and 1980's ST apps still run...If progress is not a concern thats
>>>okay...However you are out of luck with 1996 APPS such as web browsers and lots
>>>of CD multimedia apps.
>>
>> ...just how much time do you spend running multimedia toys?
>>
>
>You mean multimedia tools.. Multimedia tech is becomming more integrated in
>the apps that you run today like the plugin tools for netscape and so on.
>Becomes transparent to the user..

So, what useful things have you done with your multimedia TOYS
recently?

>
>> Browsers, even beyond CAB, can be had for those with the interest
>
>Try running a quicktime video and real audio with CAB...

Running QT videos over a serial link is only for the anacaleptic.
Some of us would rather be more productive with our bandwidth.

>
>> Progress in one area does not indicate progress in any other. In fact,
>> regression could occur in all others and your 'media hype marketing'
>> philosophy would not notice it. Regression in the others can nullify
>> what apparent progress has been made.
>
>
>Typical Jabba nonesense...

If you had half a brain, it wouldn't be nonsense.
Your idiocy shows you for the janitor which you are...

```
=========================================================================
| |
| They are a dying race, let them pass. ||| |
| Who? Atari or Apple? / | \ |
| Yes. |
| |
| Windoze95: When do you want to crash today? |
| =TMJ= |
```

==========

5666. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-30 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GI5UAIBEUP@cabal.shnet.org>
Source record: 8425

In <1996Sep28.145505.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>In article <GI3EECBHUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>
>>>Whats a quite bit more Mac are you referring to? So what you are stating is
>>>that a $1600 160 mhz Powermac is not capable or enough for the entry level
>> ^^^^^^^^^^^^^^^^^^^^^^
>> There ain't no such beast here.
>
>To bad.. Moto has plans to ship such a beast in Germany soon.. Apple is
>reportedy going to ship a 160 mhz one in Europe only..

At twice the price, fer sure.

>>>users? Considering that it includes a 28k modem? Considering that this pup
>>>blows away the $3000+ Hades....
>>
>> The Hades is not that much more expensive here. I won't buy one, though,
>> for a clone PC comes much cheaper than both Hades and PowerMac.
>
>True.. But Power Computing will be expanding soon with their PowerBase line in
>Europe..

They are too expensive, too.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

5667. when, and where, was this st1040 built?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-30 00:00:00 UTC
From: boris@berlin.snafu.de
Message-ID: <52p3qr$2lh@unlisys.unlisys.net>
Source record: 8426

I have a question about the Atari ST1040 computer which I couldn't find answered in the usual litterature. I hope someone here is able to help me.

I am working for the Heinz Nixdorf MuseumsForum, a computer museum wich is in the making in Paderborn, Germany. The HNF will open its doors on October 24th, and will then be the largest computer museum internationally.

I am curating, among others, a permanent exhibition titled "PC Hall of Fame". We'll exhibit the Atari ST1040 there, which leads me to my question.

The object description cards have to include information about the producer and the year and location of the production. Though the producer part isn't that difficult, and I know the production period of the entire product line, I don't know where they were assembled.

Is there a way to tell this from the serial number?

Any help appreciated. TIA,

Boris.

-+----+------------------- Boris Groendahl
-----+----+-+------++----- Texte Und Konzepte Fuer Medien
-+----------------------- boris@well.com
---------------------+---- voice +49-30-68 83 43 58
-----+-------------------- facsimile +49-30-68 83 43 57

5668. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-30 00:00:00 UTC
From: JEDI
Message-ID: <52p9ft$idq@lex.zippo.com>
Source record: 8427

In article , sinclap2954@cobra.uni.edu says...
>
>In article <324E769B.53EB@owens.ridgecrest.ca.us>, Michael Grove
<mgrove@owens.ridgecrest.ca.us> writes:
[deletia]
>yep..You can't get a PowerBase 240. However, Power is supposely shipping down
>the que this week. The powerbase is backordered to December. Some $50 million
>accordingly. Power jumped the gun by announcing at MacWorld and not having the
>product to sell. However, the other clone makers will jump in the market with

This sounds down right ATARIAN!!! '-)

'-pppp

```
================================================================
| |
| They are a dying race, let them pass. ||| |
| Who? Atari or Apple? / | \ |
| Yes. |
| |
| Windoze95: When do you want to crash today? |
| =TMJ= |
================================================================
```

[deletia]

5669. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-09-30 00:00:00 UTC
From: SKip <pmnmjs@pippin.cc.flinders.edu.au>
Message-ID: <324FABCA.1882@pippin.cc.flinders.edu.au>
Source record: 8428

PETER SINCLAIR-DAY wrote:

> GEM doesn't do much in features and functionality..
>

How do you know? When was the last time you used it? How about Magic
(very windows
95 like)? How about Geneva? How about Linux? How about SMS2? All very
usable and
functional and (with the exception of GEM) all being constantly updated.

> >>
> >>> Atari's can be quite usable running only in the resources that
> >>> Macs (or PC's) waste.
>
> Sure can running old software like Mac plus users can find their machines
> useful as a fish tank..

Hahahahaha......I am in the process of turning an old Mac Classic case
into a
fishtank. Old macs don't die, they become useless bits of furniture :)

> > Progress in one area does not indicate progress in any other. In fact,
> > regression could occur in all others and your 'media hype marketing'
> > philosophy would not notice it. Regression in the others can nullify
> > what apparent progress has been made.
>
> Typical Jabba nonesense...

Interpretation: It's too dificult for Petey to understand...

Oh, by the way, learn how to trim your messages...You do know how to use
the
delete key don't you?

Skip
.

5670. Re: how to improve propagation?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-01 00:00:00 UTC
From: *atari@teleport.com*
Message-ID: <52ro15$nta@ornews.intel.com>
Source record: 8429
Cross-posted to: comp.sys.atari,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.8bit

In article <slrn454rn12.j16.grobe@worf.netins.net>,
grobe@worf.netins.net (Jonathan Grobe) wrote:
>
>In article <hrick-2609962335510001@pm14-19.magicnet.net>, Rick Harrison wrote:
>>
>>Apart from sending a "booster" newgroup message, what can be done to
>>improve the propagation of a new alt group? I have read the FAQs and
>>netiquette guides, and I saw some dire warnings of things _not_ to do,
>>but no suggestions of things that might help.
>
>Publicize the group in related groups and suggest that people ask
>their news administrators to add the group. Other forms of publicity
>include mentions in web sites and sigs.

Those of you interested in assisting can send email to support@(your domain) or
root@(your domain) to ask to have alt.binaries.atari and alt.binaries.atari.d
added to the spool locally. The charter is available via email, or at
http://www.teleport.com/~atari/charter.txt

Write to atari@teleport.com for the alt.binaries.atari* charter.
My bookmarks: http://www.teleport.com/~atari
Remove the * (inserted to foil spambots) from my address to reply.
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*

5671. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-01 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <52sb9r$t44@orm.southern.co.nz>
Source record: 8430

Hi there!!

Chris Krowchuk (chris@compdirect.com) wrote:
:
: >Could it be that the Hades is three times much for less performance..
:
: Hades is more computer, it is faster at getting tasks done than Pentium
: Pro. We have run numerous tests and timed them, it boots, it loads, it
: performs functions faster than any desktop computer.
:
: It is a jaw dropping experience. Especially when you consider that it is
: using "so called" ancient technology like a 68060.

Hear hear!! Never a more true word spoken!

The Motorola 680x0 line has always been more advanced than the 80x86 line.
The efficiency of the 680x0 was and always will be superior to the 80x86
too. In the case of the '060 this is even further proven because it takes
a Pentium running at high clock speeds (120-133MHz) to match the MIPS
rating of the 66MHz '060. But then I shouldn't be comparing MIPS because
MIPS has little to do with true computing power. You also have to consider
that the 'high powered' Pentium has to also run a kludge of an OS (namely
Whinge95). Run MagiC 5 on your Atari clone and you'll see much much better
performance than your PC will deliver...

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/32MHz/FPU

5672. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-02 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <3252B09C.66AA@cfcsc.dnd.ca>
Source record: 8291

PETER SINCLAIR-DAY wrote:
> Interesting.. How about a real world test like equivelant software? Try
> loading up PageMaker and see which one performs..Better yet, ignore Pagemaker and run CalamusSL and CalamusNT, or the
various Pagestream versions
> > It is a jaw dropping experience. Especially when you consider that it is
> > using "so called" ancient technology like a 68060.
> I am sure you were using the same software such as Office on both machines..
THANK GOD we _*DON'T*_ have "office" on the Atari platform.
It would be interesting to see how Spectre GCR does on the Hades/Medusa or DirecTT40/60 in comparison to a PowerMAC. Qu;est-ce que tu pense Chris?
> > All the best,
> > Chris
> GREETINGS..

5673. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-02 00:00:00 UTC
From: JEDI
Message-ID: <52tpd0$ruh@lex.zippo.com>
Source record: 8292

In article , sinclap2954@cobra.uni.edu says...
>
>JEDI the All Knowing spoke thus...
>
>> So fucking what. It's a $100 component that can be had ANYWHERE if
>> you use a standard serial interface (like everyone except apple).
>> In this repect, even CompUSA still stocks walls full of Atari hardware.
>> It adds TRIVIAL value.
>
>Still a standard feature and as you stated is $100 more in your pocket. Apples
>own serial standard is no barrier hooking one to mine..

Of course you would take this attitude with a Mac. In this respect, Mac's
have less support than even the orphaned Atari's and Commodores.
You don't have any real retail options when it comes to modems, whereas
we can just walk in and find aisles of them awaiting us. We can pick and
choose as our needs dictate.

We don't need options forced upon us because of pathetically poor
retail support.

>>
>
>> If that 75Mhz machine were so nifty then what really would be the
>> utility in 160Mhz, 200Mhz or 240Mhz machines? They would just be
>> a lot of wasted cpu cycles.
>
>Wasted cpu cycles? Think not..You can never have to much processing power as
>the market revs up the speed continously..

Just how does increased speed increase the need for speed?

[deletia]
>> Either the faster machines possess no real utility, or the older
>> slower machine has now been made a dog.
>
>The old machines are considered a dog speed wise to the new faster ones. Just
>wait when the Be OS is available..

Then you've just admitted that your recently purchase machine has been
pushed into obsolescence as soon as you bought it. This makes it some-
what of a waste. You blew nearly a grand on wha event you admit to be a dog.

>>
>> You really can't have it both ways.
>>

>What both ways?

You really are quite illiterate for someone who 'works' in a library.

>
>>>GEM doesn't do much in features and functionality..
>>
>> Actually, MacOS doesn't really deliver anything more substantial
>> than GEM does. Sure it bundles quite a few application level
>> toys and tries to call them part of the OS but, that's something
>> else entirely.
>>
>> It's a no frills GUI.
>
>Yep.. a do nothing one at that...

It provides a minimal functional set. That you can't come up with any
substantial differences between MacOS in 1996 and GEM in 1985 is
rather telling...

>
>>>Sure can running old software like Mac plus users can find their machines
>>>useful as a fish tank..
>>
>> You ramble on about your old software and your old hardware and
>> then have the audacity to claim that ours is worthless because it
>> is also old. Do you ever NOT contradict yourself?
>
>Its not worthless if still provides utility according to ones needs. But you
>dismiss progress and attack those who want the cutting edge. My PowerMac is
>not considered cutting edge, but can run PowerMac apps quite well.

Actually, it is you who attack here. WE merely defend.

You really are quite stupid in that respect.

>
>> So, what useful things have you done with your multimedia TOYS
>> recently?
>
>Observing Apple's webcast of the Cranberries.

In the immortal words of David Letterman; "Haven't you ever heard of TV?"

>
>>>> Browsers, even beyond CAB, can be had for those with the interest
>>>
>>>Try running a quicktime video and real audio with CAB...
>>
>> Running QT videos over a serial link is only for the anacaleptic.
>> Some of us would rather be more productive with our bandwidth.
>
>Typical Jabba.. We don't have it but others do and it's wasted bandwith.. Now

I have access to a T1 connection. I still consider it wasted bandwidth.
On anything else, one will just get bored with insufficient thruput after
a time.

I have seen the so called 'promised land' and I am here to tell all of the
other Atarians that it is nearly completely hype. They're not really missing
anything with CAB or even Lynx.

>its like stating all those Sports Utilities just waste gas and risk lives in
>the Middle East..

A truck-class vehicle can actually deliver quantifiable gains.
You have yet to sufficiently quantify the gains of your so called 'progress'.

BTW-most sport utility vehicles are just rehashes of 50 year old designs.

You couldn't spot real progress if it came up and bit you on the nose...

```
================================================================
| |
| They are a dying race, let them pass. ||| |
| Who? Atari or Apple? / | \ |
| Yes. |
| |
| Windoze95: When do you want to crash today? |
| =TMJ= |
================================================================
```

5674. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-02 00:00:00 UTC
From: JEDI
Message-ID: <52ufof$nin@lex.zippo.com>
Source record: 8293

In article , scrooge@cyclone.snafu.de says...
>
>In <52sb9r$t44@orm.southern.co.nz> chriswil@southern.co.nz (Chris Wilkinson) writes:
>
>>Chris Krowchuk (chris@compdirect.com) wrote:
[deletia]
>>The Motorola 680x0 line has always been more advanced than the 80x86 line.
>
>Verifiable proof is available where?

In the microprocessor manuals.

pipelining: 030 vs 486
L1 cache: 030 vs. 486
32bit registers: 68000 vs. 386
16bit external bus: 68000 vs. 286
Flat addressing: 68000 vs. 386
16M address space: 68000 vs. 286
64G address space: 020 vs. 386
Historically better FPU performance.

Those are just the less philosophical nits.

[deletia]
>
>>You also have to consider
>>that the 'high powered' Pentium has to also run a kludge of an OS (namely
>>Whinge95).
>
>I could name at least 10 living, currently supported OS's that run on Intel-
>compatible CPUs. A Pentium doesn't "have to" run Windows 95.
>(Linux. FreeBSD. Solaris. SCO. NeXTStep. QNX. OS/2. BSDI. Windows 95. Windows
>NT.)

At which point you are nearly in the same condition wrt support as you are
on an Atari. Linux (and FreeBSD) are irrelevant because they have 68k
counterparts. Although, they are not much of a benefit on either platforms.
X is as much of a dog as any of the Windows are when it comes to resources
and applications support is rather spotty. (a.out or elf/motiff or xfree/no one's
written that driver yet...) Don't even bother with Solaris, SCO or NeXTStep. They
are priced way out of range of any sane consumer. QNX is just plain obscure.
You might as well run OS/9.

>
>>Run MagiC 5 on your Atari clone and you'll see much much better
>>performance than your PC will deliver...

>
>Yeah. Especially the antics of a supposedly memory-protective OS that crashes
>when a screensaver crashes. Not to mention the availability of software.

Which hardware and OS is this supposed to be a criticism of again?
In this case it really is hard to tell.

>
>Liking your own system is great, but trying to put down other systems without
>any facts to show for it is not so great.

Once again slowwwwly...

comp.... sys.... ATARI... advocacy...

Go whine in a linux group or something...

```
================================================================
| |
| They are a dying race, let them pass. ||| |
| Who? Atari or Apple? / | \ |
| Yes. |
| |
| Windoze95: When do you want to crash today? |
| =TMJ= |
================================================================
```

5675. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-02 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <844360852_OASIS_@pcc-uky.campus.mci.net>
Source record: 8294

In article <52tkra$s4j@cyclone.snafu.de>
scrooge@cyclone.snafu.de (Daniel G. Link) said:-

>>The Motorola 680x0 line has always been more advanced than the 80x86 line.
>
>Verifiable proof is available where?
>
>>The efficiency of the 680x0 was and always will be superior to the 80x86
>>too.
>
>Verifiable proof is available where?

To be honest I can't post "verifiable" proof, although the above
statements have been considered valid in many "techie" circles...BUT
I do know that my Falcon 030 running at only 16mhz feels -much- more
responsive in normal, day-to-day use (especially everything from the
the desktop) than the Pentium 90 (mhz) that we have at work running
Windows '95...Strange, huh? I can just imagine how a Hades or Medusa
would feel next to a Wintel machine running at the same speed...Makes
me feel kinda sorry for them...<grin>

--

```
_/_/_/
```

5676. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct2.004159.1@cobra.uni.edu>
Source record: 8431

In article <52nsfa$ivp@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
>
>>So why are they hawking the cheap Pentium?
>
> Because it is cheap?

Yep and getting cheaper. The Hades will remain in the stratosphere, un
affordable..
>
>>Could it be that the Hades is three times much for less performance..
>
> Hades is more computer, it is faster at getting tasks done than Pentium
> Pro. We have run numerous tests and timed them, it boots, it loads, it
> performs functions faster than any desktop computer.

Okay, run real world apps and get back to me..

> It is a jaw dropping experience. Especially when you consider that it is
> using "so called" ancient technology like a 68060.

Yea, and at three times the price..

> All the best,
> Chris
>
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"When he(Bob Dole)talks about the future it's time to grab your
wallets." -Jack Kemp...

5677. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct2.003947.1@cobra.uni.edu>
Source record: 8432

In article <324E769B.53EB@owens.ridgecrest.ca.us>, Michael Grove
<mgrove@owens.ridgecrest.ca.us> writes:

> How can that be? Last I checked you can't even get a 603e 240mhz AV
> model as of yet.
> I tried to place an order through work and was put on a waiting
> list.....
> These machines, in this configuration, simply were not available as of
> yet.

Yep. Supposely shipping this week to erase the 40,000 unit backlog. Power did
blow it. Hopefuly with the beginning of shipments to the que the backlogs will
erase..

> Interesting to note that most Mac rags had them advertised however. Talk
> about
> Microsoft bullshit. Call me, maybe if your dumb enough you'll give me
> your credit
> card number to hold for a few months.....

Than don't.. Nobody is putting a p-shooter your head.. If Power doesn't suit
you, than there is Umax, Motorola and Apple.. What choices there are..

> So are you saying that all of Europe will be forced to purchase a
> machine that
> cost over $3000.00 U.S. dollars? I think you may be missing a market.
> One that
> you fit into. If the 604e's are so bitchen running at 200mhz why didn't
> you buy
> one?
> Don't bother to answer that, I think we all know the answer.

I don't know what Power's prices will be in Europe..

As for not buying a 604e machine was due to the pocketbook factor. I decided a
spanking new $899 Powermac Performa would do the job.... Same time next year,
a PowerBase 200 or equivelant will be around a grand..So who knows..

>
> Mike

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I

I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"When he(Bob Dole)talks about the future it's time to grab your
wallets." -Jack Kemp...

5678. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct2.005449.1@cobra.uni.edu>
Source record: 8433

In article <macdonald.535.000A7434@cfcsc.dnd.ca>, macdonald@cfcsc.dnd.ca (Ken Macdonald) writes:

> it's called progress is it? Can computers now type faster than I can think?
> It's not called progress it's called capitalism. it's making money from
> people. selling them dreams and hype and an emotional connection to
> reality, which some people need.

Sounds like sour grapes..Isn't that what Atari did with the Falcon? Selling a dream that never materialized when Atari pulled the plug on it shortly after the release?

>>GEM doesn't do much in features and functionality..
> Wha...?!
> GEM functions quite nicely.
> example: a floppy disk icon is on my desktop, I want to open it, I double
> click on it, it opens - WOW! awesome!
> as for features I have a wide choice of features such as desktops: Gemini,
> NeoDesk, Ease, etc. I have a choice of multitasking systems Geneva, MultiTOS,
> MagiC, Linux(Falcon/TT only)

That must be amazing for ya. Load in Opendoc, cyberdog, quicktime 2.5, netscape, claris homepage and sitemill to name a few and get back to me...

>>Sure can running old software like Mac plus users can find their machines
>>useful as a fish tank..

> a feeble put down based on your perceived emotional reality. If software does
> what I want it to do, I'm happy. If it doesn't I'm unhappy -
> regardless of the system I am running OS/2, Mac, TOS, Windoze,
> DOS, etc. The _age_ of software is irrelevant to the ability
> of the software to help me to do what I want. The _age_ of the
> software is only relevant to those people who make a living
> programming software, and who would like to keep food on the
> table,. The Atari market is one of the few where I have a
> pretty good idea that my $ is going right to the programmer,
> and not some slave lord like Bill Gates.

There still Atari programmers? Now back to classic machines.. I agree, old obsolete machines still have limited utility. Mac Plus and Mac Se's can be turned into fax machines for cheap, or run business accounts/record keeping..

I still think a MacPlus fish aquarium(sp) would be cool next to my PowerMac..

> No. Not Multimedia tools. They are not "tools" they are games. they are toys,
> they are shiny bits of glitz, they are 'selling features' they are
> diversions and distractions from the business of living. They are

> "amusements", they are fun.

Interesting.. Don't forget very educational to..

>>Try running a quicktime video and real audio with CAB...
> yeh? why would I want to run a quicktime video, with or without audio?

To view content and sound espicially on the internet. These capabilities are
available on the other platforms for far less in cost than the Hades, Medusa
and the Falcon.

>>Typical Jabba nonesense...
> It takes one to know one :^)

You're cool...)

> Atari/TOS 1.04-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp
> Kenneth Macdonald/ Coinneach Domhnullaich -speaking only for myself
> GraphicArts, Canadian Forces College, Toronto, Ontario, Canada

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"When he(Bob Dole)talks about the future it's time to grab your
wallets." -Jack Kemp...

5679. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct2.011410.1@cobra.uni.edu>
Source record: 8434

Jabba talking out of his ass again said...

> So fucking what. It's a $100 component that can be had ANYWHERE if
> you use a standard serial interface (like everyone except apple).
> In this repect, even CompUSA still stocks walls full of Atari hardware.
> It adds TRIVIAL value.

Still a standard feature and as you stated is $100 more in your pocket. Apples
own serial standard is no barrier hooking one to mine..
>

> If that 75Mhz machine were so nifty then what really would be the
> utility in 160Mhz, 200Mhz or 240Mhz machines? They would just be
> a lot of wasted cpu cycles.

Wasted cpu cycles? Think not..You can never have to much processing power as
the market revs up the speed continously..

The 75mhz as you called nifty fit my budget for what it cost me. Considering
this was a past dicontinued model which was dwindling in supply in the reseller
storage room, I grapped one. Got the third last one.. There all gone
now..$895 with a gig, keyboard and fantastic software bundle was a steal..

> Either the faster machines possess no real utility, or the older
> slower machine has now been made a dog.

The old machines are considered a dog speed wise to the new faster ones. Just
wait when the Be OS is available..
>
> You really can't have it both ways.
>
What both ways?

>>GEM doesn't do much in features and functionality..
>
> Actually, MacOS doesn't really deliver anything more substantial
> than GEM does. Sure it bundles quite a few application level
> toys and tries to call them part of the OS but, that's something
> else entirely.
>
> It's a no frills GUI.

Yep.. a do nothing one at that...

>>Sure can running old software like Mac plus users can find their machines
>>useful as a fish tank..
>

> You ramble on about your old software and your old hardware and
> then have the audacity to claim that ours is worthless because it
> is also old. Do you ever NOT contradict yourself?

Its not worthless if still provides utility according to ones needs. But you dismiss progress and attack those who want the cutting edge. My PowerMac is not considered cutting edge, but can run PowerMac apps quite well.

> So, what useful things have you done with your multimedia TOYS
> recently?

Observing Apple's webcast of the Cranberries.

>>> Browsers, even beyond CAB, can be had for those with the interest
>>
>>Try running a quicktime video and real audio with CAB...
>
> Running QT videos over a serial link is only for the anacaleptic.
> Some of us would rather be more productive with our bandwidth.

Typical Jabba.. We don't have it but others do and it's wasted bandwith.. Now its like stating all those Sports Utilities just waste gas and risk lives in the Middle East..
>
>
>>Typical Jabba nonesense...
>
> If you had half a brain, it wouldn't be nonsense.
> Your idiocy shows you for the janitor which you are...

Prove it.. I am in the University Directory with my current status.. Sounds like name calling when the truth hurts..
>
> ==
> | |
> | They are a dying race, let them pass. ||| |
> | Who? Atari or Apple? / | \ |
> | Yes. |
> | |
> | Windoze95: When do you want to crash today? |
> | =TMJ= |
> ==

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|

"When he(Bob Dole)talks about the future it's time to grab your wallets." -Jack Kemp...

5680. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct2.012100.1@cobra.uni.edu>
Source record: 8435

In article <52p9ft$idq@lex.zippo.com>, JEDI writes:

>>yep..You can't get a PowerBase 240. However, Power is supposely shipping down
>>the que this week. The powerbase is backordered to December. Some $50 million
>>accordingly. Power jumped the gun by announcing at MacWorld and not having the
>>product to sell. However, the other clone makers will jump in the market with
>
> This sounds down right ATARIAN!!! '-)

That would be the case if Power is a one product family. Currently Power has a
40,000 unit backlog of PowerBase which supposely will be taken care of by
December with shipments down the que to begin this week.

However, Power has other lines with the PowerCenter line which have at least a
one week backorder wait. The Power Tower line are shipping and lastly the
PowerTower Pro units are shipping.

Unlike Atari which announced vapor that took at least a year later to ship in
miniscule quantities.

> '-pppp
>
> ---
> ==
> | |
> | They are a dying race, let them pass. ||| |
> | Who? Atari or Apple? / | \ |
> | Yes. |
> | |
> | Windoze95: When do you want to crash today? |
> | =TMJ= |
> ==

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"When he(Bob Dole)talks about the future it's time to grab your
wallets." -Jack Kemp...

5681. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct2.012918.1@cobra.uni.edu>
Source record: 8436

In article <52sb9r$t44@orm.southern.co.nz>, chriswil@southern.co.nz (Chris Wilkinson) writes:
> Hi deleted..

> Hear hear!! Never a more true word spoken!
>
> The Motorola 680x0 line has always been more advanced than the 80x86 line.
> The efficiency of the 680x0 was and always will be superior to the 80x86
> too. In the case of the '060 this is even further proven because it takes
> a Pentium running at high clock speeds (120-133MHz) to match the MIPS
> rating of the 66MHz '060. But then I shouldn't be comparing MIPS because
> MIPS has little to do with true computing power. You also have to consider
> that the 'high powered' Pentium has to also run a kludge of an OS (namely
> Whinge95). Run MagiC 5 on your Atari clone and you'll see much much better
> performance than your PC will deliver...

That maybe true in away. However, the efficiency issue is moot considering What Pentium 120-133 cost today. A third and or less the price of the $3000 plus Hades.. Lets see how effecient the Hades is when running real world apps...

MS Office loads with a snap on a $2500 loaded Pentium 200 box. Monitor and cdrom included..

> Chris W.
> /|\ ATARI Falcon030 16Mb/340Mb/32MHz/FPU
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"When he(Bob Dole)talks about the future it's time to grab your wallets." -Jack Kemp...

5682. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct2.013711.1@cobra.uni.edu>
Source record: 8437

In article <324FABCA.1882@pippin.cc.flinders.edu.au>, SKip
<pmnmjs@pippin.cc.flinders.edu.au> writes:

> How do you know? When was the last time you used it? How about Magic
> (very windows
> 95 like)? How about Geneva? How about Linux? How about SMS2? All very
> usable and
> functional and (with the exception of GEM) all being constantly updated.

So were is opendoc, cyberdog and quicktime 2.5 to name a few?

>> Sure can running old software like Mac plus users can find their machines
>> useful as a fish tank..
>
> Hahahahaha......I am in the process of turning an old Mac Classic case
> into a
> fishtank. Old macs don't die, they become useless bits of furniture :)

Just like ST's in the flea markets..

>> Typical Jabba nonesense...
>
> Interpretation: It's too dificult for Petey to understand...

Say again..?
>
> Oh, by the way, learn how to trim your messages...You do know how to use
> the
> delete key don't you?

Thats Jabba who doesn't have a delete key...
> Skip
> .

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"When he(Bob Dole)talks about the future it's time to grab your
wallets." -Jack Kemp...

5683. Re: RATSoft v3.0 question

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-02 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <52ts22$pa@preeda.internex.net.au>
Source record: 8438

```
: OK, guys, this is turning into an advocacy thread. We have a newsgroup for
: that.

c'mon Rich.....I know you are an OCTOPUS head..... :-) dont be touchy
now! hahahaha.....

--

__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/

johnmoon@connexus.apana.org.au

WWW Home Page http://connexus.apana.org.au/~johnmoon
```

5684. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-02 00:00:00 UTC
From: scrooge@cyclone.snafu.de
Message-ID: <52tkra$s4j@cyclone.snafu.de>
Source record: 8439

In <52sb9r$t44@orm.southern.co.nz> chriswil@southern.co.nz (Chris Wilkinson) writes:

>Chris Krowchuk (chris@compdirect.com) wrote:
>:
>: Hades is more computer, it is faster at getting tasks done than Pentium
>: Pro. We have run numerous tests and timed them, it boots, it loads, it
>: performs functions faster than any desktop computer.

>Hear hear!! Never a more true word spoken!

Before you call something "true", check its validity. "We have run numerous tests" does not say anything about who has run which tests, what exactly the results where and so on. It can also not be verified. I could also tell you that I have run even more numerous tests that yielded results to the contrary.

>The Motorola 680x0 line has always been more advanced than the 80x86 line.

Verifiable proof is available where?

>The efficiency of the 680x0 was and always will be superior to the 80x86
>too.

Verifiable proof is available where?

>In the case of the '060 this is even further proven because it takes
>a Pentium running at high clock speeds (120-133MHz) to match the MIPS
>rating of the 66MHz '060. But then I shouldn't be comparing MIPS because
>MIPS has little to do with true computing power.

So? Why don't you use a more sophisticated benchmark or don't say anything at all.

>You also have to consider
>that the 'high powered' Pentium has to also run a kludge of an OS (namely
>Whinge95).

I could name at least 10 living, currently supported OS's that run on Intel-compatible CPUs. A Pentium doesn't "have to" run Windows 95.
(Linux. FreeBSD. Solaris. SCO. NeXTStep. QNX. OS/2. BSDI. Windows 95. Windows NT.)

>Run MagiC 5 on your Atari clone and you'll see much much better
>performance than your PC will deliver...

Yeah. Especially the antics of a supposedly memory-protective OS that crashes when a screensaver crashes. Not to mention the availability of software.

Liking your own system is great, but trying to put down other systems without any facts to show for it is not so great.

- Daniel
--
Forward In All Directions!
http://cyclone.snafu.de/

5685. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-02 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <52u94h$1r0@scanner.worldgate.com>
Source record: 8440

>Yep and getting cheaper. The Hades will remain in the stratosphere, un
>affordable..

I don't know where you get your information from, but if you really looked into it you would see that hades is less $$ than a middle of a line Pentium or PowerMac. It is very affordable and faster than either of the above at doing task oriented projects. We have sold quite a few to some interesting places where getting the task done reliably and quickly are the main goal. These machines replaced the PowerMacs that could not do the job.

It is not three times as much, maybe three times as much as an entry level PC, but not three times as much as a Pentium Pro, which is the closest in processing punch on the Intel side and our PowerMac 9500 is pathetically slow in comparison as well and it costs three times as much as Hades.

>Okay, run real world apps and get back to me..

What do I look a butler? What would the point be? You would just claim that they were false anyway. Why don't you come and try one out and see for yourself?

>Yea, and at three times the price..

What, there you go again! You know, you Americans are pathetic when it comes to math.

5686. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-03 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <52v8t5$1cg@nntp.crl.com>
Source record: 8295

In article <1996Oct2.011410.1@cobra.uni.edu>, PETER SINCLAIR-DAY wrote:
: Prove it.. I am in the University Directory with my current status.. Sounds
: like name calling when the truth hurts..

Sinclair-Day... Sinclair-Day... here we go! Let's have a look:

SANITATION ENGINEERING

[...]

Sinclair-Day, Peter Trainee 462-3665

Yup, just where I thought you'd be.

-Kyle R. Hofmann

P.S. It's a fake number, but it does spell out something.

5687. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-03 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct3.004553.1@cobra.uni.edu>
Source record: 8296

In article <52u94h$1r0@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes

> I don't know where you get your information from, but if you really looked
> into it you would see that hades is less $$ than a middle of a line
> Pentium or PowerMac. It is very affordable and faster than either of the
> above at doing task oriented projects. We have sold quite a few to some
> interesting places where getting the task done reliably and quickly are
> the main goal. These machines replaced the PowerMacs that could not do the
> job.

The middle of the line PowerMacs are from $2000-$2500 from Apple and less from
the Mac clones..

Top of the line Macs with 604e at greater than 132mhz start at $3000 and much
less on the Mac clones.. PowerComputing is selling the middle of the line
called PowerCenter with 604e starting at $1900 for the 132 mhz one..

Last I heard, the hades was $3000 or more... Task oriented projects is hogwash
when it lacks many of the apps that users on the other platforms take for
granted..

> It is not three times as much, maybe three times as much as an entry level
> PC, but not three times as much as a Pentium Pro, which is the closest in
> processing punch on the Intel side and our PowerMac 9500 is pathetically
> slow in comparison as well and it costs three times as much as Hades.

Bullshit.. PowerMac 9500 will eat for lunch unless you were using old 680X0
apps running in emulation mode. Native apps rock!

>>Okay, run real world apps and get back to me..
>
> What do I look a butler? What would the point be? You would just claim
> that they were false anyway. Why don't you come and try one out and see
> for yourself?

Send me one..
>
>>Yea, and at three times the price..
>
> What, there you go again! You know, you Americans are pathetic when it
> comes to math.

You Euro's get screwed on over price Atari hardware..
>
>

GREETINGS..

|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |

I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I

|---|

"When he(Bob Dole)talks about the future it's time to grab your
wallets." -Jack Kemp...

5688. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-03 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct3.005158.1@cobra.uni.edu>
Source record: 8297

In article <3252B09C.66AA@cfcsc.dnd.ca>, Ken Macdonald <macdonald@cfcsc.dnd.ca> writes:
> PETER SINCLAIR-DAY wrote:
>> Interesting.. How about a real world test like equivelant software? Try
>> loading up PageMaker and see which one performs..Better yet, ignore Pagemaker and run CalamusSL and CalamusNT, or the
> various Pagestream versions

Soft Logic still in business? Last I heard they were porting PageStream to the Mac...

>> > It is a jaw dropping experience. Especially when you consider that it is
>> > using "so called" ancient technology like a 68060.

Nothing to brag home about it... Considering that PD software on any platform flies.. Real world Apps is key..

>> I am sure you were using the same software such as Office on both machines..
> THANK GOD we _*DON'T*_ have "office" on the Atari platform.

Actually, I dumped Office from my box due to the poor job by MS.. Office is a snap on a Pentium 200 and proves the point that MS intentialy has crippled their apps on the Mac market. Office is great on a PC...

> It would be interesting to see how Spectre GCR does on the Hades/Medusa or
> DirecTT40/60 in comparison to a PowerMAC. Qu;est-ce que tu pense Chris?

If you like B&W screen. Plus System 7.5.5 is the last update that will support the Mac Plus roms..

PowerMacs does more, costs less!

>> > All the best,

GREETINGS..
|--|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|--|
"When he(Bob Dole)talks about the future it's time to grab your wallets." -Jack Kemp...

>> > Chris
>> GREETINGS..

5689. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-03 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvg23wktf8.fsf@emw.ericsson.se>
Source record: 8298

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

> > It is not three times as much, maybe three times as much as an entry level
> > PC, but not three times as much as a Pentium Pro, which is the closest in
> > processing punch on the Intel side and our PowerMac 9500 is pathetically
> > slow in comparison as well and it costs three times as much as Hades.
>
> Bullshit.. PowerMac 9500 will eat for lunch unless you were using old 680X0
> apps running in emulation mode. Native apps rock!

I guess you have tried a Hades and PM 9500 and judged them?
If not, it's _you_ who is talking BULLSHIT as you have no idea
what you are talking about. Do you?

Have you even seen a Hades? No?

//Magnus Kollberg
--
+---------------------------------------+
| Falcon030, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

5690. Re: RATSoft v3.0 question

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-03 00:00:00 UTC
From: *atari@teleport.com*
Message-ID: <530uk1$1hr@ornews.intel.com>
Source record: 8299

In article <52ts22$pa@preeda.internex.net.au>,
johnmoon@connexus.apana.org.au (John Moon) wrote:
>
>: OK, guys, this is turning into an advocacy thread. We have a newsgroup for
>: that.
>
>c'mon Rich.....I know you are an OCTOPUS head..... :-) dont be touchy
>now! hahahaha.....

Not really relevant, John, I just think if we're going to advocate our favorite BBS software, we ought to do it where the majority of readers don't have to wade through it to get to what /they/ want.

Incidentally, if you're looking for a really offbeat door gaem, try Cows! by Joe Blenkle. He frequents c.s.a.8 so you can still get a key for it.

Write to atari@teleport.com for the alt.binaries.atari* charter.
My bookmarks: http://www.teleport.com/~atari
Remove the * (inserted to foil spambots) from my address to reply.
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*

5691. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-03 00:00:00 UTC
From: *atari@teleport.com*
Message-ID: <530uqj$1hr@ornews.intel.com>
Source record: 8300

In article <52u94h$1r0@scanner.worldgate.com>,
Chris Krowchuk <chris@compdirect.com> wrote:
>
>
>>Yea, and at three times the price..
>
>What, there you go again! You know, you Americans are pathetic when it
>comes to math.

Don't waste your breath on Sinclap, Chris, I am as of now proclaiming the UDP upon him; hereafter, any thread in any *atari* group with his name in it as a poster will be relegated to the world-wide bit-bucket.

He can go annoy the people in the *amiga* and *pc* groups as much as he likes, though. Of course, his sysadmin will then be DELUGED with complaints, but that's his problem.

Write to atari@teleport.com for the alt.binaries.atari* charter.
My bookmarks: http://www.teleport.com/~atari
Remove the * (inserted to foil spambots) from my address to reply.
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*

5692. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-03 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <531bbp$os8@scanner.worldgate.com>
Source record: 8301

Okay Pal!

You will probably say "Bull Shit" or some other explanative that shows your mental maturity...but... here are a couple.

Drag a 20Mb TIFF onto Photoshop on a PowerMac 9500 with 32Mb of RAM and tell me how long it takes to load Photoshop and display the file...

An equivalent Graphics package called PhotoLine on the DirecT60 takes less than two seconds.

Now, run the emboss filter on both. The DirecT60 performs the function in under 3 seconds.

All of the other filters take less time than this.

Obviously you don't have a 9500, we do and the times are 5-6 as long for loading and the filters take 3 times as long on average to perform on the 9500.

I could go on, but what is the point? You are not going to buy one or admit that it is a fast useable machine. You are happy with what you have and so be it. Our users are happy with what they have.

I just can't stomach your uninformed opinion being presented as fact.

Hades sells for under 2500.00 US, I don't know where you got your price from.

Send you one? Send me the money and I would be happy to.

5693. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-03 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <531bhq$os8@scanner.worldgate.com>
Source record: 8302

>PowerMacs does more, costs less!

I especially like the way the icons in a window redraw when you move the window, that is soooo cool!

5694. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-03 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct3.234138.1@cobra.uni.edu>
Source record: 8303

In article <844360852_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:

> To be honest I can't post "verifiable" proof, although the above
> statements have been considered valid in many "techie" circles...BUT
> I do know that my Falcon 030 running at only 16mhz feels -much- more
> responsive in normal, day-to-day use (especially everything from the
> the desktop) than the Pentium 90 (mhz) that we have at work running
> Windows '95...Strange, huh? I can just imagine how a Hades or Medusa
> would feel next to a Wintel machine running at the same speed...Makes
> me feel kinda sorry for them...<grin>

Desktop responsive such opening/closing windows and processing power are two separate issues. I will wager that Photoshop on a lowend PowerMac will toast any 060 machine..

> _/_/_/_

5695. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-03 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct3.233612.1@cobra.uni.edu>
Source record: 8304

The know nothing Jabba talking out of his ass...

>>Still a standard feature and as you stated is $100 more in your pocket. Apples
>>own serial standard is no barrier hooking one to mine..
>
> Of course you would take this attitude with a Mac. In this respect, Mac's
> have less support than even the orphaned Atari's and Commodores.
> You don't have any real retail options when it comes to modems, whereas
> we can just walk in and find aisles of them awaiting us. We can pick and
> choose as our needs dictate.

Puleaze....What retail options are you referring to? You are full of BS as usual. I have not seen one iota of Atari and C= stuff in stores for at least a decade. Best Buy and the other super retailers stock modems and other accesories for the Mac. Not a burden. And if for some reason your retailer does not have what you want pick up a MacWarehouse catalog and recieve it the next day..No fuss involved..

Mac Performas shipping today include a 28k modem..

> We don't need options forced upon us because of pathetically poor
> retail support.

Who is forcing options on whom? Thats why Apple has two Mac brand line....The Performas for the home users and first time buyers which includes about all the options as standard. And the PowerMac flagship line for those who want to customize their system. Apple knows more about their customers(most of the time) than you do..

> Then you've just admitted that your recently purchase machine has been
> pushed into obsolescence as soon as you bought it. This makes it some-
> what of a waste. You blew nearly a grand on wha event you admit to be a dog.

I purchased my Performa because of the price/performance ratio. $899 with a gig HD, keyboard and software bundle was to hard to resist. I was on a budget and this close out model fit my budget. Plus the internal 4x CD was ice caking..

>>>
>>> You really can't have it both ways.
>>>
>>What both ways?
>
> You really are quite illiterate for someone who 'works' in a library.

You are quite the Ferengi way of reasoning..

>>Yep.. a do nothing one at that...
>
> It provides a minimal functional set. That you can't come up with any
> substantial differences between MacOS in 1996 and GEM in 1985 is
> rather telling...

I have already listed the substantial difference and features. You purposely
ignore it..

> You really are quite stupid in that respect.

Me...A pig headed ferengi in that respect..

>>> So, what useful things have you done with your multimedia TOYS
>>> recently?
>>
>>Observing Apple's webcast of the Cranberries.
>
> In the immortal words of David Letterman; "Haven't you ever heard of TV?"

Explains why he is getting whipped in the ratings...with Jay....

>>Typical Jabba.. We don't have it but others do and it's wasted bandwith.. Now
>
> I have access to a T1 connection. I still consider it wasted bandwidth.
> On anything else, one will just get bored with insufficient thruput after
> a time.

So you are speaking for all? I disagree. I find it quite visual and opens the
door for other kinds of utility -educational wise..

>
> I have seen the so called 'promised land' and I am here to tell all of the
> other Atarians that it is nearly completely hype. They're not really missing
> anything with CAB or even Lynx.

So you speak for Atarians and Rich? So you know what is best? I can find
other Atarians-former ones who saw the daylight and moved on..

> A truck-class vehicle can actually deliver quantifiable gains.
> You have yet to sufficiently quantify the gains of your so called 'progress'.
>
> BTW-most sport utility vehicles are just rehashes of 50 year old designs.
>
> You couldn't spot real progress if it came up and bit you on the nose...
>
Typical ferengi thought..

> ---
> ==

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |

I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"When he(Bob Dole)talks about the future it's time to grab your
wallets." -Jack Kemp...

5696. Re^2: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-04 00:00:00 UTC
From: mike@interware.it
Message-ID: <19_mike@interware.it>
Source record: 8305

In uno strano messaggio del 03 Oct 96 chris@compdirect.com (90:700/104.1)
scrisse al povero All :
c> Drag a 20Mb TIFF onto Photoshop on a PowerMac 9500 with 32Mb of RAM and
c> tell me how long it takes to load Photoshop and display the file...
c>
c> An equivalent Graphics package called PhotoLine on the DirecT60 takes
c> less than two seconds.

How much does this PhotoLine cost ? May it be that the software is doing the
difference ? What operating system are you considering ? Sorry but here in
Italy we have very small info about this.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
"Dual Pentium-100 - Compiles in a flash, makes great coffee too!"

--

Ciao, ** Mike ** mike@interware.it www.interware.it/users/mike

5697. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-04 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvenjelxfe.fsf@emw.ericsson.se>
Source record: 8306

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

> separate issues. I will wager that Photoshop on a lowend PowerMac will toast
> any 060 machine..

Funny that you would say that. :-)

//Magnus Kollberg
--
+---------------------------------------+
| Falcon030, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

5698. Threats (and stupidity) received in email

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-04 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <533fml$i71@ornews.intel.com>
Source record: 8307

I guess Peter has finally fallen off the edge of sanity (he's always been a bit precariously balanced, apparently). Last night, I got 2 messages from him at home, and today here at work, I got yet another. I have repeatedly stated that I would publish flames (or that I might - same thing, really), and certainly Petey Boy knows I don't want to hear from him.

To outline the situation: He's gone paranoid, and seems to think that "imposing the Usenet Death Sentence" means something other than "you're consigned to Coventry" (or "we're all going to ignore you now, Peter"). I only wish it did. <SIGH> However, for the amusement of anyone who gets his jollies from such things, here are two of the messages; one from last night, and the one he sent to me here at work.

------ Forwarded Message Follows ------
Date: Thu, 03 Oct 1996 22:09:04 -0600 (CST)
From: PETER SINCLAIR-DAY <SINCLAP2954@uni.edu>
Subject: Re: Toad has gone to the darkside..
To: *atari@teleport.com*

>From: *atari@teleport.com* (Rich Tietjens != president@whitehouse.gov)
>Subject:Re: Toad has gone to the darkside..
>Date: Thu, 03 Oct 96 14:54:55 GMT
>Message-ID:<530uqj$1hr@ornews.intel.com>

>In article <52u94h$1r0@scanner.worldgate.com>,
> Chris Krowchuk <chris@compdirect.com> wrote:
>>
>>
>>>Yea, and at three times the price..
>>
>>What, there you go again! You know, you Americans are pathetic when it
>>comes to math.
>
>Don't waste your breath on Sinclap, Chris, I am as of now proclaiming the UDP
>upon him; hereafter, any thread in any *atari* group with his name in it as a
>poster will be relegated to the world-wide bit-bucket.
>
>He can go annoy the people in the *amiga* and *pc* groups as much
as he likes,
>though. Of course, his sysadmin will then be DELUGED with complaints, but
>that's his problem.
>
> Write to atari@teleport.com for the alt.binaries.atari* charter.
> My bookmarks: http://www.teleport.com/~atari
> Remove the * (inserted to foil spambots) from my address to reply.

> *!* Opinions expressed herein are those of the writer only and *!*
> *!* probably frightening to my employer and other authorities. *!*
>

Delete my posts again, I will report this to your sysadmin Mr. Zeal..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE....
|
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"When he(Bob Dole)talks about the future it's time to grab your
wallets." -Jack Kemp...
------ Forwarded Message Ends ------

------ Forwarded Message Follows ------
Author: SINCLAP2954@uni.edu at SMTPGATE
Date: 10/3/96 10:18 PM
Priority: Normal
TO: RichardX Tietjens at JFCCM13
Subject: Re: How to add samples for use in "Connect"?
------------------------------ Message Contents ------------------------------
X-News: cobra.uni.edu comp.sys.atari.st:3847

>From: RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens)
>Subject:Re: How to add samples for use in "Connect"?
>Date: Thu, 22 Aug 96 15:30:31 GMT
>Message-ID:<4vhuen$3j8_008@jf.intel.com>

>In article <321c9cc21183dbb@sn.no>,
> hallvart@sn.no (Hallvard Tangeraas) wrote:
>>
>>Has anyone here successfully inserted sound samples into the terminal
>>emulator "Connect"? (different sound samples can be used for the different
>>alert messages).
>>
>>Well, I've got a few samples I'd like to use, but somehow they don't come
>>out right when I try them in "Connect". They sound just fine when I use
>>them in "Soundlab". Strange...
>
>I don't use Connect, but you may want to try saving the files as othe types
>with Soundlab - it supports SND, AVR, WAV, and a couple of other formats,
>and the "high bit" can be either on or off as well, so you have at least 6
>different formats you can try. What does Connect's doc tel you to use?
>
>
>*!* Opinions expressed herein are those of the writer only *!*

>Unsolicited Email of a commercial nature delivered to this address is
>subject to a $500 charge. Emailing such items, whether manually or
>automatically, constitutes acceptance of these terms and conditions.
>

Hey Mr. Ralph Reed, leave my posts alone or your sysadmin will be hearing from
mine..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE....
|
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"When he(Bob Dole)talks about the future it's time to grab your
wallets." -Jack Kemp...
------ Forwarded Message Ends ------

Write to atari@teleport.com for the alt.binaries.atari* charter.
My bookmarks: http://www.teleport.com/~atari
Files: ftp://ftp.teleport.com/users/atari
Remove the * (inserted to foil spambots) from my address to reply.
#include disclaimer.h

5699. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-04 00:00:00 UTC
From: JEDI
Message-ID: <5335f5$bpa@lex.zippo.com>
Source record: 8308

In article , sinclap2954@cobra.uni.edu says...
>
>The know nothing Jabba talking out of his ass...
>
>>>Still a standard feature and as you stated is $100 more in your pocket. Apples
>>>own serial standard is no barrier hooking one to mine..
>>
>> Of course you would take this attitude with a Mac. In this respect, Mac's
>> have less support than even the orphaned Atari's and Commodores.
>> You don't have any real retail options when it comes to modems, whereas
>> we can just walk in and find aisles of them awaiting us. We can pick and
>> choose as our needs dictate.
>
>Puleaze....What retail options are you referring to? You are full of BS as
>usual. I have not seen one iota of Atari and C= stuff in stores for at least a
>decade. Best Buy and the other super retailers stock modems and other

...when it comes to modems...

When it comes to modems, PC's, Ataris and Ameobas have always been
interchangeable. A Mega4 ST could use the earliest US Robotics Courier
Modems and can use the new sportsers as well, as well as any other
RS232C PC modem ever made...

This is an advantage of not uneccesarily bucking the standard.

Unlike macs, Atari's don't need a big fat "It's made for your machine"
label on it.

>accesories for the Mac. Not a burden. And if for some reason your retailer
>does not have what you want pick up a MacWarehouse catalog and recieve it the
>next day..No fuss involved..

More Atari flashbacks... ...that 'benefit' of catalog shopping...

[deletia]

>
>> Then you've just admitted that your recently purchase machine has been
>> pushed into obsolescence as soon as you bought it. This makes it some-
>> what of a waste. You blew nearly a grand on wha event you admit to be a dog.
>
>I purchased my Performa because of the price/performance ratio. $899 with a
>gig HD, keyboard and software bundle was to hard to resist. I was on a budget
>and this close out model fit my budget. Plus the internal 4x CD was ice
>caking..

4x CD is only iceing to a Mac user. The rest of the ATA world will just get
by with our better, cheaper, non-forceable options...

What's the word on Falcons and ATA CD rom drives?

Also, price/performace ratio then doesn't do anything to deal with the fact
that it is a dog now...

>
>>>>
>>>> You really can't have it both ways.
>>>>
>>>What both ways?
>>
>> You really are quite illiterate for someone who 'works' in a library.
>
>You are quite the Ferengi way of reasoning..

Hellenic actually. A 'library worker' shouldn't be so ill informed.

>
>>>Yep.. a do nothing one at that...
>>
>> It provides a minimal functional set. That you can't come up with any
>> substantial differences between MacOS in 1996 and GEM in 1985 is
>> rather telling...
>
>I have already listed the substantial difference and features. You purposely
>ignore it..

Applications are NOT the OS. You haven't the slightest clue as to where
this distinction lies. Admittedly there are some tangible differences. However,
you have yet to mention any of them. The best you can do is come up with
a few applications and an api spec. or two.

>
>> You really are quite stupid in that respect.
>
>Me...A pig headed ferengi in that respect..

It is not Ferengi to understand the distinction between applications, that
are overhyped at that, and the OS. This doesn't make me Ferengi: it makes
me more literate.

You only serve embarass Apple with your inept advocacy. Many more do it
much better. You should leave it to them.

>
>>>> So, what useful things have you done with your multimedia TOYS
>>>> recently?
>>>
>>>Observing Apple's webcast of the Cranberries.
>>
>> In the immortal words of David Letterman; "Haven't you ever heard of TV?"

>
>Explains why he is getting whipped in the ratings...with Jay....

Actually, David is a rather avid Mac user. It just goes to show that all of your
'kind' aren't sucked in by hype.

Actually, that paraphrase was a response to a comment made to him that your
comment could have been a paraphrase to. The response was to Bill Gates....

As far as ratings go: they are the sort of thing that you should steer clear of, for
they make your advocacy look weak.

For Macs are loosing the 'ratings' wars...

>
>>>Typical Jabba.. We don't have it but others do and it's wasted bandwith.. Now
>>
>> I have access to a T1 connection. I still consider it wasted bandwidth.
>> On anything else, one will just get bored with insufficient thruput after
>> a time.
>
>So you are speaking for all? I disagree. I find it quite visual and opens the
>door for other kinds of utility -educational wise..

It is an inefficent medium with with to deliver and mission critical information.
It is really quite stupid to limit one'sself to 10BaseT or even 100BaseT speeds
when one can go quite a bit faster. This is assuming that you're lucky enough
to have a T1 or an ISDN. Both are rather expensive, even if your organization
doesn't have limited resources.

Anything slower just wont cut it. Unfortunately, 'anything slower' describes
the very vast majority of network connections.

This appears even more absurd when one considers that delivery mediums
with necessary thruput are quite common now. Too bad people like you
don't want to use them.

>
>>
>> I have seen the so called 'promised land' and I am here to tell all of the
>> other Atarians that it is nearly completely hype. They're not really missing
>> anything with CAB or even Lynx.
>
>So you speak for Atarians and Rich? So you know what is best? I can find
>other Atarians-former ones who saw the daylight and moved on..

We have a similar outlook when it comes to computing. Rich and company
can be relatively sure that my observations will be more relevant to them
than will be yours.

>
>> A truck-class vehicle can actually deliver quantifiable gains.
>> You have yet to sufficiently quantify the gains of your so called 'progress'.
>>

>> BTW-most sport utility vehicles are just rehashes of 50 year old designs.
>>
>> You couldn't spot real progress if it came up and bit you on the nose...
>>
>Typical ferengi thought..

Jeeps & trucks have been around for quite some time. They just happen
to be a fad these days. Jeeps have been around since the 1940's and
the cherokee/wagoneer/suburban type vehicles have also been around
for at least 20 years and share most characteristics with trucks that have
been around for much longer.

Once again, you let yourself get sucked in... into the hype...

Ferengi, coming from you, is actually complimentary.
It implies a pragmatism that you do not posses.

5700. Re: Threats (and stupidity) received in email

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-04 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <533lbe$jrq@ornews.intel.com>
Source record: 8309

In article <533fml$i71@ornews.intel.com>,
starship@3rdplanet.com (Rich Tietjens) wrote:
>
>I guess Peter has finally fallen off the edge of sanity ...

One thing I forgot to mention - since Peter is in my killfile, I don' see his postings anyhow. Seems a bit odd that I would "delete" them if I can't see them. Of course, he ought to know (no, strike that - he's demonstrated a total lack of knowledge on almost every subject)... Well, everyone else here ought to know that it's not possible for me to "delete" his messages any more than I can take a book out of the library he sweeps up.

Write to atari@teleport.com for the alt.binaries.atari* charter.
My bookmarks: http://www.teleport.com/~atari
Files: ftp://ftp.teleport.com/users/atari
Remove the * (inserted to foil spambots) from my address to reply.
#include disclaimer.h

5701. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-04 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5343t9$62j@scanner.worldgate.com>
Source record: 8310

>I will wager that Photoshop on a lowend PowerMac will toast
>any 060 machine..

This is a pretty bold wager, you have not seen this machine and what it can do. I would be a little more careful with my wagers if I were you.

We have tested a 9500 here as well as PhotoShop running in Native Mode and the T60 with PhotoLine and/or DA's Repro runs circles around it without breaking a sweat. PhotoLine does not have as many features as PhotoShop, but it has all the necessary features, so it should come as no surprise that it is faster running code. DA's repro is more advanced than PhotoLine in many ways, and it is much faster as well.

This is all from experience.

Apple is in deep do-do and the industry does not expect them to survive as we know them today. Sad news really. The last press release from Apple is only going to hurt them more. They are now looking at Fall of 1998 for a full 32 bit preemptive multitasking OS upgrade. They are so far behind the times...

5702. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-04 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct4.223806.1@cobra.uni.edu>
Source record: 8311
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1796.6850T1364T2873@accesscomm.net>, Gary Peake <gpeake@accesscomm.net>
writes:
> What is an Amiga?

A computer that once existed from 1984-94. A awesome machine for the times
that could of been but was badly handled through the incompetence of C='s
honcho Irving Gould.
>
> An Amiga is the look and feel. An Amiga is knowing what's inside and what it can
> do. An Amiga is being techy enough to open the case and do it yourself. An Amiga
> is wishing for more ram, an accelerator card, more hard drive space ... but
> knowing that you can do what you need to do without all those things if you just
> can't get them yet.

I can do that on my Powermac. No mess, nor fuss. I just added a 16 meg sim
and two minutes to install.
>
> An Amiga is a small footprint, tight OS, small ram doing big jobs, 3400 cps
> reliably with a 28.8k modem and a 68030. An Amiga is subtle power that can't be
> measured in mips, mflops, diskspeed, or any other man made measurement tool, you
> just 'feel' it. An Amiga is that feeling you get after a long day at work on
> some other platform, when you click the power button strip and the screen lights
> up at home.

An Amiga that can't do much today. Most Amigas are low res ones. Actually I
keep my machine on all day. When I come home just load up Netscape and cruize
in all it's glory..

> An Amiga is that kooky bunch of friends you have made from all over the world
> who are friendly, helpful, willing to offer advice to anyone who asks. An Amiga
> is all those pd/shareware/commercial programmers who not only give us their
> talents, but their time and expertise as well. An Amiga is the feeling of
> belonging to a special group of people unlike any you have ever met for their
> openness, their compassion, their willingness to engage in debate and to assist
> with the most mundane of problems.

Yep...Thats how I would describe the Mac community today. Funny thing is that
I can't find an Amiga user locally anymore.

>
> An Amiga is like the amendments to the US constitution, without us pushing,
> correcting, cajoling, debating, protecting, defending, arguing, even fighting
> for what we believe in ... where would mainstream computing be today?

I wouldn't go that far with the Amiga.

> It would be an 8088 ... Viva la Amiga!! Viva la Amiga Consortium!
>
> --
> Gary Peake Coordinator
> gpeake@accesscomm.net
> 1:106/7511.1 *Team AMIGA*
> --

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"When he(Bob Dole)talks about the future it's time to grab your
wallets." -Jack Kemp...

5703. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-05 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <844604140_OASIS_@pcc-uky.campus.mci.net>
Source record: 8312

In article <1996Oct3.234138.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>Desktop responsive such opening/closing windows and processing power are two
>separate issues. I will wager that Photoshop on a lowend PowerMac will toast
>any 060 machine..

Funny, right before this posting I read one from Computer Direct that
stated the '060 Atari using PhotoLine blew away a Mac 9500 that was
using PhotoShop...Huh, what about that... <grin>

--

```
_/_/_/
```

5704. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-05 00:00:00 UTC
From: oyakea@jec306.its.rpi.edu
Message-ID: <536k2g$2hh@jec306.its.rpi.edu>
Source record: 8313

>
>What, there you go again! You know, you Americans are pathetic when it
>comes to math. ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
^^^^^^^^^^^^^

Slight sociological discourse:
The above quote has much history to it. Look at the articles by Toqueville (
"Democracy in America"), published in the 18 hundreds. American Scientists
were likened to hobbyists.

Regards - Amalaye
--
Amalaye Oyake

5705. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-05 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <844616936_OASIS_@pwomar.demon.co.uk>
Source record: 8314

In article <1996Oct4.223806.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <1796.6850T1364T2873@accesscomm.net>, Gary Peake <gpeake@accesscomm.net>
writes:
>> What is an Amiga?
>
>A computer that once existed from 1984-94. A awesome machine for the times
>that could of been but was badly handled through the incompetence of C='s
>honcho Irving Gould.

Get a life Pete, this doesn't belong in this or virtually any other NG
you posted it to.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5706. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct5.204448.1@cobra.uni.edu>
Source record: 8315

In article <531bbp$os8@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
> Okay Pal!
>
> You will probably say "Bull Shit" or some other explanative that shows
> your mental maturity...but... here are a couple.
>
> Drag a 20Mb TIFF onto Photoshop on a PowerMac 9500 with 32Mb of RAM and
> tell me how long it takes to load Photoshop and display the file...

Will do when you find a an equivalant app to photoshop that has all the
functionality and features... Having half does not count..
>
> An equivalent Graphics package called PhotoLine on the DirecT60 takes
> less than two seconds.

Photoline is not an equivelant to Photoshop Pal..
>
> Now, run the emboss filter on both. The DirecT60 performs the function
> in under 3 seconds.

Cool..
>
> All of the other filters take less time than this.
>
> Obviously you don't have a 9500, we do and the times are 5-6 as long for
> loading and the filters take 3 times as long on average to perform on
> the 9500.

The 9500 must be screwed up...

> I could go on, but what is the point? You are not going to buy one or
> admit that it is a fast useable machine. You are happy with what you
> have and so be it. Our users are happy with what they have.

Sounds like you are talking out of your ass.
>
> I just can't stomach your uninformed opinion being presented as fact.
>
> Hades sells for under 2500.00 US, I don't know where you got your price
> from.

The press release way back than.. Still to expensive for an 060 class.

> Send you one? Send me the money and I would be happy to.
>

Why? You made claims..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"When he(Bob Dole)talks about the future it's time to grab your
wallets." -Jack Kemp...

5707. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct5.203656.1@cobra.uni.edu>
Source record: 8316

In article <844360852_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:

> To be honest I can't post "verifiable" proof, although the above
> statements have been considered valid in many "techie" circles...BUT
> I do know that my Falcon 030 running at only 16mhz feels -much- more
> responsive in normal, day-to-day use (especially everything from the
> the desktop) than the Pentium 90 (mhz) that we have at work running
> Windows '95...Strange, huh? I can just imagine how a Hades or Medusa
> would feel next to a Wintel machine running at the same speed...Makes
> me feel kinda sorry for them...<grin>

The Falcon may feel more responsive when opening up windows. etc..However, the processing power on the Pentiums when using real equivelant apps on a Pentium 90 which is considered antiquated today will eat the 16 mhz 030 Falcon.

> __
>
> _/_/_/_

5708. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct5.203949.1@cobra.uni.edu>
Source record: 8317

In article <yvvg23wktf8.fsf@emw.ericsson.se>, Magnus Kollberg <emwoll@emw.ericsson.se>
writes:
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
>
>> > It is not three times as much, maybe three times as much as an entry level
>> > PC, but not three times as much as a Pentium Pro, which is the closest in
>> > processing punch on the Intel side and our PowerMac 9500 is pathetically
>> > slow in comparison as well and it costs three times as much as Hades.
>>
>> Bullshit.. PowerMac 9500 will eat for lunch unless you were using old 680X0
>> apps running in emulation mode. Native apps rock!
>
> I guess you have tried a Hades and PM 9500 and judged them?
> If not, it's _you_ who is talking BULLSHIT as you have no idea
> what you are talking about. Do you?

PuleaZe... If what you are stating is correct, than the Hades would be on
every PC/Mac rag cover.

>
> Have you even seen a Hades? No?

I have seen the specs and pictures...Not my fault if I can't see one up front..
Where is the widespread distribution of these brute machines?
>
> //Magnus Kollberg
> --
> +---------------------------------------+
> | Falcon030, Bad Mood support team |
> | email: Magnus.Kollberg@emw.ericsson.se |
> +---------------------------------------+

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"When he(Bob Dole)talks about the future it's time to grab your
wallets." -Jack Kemp...

5709. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct5.204557.1@cobra.uni.edu>
Source record: 8318

In article <531bhq$os8@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
>>PowerMacs does more, costs less!
>
> I especially like the way the icons in a window redraw when you move the
> window, that is soooo cool!

Yea, cool in using quicktime, cyberdog, netscape and much more than you can
dream.
>
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"When he(Bob Dole)talks about the future it's time to grab your
wallets." -Jack Kemp...

5710. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-05 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <844634582_OASIS_@pcc-uky.campus.mci.net>
Source record: 8319

In article <1996Oct4.223806.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>>> What is an Amiga?
>>
>>A computer that once existed from 1984-94. A awesome machine for the times
>>that could of been but was badly handled through the incompetence of C='s
>>honcho Irving Gould.

First of all I agree with Paul that this does not belong in an Atari
newsgroup at all...Bored today, were we, Mr. Sinclair? :)

Second, the Amiga -still- exists...it did not end in 1994. (perhaps
you are referring to Commodore?) There are millions of Amigas in
existence...(although, like Atari, I don't have any idea how many
are actually still being used) They are still pretty awesome machines,
having the best integral, core multitasking anywhere...I much prefer
the user friendliness of TOS/GEM but like Atari's, the Amiga is also
pretty effecient with its system resources and does not require tons
of RAM/CPU speed/hard drive space, etc,...unlike Macs and PC's.. :)

--

```
_/_/_/
```

5711. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-05 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <844640138_OASIS_@pcc-uky.campus.mci.net>
Source record: 8320

In article <1996Oct5.203656.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>> To be honest I can't post "verifiable" proof, although the above
>> statements have been considered valid in many "techie" circles...BUT
>> I do know that my Falcon 030 running at only 16mhz feels -much- more
>> responsive in normal, day-to-day use (especially everything from the
>> the desktop) than the Pentium 90 (mhz) that we have at work running
>> Windows '95...Strange, huh? I can just imagine how a Hades or Medusa
>> would feel next to a Wintel machine running at the same speed...Makes
>> me feel kinda sorry for them...<grin>
>
>The Falcon may feel more responsive when opening up windows. etc..However, the
>processing power on the Pentiums when using real equivelant apps on a Pentium
>90 which is considered antiquated today will eat the 16 mhz 030 Falcon.

Look at the first paragraph -again- and follow the point of the thread,
Mr. Sinclair...point being not how a 90mhz Pentium would "eat" a Falcon
but that an '060 equipped/TOS based computer would match up very well
indeed with comparable Pentiums... :)

Oh, BTW, I think that running "real, equal apps" such as Calumus SL,
CAB, Cubase Audio, Apex Media, etc, etc, (long list dude) on a Falcon
is very comparable to "real apps" on a 90 mhz Push-me/ho-hum er, Pentium!

<heh>

--

```
_/_/_/
```

5712. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-05 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct5.222620.1@cobra.uni.edu>
Source record: 8321

In article <5343t9$62j@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
>>I will wager that Photoshop on a lowend PowerMac will toast
>>any 060 machine..
>
> This is a pretty bold wager, you have not seen this machine and what it
> can do. I would be a little more careful with my wagers if I were you.

He he he..
> We have tested a 9500 here as well as PhotoShop running in Native Mode
> and the T60 with PhotoLine and/or DA's Repro runs circles around it
> without breaking a sweat. PhotoLine does not have as many features as
> PhotoShop, but it has all the necessary features, so it should come as
> no surprise that it is faster running code. DA's repro is more advanced
> than PhotoLine in many ways, and it is much faster as well.

Now you state that Photoline does not have as many features as Photoshop but
with all the necessary features to be compared with Photoshop. Sounds like
doubletalk here. Who decides what is considered necessary features or the
ones that Photoshop has and Photolite does not have..

MacPublisher has two thirds of the features as Pagemaker and in my own opinion
is more responsive than Pagemaker.

> This is all from experience.
>
> Apple is in deep do-do and the industry does not expect them to survive
> as we know them today. Sad news really. The last press release from
> Apple is only going to hurt them more. They are now looking at Fall of
> 1998 for a full 32 bit preemptive multitasking OS upgrade. They are so
> far behind the times...

Apple was in deep do-do months ago due to some stupid mistakes on the part of
the previous management and the press fud. The industry has been predicting
Apple's demise for twenty years. Under the new regime, the financial house is
in order and more focus direction in their strengths. Plus Mac clone firms
such as Motorola, PowerComputing and Umax will expand the market.

I went to a close door Apple briefing yesterday but can't divulge in what was
discussed due to signing a legal document. However, keep an eye out at
Cupertino in the next weeks to come..I came away impressed..Apple did state
that they were doing very well with their high end line..

If you want an inkling in what is comming soon, check out 'macweek.com'
..Awesome issue!

GREETINGS..

|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |

I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I

|---|

"When he(Bob Dole)talks about the future it's time to grab your
wallets." -Jack Kemp...

5713. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-05 00:00:00 UTC
From: Gary Peake <gpeake@accesscomm.net>
Message-ID: <4310.6852T739T2695@accesscomm.net>
Source record: 8322
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

PETER SINCLAIR-DAY said Re: What is an Amiga? ... did anyone listen?
PS> In article <1796.6850T1364T2873@accesscomm.net>, Gary Peake
PS> <gpeake@accesscomm.net> writes:
>> What is an Amiga?

PS> A computer that once existed from 1984-94. A awesome machine for the
PS> times that could of been but was badly handled through the incompetence
PS> of C='s honcho Irving Gould.

It is much more than that and you know it! If you didn't know it, you wouldn't spend so much time here trying to convince people otherwise, now would you?? :)

>> An Amiga is the look and feel. An Amiga is knowing what's inside and what
>> it can do. An Amiga is being techy enough to open the case and do it
>> yourself. An Amiga is wishing for more ram, an accelerator card, more hard
>> drive space ... but knowing that you can do what you need to do without all
>> those things if you just can't get them yet.

PS> I can do that on my Powermac. No mess, nor fuss. I just added a 16 meg
PS> sim and two minutes to install.

But we don't HAVE to add that 16 meg simm you had to add to just get functionality and that is the point I am making. Good try, but alas ...

>> An Amiga is a small footprint, tight OS, small ram doing big jobs, 3400 cps
>> reliably with a 28.8k modem and a 68030. An Amiga is subtle power that
>> can't be measured in mips, mflops, diskspeed, or any other man made
>> measurement tool, you just 'feel' it. An Amiga is that feeling you get
>> after a long day at work on some other platform, when you click the power
>> button strip and the screen lights up at home.

PS> An Amiga that can't do much today. Most Amigas are low res ones.
PS> Actually I keep my machine on all day. When I come home just load up
PS> Netscape and cruize in all it's glory..

Oh, please ... my 3000 runs high-res laced and so do most of the others out there. As far as internet, we have IBrowse, Aweb, Alynx, AmFTP, AmIRC and a host of news readers/mailers. We aren't hurting in that dept and no giant iconoclastic corporation programmed any of those for us. That was all done by our hard working, ingeniuos programmers ... on their own, usually in their spare time, at thier own homes. Pretty awesome feat when it causes guys like you to come here and try to talk about how 'great' Netscape is in comparison!! I don't miss anything you have Pete!

>> An Amiga is that kooky bunch of friends you have made from all over the
>> world who are friendly, helpful, willing to offer advice to anyone who

>> asks. An Amiga is all those pd/shareware/commercial programmers who not
>> only give us their talents, but their time and expertise as well. An Amiga
>> is the feeling of belonging to a special group of people unlike any you
>> have ever met for their openness, their compassion, their willingness to
>> engage in debate and to assist with the most mundane of problems.

PS> Yep...Thats how I would describe the Mac community today. Funny thing is
PS> that I can't find an Amiga user locally anymore.

If it wasn't proprietary, I'd be happy to send you a listing of Team Amiga members worldwide that would part your hair (if you have any left after having to deal with that Mac all day)? Our user base may have dwindled somewhat, but those of us who are left are a special breed of people not matched in other community. And, that, I'm sure is why you are here so much. Pity is that you have gained nothing by osmosis ... though we all here keep hoping.

>> An Amiga is like the amendments to the US constitution, without us pushing,
>> correcting, cajoling, debating, protecting, defending, arguing, even
>> fighting for what we believe in ... where would mainstream computing be
>> today?

PS> I wouldn't go that far with the Amiga.

Oh, I definitely would. The Amiga is what spurred on the likes of M$ and Apple to get where they are today. Damn shame it took them 10 years to just catch up to my old, dying, derilect of a computer ... an Amiga 3000/25.

>> It would be an 8088 ... Viva la Amiga!! Viva la Amiga Consortium!

PS>| Peter Sinclair-Day

--
Gary Peake Coordinator
gpeake@accesscomm.net
1:106/7511.1 *Team AMIGA*
--

I believe I will take this opportunity to remove my ears.

5714. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-05 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <844640692_OASIS_@pcc-uky.campus.mci.net>
Source record: 8323

In article <1996Oct5.203949.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>I have seen the specs and pictures.Not my fault if I can't see one up front..
>Where is the widespread distribution of these brute machines?

Once again, the issue is -not- distribution of the Hades but whether or
not you've had hands on experience that qualifies you to make some of
the statements you make...Obviously from your above statement you do

--NOT-- <slam> :)

--

```
_/_/_/
```

5715. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-06 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5395pe$bcr@scanner.worldgate.com>
Source record: 8324

>> This is a pretty bold wager, you have not seen this machine and what it
>> can do. I would be a little more careful with my wagers if I were you.
>
>He he he..

Brilliant argument.

>Now you state that Photoline does not have as many features as Photoshop but
>with all the necessary features to be compared with Photoshop. Sounds like
>doubletalk here. Who decides what is considered necessary features or the
>ones that Photoshop has and Photolite does not have..

No, This is not what I stated. This is not double talk. I merely put the test into perspective. Photoshop is bigger and slower
code than PhotoLine. PhotoLine does not have all the features of PhotoShop. The statement was made in order to clarify that this
should be taken into consideration. For somebody who works in a library, you don't read so good.

There is no easy way to compare a TOS compatible with a Mac OS compatible since we are talking two totally different operating
systems. The MacOS is bigger and slower code than TOS. Atari software is much more optimized than Mac software, it executes
faster and uses less overhead. This is why an 060 running TOS and Atari software is so fast. The PPC is definetly a superiour
chipset than the 060, no doubt about that. The MacOS and software slows it down though. This is the real issue here.

>Cupertino in the next weeks to come..I came away impressed..Apple did state
>that they were doing very well with their high end line..

You must impress easily.

>If you want an inkling in what is comming soon, check out 'macweek.com'
>..Awesome issue!

If you believe half of what you read in the mags...you are, well, I won't say it. After all, according to all the Apple Mags we
were supposed to be using Copland by now...

5716. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-06 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5395ts$bcr@scanner.worldgate.com>
Source record: 8325

Hi Rich,

>Don't waste your breath on Sinclap, Chris, I am as of now proclaiming the UDP
>upon him; hereafter, any thread in any *atari* group with his name in it as a
>poster will be relegated to the world-wide bit-bucket.
>
>He can go annoy the people in the *amiga* and *pc* groups as much as he likes,
>though. Of course, his sysadmin will then be DELUGED with complaints, but
>that's his problem.

Unfortunately some of the things he has said have been totally false and misleading. I just want to set the record straight on
this.

5717. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-06 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <844700230_OASIS_@pwomar.demon.co.uk>
Source record: 8326

In article <1996Oct5.203949.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <yvvg23wktf8.fsf@emw.ericsson.se>, Magnus Kollberg <emwoll@emw.ericss
>on.se> writes:
>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>>
>>
>>> > It is not three times as much, maybe three times as much as an entry level
>>> > PC, but not three times as much as a Pentium Pro, which is the closest in
>>> > processing punch on the Intel side and our PowerMac 9500 is pathetically
>>> > slow in comparison as well and it costs three times as much as Hades.
>>>
>>> Bullshit.. PowerMac 9500 will eat for lunch unless you were using old 680X0
>>> apps running in emulation mode. Native apps rock!
>>
>> I guess you have tried a Hades and PM 9500 and judged them?
>> If not, it's _you_ who is talking BULLSHIT as you have no idea
>> what you are talking about. Do you?
>
>PuleaZe... If what you are stating is correct, than the Hades would be on
>every PC/Mac rag cover.

Just like the N64 is on the cover of every Playstation/Saturn magazine
cover?

--

Paul Womar - Just your average Atari user on the verge of sanity.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5718. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-06 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <844701108_OASIS_@pwomar.demon.co.uk>
Source record: 8327

In article <1996Oct5.222620.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>I went to a close door Apple briefing yesterday but can't divulge in
>what was discussed due to signing a legal document.

You sound as if we should be impressed by this 'legal document' that
was signed, what was it? A contract of employment? 'I Peter Sinclair
Day agree to buy Apples entire range to keep them afloat'?

--

Paul Womar - Just your average Atari user on the verge of sanity.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5719. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-06 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <844700826_OASIS_@pwomar.demon.co.uk>
Source record: 8328

In article <1996Oct5.204557.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <531bhq$os8@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.
>com> writes:
>>>PowerMacs does more, costs less!
>>
>> I especially like the way the icons in a window redraw when you move the
>> window, that is soooo cool!
>
>Yea, cool in using quicktime, cyberdog, netscape and much more than you can
>dream.

I think the point is that that the OS isn't polished, it wastes
processor time, maybe you can afford it to be wasted but it's still a
waste.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5720. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-06 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <844727700_OASIS_@pwomar.demon.co.uk>
Source record: 8329

[apologies if you recieve this twice, unless you are Pete of course
:-)]

In article <1996Oct5.204448.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <531bbp$os8@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.
>com> writes:

>> Drag a 20Mb TIFF onto Photoshop on a PowerMac 9500 with 32Mb of RAM and
>> tell me how long it takes to load Photoshop and display the file...
>
>Will do when you find a an equivalant app to photoshop that has all the
>functionality and features... Having half does not count..

The function being compared is all that is being debated, this is a
proper task that is completely integral to the working of a graphics
program. Back to the old car anology again you can't say that the F40
is a less powerfull car than a Ford Fiesta just becuase the F40 doesn't
have intermittent windscreen wipers and 5 seats.

>>
>> An equivalent Graphics package called PhotoLine on the DirecT60 takes
>> less than two seconds.
>
>Photoline is not an equivelant to Photoshop Pal..

And you saw photoline when and where?

>> Now, run the emboss filter on both. The DirecT60 performs the function
>> in under 3 seconds.
>
>Cool..
>>
>> All of the other filters take less time than this.
>>
>> Obviously you don't have a 9500, we do and the times are 5-6 as long for
>> loading and the filters take 3 times as long on average to perform on
>> the 9500.
>
>The 9500 must be screwed up...

Yeah that would obviosly be the most likely explanation, you (the one
with neither machine) would know better than the person with both.

>> I could go on, but what is the point? You are not going to buy one or
>> admit that it is a fast useable machine. You are happy with what you

>> have and so be it. Our users are happy with what they have.
>
>Sounds like you are talking out of your ass.

Sounds like you can't take defeat.

>> I just can't stomach your uninformed opinion being presented as fact.
>>
>> Hades sells for under 2500.00 US, I don't know where you got your price
>> from.
>
>The press release way back than.. Still to expensive for an 060 class.

If you meant to type 'then', then it's hardly a fair comparison, is
it? Ho much was a 9500 back then?

>> Send you one? Send me the money and I would be happy to.
>>
>
>Why? You made claims..

Yeah he made claims and you haven't seen the machine and keep
disputing the claims, there's no way you'd buy a machine because you
couldn't admit being wrong. Would you send me a 9500 is I said my ST
was more powerful than it?

--

Paul Womar - Just your average Atari user on the verge of sanity.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5721. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-06 00:00:00 UTC
From: JEDI
Message-ID: <538lc2$em9@lex.zippo.com>
Source record: 8330

In article <1996Oct5.204448.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <531bbp$os8@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
>> Okay Pal!
>>
>> You will probably say "Bull Shit" or some other explanative that shows
>> your mental maturity...but... here are a couple.
>>
>> Drag a 20Mb TIFF onto Photoshop on a PowerMac 9500 with 32Mb of RAM and
>> tell me how long it takes to load Photoshop and display the file...
>
>Will do when you find a an equivalant app to photoshop that has all the
>functionality and features... Having half does not count..

All of Photoshop is most probably unnecessary in most cases.
This is why all the bruhaha about OpenDoc (which you don't
understand) and to some extent OLE.

>>
>> An equivalent Graphics package called PhotoLine on the DirecT60 takes
>> less than two seconds.
>
>Photoline is not an equivelant to Photoshop Pal..

You don't even know the difference. Your in no position to tell
anyone that it won't hang.

[deletia]
>>
>> All of the other filters take less time than this.
>>
>> Obviously you don't have a 9500, we do and the times are 5-6 as long for
>> loading and the filters take 3 times as long on average to perform on
>> the 9500.
>
>The 9500 must be screwed up...

This is quite a lame response. You don't even really know what you
are arguing. This is to be expect as you never do know what you're
talking about.

If an 060 machine cannot compete with 686's and 604's then that should
be considered anamolous, no the other way around.

[deletia]

>>
>> I just can't stomach your uninformed opinion being presented as fact.
>>
>> Hades sells for under 2500.00 US, I don't know where you got your price
>> from.
>
>The press release way back than.. Still to expensive for an 060 class.

Why not? That is quite an ordinary price for that class of machine.
686's and 604's go for the same amount of money or MUCH more.

5722. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-06 00:00:00 UTC
From: Gary Peake <gpeake@accesscomm.net>
Message-ID: <777.6853T971T2005@accesscomm.net>
Source record: 8331
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

David Corn said Re: What is an Amiga? ... did anyone listen?
DC> On 05 Oct 96 12:19:53 -500, Gary Peake <gpeake@accesscomm.net> wrote:

>>Oh, please ... my 3000 runs high-res laced and so do most of the others out

DC> If sans graphics card, that's roughly 724x484 or so max, in 4, 8, or
DC> (slow!) 16 colors. That's not especially impressive.

If size is that important to you David, that's 16368x16368 at 16 colors. But who needs a screen that big anyways?

To some of us 'size' isn't important, ours is already as big as we need it to be.

--
Gary Peake Coordinator
gpeake@accesscomm.net
1:106/7511.1 *Team AMIGA*
--

Nobody for President! Who balanced the budget? Nobody, that's who.

5723. Peter said "I'm sorry"

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-06 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <558274596.52577.09.starship@3rdplanet.com>
Source record: 8332

I got a nice apology from Peter yesterday and we've had a civil dialogue in email since then. I'd like to suggest that we try to give him an opportunity to be a positive contributor to this conference (rather than the flame-bait that he has been). While he can be confused about what's OS and what's applications from time-to-time, he's hardly got a corner on confusion <G> and I don't know anyone who's never made a mistake, yours truly included.

So let's see if Peter will be willing to give us all a chance to make a friend of him - after all, we as Atarians have more in common with Mac users than we do with "PC Pukes" and it's often useful to get another approach to any problem or task - we all know that, while it's not /our/ choice, the Mac is a pretty nice machine in most cases (let's ignore the Performa that was sold by WalMart).

What I suggested was that we stick to the the "this is what I like" or "this is how I do it" approach, rather than the MCIBTYC routine that's been the rule here in the past.

And let's try to avoid the ad hominem attacks that most of us have been guilty of in the past. They certainly don't contribute much to the flow of useful data.

I won't be putting my money into a Mac, but I sure don't mind seeing how they do the things I do - I've "borrowed" more than one idea from Mac in the past. <G>

--
Visit us at http://www.teleport.com/~atari
Files at ftp://ftp.teleport.com/users/atari
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
+-----------------------------------+--------------------------+

5724. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-06 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <3257c989.4354449@news.onramp.net>
Source record: 8333
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 05 Oct 96 12:19:53 -500, Gary Peake <gpeake@accesscomm.net> wrote:

>Oh, please ... my 3000 runs high-res laced and so do most of the others out

If sans graphics card, that's roughly 724x484 or so max, in 4, 8, or
(slow!) 16 colors. That's not especially impressive.

5725. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-07 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <53a8ko$a8i@scanner.worldgate.com>
Source record: 8334

>It would be interesting to see how Spectre GCR does on the Hades/Medusa or
>DirecTT40/60 in comparison to a PowerMAC. Qu;est-ce que tu pense Chris?

Hi Ken,

Spectre will not work on the Hades or DirecT60 for two reasons,

1-) It never worked properly on a TT

2-) Hades/DirecT60 does not have a cartridge Port.

All the best,
Chris

5726. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-07 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <53a8pi$a8i@scanner.worldgate.com>
Source record: 8335

>Yea, cool in using quicktime, cyberdog, netscape and much more than you can
>dream.

You are forgetting though...I use all that stuff, at least try to when my Mac doesn't crash.

I have Macs. I use Macs. I know Macs. I am aware of evrything that Macs can and cannot do. I prefer the simplicity and stability of Atari thank you very much.

5727. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-07 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <53a9a9$a8i@scanner.worldgate.com>
Source record: 8336

>Will do when you find a an equivalant app to photoshop that has all the
>functionality and features... Having half does not count..
>>
>> An equivalent Graphics package called PhotoLine on the DirecT60 takes
>> less than two seconds.
>
>Photoline is not an equivelant to Photoshop Pal..

So, show me an app on the Mac that can match this speed and I will run it here and then we will see.

>> Now, run the emboss filter on both. The DirecT60 performs the function
>> in under 3 seconds.
>
>Cool..
>>
>> All of the other filters take less time than this.
>>
>> Obviously you don't have a 9500, we do and the times are 5-6 as long for
>> loading and the filters take 3 times as long on average to perform on
>> the 9500.
>
>The 9500 must be screwed up...

Bingo!

>> I could go on, but what is the point? You are not going to buy one or
>> admit that it is a fast useable machine. You are happy with what you
>> have and so be it. Our users are happy with what they have.
>
>Sounds like you are talking out of your ass.

Sounds like you have experience with this part of your body.

>> I just can't stomach your uninformed opinion being presented as fact.
>>
>> Hades sells for under 2500.00 US, I don't know where you got your price
>> from.
>
>The press release way back than.. Still to expensive for an 060 class.

Oh! I see, so if we also used the press release from way back when the 9500 came out at close to 7500.00 that would be a fair comparison then?

>> Send you one? Send me the money and I would be happy to.
>>
>

>Why? You made claims..

You said you wanted me to send you one. pay me for it and I will send it. Or are you just being you?

5728. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-07 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <53a9ro$a8i@scanner.worldgate.com>
Source record: 8337

We have run test on Calamus SL on DirecT60 and compared them to the same tests on Pentium running Calamus on both Win95 and NT and well... the DirecT60 is faster.

Calamus NT and 95 is the fastest DTP package on the Pentium.

All the best,
Chris

5729. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-07 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv20fbdpdn.fsf@emw.ericsson.se>
Source record: 8338

Paul@pwomar.demon.co.uk (Paul Womar) writes:

> >>> Bullshit.. PowerMac 9500 will eat for lunch unless you were using old 680X0
> >>> apps running in emulation mode. Native apps rock!
> >>
> >> I guess you have tried a Hades and PM 9500 and judged them?
> >> If not, it's _you_ who is talking BULLSHIT as you have no idea
> >> what you are talking about. Do you?
> >
> >PuleaZe... If what you are stating is correct, than the Hades would be on
> >every PC/Mac rag cover.
>
> Just like the N64 is on the cover of every Playstation/Saturn magazine
> cover?

Hehheeee. :-)))

//Magnsu Kollberg
--
+--+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

5730. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-07 00:00:00 UTC
From: Geir Oeyvind Vaelidalo <goev@hinux.hin.no>
Message-ID: <Pine.LNX.3.95.961007133054.14911D-100000@hinux.hin.no>
Source record: 8339

On 5 Oct 1996, PETER SINCLAIR-DAY wrote:

> The Falcon may feel more responsive when opening up windows. etc..However, the
> processing power on the Pentiums when using real equivelant apps on a Pentium
> 90 which is considered antiquated today will eat the 16 mhz 030 Falcon.

Sure Peter! Sure! The little extra time a Falcon uses on everyday
use compared to a 90Mhz Pentium, it takes back in slick interface! My
Falcon boots in 18! seconds. My wordprosessor use approx. 5 seconds to
load and it's a hell of a lot faster to use than ANY, I repeat ANY windows
word-prosessor I've ever tried, and I've tried a lot!
That's what I love about Atari computers! It feels like driving a
sportscar, and even though the engine is not as powerful as those found
in the PC trucks, I get from A to B just as fast, and often faster!

Eh... Too many exclamation marks, or?

> GREETINGS..
Greetings to you too, Peter!

Best regards to you all!

Geir...

> |---|
> | Peter Sinclair-Day POWERMAC OF COURSE.... |
> | University of Northern Iowa |
> I I
> I Do you believe in Macintosh? Learn how to help the cause by subscribing I
> I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
> I go to: <http://www.solutions.apple.com/ListAdmin/>. I
> |---|
> "When he(Bob Dole)talks about the future it's time to grab your
> wallets." -Jack Kemp...

5731. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-07 00:00:00 UTC
From: bmeyer@bruce.cs.monash.edu.au
Message-ID: <53aodt$1t5@wombat.hanse.de>
Source record: 8340
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Gary Peake <gpeake@accesscomm.net> writes:
>David Corn said Re: What is an Amiga? ... did anyone listen?

> DC> If sans graphics card, that's roughly 724x484 or so max, in 4, 8, or
> DC> (slow!) 16 colors. That's not especially impressive.

>If size is that important to you David, that's 16368x16368 at 16
>colors. But who needs a screen that big anyways?

Oh, yes, for sure. 16k*16k*4 bit per pixel. Or 128MB. Do you _really_
have that much chip mem?

Bernie

--
==========
"How does Windows work?"
Mike Battersby, BCS (Hon), System administrator at Deakin Uni, while trying
to handle Netscape/Windows during a meeting of the Linux Users of Victoria

5732. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-07 00:00:00 UTC
From: JEDI
Message-ID: <53b537$njq@lex.zippo.com>
Source record: 8341

In article , sinclap2954@cobra.uni.edu says...
>
>In article <531bhq$os8@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
>>>PowerMacs does more, costs less!
>>
>> I especially like the way the icons in a window redraw when you move the
>> window, that is soooo cool!
>
>Yea, cool in using quicktime, cyberdog, netscape and much more than you can
>dream.

What took you so long? We've been using Cyberstudio and such for
ages. It's interesting that all you can mention is a few toys. Your dreams
must be very uninteresting.

5733. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-07 00:00:00 UTC
From: JEDI
Message-ID: <53b5og$od0@lex.zippo.com>
Source record: 8342

In article , sinclap2954@cobra.uni.edu says...
>
>In article <844360852_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net
(Ronald J. Hall) writes:
>
>> To be honest I can't post "verifiable" proof, although the above
>> statements have been considered valid in many "techie" circles...BUT
>> I do know that my Falcon 030 running at only 16mhz feels -much- more
>> responsive in normal, day-to-day use (especially everything from the
>> the desktop) than the Pentium 90 (mhz) that we have at work running
>> Windows '95...Strange, huh? I can just imagine how a Hades or Medusa
>> would feel next to a Wintel machine running at the same speed...Makes
>> me feel kinda sorry for them...<grin>
>
>The Falcon may feel more responsive when opening up windows. etc..However, the
>processing power on the Pentiums when using real equivelant apps on a Pentium
>90 which is considered antiquated today will eat the 16 mhz 030 Falcon.

If the Mac's can't keep up with the simple stuff, it's rather absurd
to think they'll keep up when real work has to be done.

==
| |
| They are a dying race, let them pass. ||| |
| Who? Atari or Apple? / | \ |
| Yes. |
| |
| OLE & OpenDoc: Shoehorns for applications. |
| =TMJ= |
==

5734. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-07 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.844708826@gen-off-3>
Source record: 8343

Geir Oeyvind Vaelidalo <goev@hinux.hin.no> writes:
>My Falcon boots in 18! seconds.
Blimey. 18x17x16x15x14x13x12x11x10x9x8x7x6x5x4x3x2x1 seconds is
about 200million years. A Falcon shouldn't be that slow even in
HiColour mode.
--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

5735. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-07 00:00:00 UTC
From: jsheehy@ix.netcom.com
Message-ID: <326844d8.17088763@nntp.ix.netcom.com>
Source record: 8344
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Gary Peake <gpeake@accesscomm.net> writes:

>Oh, please ... my 3000 runs high-res laced and so do most of the others out

That's what he meant by low res!

<>>< >><> ><<> <>>< >><> <>>< <>>< >><>
John P Sheehy <jsheehy@ix.netcom.com>
>><> <>>< <>>< >><> <>>< >><> >><> <>><

5736. Atari 2600 Info Needed

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-07 00:00:00 UTC
From: jedwards@jhuvms.hcf.jhu.edu
Message-ID: <jedwards-0710961642320001@nirv.hcf.jhu.edu>
Source record: 8345

Hello-

I'm looking to sell an old Atart 2600 and cartridges. I know this isn't worth much, but can nayone point me to a Newsgroup or web site that offers a price guide? Thanks a lot!

-Jeff Edwards

5737. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-07 00:00:00 UTC
From: *atari@teleport.com*
Message-ID: <53bp1j$97g@ornews.intel.com>
Source record: 8346

In article <djs.844708826@gen-off-3>, djs@jet.uk (David Stevenson) wrote:
>
>Geir Oeyvind Vaelidalo <goev@hinux.hin.no> writes:
>>My Falcon boots in 18! seconds.

>Blimey. 18x17x16x15x14x13x12x11x10x9x8x7x6x5x4x3x2x1 seconds is
>about 200million years. A Falcon shouldn't be that slow even in
>HiColour mode.

ROTFL!

He left out the leading decimal point.

Write to atari@teleport.com for the alt.binaries.atari* charter.
My bookmarks: http://www.teleport.com/~atari
Files: ftp://ftp.teleport.com/users/atari
Remove the * (inserted to foil spambots) from my address to reply.
#include disclaimer.h

5738. Example of my mental maturity (Was going to be SinPlops machine)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-07 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <325A00D9.7DC4@owens.ridgecrest.ca.us>
Source record: 8347

After reading Sinplops post concerning the model
Mac he purchased, I must really question his
sanity. No one, I mean no one would purchase
a 7XXX series Mac that wanted to USE Photoshop.
This indicates that he must not own the application
or enjoys jerking off while he is loading a 20mb
tiff file of some thin peckered kid that he admires
at his state provided home. What does the pic look
like on your machine over 1024*768? Like shit i'll
bet. I know you didn't spring for a video card. It
would cost you more than your Mac did, dickhead.
Only have 16mb? So your running virtual memory just
to load the 20mb file for compairson. How many
extensions do you have to disable just to attempt
to load it? Does you hard disk sound like a broken
music box? Notice your mouse gets jerky (guess it
could be your other hand whacking the old Iowa Corn
stick). Can't select other windows during the process?
Get real, to many of us use Mac's every
day. We know what they can and can't do. Keep your
bullshit for your first employer, you will need it.
Yea, virtual sucks on the System O/S. Oh, yea, wait
for BE, wait for BE. Copland's comming, Copland's
comming. Ya, and so are United Nation owned parks
in the U.S., that surely isn't a good fu**ing thing
either. Maybe some of your political favorites will
get elected and they will do to Iowa what they have
done in California and Utah. They will fence off
all of your farm land and restrict travel to foot
only. You'll be in trouble, as you have one foot
stuck in your ass now.

(Room for SinPlops comeback here)

Just a no name little dick that likes to stir up
shit in someone elses home.

(more wasted space)

When you get to your final goal of waste management
personnel, i'll be sure to flush a big turd to
you.

(Somebody give this guy a mouth dusch)

Mike

5739. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-08 00:00:00 UTC
From: Geir Oeyvind Vaelidalo <goev@hinux.hin.no>
Message-ID: <Pine.LNX.3.95.961008115102.22671B-100000@hinux.hin.no>
Source record: 8348

> >My Falcon boots in 18! seconds.
> Blimey. 18x17x16x15x14x13x12x11x10x9x8x7x6x5x4x3x2x1 seconds is
> about 200million years. A Falcon shouldn't be that slow even in
> HiColour mode.

He,he! Sorry! This is what I should have written:
"My Falcon boots in 18(!) second."
Or maybe, more correctly this:
"My Falcon boots in 18 seconds!"

Thanks for pointing it out!

Regards
Geir...

5740. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-08 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvu3s5d4xh.fsf@emw.ericsson.se>
Source record: 8349

Geir Oeyvind Vaelidalo <goev@hinux.hin.no> writes:

> > >My Falcon boots in 18! seconds.
> > Blimey. 18x17x16x15x14x13x12x11x10x9x8x7x6x5x4x3x2x1 seconds is
> > about 200million years. A Falcon shouldn't be that slow even in
> > HiColour mode.
>
> He,he! Sorry! This is what I should have written:
> "My Falcon boots in 18(!) second."
> Or maybe, more correctly this:
> "My Falcon boots in 18 seconds!"
>
> Thanks for pointing it out!

EH?????

I can getmy falcon to boot much faster thatn that! :-)

//Magnus Kollberg
--
```
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+
```

5741. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-08 00:00:00 UTC
From: JEDI
Message-ID: <53djaf$4lk@lex.zippo.com>
Source record: 8350

In article , jsheehy@ix.netcom.com says...
>
>Gary Peake <gpeake@accesscomm.net> writes:
>
>>Oh, please ... my 3000 runs high-res laced and so do most of the others out
>
>That's what he meant by low res!

Then he doesn't really know much about Ameoba3000's then now
does he?

5742. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-08 00:00:00 UTC
From: Geir Oeyvind Vaelidalo <goev@hinux.hin.no>
Message-ID: <Pine.LNX.3.95.961008152629.25627A-100000@hinux.hin.no>
Source record: 8351

> I can getmy falcon to boot much faster thatn that! :-)

Well, Magnus
This is with MagiC, Ease, NVDI and lots of other stuff.

Regards
Geir...

5743. Re: Re^2: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-08 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <53ee1t$q18@scanner.worldgate.com>
Source record: 8352

> c> Drag a 20Mb TIFF onto Photoshop on a PowerMac 9500 with 32Mb of RAM and
> c> tell me how long it takes to load Photoshop and display the file...
> c>
> c> An equivalent Graphics package called PhotoLine on the DirecT60 takes
> c> less than two seconds.
>
>How much does this PhotoLine cost ? May it be that the software is doing the
>difference ? What operating system are you considering ? Sorry but here in
>Italy we have very small info about this.
>
>Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
>
>--
>"Dual Pentium-100 - Compiles in a flash, makes great coffee too!"
>
>--
>
>Ciao, ** Mike ** mike@interware.it www.interware.it/users/mike

Photoline is a 200 USD image editing package. DirecT60 is a 68060 based Atari TT clone running TOS3.06.

All the best,
Chris

5744. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-09 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvsp7od1fx.fsf@emw.ericsson.se>
Source record: 8353

Geir Oeyvind Vaelidalo <goev@hinux.hin.no> writes:

>
> > I can getmy falcon to boot much faster thatn that! :-)
>
> Well, Magnus
> This is with MagiC, Ease, NVDI and lots of other stuff.

Well, I suspected something like that.
BTW. Have you managed to run MagiC from Fast-RAM?

//Magnus Kollberg
--
+--+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

5745. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct10.181641.1@cobra.uni.edu>
Source record: 8354

In article <844634582_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:

> First of all I agree with Paul that this does not belong in an Atari
> newsgroup at all...Bored today, were we, Mr. Sinclair? :)

Actually, I was testing my newsreader. It seems when I post here, the posts disapear after a day or so.. So far so good.

> Second, the Amiga -still- exists...it did not end in 1994. (perhaps
> you are referring to Commodore?) There are millions of Amigas in
> existence...(although, like Atari, I don't have any idea how many
> are actually still being used) They are still pretty awesome machines,
> having the best integral, core multitasking anywhere...I much prefer
> the user friendliness of TOS/GEM but like Atari's, the Amiga is also
> pretty effecient with its system resources and does not require tons
> of RAM/CPU speed/hard drive space, etc,...unlike Macs and PC's.. :)

The Amiga barely exists. The only Amiga model that rarely exist is the $2800 040 A4000T which has even worst price/performance than the Hades.. Only a handful of the A4000T have been sold not enough to exist as viable. Considering this is a 1992 design and were almost to '97'.. Again, the Amiga doesn't have the near functionality as a PC/Mac does today..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodger President & CEO of Cypress Semiconductors

5746. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct10.182516.1@cobra.uni.edu>
Source record: 8355

In article <844640138_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:

> Look at the first paragraph -again- and follow the point of the thread,
> Mr. Sinclair...point being not how a 90mhz Pentium would "eat" a Falcon
> but that an '060 equipped/TOS based computer would match up very well
> indeed with comparable Pentiums... :)

Just a Pentium 90? Running what OS? You can't even buy a Pentium 90 today, okay if you look hard enough in the Computer Shopper. The Pentium 133 is the bare minimum today. Know what they cost today? Much less than $2500 Hades with out monitor and CD!

> Oh, BTW, I think that running "real, equal apps" such as Calumus SL,
> CAB, Cubase Audio, Apex Media, etc, etc, (long list dude) on a Falcon
> is very comparable to "real apps" on a 90 mhz Push-me/ho-hum er, Pentium!

Calamus SL, does it exist? CAB, just shareware? Cubase Audio, from what I heard is no longer being updated...Apex Media, whats that?
> <heh>

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodger President & CEO of Cypress Semiconductors

5747. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct10.184902.1@cobra.uni.edu>
Source record: 8356
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <4310.6852T739T2695@accesscomm.net>, Gary Peake <gpeake@accesscomm.net> writes:

> It is much more than that and you know it! If you didn't know it, you wouldn't
> spend so much time here trying to convince people otherwise, now would you?? :)

What are you babbling about? Has any $2800 040 Amiga 4000T been sold this year
in NA?

> But we don't HAVE to add that 16 meg simm you had to add to just get
> functionality and that is the point I am making. Good try, but alas ...

Yes you do when you use the Video Toaster and LightWave...
Lets see I paid $88 for a 16 meg sim and now have 24 megs ram..Just right..I
still paid far less than - just above 1/3 the price of the $2800 040 A4000T!

> Oh, please ... my 3000 runs high-res laced and so do most of the others out
> there. As far as internet, we have IBrowse, Aweb, Alynx, AmFTP, AmIRC and a host
> of news readers/mailers. We aren't hurting in that dept and no giant
> iconoclastic corporation programmed any of those for us. That was all done by
> our hard working, ingeniuos programmers ... on their own, usually in their spare
> time, at thier own homes. Pretty awesome feat when it causes guys like you to
> come here and try to talk about how 'great' Netscape is in comparison!! I don't
> miss anything you have Pete!

In 4 color mode..Must be enough to view the pages in glorifying color.
IBrowse, Aweb, Alynx, AmFTP costs extra, only Amiga! I don't know about you,
but Netscape is continously updated by the sweat of the programmers as well and
is packaded in all Mac boxes part of the Internet Connection kit.. Amiga users
pay more for less, only Amiga!

> If it wasn't proprietary, I'd be happy to send you a listing of Team Amiga
> members worldwide that would part your hair (if you have any left after having
> to deal with that Mac all day)? Our user base may have dwindled somewhat, but
> those of us who are left are a special breed of people not matched in other
> community. And, that, I'm sure is why you are here so much. Pity is that you
> have gained nothing by osmosis ... though we all here keep hoping.

What breed is this? If you want to live in the past, your choice, only Amiga..

> Oh, I definitely would. The Amiga is what spurred on the likes of M$ and Apple
> to get where they are today. Damn shame it took them 10 years to just catch up
> to my old, dying, derilect of a computer ... an Amiga 3000/25.

ROFLMAO!! The Amiga 3000 was passed years ago.. Not speaking for MS, Apple has
great tech in the software area like Cyberdog and QTVR...Nothing like that on
the Amiga, only Amiga!

> --
> Gary Peake Coordinator
> gpeake@accesscomm.net
> 1:106/7511.1 *Team AMIGA*
> --
>
>
> I believe I will take this opportunity to remove my ears.

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodger President & CEO of Cypress Semiconductors

5748. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct10.185458.1@cobra.uni.edu>
Source record: 8357
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <3257c989.4354449@news.onramp.net>, dcorn@paradise.pplnet.com (David Corn) writes:
> On 05 Oct 96 12:19:53 -500, Gary Peake <gpeake@accesscomm.net> wrote:
>
>>Oh, please ... my 3000 runs high-res laced and so do most of the others out
>
> If sans graphics card, that's roughly 724x484 or so max, in 4, 8, or
> (slow!) 16 colors. That's not especially impressive.

Yep, that video card adds cost to the overpriced Amiga today, only Amiga.

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodger President & CEO of Cypress Semiconductors

5749. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct10.190217.1@cobra.uni.edu>
Source record: 8358

In article <5395pe$bcr@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com> writes:

> Brilliant argument.

> No, This is not what I stated. This is not double talk. I merely put the test into perspective. Photoshop is bigger and slower
> code than PhotoLine. PhotoLine does not have all the features of PhotoShop. The statement was made in order to clarify that this
> should be taken into consideration. For somebody who works in a library, you don't read so good.
> There is no easy way to compare a TOS compatible with a Mac OS compatible since we are talking two totally different operating
> systems. The MacOS is bigger and slower code than TOS. Atari software is much more optimized than Mac software, it executes
> faster and uses less overhead. This is why an 060 running TOS and Atari software is so fast. The PPC is definetly a superiour
> chipset than the 060, no doubt about that. The MacOS and software slows it down though. This is the real issue here.

The Mac OS does more costs less than a TOS 060...Try running Cyberdog and
Quicktime VR on TOS 060...

Heck, ClaisWorks loads up faster than Word but has less features to speak of.
Now you compare a PhotoShop lite clone to the real thing is pathetic.. Next
time try eqevelant apps next time.

> You must impress easily.

Considering what may come in the future, dam impressive...

>>If you want an inkling in what is comming soon, check out 'macweek.com'
>>..Awesome issue!
>
> If you believe half of what you read in the mags...you are, well, I won't say it. After all, according to all the Apple Mags we
> were supposed to be using Copland by now...

MacWeek is 99% correct..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I

I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodger President & CEO of Cypress Semiconductors

5750. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct10.185328.1@cobra.uni.edu>
Source record: 8359

In article <844640692_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:

> Once again, the issue is -not- distribution of the Hades but whether or
> not you've had hands on experience that qualifies you to make some of
> the statements you make...Obviously from your above statement you do

The issue is distribution. What qualifies as heresay is that you make up statements that are distorted by using apps that are not equivelant to the issue at hand..Nice try..

> _/_/_/_

5751. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct10.190600.1@cobra.uni.edu>
Source record: 8360

In article <844701108_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

> You sound as if we should be impressed by this 'legal document' that
> was signed, what was it? A contract of employment? 'I Peter Sinclair
> Day agree to buy Apples entire range to keep them afloat'?

Hey If dollars grew on trees, probably..

> ---
> Paul Womar - Just your average Atari user on the verge of sanity.
> Mail: Paul@pwomar.demon.co.uk IRC: Wo
> ---

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodger President & CEO of Cypress Semiconductors

5752. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct10.190901.1@cobra.uni.edu>
Source record: 8361

In article <844700826_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

> I think the point is that that the OS isn't polished, it wastes
> processor time, maybe you can afford it to be wasted but it's still a
> waste.

Afford what? My system costs 1/3 of the Hades system, your money(TM: Bob Dole)
>
> ---
> Paul Womar - Just your average Atari user on the verge of sanity.
> Mail: Paul@pwomar.demon.co.uk IRC: Wo
> ---

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodger President & CEO of Cypress Semiconductors

5753. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct10.192239.1@cobra.uni.edu>
Source record: 8362

In article <844727700_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:

> The function being compared is all that is being debated, this is a
> proper task that is completely integral to the working of a graphics
> program. Back to the old car anology again you can't say that the F40
> is a less powerfull car than a Ford Fiesta just becuase the F40 doesn't
> have intermittent windscreen wipers and 5 seats.

Comparing feature to feature and functionality to functionality is the issue.
Photoline is not equivalent to Photoshop...

> And you saw photoline when and where?

Stated before, photoline is not equivalent to Photoshop on a feature to
feature.. Like me saying that ClarisWorks is equivalent to MS Office..

> Yeah that would obviosly be the most likely explanation, you (the one
> with neither machine) would know better than the person with both.

You made the claim..Do you own both machine?

> Sounds like you can't take defeat.

Take what defeat?

> If you meant to type 'then', then it's hardly a fair comparison, is
> it? Ho much was a 9500 back then?

Today, a 132 mhz 604 box is $1899, much less than the Hades..

A PowerTower 166 is around $2500..You're money..(TM Bob Dole)...

> Yeah he made claims and you haven't seen the machine and keep
> disputing the claims, there's no way you'd buy a machine because you
> couldn't admit being wrong. Would you send me a 9500 is I said my ST
> was more powerful than it?

I don't have a 9500 at home but 7600/132's at work..

> ---
> Paul Womar - Just your average Atari user on the verge of sanity.
> ---

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I

I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodger President & CEO of Cypress Semiconductors

5754. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct10.224752.1@cobra.uni.edu>
Source record: 8363

In article <53a9a9$a8i@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:

> So, show me an app on the Mac that can match this speed and I will run it here and then
> we will see.

Find an equivelant Mac app, and we will see.

By the way what version of Photoshop were you using?

>>The 9500 must be screwed up...

Again what version of Photoshop?

> Bingo!
>
> Sounds like you have experience with this part of your body.

Typical..

>>The press release way back than.. Still to expensive for an 060 class.
>
> Oh! I see, so if we also used the press release from way back when the 9500 came out at
> close to 7500.00 that would be a fair comparison then?

Interesting...I thought the 9500 was around $5000 when first released.. $5000
buys the fastest 225 mhz PowerMac.. An equivelant to the 9500/132(no longer
made) costs $1899..

>>Why? You made claims..
>
> You said you wanted me to send you one. pay me for it and I will send it. Or are you
> just being you?

Why would I buy an antique?

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodger President & CEO of Cypress Semiconductors

5755. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct10.232405.1@cobra.uni.edu>
Source record: 8364

In article <53b5og$od0@lex.zippo.com>, JEDI writes:

> If the Mac's can't keep up with the simple stuff, it's rather absurd
> to think they'll keep up when real work has to be done.

He he he...You have it the otherway around...The St can't even keep up with the hardstuff today. Try using QTVR, Cyberdog Corel Draw and much more..

> ==
> | |
> | They are a dying race, let them pass. ||| |
> | Who? Atari or Apple? / | \ |
> | Yes. |
> | |
> | OLE & OpenDoc: Shoehorns for applications. |
> | =TMJ= |
> ==

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodger President & CEO of Cypress Semiconductors

5756. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct10.231927.1@cobra.uni.edu>
Source record: 8365

In article <Pine.LNX.3.95.961007133054.14911D-100000@hinux.hin.no>, Geir Oeyvind Vaelidalo <goev@hinux.hin.no> writes:

> Sure Peter! Sure! The little extra time a Falcon uses on everyday
> use compared to a 90Mhz Pentium, it takes back in slick interface! My
> Falcon boots in 18! seconds. My wordprosessor use approx. 5 seconds to
> load and it's a hell of a lot faster to use than ANY, I repeat ANY windows
> word-prosessor I've ever tried, and I've tried a lot!
> That's what I love about Atari computers! It feels like driving a
> sportscar, and even though the engine is not as powerful as those found
> in the PC trucks, I get from A to B just as fast, and often faster!

Can you buy a 90Mhz Pentium today? The baseline one is 133mhz. Who cares if your Falcon boots a WP that is not up to snuff to the others on the other platforms.

Okay...How about easier than any Mac wp?

That will do when using ancient apps...Thats how it feels on mine too..

> Eh... Too many exclamation marks, or

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodger President & CEO of Cypress Semiconductors

5757. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct10.232642.1@cobra.uni.edu>
Source record: 8366

In article <53b537$njq@lex.zippo.com>, JEDI writes:

> What took you so long? We've been using Cyberstudio and such for
> ages. It's interesting that all you can mention is a few toys. Your dreams
> must be very uninteresting.

I have been using multimedia for some time now when will you beable to?

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodger President & CEO of Cypress Semiconductors

5758. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct10.230002.1@cobra.uni.edu>
Source record: 8367
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <777.6853T971T2005@accesscomm.net>, Gary Peake <gpeake@accesscomm.net> writes:

> To some of us 'size' isn't important, ours is already as big as we need it to
> be.

So you speak for the entire Amiga userbase? You know whats best?

> Gary Peake Coordinator
> gpeake@accesscomm.net
> 1:106/7511.1 *Team AMIGA*

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodger President & CEO of Cypress Semiconductors

5759. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct10.225720.1@cobra.uni.edu>
Source record: 8368

In article <538lc2$em9@lex.zippo.com>, JEDI writes:

> All of Photoshop is most probably unnecessary in most cases.
> This is why all the bruhaha about OpenDoc (which you don't
> understand) and to some extent OLE.

I see, and you use Photoshop on a daily basis? What does OpenDoc have to do
with Photoshop? OpenDoc is used with Cyberdog which you do not understand..

> You don't even know the difference. Your in no position to tell
> anyone that it won't hang.

Ah, I see and you?

>>The 9500 must be screwed up...
>
> This is quite a lame response. You don't even really know what you
> are arguing. This is to be expect as you never do know what you're
> talking about.

And you Mr. anarchist?

> If an 060 machine cannot compete with 686's and 604's then that should
> be considered anamolous, no the other way around.

He he he...They compete fine. They always bring up a Pentium 90 which has not
been made in awhile..The P133 is the baseline now..and still cheaper to boot.

> Why not? That is quite an ordinary price for that class of machine.
> 686's and 604's go for the same amount of money or MUCH more.

Yea, considering its an antique..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodger President & CEO of Cypress Semiconductors

5760. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-11 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvn2xtiygu.fsf@emw.ericsson.se>
Source record: 8369

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

> > Oh, BTW, I think that running "real, equal apps" such as Calumus SL,
> > CAB, Cubase Audio, Apex Media, etc, etc, (long list dude) on a Falcon
> > is very comparable to "real apps" on a 90 mhz Push-me/ho-hum er, Pentium!
>
> Calamus SL, does it exist? CAB, just shareware? Cubase Audio, from what I
> heard is no longer being updated...Apex Media, whats that?

I think the latest version of Calamus SL was just released some weaks ago. Cubase Audio was also upgraded a month or so ago and CAB is also becomming much better for each release. Apex Media is a very good realtime graphicsprogram for the Falcon030/040 and a new version which is completely rewritten is out later this year. There is also Apex Audio on it's way later this year which will be awesome. There is also talk about Apex FFT for _very_ advanced soundprocessing for professional use. :-))

//Magnus Kollberg
--
+--+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

5761. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-11 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <JpOSI-1.brimiller@delphi.com>
Source record: 8370

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>The Mac OS does more costs less than a TOS 060...Try running Cyberdog and
>Quicktime VR on TOS 060...
>
>Heck, ClaisWorks loads up faster than Word but has less features to speak of.
>Now you compare a PhotoShop lite clone to the real thing is pathetic.. Next
>time try eqevelant apps next time.
>
>> You must impress easily.

The TOS does more, costs less than a Mac
PPC - try running Apex Media and STiK on
a PPC Mac...

Comparing Mac PPC to the superior TOS architecture
is stupid. Next time, try equivalent apss.\

This message delivered to show the abject
stupidity of Sinclair reasoning.

BR Miller
Boston, MA

5762. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-11 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <JLPxVl5.brimiller@delphi.com>
Source record: 8371

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>> If sans graphics card, that's roughly 724x484 or so max, in 4, 8, or
>> (slow!) 16 colors. That's not especially impressive.
>
>
>Yep, that video card adds cost to the overpriced Amiga today, only Amiga.

The Mac advocates post crap like this in
our newsgroups, buit scream bloody murder
when such postings are sent to their groups.
And they wonder why the whole world sees them,
for the hypocrites that they arte!?!

Apple: shrinking, dying, desperate. Just
like h oecampaign.

BR Miller
Boston, MA
Harry Browne/Jo Jorgenson '96
Vote Libertarian!

5763. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-11 00:00:00 UTC
From: *atari@teleport.com*
Message-ID: <53lrtp$ose@ornews.intel.com>
Source record: 8372

In article <1996Oct10.232642.1@cobra.uni.edu>,
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>
>In article <53b537$njq@lex.zippo.com>, JEDI writes:
>
>> What took you so long? We've been using Cyberstudio and such for
>> ages. It's interesting that all you can mention is a few toys. Your
>> dreams must be very uninteresting.
>
>I have been using multimedia for some time now when will you beable to?

I started in 1984. The term didn't even exist vis-a-vis computers until Mickey$lop finally managed to get us at Intel to make a CPU fast enough to keep up with the bloated code coming out of Redmond, but combined graphics and sound have been available and used on Atari/TOS systems since shortly after the release of the 520ST. One of my favorites is a movie (the name of which escapes me at the moment) starring Ralph Mariano's cat (doing evil, cat-like things to the dog); another really good one is Spider Patrol. Both of those are over ten years old. I hooked to video output of my ST to a VCR a couple years ago and recorded a demo tape for the local Fidonet sysops; these guys were all running the hottest available PCs at that time, and to a man, they were favorably impressed with the multimedia capabilities of my system. It was about nine years old at that time. The Falcon and new TOS clones are far more powerful and faster, easily capable of much better performance using the exact same software, or of stunning feats using modern applications. It was just 4 years ago that I saw the "Tina Turner" movie running on a Falcon. There wasn't a Mac or PC system that could touch it at that time; the DEC Alpha was about equal as long as the performance was silent, but fell down when sound was added.

The Mac is a good system. However, it's NOT the topic of this newsgroup. Please try to remember that, lest you suffer the warth of the net.gods once more.

Write to atari@teleport.com for the alt.binaries.atari* charter.
My bookmarks: http://www.teleport.com/~atari
Files: ftp://ftp.teleport.com/users/atari
Remove the * (inserted to foil spambots) from my address to reply.
#include disclaimer.h

5764. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-11 00:00:00 UTC
From: JEDI
Message-ID: <53lg2v$hoa@lex.zippo.com>
Source record: 8373

In article , sinclap2954@cobra.uni.edu says...
>
>In article <844640692_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net
(Ronald J. Hall) writes:
>
>> Once again, the issue is -not- distribution of the Hades but whether or
>> not you've had hands on experience that qualifies you to make some of
>> the statements you make...Obviously from your above statement you do
>
>The issue is distribution. What qualifies as heresay is that you make up
>statements that are distorted by using apps that are not equivelant to the

You are no position to tell anyone whether or not those apps are not
equivalent. The only reason we might know that there is any difference
at all is because of the forthcoming nature of the tester. You are completely
ignorant on these matters.

5765. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-11 00:00:00 UTC
From: JEDI
Message-ID: <53lgo1$hvr@lex.zippo.com>
Source record: 8374

In article , sinclap2954@cobra.uni.edu says...
>
>In article <844700826_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>
>> I think the point is that that the OS isn't polished, it wastes
>> processor time, maybe you can afford it to be wasted but it's still a
>> waste.
>
>
>Afford what? My system costs 1/3 of the Hades system, your money(TM: Bob Dole)

It also appears to be more than 3 times faster. In the end, this makes it a
better deal.

```
================================================================
| |
| They are a dying race, let them pass. ||| |
| Who? Atari or Apple? / | \ |
| Yes. |
| |
| OLE & OpenDoc: WeightWatchers for Applications. |
| =TMJ= |
================================================================
```

5766. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-11 00:00:00 UTC
From: *atari@teleport.com*
Message-ID: <53lrd3$ose@ornews.intel.com>
Source record: 8375

In article <1996Oct10.232405.1@cobra.uni.edu>,
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>
>He he he...You have it the otherway around...The St can't even keep up with
>hardstuff today. Try using QTVR, Cyberdog Corel Draw and much more..

Well, Peter, up to your old tricks, I see.

You keep going on about this "Cyberdog;" what the heck is it? I have a lab
here with every sort of Intle machine ranging from a 486/33 to multi-proc
P/200 servers, and out of more than 200 engineers within spitting distance,
not a single one of them even knows what "Cyberdog" is. If it's so great, how
come Mickey$lop hasn't stolen it for the PC yet?

Write to atari@teleport.com for the alt.binaries.atari* charter.
My bookmarks: http://www.teleport.com/~atari
Files: ftp://ftp.teleport.com/users/atari
Remove the * (inserted to foil spambots) from my address to reply.
#include disclaimer.h

5767. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-11 00:00:00 UTC
From: JEDI
Message-ID: <53li0p$id3@lex.zippo.com>
Source record: 8376

```
In article , sinclap2954@cobra.uni.edu says...
>
>In article <53b537$njq@lex.zippo.com>, JEDI writes:
>
>> What took you so long? We've been using Cyberstudio and such for
>> ages. It's interesting that all you can mention is a few toys. Your dreams
>> must be very uninteresting.
>
>I have been using multimedia for some time now when will you beable to?

1985.

Multimedia is yet another buzzword that you have no understanding of.

---
================================================================
| |
| They are a dying race, let them pass. ||| |
| Who? Atari or Apple? / | \ |
| Yes. |
| |
| OLE & OpenDoc: WeightWatchers for Applications. |
| =TMJ= |
================================================================
```

5768. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-11 00:00:00 UTC
From: JEDI
Message-ID: <53lhu6$icl@lex.zippo.com>
Source record: 8377

```
In article , sinclap2954@cobra.uni.edu says...
>
>In article <53b537$njq@lex.zippo.com>, JEDI writes:
>
>> What took you so long? We've been using Cyberstudio and such for
>> ages. It's interesting that all you can mention is a few toys. Your dreams
>> must be very uninteresting.
>
>I have been using multimedia for some time now when will you beable to?

1985.

Multimedia is yet another buzzword that you have no understanding of.

---
================================================================
| |
| They are a dying race, let them pass. ||| |
| Who? Atari or Apple? / | \ |
| Yes. |
| |
| OLE & OpenDoc: WeightWatchers for Applications. |
| =TMJ= |
================================================================
```

5769. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-11 00:00:00 UTC
From: JEDI
Message-ID: <53lhqd$ic5@lex.zippo.com>
Source record: 8378

In article , sinclap2954@cobra.uni.edu says...
>
>In article <53b5og$od0@lex.zippo.com>, JEDI writes:
>
>> If the Mac's can't keep up with the simple stuff, it's rather absurd
>> to think they'll keep up when real work has to be done.
>
>He he he...You have it the otherway around...The St can't even keep up with the
>hardstuff today. Try using QTVR, Cyberdog Corel Draw and much more..

No one was talking about the ST. Did you forget to take your medicine
this morning?

```
================================================================
| |
| They are a dying race, let them pass. ||| |
| Who? Atari or Apple? / | \ |
| Yes. |
| |
| OLE & OpenDoc: WeightWatchers for Applications. |
| =TMJ= |
================================================================
```

5770. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-11 00:00:00 UTC
From: JEDI
Message-ID: <53lgf7$hul@lex.zippo.com>
Source record: 8379

In article , sinclap2954@cobra.uni.edu says...
>
>In article <5395pe$bcr@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
>
>> Brilliant argument.
>
>> No, This is not what I stated. This is not double talk. I merely put the test into
perspective. Photoshop is bigger and slower
>> code than PhotoLine. PhotoLine does not have all the features of PhotoShop. The
statement was made in order to clarify that this
>> should be taken into consideration. For somebody who works in a library, you don't read
so good.
>> There is no easy way to compare a TOS compatible with a Mac OS compatible since we are
talking two totally different operating
>> systems. The MacOS is bigger and slower code than TOS. Atari software is much more
optimized than Mac software, it executes
>> faster and uses less overhead. This is why an 060 running TOS and Atari software is so
fast. The PPC is definetly a superiour
>> chipset than the 060, no doubt about that. The MacOS and software slows it down though.
This is the real issue here.
>
>The Mac OS does more costs less than a TOS 060...Try running Cyberdog and
>Quicktime VR on TOS 060...

Toys are irrelevant.

>
>Heck, ClaisWorks loads up faster than Word but has less features to speak of.
>Now you compare a PhotoShop lite clone to the real thing is pathetic.. Next
>time try eqevelant apps next time.

Now tell us WHY these two applications are not at all comparable.
What sort of firms would be handicapped by the 'lite' version and
WHY?

==========
| |
| They are a dying race, let them pass. ||| |
| Who? Atari or Apple? / | \ |
| Yes. |
| |
| OLE & OpenDoc: WeightWatchers for Applications. |
| =TMJ= |

==========

5771. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-11 00:00:00 UTC
From: JEDI
Message-ID: <53lhk5$iav@lex.zippo.com>
Source record: 8380

In article , sinclap2954@cobra.uni.edu says...
>
>In article <538lc2$em9@lex.zippo.com>, JEDI writes:
>
>> All of Photoshop is most probably unnecessary in most cases.
>> This is why all the bruhaha about OpenDoc (which you don't
>> understand) and to some extent OLE.
>
>I see, and you use Photoshop on a daily basis? What does OpenDoc have to do
>with Photoshop? OpenDoc is used with Cyberdog which you do not understand..

OpenDoc and OLE are both software component specifications.
They aren't limited to your precious little Cyberdog. You have yet to
address what the value of a megolithic application built from 'parts'
gives you that a bunch of 'parts' as standalone applications will not.
Both are primarily for dealing with the consequences of trying to build
apps that attempt to do everything and still have to be loaded into a
'real' limited resource machine.

>
>> You don't even know the difference. Your in no position to tell
>> anyone that it won't hang.
>
>Ah, I see and you?

I never claimed to. However, it is rather easy to see that you have not.
You have never posted a WHY on this subject. Your opponent has. This
takes his arguments light years beyond yours. He speaks the language
of real industry, you do not.

>
>>>The 9500 must be screwed up...
>>
>> This is quite a lame response. You don't even really know what you
>> are arguing. This is to be expect as you never do know what you're
>> talking about.
>
>And you Mr. anarchist?

My dialogue confoms to hellenic standards of logic and rhetoric.
I wasn't aware that passed for anarachy these days.

>
>> If an 060 machine cannot compete with 686's and 604's then that should
>> be considered anamolous, no the other way around.
>

>
>He he he...They compete fine. They always bring up a Pentium 90 which has not
>been made in awhile..The P133 is the baseline now..and still cheaper to boot.

You are confusing your comparisons again. You're always confused.

>
>> Why not? That is quite an ordinary price for that class of machine.
>> 686's and 604's go for the same amount of money or MUCH more.
>
>Yea, considering its an antique..

Once more for the anacaleptic...

68000 8086
68020 80286
68030 80386
68040 80486
80586/P5 PPC601
68060 80686/PPro PPC604

==========
| |
| They are a dying race, let them pass. ||| |
| Who? Atari or Apple? / | \ |
| Yes. |
| |
| OLE & OpenDoc: WeightWatchers for Applications. |
| =TMJ= |
==========

5772. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-11 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <53kq64$4o1@nyheter.chalmers.se>
Source record: 8381

In article <1996Sep24.223228.1@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
So what you are stating is that a PPC 603e 160 mhz is not as good <--ZIP-->
^^^

Oh my! That must be a slow machine running in milliherz! :-)

/Christer

5773. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-11 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <53kqa9$4og@nyheter.chalmers.se>
Source record: 8382

In article <52bqg5$nln@ornews.intel.com> *atari@teleport.com* (Rich Tietjens) writes:
I'd love to see Apple release System and Finder for the PC - if it can maintain
the ability to use DOS 8.3 filenames, and read Win95 long filenames, it HAS to
be better than M$ crap. A little competition would be healthy in the PC OS
market, and only Apple is in a position to do any such thing.

Why should they support Microsofts junky filesystems?

/Christer

5774. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-12 00:00:00 UTC
From: lolsen@hsr.no
Message-ID: <53onm3$nk1@dole.uninett.no>
Source record: 8241
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

PETER SINCLAIR-DAY writes:
: Gary Peake <gpeake@accesscomm.net> writes:
:
: > But we don't HAVE to add that 16 meg simm you had to add to just get
: > functionality and that is the point I am making. Good try, but alas ...

: Yes you do when you use the Video Toaster and LightWave...
: Lets see I paid $88 for a 16 meg sim and now have 24 megs ram..Just right..I
: still paid far less than - just above 1/3 the price of the $2800 040 A4000T!

Which would be about the same price as a loaded 060 A1200T.

: If you want to live in the past, your choice, only Amiga..

Then again, twisting reality is easy once you have the right
connections.
Cheers...

5775. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-12 00:00:00 UTC
From: lolsen@hsr.no
Message-ID: <53ood5$nk1@dole.uninett.no>
Source record: 8242
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

PETER SINCLAIR-DAY writes:

: > Oh, please ... my 3000 runs high-res laced and so do most of the others out
: > there. As far as internet, we have IBrowse, Aweb, Alynx, AmFTP, AmIRC and a host
: > of news readers/mailers. We aren't hurting in that dept and no giant
: > iconoclastic corporation programmed any of those for us. That was all done by
: > our hard working, ingeniuos programmers ... on their own, usually in their spare
: > time, at thier own homes. Pretty awesome feat when it causes guys like you to
: > come here and try to talk about how 'great' Netscape is in comparison!! I don't
: > miss anything you have Pete!

: In 4 color mode..Must be enough to view the pages in glorifying color.
: IBrowse, Aweb, Alynx, AmFTP costs extra, only Amiga! I don't know about you,
: but Netscape is continously updated by the sweat of the programmers as well and
: is packaded in all Mac boxes part of the Internet Connection kit.. Amiga users
: pay more for less, only Amiga!

My neightbor bought the A1200 SurferPack some time ago, complete
with all Internet accessories - no extra cost there.
Is there a $450 I-net'able Mac?
Then again, I used Netscape 2.0 on my Amiga for over a year, can't
seem to remeber paying a dime for it.
Cheers...

5776. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-12 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GJMPBHCSUP@cabal.shnet.org>
Source record: 8243
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <1996Oct10.184902.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
[mucho crap]
>I Do you believe in Macintosh?

"Cause that is what I'm selling.
And if you you're going to MacWarehouse
I'll see you right.

You don't even have to touch that dial
Or get out of your chair,
You don't even have to leave your house
Cause I'm everywhere.

And Jeez they do know me
And they know I'm right
I been talking Mac-crap
all my life
[rest omitted]"

Calm down, Petey boy.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

5777. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-12 00:00:00 UTC
From: Gary Peake <gpeake@accesscomm.net>
Message-ID: <693.6859T1348T681@accesscomm.net>
Source record: 8244
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

David Corn said Re: What is an Amiga? ... did anyone listen?
DC> On 05 Oct 96 12:19:53 -500, Gary Peake <gpeake@accesscomm.net> wrote:

>>Oh, please ... my 3000 runs high-res laced and so do most of the others out

DC> If sans graphics card, that's roughly 724x484 or so max, in 4, 8, or
DC> (slow!) 16 colors. That's not especially impressive.

You said 'couldn't' and now that you find it 'can' you decide to qualify your
remarks?

Sorry, you were wrong ... it can and is ... right now!

--
Gary Peake Coordinator
gpeake@accesscomm.net
1:106/7511.1 *Team AMIGA*
--

All stressed out, and no one to choke.

5778. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-12 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <325F6C4B.56E6@owens.ridgecrest.ca.us>
Source record: 8245

PETER SINCLAIR-DAY wrote:
>
> In article <844640692_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net
(Ronald J. Hall) writes:
>
> > Once again, the issue is -not- distribution of the Hades but whether or
> > not you've had hands on experience that qualifies you to make some of
> > the statements you make...Obviously from your above statement you do
>
> The issue is distribution. What qualifies as heresay is that you make up
> statements that are distorted by using apps that are not equivelant to the
> issue at hand..Nice try..

Maybe you would like to explain what PhotoShop does that Photoline does
not?
Then, back up your statements with proof, meaning you must compair the
two
programs with experience that you gained first hand using both.
I honestly don't think you OWN Photoslop, but give it a shot. Demo
versions
of either don't count. As a matter of fact, I can do it right now with a
simple keyboard stroke. Let's use a 20mb Tiff for performance ratings.
Let's see how your 24mb of ram in your powersludge compairs to the 128mb
ram capacity of my simple machine. Better get that virtual memory turned
on.
I'll be watching your post to check for accuracy. My stop watch is
ready.
My filters are ready. Kia's don't count. Let's start the equivalency
test.

Mike

Cyberdog: Apples attempt at a Web package
Opentransport: What Apple is currently rewriting (again)
MacTCP: 1040ST system disk

5779. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-12 00:00:00 UTC
From: Binary@pwomar.demon.co.uk
Message-ID: <845166652_OASIS_@pwomar.demon.co.uk>
Source record: 8383

In article <1996Oct10.182516.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <844640138_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net
(Ronald J. Hall) writes:

>> Oh, BTW, I think that running "real, equal apps" such as Calumus SL,
>> CAB, Cubase Audio, Apex Media, etc, etc, (long list dude) on a Falcon
>> is very comparable to "real apps" on a 90 mhz Push-me/ho-hum er, Pentium!
>
>Calamus SL, does it exist?

Quite obviously yes.

>CAB, just shareware?

Just because in the PC/Mac world a shareware program that just prints
"My name is Pete" on the screen will cost you $102.56 doen't mean that
it aplies in the Atari world. It's a fine program and it's not really
shareware anyway, it's freeware with donations if you want to and it's
certainly not the typical share/crippleware.

>Cubase Audio, from what I
>heard is no longer being updated.

So what? I know you aren't used to good quality programs with few/no
bugs in them but it doesn't mean they don't exist. You are so typical
in your update mentality, i'm sure you upgrade your programs when you
know you won't ever use any of the extra features.

>Apex Media, whats that?

Your ignorance is more astounding than ever.

--

---
binary@pwomar.demon.co.uk - Quality binaries welcome by request.

5780. Sinclair on IRC?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-12 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <845168804_OASIS_@pwomar.demon.co.uk>
Source record: 8384

The Toad thread is taking quite some time as Pete answers questions
with stupid "your machine must be broken" answers that often even have
nothing to do with the questions asked. Due to the nature of Usnet it
means that it takes weeks to get an ounce of sense and so I propose
that maybe we take the debate ot IRC and whizz through it there, I'd
certainly love to. A time acceptable to both US & UK citizens would be
nice, possibly Sunday (this or next week)? If anyone is interested
then post to this thread and if some people are interested and Pete
can handle it then we can sort out a time.
I look forward to hearing from you all.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5781. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-12 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <845167236_OASIS_@pwomar.demon.co.uk>
Source record: 8385

In article <1996Oct10.192239.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <844727700_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>
>> The function being compared is all that is being debated, this is a
>> proper task that is completely integral to the working of a graphics
>> program. Back to the old car anology again you can't say that the F40
>> is a less powerfull car than a Ford Fiesta just becuase the F40 doesn't
>> have intermittent windscreen wipers and 5 seats.
>
>Comparing feature to feature and functionality to functionality is the issue.

Exactly, the feature we are currently comparing is the ability to load
a TIFF, the Apple machine isn't as fast.

>Photoline is not equivalent to Photoshop...
>
>> And you saw photoline when and where?
>
>Stated before, photoline is not equivalent to Photoshop on a feature to
>feature.. Like me saying that ClarisWorks is equivalent to MS Office..

That was not the question, it's still there, read it slowly, get
someone to read it to you if you have to and reply. It's easy!

>> Yeah that would obviosly be the most likely explanation, you (the one
>> with neither machine) would know better than the person with both.
>
>You made the claim..Do you own both machine?

I don't recall any claim, just you 'debating' someone elses results
when you have no way of knowing the truth or at least no will. If you
saw it I'm sure you'd swear it was actually an apple in a different
case.

>> Sounds like you can't take defeat.
>
>Take what defeat?

The one here the 9500 wasn't as fast, you've just proved you can't
take it by pretending you don;t know what I'm talking about.

>> If you meant to type 'then', then it's hardly a fair comparison, is
>> it? Ho much was a 9500 back then?
>

>Today, a 132 mhz 604 box is $1899, much less than the Hades..

Less speed for less money, sounds fair.

>A PowerTower 166 is around $2500..You're money..(TM Bob Dole)...

I'm afraid that I am not actually money.

>> Yeah he made claims and you haven't seen the machine and keep
>> disputing the claims, there's no way you'd buy a machine because you
>> couldn't admit being wrong. Would you send me a 9500 is I said my ST
>> was more powerful than it?
>
>I don't have a 9500 at home but 7600/132's at work..

I know that but that had little to do with the point of the question.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5782. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-12 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <845167082_OASIS_@pwomar.demon.co.uk>
Source record: 8386

In article <1996Oct10.190901.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <844700826_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>
>> I think the point is that that the OS isn't polished, it wastes
>> processor time, maybe you can afford it to be wasted but it's still a
>> waste.
>
>
>Afford what? My system costs 1/3 of the Hades system, your money(TM: Bob Dole)

Afford doesn't directly mean anything to do with money Pete, that was
not what I was talking about. I see you still haven't upgraded your
'net software to the version with the the cut button. When you get it,
highlight the signatures on your replies and press it.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5783. New entrant in Mac clone market!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct12.004959.1@cobra.uni.edu>
Source record: 8387

Introducing the MPOWER line of Mac OS compatible personal
When we asked our customers what they wanted in an Apple Macintosh compatible clone computer, we weren't surprised to hear that most of them wanted two things: great performance at a great price, and the ability to order the system they want, with the drives, and other options they need, but without a bunch of "features" they neither need nor want. The APS MPower series of personal computers is designed to accommodate both of these requests. Priced hundreds of dollars less than systems with similar performance and features, APS MPower systems deliver the exceptional performance of Motorola's 603e and 604e PowerPC processors. APS MPower systems offer a staggering array of storage and peripheral options - and why not. APS Technologies is the premier supplier of storage and backup products to the Macintosh market. Our "Build Your Own Box" option lets you configure your own system with an astounding amount of flexibility.

The Best Engineering - Motorola

When we asked our customers what they wanted in an Apple Macintosh
* Motorola - manufacturer of the PowerPC processor &endash; no one knows it better
* MPower takes advantage of Motorola's quality processor technology, innovation & reliability

The Best Service and Support

* MPower comes from the company you've known and trusted for years
* MPower has the backing of APS' award-winning service and support

Exceptional Value

* Best mix of advanced processor technology and high-quality
Whenhardwared our customers what they wanted in an Apple Macintosh
* Compared with other personal computers running Mac OS, APS' MPower gives you the most for your money

Most Configuration Options

* APS, the recognized leader in Mac data storage solutions, has the hardware that you want included with your next Mac OS system - hard drives, removable media devices, and tape backup systems

APS MPOWER 603E160 $1399
Wh* The best value in PowerPC computing!nted in an Apple Macintosh
* 160MHz Motorola PowerPC 603e processor
* 16MB of RAM
* Three available PCI slots and two available 3.5" drive bays

* 1.2GB hard drive
5
* 8X CD-ROM

* Monitor sold seperately

The new benchmark in PowerPC, Mac OS computing, the APS MPower 603e160, for under $1,400, is the value leader in RISC-based workstations. The perfect home, or mass application PowerPC computer includes a 1.2GB hard disk drive, an 8X CD-ROM, and 16MB (upgradable to 160MB) of RAM. The APS MPower 603e160 includes a mouse, ADBtosh keyboard, three PCI expansion slots, and two available 3.5" drive bays. One-year limited warranty.

APS MPOWER 603E200 $1599
* The ideal mix of performance and value
* 200MHz Motorola PowerPC 603e processor
* 16MB of RAM
* Three available PCI slots and two available 3.5" drive bays
* 1.2GB hard drive
* 8X CD-ROM

* Monitor sold seperately

7
Outstanding performance at a terrific price, the APS MPower 603e200 is the bang-for-the-buck system of choice for individual and institutional users alike. Powered by Motorola's 200MHz PowerPC 603e processor, the APS MPower 603e200 comes ready for action with a 1.2GB hard drive and an 8X CD-ROM. Run most applications in the installed 16MB of system RAM (upgradable to 160MB) and enjoy the exceptional performance afforded by the 256KB of Level 2 cache and 1MB of VRAM. Three PCI slots and two available 3.5" drive bays let you add a whole range of PCI card and peripheral options. With the included mouse and extended ADB keyboard, this is the value-priced performance system of choice. One-year limited warranty.

APS MPOWER 604E200 $2599
* High-performance mini-tower PowerPC system at an exceptional price
* Blazing fast 200MHz PowerPC 604e processor
* Five PCI slots and four available drive bays

* 2.5GB hard drive
* 8X CD-ROM
* 24MB of RAM

* Monitor sold seperately

Blinding speed and exceptional value set this high-performance PowerPC, Mac OS workstation firmly at the top of the heap. The APS MPower 604e200 comes equipped with a gigantic 2.5GB hard disk drive, an 8X CD-ROM drive, and 24MB of RAM (upgradable to 160MB of EDO DIMM RAM) - and that's just for starters! Turbocharged with 2MB of VRAM and 512K of Level 2 cache, the APS MPower 604e200 includes five PCI slots for video, networking, peripheral expansion, and other PCI-based cards. The roomy mini-tower design includes four available drive bays for optimal customization of the high-performance MPower 604e200. One-year limited warranty.

5784. What is Cyberdog? Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct12.011941.1@cobra.uni.edu>
Source record: 8388

In article <53lrd3$ose@ornews.intel.com>, *atari@teleport.com* (Rich Tietjens) writes:
> In article <1996Oct10.232405.1@cobra.uni.edu>,
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>>
>>He he he...You have it the otherway around...The St can't even keep up with
>>hardstuff today. Try using QTVR, Cyberdog Corel Draw and much more..
>
> Well, Peter, up to your old tricks, I see.

Just responding.. Fell behind after a busy week..
>
> You keep going on about this "Cyberdog;" what the heck is it? I have a lab
> here with every sort of Intle machine ranging from a 486/33 to multi-proc
> P/200 servers, and out of more than 200 engineers within spitting distance,
> not a single one of them even knows what "Cyberdog" is. If it's so great, how
> come Mickey$lop hasn't stolen it for the PC yet?

Just give MS some time...They did not know what a web browser was until
recently..

Apple's Cyberdog 1.0 Ships

First Integrated Internet Suite Offers Tight Integration Across Internet
Applications and Mac OS

WWDC, SAN JOSE, California--May 13, 1996--Apple Computer, Inc. today
announced shipment of Cyberdog 1.0, an integrated software suite that
provides easy and intuitive access to Internet resources. Cyberdog was
released to thousands of developers at Apple's Worldwide Developer
Conference. A consumer-oriented version of the product, including
broad distribution, is planned for later this year.

The advantage to Cyberdog is that it offers the first Internet suite
of products with a common look and feel, offering easy drag-and-drop
control across different Internet services, as well as tight
integration with the Mac OS and Macintosh OpenDoc-compliant
applications. The result is that Cyberdog's browser, mail reader,
Internet address notebook and news reading components are completely
integrated with one common interface to accomplish Internet tasks.
Cyberdog's integration with the Mac OS and Macintosh applications
embeds Internet resources throughout the user's work, making Internet
connectivity an extension of the desktop. For example, a user can drag
and drop a live URL to the desktop, driving Internet links from the
operating system rather than a browser.

"Internet access has been dominated by the application browser," said Larry Tesler, vice president of Internet platforms, Apple Computer Inc. "What Cyberdog offers is a new level of integration by putting Internet access directly into the Mac OS and Mac applications. Instead of putting everything into the browser, Cyberdog puts the Internet into everything."

OpenDoc: The Technology That Brings Web Information Alive
Cyberdog is based on advanced technology called OpenDoc that lets disparate software modules work together as a seamless application. OpenDoc is an open standard that is available to third-party developers to instantly make their applications interoperable with other OpenDoc applications, as well as Internet-enable them with a link to Cyberdog. The benefit of OpenDoc to end users is that it gives them the freedom to replace one of Cyberdog's components with one offered by a third-party.

Cyberdog: Tools for Managing Internet Use
Cyberdog also provides DocBuilder, an OpenDoc application that supports inclusion of Cyberdog components, along with text and graphics. With Cyberdog's DocBuilder, and the availability of future OpenDoc-enabled word processing packages, users can create intelligent documents that combine text, graphics, data and information from the Internet. A single document can contain previously disconnected combinations of sound, real-time Web site links, graphics, text and pointers to relevant newsgroups. This document can be shared among Cyberdog users as "live" text which can be used to directly access the 'Net. These documents are a powerful communications tool because they easily
organize and distribute Internet information and resources. A corporate Internet support organization could use these documents, for example, to easily direct end users to those Internet resources they considered valuable.

Cyberdog: Superior Mail and News-Reading Features
In addition to browsers for Web, Gopher, and FTP; telnet, notebooks for storing Internet addresses, and a log for tracking sites visited, Cyberdog offers superior mail and news-reading capabilities. For example, Cyberdog can manage multiple email addresses, allowing users to easily manage incoming mail from various mailboxes. Mail handlers can identify prioritized and unwanted mail, and categorize it for the user. A sophisticated search mechanism helps find emails by content, and can also archive Internet News Group Information. In addition, the message editor for mail and newsgroups supports full-styled text, including graphics, and "CyberItems." CyberItems are icons that represent links to Internet resources that can be easily clicked on to open and display resources, including Web sites, newsgroups, telnet sessions or files.

Third-Party Developers Offer Cyberdog-Friendly Applications
Numerous developers are already actively developing or enhancing applications to work with Cyberdog. Making an application "dog savvy"

is as easy as supporting OpenDoc, and instantly makes applications Internet-ready.

For example, Macintosh word processing software vendors such as Claris, WorldSoft and Digital Harbor are supporting Cyberdog to enable their applications to develop "live" documents that link to Internet resources.

In addition to Cyberdog-enabled "live" documents, developers are offering a host of capabilities to Cyberdog users. Addison Wesley is developing interactive CD-ROM titles that use Cyberdog to retrieve content from the Internet; Corda Technologies offers a graphing component that uses Cyberdog to graph information directly to web pages; and OnBase Technology is offering users an alternative to the standard Cyberdog notebook.
For developers, third-party suppliers are offering several tools to promote OpenDoc and Cyberdog add-ons. Spyglass is offering a Web Technology Kit (WTK) that offers components for making applications, services or devices web-wise. The Spyglass WTK supports Cyberdog as well as HTML browsers, giving users the option to plug in their preferred browser. ResNova software has announced the development of a Java applet viewer for Cyberdog called "CyberJava." This component enables the user to play Java applets within any OpenDoc document, not just Cyberdog components. Kantara Development is offering developers "PartMerchant," an online source for buying and selling OpenDoc components that are based on Cyberdog.

Price and Availability
Cyberdog will be distributed free of charge on the Apple Web site (http://cyberdog.apple.com/). The Golden Master version is available today, with broader distribution planned for later in the year.

>
>
> Write to atari@teleport.com for the alt.binaries.atari* charter.
> My bookmarks: http://www.teleport.com/~atari
> Files: ftp://ftp.teleport.com/users/atari
> Remove the * (inserted to foil spambots) from my address to reply.
> #include disclaimer.h
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."

-Multimillionaire T.J. Rodger President & CEO of Cypress Semiconductors

5785. Re: What is Cyberdog? Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-12 00:00:00 UTC
From: JEDI
Message-ID: <53ocnp$9sm@lex.zippo.com>
Source record: 8389

In article <1996Oct12.011941.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <53lrd3$ose@ornews.intel.com>, *atari@teleport.com* (Rich Tietjens) writes:
>> In article <1996Oct10.232405.1@cobra.uni.edu>,
>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>>>
>>>He he he...You have it the otherway around...The St can't even keep up with
>>>hardstuff today. Try using QTVR, Cyberdog Corel Draw and much more..
>>
>> Well, Peter, up to your old tricks, I see.
>
>Just responding.. Fell behind after a busy week..
>>
>> You keep going on about this "Cyberdog;" what the heck is it? I have a lab
>> here with every sort of Intle machine ranging from a 486/33 to multi-proc
>> P/200 servers, and out of more than 200 engineers within spitting distance,
>> not a single one of them even knows what "Cyberdog" is. If it's so great, how
>> come Mickey$lop hasn't stolen it for the PC yet?
>
>Just give MS some time...They did not know what a web browser was until
>recently..
>
>
>Apple's Cyberdog 1.0 Ships

Translation: Cyberdog = the apple equivalent of the do all megolithic
internet app.

Cyberdog = Apple Navigator or Apple Explorer.

5786. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-12 00:00:00 UTC
From: lolsen@hsr.no
Message-ID: <53on78$nk1@dole.uninett.no>
Source record: 8390
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

PETER SINCLAIR-DAY writes:

: An Amiga that can't do much today. Most Amigas are low res ones. Actually I
: keep my machine on all day. When I come home just load up Netscape and cruize
: in all it's glory..

As I do too, and as many ShapeShifter and Emplant owners do
every day - on the Amiga, which uselessness you just decleared.
Cheers...

5787. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-13 00:00:00 UTC
From: Gary Peake <gpeake@accesscomm.net>
Message-ID: <812.6860T118T2563@accesscomm.net>
Source record: 8246
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

PETER SINCLAIR-DAY said Re: What is an Amiga? ... did anyone listen?
PS> In article <777.6853T971T2005@accesscomm.net>, Gary Peake
PS> <gpeake@accesscomm.net> writes:
PS>
>> To some of us 'size' isn't important, ours is already as big as we need it
>> to be.

PS> So you speak for the entire Amiga userbase? You know whats best?

Touched a raw nerve there with my 'size' remark, Mr Day? No I do not speak for
the entire Amiga userbase. You fail (once again) to read what is written.

I said 'to *some* of us size isn't important'.

BTW ... no one in Team AMIGA (including me) speaks for anyone else.

--
Gary Peake Coordinator
gpeake@accesscomm.net
1:106/7511.1 *Team AMIGA*
--

Where there's a will... there's a relative.

5788. Atari ABC 386sx question???

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-13 00:00:00 UTC
From: Stoyan Kenderov <kenderov@xlink.net>
Message-ID: <3261450D.347C205D@xlink.net>
Source record: 8247

Hi everybody,

I got an old but running ATARI ABC 386sx portable and has only been
able to attach a mouse to the one marked as "RS-232" serial port at the
rear side.

Hawever, there is a small (Apple-ish) port on the left side of the
RS-232, which is marked as "mouse".

Well, I went at the local hardware store and bought an addapter in
the hope to be able to connect my 9-pin D-type mouse-plug to this small
port.

But..in vain...PC-CHECK and MSD are telling me that there is only one
single UART inside ???

Is this true???
What is this port for??? And why is it marked as "mouse" ???

I have no kind of documentation for the ATARY and will be extremely
greatful for any kind of help.

regards,
Stoyan

PS: forward a copy of your reply to my e-mail adress, because I don't
subscribe this newsgroup...Thanx
--
Stoyan Kenderov / phone: +49 721 9652 220
NTG Netzwerk und Telematic GmbH \/ fax: +49 721 9652 210
Vincenz-Priessnitz-Str. 3 /\ LINK email:
kenderov@xlink.net
D-76131 Karlsruhe, Germany /_______
http://www.xlink.net/~kenderov/
[Opinions stated herein are my own, not necessarily my employer's]
PGP: http://www.xlink.net/~kenderov/public.key.asc

5789. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-13 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <558737245.21022.16.starship@3rdplanet.com>
Source record: 8248
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
> Newsgroups: comp.sys.amiga.advocacy,comp.sys.atari.advocacy
> References: <1996Oct4.223806.1@cobra.uni.edu>
> <4310.6852T739T2695@accesscomm.net> <1996Oct10.184902.1@cobra.uni.edu>
> From: lolsen@hsr.no (Lasse Olsen)
>
> Then again, twisting reality is easy once you have the right
> connections.

However, it's no longer allowed in California...

* Kivi (unregistered) 1.21 *
--
Visit us at http://www.teleport.com/~atari
Files at ftp://ftp.teleport.com/users/atari
+-----------------------------------+--------------------------+
| Supporting Atari users worldwide | 51:205/311.0@atarinet.ftn |
| Internet, Atarinet, and Net ST | 90:304/6.0@nest.ftn |
| STarship & Quark's Holosuites | +1-503-244-2870 |
+-----------------------------------+--------------------------+
```

5790. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-13 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <558737248.21022.84.starship@3rdplanet.com>
Source record: 8249
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
> Newsgroups: comp.sys.amiga.advocacy,comp.sys.atari.advocacy
> References: <1996Oct4.223806.1@cobra.uni.edu>
> <4310.6852T739T2695@accesscomm.net> <1996Oct10.184902.1@cobra.uni.edu>
> From: lolsen@hsr.no (Lasse Olsen)
>
> Then again, twisting reality is easy once you have the right
> connections.

However, it's no longer allowed in California...

* Kivi (unregistered) 1.21 *

--
Visit us at http://www.teleport.com/~atari
Files at ftp://ftp.teleport.com/users/atari
+-----------------------------------+--------------------------+
| Supporting Atari users worldwide | 51:205/311.0@atarinet.ftn |
| Internet, Atarinet, and Net ST | 90:304/6.0@nest.ftn |
| STarship & Quark's Holosuites | +1-503-244-2870 |
+-----------------------------------+--------------------------+
```

5791. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-14 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <3266dbd8.4524777@news.onramp.net>
Source record: 8250
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 12 Oct 96 22:28:13 -500, Gary Peake <gpeake@accesscomm.net> wrote:

>David Corn said Re: What is an Amiga? ... did anyone listen?
> DC> On 05 Oct 96 12:19:53 -500, Gary Peake <gpeake@accesscomm.net> wrote:
>
>>>Oh, please ... my 3000 runs high-res laced and so do most of the others out
>
> DC> If sans graphics card, that's roughly 724x484 or so max, in 4, 8, or
> DC> (slow!) 16 colors. That's not especially impressive.
>
>You said 'couldn't' and now that you find it 'can' you decide to qualify your
>remarks?
>
>Sorry, you were wrong ... it can and is ... right now!

Gary, it can't without a high-priced graphics card. And given that
all of those high-priced graphics cards are DRAM-based, it isn't
competitive, speedwise, with the VRAM-based PC graphics cards, which
are significantly faster at high resolutions and color depths.

I don't consider 724x484 to be high-res by 1996's standards. 1024x768
is a fairly normal resolution, and 1280x1024 is moving into the
"high-res" category.

5792. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-14 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <53u90m$451@nexp.crl.com>
Source record: 8251

In article <53kqa9$4og@nyheter.chalmers.se>, Christer Gustavsson wrote:
: In article <52bqg5$nln@ornews.intel.com> *atari@teleport.com* (Rich Tietjens) writes:
: > I'd love to see Apple release System and Finder for the PC - if it
: > can maintain the ability to use DOS 8.3 filenames, and read Win95
: > long filenames, it HAS to be better than M$ crap. A little competition
: > would be healthy in the PC OS market, and only Apple is in a position to
: > do any such thing.

: Why should they support Microsofts junky filesystems?

It makes it easier to convert people. I still regularly run M$-DOS
because there's so much stuff for it that I use, and it's useful to be
able to access my M$-DOS partition when I'm in Linux (which, IMNSHO,
beats anything Bill Gates could dream up on his best days).

-Kyle R. Hofmann

5793. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct14.232937.1@cobra.uni.edu>
Source record: 8252

In article <53lgo1$hvr@lex.zippo.com>, JEDI writes:
> In article , sinclap2954@cobra.uni.edu says...
>>
>>In article <844700826_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>>
>>> I think the point is that that the OS isn't polished, it wastes
>>> processor time, maybe you can afford it to be wasted but it's still a
>>> waste.
>>
>>
>>Afford what? My system costs 1/3 of the Hades system, your money(TM: Bob Dole)
>
> It also appears to be more than 3 times faster. In the end, this makes it a
> better deal.
>

You wish...

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodger President & CEO of Cypress Semiconductors

5794. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct14.232814.1@cobra.uni.edu>
Source record: 8253

In article <53lg2v$hoa@lex.zippo.com>, JEDI writes:

>>The issue is distribution. What qualifies as heresay is that you make up
>>statements that are distorted by using apps that are not equivelant to the
>
> You are no position to tell anyone whether or not those apps are not
> equivalent. The only reason we might know that there is any difference
> at all is because of the forthcoming nature of the tester. You are completely
> ignorant on these matters.

And your full of shit...Whats your point?

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodger President & CEO of Cypress Semiconductors

5795. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct14.234452.1@cobra.uni.edu>
Source record: 8254

In article <845167082_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

>>> I think the point is that that the OS isn't polished, it wastes
>>> processor time, maybe you can afford it to be wasted but it's still a
>>> waste.

Are you stating that that the Mac OS is not polished and TOS is? If so, you are smoking some silly stuff.

Whats this processor time crap.. Who cares? Can your OS run Quicktime 2.5, VR, OpenDoc, Cyberdog and contain QuickDraw 3d?

When it does, get back to me..

>>Afford what? My system costs 1/3 of the Hades system, your money(TM: Bob Dole)
>
> Afford doesn't directly mean anything to do with money Pete, that was
> not what I was talking about. I see you still haven't upgraded your
> 'net software to the version with the the cut button. When you get it,
> highlight the signatures on your replies and press it.

My net software is current..Thanks for caring..

Afford is an issue. My system's price tag was 1/3 of the Hades and is the issue. Plus it came with over $500 in apps, only Hades!

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodger President & CEO of Cypress Semiconductors

5796. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct14.233733.1@cobra.uni.edu>
Source record: 8255

In article <53lhk5$iav@lex.zippo.com>, JEDI writes

> Once more for the anacaleptic...
>
> 68000 8086
> 68020 80286
> 68030 80386
> 68040 80486
> 80586/P5 PPC601
> 68060 80686/PPro PPC604

Again you are one stupid anarchist who thinks an 060 is equivelant to
the Pentium Pro and PPC 604.. A brain dead ferengi...

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodger President & CEO of Cypress Semiconductors

5797. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct14.232630.1@cobra.uni.edu>
Source record: 8256

In article <53lgf7$hul@lex.zippo.com>, JEDI writes:

>>The Mac OS does more costs less than a TOS 060...Try running Cyberdog and
>>Quicktime VR on TOS 060...

> Toys are irrelevant.

Wow...These toys are in use by Fortune 500 firms..

>>
>>Heck, ClaisWorks loads up faster than Word but has less features to speak of.
>>Now you compare a PhotoShop lite clone to the real thing is pathetic.. Next
>>time try eqevelant apps next time.
>
> Now tell us WHY these two applications are not at all comparable.
> What sort of firms would be handicapped by the 'lite' version and
> WHY?

Because Photoshop has more features and functionality than Photolite..It's like
me stating that ClarisWorks loads faster than MS Word...MS Word is more
versatile than the Word processor part of ClarisWorks..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodger President & CEO of Cypress Semiconductors

5798. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct14.235413.1@cobra.uni.edu>
Source record: 8257
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <53on78$nk1@dole.uninett.no>, lolsen@hsr.no (Lasse Olsen) writes:
> PETER SINCLAIR-DAY writes:
>
> : An Amiga that can't do much today. Most Amigas are low res ones. Actually I
> : keep my machine on all day. When I come home just load up Netscape and cruize
> : in all it's glory..
>
> As I do too, and as many ShapeShifter and Emplant owners do
> every day - on the Amiga, which uselessness you just decleared.
> Cheers...

Get back to me when you can run Powermac apps!

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodger President & CEO of Cypress Semiconductors

5799. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct14.235224.1@cobra.uni.edu>
Source record: 8258

In article <845167236_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

> Exactly, the feature we are currently comparing is the ability to load
> a TIFF, the Apple machine isn't as fast.

So what version of Photoshop were you using?

>>Stated before, photoline is not equivalent to Photoshop on a feature to
>>feature.. Like me saying that ClarisWorks is equivalent to MS Office..
>
> That was not the question, it's still there, read it slowly, get
> someone to read it to you if you have to and reply. It's easy!

What part do you not understand?

>>Today, a 132 mhz 604 box is $1899, much less than the Hades..
>
> Less speed for less money, sounds fair.
>
>>A PowerTower 166 is around $2500..You're money..(TM Bob Dole)...
>
> I'm afraid that I am not actually money.

GREETINGS..

|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodger President & CEO of Cypress Semiconductors

5800. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-14 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <3265dabb.4240399@news.onramp.net>
Source record: 8259
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 10 Oct 96 18:49:02 -0500, sinclap2954@cobra.uni.edu (PETER
SINCLAIR-DAY) wrote:

>ROFLMAO!! The Amiga 3000 was passed years ago.. Not speaking for MS, Apple has
>great tech in the software area like Cyberdog and QTVR...Nothing like that on
>the Amiga, only Amiga!

What's so great about CyberDog? I tried it, after downloading the 20M
7.5.3 update and the 3 disk 7.5.5 update, and downloading OpenDoc 1.1,
enabling OpenTransport 1.1, and grabbing CyberDog, I finally got it
working. Granted, I'm using the dead-standard browser and such, and
the real power seems to be how you can arrange pages and
functionality, but the standard mail/news/www clients are _horrible_.
CyberDog's WWW browser is the slowest I've used in recent memory (no,
I've used nothing on the Amiga lately...) and it's _really_ something
that Apple's proud of this new technology. I think it will be
interesting if and when plug-ins become commonly available, but until
that time, CyberDog is, IMHO, to be avoided.

Machine used: 24M 6100/60. Netscape 3.0 runs, if not quickly on this
system, then at least it runs.

The Mac is many things, but fast isn't one of them.

5801. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct14.235614.1@cobra.uni.edu>
Source record: 8260
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <53onm3$nk1@dole.uninett.no>, lolsen@hsr.no (Lasse Olsen) writes:
> PETER SINCLAIR-DAY writes:
> : Gary Peake <gpeake@accesscomm.net> writes:
> :
> : > But we don't HAVE to add that 16 meg simm you had to add to just get
> : > functionality and that is the point I am making. Good try, but alas ...
>
> : Yes you do when you use the Video Toaster and LightWave...
> : Lets see I paid $88 for a 16 meg sim and now have 24 megs ram..Just right..I
> : still paid far less than - just above 1/3 the price of the $2800 040 A4000T!
>
> Which would be about the same price as a loaded 060 A1200T.

If you can find one...Only Amiga..

> : If you want to live in the past, your choice, only Amiga..
>
> Then again, twisting reality is easy once you have the right
> connections.
> Cheers..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodger President & CEO of Cypress Semiconductors

5802. Re: Atari ABC 386sx question???

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-14 00:00:00 UTC
From: *atari@teleport.com*
Message-ID: <53tvlm$oaq@ornews.intel.com>
Source record: 8261

In article <3261450D.347C205D@xlink.net>,
Stoyan Kenderov <kenderov@xlink.net> wrote:
>
>I got an old but running ATARI ABC 386sx portable and has only been
>able to attach a mouse to the one marked as "RS-232" serial port at the
>rear side.
>
>Hawever, there is a small (Apple-ish) port on the left side of the
>RS-232, which is marked as "mouse".
>
>Well, I went at the local hardware store and bought an addapter in
>the hope to be able to connect my 9-pin D-type mouse-plug to this small
>port.

That's most likely a PS/2 bus mouse port. I have NEVER been able to get a bus
mosue to work with an adapter on a serial port, and never gotten a serial
mouse to work on the bus port. Solution: Spend US$10 and buy a cheap bus
mouse. It will probably come with any required drivers.

Write to atari@teleport.com for the alt.binaries.atari* charter.
My bookmarks: http://www.teleport.com/~atari
Files: ftp://ftp.teleport.com/users/atari
Remove the * (inserted to foil spambots) from my address to reply.
#include disclaimer.h

5803. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-14 00:00:00 UTC
From: atari@freemark.com
Message-ID: <53tvg1$oaq@ornews.intel.com>
Source record: 8262
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <3266dbd8.4524777@news.onramp.net>,
dcorn@paradise.pplnet.com (David Corn) wrote:
>
>Gary, it can't without a high-priced graphics card. And given that
>all of those high-priced graphics cards are DRAM-based, it isn't
>competitive, speedwise, with the VRAM-based PC graphics cards, which
>are significantly faster at high resolutions and color depths.

They may be faster, but they cost more than the DRAM cards and are less common becasue of it. Speedwise, you need a fast (100MHz+) Pentium with a PCI motherboard to compete with Amiga or the new Atari clones when it comes to multi-media. This is not to say it can't be done; simply that it isn't as cheap and easy as you seem to beleive.

Aside: I know Michelle is gone - is Scott still throwing his weight around and reading "private" email on the board?

Write to atari@teleport.com for the alt.binaries.atari* charter.
My bookmarks: http://www.teleport.com/~atari
Files: ftp://ftp.teleport.com/users/atari
Remove the * (inserted to foil spambots) from my address to reply.
#include disclaimer.h

5804. Re: Motorola's new Mac OS clones....

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-14 00:00:00 UTC
From: *atari@teleport.com*
Message-ID: <53tvsm$oaq@ornews.intel.com>
Source record: 8263

In article <53kqa9$4og@nyheter.chalmers.se>,
d2cg@dtek.chalmers.se (Christer Gustavsson) wrote:
>
>In article <52bqg5$nln@ornews.intel.com> *atari@teleport.com* (Rich Tietjens)
writes:
> I'd love to see Apple release System and Finder for the PC - if it can
>maintain the ability to use DOS 8.3 filenames, and read Win95 long filenames,
>it HAS to be better than M$ crap. A little competition would be healthy in
>the PC OS market, and only Apple is in a position to do any such thing.
>
>Why should they support Microsofts junky filesystems?

Because in order to make any inroads into the PC market, any OS has to support
the existing customer base. It should also be pointed out that the 8.3 file
system is NOT mickey$lop's invention - it was stolen intact from CP/M; the
Win95 long filename system is more-or-less the same as the NTFS without the
total incompatability introduced by NTFS; which is in turn very similar to the
miniX file system.

Thus, I am suggesting that Apple do something that is both economically
competititve, and supportive of the target customer base. This is called
"marketability" - something Apple has neglected for rather too long, I'm sorry
to say.

Write to atari@teleport.com for the alt.binaries.atari* charter.
My bookmarks: http://www.teleport.com/~atari
Files: ftp://ftp.teleport.com/users/atari
Remove the * (inserted to foil spambots) from my address to reply.
#include disclaimer.h

5805. Re: What is Cyberdog?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-14 00:00:00 UTC
From: *atari@teleport.com*
Message-ID: <53tv7a$oaq@ornews.intel.com>
Source record: 8264

In article <1996Oct12.011941.1@cobra.uni.edu>,
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>In article <53lrd3$ose@ornews.intel.com>, *atari@teleport.com* (Rich
Tietjens) writes:
>> In article <1996Oct10.232405.1@cobra.uni.edu>,
>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>>>
>> You keep going on about this "Cyberdog;" what the heck is it?
>
>Just give MS some time...They did not know what a web browser was until
>recently..

Still don't, if anyone asks me. <G>

>Apple's Cyberdog 1.0 Ships
>
> Cyberdog's integration with the Mac OS and Macintosh applications
> embeds Internet resources throughout the user's work, making Internet
> connectivity an extension of the desktop. For example, a user can drag
> and drop a live URL to the desktop, driving Internet links from the
> operating system rather than a browser.

Ah. Well, in that case, we have the same thing on the ST using Teradesk and
the WWW suite. I can install CAB as the app to launch when opening an "html"
file type, and it will automatically launch and load; this is also true with
the buil-tin GEM desktop on all versions of TOS starting with 1.04 (that's
what, 8 or 10 years old?). This is true with all apps that can accept a
command line argument for the doc file to load (most of the availaable apps
will od that). The differnce, of course, is that Teradesk/GEM desk top are
free, and the WWW package is donationware.

Write to atari@teleport.com for the alt.binaries.atari* charter.
My bookmarks: http://www.teleport.com/~atari
Files: ftp://ftp.teleport.com/users/atari
Remove the * (inserted to foil spambots) from my address to reply.
#include disclaimer.h

5806. Petey the whine baby

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-14 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <3262F17A.40AE@ridgecrest.ca.us>
Source record: 8265

First, Petey complains that someone is
cancelling his post to the comp.sys.atari
newsgroups. It was nice while it lasted.
My system adminstrator recommends that we
elect a moderator for our newsgroups that
can "legally" cancel any unwanted messages
to these newsgroups. This would be through
the usenet bunch. I don't have any idea how
to do this, but someone (he,he,he) in our
newsgroup does know how. The question is would
they be willing to register with the usenet?

Secondly, my system adminstrator received
a complaint from Mr.Sinplop (and i'm not
quoting this, so it's ok for me to post it)
that I spammed his email with sixteen of the
same messages. I can see that Sinplop didn't
bother to read all of these. The emails consisted
of the recent post to the atari newsgroup concerning
something about new Apples (I actually didn't
read the 100k article as I do buy Mac
World). All I did was reply to his post and
quote the needlessly large article. Each mail
was unique, with different text, and a quote
of his original post for reference.
Now all I can say is that you might have some
idea of how the users in this group feel when
they have to download and read these articles
off line containing nothing but thousands of
wasted bits with you sorry arsed name attached to
the file.
But honestly, sixteen messages? I would never
have that much to say to you, Mr. Sinplop. Maybe
it was an error with my machine. It is a Mac you
know :)

Mike

5807. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-15 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <558869281.7525.035.starship@3rdplanet.com>
Source record: 8191
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
> Newsgroups: comp.sys.amiga.advocacy,comp.sys.atari.advocacy
> References: <1996Oct4.223806.1@cobra.uni.edu>
> <4310.6852T739T2695@accesscomm.net> <1996Oct10.184902.1@cobra.uni.edu>
> From: lolsen@hsr.no (Lasse Olsen)
>
> Then again, twisting reality is easy once you have the right
> connections.

However, it's no longer allowed in California...

* Kivi (unregistered) 1.21 *

--
Visit us at http://www.teleport.com/~atari
Files at ftp://ftp.teleport.com/users/atari
+-----------------------------------+--------------------------+
| Supporting Atari users worldwide | 51:205/311.0@atarinet.ftn |
| Internet, Atarinet, and Net ST | 90:304/6.0@nest.ftn |
| STarship & Quark's Holosuites | +1-503-244-2870 |
+-----------------------------------+--------------------------+
```

5808. Re: Am I lost?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-15 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <845489828_OASIS_@pwomar.demon.co.uk>
Source record: 8192

In article <32639424.41C67EA6@etlxdmx.ericsson.se>
Martin Tidd <etlmntd@etlxdmx.ericsson.se> said:-

>Excuse me. I'm new round here. Am I in the right place? I thought this
>was the Atari advocacy but all the messages appear to about Macs and
>Amigas. I thought all this MCIBTYC nonsense died out years ago.

An advocacy group with only Atari advocates would be booring! It'd
just be "I love Atari", "Yeah it's great", "I agree". You need someone
to aim your defence at.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5809. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-15 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <845489556_OASIS_@pwomar.demon.co.uk>
Source record: 8193

In article <1996Oct14.235224.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <845167236_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>
>
>> Exactly, the feature we are currently comparing is the ability to load
>> a TIFF, the Apple machine isn't as fast.
>
>So what version of Photoshop were you using?

I said that I use Photoshop?

>>>Stated before, photoline is not equivalent to Photoshop on a feature to
>>>feature.. Like me saying that ClarisWorks is equivalent to MS Office..
>>
>> That was not the question, it's still there, read it slowly, get
>> someone to read it to you if you have to and reply. It's easy!
>
>What part do you not understand?

The part that was completely irrelevant to the question that you
conveniently snipped.

>>>Today, a 132 mhz 604 box is $1899, much less than the Hades..
>>
>> Less speed for less money, sounds fair.
>>
>>>A PowerTower 166 is around $2500..You're money..(TM Bob Dole)...
>>
>> I'm afraid that I am not actually money.
>

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5810. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-15 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct15.000056.1@cobra.uni.edu>
Source record: 8266
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <53ood5$nk1@dole.uninett.no>, lolsen@hsr.no (Lasse Olsen) writes:

> : In 4 color mode..Must be enough to view the pages in glorifying color.
> : IBrowse, Aweb, Alynx, AmFTP costs extra, only Amiga! I don't know about you,
> : but Netscape is continously updated by the sweat of the programmers as well and
> : is packaded in all Mac boxes part of the Internet Connection kit.. Amiga users
> : pay more for less, only Amiga!
>
> My neightbor bought the A1200 SurferPack some time ago, complete
> with all Internet accessories - no extra cost there.
> Is there a $450 I-net'able Mac?
> Then again, I used Netscape 2.0 on my Amiga for over a year, can't
> seem to remeber paying a dime for it.
> Cheers...

The internet accessories that Viscorp's head of Software called not upto snuff.
Considering the $450 price does not include a HD. Can you get a 1200 in NA,
today? I don't think so..

The $450 Newton 120 is more capable of internet than the A1200.. Nice try..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodger President & CEO of Cypress Semiconductors

5811. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-15 00:00:00 UTC
From: ibl-juwa@wiso.wiso.uni-dortmund.de
Message-ID: <ibl-juwa.666.005E2558@wiso.wiso.uni-dortmund.de>
Source record: 8267
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1996Oct14.235413.1@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>From: sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY)
>Subject: Re: What is an Amiga?
>Date: 14 Oct 96 23:54:13 -0500

>In article <53on78$nk1@dole.uninett.no>, lolsen@hsr.no (Lasse Olsen) writes:
>> PETER SINCLAIR-DAY writes:
,.
>>
>> As I do too, and as many ShapeShifter and Emplant owners do
>> every day - on the Amiga, which uselessness you just decleared.
>> Cheers...

>Get back to me when you can run Powermac apps!

Since Netscape is FAT binary resp. 68k code, I wonder what the hell you want to say. You didn't answered anything.

Juergen.

Juergen Wahlmann; Universitaet Dortmund; Fakultaet WiSo
Industriebetriebslehre
http://www.wiso.uni-dortmund.de/lsfg/jw/jw.htm [German]
....
Amiga 3000/040 28MHz, 20MB Fast, RetinaZ2, AmigaOS 2.1
MacOS 7.5.3 on ShapeShifter V3.5, NetBSD 1.1
*** "Life is too short to bother with PC's" ***

5812. re: what is an amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-15 00:00:00 UTC
From: sledford@iglou.com
Message-ID: <845377589mnewssledford@iglou.com>
Source record: 8268
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

> Considering the $450 price does not include a HD. Can you get a 1200 in NA,
> today? I don't think so..

I don't need to think so, I know you can get brand new A1200's. Try Devine Computers
or Software Hut. There's even a local dealer near where I live that has them.
You really need to take your head out of your ass and just take a peak around.
There's a whole "real" world out here.
>
> The $450 Newton 120 is more capable of internet than the A1200.. Nice try..

Hahahaha! You mean one of those toy things you can carry in your pocket?
Nice try, but I don't think so.

> |---|
> | Peter Sinclair-Day POWERMAC OF COURSE.... |

MegaBuck$$$, of course

Steve Edford
sledford@iglou.com
http://members.iglou.com/sledford/

5813. re: what is an amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-15 00:00:00 UTC
From: sledford@iglou.com
Message-ID: <845377775mnewssledford@iglou.com>
Source record: 8269
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

> > PETER SINCLAIR-DAY writes:
> >
> Get back to me when you can run Powermac apps!

Wow! You mean the PowerMac version of PhotoShop has features that the 68K version has not? Quite incorrect, it is just optimized for the PowerPC, much like Amiga software is often optimized for the 68060 or 040.

Steve Edford
sledford@iglou.com
http://members.iglou.com/sledford/

5814. Re: Am I lost?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-15 00:00:00 UTC
From: gt7219a@prism.gatech.edu
Message-ID: <5409eh$rpc@acmez.gatech.edu>
Source record: 8270

In article <32639424.41C67EA6@etlxdmx.ericsson.se>,
Martin Tidd <etlmntd@etlxdmx.ericsson.se> wrote:
>Excuse me. I'm new round here. Am I in the right place? I thought this
>was the Atari advocacy but all the messages appear to about Macs and
>Amigas. I thought all this MCIBTYC nonsense died out years ago.

joke mode on

ahh, see that's where you're wrong. The surgeon general announced
about 2 years ago that every time you engaged in a flamewar with
lots of messages, your penis gets a little bigger. This way, the
participants can catch up with teh rest of society....

manateeX

5815. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-15 00:00:00 UTC
From: JEDI
Message-ID: <540437$hvc@lex.zippo.com>
Source record: 8271

In article <53v19v$5up@news.xmission.com>, glenzabr@xmission.com says...
>
>
>Now ive heard everything, comparing a freaking falcon to a 220 mhz Dec alpha.
>Give it up!!!!!!

Why not? Have you got a lot of money invested in Dec hardware or
something? Will some part of you shrivel and die if it realizes that
there may be something that a Falcon can manage better than an alpha?

There are some very particular things that the Falcon is capable
of doing very well. There are also some things that it can do
extremely well if the task allows the proper use of it's onboard
56K DSP. It is in such tasks that a Falcon has managed to equal
an alpha.

>
>In article <53lrtp$ose@ornews.intel.com>, *atari@teleport.com* (Rich Tietjens)
>wrote:
>>In article <1996Oct10.232642.1@cobra.uni.edu>,
>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>>>
>>>In article <53b537$njq@lex.zippo.com>, JEDI writes:
>>>
>>>> What took you so long? We've been using Cyberstudio and such for
>>>> ages. It's interesting that all you can mention is a few toys. Your
>>>> dreams must be very uninteresting.
>>>
>>>I have been using multimedia for some time now when will you beable to?
>>
>>I started in 1984. The term didn't even exist vis-a-vis computers until
>>Mickey$lop finally managed to get us at Intel to make a CPU fast enough to
>>keep up with the bloated code coming out of Redmond, but combined graphics and
>>sound have been available and used on Atari/TOS systems since shortly after
>>the release of the 520ST. One of my favorites is a movie (the name of which
>>escapes me at the moment) starring Ralph Mariano's cat (doing evil, cat-like
>>things to the dog); another really good one is Spider Patrol. Both of those
>>are over ten years old. I hooked to video output of my ST to a VCR a couple
>>years ago and recorded a demo tape for the local Fidonet sysops; these guys
>>were all running the hottest available PCs at that time, and to a man, they
>>were favorably impressed with the multimedia capabilities of my system. It
>>was about nine years old at that time. The Falcon and new TOS clones are far
>>more powerful and faster, easily capable of much better performance using the
>>exact same software, or of stunning feats using modern applications. It was
>>just 4 years ago that I saw the "Tina Turner" movie running on a Falcon.

>>There wasn't a Mac or PC system that could touch it at that time; the DEC
>>Alpha was about equal as long as the performance was silent, but fell down
>>when sound was added.

5816. Once again Petey has trouble with the WHY...(Re: Toad has gone to the darkside..)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-15 00:00:00 UTC
From: JEDI
Message-ID: <5402p5$h4p@lex.zippo.com>
Source record: 8272

```
In article <1996Oct14.232630.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <53lgf7$hul@lex.zippo.com>, JEDI writes:
>
>>>The Mac OS does more costs less than a TOS 060...Try running Cyberdog and
>>>Quicktime VR on TOS 060...
>
>> Toys are irrelevant.
>
>Wow...These toys are in use by Fortune 500 firms..

Then name the firms and tell us what they use Apple's Megolithic
internet suite and Apple's video file format for?

>
>>>
>>>Heck, ClaisWorks loads up faster than Word but has less features to speak of.
>>>Now you compare a PhotoShop lite clone to the real thing is pathetic.. Next
>>>time try eqevelant apps next time.
>>
>> Now tell us WHY these two applications are not at all comparable.
>> What sort of firms would be handicapped by the 'lite' version and
>> WHY?
>
>Because Photoshop has more features and functionality than Photolite..It's like
>me stating that ClarisWorks loads faster than MS Word...MS Word is more
>versatile than the Word processor part of ClarisWorks..

Until you can even manage a point by point comparison of ClarisWorks
and MSWord, you aren't even really justified in calling them un-
comparable. You can't even compare these two rather mundane packages
in any meaningful sense let alone anything else.

---
================================================================
| |
| They are a dying race, let them pass. ||| |
| Who? Atari or Apple? / | \ |
| Yes. |
| |
| Windoze95: When do you want to crash today? |
| =TMJ= |
================================================================
```

5817. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-15 00:00:00 UTC
From: haroldk@stack.urc.tue.nl
Message-ID: <540gbk$blp@toad.stack.urc.tue.nl>
Source record: 8273
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

dcorn@paradise.pplnet.com (David Corn) writes:

>Gary, it can't without a high-priced graphics card. And given that
>all of those high-priced graphics cards are DRAM-based, it isn't
>competitive, speedwise, with the VRAM-based PC graphics cards, which
>are significantly faster at high resolutions and color depths.

Yeah, on a PC with Win95 you NEED the speed.
Anyway, SCALA runs circles around Powerpoint when it comes to smooth presentations. M$ sucks big time. A p133 with 16megs and a S3-trio 64 PCI GFX card and WIn95....hmmmm....After I gave a demo with Scala the audience went completely wild. "Wow, that must be a FAST computer......"
Yeah, 14mhz 68020 and an AGA chipset......

Ah well, who cares.....I am happy....They weren't....That's what counts!

....And back they went to the rest of the crowd, trying to squeeze some more out of their Win95 machines.....

HAROLD

5818. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-15 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <3266d394.68518121@news.onramp.net>
Source record: 8274
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Mon, 14 Oct 96 15:04:17 GMT, atari@freemark.com (Rich Tietjens)
wrote:

>They may be faster, but they cost more than the DRAM cards and are less common

That much is true, aside from the "may" bit.

>becasue of it. Speedwise, you need a fast (100MHz+) Pentium with a PCI
>motherboard to compete with Amiga or the new Atari clones when it comes to
>multi-media. This is not to say it can't be done; simply that it isn't as
>cheap and easy as you seem to beleive.

Given that the Amiga 4000 costs $2800 or so, I find it amazing anyone
can even debate costs in this.

Atari clones? Like what? From who?

>Aside: I know Michelle is gone - is Scott still throwing his weight around
>and reading "private" email on the board?

Huh?

5819. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-15 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <5rKyOMe.brimiller@delphi.com>
Source record: 8275

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>issue. Plus it came with over $500 in apps, only Hades!

Which apps, besides the OS, some CD games, and other such filler?

Are you aware that a TOS computer of any variant, coupled with a dial-up
account and WWW141, can access and use some of the best software available
anywhere? For free, or near-fre
e?

Of course not, otherwise, you wouldn't be defending the obsolete Macintosh.

BR Miller
Boston, MA

5820. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-15 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <5pBTu0a.brimiller@delphi.com>
Source record: 8276

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>>>Quicktime VR on TOS 060...
>
>> Toys are irrelevant.
>
>Wow...These toys are in use by Fortune 500 firms..

List of them, please?

For those unaware, CyberDog is a set of slow, buggy, incomplete Internet e-mail and web browser apps, with a browser slower and less capable than CAB. It's sole claim to fame is its ability to interface with OpenDoc. WWW141 is more capable - but it's free.

BR Miller
Boston, MA

5821. Re: New entrant in Mac clone market!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-15 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <xLKx2se.brimiller@delphi.com>
Source record: 8277

Too bad you can't buy one anywhere in the Continental United States. . .

BR Miller
Boston, MA

5822. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-15 00:00:00 UTC
From: Brian-Roland Miller <brimiller@delphi.com>
Message-ID: <xrKTe0V.brimiller@delphi.com>
Source record: 8278

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> writes:

>The internet accessories that Viscorp's head of Software called not upto snuff.
>Considering the $450 price does not include a HD. Can you get a 1200 in NA,
>today? I don't think so..

I have never used an Amiga, owned an Amiga, or had any interest in an Amiga.
And I decided to test the validity of Petey's statement about inavailablity
of them. I walked down to Barnes and Noble, grabbed one of the Amiga rags,
and called some of the mail-order companies in them (the same method that
one has to use to get Mac equipment). Not only was Amiga equipment and systems
available, it was considerably cheaper and easier to purchase and buy than
Mac stuff. And the salespeople had a clue about what they sell, unlike
most of the Mac sellers.

More proof that Mr. Sinclair is a do-nothing know-nothing.

BR Miller
Boston, MA

5823. Am I lost?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-15 00:00:00 UTC
From: Martin Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32639424.41C67EA6@etlxdmx.ericsson.se>
Source record: 8279

Excuse me. I'm new round here. Am I in the right place? I thought this was the Atari advocacy but all the messages appear to about Macs and Amigas. I thought all this MCIBTYC nonsense died out years ago.

Martyn

5824. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-15 00:00:00 UTC
From: JEDI
Message-ID: <5403gl$hgu@lex.zippo.com>
Source record: 8280

In article <1996Oct14.233733.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <53lhk5$iav@lex.zippo.com>, JEDI writes
>
>> Once more for the anacaleptic...
>>
>> 68000 8086
>> 68020 80286
>> 68030 80386
>> 68040 80486
>> 80586/P5 PPC601
>> 68060 80686/PPro PPC604
>
>Again you are one stupid anarchist who thinks an 060 is equivelant to
>the Pentium Pro and PPC 604.. A brain dead ferengi...

Why shouldn't it be? The 680x0 line has always been ahead of the
80x86 line. Are you suggesting that the company that produces the
core logic for your very dear machine has somehow faltered? In the
same breath you tear down the 68060, you tear down the PPC604 as well.
As always you do so without the slightest information.

Admittedly, my views are merely the extension of the expectations
provided by the rest of the 68K family. However, such expectations are
required to give the PPC's any legitimacy. For both reflect upon the
same company, and in the end each other.

You may try to prove me wrong any time you are up to posting more
than just empty rhetoric.

==
| |
| They are a dying race, let them pass. ||| |
| Who? Atari or Apple? / | \ |
| Yes. |
| |
| OLE/OpenDoc: WeightWatchers for Applications. |
| =TMJ= |
==

5825. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-15 00:00:00 UTC
From: *atari@freemark.com*
Message-ID: <540ebn$bsr@ornews.intel.com>
Source record: 8281
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.st

In article <1996Oct14.234452.1@cobra.uni.edu>,
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>
>
>Are you stating that that the Mac OS is not polished and TOS is? If so, you
>are smoking some silly stuff.
>
>Whats this processor time crap.. Who cares? Can your OS run Quicktime 2.5,
>VR, OpenDoc, Cyberdog and contain QuickDraw 3d?
>
>When it does, get back to me..

And...

In article <1996Oct14.233733.1@cobra.uni.edu>,
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>
>
>Again you are one stupid anarchist who thinks an 060 is equivelant to
>the Pentium Pro and PPC 604.. A brain dead ferengi...

OK, Peter, you had your chance. Now, here's the bottom line: Within the past
week, you posted a comemrcial advertisement here, in direct violation of the
charter of University of Northern Iowa. You placed your university's status
as a non-profit educational institution in dnager. You have alos refused to
stop posting personal attacks, even though I offered the olive branch and
suggested that a sharing of knowledge would be more productive than the
constant flames that your activities have generated in the past.

Now here's what's going to happen: EVERY user who is tired of your crap is
going to send email to postmaster@uni.com, quoting the entire following
section, and explaining that commercial advertising is a violation of the
university's charter and endangers their tax-free status. If your sysadmin
still refuses to curb your activities, then the /real/ university
adminstration can take it up with the IRS.

The following is the message that will end the career of Peter Sinclair-Day,
Macintosh salesman:

<--------------------------CUT HERE----------------------------------->
In article <1996Oct12.004959.1@cobra.uni.edu>,
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
Path:
ornews.intel.com!chnews!itnews.sc.intel.com!news.sprintlink.net!news-ana-7.spr
intlink.net!arclight.uoregon.edu!enews.sgi.com!news.mathworks.com!howland.erol

s.net!math.ohio-state.edu!news.physics.uiowa.edu!news.uni.edu!cobra.uni.edu!si
nclap2954
From: sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY)
Newsgroups: comp.sys.atari.advocacy
Subject: New entrant in Mac clone market!!
Date: 12 Oct 96 00:49:59 -0500
Organization: University of Northern Iowa
Lines: 127
Message-ID: <1996Oct12.004959.1@cobra.uni.edu>
NNTP-Posting-Host: cobra.uni.edu
Status: N

Introducing the MPOWER line of Mac OS compatible personal
When we asked our customers what they wanted in an Apple Macintosh compatible clone computer, we weren't surprised to hear that most of them wanted two things: great performance at a great price, and the ability to order the system they want, with the drives, and other options they need, but without a bunch of "features" they neither need nor want. The APS MPower series of personal computers is designed to accommodate both of these requests. Priced hundreds of dollars less than systems with similar performance and features, APS MPower systems deliver the exceptional performance of Motorola's 603e and 604e PowerPC processors. APS MPower systems offer a staggering array of storage and peripheral options - and why not. APS Technologies is the premier supplier of storage and backup products to the Macintosh market. Our "Build Your Own Box" option lets you configure your own system with an astounding amount of flexibility.

The Best Engineering - Motorola

When we asked our customers what they wanted in an Apple Macintosh
* Motorola - manufacturer of the PowerPC processor &endash; no one knows it better
* MPower takes advantage of Motorola's quality processor technology, innovation & reliability

The Best Service and Support

* MPower comes from the company you've known and trusted for years
* MPower has the backing of APS' award-winning service and support

Exceptional Value

* Best mix of advanced processor technology and high-quality
Whenhardwared our customers what they wanted in an Apple Macintosh
* Compared with other personal computers running Mac OS, APS' MPower gives you the most for your money

Most Configuration Options

* APS, the recognized leader in Mac data storage solutions, has the hardware that you want included with your next Mac OS system - hard drives, removable media devices, and tape backup systems

APS MPOWER 603E160 $1399
Wh* The best value in PowerPC computing!nted in an Apple Macintosh
* 160MHz Motorola PowerPC 603e processor
* 16MB of RAM
* Three available PCI slots and two available 3.5" drive bays
* 1.2GB hard drive
5
* 8X CD-ROM

* Monitor sold seperately

The new benchmark in PowerPC, Mac OS computing, the APS MPower 603e160, for under $1,400, is the value leader in RISC-based workstations. The perfect home, or mass application PowerPC computer includes a 1.2GB hard disk drive, an 8X CD-ROM, and 16MB (upgradable to 160MB) of RAM. The APS MPower 603e160 includes a mouse, ADBtosh keyboard, three PCI expansion slots, and two available 3.5" drive bays. One-year limited warranty.

APS MPOWER 603E200 $1599
* The ideal mix of performance and value
* 200MHz Motorola PowerPC 603e processor
* 16MB of RAM
* Three available PCI slots and two available 3.5" drive bays
* 1.2GB hard drive
* 8X CD-ROM

* Monitor sold seperately

7
Outstanding performance at a terrific price, the APS MPower 603e200 is the bang-for-the-buck system of choice for individual and institutional users alike. Powered by Motorola's 200MHz PowerPC 603e processor, the APS MPower 603e200 comes ready for action with a 1.2GB hard drive and an 8X CD-ROM. Run most applications in the installed 16MB of system RAM (upgradable to 160MB) and enjoy the exceptional performance afforded by the 256KB of Level 2 cache and 1MB of VRAM. Three PCI slots and two available 3.5" drive bays let you add a whole range of PCI card and peripheral options. With the included mouse and extended ADB keyboard, this is the value-priced performance system of choice. One-year limited warranty.

APS MPOWER 604E200 $2599
* High-performance mini-tower PowerPC system at an exceptional price
* Blazing fast 200MHz PowerPC 604e processor
* Five PCI slots and four available drive bays

* 2.5GB hard drive
* 8X CD-ROM
* 24MB of RAM

* Monitor sold seperately

Blinding speed and exceptional value set this high-performance PowerPC, Mac OS workstation firmly at the top of the heap. The APS MPower 604e200 comes equipped with a gigantic 2.5GB hard disk drive, an 8X CD-ROM drive, and 24MB of RAM (upgradable to 160MB of EDO DIMM RAM) - and that's just for starters! Turbocharged with 2MB of VRAM and 512K of Level 2 cache, the APS MPower 604e200 includes five PCI slots for video, networking, peripheral expansion, and other PCI-based cards. The roomy mini-tower design includes four available drive bays for optimal customization of the high-performance MPower 604e200. One-year limited warranty.

<----------CUT HERE---------->

5826. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-15 00:00:00 UTC
From: lolsen@hsr.no
Message-ID: <540s9o$gl6@dole.uninett.no>
Source record: 8282
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

PETER SINCLAIR-DAY writes:
: In article <53onm3$nk1@dole.uninett.no>, lolsen@hsr.no (Lasse Olsen) writes:
: > PETER SINCLAIR-DAY writes:
: > : Gary Peake <gpeake@accesscomm.net> writes:
: > :
: > : > But we don't HAVE to add that 16 meg simm you had to add to just get
: > : > functionality and that is the point I am making. Good try, but alas ...
: >
: > : Yes you do when you use the Video Toaster and LightWave...
: > : Lets see I paid $88 for a 16 meg sim and now have 24 megs ram..Just right..I
: > : still paid far less than - just above 1/3 the price of the $2800 040 A4000T!
: >
: > Which would be about the same price as a loaded 060 A1200T.

: If you can find one...Only Amiga..

That's not hard.
Cheers...

5827. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-15 00:00:00 UTC
From: lolsen@hsr.no
Message-ID: <540sjb$gl6@dole.uninett.no>
Source record: 8283
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

PETER SINCLAIR-DA writes:
: In article <53ood5$nk1@dole.uninett.no>, lolsen@hsr.no (Lasse Olsen) writes:

: > : In 4 color mode..Must be enough to view the pages in glorifying color.
: > : IBrowse, Aweb, Alynx, AmFTP costs extra, only Amiga! I don't know about you,
: > : but Netscape is continously updated by the sweat of the programmers as well and
: > : is packaded in all Mac boxes part of the Internet Connection kit.. Amiga users
: > : pay more for less, only Amiga!
: >
: > My neightbor bought the A1200 SurferPack some time ago, complete
: > with all Internet accessories - no extra cost there.
: > Is there a $450 I-net'able Mac?
: > Then again, I used Netscape 2.0 on my Amiga for over a year, can't
: > seem to remeber paying a dime for it.
: > Cheers...

: The internet accessories that Viscorp's head of Software called not upto snuff.
: Considering the $450 price does not include a HD. Can you get a 1200 in NA,
: today? I don't think so..

I don't know.

: The $450 Newton 120 is more capable of internet than the A1200..

Really? Tell me about it, and get out of that "you have to
shell out $3-4000 for a usable Amiga theese days"-Twilight Zone
of yours.

: Nice try..

Nice try? <LOL> It was a question silly.. <G> - nice try.
Cheers...

5828. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-15 00:00:00 UTC
From: lolsen@hsr.no
Message-ID: <540s6p$gl6@dole.uninett.no>
Source record: 8284
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

PETER SINCLAIR-DAY writes:
: In article <53on78$nk1@dole.uninett.no>, lolsen@hsr.no (Lasse Olsen) writes:
: > PETER SINCLAIR-DAY writes:
: >
: > : An Amiga that can't do much today. Most Amigas are low res ones. Actually I
: > : keep my machine on all day. When I come home just load up Netscape and cruize
: > : in all it's glory..
: >
: > As I do too, and as many ShapeShifter and Emplant owners do
: > every day - on the Amiga, which uselessness you just decleared.
: > Cheers...

: Get back to me when you can run Powermac apps!

You can bet on it. Still you loose, NS doesn't run any faster
on a PowerMac anyway.
Cheers...

5829. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-15 00:00:00 UTC
From: JEDI
Message-ID: <5402v8$h61@lex.zippo.com>
Source record: 8285

In article <1996Oct14.232814.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <53lg2v$hoa@lex.zippo.com>, JEDI writes:
>
>>>The issue is distribution. What qualifies as heresay is that you make up
>>>statements that are distorted by using apps that are not equivelant to the
>>
>> You are no position to tell anyone whether or not those apps are not
>> equivalent. The only reason we might know that there is any difference
>> at all is because of the forthcoming nature of the tester. You are completely
>> ignorant on these matters.
>
>
>And your full of shit...Whats your point?

In full bloom I see...

You have yet to demonstrate to anyone that you have the faintest clue
what you are talking about. If you have provided these details already,
then it should be no trouble to repeat them. That you cannot speaks
volumes.

The only thing that I have really done thusfar is do that which I always,
eventually do: Tell Petey-boy to put up or shut up.

```
================================================================
| |
| They are a dying race, let them pass. ||| |
| Who? Atari or Apple? / | \ |
| Yes. |
| |
| Windoze95: When do you want to crash today? |
| =TMJ= |
================================================================
```

5830. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-15 00:00:00 UTC
From: *atari@freemark.com*
Message-ID: <540o9r$i9g@ornews.intel.com>
Source record: 8286

In article <53v19v$5up@news.xmission.com>,
glenzabr@xmission.com (Glen Zabriskie) wrote:
>
>
>Now ive heard everything, comparing a freaking falcon to a 220 mhz Dec alpha.
>Give it up!!!!!!
>
>In article <53lrtp$ose@ornews.intel.com>, *atari@teleport.com* (Rich
Tietjens)

<See dejanews for details>

In the first place, Glen, I never stated the clock speed of the Alpha - in fact, I have no idea what speed it was running. However, the evidence is available for anyone who is interested in the truth, rather than MCIBTYC posturing; the demo in question took place at a largish computer show in Germany in, I believe, 1992. The reason the Falcon outperformed the DEC is that the Flacon's design is optimized for multimedia; the DEC box was optimized as a file serve, which is a usually a poor configuration for MM apps.

So, if you want the truth, go look it up. If, on the other hand, all you care about is starting more flame wars - go to Hell, I can't be bothered.

Write to atari@teleport.com for the alt.binaries.atari* charter.
My bookmarks: http://www.teleport.com/~atari
Files: ftp://ftp.teleport.com/users/atari
Remove the * (inserted to foil spambots) from my address to reply.
#include disclaimer.h

5831. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-15 00:00:00 UTC
From: *atari@freemark.com*
Message-ID: <540ofu$i9g@ornews.intel.com>
Source record: 8287

In article <xrKTe0V.brimiller@delphi.com>,
Brian-Roland Miller <brimiller@delphi.com> wrote:
>
>I have never used an Amiga, owned an Amiga, or had any interest in an Amiga.
>And I decided to test the validity of Petey's statement about inavailablity
>of them. I walked down to Barnes and Noble, grabbed one of the Amiga rags,
>and called some of the mail-order companies in them (the same method that
>one has to use to get Mac equipment). Not only was Amiga equipment and
systems
>available, it was considerably cheaper and easier to purchase and buy than
>Mac stuff. And the salespeople had a clue about what they sell, unlike
>most of the Mac sellers.
>---
>More proof that Mr. Sinclair is a do-nothing know-nothing.

In addition to that, Oregon Research happens to be a few blocks from my
apartment - they stock and sell software for both Atari and Amiga, and I'd bet
a nickel I could buy an Amiga from them, as well.

The point is moot, now that sinclap has jeopardized his uni's tax status,
however...

Write to atari@teleport.com for the alt.binaries.atari* charter.
My bookmarks: http://www.teleport.com/~atari
Files: ftp://ftp.teleport.com/users/atari
Remove the * (inserted to foil spambots) from my address to reply.
#include disclaimer.h

5832. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-15 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct15.222709.1@cobra.uni.edu>
Source record: 8288

In article <xrKTe0V.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:

> I have never used an Amiga, owned an Amiga, or had any interest in an Amiga.
> And I decided to test the validity of Petey's statement about inavailablity
> of them. I walked down to Barnes and Noble, grabbed one of the Amiga rags,
> and called some of the mail-order companies in them (the same method that
> one has to use to get Mac equipment). Not only was Amiga equipment and systems
> available, it was considerably cheaper and easier to purchase and buy than
> Mac stuff. And the salespeople had a clue about what they sell, unlike
> most of the Mac sellers.

So, you actually ordered from these Amiga mailorder firms? Did you order from
Safe Harbor or Software Hut. Thats interesting, I had a different negative
experience when I ordered from Software Hut. My A1200 arrived banged up in a
mangled box and took for ever to replace.

Did you actually order or are you talking out of your ass?

So you ordered from Mac mailorders before? I never had difficulties with the
big three...MacZone, MacWareHouse and MacConnection. Order before 12am, and
recieve it the next day for $3(software)... There are Mac mailorder dogs such
as CompuD...

Interesting I had the opposite experience and I am a Mac owner and was an Amiga
nut at one time. I still have a heart for the Amiga and was a swell machine in
it's time. I am keeping my eye on the BeBox and the OS. If there are cool apps
within the year, who knows.

I wasn't aware that the Amigas were cheaper than the Macs and Pentiums.. The
only Amiga available in NA is the $2800 040-25mhz A4000T new. Apple doesn't
make 040 Macs today...So, why did you state the Amiga is cheaper. In many
categories of software there is no Amiga equivelants.

> ---
> More proof that Mr. Sinclair is a do-nothing know-nothing.
> ---

Just refuted your ignorance..

> BR Miller
> Boston, MA

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |

I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

5833. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-15 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <845508030_OASIS_@pcc-uky.campus.mci.net>
Source record: 8289

In article <540o9r$i9g@ornews.intel.com>
atari@freemark.com (Rich Tietjens) said:-

>>Now ive heard everything, comparing a freaking falcon to a 220 mhz Dec alpha.
>>Give it up!!!!!!
>>
>>In article <53lrtp$ose@ornews.intel.com>, *atari@teleport.com* (Rich
>Tietjens)
>
><See dejanews for details>
>
>In the first place, Glen, I never stated the clock speed of the Alpha - in
>fact, I have no idea what speed it was running. However, the evidence is
>available for anyone who is interested in the truth, rather than MCIBTYC
>posturing; the demo in question took place at a largish computer show in
>Germany in, I believe, 1992. The reason the Falcon outperformed the DEC is
>that the Flacon's design is optimized for multimedia; the DEC box was
>optimized as a file serve, which is a usually a poor configuration for MM
>apps.

I remember that! The Atari group watched the demo that the Alpha team
were doing and upstaged them by running the same demo on the Falcon but
faster!!! Its the truth! Righteous!!! :)

--

_/_/_/

5834. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-15 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <845510296_OASIS_@pcc-uky.campus.mci.net>
Source record: 8290

In article <1996Oct15.222709.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>So, you actually ordered from these Amiga mailorder firms? Did you order from
>Safe Harbor or Software Hut. Thats interesting, I had a different negative
>experience when I ordered from Software Hut. My A1200 arrived banged up in a
>mangled box and took for ever to replace.

I've ordered from Software Hut on numerous occasions and always gotten
-great- service!

>I wasn't aware that the Amigas were cheaper than the Macs and Pentiums.. The
>only Amiga available in NA is the $2800 040-25mhz A4000T new. Apple doesn't
>make 040 Macs today...So, why did you state the Amiga is cheaper. In many
>categories of software there is no Amiga equivelants.

Ever heard of QuickPak? There are various places in North America that
you can get the A1200 (new) and for as low as $450.00...Cheer up, though
maybe you'll get something right -one- of these days... :)

--

```
_/_/_/
```

5835. Re: Once again Petey has trouble with the WHY...(Re: Toad has gone to the darkside..)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-16 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DzCH7t.1MG@ecf.toronto.edu>
Source record: 8194

In article <5402p5$h4p@lex.zippo.com>, <JEDI> wrote:
[in response to a post about Cyberdog and QuickTime VR]
> Then name the firms and tell us what they use Apple's Megolithic
> internet suite and Apple's video file format for?

See my other message about Cyberdog. It is not a megolithic suite.

QuickTime is not a video file format. QuickTime "movies" can contain text, graphics, sound, music, full motion video, VR panoramas, and 3-D objects. QuickTime VR is a subset of QuickTime for displaying VR "panoramas" -- you can look at a photorealistic scene, and rotate 360 degrees, around, up and down. Every major Mac developer supports QuickTime. Many if not most multimedia CD-ROMs are QuickTime-based. Sun Microsystems and Netscape both use QuickTime, as well as SGI if I'm not mistaken. (I'm not sure about SGI, but I believe I read it somewhere.)

> Until you can even manage a point by point comparison of ClarisWorks
> and MSWord, you aren't even really justified in calling them un-
> comparable. You can't even compare these two rather mundane packages
> in any meaningful sense let alone anything else.

Some features that Microsoft Word has that ClarisWorks does not:
* Automatically corrects spelling and typographical errors as you type
* Can automatically format your document
* Can be automated with its WordBasic scripting language, which is more complex than ClarisWorks' simple macro facility
* has 100-level "Undo"
* has an annotation system
* has a revision-tracking system to track changes to documents
* has a grammar checker
* has automatic footnotes and endnotes
* has index and table-of-contents generation

There are more features that Microsoft Word has that ClarisWorks does not; I have not listed them all. Keep in mind that ClarisWorks is not intended to be a heavy-duty word processor like Word. ClarisWorks is an integrated program like Microsoft Works or Atari Works. Word is a dedicated word processing program.

Clearly, a word processing program that does not have automatic footnotes and endnotes, or index and TOC generation, couldn't be considered a high-end word processor. That's not to say that ClarisWorks is not good, or that it's not popular -- it's just that it's aimed at a different market from the one Word is aimed at.

--
David Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

5836. Re: What is Cyberdog? Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-16 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DzCF81.I6J@ecf.toronto.edu>
Source record: 8195

In article <53ocnp$9sm@lex.zippo.com>, <JEDI> wrote:
> Translation: Cyberdog = the apple equivalent of the do all megolithic
> internet app.
> Cyberdog = Apple Navigator or Apple Explorer.

Actually, Cyberdog is not a monothilic Internet application. It is not an application at all. It is a collection of OpenDoc parts. An OpenDoc part is a small, self-contained module that does one specific task. For example, Cyberdog is made of separate OpenDoc parts -- a mail reader, news reader, web browser, and so on. Because each OpenDoc part is self-contained, they can be replaced without affecting the other parts. For example, Netscape is working on their own web browser part which you could use to replace Cyberdog's web browser part if you want. Anyone can replace any part with any other part that does the same thing, and they will all still work with each other seamlessly.

The idea behind OpenDoc is that instead of companies building monolithic applications that do everything, companies write small parts that do one specific task very well. Because OpenDoc parts all share data and interact with each other seamlessly, you can build your perfect tool! You can buy a text editor part from one company, a spell-checking part from another, a grammar-checking part from a thid, a drawing part from a fourth -- instead of buying one monolithic application that does everything, but may not do everything the way you like it. It allows for much more freedom.

For example, you could use an OpenDoc FTP part to embed a picture from the Internet into a word processing document. Imagine a spreadsheet that is linked to a gopher server via a gopher part -- it could fetch data from the internet and update the spreadsheet automatically.

What's even better, OpenDoc is cross platform. It is an open standard that is not controlled by any one company, and the source code can be licensed and ported to any platform, even Atari.

--
David Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

5837. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-16 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DzCJ5H.BBJ@ecf.toronto.edu>
Source record: 8196

In article <53lhk5$iav@lex.zippo.com>, <JEDI> wrote:
> Once more for the anacaleptic...
>
>68000 8086
>68020 80286
>68030 80386
>68040 80486
> 80586/P5 PPC601
>68060 80686/PPro PPC604

It's a pretty strong claim to state that the 68060 is comparable in speed
to the Pentium Pro and PowerPC 604. Do you have any hard evidence to back
that up?

--
David Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

5838. Re: What is Cyberdog?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-16 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DzCKIu.Cu5@ecf.toronto.edu>
Source record: 8197

In article <53tv7a$oaq@ornews.intel.com>,
Rich Tietjens <*atari@teleport.com*> wrote:
>Ah. Well, in that case, we have the same thing on the ST using Teradesk and
>the WWW suite. I can install CAB as the app to launch when opening an "html"
>file type, and it will automatically launch and load; this is also true with
>the buil-tin GEM desktop on all versions of TOS starting with 1.04 (that's
>what, 8 or 10 years old?). This is true with all apps that can accept a
>command line argument for the doc file to load (most of the availaable apps
>will od that). The differnce, of course, is that Teradesk/GEM desk top are
>free, and the WWW package is donationware.

Cyberdog and OpenDoc are much more than that, and they are also available
free of charge from Apple on their web site.

--
David Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

5839. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-16 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DzCKDo.Cp0@ecf.toronto.edu>
Source record: 8198

In article <5403gl$hgu@lex.zippo.com>, <JEDI> wrote:
>In article <1996Oct14.233733.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu said:
>>In article <53lhk5$iav@lex.zippo.com>, JEDI writes
>>> Once more for the anacaleptic...
>>> 68000 8086
>>> 68020 80286
>>> 68030 80386
>>> 68040 80486
>>> 80586/P5 PPC601
>>> 68060 80686/PPro PPC604
>>Again you are one stupid anarchist who thinks an 060 is equivelant to
>>the Pentium Pro and PPC 604.. A brain dead ferengi...
> Why shouldn't it be? The 680x0 line has always been ahead of the
> 80x86 line. Are you suggesting that the company that produces the
> core logic for your very dear machine has somehow faltered? In the
> same breath you tear down the 68060, you tear down the PPC604 as well.

One doesn't have to believe that Motorola (who incidentally wasn't the
only company involved in the design of the PowerPC) has somehow faltered.
Consider the fact that the 68060 is much older than the Pentium Pro and
PowerPC 604; it was released shortly after the Pentium was released. The
68060 was not designed to compete with the Pentium Pro or the PowerPC 604
because those two processors didn't exist when the design of the 68060 was
started.

> Admittedly, my views are merely the extension of the expectations
> provided by the rest of the 68K family. However, such expectations are
> required to give the PPC's any legitimacy. For both reflect upon the
> same company, and in the end each other.

Not necessarily. Lots of companies make products aimed at different markets.
There is not necessarily any connection between the PPC and the 68060,
especially since the PPC was a co-operative effort between Apple, IBM, and
Motorola. For example, lots of computer companies make low-end and high-end
computers. Just because company A's low-end PC isn't as powerful as company
B's high-end PC, does that mean that company A's *high-end* PC is somehow
not as powerful?

You're in effect saying that it would be hard for you to believe that the
PPC604 is as fast as the Pentium Pro if the 68060 is not. But the 68060
is older than the PPC604 or the Pentium Pro. And of course lots of companies
make products of varying levels of power -- one doesn't have to design
all the products one makes to be as powerful as possible, simply because
there is often a huge tradeoff between power and cost.

Another possible explanation was that Motorola didn't want to spend too much money on an architecture that it knew was soon going to be left by the wayside. Intel is a very large company with large sales and a lot of money. The signs that Apple was looking for new processor technology had been around for a while, and Motorola must have known that Apple would move away from the 68000-series. (Heck, it was in the alliance with them that designed the PPC!) If they knew that there largest customer would eventually abandon them, why would they try to concentrate on making the 68060 as powerful as the Pentium Pro (which didn't exist at the time) when they knew the market for this chip would be in the embedded controller market and not the home PC market?

--
David Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

5840. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-16 00:00:00 UTC
From: kolla@nvg.unit.no
Message-ID: <542tuf$svg@due.unit.no>
Source record: 8199
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:

> > As I do too, and as many ShapeShifter and Emplant owners do
> > every day - on the Amiga, which uselessness you just decleared.
> > Cheers...
>
> Get back to me when you can run Powermac apps!

Such as?

--
Kolbj�rn Barmen /\�\ "I met the Amiga and fell in love..." // T e a m
kolla@nvg.unit.no \/_/ <http://www.nvg.unit.no/~kolla/> \XX/ A M I G A
Nettverksgruppa NVG Norwegian University of Science and Technology NTNU

5841. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-16 00:00:00 UTC
From: sabshire@cwv.net
Message-ID: <1476.6863T651T1166@cwv.net>
Source record: 8200
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

>In article <53on78$nk1@dole.uninett.no>, lolsen@hsr.no (Lasse Olsen) writes:
>> PETER SINCLAIR-DAY writes:
>>
>> : An Amiga that can't do much today. Most Amigas are low res ones.
>> : Actually I keep my machine on all day. When I come home just load up
>> : Netscape and cruize in all it's glory..
>>
>> As I do too, and as many ShapeShifter and Emplant owners do
>> every day - on the Amiga, which uselessness you just decleared.
>> Cheers...

>Get back to me when you can run Powermac apps!

Get back to me when u see that many PowerMac Native Apps!

Acyually, A 060 amiga running a gfx card out does several of the
PMac's. I have seen it.

Stacey

> GREETINGS..
>|---
>|--|
>| Peter Sinclair-Day POWERMAC OF COURSE....
>| |
>| University of Northern Iowa
>| |
>I
>I I Do you believe in Macintosh? Learn how to help the cause by subscribing
> I I to the "EvangeList" listserver! Send email to:<evangelist@macway.com>
>or I I go to: <http://www.solutions.apple.com/ListAdmin/>.
> I
>|---
>|--|
> "A cut in the capital gains taxes will benefit me and make me richer.
>And I am not embarrassed to say that."
> -Multimillionaire T.J. Rodger President & CEO of Cypress Semiconductors

icz (sabshire@cwv.net)
http://www.geocities.com/Heartland/3885/

5842. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-16 00:00:00 UTC
From: *atari@freemark.com*
Message-ID: <5434nh$4ji@ornews.intel.com>
Source record: 8201
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <3266d394.68518121@news.onramp.net>,
dcorn@paradise.pplnet.com (David Corn) wrote:
>
>On Mon, 14 Oct 96 15:04:17 GMT, atari@freemark.com (Rich Tietjens)
>wrote:
>
>>They may be faster, but they cost more than the DRAM cards and are less
common
>
>That much is true, aside from the "may" bit.
>
>Given that the Amiga 4000 costs $2800 or so, I find it amazing anyone
>can even debate costs in this.

I have a lab full of fast PEntium and Pentium Pro systems. $2800 for one of
the cheaper ones would be a real bargain. The majority of them run from $4000
to $50k - and most of them have plain VGA cards with DRAM.

>Atari clones? Like what? From who?

http://www.ee.ethz.ch/~caschwan/medusa.html Medusa Computer Systems
http://www.carasys.de/hades.htm The HADES system

Vendors: Computer Direct and Toad Computers in North America. See my
"bookmarks" page for world-wide availability info.

>>Aside: I know Michelle is gone - is Scott still throwing his weight around
>>and reading "private" email on the board?
>
>Huh?

PPLnet in Houston, TX, right? Scott was owner/operator when I left.

Write to atari@teleport.com for the alt.binaries.atari* charter.
My bookmarks: http://www.teleport.com/~atari
Files: ftp://ftp.teleport.com/users/atari
Remove the * (inserted to foil spambots) from my address to reply.
#include disclaimer.h

5843. Re: What is Cyberdog? Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-16 00:00:00 UTC
From: *atari@freemark.com*
Message-ID: <5434ve$4ji@ornews.intel.com>
Source record: 8202

In article <DzCF81.I6J@ecf.toronto.edu>,
pischke@ecf.toronto.edu (David Pischke) wrote:
>
>Actually, Cyberdog is not a monothilic Internet application. It is not an
>application at all. It is a collection of OpenDoc parts. An OpenDoc part
>is a small, self-contained module that does one specific task. For example,
>Cyberdog is made of separate OpenDoc parts -- a mail reader, news reader,
>web browser, and so on. Because each OpenDoc part is self-contained, they
>can be replaced without affecting the other parts.

In other words, independent apps that work together. Hmmm... Has anyone
ever heard of desk accessories, or the WWW package?

>
>What's even better, OpenDoc is cross platform. It is an open standard that
>is not controlled by any one company, and the source code can be licensed
>and ported to any platform, even Atari. ^^^^^^^^

Yes, but for how much money?

"Open" standards that cost large amounts of up-front cash don't become
standards. Quick example: MicroChannel Architecture. Instead, EISA became
the defacto standard - it was a /free/ open standard. IBM eventually
abandoned MCA because no one would pay them for the license.

Write to atari@teleport.com for the alt.binaries.atari* charter.
My bookmarks: http://www.teleport.com/~atari
Files: ftp://ftp.teleport.com/users/atari
Remove the * (inserted to foil spambots) from my address to reply.
#include disclaimer.h

5844. Re: Once again Petey has trouble with the WHY...(Re: Toad has gone to the darkside..)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-16 00:00:00 UTC
From: *atari@freemark.com*
Message-ID: <54358d$4ji@ornews.intel.com>
Source record: 8203

In article <DzCH7t.1MG@ecf.toronto.edu>,
pischke@ecf.toronto.edu (David Pischke) wrote:
>
>Some features that Microsoft Word has that ClarisWorks does not:
>* Automatically corrects spelling and typographical errors as you type

WordWriter ST, about 1985, I believe.

>* Can automatically format your document

Ditto.

>* Can be automated with its WordBasic scripting language, which is more
> complex than ClarisWorks' simple macro facility

Yet another version of Visual Basic.

>* has 100-level "Undo"

Which requires mucho virtual memory and slows the system drastically.

>* has an annotation system

I can't honestly say I've ever used that feature.

>* has a revision-tracking system to track changes to documents

For people who don't know how to "save as..."

>* has a grammar checker

Useful, but readily available for all systems as either a stand-alone or
"helper" app.

>* has automatic footnotes and endnotes

Back to WordWriter.

>* has index and table-of-contents generation

Useful for writing large papers and books, not much use for the home/personal
writer.

>There are more features that Microsoft Word has that ClarisWorks does not; I
>have not listed them all. Keep in mind that ClarisWorks is not intended to
>be a heavy-duty word processor like Word. ClarisWorks is an integrated
>program like Microsoft Works or Atari Works. Word is a dedicated word
>processing program.

Absolutely correct.

>Clearly, a word processing program that does not have automatic footnotes
>and endnotes, or index and TOC generation, couldn't be considered a high-end
>word processor. That's not to say that ClarisWorks is not good, or that
>it's not popular -- it's just that it's aimed at a different market from
>the one Word is aimed at.

Precisely. Just as PhotoShop and PhotoLine have different target audiences.

Write to atari@teleport.com for the alt.binaries.atari* charter.
My bookmarks: http://www.teleport.com/~atari
Files: ftp://ftp.teleport.com/users/atari
Remove the * (inserted to foil spambots) from my address to reply.
#include disclaimer.h

5845. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-16 00:00:00 UTC
From: JEDI
Message-ID: <542ob0$e2b@lex.zippo.com>
Source record: 8204

In article <DzCKDo.Cp0@ecf.toronto.edu>, pischke@ecf.toronto.edu says...
>
>In article <5403gl$hgu@lex.zippo.com>, <JEDI> wrote:
>>In article <1996Oct14.233733.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu said:
>>>In article <53lhk5$iav@lex.zippo.com>, JEDI writes
>>>> Once more for the anacaleptic...
>>>> 68000 8086
>>>> 68020 80286
>>>> 68030 80386
>>>> 68040 80486
>>>> 80586/P5 PPC601
>>>> 68060 80686/PPro PPC604
>>>Again you are one stupid anarchist who thinks an 060 is equivelant to
>>>the Pentium Pro and PPC 604.. A brain dead ferengi...
>> Why shouldn't it be? The 680x0 line has always been ahead of the
>> 80x86 line. Are you suggesting that the company that produces the
>> core logic for your very dear machine has somehow faltered? In the
>> same breath you tear down the 68060, you tear down the PPC604 as well.
>
>One doesn't have to believe that Motorola (who incidentally wasn't the
>only company involved in the design of the PowerPC) has somehow faltered.
>Consider the fact that the 68060 is much older than the Pentium Pro and
>PowerPC 604; it was released shortly after the Pentium was released. The
>68060 was not designed to compete with the Pentium Pro or the PowerPC 604
>because those two processors didn't exist when the design of the 68060 was
>started.

As I said: sauce for the goose (Cyrix & AMD) is sauce for
the gander (Motorola). If they engage in the same behaivor they
should get called out on it in exactly the same way. No excuses
from Mac cheerleaders...

>
>> Admittedly, my views are merely the extension of the expectations
>> provided by the rest of the 68K family. However, such expectations are
>> required to give the PPC's any legitimacy. For both reflect upon the
>> same company, and in the end each other.
>
>Not necessarily. Lots of companies make products aimed at different markets.
>There is not necessarily any connection between the PPC and the 68060,

The 060 is a 2nd generation extension of the 68K line which has
always been in direct competition with and exceeded the 80x86 line.
Despite it's name, the P6 is just the 2nd generation extension of the
80x86 line. If the P6 can compare well to a PPC604 than so should an

060. Either that or they should have named it an 680S40 or somesuch.

>especially since the PPC was a co-operative effort between Apple, IBM, and
>Motorola. For example, lots of computer companies make low-end and high-end
>computers. Just because company A's low-end PC isn't as powerful as company
>B's high-end PC, does that mean that company A's *high-end* PC is somehow
>not as powerful?

You have no idea whatsoever what you're talking about.

>
>You're in effect saying that it would be hard for you to believe that the
>PPC604 is as fast as the Pentium Pro if the 68060 is not. But the 68060
>is older than the PPC604 or the Pentium Pro. And of course lots of companies
>make products of varying levels of power -- one doesn't have to design
>all the products one makes to be as powerful as possible, simply because
>there is often a huge tradeoff between power and cost.

The 68K line was never low end by any stretch of the imagination.
That it suddenly becomes so is an interesting convolution of history.
Should they want to break with that history, they should be very
explicit about it. There should be no doubt that the family is no
longer following the progression that it once did from 68K->68020->
68030->68040. Anything else is just cheap, bait and switch marketing.
It should no more be tolerated from Motorola than it should be
tolerated from Cyrix or AMD. As their 'baits' stain them so do
Motorola's 'baits' stain it.

If you like buying from people who lie to you: so be it.

However, the only one who ever established any real information
on the performance of these chips indicated that indeed 060's
and 686's are comparable.

==
| |
| They are a dying race, let them pass. ||| |
| Who? Atari or Apple? / | \ |
| Yes. |
| |
| Windoze95: When do you want to crash today? |
| =TMJ= |
==

5846. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-16 00:00:00 UTC
From: JEDI
Message-ID: <542n75$dfh@lex.zippo.com>
Source record: 8205

```
In article <DzCJ5H.BBJ@ecf.toronto.edu>, pischke@ecf.toronto.edu says...
>
>In article <53lhk5$iav@lex.zippo.com>, <JEDI> wrote:
>> Once more for the anacaleptic...
>>
>>68000 8086
>>68020 80286
>>68030 80386
>>68040 80486
>> 80586/P5 PPC601
>>68060 80686/PPro PPC604
>
>It's a pretty strong claim to state that the 68060 is comparable in speed
>to the Pentium Pro and PowerPC 604. Do you have any hard evidence to back
>that up?

Either this is the case, or motorola is intentionally misleading the
buying public with thier naming schemes. If this cannot be taken at
face value, it is a bad reflection upon motorola and anything they
make (especially in this domain) including PPC's.

Sauce for the goose is sauce for the gander.

---
============================================================
| |
| They are a dying race, let them pass. ||| |
| Who? Atari or Apple? / | \ |
| Yes. |
| |
| Windoze95: When do you want to crash today? |
| =TMJ= |
============================================================
```

5847. Re: What is Cyberdog? Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-16 00:00:00 UTC
From: JEDI
Message-ID: <542mo1$d0n@lex.zippo.com>
Source record: 8206

In article <DzCF81.I6J@ecf.toronto.edu>, pischke@ecf.toronto.edu says...
>
>In article <53ocnp$9sm@lex.zippo.com>, <JEDI> wrote:
>> Translation: Cyberdog = the apple equivalent of the do all megolithic
>> internet app.
>> Cyberdog = Apple Navigator or Apple Explorer.
>
>Actually, Cyberdog is not a monothilic Internet application. It is not an
>application at all. It is a collection of OpenDoc parts. An OpenDoc part
>is a small, self-contained module that does one specific task. For example,

The rest of the planet calls this an application actually.

>Cyberdog is made of separate OpenDoc parts -- a mail reader, news reader,
>web browser, and so on. Because each OpenDoc part is self-contained, they
>can be replaced without affecting the other parts. For example, Netscape

Sounds kinda like pluggins. So what makes this any different from the
IRC, mail and news ActiveX controls/plugins that come with IE3.

Furthermore, if it's not some monolithic thing then why is it being
referenced as such? Unix has had internet functionality broken into
many small self contained parts for years. That is nothing new.

5848. Re: Once again Petey has trouble with the WHY...(Re: Toad has gone to the darkside..)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-16 00:00:00 UTC
From: JEDI
Message-ID: <542mu8$d1u@lex.zippo.com>
Source record: 8207

In article <DzCH7t.1MG@ecf.toronto.edu>, pischke@ecf.toronto.edu says...
>
>In article <5402p5$h4p@lex.zippo.com>, <JEDI> wrote:
>[in response to a post about Cyberdog and QuickTime VR]
>> Then name the firms and tell us what they use Apple's Megolithic
>> internet suite and Apple's video file format for?
>
>See my other message about Cyberdog. It is not a megolithic suite.
>
>QuickTime is not a video file format. QuickTime "movies" can contain
>text, graphics, sound, music, full motion video, VR panoramas, and 3-D
>objects. QuickTime VR is a subset of QuickTime for displaying VR

Then show me an URL where all these nifty toys are used and then
tell me who uses them and how.

>"panoramas" -- you can look at a photorealistic scene, and rotate 360
>degrees, around, up and down. Every major Mac developer supports
>QuickTime. Many if not most multimedia CD-ROMs are QuickTime-based.
>Sun Microsystems and Netscape both use QuickTime, as well as SGI if
>I'm not mistaken. (I'm not sure about SGI, but I believe I read it
>somewhere.)

So what?

[Tangent Deleted]

5849. Re: What is Cyberdog? Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-16 00:00:00 UTC
From: David Pischke <pischke@ecf.toronto.edu>
Message-ID: <Pine.SOL.3.91.961016143256.6341A-100000@spark23.ecf>
Source record: 8208

On Wed, 16 Oct 1996, Rich Tietjens wrote:

> In article <DzCF81.I6J@ecf.toronto.edu>,
> pischke@ecf.toronto.edu (David Pischke) wrote:
> >
> >Actually, Cyberdog is not a monothilic Internet application. It is not an
> >application at all. It is a collection of OpenDoc parts. An OpenDoc part
> >is a small, self-contained module that does one specific task. For example,
> >Cyberdog is made of separate OpenDoc parts -- a mail reader, news reader,
> >web browser, and so on. Because each OpenDoc part is self-contained, they
> >can be replaced without affecting the other parts.
>
> In other words, independent apps that work together. Hmmm... Has anyone
> ever heard of desk accessories, or the WWW package?

No, they're not like desk accessories at all. Desk accessories are not object-oriented modules in the way that OpenDoc parts are. OpenDoc parts can be embedded in each other. You can embed any OpenDoc part into any other OpenDoc part -- for example, you can embed an internet link into a spreadsheet, a drawing into a word processor, a rotating 3-D animation into a painting, and so on. No part has to know anything about any other type of data other than the one it handles. This is very different from desk acessories. You can't embed one desk accessory into another.

> >What's even better, OpenDoc is cross platform. It is an open standard that
> >is not controlled by any one company, and the source code can be licensed
> >and ported to any platform, even Atari. ^^^^^^^^
>
> Yes, but for how much money?
> "Open" standards that cost large amounts of up-front cash don't become
> standards. Quick example: MicroChannel Architecture. Instead, EISA became
> the defacto standard - it was a /free/ open standard. IBM eventually
> abandoned MCA because no one would pay them for the license.

The tools that allow developers to create and test their own OpenDoc parts are available for free, so there is no cost to develop OpenDoc parts. Component Integration Labs, the non-profit corporation that controls OpenDoc, has over 3000 members, including companies such as Netscape, Apple, IBM, Sun, Novell, Oracle, and Adobe. Membership in CI Labs is $350 a year (There are levels of membership that cost more, but offer more benefits.) Members receive source code and a perpetual licence.

OpenDoc is out now for Mac and OS/2, and AIX, Windows NT, and Windows 95 versions are in beta. If I'm not mistaken, Sun is porting OpenDoc to Solaris. Many companies have announced their intention to create OpenDoc parts. Learn more about OpenDoc at http://opendoc.apple.com/ and

http://www.cilabs.org/

5850. Re: Am I lost?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-16 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <845576608_OASIS_@pcc-uky.campus.mci.net>
Source record: 8209

In article <845489828_OASIS_@pwomar.demon.co.uk>
Paul@pwomar.demon.co.uk (Paul Womar) said:-

> In article <32639424.41C67EA6@etlxdmx.ericsson.se>
> Martin Tidd <etlmntd@etlxdmx.ericsson.se> said:-
>
>>Excuse me. I'm new round here. Am I in the right place? I thought this
>>was the Atari advocacy but all the messages appear to about Macs and
>>Amigas. I thought all this MCIBTYC nonsense died out years ago.
>
>An advocacy group with only Atari advocates would be booring! It'd
>just be "I love Atari", "Yeah it's great", "I agree". You need someone
>to aim your defence at.

He's right, and the PC/Mac users are just too easy... <grin>

--

```
_/_/_/
```

5851. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-16 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <845576324_OASIS_@pcc-uky.campus.mci.net>
Source record: 8210

In article <DzDs76.KuJ@ecf.toronto.edu>
pischke@ecf.toronto.edu (David Pischke) said:-

>Unless the Atari group used the same algorithm as the Alpha team, it doesn't
>really prove anything. If it was an optimization fo the algorithm that was
>responsible for the increase in speed, then the Alpha team can just as easily
>use that algorithm to speed up their demo.
>
>Unless we can control the algorithm, we can't be sure whether the increase
>in speed is due to the hardware or the algorithm. If we aren't sure that the
>alogrithm is the same then the demonstration doesn't *necessarily* prove
>anything.

So either the Atari team coded better or the hardware was better,
but the end-result is the same...the Atari version was faster.
Keep in mind that this was a spur-of-the-moment response to a
demo they saw on a supposedly superior machine! I'll take the
Alpha teams' response to it as testimony--they were infuriated!

--

```
_/_/_/
```

5852. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-16 00:00:00 UTC
From: JEDI
Message-ID: <543grh$6rm@lex.zippo.com>
Source record: 8211

```
In article <5434nh$4ji@ornews.intel.com>, *atari@freemark.com* says...
>
>In article <3266d394.68518121@news.onramp.net>,
> dcorn@paradise.pplnet.com (David Corn) wrote:
>>
>>On Mon, 14 Oct 96 15:04:17 GMT, atari@freemark.com (Rich Tietjens)
>>wrote:
>>
>>>They may be faster, but they cost more than the DRAM cards and are less
>common
>>
>>That much is true, aside from the "may" bit.
>>
>>Given that the Amiga 4000 costs $2800 or so, I find it amazing anyone
>>can even debate costs in this.
>
>I have a lab full of fast PEntium and Pentium Pro systems. $2800 for one of
>the cheaper ones would be a real bargain. The majority of them run from $4000
>to $50k - and most of them have plain VGA cards with DRAM.

Try $2600 with a 17" monitor, 200Mhz P5, 32Meg Ram, high end
video and all the other multimedia baubles.

Your lab was robbed.

$4000 will get you that silly Gateway with the 31" monitor...
...or a reasonably priced clone and a big CAD monitor.

---
================================================================
| |
| They are a dying race, let them pass. ||| |
| Who? Atari or Apple? / | \ |
| Yes. |
| |
| Windoze95: When do you want to crash today? |
| =TMJ= |
================================================================
```

5853. Re: Once again Petey has trouble with the WHY...(Re: Toad has gone to the darkside..)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-16 00:00:00 UTC
From: JEDI
Message-ID: <543gjr$6dv@lex.zippo.com>
Source record: 8212

```
In article <54358d$4ji@ornews.intel.com>, *atari@freemark.com* says...
>
>In article <DzCH7t.1MG@ecf.toronto.edu>,
> pischke@ecf.toronto.edu (David Pischke) wrote:
>>
>>Some features that Microsoft Word has that ClarisWorks does not:
>>* Automatically corrects spelling and typographical errors as you type
>
>WordWriter ST, about 1985, I believe.
>

I always hated those auto correctors...

On a personal note, my mother asked for consultation on this
subject last night. For some reason she has MS Word 6 on the
brain. You can imagine her horror when I told her what kind of
machine she would need to run the beast and how much it would
cost her. Then, I coaxed out of her what her actual requirements
were.

After this, I just recommended she use the editor built into
windows: Write.

---
================================================================
| |
| They are a dying race, let them pass. ||| |
| Who? Atari or Apple? / | \ |
| Yes. |
| |
| Windoze95: When do you want to crash today? |
| =TMJ= |
================================================================
```

5854. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-16 00:00:00 UTC
From: jnorton@nilenet.com
Message-ID: <543puf$185@thoth.nilenet.com>
Source record: 8213

David Pischke
(pischke@ecf.toronto.edu) wrote:
: Unless the Atari group used the same algorithm as the Alpha team, it doesn't

Don't forget that the Atari ST was THE concept machine for the '80's. GEM was the brainchild of Gary Kildale of Digital Research Inc. If you remember, GEM was written for the PC. Of all the GUI's (this includes the PARC machine, Apple's Mac and Amiga, GEM for the Atari was the most elegant. It analogized the "office" (file drawers, folders, etc.) the best. If you find fault with GEM, then you didn't like Gary's (DRI's) vision.

I am glad that I bought that ST back in '85 instead of the Mac or Amiga. Those are fine machines, they just were Steve Jobs and Jay Miner's visions. If you were to compare side-by-side, you would see what I mean. My kids needed no help with the Atari. It just ran. Now you could find fault with TOS (written in C - not as fast as it could have been) and that is fine. But the machine was fine (and still is for what we ask of it).

So .. do really like your Mac or PC or whatever? Does it do what you ask of it?

5855. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-16 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct16.175543.1@cobra.uni.edu>
Source record: 8214

In article <845489556_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

>>So what version of Photoshop were you using?
>
> I said that I use Photoshop?

Version 2 or 2.5?

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodger President & CEO of Cypress Semiconductors

5856. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-16 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <a117cc$b192.108@HERMES>
Source record: 8215

JEDI wrote:
> 68000 8086
> 68020 80286
> 68030 80386
> 68040 80486
> 80586/P5 PPC601
> 68060 80686/PPro PPC604

Your comparisons of later 68k and x86 members is fairly true, however, the earlier models are inaccurately linked.

The 68000 is a 16/32 CPU, whereas the 8086 is an 8/16 CPU. A better match for the 68000 would have been the 386SX (which is also a 16/32 CPU). It also has a 24-bit address size, so it can address up to 16 Mbytes of RAM, whereas the the 8086 can only see 1Mbyte (20-bits wide). The 386SX also has this 24-bit (16 Mbyte) memory range.

The 68020 is a full 32-bit (32/32) CPU, not a 16-bit (16/16) CPU like the 286. It should be ranked about equal with the 32-bit (32/32) 386DX.

(BTW: For those of you who may not understand what I mean by "16/32", and other such items in my text: it refers to data bus size of the individual CPU. The first number refers to the CPU-to-world data bus, whereas the second refers to the on-chip data paths).

--

Quote For The Month:

"Where did you learn to drive?"
"I took a correspondence course"

5857. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-16 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <32686e0e.1406635@news.onramp.net>
Source record: 8216
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 16 Oct 96 10:51:23 +0500, sabshire@cwv.net (Stacey Abshire) wrote:

>>Get back to me when you can run Powermac apps!
>Get back to me when u see that many PowerMac Native Apps!

That's a silly statement. Most apps are now PowerMac native - it's
hard to imagine something newly released that _isn't_ PM native.

>Acyually, A 060 amiga running a gfx card out does several of the
>PMac's. I have seen it.

Um-hmm... :)

5858. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-16 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DzDs76.KuJ@ecf.toronto.edu>
Source record: 8217

In article <845508030_OASIS_@pcc-uky.campus.mci.net>,
Ronald J. Hall <thechyld@pcc-uky.campus.mci.net> wrote:
> In article <540o9r$i9g@ornews.intel.com>
> *atari@freemark.com* (Rich Tietjens) said:-
>
>>>Now ive heard everything, comparing a freaking falcon to a 220 mhz Dec alpha.
>>>Give it up!!!!!!
>>>
>>>In article <53lrtp$ose@ornews.intel.com>, *atari@teleport.com* (Rich
>>Tietjens)
>>
>><See dejanews for details>
>>
>>In the first place, Glen, I never stated the clock speed of the Alpha - in
>>fact, I have no idea what speed it was running. However, the evidence is
>>available for anyone who is interested in the truth, rather than MCIBTYC
>>posturing; the demo in question took place at a largish computer show in
>>Germany in, I believe, 1992. The reason the Falcon outperformed the DEC is
>>that the Flacon's design is optimized for multimedia; the DEC box was
>>optimized as a file serve, which is a usually a poor configuration for MM
>>apps.
>
> I remember that! The Atari group watched the demo that the Alpha team
> were doing and upstaged them by running the same demo on the Falcon but
> faster!!! Its the truth! Righteous!!! :)

Unless the Atari group used the same algorithm as the Alpha team, it doesn't
really prove anything. If it was an optimization fo the algorithm that was
responsible for the increase in speed, then the Alpha team can just as easily
use that algorithm to speed up their demo.

Unless we can control the algorithm, we can't be sure whether the increase
in speed is due to the hardware or the algorithm. If we aren't sure that the
alogrithm is the same then the demonstration doesn't *necessarily* prove
anything.

--
David Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

5859. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-16 00:00:00 UTC
From: spameater@freemark.com
Message-ID: <543g2b$avi@ornews.intel.com>
Source record: 8218

In article <542ob0$e2b@lex.zippo.com>, JEDI wrote:
>
>>especially since the PPC was a co-operative effort between Apple, IBM, and
>>Motorola. For example, lots of computer companies make low-end and high-end
>>computers. Just because company A's low-end PC isn't as powerful as company
>>B's high-end PC, does that mean that company A's *high-end* PC is somehow
>>not as powerful?
>
> You have no idea whatsoever what you're talking about.

Maybe not, but in this case, at least, he makes sense. The Falcon030 is certainly not as powerful as the TT030, is it? And he is quite correct about where the PPC came from. What he neglects to mention is that it's next (or should I say NeXT?) to impossible to find native-mode apps for the PPC; running in emulation mode naturally reduces performance.

Raw "horsepower" of a computer isn't relevant to the end user, however; what matters is how efficiently the OS and applications /use/ that horsepower. As an analogy, if you owned both a Mercury station wagon, and a shuttle transporter (the device that carries the shuttle from the Vehicle Assembly Building to the launch pad), you would find it far more rewarding to drive the Merc to Safeway to buy a gallon of milk; the shuttle transporter is arguably the most powerful land vehcile in the world, but it has a top speed of about 2 miles an hour. It wasn't designed for trips to the corner store, and the Merc can't carry the shuttle to the launch pad. In the same way, a multi-processor Pentium Pro 200 makes a terrific file server - but it's clumsy and awkward for MIDI applications on the road.

Get the computer that does what you want, for as little money as you can manage to spend, and offers the minimum required features. There will be a new one next year that does it better and cheaper, anyhow - even in the Atari world. The difference is, in the Atari world, you'll be buying something designed by people who love their platform, and use it themselves in preference to other platforms. The same may probably be said for the Amiga. Everyone else is in it for the money, and little else.

Reply to atari@teleport.com or atari@freemark.com - no spam!
Write to atari@teleport.com for the alt.binaries.atari* charter.
My bookmarks: http://www.teleport.com/~atari
Files: ftp://ftp.teleport.com/users/atari
#include disclaimer.h

5860. Re: New entrant in Mac clone market!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-16 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct16.195322.1@cobra.uni.edu>
Source record: 8219

In article <xLKx2se.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
> Too bad you can't buy one anywhere in the Continental United States. . .

Interesting...You can on Nov. 5...

> ---
> BR Miller
> Boston, MA

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

5861. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-16 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct16.195042.1@cobra.uni.edu>
Source record: 8220

In article <5pBTu0a.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:

> List of them, please

BMW and Toyota to name a few..

> For those unaware, CyberDog is a set of slow, buggy, incomplete Internet
> e-mail and web browser apps, with a browser slower and less capable than
> CAB. It's sole claim to fame is its ability to interface with OpenDoc.
> WWW141 is more capable - but it's free.
> ---

As usual you are full of sh t! Oh, by the way, Cyberdog is free and will be
integrated with system 7.6 along with opendoc in January..

> BR Miller
> Boston, MA

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

5862. 2Mx32 60ns $34.00

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-16 00:00:00 UTC
From: frontier@fii.com
Message-ID: <543pf1$cok@news05.deltanet.com>
Source record: 8221

Hi there,

I am the Marketing Manager of Frontier Industrial, I would like to let you know
of special that we have on 8 MB SIMMS.

I can offer you 2MX32 60ns modules @ $34.00 per piece.
VARS, DEALERS, DISTRIBUTORS, & SYSTEM INTEGRATORS ONLY PLEASE

Frontier Industrial
http://www.fii.com

5863. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-16 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <845586704_OASIS_@pwomar.demon.co.uk>
Source record: 8222

In article <540ebn$bsr@ornews.intel.com>
atari@freemark.com (Rich Tietjens) said:-

>In article <1996Oct14.233733.1@cobra.uni.edu>,
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>>
>>
>>Again you are one stupid anarchist who thinks an 060 is equivelant to
>>the Pentium Pro and PPC 604.. A brain dead ferengi...
>
>OK, Peter, you had your chance. Now, here's the bottom line: Within the past
>week, you posted a comemrcial advertisement here, in direct violation of the
>charter of University of Northern Iowa. You placed your university's status
>as a non-profit educational institution in dnager. You have alos refused to
>stop posting personal attacks, even though I offered the olive branch and
>suggested that a sharing of knowledge would be more productive than the
>constant flames that your activities have generated in the past.
>
>Now here's what's going to happen: EVERY user who is tired of your crap is
>going to send email to postmaster@uni.com, quoting the entire following
>section, and explaining that commercial advertising is a violation of the
>university's charter and endangers their tax-free status. If your sysadmin
>still refuses to curb your activities, then the /real/ university
>adminstration can take it up with the IRS.

If he has violated their AUP or whatever then fair enough but I for
one find it pretty sad that you want to get rid of him, he's never
put up a single decent argument against anything and although you may
find him irritating the fact is that none of the postings in this
group would be here without him. I've taken this group for about 6
months and can never recall a posting that was not connected to Pete,
and if they did exist then you could probably count them on one hand.
I know you object to his postings but if you don't like them then you
can probably kill them, I quite enjoy his postings it's very
interesting to see how some peoples mind works (or not in this case).
Wether you like it or not Pete IS the group.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5864. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: JEDI
Message-ID: <545peu$c02@lex.zippo.com>
Source record: 8041

In article <543g2b$avi@ornews.intel.com>, spameater@freemark.com says...
>
>In article <542ob0$e2b@lex.zippo.com>, JEDI wrote:
>>
>>>especially since the PPC was a co-operative effort between Apple, IBM, and
>>>Motorola. For example, lots of computer companies make low-end and high-end
>>>computers. Just because company A's low-end PC isn't as powerful as company
>>>B's high-end PC, does that mean that company A's *high-end* PC is somehow
>>>not as powerful?
>>
>> You have no idea whatsoever what you're talking about.
>
>Maybe not, but in this case, at least, he makes sense. The Falcon030 is
>certainly not as powerful as the TT030, is it? And he is quite correct about

...but that's not what we're comparing...

Even so, neither one of those machines outclasses the other quite
in the manner Petey-Boy would imply a PPC outclasses an 060.
Furthermore, Petey-Boy asserts that an 060 cannot compete with a
PPC merely because of what it is ignoring the tests that say other-
wise and offering no reason for us to believe that an 060 wouldn't
toast a PPC, especially his. In fact, if the 060 specs on mot's
homepage are to believed, the T60 under discussion should be, at
a minimum, twice as fast as Petey-Boy's PowerMac.

This is a conservative estimate, presuming that the 060 is just a
souped up 040. If that is not the case, then the 060 would be a bit
more powerful and quite able to compare to 686's and 604's.

```
================================================================
| |
| They are a dying race, let them pass. ||| |
| Who? Atari or Apple? / | \ |
| Yes. |
| |
| Windoze95: When do you want to crash today? |
| =TMJ= |
================================================================
```

5865. Re: What is an Amiga?

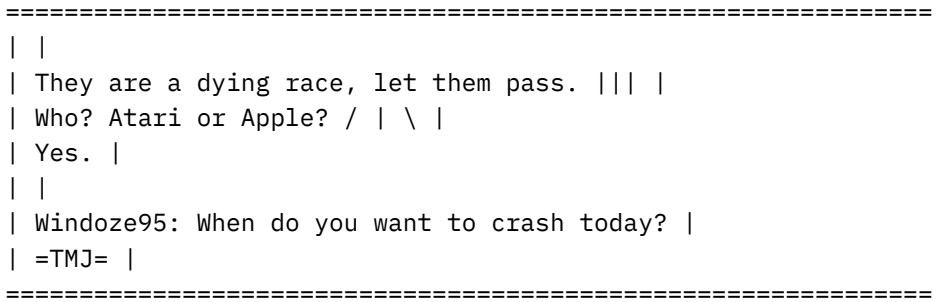
Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: JEDI
Message-ID: <545ns2$aov@lex.zippo.com>
Source record: 8042
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <32686e0e.1406635@news.onramp.net>, dcorn@paradise.pplnet.com says...
>
>On 16 Oct 96 10:51:23 +0500, sabshire@cwv.net (Stacey Abshire) wrote:
>
>>>Get back to me when you can run Powermac apps!
>>Get back to me when u see that many PowerMac Native Apps!
>
>That's a silly statement. Most apps are now PowerMac native - it's
>hard to imagine something newly released that _isn't_ PM native.
>
>>Acyually, A 060 amiga running a gfx card out does several of the
>>PMac's. I have seen it.
>
>Um-hmm... :)

Considering that it's a superscalar cpu with branch caching
and executes 3 instructions per clock, such comparisons are not
at all wild. At the VERY least it should be able to keep up
with a 120Mhz 601 or P5. Eliminate OS overhead inherent in
Mac/PC's the minimal performance of an 060/66 should be quite
a bit better than even that.

It is motorola hardware after all...

Some just know how to use it more efficiently.
Some things never change... '-p



5866. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: JEDI
Message-ID: <5461be$ihf@lex.zippo.com>
Source record: 8043

In article <545qbg$pbv@ornews.intel.com>, *atari@freemark.com* says...
>
>In article <543grh$6rm@lex.zippo.com>, JEDI wrote:
>>
>>In article <5434nh$4ji@ornews.intel.com>, *atari@freemark.com* says...
>>>
>>>
>>>I have a lab full of fast PEntium and Pentium Pro systems. $2800 for one of
>>>the cheaper ones would be a real bargain. The majority of them run from
>>>$4000 to $50k - and most of them have plain VGA cards with DRAM.
>>
>> Try $2600 with a 17" monitor, 200Mhz P5, 32Meg Ram, high end
>> video and all the other multimedia baubles.
>
>And it's not suitable for a file server - which is what I need in the lab.

You said that $2800 would be a real bargain with plain DRAM VGA
and that the majority were $4000 and up. You didn't mention the
server. I presume that there are not a plethora for that would
rather defeat the point...

Even so, one can get a server system with a 200Mhz P6, 64 Megs
of RAM, 4 Gig HD and Fast UltraWide SCSI for $3200. This includes
the multimedia baubles. Leave out the Multimedia baubles and it
would still come in at around $2600...

>
>> Your lab was robbed.
>
>Hardly. We get the stuff at cost. The retail prices are what I mentioned
>above.

Oddly enough, they seem to have disappeared. One is hard pressed
to find PC's in your 'average' price range. One is especially
hard pressed to find mere Pentia in that range. All I could find
in that range were SMP P6's. If you really need that much horse
power for your servers, you're looking in the wrong stables.

I really don't know where you're finding these 50K systems.
The most expensive PC I found was $7200, was a Dual 200Mhz P6,
with 128Megs RAM, 9 Gig disk, 21" monitor & 12x CD.

[deletia]
>Which is still not a suitable file server.
>
>And it's not relevant to Atari, either.

FUD is FUD wherever it's posted.

```
=================================================================
| |
| They are a dying race, let them pass. ||| |
| Who? Atari or Apple? / | \ |
| Yes. |
| |
| Windoze95: When do you want to crash today? |
| =TMJ= |
=================================================================
```

5867. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <3272bfdc.39936684@news.onramp.net>
Source record: 8044
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 17 Oct 96 14:23:21 +0100, evunder@sn.no (Even Sandvik Underlid)
wrote:

>>>An Amiga that can't do much today. Most Amigas are low res ones.
>>>Actually I keep my machine on all day. When I come home just load up
>>>Netscape and cruize in all it's glory..
>>> As I do too, and as many ShapeShifter and Emplant owners do
>>> every day - on the Amiga, which uselessness you just decleared.
>>> Cheers...
>>Get back to me when you can run Powermac apps!
>
>Most of them run, but a bit slower. At least that's what I've heard.

Most PowerMac apps run, just a bit slower? :)

5868. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <845678160_OASIS_@pwomar.demon.co.uk>
Source record: 8045
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <5434nh$4ji@ornews.intel.com>
atari@freemark.com (Rich Tietjens) said:-

>In article <3266d394.68518121@news.onramp.net>,
> dcorn@paradise.pplnet.com (David Corn) wrote:

>>Atari clones? Like what? From who?
>
>http://www.ee.ethz.ch/~caschwan/medusa.html Medusa Computer Systems
>http://www.carasys.de/hades.htm The HADES system
>
>Vendors: Computer Direct and Toad Computers in North America. See my
>"bookmarks" page for world-wide availability info.

And also the C-Lab Falcons...

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5869. Re: Once again Petey has trouble with the WHY...(Re: Toad has gone to the darkside..)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: JEDI
Message-ID: <545uku$gfr@lex.zippo.com>
Source record: 8046

```
In article <545q4t$pbv@ornews.intel.com>, *atari@freemark.com* says...
>
>In article <DzEDpD.3wu@ecf.toronto.edu>,
> pischke@ecf.toronto.edu (David Pischke) wrote:
>>
>>In article <54358d$4ji@ornews.intel.com>,
>>Rich Tietjens <*atari@freemark.com*> wrote:
[deletia]
>>>Precisely. Just as PhotoShop and PhotoLine have different target audiences.
>>

It's hard to say really. Despite this massive Word vs. Claris comparison
the aggregate knowledge of this group is still nearly nill wrt whether
or not PhotoLine can be a useful replacement for PhotoShop and where.

>>That's the only point I was trying to make, in response to someone's
>statement
>>that a previous poster had no basis for stating that ClarisWorks is not
>>comparable to Word.
>
>IIRC, the person who made that statement is a well-known clueless lUser.

Petey-Boy still doesn't and was bailed out by someone else.
This rescue does not negate my original criticism of him; it
re-enforces it. The original comparison was never addressed by
anything but rhetoric and a few passing comments by someone
!(an apple cheerleader).

It just spawned an interesting tangent.

---
================================================================
| |
| They are a dying race, let them pass. ||| |
| Who? Atari or Apple? / | \ |
| Yes. |
| |
| Windoze95: When do you want to crash today? |
| =TMJ= |
================================================================
```

5870. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: evunder@sn.no
Message-ID: <563.6864T863T1066@sn.no>
Source record: 8047
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

>>An Amiga that can't do much today. Most Amigas are low res ones.
>>Actually I keep my machine on all day. When I come home just load up
>>Netscape and cruize in all it's glory..
>> As I do too, and as many ShapeShifter and Emplant owners do
>> every day - on the Amiga, which uselessness you just decleared.
>> Cheers...
>Get back to me when you can run Powermac apps!

Most of them run, but a bit slower. At least that's what I've heard.

-- rUSTYBRAIN -- Visit my updated list of new Amigagames at
http://login.eunet.no/~trondbi/newgames.htm

5871. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <845663240_OASIS_@pcc-uky.campus.mci.net>
Source record: 8048

In article <DzFLxB.GsB@ecf.toronto.edu>
pischke@ecf.toronto.edu (David Pischke) said:-

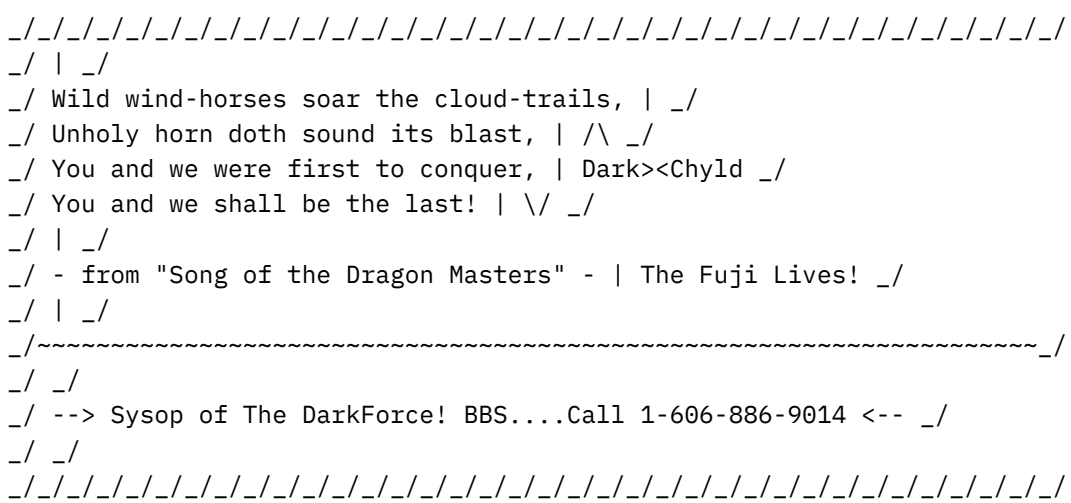
>If the Atari team coded their demo as a "spur-of-the-moment response to a
>demo" on the Alpha, then it's highly likely that the two programs didn't
>even do the same thing. Perhaps the Atari team's algoirthm was the same,
>but they performed fewer iterations. Perhaps the Atari team's algorithm was
>slightly faster and they performed fewer iterations. Probably the graphics
>resolution and colour depth were different.

Hmm...I can't say with certainty that line for line the code did the
same thing...HOWEVER, the end result was a demo on the Falcon that was
screen identical to the Alpha teams's demo and was faster...and it did
infuriate the Alpha team so much that they asked the show hosts to make
Atari stop displaying the demo...The nerve of that upstart Atari team
and their Falcon!!!

>The point I'm trying to make is that one can't claim with certainty that
>one machine is faster than the other until we ensure that all variables
>except the hardware are controlled. Otherwise, we can't be sure that the
>differences in performance are due to the hardware rather than the software.

I've never said that the Falcon was "faster" than a Dec Alpha or Pentium
or (fill in the blank here please)...The fact I'm trying to get across to
so many non-Atarians is that TOS/GEM systems running on hardware with
very nice custom chips (DSP, etc,) far outperforms the specs...(something
Atarians have known for years)... Thank you...

--


Wild wind-horses soar the cloud-trails,
Unholy horn doth sound its blast,
You and we were first to conquer,
You and we shall be the last!
- from "Song of the Dragon Masters" -
Dark><Chyld
The Fuji Lives!
--> Sysop of The DarkForce! BBS....Call 1-606-886-9014 <--

5872. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <845672718_OASIS_@pwomar.demon.co.uk>
Source record: 8049

In article <1996Oct16.195042.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <5pBTu0a.brimiller@delphi.com>, Brian-Roland Miller <brimiller@delphi.com>
writes:
>
>> List of them, please
>
>BMW and Toyota to name a few..

So you are saying that the PPC is better because we can download car
adverts to watch? Not too high on my wish list...

>> For those unaware, CyberDog is a set of slow, buggy, incomplete Internet
>> e-mail and web browser apps, with a browser slower and less capable than
>> CAB. It's sole claim to fame is its ability to interface with OpenDoc.
>> WWW141 is more capable - but it's free.
>> ---
>
>As usual you are full of sh t! Oh, by the way, Cyberdog is free and will be
>integrated with system 7.6 along with opendoc in January..

Once again Pete you have given us a great, well reasoned argument.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5873. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <845672632_OASIS_@pwomar.demon.co.uk>
Source record: 8050

In article <1996Oct16.175543.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <845489556_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>
>>>So what version of Photoshop were you using?
>>
>> I said that I use Photoshop?
>
>Version 2 or 2.5?

Chocolate or Strawberry?

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5874. Re: Am I lost?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <845672386_OASIS_@pwomar.demon.co.uk>
Source record: 8051

In article <32659163.13596878@news.airtime.co.uk>
stosser@airtime.co.uk (Tony Greenwood) said:-

>On Tue, 15 Oct 96 18:17:08 GMT, Paul@pwomar.demon.co.uk (Paul Womar)
>wrote:
>
>
>>>Amigas. I thought all this MCIBTYC nonsense died out years ago.
>>
>>An advocacy group with only Atari advocates would be booring! It'd
>>just be "I love Atari", "Yeah it's great", "I agree". You need someone
>>to aim your defence at.
>
> Yeagh?....But what about the Mac v Amiga...WTF has that got to do wiv
>ATARI?.....
> Maybe if we could get them to include a sentance like eeerm
>"What a right Clever chap you are"...then at least the Word ATARI
>would be in there somewhere :)

That was Pete his all powerfull Mac has got too many buttons for him
and so he just clicks his mouse at random until it gets sent out, in
this case he'd cross posted it. Pity he hasn't got the guts to meet us
on IRC, that would have been fun.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5875. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <845672920_OASIS_@pwomar.demon.co.uk>
Source record: 8052

In article <DzEEBu.4po@ecf.toronto.edu>
pischke@ecf.toronto.edu (David Pischke) said:-

>>>It's a pretty strong claim to state that the 68060 is comparable in speed
>>>to the Pentium Pro and PowerPC 604. Do you have any hard evidence to back
>>>that up?
>>
>> Either this is the case, or motorola is intentionally misleading the
>> buying public with thier naming schemes. If this cannot be taken at
>> face value, it is a bad reflection upon motorola and anything they
>> make (especially in this domain) including PPC's.
>
>Did you consider it misleading of Atari that TOS 3.0x and TOS 2.0x were almost
>identical, except for TT support? O

That wasn't misleading. TOS 3 actually came out before TOS 2.06 IIRC.
Tos 2.06 is TOS 3 without the few extra TT features, TOS 2.06 was an
optional upgrade whereas TOS 3 is only available with machines that
need it.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5876. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <845673124_OASIS_@pwomar.demon.co.uk>
Source record: 8053

In article <DzFLxB.GsB@ecf.toronto.edu>
pischke@ecf.toronto.edu (David Pischke) said:-

>In article <845576324_OASIS_@pcc-uky.campus.mci.net>,
>Ronald J. Hall <thechyld@pcc-uky.campus.mci.net> wrote:
>> So either the Atari team coded better or the hardware was better,
>> but the end-result is the same...the Atari version was faster.
>> Keep in mind that this was a spur-of-the-moment response to a
>> demo they saw on a supposedly superior machine! I'll take the
>> Alpha teams' response to it as testimony--they were infuriated!
>
>If the Atari team coded their demo as a "spur-of-the-moment response to a
>demo" on the Alpha, then it's highly likely that the two programs didn't
>even do the same thing. Perhaps the Atari team's algoirthm was the same,
>but they performed fewer iterations. Perhaps the Atari team's algorithm was
>slightly faster and they performed fewer iterations. Probably the graphics
>resolution and colour depth were different.
>
>The point I'm trying to make is that one can't claim with certainty that
>one machine is faster than the other until we ensure that all variables
>except the hardware are controlled. Otherwise, we can't be sure that the
>differences in performance are due to the hardware rather than the software.

This is just an example, sure there may have been differences and the
like but the Alpha team obviously didn't seem to notice them. The
point is that it's not raw machine power that counts, it's the quality
of of the coding too. The 601 would surely wipe the floor with
something like the Falcon as far as raw number crunching goes but when
you actually start running full on apps, the difference is far less
marked.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5877. Re: Once again Petey has trouble with the WHY...(Re: Toad has gone to the darkside..)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DzEDpD.3wu@ecf.toronto.edu>
Source record: 8223

In article <54358d$4ji@ornews.intel.com>,
Rich Tietjens <*atari@freemark.com*> wrote:
>>Some features that Microsoft Word has that ClarisWorks does not:
>>* Automatically corrects spelling and typographical errors as you type
>WordWriter ST, about 1985, I believe.
>>* Can automatically format your document
>Ditto.

That's not correct. WordWriter ST didn't even auto-wrap text if you inserted and deleted text in a paragraph; you had to press an F-key to get it to reformat. In any case, that's not the feature that I'm talking about in Microsoft Word. Word can automatically make a document fit a certain number of pages that you specify, by adjusting spacing, margins, and so on. It also will automatically apply indentation, styles, headings, and so on, which is probably different from what you're thinking. Not that WordWriter ST is relevant here.

>>* Can be automated with its WordBasic scripting language, which is more
>> complex than ClarisWorks' simple macro facility
>
>Yet another version of Visual Basic.

I was not making any judgement on Visual Basic. I was simply stating that it is more complex that ClarisWorks' macro facility, which it is. Clarisworks allows you to record a sequence of actions and play them back, but offers no programming features.

>>* has an annotation system
>I can't honestly say I've ever used that feature.

Your responses above re: automatic formatting, as well as your comment below about its revision tracking system, suggest that you might not be familiar with Word. Have you used it?

>>* has a revision-tracking system to track changes to documents
>
>For people who don't know how to "save as..."

Uh... not quite. Does using "Save as..." log changes to the document in one file, along with the dates the changes were made and by whom, for easy viewing?

>>* has automatic footnotes and endnotes
>
>Back to WordWriter.

What does WordWriter have to do with this comparison? I'm simply trying to show that MS Word and ClarisWorks are not comparable programs.

>>* has index and table-of-contents generation
>
>Useful for writing large papers and books, not much use for the home/personal
>writer.

I wasn't making any comments on how useful the features were for home or personal writers. I was simply detailing a list of some features that Word has that ClarisWorks does not.

>>There are more features that Microsoft Word has that ClarisWorks does not; I
>>have not listed them all. Keep in mind that ClarisWorks is not intended to
>>be a heavy-duty word processor like Word. ClarisWorks is an integrated
>>program like Microsoft Works or Atari Works. Word is a dedicated word
>>processing program.
>
>Absolutely correct.
>
>>Clearly, a word processing program that does not have automatic footnotes
>>and endnotes, or index and TOC generation, couldn't be considered a high-end
>>word processor. That's not to say that ClarisWorks is not good, or that
>>it's not popular -- it's just that it's aimed at a different market from
>>the one Word is aimed at.
>
>Precisely. Just as PhotoShop and PhotoLine have different target audiences.

That's the only point I was trying to make, in response to someone's statement that a previous poster had no basis for stating that ClarisWorks is not comparable to Word.

--
David Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

5878. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DzEE5A.4IB@ecf.toronto.edu>
Source record: 8224

In article <542ob0$e2b@lex.zippo.com>, <JEDI> wrote:
>>One doesn't have to believe that Motorola (who incidentally wasn't the
>>only company involved in the design of the PowerPC) has somehow faltered.
>>Consider the fact that the 68060 is much older than the Pentium Pro and
>>PowerPC 604; it was released shortly after the Pentium was released. The
>>68060 was not designed to compete with the Pentium Pro or the PowerPC 604
>>because those two processors didn't exist when the design of the 68060 was
>>started.
>
> As I said: sauce for the goose (Cyrix & AMD) is sauce for
> the gander (Motorola). If they engage in the same behaivor they
> should get called out on it in exactly the same way. No excuses
> from Mac cheerleaders...

I'm not sure why you're bringing up Cyrix and AMD. What are the behaviours
that Cyrix and AMD are engaging in that Motorola is? This was probably in
an earlier article, and I've only been reading this newsgroup for a few days.

>>> Admittedly, my views are merely the extension of the expectations
>>> provided by the rest of the 68K family. However, such expectations are
>>> required to give the PPC's any legitimacy. For both reflect upon the
>>> same company, and in the end each other.
>>
>>Not necessarily. Lots of companies make products aimed at different markets.
>>There is not necessarily any connection between the PPC and the 68060,
>
> The 060 is a 2nd generation extension of the 68K line which has
> always been in direct competition with and exceeded the 80x86 line.
> Despite it's name, the P6 is just the 2nd generation extension of the
> 80x86 line. If the P6 can compare well to a PPC604 than so should an
> 060. Either that or they should have named it an 680S40 or somesuch.

I don't understand why you are stating that the PPC604 has to perform just
as well as the 68060. Companies make lots of products, and they're not
all released at the same time, nor are they all equal in power or performance.
I don't see any reason why the performance of the 68060 necessarily should
reflect on the performance of the PowerPC 604.

>>especially since the PPC was a co-operative effort between Apple, IBM, and
>>Motorola. For example, lots of computer companies make low-end and high-end
>>computers. Just because company A's low-end PC isn't as powerful as company
>>B's high-end PC, does that mean that company A's *high-end* PC is somehow
>>not as powerful?
>
> You have no idea whatsoever what you're talking about.

I really don't think such ad hominem attacks are necessary. If you think
I'm wrong, then please tell me why you think I'm wrong.

>>You're in effect saying that it would be hard for you to believe that the
>>PPC604 is as fast as the Pentium Pro if the 68060 is not. But the 68060
>>is older than the PPC604 or the Pentium Pro. And of course lots of companies
>>make products of varying levels of power -- one doesn't have to design
>>all the products one makes to be as powerful as possible, simply because
>>there is often a huge tradeoff between power and cost.
>
> The 68K line was never low end by any stretch of the imagination.

Compared to the 88000 series? (Which were a monumental marketing flop,
but that's another story.)

> However, the only one who ever established any real information
> on the performance of these chips indicated that indeed 060's
> and 686's are comparable.

What information is this? Could you repost this or mail it to me? It would
be interesting to see. Benchmarks would be appreciated.

--
David Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

5879. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DzEEBu.4po@ecf.toronto.edu>
Source record: 8225

In article <542n75$dfh@lex.zippo.com>, <JEDI> wrote:
>>> Once more for the anacaleptic...
>>>
>>>68000 8086
>>>68020 80286
>>>68030 80386
>>>68040 80486
>>> 80586/P5 PPC601
>>>68060 80686/PPro PPC604
>>
>>It's a pretty strong claim to state that the 68060 is comparable in speed
>>to the Pentium Pro and PowerPC 604. Do you have any hard evidence to back
>>that up?
>
> Either this is the case, or motorola is intentionally misleading the
> buying public with thier naming schemes. If this cannot be taken at
> face value, it is a bad reflection upon motorola and anything they
> make (especially in this domain) including PPC's.

Did you consider it misleading of Atari that TOS 3.0x and TOS 2.0x were almost identical, except for TT support? O

Companies do this kind of naming chicanery all the time; it's not limited to any one company or corporation. Any why should what Motorola names its chips reflect on their engineering skill?

--
David Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

5880. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: jsheehy@ix.netcom.com
Message-ID: <326674f6.2123324@nntp.ix.netcom.com>
Source record: 8226
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

atari@freemark.com (Rich Tietjens) writes:

>In article <3266dbd8.4524777@news.onramp.net>,
> dcorn@paradise.pplnet.com (David Corn) wrote:
>>
>>Gary, it can't without a high-priced graphics card. And given that
>>all of those high-priced graphics cards are DRAM-based, it isn't
>>competitive, speedwise, with the VRAM-based PC graphics cards, which
>>are significantly faster at high resolutions and color depths.
>
>They may be faster, but they cost more than the DRAM cards and are less common
>becasue of it. Speedwise, you need a fast (100MHz+) Pentium with a PCI
>motherboard to compete with Amiga or the new Atari clones when it comes to
>multi-media. This is not to say it can't be done; simply that it isn't as
>cheap and easy as you seem to beleive.

Well VRAM isn't the only fast ram solution. You have the MDRAM of the
ET6000 cards which has an internal bandwidth of 720 MB/s, and the 2 meg
ET6000 cards can now be bought for less than US$150. The 4 meg cards
are coming out in a month or two, and the price of the 2 meggers will
drop even further. I had an ET6000 card a few months ago, and it
supported a sustained flow of 90 MB/s from the CPU. I had a directx app
writing 107 MB/s of 255-color software sprites with transparency to an
85 Hz screen double-buffered at 85 fps with z-ordering, and the math to
animate these sprites in real-motion type curves.

I've never seen an Amiga do anything like it. I've never seen an Amiga
do anything like direct3d, either. The other day I was watching
realtime ghourad shading on an 800*600 screen at 120 Hz, doublebuffered.
Makes TV look sick by comparison. Never seen anything like it on an
Amiga.

"Well can you record it to video with professional results?"

Why? It looks a hell of a lot better on the computer screen at
800*600@120Hz.

<>>< ><<> ><<> <>>< ><<> <>>< <>>< ><<>
John P Sheehy <jsheehy@ix.netcom.com>
><<> <>>< <>>< ><<> <>>< ><<> ><<> <>>>

5881. Re: Once again Petey has trouble with the WHY...(Re: Toad has gone to the darkside..)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DzEFBF.5rv@ecf.toronto.edu>
Source record: 8227

In article <542mu8$d1u@lex.zippo.com>, <JEDI> wrote:
>>QuickTime is not a video file format. QuickTime "movies" can contain
>>text, graphics, sound, music, full motion video, VR panoramas, and 3-D
>>objects. QuickTime VR is a subset of QuickTime for displaying VR
>
> Then show me an URL where all these nifty toys are used and then
> tell me who uses them and how.

A good start would be http://quicktime.apple.com/. In there you should be able to find a link to the QuickTime FAQ, which should answer any questions you have about what QuickTime is and does. The Start Trek TNG Technical Manual is an example of an early product that used QuickTime VR. A version of Apple's 3D Metafile format has been adopted as an textension of VRML, if I'm not mistaken.

>>"panoramas" -- you can look at a photorealistic scene, and rotate 360
>>degrees, around, up and down. Every major Mac developer supports
>>QuickTime. Many if not most multimedia CD-ROMs are QuickTime-based.
>>Sun Microsystems and Netscape both use QuickTime, as well as SGI if
>>I'm not mistaken. (I'm not sure about SGI, but I believe I read it
>>somewhere.)
>
> So what?

You asked who uses QuickTime, and what they use it for. My response was that many if not mose multimedia CD-ROMs are authored using QuickTime, and the Sun, SGI, and Netscape all use QuickTime. Do you not consider that to be a response to your question?

>[Tangent Deleted]

Actually it wasn't a tangent, it was a direct response to a question you made.

In response to a previous posting by someone else, you said:

>> Until you can even manage a point by point comparison of ClarisWorks
>> and MSWord, you aren't even really justified in calling them un-
>> comparable. You can't even compare these two rather mundane packages
>> in any meaningful sense let alone anything else.

To which I replied:

>Some features that Microsoft Word has that ClarisWorks does not:
>* Automatically corrects spelling and typographical errors as you type
>* Can automatically format your document

>* Can be automated with its WordBasic scripting language, which is more
> complex than ClarisWorks' simple macro facility
>* has 100-level "Undo"
>* has an annotation system
>* has a revision-tracking system to track changes to documents
>* has a grammar checker
>* has automatic footnotes and endnotes
>* has index and table-of-contents generation

I think this is a point-by-point comparison which shows that ClarisWorks and
MS Word are not comparable. Do you disagree? How come you consider this
a tangent; is it not a direct response to your statement?
--
David Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

5882. Re: What is Cyberdog? Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DzEEnI.51q@ecf.toronto.edu>
Source record: 8228

In article <542mo1$d0n@lex.zippo.com>, <JEDI> wrote:
>In article <DzCF81.I6J@ecf.toronto.edu>, pischke@ecf.toronto.edu says...
>>
>>In article <53ocnp$9sm@lex.zippo.com>, <JEDI> wrote:
>>> Translation: Cyberdog = the apple equivalent of the do all megolithic
>>> internet app.
>>> Cyberdog = Apple Navigator or Apple Explorer.
>>
>>Actually, Cyberdog is not a monothilic Internet application. It is not an
>>application at all. It is a collection of OpenDoc parts. An OpenDoc part
>>is a small, self-contained module that does one specific task. For example,
>
> The rest of the planet calls this an application actually.

OK, you can call it an application if you want, but in this case the OpenDoc
people are trying to draw the distinction between monolithic do-everything-in
one-program applications and OpenDoc parts, which are tiny self-contained
modules that do only one specific task. If you don't like using parts of
Cyberdog, you can replace them with parts you don't like; you don't have to
use all or nothing.

>>Cyberdog is made of separate OpenDoc parts -- a mail reader, news reader,
>>web browser, and so on. Because each OpenDoc part is self-contained, they
>>can be replaced without affecting the other parts. For example, Netscape
>
> Sounds kinda like pluggins. So what makes this any different from the
> IRC, mail and news ActiveX controls/plugins that come with IE3.

ActiveX and the OLE technology on which it is based is a subset of OpenDoc.
OpenDoc-compatible software can work with OLE-compatible software. OpenDoc
is also regarded by many to be technically superior to OLE/ActiveX, and has
the further benefit of not being tainted by any questions of being proprietary.

> Furthermore, if it's not some monolithic thing then why is it being
> referenced as such? Unix has had internet functionality broken into
> many small self contained parts for years. That is nothing new.

Cyberdog was being referenced as a suite, which is what it is. It is a
collection of OpenDoc parts which are collectively given the name "Cyberdog."

--
David Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

5883. Re: Am I lost?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32659163.13596878@news.airtime.co.uk>
Source record: 8229

On Tue, 15 Oct 96 18:17:08 GMT, Paul@pwomar.demon.co.uk (Paul Womar)
wrote:

>>Amigas. I thought all this MCIBTYC nonsense died out years ago.
>
>An advocacy group with only Atari advocates would be booring! It'd
>just be "I love Atari", "Yeah it's great", "I agree". You need someone
>to aim your defence at.

Yeagh?....But what about the Mac v Amiga...WTF has that got to do wiv
ATARI?.....
Maybe if we could get them to include a sentance like eeerm
"What a right Clever chap you are"...then at least the Word ATARI
would be in there somewhere :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,Heartland + More
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

5884. test

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: Chris Mills <stumilcj@reading.ac.uk>
Message-ID: <Pine.SUN.3.95.961017132640.14803B-100000@sgsscsc1.reading.ac.uk>
Source record: 8230

```
test
```

5885. re: Am I lost

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: Martin Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32662A9A.41C67EA6@etlxdmx.ericsson.se>
Source record: 8231

> Yeagh?....But what about the Mac v Amiga...WTF has that got to do wiv ATARI?.....

My point exactly! Of course an advocacy must refer to other platforms
but that reference should be within the context of Atari machines,
otherwise you are in the wrong place.

Martyn

5886. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DzFLxB.GsB@ecf.toronto.edu>
Source record: 8232

In article <845576324_OASIS_@pcc-uky.campus.mci.net>,
Ronald J. Hall <thechyld@pcc-uky.campus.mci.net> wrote:
> So either the Atari team coded better or the hardware was better,
> but the end-result is the same...the Atari version was faster.
> Keep in mind that this was a spur-of-the-moment response to a
> demo they saw on a supposedly superior machine! I'll take the
> Alpha teams' response to it as testimony--they were infuriated!

If the Atari team coded their demo as a "spur-of-the-moment response to a demo" on the Alpha, then it's highly likely that the two programs didn't even do the same thing. Perhaps the Atari team's algoirthm was the same, but they performed fewer iterations. Perhaps the Atari team's algorithm was slightly faster and they performed fewer iterations. Probably the graphics resolution and colour depth were different.

The point I'm trying to make is that one can't claim with certainty that one machine is faster than the other until we ensure that all variables except the hardware are controlled. Otherwise, we can't be sure that the differences in performance are due to the hardware rather than the software.

--
David Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

5887. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: *atari@freemark.com*
Message-ID: <545qbg$pbv@ornews.intel.com>
Source record: 8233

In article <543grh$6rm@lex.zippo.com>, JEDI wrote:
>
>In article <5434nh$4ji@ornews.intel.com>, *atari@freemark.com* says...
>>
>>
>>I have a lab full of fast PEntium and Pentium Pro systems. $2800 for one of
>>the cheaper ones would be a real bargain. The majority of them run from
>>$4000 to $50k - and most of them have plain VGA cards with DRAM.
>
> Try $2600 with a 17" monitor, 200Mhz P5, 32Meg Ram, high end
> video and all the other multimedia baubles.

And it's not suitable for a file server - which is what I need in the lab.

> Your lab was robbed.

Hardly. We get the stuff at cost. The retail prices are what I mentioned
above.

> $4000 will get you that silly Gateway with the 31" monitor...
> ...or a reasonably priced clone and a big CAD monitor.

Which is still not a suitable file server.

And it's not relevant to Atari, either.

Remove the * (inserted to foil spambots) in my address to reply.
Write to atari@teleport.com for the alt.binaries.atari* charter.
My bookmarks: http://www.teleport.com/~atari
Files: ftp://ftp.teleport.com/users/atari
#include disclaimer.h

5888. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DzFLo7.GMv@ecf.toronto.edu>
Source record: 8234

In article <543g2b$avi@ornews.intel.com>,
See my sig for a REAL address <spameater@freemark.com> wrote:
>Maybe not, but in this case, at least, he makes sense. The Falcon030 is
>certainly not as powerful as the TT030, is it? And he is quite correct about
>where the PPC came from. What he neglects to mention is that it's next (or
>should I say NeXT?) to impossible to find native-mode apps for the PPC;
>running in emulation mode naturally reduces performance.

That's not true. Almost every application out there is available in both
68K and PPC-native form. There's even software that *requires* a PowerPC.

--
David Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

5889. Re: Once again Petey has trouble with the WHY...(Re: Toad has gone to the darkside..)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: *atari@freemark.com*
Message-ID: <545q4t$pbv@ornews.intel.com>
Source record: 8235

```
In article <DzEDpD.3wu@ecf.toronto.edu>,
pischke@ecf.toronto.edu (David Pischke) wrote:
>
>In article <54358d$4ji@ornews.intel.com>,
>Rich Tietjens <*atari@freemark.com*> wrote:
>>>Some features that Microsoft Word has that ClarisWorks does not:
>>>* Automatically corrects spelling and typographical errors as you type
>>WordWriter ST, about 1985, I believe.
>>>* Can automatically format your document
>>Ditto.
>
>That's not correct. WordWriter ST didn't even auto-wrap text if you inserted
>and deleted text in a paragraph; you had to press an F-key to get it to
>reformat.

I believe you're incorrect, but I have to get home to check that - for some
reason, Intel didn't buy me a Falcon for my desktop here at the lab. <G>

> In any case, that's not the feature that I'm talking about in
>Microsoft Word. Word can automatically make a document fit a certain number
>of pages that you specify, by adjusting spacing, margins, and so on. It
>also will automatically apply indentation, styles, headings, and so on, which
>is probably different from what you're thinking. Not that WordWriter ST
>is relevant here.

Style sheets is a feature that was not included , WWST, that's true. OTOH, in
all the years I've been using 'puters, I've never needed a style sheet - I'm
not a professional writer, I'm a software developer and lab tech.

>>>* Can be automated with its WordBasic scripting language, which is more
>>> complex than ClarisWorks' simple macro facility
>>
>>Yet another version of Visual Basic.
>
>I was not making any judgement on Visual Basic. I was simply stating that
>it is more complex that ClarisWorks' macro facility, which it is.
Clarisworks
>allows you to record a sequence of actions and play them back, but offers
>no programming features.
>
>>>* has an annotation system
>>I can't honestly say I've ever used that feature.
>
>Your responses above re: automatic formatting, as well as your comment below
```

>about its revision tracking system, suggest that you might not be familiar
>with Word. Have you used it?

Daily. When I can't do what I need to with Wordpad.

>>>* has a revision-tracking system to track changes to documents
>>
>>For people who don't know how to "save as..."
>
>Uh... not quite. Does using "Save as..." log changes to the document in one
>file, along with the dates the changes were made and by whom, for easy
viewing?

No, but I'm not sharing the revision notes, so I don't care.

>>>* has automatic footnotes and endnotes
>>
>>Back to WordWriter.
>
>What does WordWriter have to do with this comparison? I'm simply trying to
>show that MS Word and ClarisWorks are not comparable programs.

You're in /atari/ advocacy. Clarisworks doesn't run on atari systems. I'm
attempting to steer towards the appropriate topic.

>>>* has index and table-of-contents generation
>>
>>Useful for writing large papers and books, not much use for the
>>home/personal writer.
>
>I wasn't making any comments on how useful the features were for home or
>personal writers. I was simply detailing a list of some features that Word
>has that ClarisWorks does not.

And I was commenting on how useful the features are. It's complementary to
your feature-by-feature review.

>>>There are more features that Microsoft Word has that ClarisWorks does not;
I
>>>have not listed them all. Keep in mind that ClarisWorks is not intended to
>>>be a heavy-duty word processor like Word. ClarisWorks is an integrated
>>>program like Microsoft Works or Atari Works. Word is a dedicated word
>>>processing program.
>>
>>Absolutely correct.
>>
>>>Clearly, a word processing program that does not have automatic footnotes
>>>and endnotes, or index and TOC generation, couldn't be considered a
high-end
>>>word processor. That's not to say that ClarisWorks is not good, or that
>>>it's not popular -- it's just that it's aimed at a different market from
>>>the one Word is aimed at.
>>

>>Precisely. Just as PhotoShop and PhotoLine have different target audiences.
>
>That's the only point I was trying to make, in response to someone's
statement
>that a previous poster had no basis for stating that ClarisWorks is not
>comparable to Word.

IIRC, the person who made that statement is a well-known clueless lUser.

Claris is a nice suite - I prefer it to anything MS ever released.
Comparability is only applicable if one NEEDS certain features that are in one
package, and not in another. For an addtional quick example, Pagestream does
everything I need in a DTP package, but Calamus SL is a far more powerful
package. The difference between $40 and $400 is significant, however, at
least to me.

Remove the * (inserted to foil spambots) in my address to reply.
Write to atari@teleport.com for the alt.binaries.atari* charter.
My bookmarks: http://www.teleport.com/~atari
Files: ftp://ftp.teleport.com/users/atari
#include disclaimer.h

5890. Re: Once again Petey has trouble with the WHY...(Re: Toad has gone to the darkside..)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DzFx45.4yA@ecf.toronto.edu>
Source record: 8236

```
In article <545q4t$pbv@ornews.intel.com>,
Rich Tietjens <*atari@freemark.com*> wrote:
>In article <DzEDpD.3wu@ecf.toronto.edu>,
> pischke@ecf.toronto.edu (David Pischke) wrote:
>>That's not correct. WordWriter ST didn't even auto-wrap text if you inserted
>>and deleted text in a paragraph; you had to press an F-key to get it to
>>reformat.
>
>I believe you're incorrect, but I have to get home to check that - for some
>reason, Intel didn't buy me a Falcon for my desktop here at the lab. <G>

I'm pretty sure. I used WordWriter for years. You had to use the "Reformat
paragraph" or "Reformat Document" commands. I later swtiched to Calligrapher,
which had quirks of its own.

>> In any case, that's not the feature that I'm talking about in
>>Microsoft Word. Word can automatically make a document fit a certain number
>>of pages that you specify, by adjusting spacing, margins, and so on. It
>>also will automatically apply indentation, styles, headings, and so on, which
>>is probably different from what you're thinking. Not that WordWriter ST
>>is relevant here.
>
>Style sheets is a feature that was not included , WWST, that's true. OTOH, in
>all the years I've been using 'puters, I've never needed a style sheet - I'm
>not a professional writer, I'm a software developer and lab tech.

Um, it's not the same as style sheets. And the fact that you do not use
a style sheet doesn't mean that it's not useful to a lot of people, or that
auto-formatting is a not a feature that Word has that ClarisWorks doesn't.

>>>>* has a revision-tracking system to track changes to documents
>>>
>>>For people who don't know how to "save as..."
>>
>>Uh... not quite. Does using "Save as..." log changes to the document in one
>>file, along with the dates the changes were made and by whom, for easy
>viewing?
>
>No, but I'm not sharing the revision notes, so I don't care.

Just because you don't use it doesn't mean that it's no an important feature
for other people, or that it's "for people who don't know how to use Save As."

>>>>* has automatic footnotes and endnotes
>>>
```

>>>Back to WordWriter.
>>
>>What does WordWriter have to do with this comparison? I'm simply trying to
>>show that MS Word and ClarisWorks are not comparable programs.
>
>You're in /atari/ advocacy. Clarisworks doesn't run on atari systems. I'm
>attempting to steer towards the appropriate topic.

The topic was appropriate. Someone said that comparing Photoshop to PhotoLite
was like comparing MS Word to Clarisworks. Another person responded saying
that he was unjustified in saying that Word and Clarisworks are uncomparable.
I showed that they are uncomparable, as you agree.

>>>>* has index and table-of-contents generation
>>>
>>>Useful for writing large papers and books, not much use for the
>>>home/personal writer.
>>
>>I wasn't making any comments on how useful the features were for home or
>>personal writers. I was simply detailing a list of some features that Word
>>has that ClarisWorks does not.
>
>And I was commenting on how useful the features are. It's complementary to
>your feature-by-feature review.

Note that useful to you and useful are not necessarily the same. Lots of
professional writers, and many others, find index and table-of-contents
generation invaluable. There are lots of programs that I have that contain
stuff that I don't use, or don't use often. That doesn't mean they're not
useful, just that they're not useful *to me*. I'm sure there are features
and programs that you use that others don't find useful. That doesn't mean
that they are not useful features... remember that people have different
requirements and needs.

>>That's the only point I was trying to make, in response to someone's
>statement
>>that a previous poster had no basis for stating that ClarisWorks is not
>>comparable to Word.
>
>IIRC, the person who made that statement is a well-known clueless lUser.

I don't know who it was, nor does it make any difference to the claim that
Word and ClarisWorks are not comparable.

>Claris is a nice suite - I prefer it to anything MS ever released.
>Comparability is only applicable if one NEEDS certain features that are in one
>package, and not in another. For an addtional quick example, Pagestream does
>everything I need in a DTP package, but Calamus SL is a far more powerful
>package. The difference between $40 and $400 is significant, however, at
>least to me.

I think the argument was that it would be unfair to compare two programs such as Word and Clarisworks by saying "Word takes longer to load than Clarisworks, so Clarisworks must be the better word processor." Lots of people like ClarisWorks and use it, but that doesn't mean that Word is not useful or is not good just because it's bigger and/or takes more time to load. It doesn't matter if ClarisWorks loads faster if it can't do something you need.

--

David Pischke (pischke@ecf.toronto.edu)

___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

5891. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: JEDI
Message-ID: <5459bn$se6@lex.zippo.com>
Source record: 8237

In article <DzEE5A.4IB@ecf.toronto.edu>, pischke@ecf.toronto.edu says...
>
>In article <542ob0$e2b@lex.zippo.com>, <JEDI> wrote:
>>>One doesn't have to believe that Motorola (who incidentally wasn't the
>>>only company involved in the design of the PowerPC) has somehow faltered.
>>>Consider the fact that the 68060 is much older than the Pentium Pro and
>>>PowerPC 604; it was released shortly after the Pentium was released. The
>>>68060 was not designed to compete with the Pentium Pro or the PowerPC 604
>>>because those two processors didn't exist when the design of the 68060 was
>>>started.
>>
>> As I said: sauce for the goose (Cyrix & AMD) is sauce for
>> the gander (Motorola). If they engage in the same behaivor they
>> should get called out on it in exactly the same way. No excuses
>> from Mac cheerleaders...
>
>I'm not sure why you're bringing up Cyrix and AMD. What are the behaviours
>that Cyrix and AMD are engaging in that Motorola is? This was probably in
>an earlier article, and I've only been reading this newsgroup for a few days.

Your ignorance indicates fairly well that you have no business attempting
to inform anyone upon this subject.

BTW, the 060 is in fact a superscalar cpu with 3 execution paths.
So it does compare actually...

5892. Re: Once again Petey has trouble with the WHY...(Re: Toad has gone to the darkside..)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: JEDI
Message-ID: <545a6q$t0o@lex.zippo.com>
Source record: 8238

```
In article <DzEFBF.5rv@ecf.toronto.edu>, pischke@ecf.toronto.edu says...
>
>In article <542mu8$d1u@lex.zippo.com>, <JEDI> wrote:
>>>QuickTime is not a video file format. QuickTime "movies" can contain
>>>text, graphics, sound, music, full motion video, VR panoramas, and 3-D
>>>objects. QuickTime VR is a subset of QuickTime for displaying VR
>>
>> Then show me an URL where all these nifty toys are used and then
>> tell me who uses them and how.
>
>A good start would be http://quicktime.apple.com/. In there you should be

Is that really the best you can do? Besides, apple's sites are the
absolute slowest sites on the net. They're not useful for anything
even assuming they do contain any content. The sloth of apple sites
show the genuine uselessness of highbandwidth file formats on the net.

I was thinking more of somone like DEC or Siemans or McDonald-Douglas
or some ministry in thailand or whatnot.

[didn't address my question, got deleted]
>>>"panoramas" -- you can look at a photorealistic scene, and rotate 360
>>>degrees, around, up and down. Every major Mac developer supports
>>>QuickTime. Many if not most multimedia CD-ROMs are QuickTime-based.
>>>Sun Microsystems and Netscape both use QuickTime, as well as SGI if
>>>I'm not mistaken. (I'm not sure about SGI, but I believe I read it
>>>somewhere.)
>>
>> So what?
>
>You asked who uses QuickTime, and what they use it for. My response was
>that many if not mose multimedia CD-ROMs are authored using QuickTime,

So? What has that gotten you lately? A strategy game that looks like
it could have been implemented with a simple game-tree and a buncha
gifs? An encyclopedia that could have used cyberstudio *seq's? Write
a Cyberstudio plugin and 'scape will use SEQ just as much as it does
QT. (functionality)

>and the Sun, SGI, and Netscape all use QuickTime. Do you not consider that
>to be a response to your question?

For what? For something more than Cyberstudio was 8 years ago?
You have yet to show that. As of yet, they're just nice digital
video toys and nothing more.
```

>
>>[Tangent Deleted]
>
[Tangent^2 Deleted]

```
=================================================================
| |
| They are a dying race, let them pass. ||| |
| Who? Atari or Apple? / | \ |
| Yes. |
| |
| OLE/OpenDoc: Weightwatchers for applications? |
| =TMJ= |
=================================================================
```

5893. Re: What is Cyberdog? Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: JEDI
Message-ID: <545av8$ir@lex.zippo.com>
Source record: 8239

In article <DzEEnI.51q@ecf.toronto.edu>, pischke@ecf.toronto.edu says...
>
>In article <542mo1$d0n@lex.zippo.com>, <JEDI> wrote:
>>In article <DzCF81.I6J@ecf.toronto.edu>, pischke@ecf.toronto.edu says...
>>>
>>>In article <53ocnp$9sm@lex.zippo.com>, <JEDI> wrote:
[deletia]
>>>Actually, Cyberdog is not a monothilic Internet application. It is not an
>>>application at all. It is a collection of OpenDoc parts. An OpenDoc part
>>>is a small, self-contained module that does one specific task. For example,
>>
>> The rest of the planet calls this an application actually.
>
>OK, you can call it an application if you want, but in this case the OpenDoc
>people are trying to draw the distinction between monolithic do-everything-in
>one-program applications and OpenDoc parts, which are tiny self-contained

When one escapes from the mentality that requires one to be able
to do everything from one application window or object container,
such problems don't arise. That particular mentality is only a
recent affliction.

>>>Cyberdog is made of separate OpenDoc parts -- a mail reader, news reader,
>>>web browser, and so on. Because each OpenDoc part is self-contained, they
>>>can be replaced without affecting the other parts. For example, Netscape
>>
>> Sounds kinda like pluggins. So what makes this any different from the
>> IRC, mail and news ActiveX controls/plugins that come with IE3.
>
>ActiveX and the OLE technology on which it is based is a subset of OpenDoc.

They should be. They're quite a bit older.

>OpenDoc-compatible software can work with OLE-compatible software. OpenDoc
>is also regarded by many to be technically superior to OLE/ActiveX, and has

WHY is it better? Why should I care about either? If I have the RAM
I would rather just run my spreadsheet and not try to use my word
processor (like Windows Write) as a demented form of spreadsheet.

==========
| |
| They are a dying race, let them pass. ||| |
| Who? Atari or Apple? / | \ |
| Yes. |

```
| |
| OLE/OpenDoc: WeightWatchers for Applications? |
| =TMJ= |
================================================================
```

5894. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-17 00:00:00 UTC
From: JEDI
Message-ID: <54596u$sdc@lex.zippo.com>
Source record: 8240

```
In article <DzEEBu.4po@ecf.toronto.edu>, pischke@ecf.toronto.edu says...
>
>In article <542n75$dfh@lex.zippo.com>, <JEDI> wrote:
>>>> Once more for the anacaleptic...
>>>>
>>>>68000 8086
>>>>68020 80286
>>>>68030 80386
>>>>68040 80486
>>>> 80586/P5 PPC601
>>>>68060 80686/PPro PPC604
>>>
>>>It's a pretty strong claim to state that the 68060 is comparable in speed
>>>to the Pentium Pro and PowerPC 604. Do you have any hard evidence to back
>>>that up?
>>
>> Either this is the case, or motorola is intentionally misleading the
>> buying public with thier naming schemes. If this cannot be taken at
>> face value, it is a bad reflection upon motorola and anything they
>> make (especially in this domain) including PPC's.
>
>Did you consider it misleading of Atari that TOS 3.0x and TOS 2.0x were almost
>identical, except for TT support? O

No one expected any different. No one had any reason to expect any
difference. Furthermore, it is a domain which has no engineering
to speak of. Hardware is an entirely different matter. ISO9001 isn't
such a bold thing.

Either they compare (060 & P6), or Motorola gets a nice spot beside
Cyrix on the wall of shame.
```

5895. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-18 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DzGBDF.4p7@ecf.toronto.edu>
Source record: 8054

```
In article <54596u$sdc@lex.zippo.com>, <JEDI> wrote:
>In article <DzEEBu.4po@ecf.toronto.edu>, pischke@ecf.toronto.edu says...
>>
>>In article <542n75$dfh@lex.zippo.com>, <JEDI> wrote:
>>>>> Once more for the anacaleptic...
>>>>>
>>>>>68000 8086
>>>>>68020 80286
>>>>>68030 80386
>>>>>68040 80486
>>>>> 80586/P5 PPC601
>>>>>68060 80686/PPro PPC604
>>>>
>>>>It's a pretty strong claim to state that the 68060 is comparable in speed
>>>>to the Pentium Pro and PowerPC 604. Do you have any hard evidence to back
>>>>that up?
>>>
>>> Either this is the case, or motorola is intentionally misleading the
>>> buying public with thier naming schemes. If this cannot be taken at
>>> face value, it is a bad reflection upon motorola and anything they
>>> make (especially in this domain) including PPC's.
>>
>>Did you consider it misleading of Atari that TOS 3.0x and TOS 2.0x were almost
>>identical, except for TT support? O
>
> No one expected any different. No one had any reason to expect any
> difference. Furthermore, it is a domain which has no engineering
> to speak of. Hardware is an entirely different matter. ISO9001 isn't
> such a bold thing.

Hold on -- are you saying that:

(1) If Motorola calls it the 68060, but it's really not as powerful as a jump
from 040 to 060 might suggest, then that's misleading of Motorola

and at the same time that

(2) When Atari jumps from 2.0x to 3.0x it doesn't matter (ie, it's not as
misleading) because nobody expected any different?

Doesn't that seem unfair, to hold one company up to a standard you do not
hold another company up to?

As for your comments about software being a domain without any engineering
to speak of, I would have to disagree. Anyone who works in a serious
software/programming operation could tell you that engineering methods are
```

applied to software all the time. In fact, it's called "software engineering."

As for ISO9001, I work for a company that complies with ISO9001, and I can tell you for a fact that ISO9001 has nothing to say about the naming of products and whether or not they are misleading. ISO9001 can be summed up simply as:

(1) Say what you do.
(2) Do what you say.
(3) Document any discrepancies between (1) and (2)
(4) Act on the difference outlined in (3)

Of course, in reality it's really not quite that simple. I hope you're not suggesting that a 68060 that doesn't compare to the P6 could result in Motorola losing ISO certification.
> Either they compare (060 & P6), or Motorola gets a nice spot beside
> Cyrix on the wall of shame.

--
David Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

5896. Re: What is Cyberdog? Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-18 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DzGBMw.4ys@ecf.toronto.edu>
Source record: 8055

In article <545av8$ir@lex.zippo.com>, <JEDI> wrote:
> When one escapes from the mentality that requires one to be able
> to do everything from one application window or object container,
> such problems don't arise. That particular mentality is only a
> recent affliction.

The difference between small applications and OpenDoc parts is that the parts can all be embedded in each other, the parts all share the same interface. The parts are designed to work seamlessly with each other, and this is not necessarily the case with "small" applications.

>>OpenDoc-compatible software can work with OLE-compatible software. OpenDoc
>>is also regarded by many to be technically superior to OLE/ActiveX, and has
>
> WHY is it better? Why should I care about either? If I have the RAM
> I would rather just run my spreadsheet and not try to use my word
> processor (like Windows Write) as a demented form of spreadsheet.

If you use OLE or OpenDoc, you don't have to worry about losing information (formatting information, for example, like when you copy from a spreadsheet to a word processor and lose formatting information).

Your statement shows that I haven't been clear. You are not "using the word processor as a demented form of spreadsheet," you are using the spreadsheet part; you just have embedded the part into the word processing document. You don't have to switch to another application, you don't have to worry about a different program with a different interface. And you can embed any kind of data into any other kind of document you want; interoperability is assured.
--
David Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

5897. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-18 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DzGE3s.916@ecf.toronto.edu>
Source record: 8056

In article <5459bn$se6@lex.zippo.com>, <JEDI> wrote:
[I said:]
>>I'm not sure why you're bringing up Cyrix and AMD. What are the behaviours
>>that Cyrix and AMD are engaging in that Motorola is? This was probably in
>>an earlier article, and I've only been reading this newsgroup for a few days.
[He responded:]
> Your ignorance indicates fairly well that you have no business attempting
> to inform anyone upon this subject.

I assure you that I do have knowledge of digital electronics. I just don't
know the specific practiices of Cyrix and AMD that you talk about, since I
don't follow the PC market too carefully.

> BTW, the 060 is in fact a superscalar cpu with 3 execution paths.
> So it does compare actually...

This is true. However, according to Motorola's web site, the 68060 is
available in three speeds, the maximum being 66MHz.
(See http://www.mot.com/SPS/HPESD/prod/0X0/68060.html)

--
David Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

5898. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-18 00:00:00 UTC
From: bmeyer@bruce.cs.monash.edu.au
Message-ID: <5470m5$592@wombat.hanse.de>
Source record: 8057
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

evunder@sn.no (Even Sandvik Underlid) writes:

>>>An Amiga that can't do much today. Most Amigas are low res ones.
>>>Actually I keep my machine on all day. When I come home just load up
>>>Netscape and cruize in all it's glory..
>>> As I do too, and as many ShapeShifter and Emplant owners do
>>> every day - on the Amiga, which uselessness you just decleared.
>>> Cheers...
>>Get back to me when you can run Powermac apps!

>Most of them run, but a bit slower. At least that's what I've heard.

What on? On an 680x0 Amiga? *chuckle*

Bernie

--
==========
"How does Windows work?"
Mike Battersby, BCS (Hon), System administrator at Deakin Uni, while trying
to handle Netscape/Windows during a meeting of the Linux Users of Victoria

5899. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-18 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DzGF6A.A33@ecf.toronto.edu>
Source record: 8058
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <545ns2$aov@lex.zippo.com>, <JEDI> wrote:
> Considering that it's a superscalar cpu with branch caching
> and executes 3 instructions per clock, such comparisons are not
> at all wild. At the VERY least it should be able to keep up
> with a 120Mhz 601 or P5. Eliminate OS overhead inherent in
> Mac/PC's the minimal performance of an 060/66 should be quite
> a bit better than even that.

The PowerPC 601 can issue and retire three instructions per clock. That means that a 120MHz 601 can execute 360 MIPS. A 68060 can also execute three instructions per clock. That means that a 66MHz 68060 can execute 198MIPS. The PowerPC 601 has a 32K onboard cache. The 68060 has a 16K onboard cache. In addition, the PowerPC 601 has a 64-bit data bus, in contrast to the 68060's 32-bit data bus. These would all seem to suggest that a 120MHz 601 has an advantage over a 66MHz 68060.

If Motorola could make a 68060 at 66MHz run as fast as a 601 does at 120MHz, wouldn't it stand to reason that they would have put everything that made the 68060 super-fast into the 601? Why would Motorola make the 68060 so much faster with respect to clock speed than the PowerPC?

The PowerPC 604, which was mentioned earlier in this thread, can issue four instructions per clock, which would mean that a 604 at 120MHz can execute 480MIPS. The 604e, the succesor to the 604, has a 64K onboard cache.

> It is motorola hardware after all...

The PowerPC is also Motorola hardware! Earlier you were arguing that the performance of the 68060 would reflect on the PowerPC, since they're both made by the company. If the PowerPC is so inefficient that, at almost twice the clock speed of the 68060, it runs just as fast, wouldn't that also reflect badly on Motorola? If it works one way (68060 -> PPC) then why shouldn't it work the other way? (PPC -> 68060?)

--
David Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

5900. Re: Once again Petey has trouble with the WHY...(Re: Toad has gone to the darkside..)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-18 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DzGGGp.B0I@ecf.toronto.edu>
Source record: 8059

In article <545a6q$t0o@lex.zippo.com>, <JEDI> wrote:
[I said:]
>>A good start would be http://quicktime.apple.com/. In there you should be
[He responded:]
> Is that really the best you can do?

No. For an example of some sites that use QuickTime VR (of course, you'll
nead the QuickTime VR plug-in for your browser) go to the following URL:
<http://qtvr.quicktime.apple.com/sam/saminet.html>, which contains links to
just a few (about four dozen) of the estimated thousands of sites that are
QTVR-enhanced.

For another example of a site which uses a lot of cool stuff (including QTVR
for a tour of their studio) visit <http://www.bluewaters.com/> Check out
Conagious InterActive's QuickTime showcase site for another example of what
QUickTime can do. It's at <http://www.contagious.com/qt/>. Also try out
<http://www.MediaCity.com/~erweb/>. These are some starting points that have
lots of neat QuickTime stuff.

I don't know whether you have access to a PC or Mac running a browser which
can handle Netscape Plug-ins. If not, you won't be able to see the neat
stuff on those sites.

> I was thinking more of somone like DEC or Siemans or McDonald-Douglas
> or some ministry in thailand or whatnot.

Some of the links include the city of Oxford, U of Texas, U of Philadelphia,
the US Space Camp, Toyota, Time Magazine, San Francisco Giants, MCA/Universal
Studios, Japan Airlines, Fox Studio, General Electric, Disney, AT&T, and BMW.

>>You asked who uses QuickTime, and what they use it for. My response was
>>that many if not mose multimedia CD-ROMs are authored using QuickTime,
>
> So? What has that gotten you lately? A strategy game that looks like
> it could have been implemented with a simple game-tree and a buncha
> gifs? An encyclopedia that could have used cyberstudio *seq's? Write
> a Cyberstudio plugin and 'scape will use SEQ just as much as it does
> QT. (functionality)

Myst, Havoc, ST:TNG Technical Manual are all examples of excellent games that
use QuickTime and its cousins. (As are the sites above, which use QT & QTVR.)
As for Cyberstudio, I'm not familiar with it. Does it encompass VR, 3D,
music, text, and sound? Even if it does (and I'm not saying it doesn't)
it still doesn't have the benefit of being the de facto standard in
multimedia presentation and authoring.

[more stuff about Cyberstudio deleted]

>>>[Tangent Deleted]
>>
>[Tangent^2 Deleted]

You will probably delete this line too... Why won't you respond to my post
about ClarisWorks vs. Microsoft Word. Didn't I answer your question?

--
David Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

5901. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-18 00:00:00 UTC
From: timdx@pacbell.com
Message-ID: <326b3809.1858753@pbinews.pacbell.net>
Source record: 8060
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

>The PowerPC is also Motorola hardware! Earlier you were arguing that the
>performance of the 68060 would reflect on the PowerPC, since they're both
>made by the company. If the PowerPC is so inefficient that, at almost
>twice the clock speed of the 68060, it runs just as fast, wouldn't that
>also reflect badly on Motorola? If it works one way (68060 -> PPC) then
>why shouldn't it work the other way? (PPC -> 68060?)

Isn't the PowerPC based on IBM's RIO chipset, except some instructions
were left out and it's a single chip CPU now? I know Motorola produces
it, and I think they use the memory bus from one of their older RISC
series for it, but I always thought it was an IBM made architecture.

Am I all wrong about this?

-
Jeff Dallacqua
"For every miracle recieved,a
hundred more go unanswered."

5902. Re: Once again Petey has trouble with the WHY...(Re: Toad has gone to the darkside..)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-18 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DzGHM0.C79@ecf.toronto.edu>
Source record: 8061

```
In article <545a6q$t0o@lex.zippo.com>, <JEDI> wrote:
>In article <DzEFBF.5rv@ecf.toronto.edu>, pischke@ecf.toronto.edu says...
>>
>>In article <542mu8$d1u@lex.zippo.com>, <JEDI> wrote:
>>>>QuickTime is not a video file format. QuickTime "movies" can contain
>>>>text, graphics, sound, music, full motion video, VR panoramas, and 3-D
>>>>objects. QuickTime VR is a subset of QuickTime for displaying VR
>>>
>>> Then show me an URL where all these nifty toys are used and then
>>> tell me who uses them and how.
>>
>>A good start would be http://quicktime.apple.com/. In there you should be
>
> Is that really the best you can do? Besides, apple's sites are the
> absolute slowest sites on the net. They're not useful for anything
> even assuming they do contain any content. The sloth of apple sites
> show the genuine uselessness of highbandwidth file formats on the net.
>
> I was thinking more of somone like DEC or Siemans or McDonald-Douglas
> or some ministry in thailand or whatnot.
>
>[didn't address my question, got deleted]

You've engaged in some creative deletion here, which is disingenuous.

In the original message, I said:

>QuickTime is not a video file format. QuickTime "movies" can contain
>text, graphics, sound, music, full motion video, VR panoramas, and 3-D
>objects. QuickTime VR is a subset of QuickTime for displaying VR

to which you responded:

> Then show me an URL where all these nifty toys are used and then
> tell me who uses them and how.

I replied with the following:

>A good start would be http://quicktime.apple.com/. In there you should be
>able to find a link to the QuickTime FAQ, which should answer any questions
>you have about what QuickTime is and does. The Start Trek TNG Technical
>Manual is an example of an early product that used QuickTime VR. A version
>of Apple's 3D Metafile format has been adopted as an textension of VRML, if
>I'm not mistaken.
```

but when you replied to that message, you only quoted the first line, and
then accused me of not answering your entire question;

>>A good start would be http://quicktime.apple.com/. In there you should be
>
> Is that really the best you can do? Besides, apple's sites are the
> absolute slowest sites on the net. They're not useful for anything
> even assuming they do contain any content. The sloth of apple sites
> show the genuine uselessness of highbandwidth file formats on the net.
>
> I was thinking more of somone like DEC or Siemans or McDonald-Douglas
> or some ministry in thailand or whatnot.
>
>[didn't address my question, got deleted]

Didn't I say that the ST:TNG Technical Manual was an early product that used
QTVR, and that Apple's 3D metafile format was adopted as an extension of
VRML? Aren't those two examples of what QuickTime and QuickTime VR are being
used for? How does this not address your question?

And then, at the bottom of the message, you clip an entire response from me,
like this:

>>>[Tangent Deleted]
>>
>[Tangent^2 Deleted]

Why did you clip it when it was a clear response to your challenge to compare
Word and ClarisWorks, and not a tangent at all?

--
David Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

5903. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-18 00:00:00 UTC
From: ibl-juwa@wiso.wiso.uni-dortmund.de
Message-ID: <ibl-juwa.690.00969645@wiso.wiso.uni-dortmund.de>
Source record: 8062
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <5470m5$592@wombat.hanse.de> bmeyer@bruce.cs.monash.edu.au writes:
>From: bmeyer@bruce.cs.monash.edu.au
>Subject: Re: What is an Amiga?
>Date: 18 Oct 1996 14:22:29 +1000

>evunder@sn.no (Even Sandvik Underlid) writes:

>>>>An Amiga that can't do much today. Most Amigas are low res ones.
>>>>Actually I keep my machine on all day. When I come home just load up
>>>>Netscape and cruize in all it's glory..
>>>> As I do too, and as many ShapeShifter and Emplant owners do
>>>> every day - on the Amiga, which uselessness you just decleared.
>>>> Cheers...
>>>Get back to me when you can run Powermac apps!

>>Most of them run, but a bit slower. At least that's what I've heard.

>What on? On an 680x0 Amiga? *chuckle*

There are very few apps which are PowerMac only (more games and the like).
Most come as FAT binary or in two versions.
68k apps ARE nearly as fast as on a PowerMac which must emulate the 68k
processor.

Juergen.

Juergen Wahlmann; Universitaet Dortmund; Fakultaet WiSo
Industriebetriebslehre
http://www.wiso.uni-dortmund.de/lsfg/jw/jw.htm [German]
.....
Amiga 3000/040 28MHz, 32MB Fast, RetinaZ2, AmigaOS 2.1
MacOS 7.5.3 on ShapeShifter V3.5, NetBSD 1.1
*** "Life is too short to bother with PC's" ***

5904. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-18 00:00:00 UTC
From: jsheehy@ix.netcom.com
Message-ID: <326b3cdb.33793591@nntp.ix.netcom.com>
Source record: 8063
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

atari@freemark.com (Rich Tietjens) writes:

>I have a lab full of fast PEntium and Pentium Pro systems. $2800 for one of
>the cheaper ones would be a real bargain. The majority of them run from $4000
>to $50k - and most of them have plain VGA cards with DRAM.

Unless these computers have specialized hardware of some sort inside,
I'd be inclined to think that you bought them from PT Barnum Computers.

<>>< ><<> ><<> <>>< ><<> <>>< <>>< ><<>
John P Sheehy <jsheehy@ix.netcom.com>
><<> <>>< <>>< ><<> <>>< ><<> ><<> <>>>

5905. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-18 00:00:00 UTC
From: lolsen@hsr.no
Message-ID: <54855j$ipc@dole.uninett.no>
Source record: 8064
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

JEDI writes:
: In article <32686e0e.1406635@news.onramp.net>, dcorn@paradise.pplnet.com says...
: >
: >On 16 Oct 96 10:51:23 +0500, sabshire@cwv.net (Stacey Abshire) wrote:
: >
: >>>Get back to me when you can run Powermac apps!
: >>Get back to me when u see that many PowerMac Native Apps!
: >
: >That's a silly statement. Most apps are now PowerMac native - it's
: >hard to imagine something newly released that _isn't_ PM native.
: >
: >>Acyually, A 060 amiga running a gfx card out does several of the
: >>PMac's. I have seen it.
: >
: >Um-hmm... :)

: Considering that it's a superscalar cpu with branch caching
: and executes 3 instructions per clock, such comparisons are not
: at all wild. At the VERY least it should be able to keep up
: with a 120Mhz 601 or P5. Eliminate OS overhead inherent in
: Mac/PC's the minimal performance of an 060/66 should be quite
: a bit better than even that.

Like a 120 MHz P5 or PPC?? Hardly, that would rival a small
revolution in "current" CPU technology.

: It is motorola hardware after all...

Sure, but so's the PPC.
Cheers..

5906. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-18 00:00:00 UTC
From: lolsen@hsr.no
Message-ID: <548935$ipc@dole.uninett.no>
Source record: 8065
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Jeff Dallacqua writes:

: Isn't the PowerPC based on IBM's RIO chipset, except some instructions
: were left out and it's a single chip CPU now? I know Motorola produces
: it, and I think they use the memory bus from one of their older RISC
: series for it, but I always thought it was an IBM made architecture.

: Am I all wrong about this?

I belive you are quite correct. The PPC bus-implementation is
based on Motorolas own M88000 risc design. I think the chip
itself is based on the RS6000/Power1 design emerging from the
ROMP cpu which pioneered the 801 risc core.
Cheers...

5907. 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-18 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <96292.113851STIRRE31@MAINE.MAINE.EDU>
Source record: 8066

1. Preemptive multitasking
2. The system takes up less than three megs on Atari computers
3. The Atari gives users more control
4. There are numerous cheap alternatives for software
5. One does not have to allocate memory for every app
6. Most everything is faster on the Atari computer
7. Small applications
8. The Atari operating system is more intuitive
9. Separate programs replace resource grabbing extensions
10. The Atari crashes much less frequently

These are some of my observations having bought a Macintosh to replace my Falcon. I am not saying I hate Macintosh or attacking it but simply pointing out some advantages of the computer I like which is rare in this group.

-scott tirrell

5908. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-18 00:00:00 UTC
From: JEDI
Message-ID: <547upe$f9s@lex.zippo.com>
Source record: 8067

```
In article <DzGBDF.4p7@ecf.toronto.edu>, pischke@ecf.toronto.edu says...
>
>In article <54596u$sdc@lex.zippo.com>, <JEDI> wrote:
>>In article <DzEEBu.4po@ecf.toronto.edu>, pischke@ecf.toronto.edu says...
>>>
>>>In article <542n75$dfh@lex.zippo.com>, <JEDI> wrote:
>>>>>> Once more for the anacaleptic...
>>>>>>
>>>>>>68000 8086
>>>>>>68020 80286
>>>>>>68030 80386
>>>>>>68040 80486
>>>>>> 80586/P5 PPC601
>>>>>>68060 80686/PPro PPC604
>>>>>
>>>>>It's a pretty strong claim to state that the 68060 is comparable in speed
>>>>>to the Pentium Pro and PowerPC 604. Do you have any hard evidence to back
>>>>>that up?
>>>>
>>>> Either this is the case, or motorola is intentionally misleading the
>>>> buying public with thier naming schemes. If this cannot be taken at
>>>> face value, it is a bad reflection upon motorola and anything they
>>>> make (especially in this domain) including PPC's.
>>>
>>>Did you consider it misleading of Atari that TOS 3.0x and TOS 2.0x were almost
>>>identical, except for TT support? O
>>
>> No one expected any different. No one had any reason to expect any
>> difference. Furthermore, it is a domain which has no engineering
>> to speak of. Hardware is an entirely different matter. ISO9001 isn't
>> such a bold thing.
>
>Hold on -- are you saying that:
>
>(1) If Motorola calls it the 68060, but it's really not as powerful as a jump
> from 040 to 060 might suggest, then that's misleading of Motorola
>
>and at the same time that
>
>(2) When Atari jumps from 2.0x to 3.0x it doesn't matter (ie, it's not as
>misleading) because nobody expected any different?
>
>Doesn't that seem unfair, to hold one company up to a standard you do not
>hold another company up to?
```

This is the main gist of the ISO9001 standard, actually, as stated
by the auditors themselves.

ISO9001: if(crap(today)) crap(tomorrow);
if(quality(today)) quality(tomorrow);

Motorola would be breaking 10 years of product history if they
belong on the wall of shame. That inconsistency is the relevant
part. Furthermore, Atari was already on the wall with Cyrix. I've
been berating them in these parts for various things probably before
you even touched a keyboard. Atarian's no longer naively believe in
the corporation that spawned their machine, unlike some brands of
cheerleader...

>
>As for your comments about software being a domain without any engineering
>to speak of, I would have to disagree. Anyone who works in a serious
>software/programming operation could tell you that engineering methods are
>applied to software all the time. In fact, it's called "software engineering."

These are rather feeble attempts by some in the industry to avoid
the uncomfortable realization that computing is an immature discipline.
To presume to compare what gets passed off as software engineering
as something remotely equivalent to any other form of engineering
shows a fundemental misunderstanding of those disciplines. It also
grievously insults them at the same time. It also contradicts reality
and is especially laughable to those of us in the quality field.
We know better.

>
>> Either they compare (060 & P6), or Motorola gets a nice spot beside
>> Cyrix on the wall of shame.

So much for consistency... '-p

```
================================================================
| |
| They are a dying race, let them pass. ||| |
| Who? Atari or Apple? / | \ |
| Yes. |
| |
| Windoze95: When do you want to crash today? |
| =TMJ= |
================================================================
```

5909. Re: What is Cyberdog? Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-18 00:00:00 UTC
From: JEDI
Message-ID: <547v4s$fh3@lex.zippo.com>
Source record: 8068

In article <DzGBMw.4ys@ecf.toronto.edu>, pischke@ecf.toronto.edu says...
>
>In article <545av8$ir@lex.zippo.com>, <JEDI> wrote:
>> When one escapes from the mentality that requires one to be able
>> to do everything from one application window or object container,
>> such problems don't arise. That particular mentality is only a
>> recent affliction.
>
>The difference between small applications and OpenDoc parts is that the
>parts can all be embedded in each other, the parts all share the same
>interface. The parts are designed to work seamlessly with each other,
>and this is not necessarily the case with "small" applications.

You've just described unix actually...

>
>>>OpenDoc-compatible software can work with OLE-compatible software. OpenDoc
>>>is also regarded by many to be technically superior to OLE/ActiveX, and has
>>
>> WHY is it better? Why should I care about either? If I have the RAM
>> I would rather just run my spreadsheet and not try to use my word
>> processor (like Windows Write) as a demented form of spreadsheet.
>
>If you use OLE or OpenDoc, you don't have to worry about losing information
>(formatting information, for example, like when you copy from a spreadsheet
>to a word processor and lose formatting information).

I've never had such problems and I even mix applications from
different suites from vendors that are hostile to each other.
Mebbe you just need to fix the Mac clipboard.

>
>Your statement shows that I haven't been clear. You are not "using the
>word processor as a demented form of spreadsheet," you are using the
>spreadsheet part; you just have embedded the part into the word processing
>document. You don't have to switch to another application, you don't have
>to worry about a different program with a different interface. And you
>can embed any kind of data into any other kind of document you want;
>interoperability is assured.

Yes, but I can do that already and I don't even need an inter-
operability standard beyond a win style clipboard. You've not
yet described anything that I have not yet been able to do
perfectly well without an interop uber-api.

The same applies to cyberdog. It has not yet been shown to be worth
our while.

```
================================================================
| |
| They are a dying race, let them pass. ||| |
| Who? Atari or Apple? / | \ |
| Yes. |
| |
| OLE/OpenDoc: WeightWatchers for Applications. |
| =TMJ= |
================================================================
```

5910. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-18 00:00:00 UTC
From: JEDI
Message-ID: <547vdv$fq9@lex.zippo.com>
Source record: 8069

```
In article <DzGE3s.916@ecf.toronto.edu>, pischke@ecf.toronto.edu says...
>
>In article <5459bn$se6@lex.zippo.com>, <JEDI> wrote:
>[I said:]
>>>I'm not sure why you're bringing up Cyrix and AMD. What are the behaviours
>>>that Cyrix and AMD are engaging in that Motorola is? This was probably in
>>>an earlier article, and I've only been reading this newsgroup for a few days.
>[He responded:]
>> Your ignorance indicates fairly well that you have no business attempting
>> to inform anyone upon this subject.
>
>I assure you that I do have knowledge of digital electronics. I just don't
>know the specific practiices of Cyrix and AMD that you talk about, since I
>don't follow the PC market too carefully.
>
>> BTW, the 060 is in fact a superscalar cpu with 3 execution paths.
>> So it does compare actually...
>
>This is true. However, according to Motorola's web site, the 68060 is
>available in three speeds, the maximum being 66MHz.
>(See http://www.mot.com/SPS/HPESD/prod/0X0/68060.html)

Precisely. This makes it the approximate of a 198Mhz 68040.
Presuming that 040 & 486 performance are roughly equal, this
makes it the equivalent of a 200Mhz 486 or a 125Mhz Pentium.
125Mhz Pentium although rather slow by current bleeding edge
standards is more than fast enough to toast quite a few PowerMacs
including the one Petey-Boy owns. And this is just the lowerbound
estimate...

---
============================================================
| |
| They are a dying race, let them pass. ||| |
| Who? Atari or Apple? / | \ |
| Yes. |
| |
| OLE/OpenDoc: WeightWatchers for Applications. |
| =TMJ= |
============================================================
```

5911. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-18 00:00:00 UTC
From: JEDI
Message-ID: <5487e3$m5i@lex.zippo.com>
Source record: 8070
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <54855j$ipc@dole.uninett.no>, lolsen@hsr.no says...
>
>JEDI writes:
>: In article <32686e0e.1406635@news.onramp.net>, dcorn@paradise.pplnet.com says...
>: >
>: >On 16 Oct 96 10:51:23 +0500, sabshire@cwv.net (Stacey Abshire) wrote:
>: >
>: >>>Get back to me when you can run Powermac apps!
>: >>Get back to me when u see that many PowerMac Native Apps!
>: >
>: >That's a silly statement. Most apps are now PowerMac native - it's
>: >hard to imagine something newly released that _isn't_ PM native.
>: >
>: >>Acyually, A 060 amiga running a gfx card out does several of the
>: >>PMac's. I have seen it.
>: >
>: >Um-hmm... :)
>
>: Considering that it's a superscalar cpu with branch caching
>: and executes 3 instructions per clock, such comparisons are not
>: at all wild. At the VERY least it should be able to keep up
>: with a 120Mhz 601 or P5. Eliminate OS overhead inherent in
>: Mac/PC's the minimal performance of an 060/66 should be quite
>: a bit better than even that.
>
> Like a 120 MHz P5 or PPC?? Hardly, that would rival a small
> revolution in "current" CPU technology.

It is, however, consistent with what observations can
actually be provided. If you can provide some comparative
SPECmarks or some empirical comparisons, knock yourself
out.

This whole melee got started when some Mac Cheerleader
couldn't countenance the possibility of an 060 TT clone
outrunning powermacs on certain graphics intensive
operations.

Perhaps the PowerMacs are just sucking cpu cycles into some
tiny onboard Black Hole and the T60's feats are less a
tribute to it than testimony against Macs.

The Mac/PC crowd doing less with more... nah... '-p

```
---
=================================================================
| |
| They are a dying race, let them pass. ||| |
| Who? Atari or Apple? / | \ |
| Yes. |
| |
| OLE/OpenDoc: WeightWatchers for Applications. |
| =TMJ= |
=================================================================
```

5912. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-18 00:00:00 UTC
From: *atari@freemark.com*
Message-ID: <548fgr$gtc@ornews.intel.com>
Source record: 8071

In article <845586704_OASIS_@pwomar.demon.co.uk>,
Paul@pwomar.demon.co.uk (Paul Womar) wrote:
>I know you object to his postings but if you don't like them then you
>can probably kill them, I quite enjoy his postings it's very
>interesting to see how some peoples mind works (or not in this case).
>Wether you like it or not Pete IS the group.

All right, perhaps I misjudge the purpose of the group.

See you around. Not in here, though.

Remove the * (inserted to foil spambots) in my address to reply.
Write to atari@teleport.com for the alt.binaries.atari* charter.
My bookmarks: http://www.teleport.com/~atari
Files: ftp://ftp.teleport.com/users/atari
#include disclaimer.h

5913. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-18 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DzHKtI.KuA@ecf.toronto.edu>
Source record: 8072
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <326b3809.1858753@pbinews.pacbell.net>,
Jeff Dallacqua <timdx@pacbell.com> wrote:
>>The PowerPC is also Motorola hardware! Earlier you were arguing that the
>>performance of the 68060 would reflect on the PowerPC, since they're both
>>made by the company. If the PowerPC is so inefficient that, at almost
>>twice the clock speed of the 68060, it runs just as fast, wouldn't that
>>also reflect badly on Motorola? If it works one way (68060 -> PPC) then
>>why shouldn't it work the other way? (PPC -> 68060?)
>
>Isn't the PowerPC based on IBM's RIO chipset, except some instructions
>were left out and it's a single chip CPU now? I know Motorola produces
>it, and I think they use the memory bus from one of their older RISC
>series for it, but I always thought it was an IBM made architecture.

The PowerPC 601 was derived from IBM's POWER Architecture, used in its
RS/6000 series. Motorola, Apple, and IBM all worked on the PowerPC.

--
David Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

5914. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-18 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DzHKnC.KMo@ecf.toronto.edu>
Source record: 8073

In article <547upe$f9s@lex.zippo.com>, <JEDI> wrote:
[some stuff about ISO 9001 deleted]
> Motorola would be breaking 10 years of product history if they
> belong on the wall of shame. That inconsistency is the relevant
> part.

I can see your argument to a certain extent.

> I've
> been berating them in these parts for various things probably before
> you even touched a keyboard.

Probably not, as a matter of fact.

> Atarian's no longer naively believe in
> the corporation that spawned their machine, unlike some brands of
> cheerleader...

I have no naieve attachment to Apple. If someone manufactures a better computer, I'll buy it. I just believe that, for my needs and wants, Apple makes the best machine for me. (I'm not here to deride anyone for the machine they use, nor do I wish to convert anyone. If you want to use an Atari, fine.)

> These are rather feeble attempts by some in the industry to avoid
> the uncomfortable realization that computing is an immature discipline.
> To presume to compare what gets passed off as software engineering
> as something remotely equivalent to any other form of engineering
> shows a fundemental misunderstanding of those disciplines.

Be careful what you're saying. Are you saying that you think I display a fundamental misunderstanding of engineering?

> It also
> grievously insults them at the same time. It also contradicts reality
> and is especially laughable to those of us in the quality field.
> We know better.

I'm not in the habit of insulting my own profession, and I assure you that I am not in the habit of contradicting reality.

>>> Either they compare (060 & P6), or Motorola gets a nice spot beside
>>> Cyrix on the wall of shame.
>
> So much for consistency... '-p

I didn't make that statement; I was quoting you.

--
David Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

5915. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-18 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32681671.2855@ridgecrest.ca.us>
Source record: 8074

Rich Tietjens wrote:
>
> In article <845586704_OASIS_@pwomar.demon.co.uk>,
> Paul@pwomar.demon.co.uk (Paul Womar) wrote:
> >I know you object to his postings but if you don't like them then you
> >can probably kill them, I quite enjoy his postings it's very
> >interesting to see how some peoples mind works (or not in this case).
> >Wether you like it or not Pete IS the group.
>
> All right, perhaps I misjudge the purpose of the group.
>
> See you around. Not in here, though.
>
> Remove the * (inserted to foil spambots) in my address to reply.
> Write to atari@teleport.com for the alt.binaries.atari* charter.
> My bookmarks: http://www.teleport.com/~atari
> Files: ftp://ftp.teleport.com/users/atari
> #include disclaimer.h

Pete is the group? Talk about how minds work!
For Peter to be an acceptable part of this group
he would have to change his format more that just
slighty.

1. Before making any negitive statement or comment
concerning Atari products, available software or
third party hardware or clones he needs to have
first hand experience with the item he is discussing
(or flaming). I think this limits his experience to
a 1040ST, probably with TOS 1.02 if memory serves me
correctly. He has no understanding of current applications,
Falcon specific hardware or software, or available clones.
Any statement he makes concerning the above hardware is
strictly his own imagination at work. It can not even
be considered hear-say or opinion.

2. Most all that get involved in his (crap) posting have
experience on both Macs and PC platforms. I can personally
say that any of his statements concerning the Apple
platform are available to all just by reading MacWorld
or the like. I find nothing he post to be of a ground breaking
nature, but then I am employed where there are over 8,000 Apple
units in use, so Apple products are nothing new to me. I
find very little exciting about their products, and have
"first hand" experience on the plus and minus of most of

their product line.

3. He needs to stop being such a whine baby shit head.
This shows in his quoting of a whole post just to
add his meanless two or three word response.

Mike

5916. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-18 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <5493p2$lor@morgoth.sfu.ca>
Source record: 8075

<STIRRE31@MAINE.MAINE.EDU> writes:

>1. Preemptive multitasking

Good point.

>2. The system takes up less than three megs on Atari computers

This isn't much of an issue since RAM is very cheap.

>3. The Atari gives users more control

I don't understand.

>4. There are numerous cheap alternatives for software

This is definately true of the Atari but I am not sure that it is not
true of the Macintosh.

>5. One does not have to allocate memory for every app

Good point.

>6. Most everything is faster on the Atari computer

It depends on what you do. I wouldn't want to do graphics work on an
Atari.

>7. Small applications

This isn't a big issue since RAM is cheap.

>8. The Atari operating system is more intuitive

I disagree.

>9. Separate programs replace resource grabbing extensions

Programs grab resources as well but I think that I understand your point.

>10. The Atari crashes much less frequently

Good point
--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5917. Re: Once again Petey has trouble with the WHY...(Re: Toad has gone to the darkside..)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-18 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <DzHvLF.6tK@ecf.toronto.edu>
Source record: 8076

In article <548006$gad@lex.zippo.com>, <JEDI> wrote:
>[deletia]
>>>>>[Tangent Deleted]
>>>[Tangent^2 Deleted]
>[Tangent^3 Deleted]

I have been reading this group for a few days. I hoped that we could all debate in here without resorting to such tactics as ad hominem attacks, and creative snipping. Unfortunately, it seems that I assumed incorrectly.

It appears that every time I address one of your points, you delete my reponse from your reply. Why is it so difficult for you to admit that I've answered your questions and responded to your requests for more information? You quote answers you don't like and give snappy comebacks, and delete entirely answers that meet your challenges. I would think that you would have the intellectual honesty to admit when you are incorrect.

Never mind; you can go back to bashing Peter Sinclair-Day, and to believing whathever you want to believe about OpenDoc, the Motorola 68060, and QuickTime, no matter how true or untrue it is. I will not respond directly to postings on this group any more. (If you want, we could continue the debate in e-mail, but unfortunately you don't like signing your posts with any e-mail address. Perhaps that should have told me something.)

--
David Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

5918. Re: What is Cyberdog? Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-18 00:00:00 UTC
From: *atari@freemark.com*
Message-ID: <548fcj$gtc@ornews.intel.com>
Source record: 8077

In article <Pine.SOL.3.91.961016143256.6341A-100000@spark23.ecf>,
David Pischke <pischke@ecf.toronto.edu> wrote:
>
>> >What's even better, OpenDoc is cross platform. It is an open standard
..
>>
>> Yes, but for how much money?
>
>The tools that allow developers to create and test their own OpenDoc
>parts are available for free, so there is no cost to develop OpenDoc
>parts. Component Integration Labs, the non-profit corporation that
>controls OpenDoc, has over 3000 members, including companies such as
>Netscape, Apple, IBM, Sun, Novell, Oracle, and Adobe. Membership in CI
>Labs is $350 a year (There are levels of membership that cost more, but
>offer more benefits.) Members receive source code and a perpetual licence.

So which is it? Is it free, or is it $350 per year? Keep in mind that many
Atari users haven't spent $350 for their whole computer system, so that much
per year is a HUGE investment.

Remove the * (inserted to foil spambots) in my address to reply.
Write to atari@teleport.com for the alt.binaries.atari* charter.
My bookmarks: http://www.teleport.com/~atari
Files: ftp://ftp.teleport.com/users/atari
#include disclaimer.h

5919. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-18 00:00:00 UTC
From: JEDI
Message-ID: <547vkg$frg@lex.zippo.com>
Source record: 8078

In article <DzGF6A.A33@ecf.toronto.edu>, pischke@ecf.toronto.edu says...
>
>In article <545ns2$aov@lex.zippo.com>, <JEDI> wrote:
>> Considering that it's a superscalar cpu with branch caching
>> and executes 3 instructions per clock, such comparisons are not
>> at all wild. At the VERY least it should be able to keep up
>> with a 120Mhz 601 or P5. Eliminate OS overhead inherent in
>> Mac/PC's the minimal performance of an 060/66 should be quite
>> a bit better than even that.
>
>The PowerPC 601 can issue and retire three instructions per clock. That
>means that a 120MHz 601 can execute 360 MIPS. A 68060 can also execute
>three instructions per clock. That means that a 66MHz 68060 can execute
>198MIPS. The PowerPC 601 has a 32K onboard cache. The 68060 has a 16K
>onboard cache. In addition, the PowerPC 601 has a 64-bit data bus, in
>contrast to the 68060's 32-bit data bus. These would all seem to suggest
>that a 120MHz 601 has an advantage over a 66MHz 68060.

This definitely puts a new twist on all the *.advocacy threads
bemoaning how much the MacOS bogs down the PPC. This could definitely
explain the data previously posted. Although this aspect is nothing
new. The Macs have been whipping boys for motorola cpu's all the
way back to 1984...

5920. Re: Once again Petey has trouble with the WHY...(Re: Toad has gone to the darkside..)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-18 00:00:00 UTC
From: JEDI
Message-ID: <548006$gad@lex.zippo.com>
Source record: 8079

```
In article <DzGGGp.B0I@ecf.toronto.edu>, pischke@ecf.toronto.edu says...
>
>In article <545a6q$t0o@lex.zippo.com>, <JEDI> wrote:
[deletia]
>>>You asked who uses QuickTime, and what they use it for. My response was
>>>that many if not mose multimedia CD-ROMs are authored using QuickTime,
>>
>> So? What has that gotten you lately? A strategy game that looks like
>> it could have been implemented with a simple game-tree and a buncha
>> gifs? An encyclopedia that could have used cyberstudio *seq's? Write
>> a Cyberstudio plugin and 'scape will use SEQ just as much as it does
>> QT. (functionality)
>
>Myst, Havoc, ST:TNG Technical Manual are all examples of excellent games that
>use QuickTime and its cousins. (As are the sites above, which use QT & QTVR.)

Most of Myst looks like a cross between DungeonMaster and Spectrum512.
In fact, given enough storage, most of Myst should be doable on an
ST in this fashion. It is a rather poor example actually...

>
>[more stuff about Cyberstudio deleted]
>
>>>>[Tangent Deleted]
>>>
>>[Tangent^2 Deleted]
[Tangent^3 Deleted]
>
>--
> David Pischke (pischke@ecf.toronto.edu)
>___ _____ Engineering is the art of moulding materials we do not fully
>|__ |) | | | understand into shapes we cannot fully analyse and preventing
>|__ |\ | |/\| the public from realising the full extent of our ignorance.

This little comment definitely explains why you
believe in the existence of software engineering...

---
================================================================
| |
| They are a dying race, let them pass. ||| |
| Who? Atari or Apple? / | \ |
| Yes. |
| |
```

| OLE/OpenDoc: WeightWatchers for Applications. |
| =TMJ= |
==========

5921. Re: What is Cyberdog? Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-19 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <5495t2$n1c@morgoth.sfu.ca>
Source record: 8080

JEDI writes:

> You've just described unix actually...

I have seen unix applications that let you replace, for example,
the text editor that they invoke but I have never seen one that let you
embed the content of one application in another.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5922. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct19.000529.1@cobra.uni.edu>
Source record: 8081

In article <845672632_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

>>>>So what version of Photoshop were you using?
>>>
>>> I said that I use Photoshop?
>>
>>Version 2 or 2.5?
>
> Chocolate or Strawberry?

What part do you not understand. There was a claim that Photolite is equevelant to Photoshop.

What version is being used...A simple question..

> ---
> Paul Womar - Just your average Atari user on the verge of sanity.
> Please do not duplicate newsgroup messages to this address.
> Mail: Paul@pwomar.demon.co.uk IRC: Wo
> ---

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

5923. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct19.000141.1@cobra.uni.edu>
Source record: 8082

In article <548fgr$gtc@ornews.intel.com>, *atari@freemark.com* (Rich Tietjens) writes:
> In article <845586704_OASIS_@pwomar.demon.co.uk>,
> Paul@pwomar.demon.co.uk (Paul Womar) wrote:
>>I know you object to his postings but if you don't like them then you
>>can probably kill them, I quite enjoy his postings it's very
>>interesting to see how some peoples mind works (or not in this case).
>>Wether you like it or not Pete IS the group.

Something wrong with my mortality? I'm here...

> All right, perhaps I misjudge the purpose of the group.
>
> See you around. Not in here, though.

Don't let the door slam...

> Remove the * (inserted to foil spambots) in my address to reply.

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

5924. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct19.001011.1@cobra.uni.edu>
Source record: 8083

In article <845672718_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

>>BMW and Toyota to name a few..
>
> So you are saying that the PPC is better because we can download car
> adverts to watch? Not too high on my wish list...

Or you can take a spin when using QVR. But if you are using an ST, you are out of luck..

>>> For those unaware, CyberDog is a set of slow, buggy, incomplete Internet
>>> e-mail and web browser apps, with a browser slower and less capable than
>>> CAB. It's sole claim to fame is its ability to interface with OpenDoc.
>>> WWW141 is more capable - but it's free.
>>> ---
>>
>>As usual you are full of sh t! Oh, by the way, Cyberdog is free and will be
>>integrated with system 7.6 along with opendoc in January..
>
> Once again Pete you have given us a great, well reasoned argument.

Oh, okay, just like you can note the version of Photoshop which is being compared to Photolite.....

> ---
> Paul Womar - Just your average Atari user on the verge of sanity.

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

5925. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct19.002025.1@cobra.uni.edu>
Source record: 8084

In article <32681671.2855@ridgecrest.ca.us>, Michael Grove <mgrove@ridgecrest.ca.us>
writes

> 3. He needs to stop being such a whine baby shit head.
> This shows in his quoting of a whole post just to
> add his meanless two or three word response.

Whine baby? Please explain? I edit fine, you must have me mixed up with
jedi(jabba)... I see more than a three word response here..

By the way, did your postmaster read you the riot act?
> Mike

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

5926. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct19.003238.1@cobra.uni.edu>
Source record: 8085

In article <96292.113851STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> 1. Preemptive multitasking

So were are the multitasking apps?

> 2. The system takes up less than three megs on Atari computers

So? I have 49 megs ram and still paid under $1000....Much cheaper to boot!

> 3. The Atari gives users more control

Huh? In what way? I have control...

> 4. There are numerous cheap alternatives for software

Same here...My system came with over $500 in free apps.

> 5. One does not have to allocate memory for every app

So...

> 6. Most everything is faster on the Atari computer

Whats most everything? Try running Marathon on the ST...

> 7. Small applications

We have those too! We also have big bloaty ones as well..

> 8. The Atari operating system is more intuitive

I beg to differ.. So were is publish/subscribe, opendoc, cyberdog, quickdraw
3d and so on?

> 9. Separate programs replace resource grabbing extensions

Huh...Just turn mine off when not needed... No fuss, nor muss..

> 10. The Atari crashes much less frequently

I have not had a crash since i had mine..Other models have been notorious for
crashes and those ones are covered under Apple's 7 year extended warranty..

> These are some of my observations having bought a Macintosh to
> replace my Falcon. I am not saying I hate Macintosh or attacking
> it but simply pointing out some advantages of the computer I like
> which is rare in this group.

So why did you have to replace your Falcon? If the ST is soo cool, why are you
using a Mac?

> -scott tirrell

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

5927. Re: What is Cyberdog? Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct19.110127.1@cobra.uni.edu>
Source record: 8086

In article <548fcj$gtc@ornews.intel.com>, *atari@freemark.com* (Rich Tietjens) writes:

>>The tools that allow developers to create and test their own OpenDoc
>>parts are available for free, so there is no cost to develop OpenDoc
>>parts. Component Integration Labs, the non-profit corporation that
>>controls OpenDoc, has over 3000 members, including companies such as
>>Netscape, Apple, IBM, Sun, Novell, Oracle, and Adobe. Membership in CI
>>Labs is $350 a year (There are levels of membership that cost more, but
>>offer more benefits.) Members receive source code and a perpetual licence.
>
> So which is it? Is it free, or is it $350 per year? Keep in mind that many
> Atari users haven't spent $350 for their whole computer system, so that much
> per year is a HUGE investment.

To the end user, open doc and cyberdog is free. I recieved mine from the
enclosed Mac Addict CD.. However, if you are a open doc developer a membership
for professional support and tools is going to cost $....

That explains Atari's demise. There developers were too CHEAP!

>
>
> Remove the * (inserted to foil spambots) in my address to reply.
> Write to atari@teleport.com for the alt.binaries.atari* charter.
> My bookmarks: http://www.teleport.com/~atari
> Files: ftp://ftp.teleport.com/users/atari
> #include disclaimer.h
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

5928. Re: Am I lost?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-19 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32691474.4726329@news.airtime.co.uk>
Source record: 8087

On Thu, 17 Oct 96 20:59:46 GMT, Paul@pwomar.demon.co.uk (Paul Womar)
wrote:
>> Yeagh?....But what about the Mac v Amiga...WTF has that got to do wiv
>>ATARI?.....

snippo

>this case he'd cross posted it. Pity he hasn't got the guts to meet us
>on IRC, that would have been fun.

hehehe, how long?. I say four seconds before he got a permanant ban,
not because of anything he might say, but simply because :)

Anyway from another posting you made, I got the impression you like
him? ??? sure I saw you defending his postings?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,Heartland + More
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

5929. Re: What is Cyberdog? Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-19 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <54bjd0$mna@morgoth.sfu.ca>
Source record: 8088

atari@freemark.com (Rich Tietjens) writes:

>So which is it? Is it free, or is it $350 per year? Keep in mind that many
>Atari users haven't spent $350 for their whole computer system, so that much
>per year is a HUGE investment.

Membership in the organization that controls the OpenDoc standard is not
free. OpenDoc itself is.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5930. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-19 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <845854850_OASIS_@pwomar.demon.co.uk>
Source record: 8089

In article <1996Oct19.003238.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <96292.113851STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>> 1. Preemptive multitasking
>
>So where are the multitasking apps?

You don't need multitasking apps if the system is pre-emptive.
EVERYTHING becomes multitasking. This isn't that co-operative shite.

>
>> 2. The system takes up less than three megs on Atari computers
>
>So? I have 49 megs ram and still paid under $1000....Much cheaper to boot!

Still extra cost no matter how cheap.
>
>> 4. There are numerous cheap alternatives for software
>
>Same here...My system came with over $500 in free apps.

I think they mean PD software, there is more freeware on the Atari and
Shareware tends to be much cheaper than the PC (not sure about mac
shareware prices).

>> 5. One does not have to allocate memory for every app
>
>So...

Well you don't have to allocate it, it saves time and lets the Apps
use what they need as they need it.

>> 6. Most everything is faster on the Atari computer
>Whats most everything? Try running Marathon on the ST...

I have no idea what that is but the power:performance ratio for the
atari machines is much better than for the Mac even if the total speed
isn't.

>> 7. Small applications
>We have those too! We also have big bloaty ones as well..

An app on an Atari doing exactly the same as a Mac app is likely to be
quite a bit smaller. Atari apps need to be more compact and efficient
so people try, rather than know that people will get a faster
processor if they want more speed. This means that a high power Atari
machine flies along and is a luxury rather than a necessity.

>> 8. The Atari operating system is more intuitive
>I beg to differ.. So were is publish/subscribe, opendoc, cyberdog, quickdraw
>3d and so on?

That has little to do with intuitivity. I have no idea which is more
intuitive, it will vary from person to person.

>> 9. Separate programs replace resource grabbing extensions
>Huh...Just turn mine off when not needed... No fuss, nor muss..

Nah didn't even understand the original point to be honest.

>> 10. The Atari crashes much less frequently
>
>I have not had a crash since i had mine..Other models have been notorious for
>crashes and those ones are covered under Apple's 7 year extended warranty..

Either you have got your wires crossed or I am very woried.
>
>> These are some of my observations having bought a Macintosh to
>> replace my Falcon. I am not saying I hate Macintosh or attacking
>> it but simply pointing out some advantages of the computer I like
>> which is rare in this group.
>
>So why did you have to replace your Falcon? If the ST is soo cool, why are you
>using a Mac?

Maybe it died or something. I don't remember him saying anything
about an ST thou'.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5931. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-19 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <845854254_OASIS_@pwomar.demon.co.uk>
Source record: 8090

In article <1996Oct19.000529.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <845672632_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>
>>>>>So what version of Photoshop were you using?
>>>>
>>>> I said that I use Photoshop?
>>>
>>>Version 2 or 2.5?
>>
>> Chocolate or Strawberry?
>
>What part do you not understand. There was a claim that Photolite is
>equevelant to Photoshop.
>
>What version is being used...A simple question..

Almost as simple as me making the point that I never claimed that I
use Photoshop.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5932. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-19 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <845854366_OASIS_@pwomar.demon.co.uk>
Source record: 8141

In article <1996Oct19.001011.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <845672718_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>
>>>BMW and Toyota to name a few..
>>
>> So you are saying that the PPC is better because we can download car
>> adverts to watch? Not too high on my wish list...
>
>Or you can take a spin when using QVR. But if you are using an ST, you are out
>of luck..

So you mean like drive a car round a realtime polygon world? Hardly a
realistic simulation to make you say 'This is the car for me'! I'll
stick to RRR on my PSX thanks.

[cut]
>>>usual you are full of sh t! Oh, by the way, Cyberdog is free and will be
>>>integrated with system 7.6 along with opendoc in January..
>>
>> Once again Pete you have given us a great, well reasoned argument.
>
>Oh, okay, just like you can note the version of Photoshop which is being
>compared to Photolite.....

They weren't my comparisons why don't you ask the person who made the
claims that you failed to defeat? What version of Photolite was being
compared again BTW pete?

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5933. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-19 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <845854568_OASIS_@pwomar.demon.co.uk>
Source record: 8142

In article <1996Oct19.002025.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <32681671.2855@ridgecrest.ca.us>, Michael Grove <mgrove@ridgecrest.ca.us>
writes
>
>> 3. He needs to stop being such a whine baby shit head.
>> This shows in his quoting of a whole post just to
>> add his meanless two or three word response.
>
>Whine baby? Please explain? I edit fine, you must have me mixed up with
>jedi(jabba)... I see more than a three word response here..

Yes and what fine editing you do with my sigs, you only leave them in
about 9 out of 10 times when replying to my postings.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5934. Re: Once again Petey has trouble with the WHY...(Re: Toad has gone to the darkside..)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-19 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <845853728_OASIS_@pwomar.demon.co.uk>
Source record: 8143

In article <DzHvLF.6tK@ecf.toronto.edu>
pischke@ecf.toronto.edu (David Pischke) said:-

>In article <548006$gad@lex.zippo.com>, <JEDI> wrote:
>>[deletia]
>>>>>>[Tangent Deleted]
>>>>[Tangent^2 Deleted]
>>[Tangent^3 Deleted]
>
>I have been reading this group for a few days. I hoped that we could all
>debate in here without resorting to such tactics as ad hominem attacks, and
>creative snipping. Unfortunately, it seems that I assumed incorrectly.
>
>It appears that every time I address one of your points, you delete
>my reponse from your reply. Why is it so difficult for you to admit that
>I've answered your questions and responded to your requests for more
>information? You quote answers you don't like and give snappy comebacks,
>and delete entirely answers that meet your challenges. I would think that
>you would have the intellectual honesty to admit when you are incorrect.

If you have made a good point that the person has no response to then
why should they keep it int he post, it just wasted bandwith. If it's
ut then the discussion is over on that point, you 'win'. As far as
people just cutting out good questions goes I completely agree.

>Never mind; you can go back to bashing Peter Sinclair-Day, and to believing
>whathever you want to believe about OpenDoc, the Motorola 68060, and QuickTime,
>no matter how true or untrue it is. I will not respond directly to postings
>on this group any more. (If you want, we could continue the debate in e-mail,
>but unfortunately you don't like signing your posts with any e-mail address.
>Perhaps that should have told me something.)

It's been good having you here to be honest, someone with decent
arguments has made a very refreshing change and set us straight on a
few things.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5935. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-19 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <845853984_OASIS_@pwomar.demon.co.uk>
Source record: 8144

In article <32681671.2855@ridgecrest.ca.us>
Michael Grove <mgrove@ridgecrest.ca.us> said:-

>Rich Tietjens wrote:
>>
>> In article <845586704_OASIS_@pwomar.demon.co.uk>,
>> Paul@pwomar.demon.co.uk (Paul Womar) wrote:
>> >I know you object to his postings but if you don't like them then you
>> >can probably kill them, I quite enjoy his postings it's very
>> >interesting to see how some peoples mind works (or not in this case).
>> >Wether you like it or not Pete IS the group.
>>
>> All right, perhaps I misjudge the purpose of the group.
>>
>> See you around. Not in here, though.
>
>Pete is the group? Talk about how minds work!
>For Peter to be an acceptable part of this group
>he would have to change his format more that just
>slighty.
[snip 3 legitimate points]

You didn't seem to have read my posting correctly. How many posts
have been made in this group that are completely unconnected to Pete
ie followups to his cack? (Off topic stuff about Ethernets not
included). I would estimate about 2 in the last month. The situation
has changed a tad recently with the other bloke (Dave?) making some
good points but he says he's off again so it's just back to Pete.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5936. Re: Am I lost?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-19 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <845854664_OASIS_@pwomar.demon.co.uk>
Source record: 8145

In article <32691474.4726329@news.airtime.co.uk>
stosser@airtime.co.uk (Tony Greenwood) said:-

>On Thu, 17 Oct 96 20:59:46 GMT, Paul@pwomar.demon.co.uk (Paul Womar)
>wrote:
>>> Yeagh?....But what about the Mac v Amiga...WTF has that got to do wiv
>>>ATARI?.....
>
>snippo
>
>>this case he'd cross posted it. Pity he hasn't got the guts to meet us
>>on IRC, that would have been fun.
>
> hehehe, how long?. I say four seconds before he got a permanant ban,
>not because of anything he might say, but simply because :)
>
> Anyway from another posting you made, I got the impression you like
>him? ??? sure I saw you defending his postings?

It's kind of like that saying "I despise what you say but I would
defend to my death your right to say it". But it's more to the point
that if he didn't post then this group would be empty and defeating
his 'arguments' time and again is quite fun.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5937. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-19 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <54aasr$42s@nyheter.chalmers.se>
Source record: 8146

In article <1996Oct19.003238.1@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>Huh? In what way? I have control...

ROTFL! May I quote you on that one :-)?

/Christer

5938. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-20 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <54cfau$453@morgoth.sfu.ca>
Source record: 8147

Paul@pwomar.demon.co.uk (Paul Womar) writes:

>This is just an example, sure there may have been differences and the
>like but the Alpha team obviously didn't seem to notice them. The
>point is that it's not raw machine power that counts, it's the quality
>of of the coding too. The 601 would surely wipe the floor with
>something like the Falcon as far as raw number crunching goes but when
>you actually start running full on apps, the difference is far less
>marked.

A lot of applications that people frequently use are number cruchers.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5939. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-20 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <a147cc$141831.254@HERMES>
Source record: 8148
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Jeff Dallacqua (timdx@pacbell.com) wrote:
> Isn't the PowerPC based on IBM's RIO chipset, except some instructions
> were left out and it's a single chip CPU now? I know Motorola produces
> it, and I think they use the memory bus from one of their older RISC
> series for it, but I always thought it was an IBM made architecture.

The evolution from the POWER chipset goes like this:

1989, IBM introduced the POWER chipset in the RS/6000 ("RS" = "RISC System") workstation. POWER stands for "Performance Optimisation With Enhanced RISC", whereas RISC stands for "Reduced Instruction Set Computer" (but I guess we're all familiar with that by now)

In 1991 IBM and Apple joined together to produce a range of computers based around a single-chip version of the POWER chipset. (THe POWER chipset was [if memory serves] seven discrete chips.

Apple insisted that Motorola join in, as Motorola was Apples primary CPU provider.

Between them, they defined the PPC (PowerPC) architecture.

The first chip was to be known as the PPC 601. It was essentially a POWER chip with most of the PowerPC instruction set.

Some of the POWER instructions were known to slow the whole chip down, and were left off the 601 chip.

Future implementaions were to be a 602 (what it was inteded for I don't recall at this point in time), a low power consumption 603 for portable computers, and a 604 as the first full-PPC implememtation (the remaining POWER instructions do not exist on 604s).

(For further info, read the FAQ in comp.sys.powerpc)

--

Quote For The Month:

"Where did you learn to drive?"
"I took a correspondence course"

5940. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-20 00:00:00 UTC
From: lolsen@hsr.no
Message-ID: <54dflr$rlu@dole.uninett.no>
Source record: 8149
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

JEDI writes:
: lolsen@hsr.no says...
: >JEDI writes:
: >: dcorn@paradise.pplnet.com says...

: >: >On 16 Oct 96 10:51:23 +0500, sabshire@cwv.net (Stacey Abshire) wrote:

: >: >>Acyually, A 060 amiga running a gfx card out does several of the
: >: >>PMac's. I have seen it.
: >: >
: >: >Um-hmm... :)

: >: Considering that it's a superscalar cpu with branch caching
: >: and executes 3 instructions per clock, such comparisons are not
: >: at all wild. At the VERY least it should be able to keep up
: >: with a 120Mhz 601 or P5. Eliminate OS overhead inherent in
: >: Mac/PC's the minimal performance of an 060/66 should be quite
: >: a bit better than even that.
: >
: > Like a 120 MHz P5 or PPC?? Hardly, that would rival a small
: > revolution in "current" CPU technology.

: It is, however, consistent with what observations can
: actually be provided.

Such as?

: If you can provide some comparative
: SPECmarks or some empirical comparisons, knock yourself
: out.

Looking up and down the CPU Info Center is a good start.
"The Ingram studies", "The Performance Database Server" or even
"STREAM" benchmarks offers additional elaboration to put things
in perspective..
"The Benchmark Gateway" might also be of some interest.

: This whole melee got started when some Mac Cheerleader
: couldn't countenance the possibility of an 060 TT clone
: outrunning powermacs on certain graphics intensive
: operations.

"..certain graphics intensive operations". That kind of narrows
it down, doesn't it?
What do you mean by "graphics.. operations" actually?

Sure my 060 running SS is a bit faster in a few situations in
relevance to a slow PPC 601.
I belive this is a software-thingy though.

: Perhaps the PowerMacs are just sucking cpu cycles into some
: tiny onboard Black Hole and the T60's feats are less a
: tribute to it than testimony against Macs.

You were arguing that the 060 is twice as efficient as the PPC.
This argument is flawed - system overhead is highly irrelevant.

: The Mac/PC crowd doing less with more... nah... '-p

What would happen, you think, if we were to put an 060 in a Mac?
Cheers...

5941. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-20 00:00:00 UTC
From: JEDI@osu.edu
Message-ID: <54e085$j9g@charm.magnus.acs.ohio-state.edu>
Source record: 8150

In article <54cfau$453@morgoth.sfu.ca>
quinlan@sfu.ca (Brian Quinlan) wrote:

> Paul@pwomar.demon.co.uk (Paul Womar) writes:
>
>>This is just an example, sure there may have been differences and the
>>like but the Alpha team obviously didn't seem to notice them. The
>>point is that it's not raw machine power that counts, it's the quality
>>of of the coding too. The 601 would surely wipe the floor with
>>something like the Falcon as far as raw number crunching goes but when
>>you actually start running full on apps, the difference is far less
>>marked.
>
> A lot of applications that people frequently use are number cruchers.

Having power and utilizing it well are two completely different problems.
If an alpha or mac or PC cannot be made to fully realized their potential,
then the existence of that potential is really quite meaningless. Before
numbers get crunched, they have to make it to the cpu first. It seems with
Mac/PC, numbers have difficulty getting there [cpu].

5942. Re: Once again Petey has trouble with the WHY...(Re: Toad has gone to the darkside..)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-20 00:00:00 UTC
From: JEDI@osu.edu
Message-ID: <54e0p8$jcd@charm.magnus.acs.ohio-state.edu>
Source record: 8151

In article <DzHvLF.6tK@ecf.toronto.edu>
pischke@ecf.toronto.edu (David Pischke) wrote:

> In article <548006$gad@lex.zippo.com>, <JEDI> wrote:
>>[deletia]
>>>>>>[Tangent Deleted]
>>>>[Tangent^2 Deleted]
>>[Tangent^3 Deleted]
>
> I have been reading this group for a few days. I hoped that we could all
> debate in here without resorting to such tactics as ad hominem attacks, and
> creative snipping. Unfortunately, it seems that I assumed incorrectly.

If you have the absurd idea that such comments are either implicitly or
even explicitly insulting then you should go back to whatever overly sheltered
existence you previously enjoyed.

5943. Re: Once again Petey has trouble with the WHY...(Re: Toad has gone to the darkside..)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-20 00:00:00 UTC
From: JEDI@osu.edu
Message-ID: <54e1dl$jec@charm.magnus.acs.ohio-state.edu>
Source record: 8152

```
In article <845853728_OASIS_@pwomar.demon.co.uk>
Paul@pwomar.demon.co.uk (Paul Womar) wrote:

> In article <DzHvLF.6tK@ecf.toronto.edu>
> pischke@ecf.toronto.edu (David Pischke) said:-
>
>>In article <548006$gad@lex.zippo.com>, <JEDI> wrote:
>>>[deletia]
>>>>>>>[Tangent Deleted]
>>>>>[Tangent^2 Deleted]
>>>[Tangent^3 Deleted]
[deletia]
> If you have made a good point that the person has no response to then
> why should they keep it int he post, it just wasted bandwith. If it's
> ut then the discussion is over on that point, you 'win'. As far as
> people just cutting out good questions goes I completely agree.

The <tangent> comments were replies to me 'calling out' Peter.
That someone else was able to 'rescue' Peter really does nothing
to address the original taunting. Furthermore, the original issue
was Photoline vs. Photoshop. I had no interest in the other 2 apps
(whatever they were) and had no interest in wasting bandwidth
repeatedly copying that response again and further distributing them
across the planet.

Peter still doesn't know what he's talking about.

*****************************************************
* *
* They are a dying race; let them pass. ||| *
* Who: Atari or Apple? / | \ *
* YES. *
* *
* OLE/OpenDOC: WeightWatchers for Applications. *
* *
*****************************************************
```

5944. Re: What is Cyberdog? Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-20 00:00:00 UTC
From: JEDI@osu.edu
Message-ID: <54e0gl$jbj@charm.magnus.acs.ohio-state.edu>
Source record: 8153

In article <5495t2$n1c@morgoth.sfu.ca>
quinlan@sfu.ca (Brian Quinlan) wrote:

> JEDI writes:
>
>> You've just described unix actually...
>
> I have seen unix applications that let you replace, for example,
> the text editor that they invoke but I have never seen one that let you
> embed the content of one application in another.

Then download the Adrew package from CMU.
There are also several others but, they're not quite as
easy to get a hold of.

5945. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-21 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <54efj8$fac@nexp.crl.com>
Source record: 8154

In article <54cfau$453@morgoth.sfu.ca>, Brian Quinlan wrote:
: Paul@pwomar.demon.co.uk (Paul Womar) writes:

: >This is just an example, sure there may have been differences and the
: >like but the Alpha team obviously didn't seem to notice them. The
: >point is that it's not raw machine power that counts, it's the quality
: >of of the coding too. The 601 would surely wipe the floor with
: >something like the Falcon as far as raw number crunching goes but when
: >you actually start running full on apps, the difference is far less
: >marked.

: A lot of applications that people frequently use are number cruchers.

All computer software, in a way, is a number cruncher, because that's really a lot of what the CPU is doing (moving around numbers). But there's a difference between a number cruncher in the general sense and a _real_ number cruncher, i.e., one whose entire purpose is moving around numbers.

For example, most of the benchmarks out there are _real_ number crunchers. Say you have a simple floating point test. You could write something like (this is in C):

[...]

```
for (x = 0; x < 10000l; x = x + 0.01)
{
for (y = 0; y < 10000l; y = y + 0.01)
{
x + y;
x - y;
x * y;
x / y;
}
}
```

[...]

This assumes that x and y are floating point numbers and that all you're testing is raw computational power. What this loop does is really simple; so simple, in fact, that on any reasonable computer it will load itself into the cache and sit there. The time taken during the benchmark will be roughly equivalent to the time taken to crunch the numbers.

A simple benchmark like that is far different from, say, being connected to the Internet while running HTTP and FTP servers, INN, a mud, and having a few dozen users doing their own thing. The latter is far

more than simple number crunching. This is again different from a PC user running Quake. Again, it's more than simple number crunching, and while simple number crunching may be what the PPC series is good at, it's not a real world test of the PPC's abilities.

-Kyle R. Hofmann

5946. Re: What is Cyberdog? Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-21 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <54ej47$fac@nexp.crl.com>
Source record: 8155

In article <DzEEnI.51q@ecf.toronto.edu>, David Pischke wrote:
: In article <542mo1$d0n@lex.zippo.com>, <JEDI> wrote:
: >In article <DzCF81.I6J@ecf.toronto.edu>, pischke@ecf.toronto.edu says...
: >>
: >>In article <53ocnp$9sm@lex.zippo.com>, <JEDI> wrote:
: >>> Translation: Cyberdog = the apple equivalent of the do all megolithic
: >>> internet app.
: >>> Cyberdog = Apple Navigator or Apple Explorer.
: >>
: >>Actually, Cyberdog is not a monothilic Internet application. It is not an
: >>application at all. It is a collection of OpenDoc parts. An OpenDoc part
: >>is a small, self-contained module that does one specific task. For example,
: >
: > The rest of the planet calls this an application actually.

: OK, you can call it an application if you want, but in this case the OpenDoc
: people are trying to draw the distinction between monolithic do-everything-in
: one-program applications and OpenDoc parts, which are tiny self-contained
: modules that do only one specific task.

As are normal applications. Baroque, elephantine monstrosities such as
Net$cape and M$ Internet Explorer are not real `applications', but
actually `wastes of time' (I don't think very much of either).

If you want self contained applications, get separate programs.

: If you don't like using parts of
: Cyberdog, you can replace them with parts you don't like; you don't have to
: use all or nothing.

As you can with normal programs.

: > Furthermore, if it's not some monolithic thing then why is it being
: > referenced as such? Unix has had internet functionality broken into
: > many small self contained parts for years. That is nothing new.

: Cyberdog was being referenced as a suite, which is what it is. It is a
: collection of OpenDoc parts which are collectively given the name "Cyberdog."

So which OpenDoc parts fall under this suite? Do all parts fall under
the giant umbrella of `Cyberdog'? Or do only the included parts
constitute `Cyberdog'? If the former, `Cyberdog' is simply a new name
for OpenDoc along with a fancy front end. If the latter, `Cyberdog' is
really just the included suite of parts, and should be considered solely
on the basis of those included parts, not on any additional extensions.

-Kyle R. Hofmann

5947. Re: What is Cyberdog? Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-21 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <54ejlg$fac@nexp.crl.com>
Source record: 8156

In article <DzGBMw.4ys@ecf.toronto.edu>, David Pischke wrote:
: In article <545av8$ir@lex.zippo.com>, <JEDI> wrote:
: > When one escapes from the mentality that requires one to be able
: > to do everything from one application window or object container,
: > such problems don't arise. That particular mentality is only a
: > recent affliction.

: The difference between small applications and OpenDoc parts is that the
: parts can all be embedded in each other, the parts all share the same
: interface. The parts are designed to work seamlessly with each other,
: and this is not necessarily the case with "small" applications.

If an application doesn't have an interface that's fairly easy to
learn, then it's most likely not worth using. There are exceptions to
this, and I'll admit that a more difficult interface can be worthwhile
(for example, emacs). But that difficult interface is often there for a
reason; you couldn't effectively create a menu based sed or awk.

The unified interface concept is simply an appeal to the
point-and-drool masses who most likely don't even need a computer.

: >>OpenDoc-compatible software can work with OLE-compatible software. OpenDoc
: >>is also regarded by many to be technically superior to OLE/ActiveX, and has
: >
: > WHY is it better? Why should I care about either? If I have the RAM
: > I would rather just run my spreadsheet and not try to use my word
: > processor (like Windows Write) as a demented form of spreadsheet.

: If you use OLE or OpenDoc, you don't have to worry about losing information
: (formatting information, for example, like when you copy from a spreadsheet
: to a word processor and lose formatting information).

If you're losing formatting information, that shows that the word
processor and spreadsheet are not interfacing with each other properly, not
that you need an extra layer between you and the real work. The layer is
a possible solution, but a much better one, IMHO, is to include an option
in the spreadsheet to save or copy the spreadsheet as text and include
the formatting in there (easy using a printf).

-Kyle R. Hofmann

5948. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-21 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <54f6k7$pt6@orm.southern.co.nz>
Source record: 8157

Gudday!

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: >>Now you compare a PhotoShop lite clone to the real thing is pathetic.. Next
: >>time try eqevelant apps next time.
:
: Because Photoshop has more features and functionality than Photolite..Its Like
: me stating that ClarisWorks loads faster than MS Word...MS Word is more
: versatile than the Word processor part of ClarisWorks..

Photoshop is packed with features and I haven't seen Photoline, but I
still think that APEX Alpha will make those (and many more) look rather
ordinary, especially since most everything works in real-time with Alpha...

And all on a slow old Falcon030 too!! :)

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/32Mhz/DSP/FPU

5949. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-21 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <54f4di$ctf@morgoth.sfu.ca>
Source record: 8158

JEDI@osu.edu writes:

> Having power and utilizing it well are two completely different problems.
> If an alpha or mac or PC cannot be made to fully realized their potential,
> then the existence of that potential is really quite meaningless. Before
> numbers get crunched, they have to make it to the cpu first. It seems with
> Mac/PC, numbers have difficulty getting there [cpu].

Actually, on the Macintosh at least, it is far easier to get a process
onto the CPU then to get it off the CPU. Once a Mac program gets
control (and it has controlit when it is loaded) then it can use the
processor as it sees fit until it voluntarily reliquishes it.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5950. Re: What is Cyberdog? Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-21 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <54f450$csi@morgoth.sfu.ca>
Source record: 8159

JEDI@osu.edu (JEDI) writes:

> Then download the Adrew package from CMU.
> There are also several others but, they're not quite as
> easy to get a hold of.

Could you please give me a ftp address? Does this package really give
me OpenDoc functionality for unix?

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5951. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-21 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <54f4jj$ctm@morgoth.sfu.ca>
Source record: 8160

Kyle R. Hofmann <rhofmann@crl.com> writes:

> This assumes that x and y are floating point numbers and that all
>you're testing is raw computational power. What this loop does is really
>simple; so simple, in fact, that on any reasonable computer it will load
>itself into the cache and sit there. The time taken during the benchmark
>will be roughly equivalent to the time taken to crunch the numbers.

Any reasonable compiler will realise that the loop is useless and remove
it :)

> A simple benchmark like that is far different from, say, being
>connected to the Internet while running HTTP and FTP servers, INN, a mud,
>and having a few dozen users doing their own thing. The latter is far
>more than simple number crunching. This is again different from a PC user
>running Quake. Again, it's more than simple number crunching, and while
>simple number crunching may be what the PPC series is good at, it's not a
>real world test of the PPC's abilities.

A lot of people use their Macs for image processing. Image processing tends
to be CPU intensive and does not rely heavily on either IO or the operating
system.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5952. 10 reasons to use an Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-21 00:00:00 UTC
From: Martin Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <326B676E.41C67EA6@etlxdmx.ericsson.se>
Source record: 8161

```
Paul Womar wrote:
>
> In article <1996Oct19.003238.1@cobra.uni.edu>
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>
> >In article <96292.113851STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> >> 1. Preemptive multitasking
> > >
> > >So where are the multitasking apps?
> >
> > You don't need multitasking apps if the system is pre-emptive.
> > EVERYTHING becomes multitasking. This isn't that co-operative shite.
> >
What is that co-operative shite is Geneva, which also makes everything
multitasking. I don't use Macs so I don't know. Do you really have to
have special applications to utilise multitasking?

Regards
Martyn
```

5953. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-21 00:00:00 UTC
From: JEDI
Message-ID: <54g0dl$9gi@lex.zippo.com>
Source record: 8162
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <54dflr$rlu@dole.uninett.no>, lolsen@hsr.no says...
>
>JEDI writes:
>: lolsen@hsr.no says...
>: >JEDI writes:
>: >: dcorn@paradise.pplnet.com says...
>
>: >: >On 16 Oct 96 10:51:23 +0500, sabshire@cwv.net (Stacey Abshire) wrote:
[deletia]
>
>: This whole melee got started when some Mac Cheerleader
>: couldn't countenance the possibility of an 060 TT clone
>: outrunning powermacs on certain graphics intensive
>: operations.
>
> "..certain graphics intensive operations". That kind of narrows
> it down, doesn't it?
> What do you mean by "graphics.. operations" actually?

Someone mentioned overlapping functionality with photoshop.

>
> Sure my 060 running SS is a bit faster in a few situations in
> relevance to a slow PPC 601.
> I belive this is a software-thingy though.

Amazing that such a marginal machine would have superior
software available for it? Although, if this is the case,
this is as much an issue for the machines in question than
anything else.

>
>: Perhaps the PowerMacs are just sucking cpu cycles into some
>: tiny onboard Black Hole and the T60's feats are less a
>: tribute to it than testimony against Macs.
>
> You were arguing that the 060 is twice as efficient as the PPC.
> This argument is flawed - system overhead is highly irrelevant.

I was arguing that it is consistent with the previous comments
wrt photoline and it is consistent with the usual performance
gains from one member of the 68K family to the next and the spec
sheet for the 68060 supports the notion that it performs like a
200Mhz 040. Also, if the Mhz spec is only the external clock and
not the internal clock (as on Pentia) then that would also be

consistent with the 68K family history as well. If the 060 is internally clock quadrupled (as someone else suggested, without the usual intel hype) that might help explain the inconsistent Photoline results.

System overhead is highly relevant. If the system is taking up too many cpu cycles playing with itself, then your processes wont get enough cpu time and that beast under the hood wont do you a bit of good.

>
>: The Mac/PC crowd doing less with more... nah... '-p
>
> What would happen, you think, if we were to put an 060 in a Mac?
> Cheers...

It would still be underutilized. You didn't comprehend the point. An Atari or Ameoba could have systems with 1/10 or 1/100 the raw power and still get more done if that meagre power it does have is more properly utilized.

Develop your 'wares as if you will never run out of computing resources and you always will run out...

5954. Re: What is Cyberdog? Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-21 00:00:00 UTC
From: JEDI
Message-ID: <54frqj$5oi@lex.zippo.com>
Source record: 8163

In article <54f450$csi@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>JEDI@osu.edu (JEDI) writes:
>
>> Then download the Andrew package from CMU.
>> There are also several others but, they're not quite as
>> easy to get a hold of.
>
>Could you please give me a ftp address? Does this package really give
>me OpenDoc functionality for unix?

Check around CMU's homepage. This package has been around for
awhile so it is likely some other OO spec than OpenDoc.

5955. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-21 00:00:00 UTC
From: JEDI
Message-ID: <54gdsr$l72@lex.zippo.com>
Source record: 8164

In article <54f4di$ctf@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>JEDI@osu.edu writes:
>
>> Having power and utilizing it well are two completely different problems.
>> If an alpha or mac or PC cannot be made to fully realized their potential,
>> then the existence of that potential is really quite meaningless. Before
>> numbers get crunched, they have to make it to the cpu first. It seems with
>> Mac/PC, numbers have difficulty getting there [cpu].
>
>Actually, on the Macintosh at least, it is far easier to get a process
>onto the CPU then to get it off the CPU. Once a Mac program gets
>control (and it has controlit when it is loaded) then it can use the
>processor as it sees fit until it voluntarily reliquishes it.

If your number-crunching process is awake then this is fine.
Otherwise, not much number-crunching is going to be going on.

5956. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-21 00:00:00 UTC
From: JEDI
Message-ID: <54geld$m23@lex.zippo.com>
Source record: 8165

In article <DzHKnC.KMo@ecf.toronto.edu>, pischke@ecf.toronto.edu says...
>
[deletia]
>In article <547upe$f9s@lex.zippo.com>, <JEDI> wrote:
>
>> These are rather feeble attempts by some in the industry to avoid
>> the uncomfortable realization that computing is an immature discipline.
>> To presume to compare what gets passed off as software engineering
>> as something remotely equivalent to any other form of engineering
>> shows a fundemental misunderstanding of those disciplines.
>
>Be careful what you're saying. Are you saying that you think I display a
>fundamental misunderstanding of engineering?

Yup. Your attitude reflects current wishful thinking in CIS
academia and not much else. Although the CMM may have some
potential eventually.

[deletia]

5957. Re: What is Cyberdog? Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-21 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <54gveh$ali@morgoth.sfu.ca>
Source record: 8166

JEDI writes:

> Check around CMU's homepage. This package has been around for
> awhile so it is likely some other OO spec than OpenDoc.

I can't seem to find it. Could you please explain what it does?

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5958. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-21 00:00:00 UTC
From: storm@ar.ar.com.au
Message-ID: <54f939$op3@ar.ar.com.au>
Source record: 8167
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

JEDI wrote:

: >>Acyually, A 060 amiga running a gfx card out does several of the
: >>PMac's. I have seen it.
: >
: >Um-hmm... :)

: Considering that it's a superscalar cpu with branch caching
: and executes 3 instructions per clock, such comparisons are not
: at all wild. At the VERY least it should be able to keep up
: with a 120Mhz 601 or P5. Eliminate OS overhead inherent in
: Mac/PC's the minimal performance of an 060/66 should be quite
: a bit better than even that.

But.. but.. a PPC601 is ALSO a superscalar CPU with branch caching
capable of executing 3 instructions per clock!

-- _______________________________
_/ "\/\/__"\/ "\/ "\/__"_/
Storm / Cydonia / / / / / / / / / / / ' / Packing class
/ /\/> / / / / / / / / / /__ & kicking arse!
(coder) __/ _/__/__/\/\/\/\/\/ \/

5959. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-22 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Dzntzp.IAz@ecf.toronto.edu>
Source record: 8168

```
In article <54geld$m23@lex.zippo.com>, <JEDI> wrote:
>In article <DzHKnC.KMo@ecf.toronto.edu>, pischke@ecf.toronto.edu says...
>>
>[deletia]
>>In article <547upe$f9s@lex.zippo.com>, <JEDI> wrote:
>>
>>> These are rather feeble attempts by some in the industry to avoid
>>> the uncomfortable realization that computing is an immature discipline.
>>> To presume to compare what gets passed off as software engineering
>>> as something remotely equivalent to any other form of engineering
>>> shows a fundemental misunderstanding of those disciplines.
>>
>>Be careful what you're saying. Are you saying that you think I display a
>>fundamental misunderstanding of engineering?
>
> Yup. Your attitude reflects current wishful thinking in CIS
> academia and not much else. Although the CMM may have some
> potential eventually.

I guess I'll have to go tell the boss of the electronics company I work for
that I'm not qualified to do my job, because I don't understand engineering.

--
David Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.
```

5960. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-22 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <54hp08$21i@morgoth.sfu.ca>
Source record: 8169

JEDI writes:

> If your number-crunching process is awake then this is fine.
> Otherwise, not much number-crunching is going to be going on.

When you start the number-cruching operating then that process
must be "awake". I don't like the word "awake" though because
it is usually used to indicate that a process is not suspended.
The MacOS never suspends processes.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5961. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-22 00:00:00 UTC
From: JEDI
Message-ID: <54iiov$pu4@lex.zippo.com>
Source record: 8170

```
In article <54hp08$21i@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>JEDI writes:
>
>> If your number-crunching process is awake then this is fine.
>> Otherwise, not much number-crunching is going to be going on.
>
>When you start the number-cruching operating then that process
>must be "awake". I don't like the word "awake" though because
>it is usually used to indicate that a process is not suspended.
>The MacOS never suspends processes.

No, it means that a process is getting CPU time.
If it is not, than the process is 'sleeping' no matter
by what mechanism it came to be 'sleeping'.
```

5962. Re: What is Cyberdog? Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-22 00:00:00 UTC
From: JEDI
Message-ID: <54iil4$ptm@lex.zippo.com>
Source record: 8171

In article <54gveh$ali@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>JEDI writes:
>
>> Check around CMU's homepage. This package has been around for
>> awhile so it is likely some other OO spec than OpenDoc.
>
>I can't seem to find it. Could you please explain what it does?

It's a desktop applications suite that makes exclusive use
of object imbedding. There's just a generic editor for all the
included objects... text, dtp, spreadsheet, graphics...

It out OLE's OLE by quite a bit but, like much freeware the
interface leaves much to be desired.

5963. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-22 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <54jbrl$h07@news.eecs.umich.edu>
Source record: 8172

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>> 1. Preemptive multitasking

>So were are the multitasking apps?

Yes they were.

>> 2. The system takes up less than three megs on Atari computers

>So? I have 49 megs ram and still paid under $1000....Much cheaper to boot!

No, I'd think that booting a system with 49megs of RAM would be
more expensive. Take a tad longer, too (for the memory test).

>> 3. The Atari gives users more control

>Huh? In what way? I have control...

HA! This has got to be the quote of the century!

>> 7. Small applications

>We have those too! We also have big bloaty ones as well..

You're starting to sound like a bad commercial.

>> 9. Separate programs replace resource grabbing extensions

>Huh...Just turn mine off when not needed... No fuss, nor muss..

You ARE a bad commercial.
What if you need those resource-hogging apps at one time?
Then performance slows to a crawl...

>> 10. The Atari crashes much less frequently

>I have not had a crash since i had mine..

It shouldn't crash, considering what you're capable of doing.
(Move the mousey around and lookee the cutsey pointer move!)

>> These are some of my observations having bought a Macintosh to
>> replace my Falcon. I am not saying I hate Macintosh or attacking
>> it but simply pointing out some advantages of the computer I like
>> which is rare in this group.

>So why did you have to replace your Falcon? If the ST is soo cool, why are you
>using a Mac?

He wanted to see how the less-fortunate live. :-)

/Kevin

5964. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-22 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <54j3gr$4jc@morgoth.sfu.ca>
Source record: 8173

JEDI writes:

> No, it means that a process is getting CPU time.
> If it is not, than the process is 'sleeping' no matter
> by what mechanism it came to be 'sleeping'.

If a process is asleep then it is not currently available for execution
(for reasons other than IO blocking). The MacOS always considers a process
available for execution.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5965. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-23 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <54km6h$57j@orm.southern.co.nz>
Source record: 8174

Hi there!

Here are my ten reasons to use Atari (Falcon in particular) over Mac...

1. The Atari GUI is MUCH quicker to navigate around...

2. The Atari doesn't chew as much memory just to run the OS...

3. Mac serial ports on 680x0 machines are limited to 57600 baud...

4. Mac software is more difficult to get to grips with than Atari software...

5. Macs don't pre-emptively multitask (neither do Atari's unless one has MagiC but Atari users have that option...)

6. Mac software seems relatively expensive in comparison to Atari software of a similar nature...

7. MIDI implementation on a Mac sucks (due to non-standard baud-rate thru Mac serial port, uses 33600/38400 instead of the 31250 that IS the MIDI standard...that causes timing glitches I have noticed...)

8. Macs don't have Llamazap!

9. Most files I steal from a mac have to be 'flattened' before another platform can use them (flattening separates resource and data forks that are part of ALL mac files...)

10.The single button mouse on Mac does become limited after a while, especially as more and more Atari software uses both buttons now...

There are more reasons but I get bored reminding myself of them all. I think I'll hit the PC next time so be prepared for a 100k post! :)

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/32Mhz/DSP/FPU

5966. Lottery Information

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-23 00:00:00 UTC
From: information@ix.netcom.com
Message-ID: <54kqep$prj@sjx-ixn10.ix.netcom.com>
Source record: 8175

To get information on one of the best lotteries in the world, go to......

http://www.interlotto.li/cgi/hserver.exe?mainlot+serve=_mn_main+urlref=3300000511816

for other information, go to....

http://www.interllotto.com

5967. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-23 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.961023141359.7648F-100000@tiny.lysator.liu.se>
Source record: 8176

On 23 Oct 1996, Chris Wilkinson wrote:
>
> 5. Macs don't pre-emptively multitask (neither do Atari's unless one has
> MagiC but Atari users have that option...)

Hey, that's not fair. Mac users have that option too! :)

> 8. Macs don't have Llamazap!

Ah, yes, so true.

> 10.The single button mouse on Mac does become limited after a while,
> especially as more and more Atari software uses both buttons now...

But they can double click, and tripple click and ...

> There are more reasons but I get bored reminding myself of them all. I
> think I'll hit the PC next time so be prepared for a 100k post! :)

I look forward to that! :)

Tomas

--
NoBrain/NoCrew
nobrain@nocrew.pp.se
http://www.lysator.liu.se/~tobe

5968. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-24 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.846160540@gen-off-3>
Source record: 8177

chriswil@southern.co.nz (Chris Wilkinson) writes:
>1. The Atari GUI is MUCH quicker to navigate around...
What the hell does that actually mean?

>3. Mac serial ports on 680x0 machines are limited to 57600 baud...
Nice try. Come back when you know what you're talking about.
I run my Performa 475 at 115K2.

>4. Mac software is more difficult to get to grips with than Atari software...
eg? How do you get to grips with Atari Photoshop, for example? Oh,
you can't, sorry.

>5. Macs don't pre-emptively multitask (neither do Atari's unless one has
> MagiC but Atari users have that option...)
What difference does pre-emptive multitasking actually make to you?
I don't see any practical difference.

>7. MIDI implementation on a Mac sucks (due to non-standard baud-rate thru
> Mac serial port, uses 33600/38400 instead of the 31250 that IS the MIDI
> standard...that causes timing glitches I have noticed...)
I can't really comment on Mac MIDI, as mine doesn't have a MIDI interface.
But no MIDI interface runs at 38400, as it's not MIDI then; the other
end would not understand it. Also worth pointing out that the Atari's
MIDI implementation is fucked, both hardware (wired incorrectly) and
software (keyboard/mouse handling can cause an overrun).

>9. Most files I steal from a mac have to be 'flattened' before another
> platform can use them (flattening separates resource and data forks
> that are part of ALL mac files...)
Oh, I see. Having a more advanced file system is a disadvantage?
Anyway, I just moved a load of pics from Mac to PC; no problem, it just
copies the data part and that contains the image.

>10.The single button mouse on Mac does become limited after a while,
> especially as more and more Atari software uses both buttons now...
Agreed, I bought a multi-button mouse for my Mac.

>/|\ ATARI Falcon030 16Mb/340Mb/32Mhz/DSP/FPU
Blimey! A 32MHz 030. Wow! And how fast does it run in 16-bit colour,
and at what screen resolution?

I can't believe I fell for this infantile flame bait...

--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

5969. CAROLE LEPILLEUR! PLEASE REPLY!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-24 00:00:00 UTC
From: thehidden@ludens.elte.hu
Message-ID: <1996Oct24.180221.32881@ludens>
Source record: 8178

Hello ST-fools,

I'm looking for a girl, Carole Lepilleur. He had a letter on one of the Atari newsgroups. I discussed several sings with her, now I've sent a letter again, but haven't got any reponse yet. Now, I "fingered" her and got this reponse:

Account used on Tue Oct 1 10:08 (23 days ago)

It was long ago. Carole, if you're reading this, please write to me to "thehidden@ludens.elte.hu" or "sebi@augusta.inf.elte.hu"!

Thanks!

The Hidden

(P.s.> If someone of you know her, please tell her to contact me.)

5970. TEST!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-24 00:00:00 UTC
From: evunder@sn.no
Message-ID: <137.6871T1215T1437@sn.no>
Source record: 8179

This is a test - please ignore!

-- rUSTYBRAIN -- Visit my updated list of new Amigagames at
http://login.eunet.no/~trondbi/newgames.htm

5971. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-24 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <846236488_OASIS_@pcc-uky.campus.mci.net>
Source record: 8180

In article <djs.846160540@gen-off-3>
djs@jet.uk (David Stevenson) said:-

>chriswil@southern.co.nz (Chris Wilkinson) writes:
>>1. The Atari GUI is MUCH quicker to navigate around...
>What the hell does that actually mean?

Its more intuitive, therefore, most users will get to where
they want to be, and do what they want to do, faster...

>>3. Mac serial ports on 680x0 machines are limited to 57600 baud...
>Nice try. Come back when you know what you're talking about.
>I run my Performa 475 at 115K2.

Hmm...do you think he might have actually meant 68000 Macs?
Just wondering...

>>4. Mac software is more difficult to get to grips with than Atari software...
>eg? How do you get to grips with Atari Photoshop, for example? Oh,
>you can't, sorry.

And how do you get to grips with Mac Apex Media? Oh, you can't--so
sorry... :)

>>5. Macs don't pre-emptively multitask (neither do Atari's unless one has
>> MagiC but Atari users have that option...)
>What difference does pre-emptive multitasking actually make to you?
>I don't see any practical difference.

Its faster, more effecient, just plain better...

>>7. MIDI implementation on a Mac sucks (due to non-standard baud-rate thru
>> Mac serial port, uses 33600/38400 instead of the 31250 that IS the MIDI
>> standard...that causes timing glitches I have noticed...)
>I can't really comment on Mac MIDI, as mine doesn't have a MIDI interface.
>But no MIDI interface runs at 38400, as it's not MIDI then; the other
>end would not understand it. Also worth pointing out that the Atari's
>MIDI implementation is ******, both hardware (wired incorrectly) and
>software (keyboard/mouse handling can cause an overrun).

Funny how an awful lot of very professional, and powerful software
got written for it anyways, isn't it? :)

>>/|\ ATARI Falcon030 16Mb/340Mb/32Mhz/DSP/FPU
>Blimey! A 32MHz 030. Wow! And how fast does it run in 16-bit colour,
>and at what screen resolution?

AND how fast does you DSP chip run on your Performa? <heh>

```
--
_/_/_/
```

5972. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-24 00:00:00 UTC
From: lolsen@hsr.no
Message-ID: <54oi5c$ltu@dole.uninett.no>
Source record: 8181
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

JEDI writes:
: In article <54dflr$rlu@dole.uninett.no>, lolsen@hsr.no says...
: >
: >JEDI writes:
: >: lolsen@hsr.no says...
: >: >JEDI writes:

: >: This whole melee got started when some Mac Cheerleader
: >: couldn't countenance the possibility of an 060 TT clone
: >: outrunning powermacs on certain graphics intensive
: >: operations.
: >
: > "..certain graphics intensive operations". That kind of narrows
: > it down, doesn't it?
: > What do you mean by "graphics.. operations" actually?

: Someone mentioned overlapping functionality with photoshop.

Hardly relevant in our system vs system comparison, as I'm
sure you comprehend.

: > Sure my 060 running SS is a bit faster in a few situations in
: > relevance to a slow PPC 601.
: > I belive this is a software-thingy though.

: Amazing that such a marginal machine would have superior
: software available for it? Although, if this is the case,
: this is as much an issue for the machines in question than
: anything else.

I'm not sure I follow you, elaborate. :)

: >
: >: Perhaps the PowerMacs are just sucking cpu cycles into some
: >: tiny onboard Black Hole and the T60's feats are less a
: >: tribute to it than testimony against Macs.
: >
: > You were arguing that the 060 is twice as efficient as the PPC.
: > This argument is flawed - system overhead is highly irrelevant.

: I was arguing that it is consistent with the previous comments
: wrt photoline

Which are fundamentally wrong.

: and it is consistent with the usual performance
: gains from one member of the 68K family to the next and the spec
: sheet for the 68060 supports the notion that it performs like a
: 200Mhz 040.

I can assure you that there are NO serious benchmark showing
this, not even silly ones I'm prepared to bet on.
For most integer opperands the 50Mhz 060 performes like a
50-60MHz 040, although the FPU is on heavy steroids.
For memory-intensive tasks or software taking advantage of its
superscalar features it's about 3-4 times faster than a 25Mhz 040.

: Also, if the Mhz spec is only the external clock and
: not the internal clock (as on Pentia) then that would also be
: consistent with the 68K family history as well. If the 060 is
: internally clock quadrupled (as someone else suggested,

Wrong I assure you.

: without
: the usual intel hype) that might help explain the inconsistent
: Photoline results.

The bclk (bus-clock) is doubled to form the pclk (processor-clock),
in much the same way as the P5s.

: System overhead is highly relevant. If the system is taking up
: too many cpu cycles playing with itself, then your processes wont
: get enough cpu time and that beast under the hood wont do you a bit
: of good.

It is not relevant in our comparison in which you started off
by stating that the 060 was twice as fast as the PPC601.

: >: The Mac/PC crowd doing less with more... nah... '-p
: >
: > What would happen, you think, if we were to put an 060 in a Mac?
: > Cheers...

: It would still be underutilized. You didn't comprehend the point.
: An Atari or Ameoba could have systems with 1/10 or 1/100 the
: raw power and still get more done if that meagre power it does
: have is more properly utilized.

Of course you're right, but this is a different matter.

: Develop your 'wares as if you will never run out of computing
: resources and you always will run out...

Sure.
Cheers...

5973. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-24 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct24.220008.1@cobra.uni.edu>
Source record: 8182

In article <54aasr$42s@nyheter.chalmers.se>, d2cg@dtek.chalmers.se (Christer Gustavsson) writes:
> In article <1996Oct19.003238.1@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>>Huh? In what way? I have control...
>
> ROTFL! May I quote you on that one :-)?

If you must..
>
> /Christer

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

5974. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-24 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <327042D1.3229@ridgecrest.ca.us>
Source record: 8183

David Stevenson wrote:
>
> chriswil@southern.co.nz (Chris Wilkinson) writes:
> >1. The Atari GUI is MUCH quicker to navigate around...
> What the hell does that actually mean?

It means that, with no direct compairson of functionality,
The GEM desktop looks, feels and smells faster than the Mac OS.
Everyone that uses a TOS based machine with NVDI will tell you
this. A good compairson is to have MagiC Mac loaded on your
Performa. You will instantly notice that the MagiC enviroment
responds quicker than the Mac OS does.
>
> >3. Mac serial ports on 680x0 machines are limited to 57600 baud...
> Nice try. Come back when you know what you're talking about.
> I run my Performa 475 at 115K2.

Ya, I seen this and knew he was in trouble with this statement.

>
> >4. Mac software is more difficult to get to grips with than Atari software...
> eg? How do you get to grips with Atari Photoshop, for example? Oh,
> you can't, sorry.

Why would an Atari user want to use Photoshop when they have a much
better
option? I think what he means is that most Atari software has a much
simpler user interface that accomplishes much the samething as the
slower, more user friendly (ha, ha, ha, ha) Mac OS.

>
> >5. Macs don't pre-emptively multitask (neither do Atari's unless one has
> > MagiC but Atari users have that option...)
> What difference does pre-emptive multitasking actually make to you?
> I don't see any practical difference.

That is the point. You don't see the difference because it's in the
background:). Try formatting a floppy disk on your Mac, and while it's
going about it's thing, try to launch Photoshop. I think you will get
the point.

>
> >7. MIDI implementation on a Mac sucks (due to non-standard baud-rate thru
> > Mac serial port, uses 33600/38400 instead of the 31250 that IS the MIDI
> > standard...that causes timing glitches I have noticed...)
> I can't really comment on Mac MIDI, as mine doesn't have a MIDI interface.

> But no MIDI interface runs at 38400, as it's not MIDI then; the other
> end would not understand it. Also worth pointing out that the Atari's
> MIDI implementation is fucked, both hardware (wired incorrectly) and
> software (keyboard/mouse handling can cause an overrun).

Wired about as wrong as Apples GEO Port :). And as easily fixed.

>
> >9. Most files I steal from a mac have to be 'flattened' before another
> > platform can use them (flattening separates resource and data forks
> > that are part of ALL mac files...)
> Oh, I see. Having a more advanced file system is a disadvantage?
> Anyway, I just moved a load of pics from Mac to PC; no problem, it just
> copies the data part and that contains the image.

Ok, take a UUE encoded file from a PC disk and load it into teach text,
of simple text. Save it and then try to decode it. Does it work?

>
> >10.The single button mouse on Mac does become limited after a while,
> > especially as more and more Atari software uses both buttons now...
> Agreed, I bought a multi-button mouse for my Mac.

Yup, any female should have two buttons :).

>
> >/|\ ATARI Falcon030 16Mb/340Mb/32Mhz/DSP/FPU
> Blimey! A 32MHz 030. Wow! And how fast does it run in 16-bit colour,
> and at what screen resolution?
>
> I can't believe I fell for this infantile flame bait...

Awh, this was an easy one..... The kind that are a little more fun
than others I have seen posted here:).

Mike
No home page on the web.
>
> --
> Home page http://www.compulink.co.uk/~ktl/hoagy.html
> Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327
>
> ==========
> The above article is the personal view of the poster and should not be
> considered as an official comment from the JET Joint Undertaking
> ==========

5975. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-24 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct24.222551.1@cobra.uni.edu>
Source record: 8184

In article <54km6h$57j@orm.southern.co.nz>, chriswil@southern.co.nz (Chris Wilkinson) writes:
> Hi there!
>
> Here are my ten reasons to use Atari (Falcon in particular) over Mac...
>
> 1. The Atari GUI is MUCH quicker to navigate around...

Navigate what?

> 2. The Atari doesn't chew as much memory just to run the OS...

The dark ages of an OS, yes.. The Atari OS will never change..

> 3. Mac serial ports on 680x0 machines are limited to 57600 baud...

You sure?

> 4. Mac software is more difficult to get to grips with than Atari software...

Please explain?

> 5. Macs don't pre-emptively multitask (neither do Atari's unless one has
> MagiC but Atari users have that option...)

Mac users have the option to develop on the web, while Atari users do not have that utility. Macs can be internet servers while the ST can't.. Macs are going places while ST's will go to landfills..

> 6. Mac software seems relatively expensive in comparison to Atari
> software of a similar nature...

Prove it?

> 7. MIDI implementation on a Mac sucks (due to non-standard baud-rate thru
> Mac serial port, uses 33600/38400 instead of the 31250 that IS the MIDI
> standard...that causes timing glitches I have noticed...)

More Macs are in use for that utility..

> 8. Macs don't have Llamazap!

ST's don't have PPC!

> 9. Most files I steal from a mac have to be 'flattened' before another
> platform can use them (flattening separates resource and data forks
> that are part of ALL mac files...)

Interesting concept..

> 10.The single button mouse on Mac does become limited after a while,
> especially as more and more Atari software uses both buttons now...

Two buttons are here as well..

> There are more reasons but I get bored reminding myself of them all. I
> think I'll hit the PC next time so be prepared for a 100k post! :)
>
> Chris W.
> /|\ ATARI Falcon030 16Mb/340Mb/32Mhz/DSP/FPU
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

5976. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-24 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct24.221945.1@cobra.uni.edu>
Source record: 8185

In article <54jbrl$h07@news.eecs.umich.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:

>>So were are the multitasking apps?
>
> Yes they were.

Huh?

>>So? I have 49 megs ram and still paid under $1000....Much cheaper to boot!
>
> No, I'd think that booting a system with 49megs of RAM would be
> more expensive. Take a tad longer, too (for the memory test).

Nope...

>>Huh? In what way? I have control...
>
> HA! This has got to be the quote of the century!

Use it..

>>> 7. Small applications
>
>>We have those too! We also have big bloaty ones as well..
>
> You're starting to sound like a bad commercial.

Why?

>>> 9. Separate programs replace resource grabbing extensions
>
>>Huh...Just turn mine off when not needed... No fuss, nor muss..
>
> You ARE a bad commercial.
> What if you need those resource-hogging apps at one time?
> Then performance slows to a crawl...

Turn the extensions back on.. Not Einstein....

>>> 10. The Atari crashes much less frequently
>
>>I have not had a crash since i had mine..
>
> It shouldn't crash, considering what you're capable of doing.
> (Move the mousey around and lookee the cutsey pointer move!)

Whatever...Developing web pages..

>>> These are some of my observations having bought a Macintosh to
>>> replace my Falcon. I am not saying I hate Macintosh or attacking
>>> it but simply pointing out some advantages of the computer I like
>>> which is rare in this group.
>
>>So why did you have to replace your Falcon? If the ST is soo cool, why are you
>>using a Mac?
>
> He wanted to see how the less-fortunate live. :-)

I though that was the rational among the ST users. The ST catered to the lower
income segment with varied quality...

> /Kevin
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

5977. Re: CAROLE LEPILLEUR! PLEASE REPLY!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-24 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct24.222823.1@cobra.uni.edu>
Source record: 8186

In article <1996Oct24.180221.32881@ludens>, thehidden@ludens.elte.hu writes:
>
> Hello ST-fools,
>
> I'm looking for a girl, Carole Lepilleur. He had a letter on one of the Atari
> newsgroups. I discussed several sings with her, now I've sent a letter again,
> but haven't got any reponse yet. Now, I "fingered" her and got this reponse:

Maybe Carol is off doing bigger and better things like applying lipstick and
powdering herself. Did you really finger her...:)

>
> Account used on Tue Oct 1 10:08 (23 days ago)
>
> It was long ago. Carole, if you're reading this, please write to me to
> "thehidden@ludens.elte.hu" or "sebi@augusta.inf.elte.hu"!
>
> Thanks!
>
>
> The Hidden
>
> (P.s.> If someone of you know her, please tell her to contact me.)
>

Why?

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

5978. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-24 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct24.215732.1@cobra.uni.edu>
Source record: 8187

In article <845854850_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

>>So where are the multitasking apps?
>
> You don't need multitasking apps if the system is pre-emptive.
> EVERYTHING becomes multitasking. This isn't that co-operative shite.

Thats funny, I am not aware of any Games multitasking. At least the Amiga did in some form..

>>So? I have 49 megs ram and still paid under $1000....Much cheaper to boot!
>
> Still extra cost no matter how cheap.

True, not cost prohibitive. To do any serious work on the Falcon required 14 megs. Atari did sell a 14 meg version. I use many low memory apps. I still use a Microphone version dating back to 1992..

Now, that I am starting web development(a pipe dream on the ST), the ram will come in handy..

>>Same here...My system came with over $500 in free apps.
>
> I think they mean PD software, there is more freeware on the Atari and
> Shareware tends to be much cheaper than the PC (not sure about mac
> shareware prices).

Really... Have you ever heard of Bmug and Educorp, the premier distributors PDS stuff?

Prove that the ST shareware is cheaper? Compare equivelant shareware..

> Well you don't have to allocate it, it saves time and lets the Apps
> use what they need as they need it.
>
>>> 6. Most everything is faster on the Atari computer
>>Whats most everything? Try running Marathon on the ST...
>
> I have no idea what that is but the power:performance ratio for the
> atari machines is much better than for the Mac even if the total speed
> isn't.

Are you inhaling funny stuff? Prove it that the power/performance ratio is better. Apple has just released the $1500 PowerMac 6360, a 160 mhz of the 6300 line which includes 16 megs ram, 1.2 gig, keyboard, 28K modem and tons of software...Also, the equivelant UMAX C500 is $1299!

>>> 7. Small applications
>>We have those too! We also have big bloaty ones as well..
>
> An app on an Atari doing exactly the same as a Mac app is likely to be
> quite a bit smaller. Atari apps need to be more compact and efficient
> so people try, rather than know that people will get a faster
> processor if they want more speed. This means that a high power Atari
> machine flies along and is a luxury rather than a necessity.

I hate to reign on your pararde, you are talking out of your ass. The Atari
apps are all small with less features and functionality. The Mac market has
both serving all kinds of users. Choices prevail..

>>> 8. The Atari operating system is more intuitive

>>I beg to differ.. So were is publish/subscribe, opendoc, cyberdog, quickdraw
>>3d and so on?
>
> That has little to do with intuitivity. I have no idea which is more
> intuitive, it will vary from person to person.

True..

> Nah didn't even understand the original point to be honest.

Huh?

>>> 10. The Atari crashes much less frequently
>>
>>I have not had a crash since i had mine..Other models have been notorious for
>>crashes and those ones are covered under Apple's 7 year extended warranty..
>
> Either you have got your wires crossed or I am very woried.

Please explain..

>>So why did you have to replace your Falcon? If the ST is soo cool, why are you
>>using a Mac?
>
> Maybe it died or something. I don't remember him saying anything
> about an ST thou'.

He most likely found the Falcon rather limiting..

> ---
> Paul Womar - Just your average Atari user on the verge of sanity.
> Please do not duplicate newsgroup messages to this address.
> Mail: Paul@pwomar.demon.co.uk IRC: Wo
> ---

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I

I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

5979. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-24 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct24.214258.1@cobra.uni.edu>
Source record: 8188

In article <845854366_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

>>Or you can take a spin when using QVR. But if you are using an ST, you are out
>>of luck..
>
> So you mean like drive a car round a realtime polygon world? Hardly a
> realistic simulation to make you say 'This is the car for me'! I'll
> stick to RRR on my PSX thanks.

Unless you want actual feeling what the interior will be like. The Mac provides it, the ST does not have it.

> They weren't my comparisons why don't you ask the person who made the
> claims that you failed to defeat? What version of Photolite was being
> compared again BTW pete?

Woops, wrong person. The person in question is not currently here..

> --
> Paul Womar - Just your average Atari user on the verge of sanity.
> Please do not duplicate newsgroup messages to this address.
> Mail: Paul@pwomar.demon.co.uk IRC: Wo
> --

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

5980. Re: I used a Mac yesterday

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-25 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.846253615@gen-off-3>
Source record: 8091

Denis Ruckebusch <DR7178@tntech.edu> writes:

>I still think Macs are nice machines, but I prefer Atari.
But you compared a rediculously out-of-date machine (68000 Mac)
against a rediculously out-of-date machine (68000 Atari). Try
comparing more up-to-date models (eg PowerMac against, er, what? Falcon?)
--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

5981. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-25 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <846293306_OASIS_@pwomar.demon.co.uk>
Source record: 8092

In article <djs.846160540@gen-off-3>
djs@jet.uk (David Stevenson) said:-

>chriswil@southern.co.nz (Chris Wilkinson) writes:
>
>>4. Mac software is more difficult to get to grips with than Atari software...
>eg? How do you get to grips with Atari Photoshop, for example? Oh,
>you can't, sorry.

Apex Media Macintosh is hard to get to grips with too?? What do you
mean you can't?

>>5. Macs don't pre-emptively multitask (neither do Atari's unless one has
>> MagiC but Atari users have that option...)
>What difference does pre-emptive multitasking actually make to you?
>I don't see any practical difference.

You have control over the applications rather than them taking control
of your machine. If I have a raytrace running, I tell it exactly how
much of the processor time it can have and if I have a bit spare
anyway then it gets given it. I've switched pre-emptive multitasking
off to see what it was like and although usable it wan't nice.

>>7. MIDI implementation on a Mac sucks (due to non-standard baud-rate thru
>> Mac serial port, uses 33600/38400 instead of the 31250 that IS the MIDI
>> standard...that causes timing glitches I have noticed...)
>I can't really comment on Mac MIDI, as mine doesn't have a MIDI interface.
>But no MIDI interface runs at 38400, as it's not MIDI then; the other
>end would not understand it. Also worth pointing out that the Atari's
>MIDI implementation is fucked, both hardware (wired incorrectly) and
>software (keyboard/mouse handling can cause an overrun).

I've never had the problems that you mentioned, it's not AFAIK wired
incorrectly but simply utilises un-used pins on the Out port, if you
use cheap cables with pins wired together then yeah you might get
problems. So what if you think keyboard/mouse handling may cause an
overun, Macs don't even have any MIDI ports to overrun!

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5982. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-25 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.846231253@gen-off-3>
Source record: 8189

thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
> Its more intuitive
In what way? Do you have anything concrete to say here, or are
you just going to chuck in a few buzzwords? Please feel free to
point to any independent studies which show that the Atari GUI is easier
to use. I suspect that there are none, but will be happy to be proved
wrong.

> Hmm...do you think he might have actually meant 68000 Macs?
They're so old that they're irrelevant.

> Its faster, more effecient, just plain better...
There you go again, nothing concrete (except "faster"; but pre-emptiveness
does not in itself make anything faster at all).

> Funny how an awful lot of very professional, and powerful software
> got written for it anyways, isn't it? :)
But all pro s/w now is for PC and Mac...

> AND how fast does you DSP chip run on your Performa? <heh>
Doesn't need one, I put a PPC in it!
--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

5983. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-25 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.846231661@gen-off-3>
Source record: 8190

Michael Grove <mgrove@ridgecrest.ca.us> writes:
>It means that, with no direct compairson of functionality,
>The GEM desktop looks, feels and smells faster than the Mac OS.
There's the rub. We are fully aware of the trade-off between functionality and performance; the ST has little functionality so can be faster. The GUI doesn't even give you popup menus, listboxes, etc. Everyone has to roll their own (popups are in TOS 4/MagiC, but most users don't have these) and most seem to do them slightly differently.

>Everyone that uses a TOS based machine with NVDI will tell you
Remember that I have owned a number of Ataris, including a Falcon. It's a bit sad that the OS was so cack that hacks like NVDI were necessary, even after several TOS releases it was so slow...

>Why would an Atari user want to use Photoshop when they have a much
>better option?
Like what? Photoshop was just one example, but there's no equivalent Atari app available as far as I can see (certainly not in the UK). We have laughably bad things such as DA's Picture.

>Try formatting a floppy disk on your Mac, and while it's
>going about it's thing, try to launch Photoshop.
I was just waiting for someone to come up with the "formatting a floppy" line. That's the only one anyone ever seems to come up with, and as I format a floppy about once a month, it's not really a big deal, is it? Anyway, there's no reason why the formatter can't be co-operative.

>Ok, take a UUE encoded file from a PC disk and load it into teach text,
>of simple text. Save it and then try to decode it. Does it work?
Dunno, I just drop PC uue files onto a decoder (uucd) and a pic comes out. Seems simple enough. And I have uucd configured to give the file the correct type such that a double click then brings up the pic in GraphicConverter. It would be even nicer if GC understood uuencoded files, I could do it in one step then.
--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be considered as an official comment from the JET Joint Undertaking
==========

5984. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-26 00:00:00 UTC
From: scrooge@cyclone.snafu.de
Message-ID: <54rruu$1ne@cyclone.snafu.de>
Source record: 8093
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <54g0dl$9gi@lex.zippo.com> JEDI writes:

> Also, if the Mhz spec is only the external clock and
> not the internal clock (as on Pentia) then that would also be
> consistent with the 68K family history as well. If the 060 is
> internally clock quadrupled (as someone else suggested, without
> the usual intel hype) that might help explain the inconsistent
> Photoline results.

The 68040 is not clock doubled.
The 68060 is neither clock quadrupled nor clock doubled.
(At least not in the way that instructions are executed with a faster clock speed than the external one. Both CPUs use the external clock speed to execute instructions.)
Check out the comp.sys.m68k FAQ for details.

Using the internal clock in marketing is no hype if instructions are actually executed using that clock speed, as is the case with x86-CPUs.

- Daniel
--
Forward In All Directions!
http://cyclone.snafu.de/

5985. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-26 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <54sf7b$hts@morgoth.sfu.ca>
Source record: 8094

Michael Grove <mgrove@ridgecrest.ca.us> writes:

>Ok, take a UUE encoded file from a PC disk and load it into teach text,
>of simple text. Save it and then try to decode it. Does it work?

Yes, it does. Why wouldn't it?

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5986. Re: I used a Mac yesterday

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-26 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <54sfb7$i0m@morgoth.sfu.ca>
Source record: 8095

Denis Ruckebusch <DR7178@tntech.edu> writes:

>This Mac is a Classic color (68000 CPU, tell me if I'm wrong). It was
>running system 7 and it was slow, slow, slow. Well, when I run Multitos
>on my Mega STE, it is really FASTER although it has a 68000 too.

That computer must be pushing ten years old! It's not a terribly relevant
comparison.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

5987. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-26 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <846388312_OASIS_@pcc-uky.campus.mci.net>
Source record: 8096

In article <djs.846231253@gen-off-3>
djs@jet.uk (David Stevenson) said:-

>thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
>> Its more intuitive
>In what way? Do you have anything concrete to say here, or are
>you just going to chuck in a few buzzwords? Please feel free to
>point to any independent studies which show that the Atari GUI is easier
>to use. I suspect that there are none, but will be happy to be proved
>wrong.

In every day use ways...we have a Mac at work,...I've used it on and
off over the last few years...in no way, shape, form or function is
it easier or even as easy to use as my Falcon...Maybe this is a
totally subjective thing, and I don't have a million dollar research
group looking it over, but its my opinion and I will not change it,
no matter how much wind blows or Mr. Sinclap inhales... :)

>> Hmm...do you think he might have actually meant 68000 Macs?
>They're so old that they're irrelevant.

They are not irrelevant, if that was what he meant...

>> Its faster, more effecient, just plain better...
>There you go again, nothing concrete (except "faster"; but pre-emptiveness
>does not in itself make anything faster at all).

Wrong...pre-emptive multitasking systems are recognized the world over
(except in Mac circles-grin!) as being superior to co-operative systems.
Try formatting a disk, and at the same time opening Photoshop...<heh>

>> Funny how an awful lot of very professional, and powerful software
>> got written for it anyways, isn't it? :)
>But all pro s/w now is for PC and Mac...

Wrong, wrong, wrong...Cubase Audio, Calamus SL, Papyrus, Apex Media (and
soon Apex Audio) etc, etc, etc,...(tired of typing) :)

>> AND how fast does you DSP chip run on your Performa? <heh>
>Doesn't need one, I put a PPC in it!

Then you don't know what you are missing, do you??? <smile>

--

_/_/_/

```
_/ Unholy horn doth sound its blast, | /\ _/
_/ You and we were first to conquer, | Dark><Chyld _/
_/ You and we shall be the last! | \/ _/
_/ | _/
_/ - from "Song of the Dragon Masters" - | The Fuji Lives! _/
_/ | _/
_/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~_/
_/ _/
_/ --> Sysop of The DarkForce! BBS....Call 1-606-886-9014 <-- _/
_/ _/
_/_/_/
```

5988. Re: I used a Mac yesterday

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-26 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <846388860_OASIS_@pcc-uky.campus.mci.net>
Source record: 8097

In article <32706A3C.7198@tntech.edu>
Denis Ruckebusch <DR7178@tntech.edu> said:-

>I still think Macs are nice machines, but I prefer Atari. Maybe it is
>just a matter of personnal views (and personnal views are always
>pointless to argue about). Anyway, I think we, Atari users, shouldn't
>spend our precious time arguing with Mac users. We have lots in common.
>Atari died, Apple is in trouble. Nobody here wants to see MS and Intel
>rule the world (At least I hope so, or I'm in the wrong newsgroup :-)).

Atari (under the Tramiels) did die...However the TOS/GEM aftermarket

--> LIVES! <--

and don't let any Mac or PC owning Atari wannabe -ever- tell you any
different!!! :)

PS and you are in the -right- newsgroup, friend! :)

--

```
_/_/_/
```

5989. Re: I used a Mac yesterday

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-26 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <846389044_OASIS_@pcc-uky.campus.mci.net>
Source record: 8098

In article <djs.846253615@gen-off-3>
djs@jet.uk (David Stevenson) said:-

>Denis Ruckebusch <DR7178@tntech.edu> writes:
>
>>I still think Macs are nice machines, but I prefer Atari.

>But you compared a rediculously out-of-date machine (68000 Mac)
>against a rediculously out-of-date machine (68000 Atari). Try
>comparing more up-to-date models (eg PowerMac against, er, what? Falcon?)

BUT 68000 Atari machines are still considered -very- functional...

You're right in one respect though, lets compare the PowerMac against
a 68060 equipped Hades or DirecT running similar apps... <grin> I know
I'll take TOS's functionality anytime, anywhere... %^)

--

```
_/_/_/
```

5990. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-26 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <846383906_OASIS_@pwomar.demon.co.uk>
Source record: 8099

In article <1996Oct24.221945.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <54jbrl$h07@news.eecs.umich.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
>
>>>So were are the multitasking apps?
>>
>> Yes they were.
>
>Huh?

It made more sense than the original question.

>>>So? I have 49 megs ram and still paid under $1000....Much cheaper to boot!
>>
>> No, I'd think that booting a system with 49megs of RAM would be
>> more expensive. Take a tad longer, too (for the memory test).
>
>Nope...

So 49 meg is cheaper than 4 or 14? A memory test doesn't take longer,
prove it.

>>>> 7. Small applications
>>
>>>We have those too! We also have big bloaty ones as well..
>>
>> You're starting to sound like a bad commercial.
>
>Why?

Because you are trying to sell the Mac to us and are entirely
unconvincing. If you meant why are you like this then perhaps you
should ask someone with a big couch and lots and lots of time.

>>>> 10. The Atari crashes much less frequently
>>
>>>I have not had a crash since i had mine..
>>
>> It shouldn't crash, considering what you're capable of doing.
>> (Move the mousey around and lookee the cutsey pointer move!)
>
>Whatever...Developing web pages..

An intense task I'm sure, a program with lots of buttons that are just
shortcuts for short text strings. Hardly high power work is it. Oh and
playing some of those video things you love but then I don't recall my

VCR ever crashing either.

>>>> These are some of my observations having bought a Macintosh to
>>>> replace my Falcon. I am not saying I hate Macintosh or attacking
>>>> it but simply pointing out some advantages of the computer I like
>>>> which is rare in this group.
>>
>>>So why did you have to replace your Falcon? If the ST is soo cool, why are you
>>>using a Mac?
>>
>> He wanted to see how the less-fortunate live. :-)
>
>I though that was the rational among the ST users. The ST catered to the lower
>income segment with varied quality...

About as logical as any of your other thoughts, and no I can't prove
it before you ask.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5991. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-26 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <846382344_OASIS_@pwomar.demon.co.uk>
Source record: 8100

In article <1996Oct24.214258.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <845854366_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>
>>>Or you can take a spin when using QVR. But if you are using an ST, you are out
>>>of luck..
>>
>> So you mean like drive a car round a realtime polygon world? Hardly a
>> realistic simulation to make you say 'This is the car for me'! I'll
>> stick to RRR on my PSX thanks.
>
>Unless you want actual feeling what the interior will be like. The Mac
>provides it, the ST does not have it.

You can feel it? Do you need an interactive glove or something? Or
just plug the Mac into your basic head mounted brainwave generator?

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5992. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-26 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <846382774_OASIS_@pwomar.demon.co.uk>
Source record: 8101

In article <1996Oct24.215732.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <845854850_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>
>>>So where are the multitasking apps?
>>
>> You don't need multitasking apps if the system is pre-emptive.
>> EVERYTHING becomes multitasking. This isn't that co-operative shite.
>
>Thats funny, I am not aware of any Games multitasking. At least the Amiga did
>in some form..

Yeah we have a huge catalogue of games, what about you or has Aplle
only just realised that there is a games market. Personally I have
never even considered running a game and other stuff at the other time
but I'm sure some stuff would work.

>>>So? I have 49 megs ram and still paid under $1000....Much cheaper to boot!
>>
>> Still extra cost no matter how cheap.
>
>True, not cost prohibitive. To do any serious work on the Falcon required 14
>megs. Atari did sell a 14 meg version. I use many low memory apps. I still
>use a Microphone version dating back to 1992..

It depends what you mean to be productive, you could easily write a
novel or something on an old 286 or ST or Amiga or Mac or PC
whatever you don't need lots of space for productivity like that
although 4 meg+ is obviously recomended.

>Now, that I am starting web development(a pipe dream on the ST), the ram will
>come in handy..
>
>>>Same here...My system came with over $500 in free apps.
>>
>> I think they mean PD software, there is more freeware on the Atari and
>> Shareware tends to be much cheaper than the PC (not sure about mac
>> shareware prices).
>
>Really... Have you ever heard of Bmug and Educorp, the premier distributors
>PDS stuff?
>
>Prove that the ST shareware is cheaper? Compare equivelant shareware..

From the PC stuff that I've seen in magazines, some people seem to
have the idea that $50 is ok for a shite disk util, I did take a quick
look through some MAc mags that I had and yes software was actually
very cheap for the Mac but I never commented on Mac prices before.

>> Well you don't have to allocate it, it saves time and lets the Apps
>> use what they need as they need it.
>>
>>>> 6. Most everything is faster on the Atari computer
>>>Whats most everything? Try running Marathon on the ST...
>>
>> I have no idea what that is but the power:performance ratio for the
>> atari machines is much better than for the Mac even if the total speed
>> isn't.
>
>Are you inhaling funny stuff? Prove it that the power/performance ratio is
>better.

It's far more trouble than it is worth to be honest just to prove a
point, how do you want me to measure chip power? What tests do you
want me to do? Whatever I try you'll only give me the usual compare
Photoshop shite, someone stated some tests before but you responded
with "your mac must be broken" or similar. And BTW I do know what
Marathon is, I just wasn't thinking about games at the time.

>Apple has just released the $1500 PowerMac 6360, a 160 mhz of the 6300
>line which includes 16 megs ram, 1.2 gig, keyboard, 28K modem and tons of
>software...Also, the equivelant UMAX C500 is $1299!

I didn't mention price and although this may very well be a powerful
machine, this was not the point I was trying to make.

>
>>>> 7. Small applications
>>>We have those too! We also have big bloaty ones as well..
>>
>> An app on an Atari doing exactly the same as a Mac app is likely to be
>> quite a bit smaller. Atari apps need to be more compact and efficient
>> so people try, rather than know that people will get a faster
>> processor if they want more speed. This means that a high power Atari
>> machine flies along and is a luxury rather than a necessity.
>
>I hate to reign on your pararde, you are talking out of your ass. The Atari
>apps are all small with less features and functionality.

Mostly with less (mostly useless) features but rarely reduced
functionality. My WP for example (That's Write 3) does far more than I
need it to do exen with all the TOC/Index generation, instant
correction, macros, scripts etc it's only about 1 meg in size.

--

Paul Womar - Just your average Atari user on the verge of sanity.

Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5993. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-26 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <846384432_OASIS_@pwomar.demon.co.uk>
Source record: 8102

In article <djs.846231661@gen-off-3>
djs@jet.uk (David Stevenson) said:-

>Michael Grove <mgrove@ridgecrest.ca.us> writes:
>>It means that, with no direct compairson of functionality,
>>The GEM desktop looks, feels and smells faster than the Mac OS.
>There's the rub. We are fully aware of the trade-off between functionality
>and performance; the ST has little functionality so can be faster.
>The GUI doesn't even give you popup menus, listboxes, etc. Everyone
>has to roll their own (popups are in TOS 4/MagiC, but most users don't
>have these) and most seem to do them slightly differently.
>
>>Everyone that uses a TOS based machine with NVDI will tell you
>Remember that I have owned a number of Ataris, including a Falcon.
>It's a bit sad that the OS was so cack that hacks like NVDI were
>necessary, even after several TOS releases it was so slow...

It's great that even a low end ST opens windows in an instant without
tonnes of processing power even with a hack like NVDI, I don't know if
you have used NVDI recently but now it's more than just a OS speeder.

>>Try formatting a floppy disk on your Mac, and while it's
>>going about it's thing, try to launch Photoshop.
>I was just waiting for someone to come up with the "formatting a floppy"
>line. That's the only one anyone ever seems to come up with, and as I
>format a floppy about once a month, it's not really a big deal, is it?
>Anyway, there's no reason why the formatter can't be co-operative.

If you had a pre-emptive OS then there would be no reason for it to
have to be.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

5994. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-26 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <846387344_OASIS_@pcc-uky.campus.mci.net>
Source record: 8103

In article <1996Oct24.222551.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>Navigate what?

Navigating and knowing where you'll go, rather than -hoping-
where you'll go!

>The dark ages of an OS, yes.. The Atari OS will never change..

I posted more than one message listing all the things that had
changed about TOS/GEM versions over the years...Whats the matter
Mr. Sinclair, list too long to read? <heh>

>> 4. Mac software is more difficult to get to grips with than Atari software...
>
>Please explain?

Like dragging the floppy icon to the trash can to eject the disk! Ooooh,
anybody would have guessed that one its so intuitive! :)

>> 5. Macs don't pre-emptively multitask (neither do Atari's unless one has
>> MagiC but Atari users have that option...)
>
>Mac users have the option to develop on the web, while Atari users do not have
>that utility. Macs can be internet servers while the ST can't.. Macs are
>going places while ST's will go to landfills..

ANYBODY can develop on the web...with any decent ASCII editor...its not
the software, its the individual...(which you'll never understand)

>> 6. Mac software seems relatively expensive in comparison to Atari
>> software of a similar nature...
>
>Prove it?

Pick up any Mac Warehouse mag, and read the prices for software, then
find its equal in Atari commercial/shareware software, and you quickly
understand! (tis not hard to do either...)

>> 7. MIDI implementation on a Mac sucks (due to non-standard baud-rate thru
>> Mac serial port, uses 33600/38400 instead of the 31250 that IS the MIDI
>> standard...that causes timing glitches I have noticed...)
>
>More Macs are in use for that utility..

As well as doorstops and paperweights, but that doesn't make them
superior at either function!

>> 8. Macs don't have Llamazap!
>
>ST's don't have PPC!

AND Macs don't have Apex Media, DSP chips as standard, etc, etc,...

>> 9. Most files I steal from a mac have to be 'flattened' before another
>> platform can use them (flattening separates resource and data forks
>> that are part of ALL mac files...)
>
>Interesting concept..

Like you can take any file and instantly transfer it to any other
platform without having to "manipulate" it first? :)

>> 10.The single button mouse on Mac does become limited after a while,
>> especially as more and more Atari software uses both buttons now...
>
>Two buttons are here as well..

Is that as standard or do you have to request it? :)

--

_/_/_/

5995. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-26 00:00:00 UTC
From: JEDI@osu.edu
Message-ID: <54tu6n$sgl@charm.magnus.acs.ohio-state.edu>
Source record: 8104

In article <djs.846231661@gen-off-3>
djs@jet.uk (David Stevenson) wrote:

>>Everyone that uses a TOS based machine with NVDI will tell you
> Remember that I have owned a number of Ataris, including a Falcon.
> It's a bit sad that the OS was so cack that hacks like NVDI were
> necessary, even after several TOS releases it was so slow...

NVDI is no hack. That just indicates how very little you
understand the way that GEM is put together. The system was
really quite modular. It doesn't matter whether or not the
system is using Atari's graphical api or someone elses. Just
point the appropriate trap vector to where you've loaded the
new VDI and go. Extensibility in this respect is strictly
through design.

Code to the api spec and each of GEM's 5 layers could be
provided by entirely separate & distinct groups.

```
*********************************************************
* | *
* They are a dying race; let them pass. | ||| *
* Who: Atari or Apple? | / | \ *
* YES. | *
* | *
*-----------------------------------------+------------*
* *
* OLE/OpenDOC: WeightWatchers for Applications. *
* =TMJ= *
*********************************************************
```

5996. DEC Alpha vs Falcon stuff...

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-26 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <846460040_OASIS_@pcc-uky.campus.mci.net>
Source record: 8105

Okay, per a conversation that was going on earlier, I went back and researched the DEC Alpha vs Falcon demo controversy. It was at CeBit '93, and I found the text describing what happened in Z-Net # 496, volume 8, issue 12, posted April 12/13, 1993. I found this particular issue on the Crawly Crypt CD-ROM volume 1, under magazine/znet/ZNET9312.ASC...

I'm sure this event is mentioned in other places as well, but this is the one I found...

Bill Rehbock of Atari is the person doing the talking here...

DEC (Digital Equipment Corp.) established that a reliable benchmark of the overall performance of a computer was how fast it could calculate and display a 256 color Mandelbrot set. The Mandelbrot set is the most popular example of a class of mathematics know as Fractals. When the data is plotted, beatiful pictures are generated on the computers screen. DEC showed that a Mac Quadra took 12 seconds to create the display, a 486DX-66 took 8 seconds, and the 150 mhz DEC Alpha took 4 seconds...On our (Atari's) video wall, 60 feet away from DEC's demonstation, we showed the same demo being done by a low cost home computer in only --4-- seconds AND in 16-bit color...much to the irritation of DEC...

Of course, we are talking about the Atari Falcon 030 here...!

--

```
_/_/_/
```

5997. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-26 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <54t33t$i5p@nyheter.chalmers.se>
Source record: 8106

In article <djs.846231253@gen-off-3> djs@jet.uk (David Stevenson) writes:
>There you go again, nothing concrete (except "faster"; but pre-emptiveness
>does not in itself make anything faster at all).

No, that's correct. It makes the system more persistent against program
crashes, for instance.

>Doesn't need one, I put a PPC in it!

You cannot replace a DSP with a PPC or vice versa. They're designed for
completely different tasks.

/Christer

5998. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-27 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GJ2ABGDMUP@cabal.shnet.org>
Source record: 8107

In <1996Oct24.221945.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:

>In article <54jbrl$h07@news.eecs.umich.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
>
>>>So were are the multitasking apps?
>>
>> Yes they were.
>
>Huh?

Any cleanly written TOS or GEm program runs perfectly under pre-emptive
multitasking - you may try the MagiCMac demo version to check.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

5999. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-27 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GJ2ABGDJUP@cabal.shnet.org>
Source record: 8108

In <djs.846160540@gen-off-3> David Stevenson wrote:
>What difference does pre-emptive multitasking actually make to you?
>I don't see any practical difference.

With pre-emptive multitasking, a dialog box does not hinder your entire machine from rendering some graphics during the night (as it does on the Mac). With pre-emptive multitasking, playing a digitized piece of sound will not lock your entire machine (as it does on the Mac). With pre-emptive multitasking, ...

Just because you don't have a clue about the advantages doesn't mean there aren't any.

>Having a more advanced file system is a disadvantage?

In which way is the MacFS "more advanced"? Give me a Be or Unix FS instead, for the MacFS really sucks - copying files lasts about as long as on a TT - just install Copy Doubler on the Mac and don't use Kobold on the TT.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

6000. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-27 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32735397.6A3F@ridgecrest.ca.us>
Source record: 8109

David Stevenson wrote:
>
> Michael Grove <mgrove@ridgecrest.ca.us> writes:
> >It means that, with no direct compairson of functionality,
> >The GEM desktop looks, feels and smells faster than the Mac OS.

> There's the rub. We are fully aware of the trade-off between functionality
> and performance; the ST has little functionality so can be faster.

Maybe less, but more than enough. And as you state yourself, more
responsive. Teach me something. I converted a .moov to over 500
jpg files. I wanted a DOS file extension, but didn't check what the
Debablizer default extension was for a jpg file. It turned out to be
.jpeg. Not usable on a DOS file system. Now how, from the Mac O/S,
can I rename all of the extension to .jpg without additional
software?

> The GUI doesn't even give you popup menus, listboxes, etc.

Neither does the Mac unless you hold down the mouse key. With MagiC
(I consider this an O/S upgrade just like your Mac O/S upgrades)
you just hold the mouse over an Icon and presto, pop up files and
menus.

>Everyone
> has to roll their own (popups are in TOS 4/MagiC, but most users don't
> have these) and most seem to do them slightly differently.

I can't image not having a Falcon. So your statement means little to
me. Just like someone who use to have a Mac plus and now has moved on.
The users that have stuck with ST's and Mega's have made the decision
that those machines perform the task required of them and the
results and performance meet their expectations. I would also
think in todays world that they have also been exposed to
Mac's and PC's so made their decision from experience.

>
> >Everyone that uses a TOS based machine with NVDI will tell you
> Remember that I have owned a number of Ataris, including a Falcon.

I don't remember anything about what you owned. Have any good
Falcon hardware for sale?

> It's a bit sad that the OS was so cack that hacks like NVDI were
> necessary, even after several TOS releases it was so slow...

Nothing sad about an O/S under developement. TOS 4.04 is pretty
increditable to come from such a small company as Atari was
and performs well under the aged processors that those machines
use.
If it was without merrit, you wouldn't see Mint or MagiC or
Geneva or..... NVDI a hack? I hardly thing so. If you have
owned a TOS machine you know better:)

What about Mac O/S 7.5/7.5.2/7.5.3/7.5.5 ? Just because Mac
updates their own O/S makes it better? I find the third party
O/S software quite refreshing. It gives myself and other users
the option to customize their system to their liking, or budget.
>
> >Why would an Atari user want to use Photoshop when they have a much
> >better option?
> Like what? Photoshop was just one example, but there's no equivalent
> Atari app available as far as I can see (certainly not in the UK). We
> have laughably bad things such as DA's Picture.

What kind of machine are you talking about running Photoshop on?
Again, an Indigo 3 will make ANY Mac look puke green. So if your
wanting to compair a Mega or even a Falcon to an 8500 there must
be some consideration to the performance ratio of the hardware and
software under question. I haven't used DA's Picture. I can't compair
it to Photoshop. I have used Photoline under MagiC Mac and on a
Falcon and can say the I much perfer Photoline to Photoshop on either
Machine, Mac or Atari. I'm sure I would also be please with the
performance
of the application on a Hades 060. Debablizer is a nice conversion
application on the Mac, but even on a 40mhz 040 Mac it is equaled in
speed by Image Copy. Granted it has more funtions, but those don't
cause the speed difference. I think having to drag around all the
extra weight is what slows it down. MagiC dosen't seem to have this
problem on the Mac. But then, you get what you get with the Mac O/S.
All or nothing. It's nice to have kind of a modular system when using
TOS or MagiC.

>
> >Try formatting a floppy disk on your Mac, and while it's
> >going about it's thing, try to launch Photoshop.

> I was just waiting for someone to come up with the "formatting a floppy"
> line. That's the only one anyone ever seems to come up with, and as I
> format a floppy about once a month, it's not really a big deal, is it?
> Anyway, there's no reason why the formatter can't be co-operative.

Ok, writing to a floppy:). Same thing, and bottle neck. Background
DMA transfers are nice under MagiC. Actually I find the Mac O/S
quite usable, if abit slow. When I want to print a mail label or
check my Mail however, I go for the Falcon first. I can be done in
almost the time it takes for the Mac to get warmed up. The Mac
does have much more advanced hardware available for it. I can capture
video direct to harddisk, convert the movie to targa files and drop

it on my Atari formatted harddisk under MagiC, plug in the Falcon and
have a ball with Apex. No Preimer, Quick Flix or Avid, just Apex.

Anyway, as cack as TOS or MagiC are, the Falcon can still hold it's own.
More and more applications are available, so it seems that I won't be
tossing it into a "landfill" anytime soon. My Quadra on the other hand
will find a new owner once a Hades 060 takes it place.

Have you crashed Netscape today?

Mike

No home page on the Web.
>
>
> --
> Home page http://www.compulink.co.uk/~ktl/hoagy.html
> Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327
>
> ==
> The above article is the personal view of the poster and should not be
> considered as an official comment from the JET Joint Undertaking
> ==

6001. Re: I used a Mac yesterday

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-27 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32735560.623@ridgecrest.ca.us>
Source record: 8110

David Stevenson wrote:
>
> Denis Ruckebusch <DR7178@tntech.edu> writes:
>
> >I still think Macs are nice machines, but I prefer Atari.
> But you compared a rediculously out-of-date machine (68000 Mac)
> against a rediculously out-of-date machine (68000 Atari). Try
> comparing more up-to-date models (eg PowerMac against, er, what? Falcon?)

What would be the purpose? He would fine that the same operating system
that was on the 68000 Mac is on the PowerMac, and that the Falcon has
changed dramaticaly over the Mega. He would discover that TOS is even
more user friendly that it was on the Mega and offers a bundle of new
features. He would still find the Mac confusing and slow, reguardless
of which Mac he tried.
I fail to see where this would benifit you arguement.

Mike

> --
> Home page http://www.compulink.co.uk/~ktl/hoagy.html
> Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327
>
> ==
> The above article is the personal view of the poster and should not be
> considered as an official comment from the JET Joint Undertaking
> ==

6002. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-27 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GJ2JFDCVUP@cabal.shnet.org>
Source record: 8111

In <1996Oct24.215732.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:

>In article <845854850_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>
>
>>>So where are the multitasking apps?
>>
>> You don't need multitasking apps if the system is pre-emptive.
>> EVERYTHING becomes multitasking. This isn't that co-operative shite.
>
>Thats funny, I am not aware of any Games multitasking. At least the Amiga did
>in some form..

Yeah right. Using "forbid()" means multitasking, then? Any commercial game
on the Amiga uses "forbid()" to _prevent_ multitasking.

Some Atari games that multitask: columns, ballerburg 2.1, gemory, gemtrek,
shanghai, kubis96a, nanjing, sokoban, wintris, yukon.

>Prove that the ST shareware is cheaper? Compare equivelant shareware..

As if you had any idea what software exists on the Atari.

>Apple has just released the $1500 PowerMac 6360, a 160 mhz of the 6300
>line which includes 16 megs ram, 1.2 gig, keyboard, 28K modem and tons of
>software...Also, the equivelant UMAX C500 is $1299!

You are talking bullshit, Petey-boy. Tell me where I (I!) may get such
prices. Nope, I'm not going to import Macs w/ American keyboards and 110V
PSUs.

>I hate to reign on your pararde, you are talking out of your ass. The Atari
>apps are all small with less features and functionality. The Mac market has
>both serving all kinds of users. Choices prevail..

Calamus SL is "small" and has "less features"? Tell the guys who publish
the Calamus DTP magazine "invers". They'll laugh in your face.

And "Papyrus 4.5" has just been published in an OS/2 version and got a
great review by "c't".

Thorsten
--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

6003. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-27 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GJ2JFDCSUP@cabal.shnet.org>
Source record: 8112

In <327042D1.3229@ridgecrest.ca.us> Michael Grove wrote:

>David Stevenson wrote:
>>
>> chriswil@southern.co.nz (Chris Wilkinson) writes:
>> >1. The Atari GUI is MUCH quicker to navigate around...
>> What the hell does that actually mean?
>
>It means that, with no direct compairson of functionality,
>The GEM desktop looks, feels and smells faster than the Mac OS.

E.g. an Atari TT (32 MHz 030) is faster in GUI operations than a 9500 Quadra. If the GUI is faster, one can work faster.

And the Mac file selector is worse than even that of TOS 1.0. Seems the German language "Inofficial Mac FAQ" should be translated to break Macaholics' blindness.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

6004. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-27 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GJ2JFDDDUP@cabal.shnet.org>
Source record: 8113

In <djs.846231661@gen-off-3> David Stevenson wrote:
>The [Atari] GUI doesn't even give you popup menus, listboxes, etc.

When have you seen an professionally installed Atari system last time? The AES is very well capable of such things, it's just that the desktop itself (which is an application, not a GUI) lacks certain features. Use Thing or Ease instead and/or install a small program taht does the task (Mac users consider this perfectly legitimate on the Mac, but Atari users are not allowed to do this, right?).

>Everyone
>has to roll their own (popups are in TOS 4/MagiC, but most users don't
>have these)

How many Macs still use SysVI or older?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

6005. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-27 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GJ2JFDCYUP@cabal.shnet.org>
Source record: 8114

In <djs.846231253@gen-off-3> David Stevenson wrote:
>thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
>> Its more intuitive
>In what way? Do you have anything concrete to say here, or are
>you just going to chuck in a few buzzwords? Please feel free to
>point to any independent studies which show that the Atari GUI is easier
>to use. I suspect that there are none, but will be happy to be proved
>wrong.

On the Atari, you can eject a disk without dragging it's icon to the
trashcan icon (which is _very_ intuitive on the Mac, anyone would throw
something into the trashcan to remove it from the drive). On the Atari,
ejected media are not requested back in certain situations.

>> Its faster, more effecient, just plain better...
>There you go again, nothing concrete (except "faster"; but pre-emptiveness
>does not in itself make anything faster at all).

It _is_ faster, check MagiCMac to get an idea on how fast it is. This has
nothing to do with pre-emptive multitasking (that just adds responsiveness
to the system and prevents stupid locks by badly written programs).

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

6006. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-27 00:00:00 UTC
From: lolsen@hsr.no
Message-ID: <5506ft$94s@dole.uninett.no>
Source record: 8115
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Daniel G. Link writes:
: In <54g0dl$9gi@lex.zippo.com> JEDI writes:

: > Also, if the Mhz spec is only the external clock and
: > not the internal clock (as on Pentia) then that would also be
: > consistent with the 68K family history as well. If the 060 is
: > internally clock quadrupled (as someone else suggested, without
: > the usual intel hype) that might help explain the inconsistent
: > Photoline results.

: The 68040 is not clock doubled.
: The 68060 is neither clock quadrupled nor clock doubled.
: (At least not in the way that instructions are executed with a faster clock
: speed than the external one. Both CPUs use the external clock speed to execute
: instructions.)
: Check out the comp.sys.m68k FAQ for details.

: Using the internal clock in marketing is no hype if instructions are actually
: executed using that clock speed, as is the case with x86-CPUs.

The MC68060 Broduct Brief from Motorola tells me that:
"The timing of the bus is fully configurable to match external
memory requirements".
That implies two timers, one for the bus and one for
the processor.
Hence, it seems to be able to do clock-doubling like the Intels.
Cheers...

6007. Re: I used a Mac yesterday

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-27 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GJ2PBIARUP@cabal.shnet.org>
Source record: 8116

In <54sfb7$i0m@morgoth.sfu.ca> Brian Quinlan wrote:
>Denis Ruckebusch <DR7178@tntech.edu> writes:
>
>>This Mac is a Classic color (68000 CPU, tell me if I'm wrong). It was
>>running system 7 and it was slow, slow, slow. Well, when I run Multitos
>>on my Mega STE, it is really FASTER although it has a 68000 too.
>
>That computer must be pushing ten years old!

The Color Classic was presented ca. 1993 and has a 030 processor (32
MHz?). Otherwise it would be unable to run System 7.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

6008. Re: I used a Mac yesterday

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct27.115549.1@cobra.uni.edu>
Source record: 8117

In article <32706A3C.7198@tntech.edu>, Denis Ruckebusch <DR7178@tntech.edu> writes:
> Hi,
>
> I saw all those postings about Mac versus Atari. I used a Mac a couple
> of times in my life and I have a Mega STE and a 486. Let me tell you
> what I felt like yesterday, when I tried to use a Mac.

Did you try using a Mac?

> First of all it took me some time to start with the Mac. I realised that
> the Atari user interface is much more simple to use (and to remember)

Easier to use?

> This Mac is a Classic color (68000 CPU, tell me if I'm wrong). It was
> running system 7 and it was slow, slow, slow. Well, when I run Multitos
> on my Mega STE, it is really FASTER although it has a 68000 too.

This Color Classic was a 68030/32 mhz on a 16 bit bus, Yea Apple crippled it..
Was this Mac running under 16 bit color/32,000 colors and word? Was your Mega
running under 32,000 colors with high res and the equivelant apps. If so get
back to me....

> When I inserted a PC disk the Mac told me something like "not a Mac
> disk, do you want me to format it ?" I thought these machines had a
> drive that allows them to read PC floppy disks. So what ? Do I also need
> a software ? My Atari reads PC floppys. It doesn't ask me if I want to
> format them. (It doesn't ask me anything)

I guess you did not have the included Apple PC translator utility which would
of detected the disk..

> I still think Macs are nice machines, but I prefer Atari. Maybe it is
> just a matter of personnal views (and personnal views are always
> pointless to argue about). Anyway, I think we, Atari users, shouldn't
> spend our precious time arguing with Mac users. We have lots in common.
> Atari died, Apple is in trouble. Nobody here wants to see MS and Intel
> rule the world (At least I hope so, or I'm in the wrong newsgroup :-)).
>

True...But Apple is not in trouble...

> Denis
>
>
> e-mail : DR7178@tntech.edu
> http://www.csc.tntech.edu/~druckeb/

> http://www.mygale.org/09/druckeb/

GREETINGS..

```
|-----------------------------------------------------------------------------|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|-----------------------------------------------------------------------------|
```

"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

6009. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-27 00:00:00 UTC
From: dcorn2@paradise.pplnet.com
Message-ID: <3277b936.53125429@news.onramp.net>
Source record: 8118
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 27 Oct 1996 17:34:53 GMT, lolsen@hsr.no (Lasse Olsen) wrote:

> Hence, it seems to be able to do clock-doubling like the Intels.

No, the 040 doesn't. This has been talked about and harped over time
and time again, and if I still had my old Mac I could give you a quote
from Apple's designers saying this wasn't the case. If you care
enough to do so, post to an Apple technical newsgroup; you should get
a reply from someone in the group givin the correct information.

I'm a bit suprised at you, actually. This is a pretty old topic...

____
Reachable at: 713 888 6236
E-Mailable at: dcorn@paradise.pplnet.com
E-Mail address changed to stop auto-spam-mailers

6010. Re: I used a Mac yesterday

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-27 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <846519156_OASIS_@pcc-uky.campus.mci.net>
Source record: 8119

In article <1996Oct27.123031.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>Article <846389044_OASIS_@pcc-uky.campus.mci.net> writes:
>> BUT 68000 Atari machines are still considered -very- functional...
>So are LC's, LC II, LC III and Quadra 605'...

So...we both agree that old 68000 machines are still useful... :)

>> You're right in one respect though, lets compare the PowerMac against
>> a 68060 equipped Hades or DirecT running similar apps... <grin> I know
>> I'll take TOS's functionality anytime, anywhere... %^)
>
>Which Powermac? There many models in the line from Apple and the clone firms..

How about similarly equipped models running similar (as possible) apps.? :)

--

```
_/_/_/
```

6011. Re: I used a Mac yesterday

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-27 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <3273CF00.1D77@ridgecrest.ca.us>
Source record: 8120

PETER SINCLAIR-DAY wrote:
>
> In article <32706A3C.7198@tntech.edu>, Denis Ruckebusch <DR7178@tntech.edu> writes:
> > Hi,
> >
> > I saw all those postings about Mac versus Atari. I used a Mac a couple
> > of times in my life and I have a Mega STE and a 486. Let me tell you
> > what I felt like yesterday, when I tried to use a Mac.
>
> Did you try using a Mac?

I quote the above statement from Denis above "I used a Mac a couple of
times".
Not only do you know nothing whatsoever about computers except what you
read
in the monthly rags, you can't read.

>
> > First of all it took me some time to start with the Mac. I realised that
> > the Atari user interface is much more simple to use (and to remember)
>
> Easier to use?

Ya, that is what he said. For him it was easier to use.

>
> > This Mac is a Classic color (68000 CPU, tell me if I'm wrong). It was
> > running system 7 and it was slow, slow, slow. Well, when I run Multitos
> > on my Mega STE, it is really FASTER although it has a 68000 too.
>
> This Color Classic was a 68030/32 mhz on a 16 bit bus, Yea Apple crippled it..
> Was this Mac running under 16 bit color/32,000 colors and word? Was your Mega
> running under 32,000 colors with high res and the equivelant apps. If so get
> back to me....

Ya, I think he is running with a Panther Graphics card installed. It's
only about $150.00. Blows away Mac video modes through the Quadra
040 line for a lot less money.

>
> > When I inserted a PC disk the Mac told me something like "not a Mac
> > disk, do you want me to format it ?" I thought these machines had a
> > drive that allows them to read PC floppy disks. So what ? Do I also need
> > a software ? My Atari reads PC floppys. It doesn't ask me if I want to
> > format them. (It doesn't ask me anything)
>

> I guess you did not have the included Apple PC translator utility which would
> of detected the disk..

Ya, it's kind of confusing. Especially when you upgrade an older version
of
the Mac O/S and don't have all extensions or control pannels loaded on
hard disk.
The install just replaces what you have currently active. I wonder how
many
Mac users are running a crippled system because they don't understand
this.
Let's see, jump over to the Mac newsgroup, jeez, I can't believe the
types of people a mainstream computer platform brings onto the internet.
Some of those questions are pretty ignorant.
I think I see a good place for you to visit 'Plop. Your presence there
should give you the ego boost you need.

>
> > I still think Macs are nice machines, but I prefer Atari. Maybe it is
> > just a matter of personnal views (and personnal views are always
> > pointless to argue about). Anyway, I think we, Atari users, shouldn't
> > spend our precious time arguing with Mac users. We have lots in common.
> > Atari died, Apple is in trouble. Nobody here wants to see MS and Intel
> > rule the world (At least I hope so, or I'm in the wrong newsgroup :-)).
> >
>
> True...But Apple is not in trouble...

Apple will be history soon enough. What do you think, maybe 5 or 10 more
years? At least then the defunct Apple hardware will be available for a
reasonable cost. To bad all the Motorola programmers will be retired and
the up and comings will be working on Intel platforms.
I hope Doug Little is still happy then with his current hobby and
platform :)

Mike

>
> > Denis
> >
> >
> > e-mail : DR7178@tntech.edu
> > http://www.csc.tntech.edu/~druckeb/
> > http://www.mygale.org/09/druckeb/
>
> GREETINGS..
> |---|
> | Peter Sinclair-Day POWERMAC OF COURSE.... |
> | University of Northern Iowa |
> I I
> I Do you believe in Macintosh? Learn how to help the cause by subscribing I
> I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I

> I go to: <http://www.solutions.apple.com/ListAdmin/>. I
> |---|
> "A cut in the capital gains taxes will benefit me and make me richer.
> And I am not embarrassed to say that."
> -Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

6012. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-27 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <550opc$6j@orm.southern.co.nz>
Source record: 8121

I knew this would get you guys going!

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: In article <54km6h$57j@orm.southern.co.nz>, chriswil writes:
: > Hi there!
: >
: > Here are my ten reasons to use Atari (Falcon in particular) over Mac...
: >
: > 1. The Atari GUI is MUCH quicker to navigate around...
:
: Navigate what?

Yes Navigate! If I want to go to a deeply nested directory it it MUCH
quicker to do so using my Falcon as I always seem to be waiting for MacOS
to finish its frilly bits before I can d-click on the next directory...

: > 2. The Atari doesn't chew as much memory just to run the OS...
:
: The dark ages of an OS, yes.. The Atari OS will never change..

Until each new release of MagiC, MiNT, XaAES, oAESes, Geneva, Thing etc...
comes out...

: > 3. Mac serial ports on 680x0 machines are limited to 57600 baud...
:
: You sure?

Yes. _Most_ 68k Macs are limited in this way. Some newer 68k Macs can do
better (ie. newer Performas, AV macs of course)...

: > 4. Mac software is more difficult to get to grips with than Atari software
:
: Please explain?

Does this need explaining? The learning curve on software is MUCH steeper
on _most_ Mac software I have seen compared to comparable Atari software
with similar features...

: > 5. Macs don't pre-emptively multitask (neither do Atari's unless one has
: > MagiC but Atari users have that option...)
:
: Mac users have the option to develop on the web, while Atari users do not have
: that utility. Macs can be internet servers while the ST can't.. Macs are
: going places while ST's will go to landfills..

He's getting toey now! How do you mean 'develop' on the web? I happily
develop offline and online web pages for my Atari club, and with each new

version of CAB etc...I can do more of what PC/Mac users might take for
granted with the WWW. Admittedly the Atari is behind in things like Java
etc...but this is only because the w**kers who invented these things
'need' one to sign corporate-propellor-head-mentality-bureaucratic-bumph
licensing agreements, and that, despite what Sun says, will cost big $$$

: > 6. Mac software seems relatively expensive in comparison to Atari
: > software of a similar nature...
:
: Prove it?

APEX media for 100UK Pounds. Gimme a Mac app that even comes close for
similar $ and I'll tear my head off and feed it to myself. Other examples
exist like Photoline, DA`s software, Steinberg software, and much more.
All these apps provide as much if not more features than similarly priced
versions for the Mac...

: > 7. MIDI implementation on a Mac sucks (due to non-standard baud-rate thru
: > Mac serial port, uses 33600/38400 instead of the 31250 that IS the MIDI
: > standard...that causes timing glitches I have noticed...)
:
: More Macs are in use for that utility..

Really? That surprises me, for as a semi-pro bass-player over the
years I would have said that the jerky timimg resolution I hear on Mac
MIDI setups would be unacceptable to most studio worth their name...

: > 8. Macs don't have Llamazap!
:
: ST's don't have PPC!

But they do have 68060, and according to Computer DirecT they may have
PPC before too long...checkout Computer DirecT's homepage
<http://www.compdirect.com/> to see what they are up to...

: > 9. Most files I steal from a mac have to be 'flattened' before another
: > platform can use them (flattening separates resource and data forks
: > that are part of ALL mac files...)
:
: Interesting concept..

Yes. A right pain, especially if I'm grabbing large QT movies. The problem
exists mainly with software that lives on CD-ROM for the Mac, as such
software is written to the CD in a dual-forked format that incorporates
the resource and data forks for the file in one chunk...

: > 10.The single button mouse on Mac does become limited after a while,
: > especially as more and more Atari software uses both buttons now...
:
: Two buttons are here as well..

Yes, but you have to go out and get a two-button mouse first...

: > There are more reasons but I get bored reminding myself of them all. I
: > think I'll hit the PC next time so be prepared for a 100k post! :)

I'm not kidding (much!) :)

I would still like to know if Mr. Sinclair-Day has actually used a Falcon
before, and how it was setup...maybe someone should show him one day and
make him eat all those words from over all those years...

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/32Mhz/DSP/FPU

6013. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct27.121923.1@cobra.uni.edu>
Source record: 8122

In article <846387344_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:

>>Navigate what?
>
> Navigating and knowing where you'll go, rather than -hoping-
> where you'll go!

Thats an issue.. I have no such difficulty..

> I posted more than one message listing all the things that had
> changed about TOS/GEM versions over the years...Whats the matter
> Mr. Sinclair, list too long to read? <heh>

You call that change?

>>> 4. Mac software is more difficult to get to grips with than Atari software...
>>
>>Please explain?
>
> Like dragging the floppy icon to the trash can to eject the disk! Ooooh,
> anybody would have guessed that one its so intuitive! :)

Thats difficult? Just you..

>>Mac users have the option to develop on the web, while Atari users do not have
>>that utility. Macs can be internet servers while the ST can't.. Macs are
>>going places while ST's will go to landfills..
>
> ANYBODY can develop on the web...with any decent ASCII editor...its not
> the software, its the individual...(which you'll never understand)

Yes, but we do it better with apps like HomePage and PageMill. No need to use an ASCII editor, when one just has to plop in text, graphics, photos, video and sound with ease. Now get back to me when you can hook up a digital camera to the ST.

> Pick up any Mac Warehouse mag, and read the prices for software, then
> find its equal in Atari commercial/shareware software, and you quickly
> understand! (tis not hard to do either...)

The problem is, there is no equal in the ST world. ClarisWorks caan be had for $69 and Word Perfect $99.

>>> 7. MIDI implementation on a Mac sucks (due to non-standard baud-rate thru

>>More Macs are in use for that utility..
>

> As well as doorstops and paperweights, but that doesn't make them
> superior at either function!

Just like the ST, only Atari. Open an issue of Keyboard magazine and see what
platform is reviewed the most..

>>ST's don't have PPC!
>
> AND Macs don't have Apex Media, DSP chips as standard, etc, etc,...

PPC processors have rendered DSP obsolete..

>>Interesting concept..
>
> Like you can take any file and instantly transfer it to any other
> platform without having to "manipulate" it first? :)

Has not happen to me. However, WP5.1 files have to be translated over through
the included utility shipped with Performas..

>>> 10.The single button mouse on Mac does become limited after a while,
>>> especially as more and more Atari software uses both buttons now...
>>
>>Two buttons are here as well..
>
> Is that as standard or do you have to request it? :)
>

Request it like you have to request options on the ST..
>
> __
>
> _/_/_/_

6014. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct27.122604.1@cobra.uni.edu>
Source record: 8123

In article <846388312_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:

>>> AND how fast does you DSP chip run on your Performa? <heh>
>>Doesn't need one, I put a PPC in it!
>
> Then you don't know what you are missing, do you??? <smile>

Just like what you are missing, PPC!

> __
>
> _/_/_/_

6015. Re: I used a Mac yesterday

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct27.123031.1@cobra.uni.edu>
Source record: 8124

In article <846389044_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:

> BUT 68000 Atari machines are still considered -very- functional...

So are LC's, LC II, LC III and Quadra 605'....

> You're right in one respect though, lets compare the PowerMac against
> a 68060 equipped Hades or DirecT running similar apps... <grin> I know
> I'll take TOS's functionality anytime, anywhere... %^)

Which Powermac? There many models in the line from Apple and the clone firms..

```
> 
> __
>
> _/_/_/_
```

6016. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct27.190036.1@cobra.uni.edu>
Source record: 8125

In article <846382344_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

> You can feel it? Do you need an interactive glove or something? Or
> just plug the Mac into your basic head mounted brainwave generator?

He he he.. Just need QTVR. However, you don't believe in progress so you can't experience the thrill of a BMW..

> __
>
> ---
> Paul Womar - Just your average Atari user on the verge of sanity.
> Please do not duplicate newsgroup messages to this address.
> Mail: Paul@pwomar.demon.co.uk IRC: Wo
> ---

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

6017. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-27 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <846519730_OASIS_@pcc-uky.campus.mci.net>
Source record: 8126

In article <1996Oct27.121923.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <846387344_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net
(Ronald J. Hall) writes:

>> I posted more than one message listing all the things that had
>> changed about TOS/GEM versions over the years...Whats the matter
>> Mr. Sinclair, list too long to read? <heh>
>
>You call that change?

Yes, I call over 30 significant items a change! Did you -bother- to
read that post Mr. Sinclair or are you doing a knee-jerk reaction because
I was able to post such a listing??? :)

>> Like dragging the floppy icon to the trash can to eject the disk! Ooooh,
>> anybody would have guessed that one its so intuitive! :)
>
>Thats difficult? Just you..

I -DARE- you to put any 10 novice users in front of a Mac and ask them to
figure out -on their own!- how to get a floppy disk out!!!! Then you come
back here and tell me its just me having difficulties!

>Yes, but we do it better with apps like HomePage and PageMill. No need to use
>an ASCII editor, when one just has to plop in text, graphics, photos, video and
>sound with ease. Now get back to me when you can hook up a digital camera to
>the ST.

Agreed that there aren't any Web page apps -yet- for the Atari...I've sure
someone will though, and I know it will offer most of the features, with
more ease of use, and at a lower cost than comparable programs on other
platforms...(as is the case with most Atari software!) :)

Ditto for the digital camera...

>> Pick up any Mac Warehouse mag, and read the prices for software, then
>> find its equal in Atari commercial/shareware software, and you quickly
>> understand! (tis not hard to do either...)
>
>The problem is, there is no equal in the ST world. ClarisWorks caan be had for
>$69 and Word Perfect $99.

Time and time again powerful, efficient Atari programs have been listed
that match up well feature-for-feature against apps on -any- platform,
and yet you still act like you haven't seen them...Your ability to read

and comprehend English is becoming very suspect, Mr. Sinclair...do you
happen to have a green card, by any chance? :)

>>>> 7. MIDI implementation on a Mac sucks (due to non-standard baud-rate thru
>>>More Macs are in use for that utility..
>>
>> As well as doorstops and paperweights, but that doesn't make them
>> superior at either function!
>
>Just like the ST, only Atari. Open an issue of Keyboard magazine and see what
>platform is reviewed the most..

Hmm...the PC? <heh>

>>>ST's don't have PPC!
>>
>> AND Macs don't have Apex Media, DSP chips as standard, etc, etc,...
>
>PPC processors have rendered DSP obsolete..

I doubt that...even the PC world has figured out that the brute
strength cpu approach doesn't work...thats why now they are off-
loading things to video accelerators, etc,...something that has
been known in Amiga/Atari camps for years... :)

>> Like you can take any file and instantly transfer it to any other
>> platform without having to "manipulate" it first? :)
>
>Has not happen to me. However, WP5.1 files have to be translated over through
>the included utility shipped with Performas..

AND because it hasn't happened to you, it hasn't happened to any Mac
user, eh? Get real...you obviously have never used a Mac/PC transfer.

>>>> 10.The single button mouse on Mac does become limited after a while,
>>>> especially as more and more Atari software uses both buttons now...
>>>
>>>Two buttons are here as well..
>>
>> Is that as standard or do you have to request it? :)
>>
>
>Request it like you have to request options on the ST..

A request for a 2-button mouse has never been made by an Atari user!

--

_/_/_/

```
_/ You and we shall be the last! | \/ _/
_/ | _/
_/ - from "Song of the Dragon Masters" - | The Fuji Lives! _/
_/ | _/
_/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~_/
_/ _/
_/ --> Sysop of The DarkForce! BBS....Call 1-606-886-9014 <-- _/
_/ _/
_/_/_/
```

6018. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-28 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.846519648@gen-off-3>
Source record: 7991

JEDI@osu.edu (JEDI) writes:
> NVDI is no hack.
I did try responding to this by Email. Can't you get your news
software to give a valid Email address? Or don't you have enough
conviction in your opinions to be named?

From your mail machine:
From: PMDF Mail Server <postmaster@PHEM1.ACS.OHIO-STATE.EDU>
Subject: Undeliverable mail: Processing failure
To: David.Stevenson
Mime-Version: 1.0
Content-Type: MULTIPART/MIXED; BOUNDARY="Boundary (ID fcV0I0rtweAUUTZPmItfkw)"

--Boundary (ID fcV0I0rtweAUUTZPmItfkw)
Content-type: TEXT/PLAIN; CHARSET=US-ASCII

These addresses were rejected:

JEDI@osu.edu ambiguous, choose one of:
Jedlicka, Diane Schwede , GRD: Jedlicka.1
Jedlicka, Heather Ann , UVC: Jedlicka.2
Jedrick, Christiana , VME: Jedrick.1
Jedryczek, Przemyslaw , UVC: Jedryczek.1

--Boundary (ID fcV0I0rtweAUUTZPmItfkw)

--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6019. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct28.190716.1@cobra.uni.edu>
Source record: 7992

In article <846383906_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

> It made more sense than the original question.

Huh?

>>Nope...
>
> So 49 meg is cheaper than 4 or 14? A memory test doesn't take longer,
> prove it.

I did not state that. What I stated is that my PowerMac with 49 megs is cheaper than the Falcon with extra memory..

> Because you are trying to sell the Mac to us and are entirely
> unconvincing. If you meant why are you like this then perhaps you
> should ask someone with a big couch and lots and lots of time.

No way...You do not deserve to own one...:)

>>Whatever...Developing web pages..
>
> An intense task I'm sure, a program with lots of buttons that are just
> shortcuts for short text strings. Hardly high power work is it. Oh and
> playing some of those video things you love but then I don't recall my
> VCR ever crashing either.

Whatever. If it accomplishes the same task in less time, one can devote to the creative side...

>>I though that was the rational among the ST users. The ST catered to the lower
>>income segment with varied quality...
>
> About as logical as any of your other thoughts, and no I can't prove
> it before you ask.

He he he he...

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|

"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

6020. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-28 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <846582300_OASIS_@pcc-uky.campus.mci.net>
Source record: 7993

In article <djs.846498641@gen-off-3>
djs@jet.uk (David Stevenson) said:-

>Paul@pwomar.demon.co.uk (Paul Womar) writes:
>>you have used NVDI recently but now it's more than just a OS speeder.
>I know, I still use it as a font rendering engine. But it's main role
>for many people is to replace the cacky slow graphics routines that Atari
>couldn't be arsed to fix even in TOS 4. Have you tried scrolling a window
>on a 256-colour Falcon screen without NVDI? The fact is that when you
>buy something like a Falcon, you immediately have to go out and get a load
>of other things (eg NVDI) to make it work properly. I know, I had one.

I have trouble with that remark about the Falcon...I'm using mine
in 256 color mode, without NVDI, and its plenty responsive enough.

Immediately got out and what? Not quite...thanks to the surprizingly
vibrant Atari public domain scene, almost anything you could want is
available free, or for a very modest fee...just look around! :)

--

```
_/_/_/
```

6021. Re: I used a Mac yesterday

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct28.192453.1@cobra.uni.edu>
Source record: 7994

In article <846519156_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
> In article <1996Oct27.123031.1@cobra.uni.edu
> So...we both agree that old 68000 machines are still useful... :)

To a certain extent. Use for WP and email..

>>> I'll take TOS's functionality anytime, anywhere... %^)
>>
>>Which Powermac? There many models in the line from Apple and the clone firms..

Lets see, a Motorola Star Max 3000/200 for $1999. PPC 603e 200 mhz...

> How about similarly equipped models running similar (as possible) apps.? :)
>
> __
>
> _/_/_/_

6022. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct28.191736.1@cobra.uni.edu>
Source record: 7995

In article <GJ2JFDCVUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:

>>Prove that the ST shareware is cheaper? Compare equivelant shareware..
>
> As if you had any idea what software exists on the Atari.

You can't list equivelant titles?

> You are talking bullshit, Petey-boy. Tell me where I (I!) may get such
> prices. Nope, I'm not going to import Macs w/ American keyboards and 110V
> PSUs.

Best Buy and the various super stores..

> Thorsten

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

6023. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-28 00:00:00 UTC
From: jsheehy@ix.netcom.com
Message-ID: <328ca851.13371331@nntp.ix.netcom.com>
Source record: 8127
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

lolsen@hsr.no (Lasse Olsen) writes:

> The MC68060 Broduct Brief from Motorola tells me that:
> "The timing of the bus is fully configurable to match external
> memory requirements".
> That implies two timers, one for the bus and one for
> the processor.
> Hence, it seems to be able to do clock-doubling like the Intels.

Back when I used to be an Amiga Advocate, I tried this argument and got
torn to shreds.

<>>< ><<> ><<> <>>< ><<> <>>< <>>< ><<>
John P Sheehy <jsheehy@ix.netcom.com>
><<> <>>< <>>< ><<> <>>< ><<> ><<> <>><

6024. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-28 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <551u90$4fm@scanner.worldgate.com>
Source record: 8128

sinplop2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:

>He he he.. Just need QTVR. However, you don't believe in progress so you can't
>experience the thrill of a BMW..

Get a friggin' life!

If I wanted to experience a BMW I would simply walk out my door and across the street and take one for a real test drive. What a was=
te of bandwidth! Do you think you could pull yourself away from that hunk of plastic and silicon for even a five minute real life ex=
perience?

no wonder they call computer "nerds" nerds!

6025. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-28 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.846498160@gen-off-3>
Source record: 8129

Paul@pwomar.demon.co.uk (Paul Womar) writes:
>If I have a raytrace running, I tell it exactly how
>much of the processor time it can have and if I have a bit spare
>anyway then it gets given it.
Just like I do with POV on the co-op mt Mac, then? Pre-emptive multi-tasking
makes very little difference to the user. It does make life easier for
the programmer, though. I would definitely prefer that the MacOS was
pre-emptive, I'm just trying to say that it's not the end of the world
that it is not.

>I've never had the problems that you mentioned, it's not AFAIK wired
>incorrectly but simply utilises un-used pins on the Out port
^^
Precisely. This is in contravention of the MIDI standard, so is
incorrectly wired.

>So what if you think keyboard/mouse handling may cause an overun,
It's fact.
Again (like pre-emptive vs co-operative), it's not a show-stopper; but
programmers of serious MIDI apps have to work around it.
--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6026. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-28 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.846498641@gen-off-3>
Source record: 8130

Paul@pwomar.demon.co.uk (Paul Womar) writes:
>you have used NVDI recently but now it's more than just a OS speeder.
I know, I still use it as a font rendering engine. But it's main role
for many people is to replace the cacky slow graphics routines that Atari
couldn't be arsed to fix even in TOS 4. Have you tried scrolling a window
on a 256-colour Falcon screen without NVDI? The fact is that when you
buy something like a Falcon, you immediately have to go out and get a load
of other things (eg NVDI) to make it work properly. I know, I had one.
--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6027. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-28 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.846498849@gen-off-3>
Source record: 8131

thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
>>Macs can be internet servers while the ST can't..
> ANYBODY can develop on the web...with any decent ASCII editor.
Er, he was talking about servers, not about html authoring.
As it happens, I wouldn't use a Mac as a web server either.
I do use mine to write my web pages, but they're hosted on CIX' Unix machines.
--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6028. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-28 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <551vpv$65a@scanner.worldgate.com>
Source record: 8132

By the way Mr. Sinclair, or is it Mr. Day?

The version of Photoslop we use is v3, soon to updated, err upbloated to v4.

The version of PhotoLine we used to compare it to does not have all of the features of Photoslop, and Photoslop does not have all of the features of PhotoLine. They are about as close as you can get though. The major difference is that Photoslop has support for layers whereas PhotoLine does not (yet). PhotoLine however handles image scaling better, has better masking tools, has many plug in filters (free), doesn't require expensive accelerator cards to make it useable (err functional) and sells for less.

There are some things that PhotoLine does better than Photoslop and vice versa. This is inherent in software packages even packages on the same platform exhibit these differences...Illustrator vs. Freehand as one example. Live Picture vs. PhotoSlop.

PhotoLine executes, loads and filters faster.

PhotoLine run on the same Mac9500 outperforms PhotoSlop by an impressive margin, this of course under OS emulation called MagiCMac which brings true 32 bit preemptive multitasking to the Mac. Something you won't have until the next millenium if Apple still exists by then.

For me to suggest that the 68060 is architecturally better or even remotely close to the architecture of a PPC would be ludicrous and you took this out of context. The point is that a 68060 running a compact and efficient OS and highly optimized applications is able to outperform a PPC running the bloated garbage coming out for it.

And we sell Macs...

The comparison was between TOS running TOS applications on a 68060 and MacOS running MacOS applications on a Mac 9500. The time to do a specific task on both machines is what we are comparing here. The DirecT60 will blow the doors off a Mac, or any other desktop for that matter, on pretty much any test we can throw at it.

If there was not so much wasted resources, so much bloat and so much disk intensive access going on, this 9500 should outperform a 68060. No doubt about that. But, it doesn't because the macOS is slow, hell my friends Volkswagen is faster than the MacOS.

I asked you to do some benchmarks on a 20MB TIFF and whatever app you wanted to use and haven't heard back from you. Having a hard time

finding a 20MB TIFF and an app that can come close to the speed I posted? Whenever you are ready...

Chris @ Computer Direct

6029. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-28 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <551voq$64u@scanner.worldgate.com>
Source record: 8133

By the way Mr. Sinclair, or is it Mr. Day?

The version of Photoslop we use is v3, soon to updated, err upbloated to v4.

The version of PhotoLine we used to compare it to does not have all of the features of Photoslop, and Photoslop does not have all of the features of PhotoLine. They are about as close as you can get though. The major difference is that Photoslop has support for layers whereas PhotoLine does not (yet). PhotoLine however handles image scaling better, has better masking tools, has many plug in filters (free), doesn't require expensive accelerator cards to make it useable (err functional) and sells for less.

There are some things that PhotoLine does better than Photoslop and vice versa. This is inherent in software packages even packages on the same platform exhibit these differences...Illustrator vs. Freehand as one example. Live Picture vs. PhotoSlop.

PhotoLine executes, loads and filters faster.

PhotoLine run on the same Mac9500 outperforms PhotoSlop by an impressive margin, this of course under OS emulation called MagiCMac which brings true 32 bit preemptive multitasking to the Mac. Something you won't have until the next millenium if Apple still exists by then.

For me to suggest that the 68060 is architecturally better or even remotely close to the architecture of a PPC would be ludicrous and you took this out of context. The point is that a 68060 running a compact and efficient OS and highly optimized applications is able to outperform a PPC running the bloated garbage coming out for it.

And we sell Macs...

The comparison was between TOS running TOS applications on a 68060 and MacOS running MacOS applications on a Mac 9500. The time to do a specific task on both machines is what we are comparing here. The DirecT60 will blow the doors off a Mac, or any other desktop for that matter, on pretty much any test we can throw at it.

If there was not so much wasted resources, so much bloat and so much disk intensive access going on, this 9500 should outperform a 68060. No doubt about that. But, it doesn't because the macOS is slow, hell my friends Volkswagen is faster than the MacOS.

I asked you to do some benchmarks on a 20MB TIFF and whatever app you wanted to use and haven't heard back from you. Having a hard time

finding a 20MB TIFF and an app that can come close to the speed I posted? Whenever you are ready...

Chris @ Computer Direct

6030. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-28 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.846499003@gen-off-3>
Source record: 8134

thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
> In every day use ways...we have a Mac at work,...
I asked for independant surveys. We already know your personal preferences.

> it easier or even as easy to use as my Falcon.
How about a few examples?

> Try formatting a disk, and at the same time opening Photoshop...<heh>
For fuck's sake, can no-one come up with a better example than
formatting a floppy? Maybe I'm unusual, but I format about one per month.
As I said elsewhere, there's no reason why a disk formatter can't be
co-operative anyway. The Atari and Mac ones are not, but it would be
trivial for Atari or Apple to fix that. Neither seem likely to :-(

> Then you don't know what you are missing, do you??? <smile>
I did have a Falcon, remember!
--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6031. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-28 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.846499282@gen-off-3>
Source record: 8135

Michael Grove <mgrove@ridgecrest.ca.us> writes:
>from the Mac O/S, can I rename all of the extension to .jpg without
>additional software?
You can't (apart from the long-winded manual approach, of course). But I
don't see how you can do this with MagiC either. It's trivial with a Unix
shell, of course. If your complaint is that the Mac let you use .jpeg
as a file extension, then I don't understand your problem; you seem to
be saying that a limitation in the DOS file system is a problem with MacOS.

>Neither does the Mac unless you hold down the mouse key. With MagiC
>(I consider this an O/S upgrade just like your Mac O/S upgrades)
>you just hold the mouse over an Icon and presto, pop up files and
>menus.
I was talking from a programmer's point of view. The MacOS contains functions
for putting up and handling these things. TOS does not. MagiC does, but
then most apps assume that they may be running under plain TOS, so the
programmers end up rolling their own menu etc routines. As I said, they
don't all do them the same.

>Have any good Falcon hardware for sale?
No, I sold it a year ago. The person I sold it to has shifted it on
to someone else already. I have a 1040STF going cheap though!

>the option to customize their system to their liking, or budget.
I'd agree with this, I use a few third party add-ons to improve MacOS,
including PopupFolder, which adds functionality that's built-in to Ease.
There you go, one point to Atari!

>Debablizer is a nice conversion application on the Mac, but even on a
>40mhz 040 Mac it is equaled in speed by Image Copy.
Dunno about DeBabeliser, I don't have it. I do know that GraphicConverter
decodes and displays faster than ImageCopy, even when running on exactly
the same machine.

>Have you crashed Netscape today?
:-)
Don't use it any more, it requires too much memory due to poor implementation.
Internet Explorer is much more frugal for the same (ish) functionality.
I don't like using IE on principal, but Netscape is just not sensible
any more.
--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be

considered as an official comment from the JET Joint Undertaking
==========

6032. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-28 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.846500258@gen-off-3>
Source record: 8136

guenther@cabal.shnet.org (Thorsten Guenther) writes:
>digitised sound
>will not lock your entire machine (as it does on the Mac).
That's not really a function of the multi-tasking nature of the OS.
The STe etc can do this because digitised sound is done via DMA; it can
do this with plain TOS, which is clearly not pre-emptively multitasking.
I will not comment on the sound architecture of the Mac as I do not know
enough about that subject.

--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6033. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-28 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.846500611@gen-off-3>
Source record: 8137

guenther@cabal.shnet.org (Thorsten Guenther) writes:
>It _is_ faster, check MagiCMac to get an idea on how fast it is.
I do run MagiCMac, though less frequently than I used to now that
I have replaced most of my Atari apps with better Mac ones.
MagiCMac is quite useful as a transition aid.

--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6034. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-28 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.846500790@gen-off-3>
Source record: 8138

thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
> Agreed that there aren't any Web page apps -yet- for the Atari...
You don't need 'em, if Mac html tools are anything to go by. PageMill is junk. I think that a half-decent text editor (I use Emacs) is the best html tool by far.

> that match up well feature-for-feature against apps on -any- platform,
You can say this as many times as you like, it doesn't make it true. Where's the decent Atari spreadsheet? As for WPs, I had Papyrus 3 and it didn't even have a word count; I believe that this is true for Papyrus 4 too.

--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be considered as an official comment from the JET Joint Undertaking
==========

6035. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-28 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.846501027@gen-off-3>
Source record: 8139

chriswil@southern.co.nz (Chris Wilkinson) writes:
>quicker to do so using my Falcon as I always seem to be waiting for MacOS
>to finish its frilly bits before I can d-click on the next directory...
Getting down into the depths of a directory tree is one aspect at which
the MacOS interface does struggle; I recommend PopupFolder, which makes
this easier and improves the file selector too.

>APEX media for 100UK Pounds.
That's the only example anyone has managed to come up with so far.

>DA`s software
DA's software is largely very poor quality (I had Picture, and still
have Vektor Pro) and are not being developed, or even bug-fixed, any
more.

--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6036. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-28 00:00:00 UTC
From: JEDI
Message-ID: <5534t2$7t4@lex.zippo.com>
Source record: 8140

In article <djs.846519648@gen-off-3>, djs@jet.uk says...
>
>JEDI@osu.edu (JEDI) writes:
>> NVDI is no hack.
>I did try responding to this by Email. Can't you get your news
>software to give a valid Email address? Or don't you have enough
>conviction in your opinions to be named?

We kicked you out 220 years ago over such stupidity.

This is a public forum; my identity is not required.
If you cannot address my ideas and then feel the need
to attack things which are distinctly not my ideas then
you show far more cowardice than do I.

The GEM VDI can be replaced quite easily without the need for
'hacking'. Merely replace the appropriate trap vector with a
pointer to whereever you have loaded the new trap handler. That
trap handler should be little more than another jump table with
entries for each function (bios,xbios,gemdos,vdi,aes). Then just
follow C call frame conventions for whatever language you happen
to be using.

Admittedly, however, the writters of NVDI could have gone out of
their way to make their lives complicated.

NVDI should no more be a 'hack' than an alternate winsock.dll for
windows should be.

6037. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-29 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.846584199@gen-off-3>
Source record: 7996

thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
> I have trouble with that remark about the Falcon...I'm using mine
> in 256 color mode, without NVDI, and its plenty responsive enough.
Try scrolling, eg, the file list in the file selector in 256colour mode.
See that slow scrolling, that odd rainbow effect?

> vibrant Atari public domain scene
Although I no longer look, when I last did (about a year ago) there
was quite a lot of free stuff and shareware (but very little public
domain; be careful with this term). But most of it was crap. And
since when was NVDI free?
--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==

6038. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-29 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.846584124@gen-off-3>
Source record: 7997

JEDI writes:
> We kicked you out 220 years ago over such stupidity.
Actually, I'm not that old. If you insist on talking crap under
a false name, what are we to conclude? That it's all just one big troll?
--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6039. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-29 00:00:00 UTC
From: peterk@combo.ganesha.com
Message-ID: <peterk.0u6j@combo.ganesha.com>
Source record: 7998
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <5506ft$94s@dole.uninett.no> lolsen@hsr.no (Lasse Olsen) writes:
>Daniel G. Link writes:
>: In <54g0dl$9gi@lex.zippo.com> JEDI writes:
>
>: > Also, if the Mhz spec is only the external clock and
>: > not the internal clock (as on Pentia) then that would also be
>: > consistent with the 68K family history as well. If the 060 is
>: > internally clock quadrupled (as someone else suggested, without
>: > the usual intel hype) that might help explain the inconsistent
>: > Photoline results.
>
>: The 68040 is not clock doubled.
>: The 68060 is neither clock quadrupled nor clock doubled.
>: (At least not in the way that instructions are executed with a faster clock
>: speed than the external one. Both CPUs use the external clock speed to execute
>: instructions.)
>: Check out the comp.sys.m68k FAQ for details.
>
>: Using the internal clock in marketing is no hype if instructions are actually
>: executed using that clock speed, as is the case with x86-CPUs.
>
>
> The MC68060 Broduct Brief from Motorola tells me that:
> "The timing of the bus is fully configurable to match external
> memory requirements".
> That implies two timers, one for the bus and one for
> the processor.
> Hence, it seems to be able to do clock-doubling like the Intels.

Believe me, there is no clock-doubling far and wide in Motorola
processors. Yes, the external hardware has to supply two different
clock frequencies to the processor chip, read closely: they are
fed to the chip from the outside, so no internal clock-doubling
at all. I don't know the actual names of these signals by heart,
but let me put it this way: There is the "main" frequency which
determines the speed of internal computing, and then there's a
second frequency, doubly as high as the main one, which signal
only serves for synchronization purposes. So normally you publish
and use that lower, "main" frequency. Apple wants to achieve some
marketing effect and uses the higher, meaningless frequency. Yes,
it's there, but it's not the real thing, and it's no internal
clock-doubling.

--
Best Regards, Dr. Peter Kittel // http://www.pios.de of PIOS
Private Site in Frankfurt, Germany \X/ office: peterk@pios.de

6040. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-29 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <96303.232231STIRRE31@MAINE.MAINE.EDU>
Source record: 7999

I will admit that graphics on the Atari Falcon were a little
slow. With NVDI they were acceptable. NVDI is well worth
the price. It is not like the Falcon is unusable without
it either. I used mine for over a year with no imrpovements
and was very happy with it. For word processing I would
switch to monochrome.
As far as software I would like to know an alternative to
Pagestream on the Atari for the Macintosh in the same
price range. I doubt there is one. I have found that
finding old versions of software for the Macintosh
is difficult. Sources for used software on the Atari
seem to be everywhere. I personally like Atari Works
as well and it may lack many features that Claris Works has but it
is easier to use, is very fast, and solid.
Photoshop is probably more powerful than similar programs on
the Atari. However, there are many choices on the Atari side,
they are cheaper, and they are probably much faster.
Having used Atari software for a few years and swithced to
a Macintosh I am not impressed with the offerings except
for those for the Internet. Even here Atari software is improving
and there is now an alternative to CAB.
I made a comment in my first post about the Atari allowing
a user more control. Some examples are assigning programs
to a key to launch, choosing a preference location
for individual programs, setting file masks, moving and renaming
files, and being able to eject a floppy.
Just some additional thoughts.
-scott tirrell

6041. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-29 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <846688838_OASIS_@pcc-uky.campus.mci.net>
Source record: 8000

In article <djs.846584199@gen-off-3>
djs@jet.uk (David Stevenson) said:-

>Try scrolling, eg, the file list in the file selector in 256colour mode.
>See that slow scrolling, that odd rainbow effect?

Like most Atarians, I switched over to a different file selector long ago...I use Selectric (and am thinking about trying Freedom-have you seen it? Looks simply smashing) and it scrolls AT speed...and I've always run in 256 color mode... :)

>> vibrant Atari public domain scene
>Although I no longer look, when I last did (about a year ago) there
>was quite a lot of free stuff and shareware (but very little public
>domain; be careful with this term). But most of it was crap. And
>since when was NVDI free?

Since when did I ever say that NVDI was free? Shareware, Freeware, Postcard ware, Chocolate ware (yea Dan Wilga!), public domain, or whatever you wan to call it--has produced some of the finest soft-ware on Atari computers. I salute these programmers extraordinaire!

--

```
_/_/_/
```

6042. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-29 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <846633822_OASIS_@pwomar.demon.co.uk>
Source record: 8001

In article <1996Oct27.121923.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <846387344_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net
(Ronald J. Hall) writes:

>> I posted more than one message listing all the things that had
>> changed about TOS/GEM versions over the years...Whats the matter
>> Mr. Sinclair, list too long to read? <heh>
>
>You call that change?

It's not the same as before as it has differences. That sounds quite a
bit like change to me.

>> Like dragging the floppy icon to the trash can to eject the disk! Ooooh,
>> anybody would have guessed that one its so intuitive! :)
>
>Thats difficult? Just you..

Difficult and intuitive are very different, that isn't intuitive.

>>>Mac users have the option to develop on the web, while Atari users do not have
>>>that utility. Macs can be internet servers while the ST can't.. Macs are
>>>going places while ST's will go to landfills..
>>
>> ANYBODY can develop on the web...with any decent ASCII editor...its not
>> the software, its the individual...(which you'll never understand)
>
>Yes, but we do it better with apps like HomePage and PageMill. No need to use
>an ASCII editor, when one just has to plop in text, graphics, photos, video and
>sound with ease. Now get back to me when you can hook up a digital camera to
>the ST.

That wasn't the original point, we most certainly do have the option
to develop web pages. I use a macro system to develop my web pages and
it's just as good as most software for at least the majority of
functions, all web software really does it insets a few text strings
into documents either by ising the mouse which slows everythign down
or by using keyboard shortcuts so I just use macros, it's quite
simple, if you have these far superior WP's then why don't you make
the most of them before getting more software? I personally (and I
would assume most people) have no way to justify the cost of a digital
camera, if I want a few pictures on my machine I'll just get them
plopped onto a Photo_CD and load 'em up, quite a bit cheaper than even
a cheap digital camera and the quality is much better too.

>> Pick up any Mac Warehouse mag, and read the prices for software, then
>> find its equal in Atari commercial/shareware software, and you quickly
>> understand! (tis not hard to do either...)
>
>The problem is, there is no equal in the ST world. ClarisWorks caan be had for
>$69 and Word Perfect $99.

Again it's the old feature debate, I decide to buy a program depending
upon the usefulness of it's features rather than the number of them.

>>>> 7. MIDI implementation on a Mac sucks (due to non-standard baud-rate thru
>
>>>More Macs are in use for that utility..
>>
>> As well as doorstops and paperweights, but that doesn't make them
>> superior at either function!
>
>Just like the ST, only Atari.

Again you make that stupid statement, the person just said that Macs
are in use as doorstops, you agreed and said that STs were too and in
the same sentence say "only Atari", nice logic, both are doorstops but
only the ST is a dorrstop, hmmmm.

>Open an issue of Keyboard magazine and see what
>platform is reviewed the most..

Open Atari Compuing and see what machine is reviewed most.

>>>ST's don't have PPC!
>>
>> AND Macs don't have Apex Media, DSP chips as standard, etc, etc,...
>
>PPC processors have rendered DSP obsolete..

Pity they don't render as well as one...

>>>> 10.The single button mouse on Mac does become limited after a while,
>>>> especially as more and more Atari software uses both buttons now...
>>>Two buttons are here as well..
>> Is that as standard or do you have to request it? :)
>Request it like you have to request options on the ST..
Never had to request two buttons for my ST mouse, I don't remember
having to request a keyboard either or pay extra for it...

This part below is called a signature, using your "superior" software
(which I assume supports cut and paste) you cut these from the
original posting when replying to postings, it's quite easy if you
have an intuitive system.
>> __
>>
>> _/_/_/_

>> _/ Unholy horn doth sound its blast, | /\ _/
>> _/ You and we were first to conquer, | Dark><Chyld _/
>> _/ You and we shall be the last! | \/ _/

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

6043. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-29 00:00:00 UTC
From: Terry Miller 2 <bitbrker@ipa.net>
Message-ID: <3276CEEC.16B@ipa.net>
Source record: 8002

Actually guys, the best reason to use an Atari versus a Mac is
whether you like the philosophy behind which the computer was designed.
Every computer that has ever been designed has retained the
"personality"
of the first incarnation of that platform. And of course, later models
of the platforms merely added to that quality. I don't much like PC
compatibles because they were originally boring, stiff, business
machines. And now we have the new PC's, which act like the same old
(albeit faster and improved) PC, wearing a new set of clothes. I think
I'm right with this, aren't I?

6044. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-29 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <554car$c7l@nyheter.chalmers.se>
Source record: 8003

In article <1996Oct28.191736.1@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>You can't list equivelant titles?

Hmmm, what's that word? Something local maybe ;-)? Get a spelling checker for your Mac, Peter...

/Christer

6045. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-30 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <556rdr$c0s@orm.southern.co.nz>
Source record: 8004

Michael Grove (mgrove@ridgecrest.ca.us) wrote:
: David Stevenson wrote:
: >
: > >3. Mac serial ports on 680x0 machines are limited to 57600 baud...
: > Nice try. Come back when you know what you're talking about.
: > I run my Performa 475 at 115K2.
:
: Ya, I seen this and knew he was in trouble with this statement.

Not for earlier 68k macs. The LC3 I have tried to use was unable to talk at over 57600 despite Z-term allowing the user to choose 230400 baud. On asking mac retailers why >57600 wasn't working, they replied that earlier 68k macs were not up to such speeds...

So my comments are really those of people who sell macs...

Chris W.
/|\

6046. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-30 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <556rtb$c0s@orm.southern.co.nz>
Source record: 8005

Hi there!

David Stevenson (djs@jet.uk) wrote:
: thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
: >>Macs can be internet servers while the ST can't..

Even MiNT can provide (with MiNTnet) a server for internet usage. All that is needed is few MiNT programs (ftpd, httpd and a few more), some fiddling to set it all going, and viola!

Chris W.
/|\

6047. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-30 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.846670526@gen-off-3>
Source record: 8006

thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
> Like most Atarians, I switched over to a different file selector long
> ago...
Were you one of the ones that slated the Mac selector?!
Anyway, I only used the selector as an easy way to see something scrolling.

>has produced some of the finest software on Atari computers.
That's not saying much, is it?! The main free s/w I used was stuff
ported from other platforms (GNU stuff, POV etc).

How about giving us some examples? You surely aren't going
to try to tell me that GemView is up to the quality of GraphicConverter?
--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6048. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-30 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <846751492_OASIS_@pcc-uky.campus.mci.net>
Source record: 8007

In article <djs.846670526@gen-off-3>
djs@jet.uk (David Stevenson) said:-

>Were you one of the ones that slated the Mac selector?!
>Anyway, I only used the selector as an easy way to see something scrolling.

Nope, I've never discussed the Mac selector...

I still have doubts about that statement. I'm using a standard Falcon
with 4 megs/810 meg hard drive at 640 x 480 with 256 colors and no
NVDI and I don't see any problem with scrolling anywhere...

>>has produced some of the finest software on Atari computers.
>That's not saying much, is it?! The main free s/w I used was stuff
>ported from other platforms (GNU stuff, POV etc).

Its saying a whole lot...You've obviously not been very exposed to
the sharware/freeware scene...you should look around it a bit before
slagging it...

>How about giving us some examples? You surely aren't going
>to try to tell me that GemView is up to the quality of GraphicConverter?

I can't and won't comment on GraphicConverter because I've never used
it...GemView is an outstanding program though. Along with CAB/STik,
Oasis, Freedom, the Apex Media viewers, ST Zip, POV (as you mentioned),
CD-Player, Edith, and hundreds of others...(these just come to mind
right off the top of my head)

--

```
_/_/_/
```

6049. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-30 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.846670826@gen-off-3>
Source record: 8008

chriswil@southern.co.nz (Chris Wilkinson) writes:
>David Stevenson (djs@jet.uk) wrote:

No I didn't.

Though I'd be interested to see how many ftp/http connections an ST
can handle.
--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6050. NVDI: It's a feature, not a hack. (Re: 10 Reasons To Use an Atari instead of a Macintosh)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-30 00:00:00 UTC
From: JEDI
Message-ID: <558320$8q3@lex.zippo.com>
Source record: 8009

```
In article <djs.846584124@gen-off-3>, djs@jet.uk says...
>
>JEDI writes:
>> We kicked you out 220 years ago over such stupidity.
>Actually, I'm not that old. If you insist on talking crap under
>a false name, what are we to conclude? That it's all just one big troll?

YOU need to get a better grasp of english. YOU also need to get
a better grasp of history.

It would seem that the America's educational difficulties are
inherited.

BTW, you are more than welcome to address where my understanding
of GEM API implementations are faulty. I don't have much confidence
in this ever occuring, however.

+=====================================================+
| | |
| -They are a dying race; let them pass. | ||| |
| =Who: Atari or Apple? | / | \ |
| -Yes. | |
+-----------------------------------------+---------+
| |
| If upon gazing at my ideas, you find the need to |
| fixate upon my character, neither your ideas nor |
| character have any merit. |
| |
+=====================================================+
```

6051. Re: I used a Mac yesterday

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-30 00:00:00 UTC
From: JEDI
Message-ID: <55829g$8e1@lex.zippo.com>
Source record: 8010

In article <1996Oct28.192453.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <846519156_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net
(Ronald J. Hall) writes:
>> In article <1996Oct27.123031.1@cobra.uni.edu
>> So...we both agree that old 68000 machines are still useful... :)
>
>To a certain extent. Use for WP and email..
>
>>>> I'll take TOS's functionality anytime, anywhere... %^)
>>>
>>>Which Powermac? There many models in the line from Apple and the clone firms..
>
>Lets see, a Motorola Star Max 3000/200 for $1999. PPC 603e 200 mhz...

So? When will such a beast be appearing in a retail establishment
anywhere east of the Mississippi?

```
+=====================================================+
| -They are a dying race; let them pass. | ||| |
| =Who: Atari or Apple? | / | \ |
| -Yes. | |
+=====================================================+
```

6052. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-30 00:00:00 UTC
From: brmiller@tiac.net
Message-ID: <558cg2$m6l@news-central.tiac.net>
Source record: 8011

```
>
>The Falcons are horribly overpriced. Spending that kind of money for a 16 mhz
>030 is absurb.. As you can see below, a 14 meg upgrade for $299 is obscene...
>These prices below are from the Toad's recent mailing..
>
>So much for power with out the price..
>
>C-LAB Falcon030 Computers
>4MB Falcon MK-X, No HD.............$1049
>4MB Falcon MK-I, No HD.............$949
>4MB Falcon MK-II, 530 SCSI HD.......$1299
>MK-X Falcon Upgrade (Installed).....$399
>Cubase Audio (with Falcon)..........$399
>Math Coprocessor, Add...............$59
>14MB Upgrade, Add...................$299
>
Toad has never discounted, and sells at full retail.

Perhaps a more relevant approach would be to, say, actually think about
these things before you spout?
---
BR Miller
Boston, MA
```

6053. Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-30 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct30.121604.1@cobra.uni.edu>
Source record: 8012

The Falcons are horribly overpriced. Spending that kind of money for a 16 mhz 030 is absurb.. As you can see below, a 14 meg upgrade for $299 is obscene... These prices below are from the Toad's recent mailing..

So much for power with out the price..

C-LAB Falcon030 Computers
4MB Falcon MK-X, No HD.....$1049
4MB Falcon MK-I, No HD.....$949
4MB Falcon MK-II, 530 SCSI HD.....$1299
MK-X Falcon Upgrade (Installed).....$399
Cubase Audio (with Falcon).....$399
Math Coprocessor, Add.....$59
14MB Upgrade, Add.....$299

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

6054. Re: What is an Amiga?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-30 00:00:00 UTC
From: lolsen@hsr.no
Message-ID: <558i7j$udt@dole.uninett.no>
Source record: 8013
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Dr. Peter Kittel writes:

: Believe me, there is no clock-doubling far and wide in Motorola
: processors. Yes, the external hardware has to supply two different
: clock frequencies to the processor chip, read closely: they are
: fed to the chip from the outside, so no internal clock-doubling
: at all. I don't know the actual names of these signals by heart,
: but let me put it this way: There is the "main" frequency which
: determines the speed of internal computing, and then there's a
: second frequency, doubly as high as the main one, which signal
: only serves for synchronization purposes. So normally you publish
: and use that lower, "main" frequency. Apple wants to achieve some
: marketing effect and uses the higher, meaningless frequency. Yes,
: it's there, but it's not the real thing, and it's no internal
: clock-doubling.

This is all and well but essentially what you describe
is old news, we sorted _this_ rumour out years ago.
The 040s FPU _does_ however run clockdoubled, albeit with
the same dutycycle as the bus-clock.
Cheers...

6055. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-30 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <846722938_OASIS_@pwomar.demon.co.uk>
Source record: 8014

In article <1996Oct28.185704.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <846382774_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>
>>>Thats funny, I am not aware of any Games multitasking. At least the Amiga did
>>>in some form..
>>
>> Yeah we have a huge catalogue of games, what about you or has Apple
>> only just realised that there is a games market. Personally I have
>> never even considered running a game and other stuff at the other time
>> but I'm sure some stuff would work.
>
>Amazing you can make a statement like that.
>
>Macs do games and do it better!
>We have tons of titles in commercial and shareware to PD!

Admitedly it was a rather poor point but it still applies that Apple
have taken their time realising that ignoring games development is not
the way to go.

>However, nothing beats a PlayStation today!

Exactly why I own one. Although i'm sure the N64 is a fine machine
too.

>> From the PC stuff that I've seen in magazines, some people seem to
>> have the idea that $50 is ok for a shite disk util, I did take a quick
>> look through some MAc mags that I had and yes software was actually
>> very cheap for the Mac but I never commented on Mac prices before.
>
>So what is this $50 PC title?

I can no longer find the mag with this title as PC mags are out of
date as soon as they are printed so I tend to bin them after reading
them. However a recent issue of PC Format has a password protection
utility for your machine at 31 UKP, an ESP tester at $35, a screen
grabber for 20 UKP admitedly not quite as bad value as this disk util
but hardly good value for money. I can't imagine the ST versions of
any of those getting above 10 UKP and more likely around 5.

>He was using a low feature and functionality app compared to a high featured
>one. I made a point that ClarisWorks loads up faster than MS Office...

Let's be honest here, you assume it to be a low feature app, I doubt
that it is quite as feature packed as Photoshop but I feel that you
are underestimating it's abilities.

>> Mostly with less (mostly useless) features but rarely reduced
>> functionality. My WP for example (That's Write 3) does far more than I
>> need it to do exen with all the TOC/Index generation, instant
>> correction, macros, scripts etc it's only about 1 meg in size.
>
>Yep...Our lowend WP, Clarisworks does more costs less..

How much cheaper is Clarisworks than That's Write 3?

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

6056. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-30 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <558oq8$o14@scanner.worldgate.com>
Source record: 8015

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>
>The Falcons are horribly overpriced. Spending that kind of money for a 16 mhz
>030 is absurb.. As you can see below, a 14 meg upgrade for $299 is obscene...
>These prices below are from the Toad's recent mailing..
>
>So much for power with out the price..

Depends on how you look at it. The C-Lab machines are designed for audio recording and as such are competitive in that market and do=
rather well. These machines can record 8 tracks of audio simultaneously from either 8 analogue or digital sources.

How much for a Mac that can do that?

The RAM upgrade is overpriced, we sell them for 200.00 Cdn.

6057. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-31 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.846769726@gen-off-3>
Source record: 8016

chriswil@southern.co.nz (Chris Wilkinson) writes:
>So my comments are really those of people who sell macs...
But your comments were wrong. The LC3 may not support 57K6 (nor does
an ST), but there are 68K macs that do.
--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6058. Re: NVDI: It's a feature, not a hack. (Re: 10 Reasons To Use an Atari instead of a Macintosh)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-31 00:00:00 UTC
From: JEDI
Message-ID: <55amft$pqc@lex.zippo.com>
Source record: 8017

In article <djs.846769798@gen-off-3>, djs@jet.uk says...
>
>JEDI writes:
>> BTW, you are more than welcome to address where my understanding
>> of GEM API implementations are faulty.
>I was not going to say that, I was just going to explain why I used
>the throw-away term "hack". But as you can't be arsed (or are unable)

HACK is no mere throw-away term. It has quite a bit of baggage
attached to it. That you claim that it was mere carelessness on
you part appears to be more a lame excuse to cover up your apparent
lack of understanding of the MC68000 architecture and GEM.

>to fix your news software, you'll have to go without that particular
>piece of wisdom!

There's nothing wrong with any of my newreaders. Anonymity
in these parts usually requires intent and adeptness. Your
captivation with my willfullness and the use of the existence
of that characteristic in me as an excuse to trvialize my ideas
only shows in you the cowardice you would gleefully declare of me.

Your failure to back up your NVDI assertion remains that: failure.

```
+=================================================+
| | |
| -They are a dying race; let them pass. | ||| |
| =Who: Atari or Apple? | / | \ |
| -Yes. | |
+-----------------------------------------+---------+
| |
| Never pester a Federalist about his privacy. |
| |
+=================================================+
```

6059. BIG news! by Don Thomas (repost)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-31 00:00:00 UTC
From: DOMINGO@news.delphi.com
Message-ID: <55b376$f5v@news2.delphi.com>
Source record: 8018
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

Date: 26 Oct 96 03:29:47 EDT
From: "Donald A. Thomas, Jr." <75300.1267@CompuServe.COM>
Subject: BIG news!

BIG news!
By Donald A. Thomas, Jr.

The election is coming up. That seems to be important. It's big news each night on radio and television lately. When I think hard about it, I am not sure why. Many people feel, as do I, that politicians say what they have to in order to be elected. Who knows what they'll really do in office. Even if I gloss over that admittedly defeatist viewpoint, there remains another popular viewpoint that the election is already decided... at least this year anyway.

I suppose it's tradition. We all have to talk about it and hear about it just because it's America's ultimate soap opera. After all, obvious slam dunk elections have turned up as big misses at the polls in the past. It could happen again. As for me, I'd just love to see an innovative game company develop a program that pitched famous politicians against each other. Since the early days, when Activision released their blocky "Boxing" game in 1980, one-against-one bouts have been a popular video game subject. I'd love to see Clinton and Dole go at it in a video game. Perot makes a great on-deck challenger too! I suppose they'd have to V-Chip the game and gray out any blood scenes. I should run for President. I'd love to be in that game to throw some punches. Hey, everyone, write me in! <g>

"Turning Point", a popular television news magazine, featured an in-depth life-after-death segment the other night. Do you suppose there's a coincidence that Halloween is around the corner? Nah, they wouldn't be that corny, would they? The only explanation is that it must be big news. Personally, the entire concept seems to me to be more philosophical than newsworthy. If it wasn't for my family tying up the television, I would have preferred to play "Crypts of Chaos" (20th Century Fox, 1982), "Demon Attack" (Imagic, 1982), "Entombed" (USgames, 1982), "Frankenstein's Monster" (Data Age, 1983), "Ghostbusters" (Activision, 1984), "Ghost Manor" (Xonox, 1983) or "Haunted House" (Atari, 1981). Although none of those equal the notoriety earned by the likes of "Asteroids" (Atari, 1981) or "Missile Command" (Atari, 1980), they were all fun, share a spooky theme and helped wear the metal contacts thin on my Atari 2600 cartridge port.

So the world is changing. No one cares if our President ever inhaled and schools turn in six year olds for kissing classmates to show affection. (Just imagine the outcry if "Custer's Revenge" (Mystique, 1982) was released in today's climate.) Sports games are hot news to gamers, but the mainstream

press never mentions them. There's not enough room in the newspaper after you cover the more important non-sports news, you know what I mean, don't you?, the strikes, the spitting, the car crashes while boozed up. I think there's more real game action at Little League. For me, a good game of "Real Sports Baseball" (Atari, 1982) or "Bowling" (Atari, 1978) gives me all the virtual sports action I ever needed and the players never wind up being arrested.

Yes, the world is changing. "PacMan" peaked when he made the cover of "Time Magazine" in the October 25, 1982 issue.

They don't still sell Ralston's "Donkey Kong" cereal (1982) any more, right? I don't know. I stopped helping to pick cereal when I stopped seeing those cool video game promotions on the backs of packages each month. Yea, I see them sometimes now for a complete PlayStation system or a Big Screen TV, but it's not the same. They used to give away trips to Atari Headquarters and full size arcade games. I still have a couple dozen of the scratch off cards handed out at McDonald's restaurants in 1982 based on popular video games. Why don't they do things like that anymore?

It was April 1976, when Atari first released the coin-op version of "Breakout". I remember sharing time with a friend at a convenience store well past midnight on one of those machines. Through the cigarette-stained glass and our own smoke filled eyes, we would stare at colored "bricks" and bouncing pixels for hours on end, driving the four-cornered ball past the front rows of bricks and into a wild frenzy against the back rows through a corridor at one side of the screen or another.

Back then, things were different. No one heard of Aids and teenagers were afraid of being caught at something rather than catching something.

I wish I kept the old newspaper clippings I saved back then. I one day threw them away because it was clear to me then that video games and home computers were front-page topics forever. I never had enough room to store all that paper. There were great video game magazines then just as there are now too. Back then, though, even "Playboy" and "Popular Science" talked about the new form of adult toys that integrated sizzling visuals, tantalizing sounds and responsive joysticks into one heck of a good time. Do they still cover those topics anymore?

So who is buying these great new video games in stores today? Do none of these people watch television or read newspapers? Why is it that the video game industry is so huge, but new product releases and great top-notch programmers hardly ever rate in the entertainment sections? Where is Warren Robinett lately? Who's he dating? Is he married? Children? Why isn't he ever in the celebrity round-up section of USA Today? (Please don't tell me you don't know who he is. You'll really make me sob.)

By the way, one of the institutional founders of the gaming industry proverbially died a few weeks ago. JTS, a disk drive company, absorbed all of Atari Corporation's assets and pretty much soaked it all up with few traces of the monolith that once stood. Ever see the witch melt in Wizard of

Oz? Kind of the same thing, except muted.

No big deal though. After all, Atari's final fall is not nearly as big news as predetermined elections, kissing babies, spitting athletes and Halloween stories of an afterlife. Is it?

--Don Thomas
75300.1267@compuserve.com
209/239-3898

(The best people to ask these questions are those who have exposure to the public. If you believe Atari left us without saying goodbye, contact "Dateline" at dateline@nbc.com. If you REALLY believe, then send this article to 10 of your friends in e-mail. AND if YOU REALLY, REALLY believe, mail a few to newspapers or other news programs. A letter in your own words would be great!)

Permission is granted to freely reprint this article provided the author is duly credited. (10/26/96)

6060. Did you hear anyone say "Goodbye"? by Don Thomas (repost)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-31 00:00:00 UTC
From: DOMINGO@news.delphi.com
Message-ID: <55b30c$f4k@news2.delphi.com>
Source record: 8019
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

Date: Sat, 05 Oct 1996 03:35:05 -0400 (EDT)
From: "Donald A. Thomas, Jr." <75300.1267@CompuServe.COM>
Subject: Did you say "Goodbye"?

Did you hear anyone say "Goodbye"?
==========
by Donald A. Thomas, Jr. (10/4/96)

It's odd to imagine an institution, which was as big and as powerful as Atari once was, to have been shut down in recent days. The real amazement for me is that it was all accomplished without a measurable flinch from within or outside the gaming industry. I can understand that gamers wanted to push Pong out the door early in the timeline. I can appreciate that the classics such as Missile Command and Asteroids do not push 32-bit and 64-bit systems to any technological limits. I know all these things intellectually, but the heart cannot face the truth that the world and the corporate machine known as Atari could not find an amicable way to coexist.

On Tuesday, July 30, 1996, Atari Corporation took each and every share of it's company (ATC), wrapped them all in a tight bundle and presented them to JTS Corporation; a maker and distributor of hard disk drives. On Wednesday, the shares were traded under the symbol of JTS. Within a few weeks, the remaining staff of Atari that were not dismissed or did not resign, moved to JTS' headquarters in San Jose, California. The three people were assigned to different areas of the building and all that really remains of the Atari namesake is a Santa Clara warehouse full of unsold Jaguar and Lynx products.

It was only as long ago as mid '95 that Atari executives and staff believed things were finally taking a better turn. Wal*Mart had agreed to place Jaguar game systems in 400 of their Superstores across the country. Largely based on this promise of new hope and the opportunities that open when such deals are made, Atari invested heavily in the product and mechanisms required to serve the Wal*Mart chain. But the philosophical beliefs of the Atari decision makers that great products never need advertising or promotions, put the Wal*Mart deal straight into a tailspin. With money tied up in the product on shelves as well as the costs to distribute them to get there, not much was left to saturate any marketplace with advertising. While parents rushed into stores to get their kids Saturns or PlayStations, the few that picked up the Jaguar were chastised by disappointed children on Christmas day.

In an effort to salvage the pending Wal*Mart situation, desperate attempts to run infomercials across the country were activated. The programs were professionally produced by experts in the infomercial industry and designed

to permit Atari to run slightly different offers in different markets. In spite of the relatively low cost of running infomercials, the cost to produce them and support them is very high. The results were disappointing. Of the few thousand people who actually placed orders, many of them returned their purchases after the Holidays. The kids wanted what they saw on TV during the day! They wanted what their friends had! They wanted what the magazines were raving about!

In early 1996, Wal*Mart began returning all remaining inventory of Jaguar products. After reversing an "advertising allowance" Atari was obligated to accept, the net benefit Atari realized was an overflowing warehouse of inventory in semi-crushed boxes and with firmly affixed price and security tags. Unable to find a retailer willing to help distribute the numbers required to stay afloat, Atari virtually discontinued operations and traded any remaining cash to JTS in exchange for a graceful way to exit the industry's back door.

Now that JTS has "absorbed" Atari, it really doesn't know what to do with the bulk of machines Atari hoped to sell. It's difficult to liquidate them. Even at liquidation prices, consumers expect a minimal level of support which JTS has no means to offer. The hundreds of calls they receive from consumers that track them down each week are answered to the best ability of one person. Inquiries with regard to licensing Atari classic favorites for other applications such as handheld games are handled by Mr. John Skruch who was with Atari for over 13 years.

In spite of Nintendo's claim that their newest game system is the first 64-bit game system on the market, Atari Corporation actually introduced the first 64-bit system just before Christmas in 1993. Since Atari couldn't afford to launch the system nationwide, the system was introduced in the New York and San Francisco markets first. Beating the 32-bit systems to the punch (Saturn/PlayStation), Atari enjoyed moderate success with the Jaguar system and managed to lure shallow promises from third-party companies to support the system. Unfortunately, programmers grossly underestimated the time required to develop 64-bit games. The jump from 8-bit and 16-bit was wider than anticipated. In addition, Atari was already spread thin monetarily, but were required to finance almost every title that was in development.

After the initial launch, it took Atari almost a year before an assortment of games began to hit store shelves. Even then, having missed the '94 Holiday Season, many of the planned titles were de-accelerated to minimize problems caused by rushing things too fast. Consumers were not happy and retailers were equally dismayed. The few ads that Atari was able to place in magazines were often stating incorrect release dates because that information changed almost every day although magazines deadline their issues up to 120 days in advance.

It was in 1983 that Warner Communications handed Jack Tramiel the reins of Atari. By this time, Atari was often categorized as a household name, but few households wanted to spend much money on new software and the systems were lasting forever. No one needed to buy new ones. That, combined with

Warner's obscene spending, amounted to a *daily loss* of over $2 million. Atari was physically spread all over the Silicon Valley with personnel and equipment in literally 80 separate buildings; not considering international offices and manufacturing facilities. Mr. Tramiel took only the home consumer branch of Atari and forced Warner to deal with the arcade division separately. Within a few years, Jack took the company public, introduced an innovative new line of affordable 16-bit computers and released the 7800 video game system.

To accomplish these miracles for Atari, Jack implemented his "business is war" policies. While people who publicly quoted his statement often felt that policy meant being extremely aggressive in the marketplace, the meaning actually had closer ties to Tramiel's experience as a concentration camp survivor. Of the 80 buildings in Sunnyvale, Santa Clara and Milpitas, almost every one of them were amputated from Atari's body of liabilities. The people, the work, the heritage, the history were fired or liquidated. Those who survived were unsympathetically required to fill in the gaps and while most tried, few actually found a way to be successfully do what a dozen people before them did. Atop the mountain, Jack pressed with an iron thumb. All Fed/Ex mailings were required to be pre-approved by one of a handful of people. "Unsigned" purchase orders went unpaid regardless of the urgencies that inspired their creation. Employees found themselves spending valuable time trying to find ways around the system to accomplish their jobs. Many of them lost their jobs for bending the rules or never finding a way to make things work. As horrible as it all sounds, it actually was the only way to protect Atari as a company and give it a chance to survive, as it did and did very well.

Jack's introduction of the 16-bit computer was initially hearty in the United States but it went extremely well in Europe. Europeans were not accustomed to "affordable" technology and although the Atari computers were not IBM compatible, it didn't matter because people could afford them. Jacks' private laugh was that the computers were sold at prices much higher in Europe than Americans were willing to pay. As a result, most of the machines made were being shipped to European destinations to capture the higher margin. This enraged the people in the United States that had been Atari loyalists. While waiting months for stores to take delivery domestically, international magazines were touting ample supplies. Those in the know within the U.S. became dismayed. The remainder never knew Atari was slowly abandoning the value of Atari's name recognition as it became easier and easier to forget, some assuming Atari had long filed for bankruptcy.

On a technical level, Atari 16-bit computers were designed beyond their time. For less than $1,000, consumers could enjoy "multimedia" before the phrase was ever really widely used. The icon-based working environment proceeded Windows popularity although the essential attributes of the two environments were very similar. MIDI was built-in and became an instant hit in the high-end music industry. Tasks were activated and manipulated with a mouse and the system accepted industry standard peripherals such as printers, modems and diskettes.

With all the genius that went into the technology of the machines, very little of equivalent genius went into the promoting and marketing the machines. Mr. Tramiel was the founder of Commodore Business Machines. When he introduced the PET computer in 1977, Jack discovered he didn't have to call a single publication. Instead they all flocked to his door demanding an opportunity to see the product. News magazines. Science Journals. Business newsletters. Newspaper reporters. They were all there with microphone, camera and pen in hand. And they kept coming back. Adding a switch, announcing a new 4K application or signing a new retailer were all big stories the press wanted to handle.

Today, a new video game announcement may generate a request from any of the dozens of gaming magazines for a press release, but a lot of costly work has to be done to assure fair or better coverage. Editorial people are literally swamped with technical news. Samples are mailed regularly to their attention. Faxes fly in through the phone lines and e-mail jams up their hard drives. It takes a lot to grab their attention.

While Atari retained hopes to be successful with the Jaguar, Atari's marketing people were fighting established standards in the industry with severe handicaps. Since cartridges (the Jaguar was/is primarily a cartridge-based system) were so expensive, editorial people were required to return them before new ones would be sent. Editorial people like to assign review projects. So finding cartridges they sent out was not always easy to do. Additionally, reviewers often love their work because they get to keep what they write about. Regardless, the few magazines willing to cover Atari products were more often turned away because of a lack of programmable cartridges or any number of other indecisive barriers. In-store signs and posters were sometimes created, but many retail chains charge premiums to manufacturers that want to display them. Some direct mail campaigns were implemented, but Atari often could not afford to keep those things being advertised on schedule. Therefore, the advertisements were published and distributed, but the product was not available.

Clearly, Jack's experience with the world beating a path to the door of a company making a better mousetrap no longer applied. The world had revolved a few times beneath him and he never noticed. The tactics used to successfully sell Commodore computers were simply antiquated notions from the past. Meanwhile, Sony launches the PlayStation with over $500 million in marketing funds. Today, the PlayStation is considered the most successful next-generation gaming machine throughout the world. Sony bought the market. Tramiel's Atari never learned how to do that. Actually, they never could afford it anyway.

After the 1990's got underway, Europe as well as the rest of the world, discovered that IBM-compatible computers were becoming more powerful and more affordable. The world always did want computers at home just like in the office and companies like Dell and Gateway exemplified the industry's trend toward home-based office computers. As a result, companies like Commodore, Atari and Next couldn't compete any longer. While the dedicated user base of each of them felt abandoned by these companies having to leave the computer market, the inevitable prevailed. Commodore jumped ship, Next

changed business goals completely and Atari invested what they had left in the Jaguar game system. Even today, Apple is kicking and screaming. As good as Apple was at creating a huge niche for themselves, they focused more heavily on education. When kids grow up and get jobs, they want business machines. IBM was always the business standard.

When one examines the history of Atari, an appreciation can grow for how many businesses and people were a part of the game over the years. Chuck E. Cheese Pizza was started by Atari's founder, Mr. Nolan Bushnell. Apple Computer was born in a garage by ex-Atari employees. Activision was founded by Ace Atari programmers. The list goes on and on.

But for some pathetic reason Atari's final days came and went with no tribute, no fanfare and no dignified farewells. Why? Where did all the talent go? Where are all the archives? Where are the vaults? Where are the unpublished games and where are the originals of those that were? Why has no company stepped forward to adopt the remaining attributes Atari has to offer? Where are the creditors? What has happened to all the properties and sites? Where are the databases, warranty cards, promotional items, notes on meetings, unanswered mail? Who owns P.O. Box 61657? Who goes to work in Atari's old offices? Where do consumers have their systems fixed? Who is publishing new games? Who still sells Atari products? Why are there still a lot of people talking about Atari on-line?

I'm an ex-Atari employee and proud to have been. I'm still an Atari devotee and proud to be. To me, these are questions which all deserve an answer, but who will ask them?

The best people to ask these questions are those who have exposure to the public. If you believe Atari left us without saying goodbye, contact Dateline at dateline@nbc.com. If you REALLY believe, then send this article to 10 of your friends in e-mail. AND if YOU REALLY, REALLY believe, mail a few to newspapers or other news programs. A letter in your own words would be great!

I'd spend money for a thorough retrospect on Atari. Wouldn't you?

Wouldn't it at least be nice to say "Goodbye"?

--Don Thomas
75300.1267@compuserve.com
209/239-3898

Permission is granted to freely reprint this article in it's entirety provided the author is duly credited.

6061. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-31 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Oct31.223139.1@cobra.uni.edu>
Source record: 8020

In article <846519730_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net
(Ronald J. Hall) writes:

> Yes, I call over 30 significant items a change! Did you -bother- to
> read that post Mr. Sinclair or are you doing a knee-jerk reaction because
> I was able to post such a listing??? :)

Significant changes? Looks like small hacks.. If you call these major
changes, you are probably right.. These are indeed major changes for TOS..
Still years behind by the other modern OS's

> I -DARE- you to put any 10 novice users in front of a Mac and ask them to
> figure out -on their own!- how to get a floppy disk out!!!! Then you come
> back here and tell me its just me having difficulties!

Already have.. At one of the local elementary schools, students do it all the
time when they need to eject the CD. The Mac platform has already graduated to
CD's while a certain one is still in floppy infancy..

> Agreed that there aren't any Web page apps -yet- for the Atari...I've sure
> someone will though, and I know it will offer most of the features, with
> more ease of use, and at a lower cost than comparable programs on other
> platforms...(as is the case with most Atari software!) :)

You think it will happen? What would be a lower price? Lower than $99. Why
does this platform always play catch up instead of leading for once?

The average comparable ST software that is cheaper is a pipe dream..

> Ditto for the digital camera...

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

6062. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-31 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GJ6VECBLUP@cabal.shnet.org>
Source record: 8021

In <djs.846500258@gen-off-3> David Stevenson wrote:
>guenther@cabal.shnet.org (Thorsten Guenther) writes:
>>digitised sound
>>will not lock your entire machine (as it does on the Mac).
>That's not really a function of the multi-tasking nature of the OS.
>The STe etc can do this because digitised sound is done via DMA;

IIRC, the Mac also has DMA sound capability, but this capability is
castrated by the OS.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

6063. SHOCKER (game) info

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-31 00:00:00 UTC
From: jjherz@aol.com
Message-ID: <55br19$nv0@newsbf02.news.aol.com>
Source record: 8022

Does anyone remember Shocker 2, the shareware maze game? My kids are pleading to continue on to higher levels, but for that you need a code, available for a fee but the address must be pretty ancient at this point. Does anyone know if that address is still good, or alternatively, did anyone pay for it who no longer uses it and would be interested in selling?
Please e-mail directly, thanks,,,,

6064. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-31 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <846871810_OASIS_@pcc-uky.campus.mci.net>
Source record: 8023

In article <djs.846769726@gen-off-3>
djs@jet.uk (David Stevenson) said:-

>But your comments were wrong. The LC3 may not support 57K6 (nor does
>an ST), but there are 68K macs that do.

Can't speak for the Macs...but -ANY- Atari 68k computer can access
using 38400/57600 speeds for an additional $59.00! (RSVE Mod.) :)

--

```
_/_/_/
```

6065. Re: Did you hear anyone say "Goodbye"? by Don Thomas (repost)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-31 00:00:00 UTC
From: leehp@pappas.com
Message-ID: <leehp-3110961827330001@news.ultranet.com>
Source record: 8024
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

Thanks for your message Don. I, too, find it amazing that Atari could not only fall from greatness, but disappear. At one point in the early 80's, Atari was one of the top 5 recognized brands in the U.S. (#2, I think.)

Having worked with (not for) Atari for many years during their peak, I have my own rational as to what happened, and why. It's sad.

-Lee

Lee H. Pappas | Pappas Communications Group
Magazine Publisher/Founder of: | Voice: 508-229-2550
VideoGames & Computer Entertainment | Fax: 508-229-2551
A.N.A.L.O.G. Computing | Email: leehp@pappas.com
ST-Log | www.pappas.com/~leehp
PC LapTop |------------------------------
VISIO | > Magazine Publishing
TurboPlay | > Consulting: USA Today & CNN
Picture This! | > Custom Publishing: W Disney
Popular Home Automation | > Entertainment Software

6066. Re: NVDI: It's a feature, not a hack. (Re: 10 Reasons To Use an Atari instead of a Macintosh)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-10-31 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.846769798@gen-off-3>
Source record: 8025

```
JEDI writes:
> BTW, you are more than welcome to address where my understanding
> of GEM API implementations are faulty.
I was not going to say that, I was just going to explain why I used
the throw-away term "hack". But as you can't be arsed (or are unable)
to fix your news software, you'll have to go without that particular
piece of wisdom!
--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

================================================================================
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
================================================================================
```

6067. Atari Equipment for Sale

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-01 00:00:00 UTC
From: btrabucc@peganet.com
Message-ID: <55cu5f$bio@andromeda.peganet.net>
Source record: 8026

I am auctioning the following Atari Computer Equipment and Software:

Atari 130XE
Atari 130XE w/ 320k and RamRod OS
Atari 800
Atari 1200XL
Black Box Hard Drive Controller w/ 64k Print Spooler
Black Box Case
20 Meg Hard Drive
Power Supply for the Hard Drive
Atari 1050 Disk Drive w/ US Double
Atari 810 Disk Drive
Atari 810 Disk Drive (Untested)
Magnavox Amber Monitor
Atari 835 Modem (Untested)
Atari 410 Program Recorder
Koala Pad (Untested)
Microflight Joystick
Various Joysticks, controllers, Power Supplies and Cables

Approximately 390 disks full of software, most double sided

Books:
Your Atari Comes Alive
Tricky Tutorial Series
Your Atari Computer
Mapping the Atari
Electronic Computer Projects
Atari Roots
De Re Atari
Atari Technical Manuals

Visit the Auction site at: http://www.ebay.com/aw/item.cgi?item=ybi025010

6068. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-01 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.846858871@gen-off-3>
Source record: 8027

thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:

> using 38400/57600 speeds for an additional $59.00! (RSVE Mod.) :)

We weren't talking about add-ons.
--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6069. Re: BIG news! by Don Thomas (repost)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-01 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <327a0137.1271167@news.airtime.co.uk>
Source record: 8028

On 31 Oct 1996 15:46:30 -0500, DOMINGO@news.delphi.com
(DOMINGO@DELPHI.COM) wrote:

>The election is coming up. That seems to be important. It's big news each

What Election?, Important to Who?

>night on radio and television lately. When I think hard about it, I am not

Not on my telly it Aint!

>sure why. Many people feel, as do I, that politicians say what they have to
>in order to be elected. Who knows what they'll really do in office. Even if

Haaa Political, Just what we need in "comp.sys.atari.advocacy", and I
bet its American politics that you presume we will all know who and
what you are on about?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

------- Coming Soon - DIAMOND-ICE - The Return of Dizzy -------

6070. Re: NVDI: It's a feature, not a hack. (Re: 10 Reasons To Use an Atari instead of a Macintosh)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-01 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.846853239@gen-off-3>
Source record: 8029

JEDI writes:
> lack of understanding of the MC68000 architecture and GEM.

ROFL!

--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6071. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-01 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <846931304_OASIS_@pcc-uky.campus.mci.net>
Source record: 8030

In article <1996Oct31.223139.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>Significant changes? Looks like small hacks.. If you call these major
>changes, you are probably right.. These are indeed major changes for TOS..
>Still years behind by the other modern OS's

They would have been major changes on any OS...and ease of use with TOS
has yet to be matched by any other OS...

>Already have.. At one of the local elementary schools, students do it all the
>time when they need to eject the CD. The Mac platform has already graduated to
>CD's while a certain one is still in floppy infancy..

You're telling me that at a local elementary school, with no prompting
from anyone else, that the kids just "KNEW" to drag the floppy disk icon
to the trash can, to eject the disk? (remember I said novices here, with
no prior Mac experience!!!) The Mac was forced to move over to CD's just
like the PC market due to ineffecient coding and software "bloat"... :)

>You think it will happen? What would be a lower price? Lower than $99. Why
>does this platform always play catch up instead of leading for once?

Because the people who code for TOS/GEM (for the love of it!) wait to
see all the mistakes that are made in a "trend" then taking advantage
of TOS's efficiency and ability to use resources without waste, write
better versions... :)

>The average comparable ST software that is cheaper is a pipe dream..

I dream with that software every day on my Falcon 030... <smile>

--

```
_/_/_/
```

_/_/_/

6072. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-01 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.846866257@gen-off-3>
Source record: 8031

thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
>...and ease of use with TOS has yet to be matched by any other OS...
My requests for examples have gone unheeded, unfortunately.

For me, most of my time is spent in applications not "the OS" (I assume
you mean Finder and/or TOS desktop by this; or what else do you mean?)
For apps, one of the most important things is consistency between different
programs, so that it's easier to learn the basics of each different app.
Atari s/w, for various reasons, didn't get that level of consistency.
There's not even agreement on which keys to use for cut and paste.
Or even Open/Load!

> from anyone else, that the kids just "KNEW" to drag the floppy disk icon
> to the trash can, to eject the disk?
That's just one example, and it's a fine one. But why the obsession with
floppies? I guess they're more important to an ST user than someone with
more modern kit. When asked for examples of bad UI, that's all anyone
has come up with. When asked for examples of multi-tasking, all anyone
can talk about is formatting floppies. What's the floppy obsession?

> I dream with that software every day on my Falcon 030... <smile>
Which spreadsheet do you use?
--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6073. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-01 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <846934306_OASIS_@pcc-uky.campus.mci.net>
Source record: 8032

In article <djs.846858871@gen-off-3>
djs@jet.uk (David Stevenson) said:-

>thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
>
>> using 38400/57600 speeds for an additional $59.00! (RSVE Mod.) :)
>
>We weren't talking about add-ons.

I realize that the original point was that neither early 68k Macs
or Early Atari's (before '90/91 or so) could run faster than 19200,
but I just wanted to point out how easy it is to make any Atari,
even the 520ST (circa '85) run higher serial port speeds...Thanks.

--

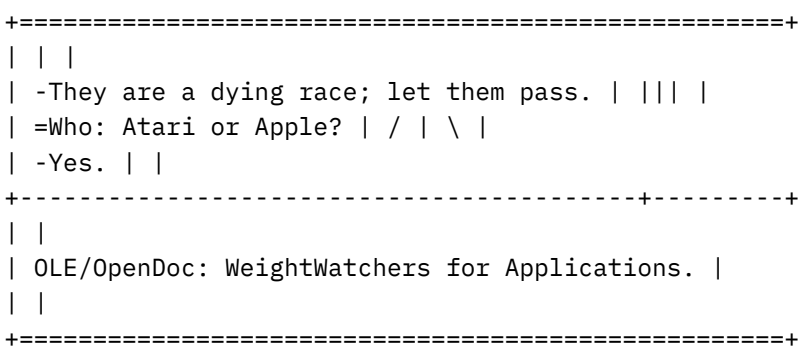
```
_/_/_/
```

6074. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-01 00:00:00 UTC
From: JEDI
Message-ID: <55d0e3$a2o@lex.zippo.com>
Source record: 8033

In article <1996Oct31.223139.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <846519730_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net
(Ronald J. Hall) writes:
>
>> Yes, I call over 30 significant items a change! Did you -bother- to
>> read that post Mr. Sinclair or are you doing a knee-jerk reaction because
>> I was able to post such a listing??? :)
>
>Significant changes? Looks like small hacks.. If you call these major
>changes, you are probably right.. These are indeed major changes for TOS..
>Still years behind by the other modern OS's

MacOS would be the LAST system to not yet have fully Pre-emptive
multi-tasking. It came to TOS quite some time ago (3+ years). MacOS
may have it... some day. Until then, apple will just keep throwing
application level toys at it's userbase and attempt to call them a
part of the OS.



6075. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-01 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GKBQEHBGUP@cabal.shnet.org>
Source record: 8034

In <1996Oct28.191736.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:

>In article <GJ2JFDCVUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>
>>>Prove that the ST shareware is cheaper? Compare equivelant shareware..
>>
>> As if you had any idea what software exists on the Atari.
>
>You can't list equivelant titles?

Petey-boy, I have asked first. You're to answer first.

>> You are talking bullshit, Petey-boy. Tell me where I (I!) may get such
>> prices. Nope, I'm not going to import Macs w/ American keyboards and 110V
>> PSUs.
>
>
>Best Buy and the various super stores..

Best Buy is not selling in Germany, Petey-boy. And I highly suspect they
sell American keyboard and 110V Macs.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

6076. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-01 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <846963642_OASIS_@pcc-uky.campus.mci.net>
Source record: 8035

In article <djs.846866257@gen-off-3>
djs@jet.uk (David Stevenson) said:-

>For me, most of my time is spent in applications not "the OS" (I assume
>you mean Finder and/or TOS desktop by this; or what else do you mean?)
>For apps, one of the most important things is consistency between different
>programs, so that it's easier to learn the basics of each different app.
>Atari s/w, for various reasons, didn't get that level of consistency.
>There's not even agreement on which keys to use for cut and paste.
>Or even Open/Load!

Hmm...most of the Atari software I use, follows very similiar conventions.
For example, [esc] clears the line/field you're in, [tab] will take you
to the next menu item...etc, etc,... I do agree that too many programmers
"did it their own way" because they thought they could do it better. You
know, sometimes they were right though...I give Douglas Little of Black
Scorpion and their outstanding, world class product, Apex Media, which
does not use GEM...but is extraordinary, nonetheless...as an example.

>That's just one example, and it's a fine one. But why the obsession with
>floppies? I guess they're more important to an ST user than someone with
>more modern kit. When asked for examples of bad UI, that's all anyone
>has come up with. When asked for examples of multi-tasking, all anyone
>can talk about is formatting floppies. What's the floppy obsession?

I don't think its really a floppy obsession but its an example that
shows how well multitasking works because formatting a floppy really
ties up most systems resources...I've seen an Amiga format 2 and 3
floppies simultaneously, while other desktop activities were being
performed...not much slowdown either! MagiC and Neodesk do this as
well, on Atari's...(background)

>Which spreadsheet do you use?

I have LDW Power, a Lotus 1-2-3 compatible...but I've been looking
at Twist, a relational database program that looks pretty cool, and
as you know, a lot of times, databases and spreadsheets can do the
same functions...(have you seen Opus2.2? Looks good as well!) I have
Atariworks, and while it can't do every single little thing some of
the heavyweights in the Mac/PC world can, it does -most- and its very
solid...

--

_/_/_/

```
_/ Unholy horn doth sound its blast, | /\ _/
_/ You and we were first to conquer, | Dark><Chyld _/
_/ You and we shall be the last! | \/ _/
_/ | _/
_/ - from "Song of the Dragon Masters" - | The Fuji Lives! _/
_/ | _/
_/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~_/
_/ _/
_/ --> Sysop of The DarkForce! BBS....Call 1-606-886-9014 <-- _/
_/ _/
_/_/_/
```

6077. Re: BIG news! by Don Thomas (repost)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-01 00:00:00 UTC
From: jim petit <jpetit1@airmail.net>
Message-ID: <327AB920.1DF4@airmail.net>
Source record: 8036

Tony Greenwood wrote:
>
> On 31 Oct 1996 15:46:30 -0500, DOMINGO@news.delphi.com
> (DOMINGO@DELPHI.COM) wrote:
>
> >The election is coming up. That seems to be important. It's big news each
>
> What Election?, Important to Who?
>
> >night on radio and television lately. When I think hard about it, I am not
>
> Not on my telly it Aint!
>
> >sure why. Many people feel, as do I, that politicians say what they have to
> >in order to be elected. Who knows what they'll really do in office. Even if
>
> Haaa Political, Just what we need in "comp.sys.atari.advocacy", and I
> bet its American politics that you presume we will all know who and
> what you are on about?
>
> Cheers.............!ynoT
> Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
> irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
>
> ------- Coming Soon - DIAMOND-ICE - The Return of Dizzy -------

Yeah, we do seem to think the world revolves around the central part
of North America........grin. Anybody up for a drive-by?

6078. Re: I used a Mac yesterday

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov1.233454.1@cobra.uni.edu>
Source record: 8037

In article <3273CF00.1D77@ridgecrest.ca.us>, Michael Grove <mgrove@ridgecrest.ca.us>
writes:

> I quote the above statement from Denis above "I used a Mac a couple of
> times".
> Not only do you know nothing whatsoever about computers except what you
> read
> in the monthly rags, you can't read.

Sure, whatever you say.. Hmmm..I wonder if I still have my my collection of
ANALOG and some issues od ST LOG laying around, must be boxed in the attic.
Actually I learn whats new in the weekly rags like MacWeek..

> Ya, that is what he said. For him it was easier to use.
>

Others would disagree..Such as Bruce Webster and my try with the ST. Not as
polished as the Mac.. Depends on one's perception.. However, the industry
states that the Mac is the the most inutive and easier to use.. That is
generaly a fact..

>> > This Mac is a Classic color (68000 CPU, tell me if I'm wrong). It was
>> > running system 7 and it was slow, slow, slow. Well, when I run Multitos
>> > on my Mega STE, it is really FASTER although it has a 68000 too.

Try running Mac equivelant apps and get back to me..

> Ya, I think he is running with a Panther Graphics card installed. It's
> only about $150.00. Blows away Mac video modes through the Quadra
> 040 line for a lot less money.

The problem is that the Quadra is no longer available new, so how can you state
is cheaper? However, Performa 6116's can be had for $599, includes a CD-Rom
to boot.

> Ya, it's kind of confusing. Especially when you upgrade an older version
> of
> the Mac O/S and don't have all extensions or control pannels loaded on
> hard disk.
> The install just replaces what you have currently active. I wonder how
> many
> Mac users are running a crippled system because they don't understand
> this.

Crippled system in what way? How?

> Let's see, jump over to the Mac newsgroup, jeez, I can't believe the
> types of people a mainstream computer platform brings onto the internet.

> Some of those questions are pretty ignorant.

What ignorant questions? Could it be that these new users are first time buyers/users of a given platform. As I recall, there was ignorant questions about the ST during the early years..

> I think I see a good place for you to visit 'Plop. Your presence there
> shou
>ld give you the ego boost you need.

My ego is just fine..

>> True...But Apple is not in trouble...
>
> Apple will be history soon enough. What do you think, maybe 5 or 10 more
> years? At least then the defunct Apple hardware will be available for a
> reasonable cost. To bad all the Motorola programmers will be retired and
> the up and comings will be working on Intel platforms.
> I hope Doug Little is still happy then with his current hobby and
> platform :)

Why 5-10 years? Do you have a crystal ball? Apple hardware is a bargain today...Much cheaper to boot than a Falcon and the Hades..

This semester campus sales will exceed the previous fall one significantly. We have students/staff beating down the door to get a hold of the 6400's. Doing at least one demo(two every other week)has done wonders to my sales..

> Mike
>
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

6079. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov1.235332.1@cobra.uni.edu>
Source record: 8038

In article <550opc$6j@orm.southern.co.nz>, chriswil@southern.co.nz (Chris Wilkinson) writes:

> : Navigate what?
>
> Yes Navigate! If I want to go to a deeply nested directory it it MUCH
> quicker to do so using my Falcon as I always seem to be waiting for MacOS
> to finish its frilly bits before I can d-click on the next directory...

Directory? I use aliases..No fuss/nor muss...

> Until each new release of MagiC, MiNT, XaAES, oAESes, Geneva, Thing etc...
> comes out...

You mean hacks. As for memory usage, Mac OS and Windows do more and cost less. Considering that machines come with 16 megs, not an issue. I upgraded to 49 megs, and my setup is still cheaper than a Falcon.. Why is the Falcon over priced?

> Yes. _Most_ 68k Macs are limited in this way. Some newer 68k Macs can do
> better (ie. newer Performas, AV macs of course)...

Which exceed the numbers of the ST platform..

> : Please explain?
>
> Does this need explaining? The learning curve on software is MUCH steeper
> on _most_ Mac software I have seen compared to comparable Atari software
> with similar features...

Depends on the software.. I understand that Calmus wasn't a piece of cake to master either. However, apps like ClarisWorks have no equal on the ST platform..

> He's getting toey now! How do you mean 'develop' on the web? I happily
> develop offline and online web pages for my Atari club, and with each new
> version of CAB etc...I can do more of what PC/Mac users might take for
> granted with the WWW. Admittedly the Atari is behind in things like Java
> etc...but this is only because the w**kers who invented these things
> 'need' one to sign corporate-propellor-head-mentality-bureaucratic-bumph
> licensing agreements, and that, despite what Sun says, will cost big $$$

Exactly.. Don't expect WebStar, PageMill, Claris Homepage and many other internet apps/tools anytime soon on the ST platform. Heck, you can't even hook up a digital camera to the ST platform that Mac users take for granted.. Digital camera a tool for web development...

> : Prove it?
>
> APEX media for 100UK Pounds. Gimme a Mac app that even comes close for
> similar $ and I'll tear my head off and feed it to myself. Other examples
> exist like Photoline, DA`s software, Steinberg software, and much more.
> All these apps provide as much if not more features than similarly priced
> versions for the Mac...

PLease describe what Apex media is and no doubt a higher eqivelant is
available..

You still have not diven prices on the others..Just Hearsay...

> : More Macs are in use for that utility..
>
> Really? That surprises me, for as a semi-pro bass-player over the
> years I would have said that the jerky timimg resolution I hear on Mac
> MIDI setups would be unacceptable to most studio worth their name...

You must of not been paying attention to the market. The Mac playform has a
high share in the Midi market..

I hear that some of the popular previous titles will no longer be upgraded..

> : ST's don't have PPC!
>
> But they do have 68060, and according to Computer DirecT they may have
> PPC before too long...checkout Computer DirecT's homepage
> <http://www.compdirect.com/> to see what they are up to...

So TOS must of been ported to PPC...About time... Has only been close to three
years that the PowerMacs have been out..

> : Interesting concept..
>
> Yes. A right pain, especially if I'm grabbing large QT movies. The problem
> exists mainly with software that lives on CD-ROM for the Mac, as such
> software is written to the CD in a dual-forked format that incorporates
> the resource and data forks for the file in one chunk...

That can be the case..Hardly a reason to buy an ST..

> Yes, but you have to go out and get a two-button mouse first...

If you need one. Quite frank, what would the second button's function be?

> I would still like to know if Mr. Sinclair-Day has actually used a Falcon
> before, and how it was setup...maybe someone should show him one day and
> make him eat all those words from over all those years...

Not much there, when the slowest 030 mhz is used..

> Chris W.
> /|\ ATARI Falcon030 16Mb/340Mb/32Mhz/DSP/FPU
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

6080. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-02 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <846991602_OASIS_@pcc-uky.campus.mci.net>
Source record: 7941

In article <1996Nov2.002642.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>> The version of PhotoLine we used to compare it to does not have all of
>> the features of Photoslop, and Photoslop does not have all of the
>> features of PhotoLine. They are about as close as you can get though.
>> The major difference is that Photoslop has support for layers whereas
>> PhotoLine does not (yet). PhotoLine however handles image scaling
>> better, has better masking tools, has many plug in filters (free),
>> doesn't require expensive accelerator cards to make it useable (err
>> functional) and sells for less.
>
>You said it...Photoline does not have all the features of Photoshop and you
>compare it anyways..

Right. Right next to the sentence that -ALSO- says that Photoshop does
-NOT- have all of the features of Photoline, either...Doing your best
to ignore that part, are we?

>> PhotoLine run on the same Mac9500 outperforms PhotoSlop by an impressive
>> margin, this of course under OS emulation called MagiCMac which brings
>> true 32 bit preemptive multitasking to the Mac. Something you won't have
>> until the next millenium if Apple still exists by then.
>
>Of course MagiCmac can't use Quicktime, OpenDoc, AppleScripts QuickDraw and
>emerging Apple software technology.. Nice try..

Once again, you've totally missed the point...Anybody can read the above
paragraph and see that the point he is getting at is that even under an
emulator (which are notorious for slowing performance down because of the
overhead) it outperforms Photoshop...Need someone to interpret for you
since you can't/won't grasp the obvious? Nice try anyways...

>> The comparison was between TOS running TOS applications on a 68060 and
>> MacOS running MacOS applications on a Mac 9500. The time to do a
>> specific task on both machines is what we are comparing here. The
>> DirecT60 will blow the doors off a Mac, or any other desktop for that
>> matter, on pretty much any test we can throw at it.
>
>Are you stating that this 68060 box will blow the doors off a 200mhz 604e
>box..?

Once again, its obvious what he is stating here! Whats the matter? Were
you emptying the (Mac)trash while trying to answer newsgroup postings
at the same time? Maybe that co-operative multitasking Mac OS was really
not co-operating all that well, after all, huh? <grin>

>> I asked you to do some benchmarks on a 20MB TIFF and whatever app you
>> wanted to use and haven't heard back from you. Having a hard time
>> finding a 20MB TIFF and an app that can come close to the speed I
>> posted? Whenever you are ready...
>
>are irrelevant..

What you are doing is called "duck and run" and its used to cut your
losses while you can...If only Custer could have been so lucky... :)

C'mon Petey, you've always claimed that no one gave specifics...well,
Chris is -challenging- you head on! So PUT UP OR SHUT UP! <Yea!>

--

_/_/_/

6081. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-02 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <327B0800.39@ridgecrest.ca.us>
Source record: 7942

David Stevenson wrote:
>
> thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
>
> > using 38400/57600 speeds for an additional $59.00! (RSVE Mod.) :)
>
> We weren't talking about add-ons.

Ya, the poster was talking about older Mac's which do not infact
support serial port speeds greater than 57.6K.
Make sure you follow the rules of the Atari flamers.
When you talk about a 1986 1040ST you MUST compair it to
a 180mhz PPC! If you are talking about a Falcon, you must be
on your knees before the keyboard praying that your are not
struck dead because you are not using the same machine as
Sinplop or have Be O/S painted in rainbow colors on your
bedroom wall!
So there!

Mike

> --
> Home page http://www.compulink.co.uk/~ktl/hoagy.html
> Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327
>
> ==========
> The above article is the personal view of the poster and should not be
> considered as an official comment from the JET Joint Undertaking
> ==========

6082. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-02 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <327B0BAE.2947@ridgecrest.ca.us>
Source record: 7943

David Stevenson wrote:
>
> thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
> >...and ease of use with TOS has yet to be matched by any other OS...
> My requests for examples have gone unheeded, unfortunately.
>
> For me, most of my time is spent in applications not "the OS" (I assume
> you mean Finder and/or TOS desktop by this; or what else do you mean?)
> For apps, one of the most important things is consistency between different
> programs, so that it's easier to learn the basics of each different app.
> Atari s/w, for various reasons, didn't get that level of consistency.
> There's not even agreement on which keys to use for cut and paste.
> Or even Open/Load!

With that kind of consistancy, how can you tell the difference between
you desktop and the application your running. If you have kids, will you
require them to wear uniforms to school and look just like the rest?
>
> > from anyone else, that the kids just "KNEW" to drag the floppy disk icon
> > to the trash can, to eject the disk?
> That's just one example, and it's a fine one. But why the obsession with
> floppies? I guess they're more important to an ST user than someone with
> more modern kit. When asked for examples of bad UI, that's all anyone
> has come up with. When asked for examples of multi-tasking, all anyone
> can talk about is formatting floppies. What's the floppy obsession?

Ok, you want a real example utilizing a multasking system. Take a QT
movie and get the latest version of Sparkle for your Mac. Now convert
the QT movie to the MPEG format. You will find you can't do anything
else with the system while it is performing the compression.
Now search ftp for a Mac file called QT2MPEG.sit.hex. Unstuff it.
Here you will find a Mac users solution to your non-multasking Mac
O/S problems. Included inside the package, you will find a port
of Mint for the Mac and a program called "just enough TOS" that
you can install on your machine to make it Atari worthy. Included
in the package is an MPEG encoder that will run in the background
under Mint while you can still utilize your machine. Of course you
will have to understand a little Unix, but what the hell, both you
and SinPlop seem to know more about whatever in the universe is in
the making so an old O/S such as Unix shouldn't be much of a problem.
Kind of ironic. The only way to make a Mac multitask is to install
another O/S. And two of the four available are TOS compatible.
Atari's have been doing this for quite some time.
I didn't even say the word floppy once :)

That's two (big) points for Atari now.

Mike

>
> > I dream with that software every day on my Falcon 030... <smile>
> Which spreadsheet do you use?
> --
> Home page http://www.compulink.co.uk/~ktl/hoagy.html
> Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327
>
> ==========
> The above article is the personal view of the poster and should not be
> considered as an official comment from the JET Joint Undertaking
> ==========

6083. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-02 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <327B11AB.4D92@ridgecrest.ca.us>
Source record: 7944

PETER SINCLAIR-DAY wrote:
>
> In article <550opc$6j@orm.southern.co.nz>, chriswil@southern.co.nz (Chris Wilkinson)
writes:
>
> > : Navigate what?
> >
> > Yes Navigate! If I want to go to a deeply nested directory it it MUCH
> > quicker to do so using my Falcon as I always seem to be waiting for MacOS
> > to finish its frilly bits before I can d-click on the next directory...
>
> Directory? I use aliases..No fuss/nor muss...

The Atari users have the option of using Start. Much tider than Mac
aliases.

>
> > Until each new release of MagiC, MiNT, XaAES, oAESes, Geneva, Thing etc...
> > comes out...
>
> You mean hacks. As for memory usage, Mac OS and Windows do more and cost less.
> Considering that machines come with 16 megs, not an issue. I upgraded to 49
> megs, and my setup is still cheaper than a Falcon.. Why is the Falcon over
> priced?

More like uses more and does less with it.
I would like to see that 49meg simm.
The Falcon i'm sure is not more expensive than your system. Prove it.
Don't quote Toads add's. They do not have the current prices on memory
listed in on their web site. A 16mb Falcon can be had for less than
$1000.00. Your memory upgrade cost at least $235.00. That means you
obtained your Mac for less than $765.00. If this is true, you surely
don't have the machine you claim to have. Did you pick up a second
hand Mac II by mistake by chance?
>
> > Yes. _Most_ 68k Macs are limited in this way. Some newer 68k Macs can do
> > better (ie. newer Performas, AV macs of course)...
>
> Which exceed the numbers of the ST platform..
>
> > : Please explain?
> >
> > Does this need explaining? The learning curve on software is MUCH steeper
> > on _most_ Mac software I have seen compared to comparable Atari software
> > with similar features...

>
> Depends on the software.. I understand that Calmus wasn't a piece of cake to
> master either. However, apps like ClarisWorks have no equal on the ST
> platform..

Ya, sure. That's why they are bearly making it in the Microsoft invasion
of
the Mac user base.

>
> > He's getting toey now! How do you mean 'develop' on the web? I happily
> > develop offline and online web pages for my Atari club, and with each new
> > version of CAB etc...I can do more of what PC/Mac users might take for
> > granted with the WWW. Admittedly the Atari is behind in things like Java
> > etc...but this is only because the w**kers who invented these things
> > 'need' one to sign corporate-propellor-head-mentality-bureaucratic-bumph
> > licensing agreements, and that, despite what Sun says, will cost big $$$
>
> Exactly.. Don't expect WebStar, PageMill, Claris Homepage and many other
> internet apps/tools anytime soon on the ST platform. Heck, you can't even hook
> up a digital camera to the ST platform that Mac users take for granted..
> Digital camera a tool for web development...

Ya, I surely want a little overpriced CCD that can put out a 160*100
7fps picture of you ugly face over the internet.
Digital camera? I thought you were talking about video. I don't see
where
connecting a primitive imaging device such as all of the under $2000.00
digital camers are to my Atari or Mac being something to shake my wang
at.
The picture quality is crap on the Mac, and if a driver was wrote for
the
TOS machines to utilize one it would look like crap there as well.
Better to purchase a nice 35mm and a Epson 1200 scanner for your Falcon
or ST. Digital photography technology is way to far away for you to
try to use that for a stick to lean on.

>
> > : Prove it?
> >
> > APEX media for 100UK Pounds. Gimme a Mac app that even comes close for
> > similar $ and I'll tear my head off and feed it to myself. Other examples
> > exist like Photoline, DA`s software, Steinberg software, and much more.
> > All these apps provide as much if not more features than similarly priced
> > versions for the Mac...
>
> PLease describe what Apex media is and no doubt a higher eqivelant is
> available..

There is no Mac application that can be compaired to Apex. It dosen't
exist.

>
> You still have not diven prices on the others..Just Hearsay...
>
> > : More Macs are in use for that utility..
> >
> > Really? That surprises me, for as a semi-pro bass-player over the
> > years I would have said that the jerky timimg resolution I hear on Mac
> > MIDI setups would be unacceptable to most studio worth their name...
>
> You must of not been paying attention to the market. The Mac playform has a
> high share in the Midi market..
>
> I hear that some of the popular previous titles will no longer be upgraded..
>
> > : ST's don't have PPC!

What is so great about a PPC? What does a CPU upgrade for your machine
cost
to take it to, say, 180mhz PPC? About two grand, right?

> >
> > But they do have 68060, and according to Computer DirecT they may have
> > PPC before too long...checkout Computer DirecT's homepage
> > <http://www.compdirect.com/> to see what they are up to...
>
> So TOS must of been ported to PPC...About time... Has only been close to three
> years that the PowerMacs have been out..

No, it won't be a port. I think what he is getting at is the ability to
run
PPC software on the 060 based machine, much like the $1500.00 dollar
Pentium
cards for the PPC's to run Dos or Windowz or whatever they do.
It will be interesting to see how you react to this. You support in your
post all of the new and planned Mac clones, yet i'm sure that an Atari
clone
able to run PPC will leave a very bad taste in you mouth.

>
> > : Interesting concept..
> >
> > Yes. A right pain, especially if I'm grabbing large QT movies. The problem
> > exists mainly with software that lives on CD-ROM for the Mac, as such
> > software is written to the CD in a dual-forked format that incorporates
> > the resource and data forks for the file in one chunk...
>
> That can be the case..Hardly a reason to buy an ST..
>
> > Yes, but you have to go out and get a two-button mouse first...
>
> If you need one. Quite frank, what would the second button's function be?
>

> > I would still like to know if Mr. Sinclair-Day has actually used a Falcon
> > before, and how it was setup...maybe someone should show him one day and
> > make him eat all those words from over all those years...
>
> Not much there, when the slowest 030 mhz is used..
>
> > Chris W.
> > /|\ ATARI Falcon030 16Mb/340Mb/32Mhz/DSP/FPU
> >
>
> GREETINGS..
> |---|
> | Peter Sinclair-Day POWERMAC OF COURSE.... |
> | University of Northern Iowa |
> I I
> I Do you believe in Macintosh? Learn how to help the cause by subscribing I
> I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
> I go to: <http://www.solutions.apple.com/ListAdmin/>. I
> |---|
> "A cut in the capital gains taxes will benefit me and make me richer.
> And I am not embarrassed to say that."
> -Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

6084. Re: I used a Mac yesterday

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-02 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <327B1985.1BE9@ridgecrest.ca.us>
Source record: 7945

PETER SINCLAIR-DAY wrote:
>
> In article <3273CF00.1D77@ridgecrest.ca.us>, Michael Grove <mgrove@ridgecrest.ca.us>
writes:
>
> > I quote the above statement from Denis above "I used a Mac a couple of
> > times".
> > Not only do you know nothing whatsoever about computers except what you
> > read
> > in the monthly rags, you can't read.
>
> Sure, whatever you say.. Hmmm..I wonder if I still have my my collection of
> ANALOG and some issues od ST LOG laying around, must be boxed in the attic.
> Actually I learn whats new in the weekly rags like MacWeek..

Just like I said. When was the last time you developed any
useful software or hardware for you Mac. Did you find a creative
way to route your mouse cable? Did you install a spinning mouse
icon?

>
> > Ya, that is what he said. For him it was easier to use.
> >
>
> Others would disagree..Such as Bruce Webster and my try with the ST. Not as
> polished as the Mac.. Depends on one's perception.. However, the industry
> states that the Mac is the the most inutive and easier to use.. That is
> generaly a fact..

Bruce who? Depends which Mac your talking about.
Just because John Delorian made a bad deal dosen't
mean the car is bad. But then again, i'm sure industry would
say that. The only fact is that Apple was more sucessful than
Atari in the computer market. It does not mean that it is a better
machine for everyone. If it was, Apple would be sharing the
same building as Bill Gates, but we all know that just isn't
going to happen.

>
> >> > This Mac is a Classic color (68000 CPU, tell me if I'm wrong). It was
> >> > running system 7 and it was slow, slow, slow. Well, when I run Multitos
> >> > on my Mega STE, it is really FASTER although it has a 68000 too.
>
> Try running Mac equivelant apps and get back to me..

Get a life. The equivelant apps statement dosen't apply to the 68000
Mac. It flat out won't run the software you keep bringing up. It is as
dead as the TRS 80. Nobody wants those. Where I work I have seen
thousands in the excess heap. Even the schools won't pick them out
of the scrap pile.
I would also like for you to send some photos all these ST's are
going to.
>
> > Ya, I think he is running with a Panther Graphics card installed. It's
> > only about $150.00. Blows away Mac video modes through the Quadra
> > 040 line for a lot less money.
>
> The problem is that the Quadra is no longer available new, so how can you state
> is cheaper? However, Performa 6116's can be had for $599, includes a CD-Rom
> to boot.

You had better check up on your Mac facts. Sever dealers advertise
"Brand New" Quadra 950 and Quadra servers. The 950's go for $1500.00
8mb/no hd.

No one interested in computing would waste their money on a Performa
6116.
What a piece of shit. A $135.00 586-133mhz will blow it off.
Ya, were real stupid. How can you justify posting crap like this?
Talk about machines heading for the landfills, cripes, why do you
think they are selling them so cheap?

>
> > Ya, it's kind of confusing. Especially when you upgrade an older version
> > of
> > the Mac O/S and don't have all extensions or control pannels loaded on
> > hard disk.
> > The install just replaces what you have currently active. I wonder how
> > many
> > Mac users are running a crippled system because they don't understand
> > this.
>
> Crippled system in what way? How?

Da, figure it out. You probably have never updated your O/S. You get
your
network administrator to do it for you. You know the guy that dosen't
have
time to police your illegal post to the usenet?
You know I love it when I check Deja News and see all the canceled
SinClap
messages. How did you manage to get through this time?

>
> > Let's see, jump over to the Mac newsgroup, jeez, I can't believe the
> > types of people a mainstream computer platform brings onto the internet.
> > Some of those questions are pretty ignorant.
>

> What ignorant questions? Could it be that these new users are first time
> buyers/users of a given platform. As I recall, there was ignorant questions
> about the ST during the early years..

If the machine is soooooo " inutive" as you like to say,
and I will actually quote you on this:
"Depends on one's perception.. However, the industry
states that the Mac is the the most inutive and easier to use.. That
is
generaly a fact".

If the machine is "sooooo inutive" why all the "help me with
opentransport"
or "help me with Mac TCP" or "help me with Free PPP" or "help me with
trying to run Adobe Premeier 4.X on my Mac plus with 4mb of ram", or in
your
case "help me view pictures in the alt.binaries.xxx group".

>
> > I think I see a good place for you to visit 'Plop. Your presence there
> > shou
> >ld give you the ego boost you need.
>
> My ego is just fine..
>
>
> >> True...But Apple is not in trouble...
> >
> > Apple will be history soon enough. What do you think, maybe 5 or 10 more
> > years? At least then the defunct Apple hardware will be available for a
> > reasonable cost. To bad all the Motorola programmers will be retired and
> > the up and comings will be working on Intel platforms.
> > I hope Doug Little is still happy then with his current hobby and
> > platform :)
>
> Why 5-10 years? Do you have a crystal ball? Apple hardware is a bargain
> today...Much cheaper to boot than a Falcon and the Hades..

A bargain compaired to what it cost just a couple of years ago. How many
people do you think gave up on their Mac II's and Quadras an moved over
to Pentiums when they were released? I haven't read anywhere figures
stating that the Mac share of the PC market has increased lately.
More PC's are probably sold in a day than Apple and the clone
manufactures
sell in a week.
A bargin in todays market is the SGI Indy line, some of which can be had
for less than 5K. The screen saver on one of these renders faster than
any application available for the PPC's. If you really want a bargin get
a DEC Alpha 433mhz rendering station for about 16K. Even if you could
outfit a Mac with same software (LightWave 3D, ect..) it would come no
where close to the performance of these machines. So you see, you

machines
performance is reletive to your pocket book, not the Apple name on it.
>
> This semester campus sales will exceed the previous fall one significantly. We
> have students/staff beating down the door to get a hold of the 6400's. Doing
> at least one demo(two every other week)has done wonders to my sales..
>
> > Mike
> >
> >
>
> GREETINGS..
> |---|
> | Peter Sinclair-Day POWERMAC OF COURSE.... |
> | University of Northern Iowa |
> I I
> I Do you believe in Macintosh? Learn how to help the cause by subscribing I
> I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
> I go to: <http://www.solutions.apple.com/ListAdmin/>. I
> |---|
> "A cut in the capital gains taxes will benefit me and make me richer.
> And I am not embarrassed to say that."
> -Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

6085. Re: BIG news! by Don Thomas (repost)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-02 00:00:00 UTC
From: molin@smurfy.tcimet.net
Message-ID: <molin.846941044@smurfy.tcimet.net>
Source record: 7946
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

DOMINGO@news.delphi.com (DOMINGO@DELPHI.COM) writes:

>Date: 26 Oct 96 03:29:47 EDT
>From: "Donald A. Thomas, Jr." <75300.1267@CompuServe.COM>
>Subject: BIG news!
>
>BIG news!
>By Donald A. Thomas, Jr.
>
>The election is coming up. That seems to be important. It's big news each
>night on radio and television lately. When I think hard about it, I am not
>sure why. Many people feel, as do I, that politicians say what they have to
>in order to be elected. Who knows what they'll really do in office. Even if
>I gloss over that admittedly defeatist viewpoint, there remains another
>popular viewpoint that the election is already decided... at least this year
>anyway.
>
>I suppose it's tradition. We all have to talk about it and hear about it
>just because it's America's ultimate soap opera. After all, obvious slam
>dunk elections have turned up as big misses at the polls in the past. It

Ain't that the truth! Harry Browne of the Libertarian Party is _LEADING_
in almost every poll on the net. And he's certainly a valiant alternative
to the big brother duo Republicrat candidates who are both fighting so hard
to _GROW_ government at the expense of future generations.

Maybe your proprosed game scenario is long overdue?
--
=-=-=-=-=-=-=-=-=-= molin@smurfy.tcimet.net =-=-=-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

6086. Re: BIG news! by Don Thomas (repost)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-02 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <327b4d52.1546872@news.airtime.co.uk>
Source record: 7947

On Fri, 01 Nov 1996 20:59:44 -0600, jim petit <jpetit1@airmail.net>
wrote:

>> Haaa Political, Just what we need in "comp.sys.atari.advocacy", and I
>> bet its American politics that you presume we will all know who and
>> what you are on about?

> Yeah, we do seem to think the world revolves around the central part
>of North America.....grin. Anybody up for a drive-by?

Well we think the world revolves around England, The French think
they are top dogs, The Germans do it, Russia, Japan, Everyone thinks
they are the center of the Universe,
There all in for a shock when they find out it's my House <smile>

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

6087. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-02 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <846986674_OASIS_@pwomar.demon.co.uk>
Source record: 7948

In article <1996Oct31.223139.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>> I -DARE- you to put any 10 novice users in front of a Mac and ask them to
>> figure out -on their own!- how to get a floppy disk out!!!! Then you come
>> back here and tell me its just me having difficulties!
>
>Already have.. At one of the local elementary schools, students do it all the
>time when they need to eject the CD.

That wasn't the 'dare' it was to place novice users in front of the
machine and get them to work it out, not look at users who 'always' do
it and were probably told in their I.T. lessons.

>The Mac platform has already graduated to
>CD's while a certain one is still in floppy infancy..

CD's do exist for the Atari and you are infinitely stupid for
suggesting that it is still in floppy infancy.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

6088. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov2.112355.1@cobra.uni.edu>
Source record: 7949

In article <96303.232231STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> I will admit that graphics on the Atari Falcon were a little
> slow. With NVDI they were acceptable. NVDI is well worth
> the price. It is not like the Falcon is unusable without
> it either. I used mine for over a year with no imrpovements
> and was very happy with it. For word processing I would
> switch to monochrome.

Why monochrome? Isn't the color good enough for wp? No need for monochrome on
the Mac because the color is crystal clear.

> As far as software I would like to know an alternative to
> Pagestream on the Atari for the Macintosh in the same
> price range. I doubt there is one. I have found that
> finding old versions of software for the Macintosh
> is difficult. Sources for used software on the Atari
> seem to be everywhere. I personally like Atari Works
> as well and it may lack many features that Claris Works has but it
> is easier to use, is very fast, and solid.

Pagestream is comming to the Mac. According to an article and screen shots in
MacFormat from the UK..I am not sure what the current price of Pagestream is,
but PageMaker can be had for $199 from your local school bookstore.

You must have a different diffinition for ease of use and solid. Which is fine
because you are use to the Atari way of things. However, a new user may not
agree nor is a fact.

> Photoshop is probably more powerful than similar programs on
> the Atari. However, there are many choices on the Atari side,
> they are cheaper, and they are probably much faster.
> Having used Atari software for a few years and swithced to
> a Macintosh I am not impressed with the offerings except
> for those for the Internet. Even here Atari software is improving
> and there is now an alternative to CAB.

You have not specify examples of equevelant apps. Much faster is too broad..
Are you stating that apps with a Falcon is faster than 200 mhz PowerMac which
are dropping rapidly in price..

As for CAB, I am sure anything is better. But the ST platform is always paying
catchup and not being the first with new innovation. Macs are cheap and will
be even cheaper as the weeks go by. With all these internet related apps and
the cheap hardware I can find hardly a case for the ST platform..

> I made a comment in my first post about the Atari allowing
> a user more control. Some examples are assigning programs

> to a key to launch, choosing a preference location
> for individual programs, setting file masks, moving and renaming
> files, and being able to eject a floppy.
> Just some additional thoughts.

You think that is exclusive on the ST? Ever hear of Macros, Quickkeys and
Alias? I can put Alias of apps anywere I please...I can put apps in my startup
sequence if I want..

Are you sure you have used a Mac?

> -scott tirrell

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

6089. Re: I used a Mac yesterday

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov2.113204.1@cobra.uni.edu>
Source record: 7950

In article <55829g$8e1@lex.zippo.com>, JEDI writes:
> In article <1996Oct28.192453.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>>
>
>>Lets see, a Motorola Star Max 3000/200 for $1999. PPC 603e 200 mhz...
>
> So? When will such a beast be appearing in a retail establishment
> anywhere east of the Mississippi?

About now...If not, Umax/SuperMac models are available.. Plus you can buy a
kit starting at $899 for the 160 mhz version using the Motorola motherboard
with floppy, PCI slots and a Tower with five drive bays..

A 200 mhz 604e kit goes for $1499.. Looks like there will be a Computer Mac
shopper soon..

> +===+
> | -They are a dying race; let them pass. | ||| |
> | =Who: Atari or Apple? | / | \ |
> | -Yes. | |
> +===+
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

6090. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov2.113543.1@cobra.uni.edu>
Source record: 7951

In article <558cg2$m6l@news-central.tiac.net>, brmiller@tiac.net (Brian-Roland Miller) writes:

> Toad has never discounted, and sells at full retail.

What are the discounted prices and from whom?

> Perhaps a more relevant approach would be to, say, actually think about
> these things before you spout?

Isn't Toad one of the last place that deals with the ST? Seems like is a popular place to do business with. I bought my Lynx from them..

> ---
> BR Miller
> Boston, MA

GREETINGS..

|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

6091. Re: BIG news! by Don Thomas (repost)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-02 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <327baaed.374519@news.airtime.co.uk>
Source record: 7952

On Sat, 2 Nov 96 11:35:10 GMT, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) wrote:

>>they are top dogs, The Germans do it, Russia, Japan, Everyone thinks
>>they are the center of the Universe,
>> There all in for a shock when they find out it's my House <smile>

> Greetings, Tony!

> I've always wanted to visit the Center of the Universe, so how's
> about inviting us Atarians (all of us!) over for a visit! <grin>

Yep No problem, I mean, there arn't that many of us, I will just push the setee back and kick her and the kids out, plenty of room :)

> I've always wanted to try a pint of that stout English beer, too.

"stout"?, A good old pint of Bitter X 7 <BIG SMILE>

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

6092. Re: I used a Mac yesterday

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-02 00:00:00 UTC
From: JEDI@osu.edu
Message-ID: <55g2qq$iaf@charm.magnus.acs.ohio-state.edu>
Source record: 7953

In article <1996Nov2.113204.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:

> In article <55829g$8e1@lex.zippo.com>, JEDI writes:
>> In article <1996Oct28.192453.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>>>
>>
>>>Lets see, a Motorola Star Max 3000/200 for $1999. PPC 603e 200 mhz...
>>
>> So? When will such a beast be appearing in a retail establishment
>> anywhere east of the Mississippi?
>
> About now...If not, Umax/SuperMac models are available.. Plus you can buy a

WHERE!

> kit starting at $899 for the 160 mhz version using the Motorola motherboard
> with floppy, PCI slots and a Tower with five drive bays..

WHERE!

>
> A 200 mhz 604e kit goes for $1499.. Looks like there will be a Computer Mac
> shopper soon..

So? In what page of computer shopper or at what URL can you find these
alleged products. Furthermore, where can one find a Mac clone anywhere
in a retail establishment anywhere near the eastern seaboard?

Or is this claim like all of your others: quite a bit of hot air?

```
*******************************************************
* | *
* They are a dying race; let them pass. | ||| *
* Who: Atari or Apple? | / | \ *
* YES. | *
* | *
*-----------------------------------------+------------*
* *
* OLE/OpenDOC: WeightWatchers for Applications. *
* =TMJ= *
*******************************************************
```

6093. Re: BIG news! by Don Thomas (repost)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-02 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <847020910_OASIS_@pcc-uky.campus.mci.net>
Source record: 7954

In article <327b4d52.1546872@news.airtime.co.uk>
stosser@airtime.co.uk (Tony Greenwood) said:-

> Well we think the world revolves around England, The French think
>they are top dogs, The Germans do it, Russia, Japan, Everyone thinks
>they are the center of the Universe,
> There all in for a shock when they find out it's my House <smile>

Greetings, Tony!

I've always wanted to visit the Center of the Universe, so how's
about inviting us Atarians (all of us!) over for a visit! <grin>

I've always wanted to try a pint of that stout English beer, too.

<wistful, longing look on face>

<grin>

--

```
_/_/_/
```

6094. Just try this, it will work

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-02 00:00:00 UTC
From: sbolting@nemonet.com
Message-ID: <84.6541933268309@news.nemonet.com>
Source record: 7955
Cross-posted to: alt.binaries.atari,alt.warez.atari,fido.ger.atari,alt.warez.atari-st,comp.sys.atari.8bit,comp.sys.atari.advocacy,alt.binaries.atari.d,maus.sys.atari.desktop,maus.sys.atari.f030,maus.sys.atari.hardware,maus.sys.atari.mint,maus.sys.atari.okami,comp.sys.atari.programmer,lightspeed.rechner.atari.selbstgeschrieben,lightspeed.rechner.atari.software,maus.sys.atari.software,comp.sys.atari.st,comp.sys.atari.st.tech,maus.sys.atari.talk,alt.support.ataxia,alt.christnet.atheism,uk.sport.athletics,fr.biz.d

Take five minutes to read this and it WILL change your life.

The Internet has grown tremendously. It doubles in size every 4 months. think about it. You see those 'Make.Money.Fast' posts more and more. That's ... because it WORKS ! So I thought, all those new users might make it work. And I decided to try it out, a few months ago. Besides, whats $5.00, I spend more than that in the morning on my way to work on coffee and cigs for the day. So I sent in my money and posted. Everyone was calling it a scam, but there are SO many new users from AOL, Netcom, etc. they will join in and make it work for you.

Well, two weeks later, I began recieving bucks in the mail! I couldn't believe it! Not just a little, I mean big bucks! At first only a few hundred dollars, then a week later, a couple of thousand, then BOOM. By the end of the fourth week, I had recieved nearly $47,000.00. It came from all over the world. And every bit of it perfectly legal and on the up and up. I've been able to pay off all my bills and still had enough left over for a nice vacation for me and my family.

Not only does it work for me, it works for other folks as well. Markus Valppu says he made $57,883 in four weeks. Dave Manning claims he made $53,664 in the same amount of time. Dan Shepstone says it was only $17,000 for him. Do I know these folks? No, but when I read how they say they did it, it made sense to me. Enough sense that I'm taking a similar chance with $5 of my own bucks. Not a big chance, I admit--but one with incredible potential, because $5 is all anyone ever invests in this system. Period. That's all Markus, Dave, or Dan invested, yet their $5 netted them tens of thousands of dollars each, in a safe, legal, completely legitimate way. Here's how it works in 3 easy steps:

STEP 1.

Invest your $5 by writing your name and address on five seperate pieces of paper along with the words: "PLEASE ADD ME TO YOUR MAILING LIST." (In this way, you're not just sending a dollar to someone; you're paying for a legitimate service.) Fold a $1 bill, money order, or bank note inside each paper, and mail them by standard U. S. Mail to the following five addresses:

1- Fern Suarez
Mallorca 112
Hato Rey, P.R., USA, 00917

2- Philippe
2104 De Mexico
Chomedey, Laval
Quebec, Canada
H7M 3C6

3- Natalie Jansen
Lancveldlaan 18
5671 CN Nuenen
Holland

4- Chad Collier
2785 Cold Springs Rd. #49
Placerville, CA 95667

5- Steve Boltinghouse
1009 Bird St.
Hannibal, MO 63401

STEP 2.

Now remove the top name from the list, and move the
other names up.This way, #5 becomes #4 and so on.
Put your name in as the fifth one on the list.

STEP 3.

Post the article to at least 250 newsgroups. There are at
least 19000 newsgroups at any given moment in time.
Try posting to as many newsgroups as you can. Remember
the more groups you post to, the more people will see your
article and send you cash!

STEP 4.

You are now in business for yourself, and should start seeing
returns within 7 to 14 days! Remember, the Internet is new
and huge. There is no way you can lose.

Now here is how and why this system works:

Out of every block of 250 posts I made, I got back 5 responses.
Yes, thats right,only 5. You make $5.00 in cash, not checks or
money orders, but real cash with your name at #5.

Each additional person who sent you $1.00 now also makes 250
additional postings with your name at #4, 1000 postings. On
average then, 50 people will send you $1.00 with your name at
#4,....$50.00 in your pocket!

Now these 50 new people will make 250 postings each with your
name at #3 or 10,000 postings. Average return, 500 people= $500.
They make 250 postings each with your name at #2= 100,000
postings=5000 returns at $1.00 each=$5,000.00 in cash!

Finally, 5,000 people make 250 postings each with your name at
#1 and you get a return of $60,000 before your name drops off
the list.And that's only if everyone down the line makes only 250
postings each! Your total income for this one cycle is $55,000.

From time to time when you see your name is no longer on the list,
you take the latest posting you can find and start all over again.

The end result depends on you. You must follow through
and repost this article everywhere you can think of.
The more postings you make, the more cash ends up in
your mailbox. It's too easy and too cheap to pass up!!!

So thats it. Pretty simple sounding stuff, huh? But believe me, it
works. There are millions of people surfing the net every day, all
day, all over the world. And 100,000 new people get on the net
every day. You know that, you've seen the stories in the paper.
So, my friend, read and follow the simple instructions and play
fair. Thats the key, and thats all there is to it. Print this out
right now so you can refer back to this article easily. Try to keep
an eye on all the postings you made to make sure everyone is
playing fairly. You know where your name should be.

If you're really not sure or still think this can't be
for real, then don't do it. But please print this article and pass it
along to someone you know who really needs the bucks, and see
what happens.

REMEMBER....HONESTY IS THE BEST POLICY.YOU DON'T
NEED TO CHEAT THE BASIC IDEA TO MAKE THE BUCKS!
GOOD LUCK TO ALL, AND PLEASE PLAY FAIR AND YOU WILL
WIN AND MAKE SOME REAL INSTANT FREE CASH!

*** By the way, if you try to deceive people by posting the messages
with your name in the list and not sending the bucks to the people
already included, you will not get much. I know someone who did this
and only got about $150 (and that's after two months). Then he sent
the 5 bills, people added him to their lists, and in 4-5 weeks he had
over $10,000!

TRY IT AND YOU'LL BE HAPPY!!! :o) !!!!!!!!!!

6095. Re: I used a Mac yesterday

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov2.204339.1@cobra.uni.edu>
Source record: 7956

In article <55g2qq$iaf@charm.magnus.acs.ohio-state.edu>, JEDI@osu.edu (JEDI) writes:

>> About now...If not, Umax/SuperMac models are available.. Plus you can buy a
>
> WHERE!

WHERE? Call SuperMac up and ask for the name of the local reseller..
SuperMac.com will ist the 800 number.

>> kit starting at $899 for the 160 mhz version using the Motorola motherboard
>> with floppy, PCI slots and a Tower with five drive bays.
> WHERE!

PowerTools Corp... Try Pwrtools.com

>> A 200 mhz 604e kit goes for $1499.. Looks like there will be a Computer Mac
>> shopper soon..
>
> So? In what page of computer shopper or at what URL can you find these
> alleged products. Furthermore, where can one find a Mac clone anywhere
> in a retail establishment anywhere near the eastern seaboard?

Read above..

> Or is this claim like all of your others: quite a bit of hot air?

Never. Now who is blowing hot air?

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

6096. ***** FRE INTERNET ****

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-02 00:00:00 UTC
From: Respondby@mail.com
Message-ID: <55glsp$bdn@chaos.wg.com>
Source record: 7957

ARE YOU NUTS?????? Your provider for Internet Services is ripping
you OFF! The Internet was designed to be FREE!! PLEASE PLEASE let
us show you where/how you can get it free! Please Read Below.

JUST FOR READING THIS YOU WILL GET A FREE EMAIL ACCOUNT!!!!!!

NEVER EVER pay for Internet Access AGAIN!!! E-V-E-R!

This Amazing Course on Audio Tape teaches you STEP by STEP what
your Internet Service Provider doesn't want you to know!

* How to get FREE DIAL-UP PPP Internet Access!
* How to Surf the Web,Newsgroups,and EMAIL Anonymously/Untraceable!
* Where you can get FREE Email Remailing!
* Where you can get FREE Email Addresses!
* Where you can get FREE Access to SMTP (Outgoing email)!
* Where you can get FREE Access to News Servers!
* Where you can get FREE Web Pages!
* How to get FREE Internet Tools for Email, News, WWW, Etc.!
* How to get free accounts on BBS's!
* How to Manipulate your IP Address!
* MUCH MUCH More!!!

No matter where you live we guarantee you will get FREE internet
access legally and anonymously!

O N L Y ------> $29.95 Delivered (WORLDWIDE)
Act NOW supplies are in Limited Supply!
FAST SERVICE!

BONUS!BONUS!BONUS!BONUS!BONUS!BONUS!BONUS!BONUS!BONUS!BONUS!BONUS!

As an added BONUS! We will show you how you can make phone calls
that are not traceable back to you - 100% Legal! Very handy for
those important calls you don't want anyone to find out about!
But you absolutely M U S T respond within 10 DAYS!

BONUS!BONUS!BONUS!BONUS!BONUS!BONUS!BONUS!BONUS!BONUS!BONUS!BONUS!

ORDER FORM - Print out and mail

Price Each Sub-Total

_____ Total # of Courses 29.95 __________
1 Free Email Account (Within 10 Days) 0.00 0.00
Handling (Email Only) __________
Shipping (Add. courses +1.00) __________

Sales Tax (CA residents 7.75%) _____

Order total US $_____
PAYMENT BY:
___ Check ___ Money Order - US FUNDS only!

LSAT Productions
PO Box 2747-453
Dept. BN17A3-1031-2
Huntington Beach, CA 92648
USA

SHIP TO:

_____ _____
Name Phone Number

_____ _____
Address Email Address

_____ Be sure to write address exactly
City, State, Zip as it should be written on a mail
piece.

_____
Country

WE ACCEPT US FUNDS ONLY! Please make checks payable to -> LSAT

*** If you would like ONLY a FREE EMAIL ACCOUNT - Respond WITHIN
10 Days - Fill out the form completely.
(US) $2.00 Handling + SASE - (INTERNATIONAL) - $4.00 Handling.

6097. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov2.200919.1@cobra.uni.edu>
Source record: 7958

In article <558oq8$o14@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>>
>>The Falcons are horribly overpriced. Spending that kind of money for a 16 mhz
>>030 is absurb.. As you can see below, a 14 meg upgrade for $299 is obscene...
>>These prices below are from the Toad's recent mailing..
>>
>>So much for power with out the price..
>
> Depends on how you look at it. The C-Lab machines are designed for audio recording and as
such are competitive in that market and do=
> rather well. These machines can record 8 tracks of audio simultaneously from either 8
analogue or digital sources.

Fine...What if you don't care about audio recording? Why should the user pay
for it?
> How much for a Mac that can do that?

Irelevant. How much would it cost to bring a Falcon to 7600/132 level with
Video S in?

> The RAM upgrade is overpriced, we sell them for 200.00 Cdn.

Still expensive...

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

6098. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov2.001212.1@cobra.uni.edu>
Source record: 8039

In article <551u90$4fm@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
> sinplop2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>
>>He he he.. Just need QTVR. However, you don't believe in progress so you can't
>>experience the thrill of a BMW..
>
> Get a friggin' life!
>
> If I wanted to experience a BMW I would simply walk out my door and across the street and
take one for a real test drive. What a was=
> te of bandwidth! Do you think you could pull yourself away from that hunk of plastic and
silicon for even a five minute real life ex=
> perience?

How typical.. If we have that function/feature/capability were labeled
nerds. I use these tools in everyday life..as well as many. These are you
citizens, business types and educators. Oops I left out the nerds like you who
hawk hack hardware/software platform.

And you have the gall to hawk a platform that have really no internet(tools to)
solutions...

> no wonder they call computer "nerds" nerds!

Just nerds like you who hawk a unfriendly internet platform..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.
And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

6099. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov2.002642.1@cobra.uni.edu>
Source record: 8040

In article <551voq$64u@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
> By the way Mr. Sinclair, or is it Mr. Day?

Mr. Sinclair-Day

> The version of Photoslop we use is v3, soon to updated, err upbloated to
> v4.

I thought bloat only affected MS apps..

> The version of PhotoLine we used to compare it to does not have all of
> the features of Photoslop, and Photoslop does not have all of the
> features of PhotoLine. They are about as close as you can get though.
> The major difference is that Photoslop has support for layers whereas
> PhotoLine does not (yet). PhotoLine however handles image scaling
> better, has better masking tools, has many plug in filters (free),
> doesn't require expensive accelerator cards to make it useable (err
> functional) and sells for less.

You said it...Photoline does not have all the features of Photoshop and you
compare it anyways..

> There are some things that PhotoLine does better than Photoslop and vice
> versa. This is inherent in software packages even packages on the same
> platform exhibit these differences...Illustrator vs. Freehand as one
> example. Live Picture vs. PhotoSlop.

Illustrator and Freehand are about equevelant Photoline is not! Like me
comparing what a speed demon Clarisworks is compared to MS Office. How ever MS
Office does more...

> PhotoLine executes, loads and filters faster.

Yea are thse equevelant?

> PhotoLine run on the same Mac9500 outperforms PhotoSlop by an impressive
> margin, this of course under OS emulation called MagiCMac which brings
> true 32 bit preemptive multitasking to the Mac. Something you won't have
> until the next millenium if Apple still exists by then.

Of course MagiCmac can't use Quicktime, OpenDoc, AppleScripts QuickDraw and
emerging Apple software technology.. Nice try..

Apple will be here longer than your business. Now that Apple is buying Be,
which will incorporate certain elements of the Be OS with System 8, this new OS
will be available by the August MacWorld..

> For me to suggest that the 68060 is architecturally better or even
> remotely close to the architecture of a PPC would be ludicrous and you
> took this out of context. The point is that a 68060 running a compact
> and efficient OS and highly optimized applications is able to outperform
> a PPC running the bloated garbage coming out for it.

The only problem with this asertion is that this soo called compact OS have far
less features and functionality that matter in the Mac market.. Nice try..
Hell System 6 if it was optimized for PPC would run rings around System 7 due
to its compactness. But System 7 is more of a modern OS with functionality..

> And we sell Macs...

Not doing a good job..)

> The comparison was between TOS running TOS applications on a 68060 and
> MacOS running MacOS applications on a Mac 9500. The time to do a
> specific task on both machines is what we are comparing here. The
> DirecT60 will blow the doors off a Mac, or any other desktop for that
> matter, on pretty much any test we can throw at it.

Are you stating that this 68060 box will blow the doors off a 200mhz 604e
box..?

How can you make that statement when there are no equevelant apps on the ST
market. Like me stating that ClarisWorks will blow the doors off MS Office..

> If there was not so much wasted resources, so much bloat and so much
> disk intensive access going on, this 9500 should outperform a 68060. No
> doubt about that. But, it doesn't because the macOS is slow, hell my
> friends Volkswagen is faster than the MacOS.

Again, you are not comparing equevelant functions and features..

> I asked you to do some benchmarks on a 20MB TIFF and whatever app you
> wanted to use and haven't heard back from you. Having a hard time
> finding a 20MB TIFF and an app that can come close to the speed I
> posted? Whenever you are ready...

How can I? Again there is no equevelancy on the ST platform. Soo benchmarks
are irrelevant..

> Chris @ Computer Direct
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"A cut in the capital gains taxes will benefit me and make me richer.

And I am not embarrassed to say that."
-Multimillionaire T.J. Rodgers President & CEO of Cypress Semiconductors

6100. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-03 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GKDACHAFUP@cabal.shnet.org>
Source record: 7959

In <1996Nov1.235332.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>In article <550opc$6j@orm.southern.co.nz>, chriswil@southern.co.nz (Chris Wilkinson)
writes:
>> If I want to go to a deeply nested directory it it MUCH
>> quicker to do so using my Falcon as I always seem to be waiting for MacOS
>> to finish its frilly bits before I can d-click on the next directory...
>
>Directory? I use aliases..No fuss/nor muss...

You mean hacks.

>> Until each new release of MagiC, MiNT, XaAES, oAESes, Geneva, Thing etc...
>> comes out...
>
>You mean hacks. As for memory usage, Mac OS and Windows do more and cost less.

You mean - by hacks?

>Considering that machines come with 16 megs, not an issue. I upgraded to 49
>megs, and my setup is still cheaper than a Falcon.

Well, unless you hacked into a bank, this is quite impossible.

>apps like ClarisWorks have no equal on the ST platform..

Thank Dog. We don't need no hacks like ClarisWorks.

>Don't expect WebStar, PageMill, Claris Homepage and many other

...hacks...

>soon on the ST platform. Heck, you can't even

...hack...

>up a digital camera to the ST platform that Mac users take for granted..
>Digital camera a tool for web development...

Well, I always considered a good book on HTML and a text editor tools for
web development. I have yet to see someone trying the digicam method.

[Petey-boy asks for Atari software that doesn't have equivalents on the
Mac and gets the answer "Apex Media"]
>PLease describe what Apex media is

Perhaps you should get some more knowledge of the Atari ST/TT line, it's
hardware, OSes, applications, advantages and disadvantages before visiting
an .advocacy group. You aren't an anti-Atari advocate, you're a clown.

>You must of not been paying attention to the market. The Mac playform has a
>high share in the Midi market..

When have they hacked MIDI ports into Macs?

[Petey asks for mouse buttons]
>Quite frank, what would the second button's function be?

Under X11, the second and third button will e.g. give you different pop-up
menus. On the Atari, holding down the right button and double-clicking the
left one will start a program without topping it's window (the path is
still set to the topped window).

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

6101. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-03 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <847100950_OASIS_@pcc-uky.campus.mci.net>
Source record: 7960

In article <55hb8p$bmm@orm.southern.co.nz>
chriswil@southern.co.nz (Chris Wilkinson) said:-

>The prices of the C-LAB machines is high, but consider what you will be
>able to do with a C-LAB Falcon once APEX Audio with its 24-bit sound at
>99kHz recording capability comes out. The Falcon will resemble a Fairlight
>synth then and Fairlight synths do NOT come cheap...

Chris...

I sent an E-Mail to Titan Designs last night (and got an answer this
morning! Can you believe it!) about the Expose card (and its problems
with NTSC Falcons) as well as requesting info on Nemesis, Apex Audio,
Apex Alpha, etc,...Apex Audio looks awesome! All I can say is that
Douglas Little and Black Scorpion Software ->RULE<-...! <smile>

PS They sent a long E-Mail reply with a ton of info!

PSS -Ignore- Mr. Sinclair...he's one of the computing homeless... :)

--
_/_/_/

6102. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-03 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <847127730_OASIS_@pwomar.demon.co.uk>
Source record: 7961

In article <1996Nov2.001212.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <551u90$4fm@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
>> sinplop2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>>
>>>He he he.. Just need QTVR. However, you don't believe in progress so you can't
>>>experience the thrill of a BMW..
>>
>> Get a friggin' life!
>>
>> If I wanted to experience a BMW I would simply walk out my door and across the street
and take one for a real test drive. What a was=
>> te of bandwidth! Do you think you could pull yourself away from that hunk of plastic and
silicon for even a five minute real life ex=
>> perience?
>
>How typical.. If we have that function/feature/capability were labeled
>nerds. I use these tools in everyday life..as well as many. These are you
>citizens, business types and educators. Oops I left out the nerds like you who
>hawk hack hardware/software platform.

You still ahven't given us a proper creative use of Quicktime, all you
come up with is adverts on websites, hmmm.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

6103. Re: BIG news! by Don Thomas (repost)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-03 00:00:00 UTC
From: jcompton@flood.xnet.com
Message-ID: <55im11$750@flood.xnet.com>
Source record: 7962
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

DOMINGO@DELPHI.COM (DOMINGO@news.delphi.com) wrote:
: (The best people to ask these questions are those who have exposure to the
: public. If you believe Atari left us without saying goodbye, contact
: "Dateline" at dateline@nbc.com. If you REALLY believe, then send this
: article to 10 of your friends in e-mail. AND if YOU REALLY, REALLY believe,
: mail a few to newspapers or other news programs. A letter in your own words
: would be great!)

This is a really wonderful idea, as I'm just as upset to see Atari
disappear without comment or popular remembrance.

However, to put this in perspective, the general media has been more or
less ignoring Commodore's demise for 2 years now. Interestingly enough,
Dateline was the TV program of choice to bombard for Amiga users when
they wanted some coverage. Nothing came of it, though.

It's only now that a US company is buying the Amiga back from the German
company that wrenched it from Commodore's dead carcass that some
occasional coverage is popping up. Sad, but true.

What it comes down to is that when the general populace forsakes
something, it remains the responsibility of the userbase to keep the
memory alive.

--
Jason Compton jcompton@xnet.com
Communications Manager - Amiga, VIScorp http://www.vistv.com/
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
I know what I like. And I like what I know.
AR on Aminet - docs/mags/ar???.lha AR Mailing list - Mail me
WWW - http://www.omnipresence.com/Amiga/News/AR, www.cucug.org/ar/ar.html

6104. Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-03 00:00:00 UTC
From: DOMINGO@news.delphi.com
Message-ID: <55ip0n$8d7@news2.delphi.com>
Source record: 7963
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

I know that there are many takes on Atari, and while Atari Corp. may no longer exist, there are still many supporters of Atari products.

I grew up with Atari and still remember the "Have You Played Atari Today" jingle. I remember when I first got a Sears VCS (2600) and played it well into the night. I think I had Combat and that game where you shoot stuff that just scrolls by. I really can't remember now. One of my most favorite games of all time was Kaboom! I know it wasn't an Atari game, but it did play on my VCS!

I'm sure everybody has seen the big Atari symbol in Bladerunner. Trouble is, I wonder if the name Atari will even be around when that time comes? Is there a list of Atari appearances in movies or TV shows? It would be interesting just to know.

Anyway, Don Thomas has written two articles that I've reposted here in the hopes that people will read them. It would be nice if the name Atari were kept alive for at least a little while longer. Maybe if somebody notices, maybe if somebody remembers, just maybe...

Dom

P.S. Here is a list of e-mail address that I've compiled:
(I take no credit other than typing them in...)

Dateline NBC at "dateline@nbc.com"
NBC Nightly News at "nightly@nbc.com"
The Today Show at "today@nbc.com"
CBS News Up to the Minute at "mail@uttm.com"
CNN at "cnn.feedback@cnn.com"
Good Morning America at "gma@abc.com"
Nightline at "ntline@aol.com"
Primetime Live at "ptlive@aol.com"
Fox News at "foxnet@delphi.com"
Time Magazine at "letters@time.com"
U.S. News at "letters@usnews.com"

A great place to get e-mail addresses is WebCrawler at "www.webrawler.com".

Now let's get busy!!! :-)

6105. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-03 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <847126578_OASIS_@pwomar.demon.co.uk>
Source record: 7964

In article <1996Nov2.112355.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <96303.232231STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>> I will admit that graphics on the Atari Falcon were a little
>> slow. With NVDI they were acceptable. NVDI is well worth
>> the price. It is not like the Falcon is unusable without
>> it either. I used mine for over a year with no imrpovements
>> and was very happy with it. For word processing I would
>> switch to monochrome.
>
>Why monochrome? Isn't the color good enough for wp? No need for monochrome on
>the Mac because the color is crystal clear.

I don't know about him but personally I PREFER to use Monochrome, it
is much easier on the eye, and WTF do you need colour to do word
processing? If Monochrome is faster and you prefer it then you use it,
it's called 'making the most of what you've got' but having a Mac you
wouldn't understand the concept of maximising efficiency.

>> As far as software I would like to know an alternative to
>> Pagestream on the Atari for the Macintosh in the same
>> price range. I doubt there is one. I have found that
>> finding old versions of software for the Macintosh
>> is difficult. Sources for used software on the Atari
>> seem to be everywhere. I personally like Atari Works
>> as well and it may lack many features that Claris Works has but it
>> is easier to use, is very fast, and solid.
>
>Pagestream is comming to the Mac. According to an article and screen shots in
>MacFormat from the UK..

"Only Mac", always playing catchup, we've had Pagestream for years.

>As for CAB, I am sure anything is better. But the ST platform is always paying
>catchup and not being the first with new innovation. Macs are cheap and will
>be even cheaper as the weeks go by. With all these internet related apps and
>the cheap hardware I can find hardly a case for the ST platform..

I almost agree, I would never recommend an Atari platform unless
peopel wanted to use things like Wordprocessing, Spreadsheets etc and
they had a limited budget but my system has built up over several
years as has the software that I own, I have a finely tuned plaform
that is exactly how I want it, moving platform and having the set of
apps that I currently own in native format would cost a fortune.

>You think that is exclusive on the ST? Ever hear of Macros, Quickkeys and
>Alias? I can put Alias of apps anywere I please...I can put apps in my startup
>sequence if I want..

Just incase you didn't realise you can also put apps in the ST startus
sequence and you have been able to since 1979 IIRC.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

6106. @@@>> HOT COLLEGE BI-MALES!!! >PRIVATE< 1-900-825-6000 xt 9794

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-04 00:00:00 UTC
From: Str8.Man@Nice.Folks.com
Message-ID: <55k1h4$rd9@juliana.sprynet.com>
Source record: 7965

HOT COLLEGE STR8, BI, AND GAY GUYS NEEDED FOR FRIENDS AND/OR
RELATIONSHIPS!

ALL AREAS! NOWHERE TO BIG OR SMALL FOR THE LOCATOR!
ALL PRIVATE!
ALL CONFIDENTIAL!
ALL AGES!
LADIES WELCOME!

THE LOCATOR
1 - 9 0 0 - 8 2 5 - 6 0 0 0 xt 9 7 9 4
1 - 9 0 0 - 8 2 5 - 6 0 0 0 xt 9 7 9 4
1 - 9 0 0 - 8 2 5 - 6 0 0 0 xt 9 7 9 4

2.99/min

6107. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-04 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <55k4vc$hiq@morgoth.sfu.ca>
Source record: 7966

Paul@pwomar.demon.co.uk (Paul Womar) writes:

>Same reason that an SGI Infinite Reality engine is I guess.

People pay a lot of money for SGIs because they have great hardware. Atari hardware sucks.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6108. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-04 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.847115068@gen-off-3>
Source record: 7967

JEDI writes:
> MacOS would be the LAST system to not yet have fully Pre-emptive
> multi-tasking. It came to TOS quite some time ago (3+ years).

No it didn't. TOS does not have pre-emptive multitasking, you have to
buy MagiC for that, and lose some compatibility as a result.

Anyway, you have yet to explain (other than formatting floppies, ffs)
why it is so important? I believe that it is "better" rather than
"essential".

You could also look at the myriad of things missing from TOS (or even
MagiC).
--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6109. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-04 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.847115632@gen-off-3>
Source record: 7968

Michael Grove <mgrove@ridgecrest.ca.us> writes:
>The Atari users have the option of using Start.

Is start like EasyOpen, or Launcher, or something like that?

>What does a CPU upgrade for your machine cost
>to take it to, say, 180mhz PPC? About two grand, right?
Dunno about 180Mhz, but I upgraded from 040 to 100MHz PPC 601 for £300.
As someone who does a lot of raytracing, the improvement in speed over
the 040 is stunning, and compared to the 16Mhz 030 in the Falcon is
in a different league. Have you tried running POV on a Falcon?
--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6110. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-04 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.847115870@gen-off-3>
Source record: 7969

thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
> Hmm...most of the Atari software I use, follows very similiar conventions.
Precisely, "most". Not "all".

>>Which spreadsheet do you use?
> I have LDW Power,
ROFL!

> Atariworks
I used to use this. It's junk.
It lasted about a month before I got rid of it.

--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6111. Re: BIG news! by Don Thomas (repost)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-04 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <327def77.11164027@news.airtime.co.uk>
Source record: 7970
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

On 3 Nov 1996 17:50:25 GMT, in comp.sys.atari.advocacy you wrote:

>: article to 10 of your friends in e-mail. AND if YOU REALLY, REALLY believe,
>: mail a few to newspapers or other news programs. A letter in your own words
>: would be great!)
>
>This is a really wonderful idea, as I'm just as upset to see Atari
>disappear without comment or popular remembrance.

I think the people who already own an ATARI will remember?, who else
is there to tell, who else would care bar ATARI owners? I think the
saying is "Preaching to the Converted"

>However, to put this in perspective, the general media has been more or
>less ignoring Commodore's demise for 2 years now. Interestingly enough,

Did Commodore do anymore for your average Amiga owner than ATARI did
for the average ATARI owner, ok we can thank each company for making
the respective machines, but what else?,
ATARI in effect died, but to be honest I and a lot of other ATARIans
didn't notice any difference?,

>Dateline was the TV program of choice to bombard for Amiga users when
>they wanted some coverage. Nothing came of it, though.

This will be in America will it?.....

>It's only now that a US company is buying the Amiga back from the German
>company that wrenched it from Commodore's dead carcass that some
>occasional coverage is popping up. Sad, but true.

Let us say Amiga is resurrected, then what?, what difference will it
make to the average Amiga user, If the ATARI name was bought back, and
ATARI started to trade again, I am sorry but it wouldn't mean anything
to most people, maybe nostalgically?

>What it comes down to is that when the general populace forsakes
>something, it remains the responsibility of the userbase to keep the
>memory alive.

Yes, but only Amiga users will keep Amiga alive and ATARI users will
Keep the ATARI name alive, no one else will bother, it's not a
profitable pass time:(

Theres a loayal band of Spectrum owners out there, keeping the name
alive, how many of us had Spectrums, we moved on, and in effect turned
our backs on the very machines that introduced us to the world of

Computers,

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

6112. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-04 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.847115308@gen-off-3>
Source record: 7971

Michael Grove <mgrove@ridgecrest.ca.us> writes:
>require them to wear uniforms to school and look just like the rest?
Eh? Are you suggesting that consistent user interfaces are a BAD thing?!

>You will find you can't do anything
>else with the system while it is performing the compression.
Isn't that because Sparkle does not co-operate? If so, then it's
a fault in the app, not the OS. As I said elsewhere, I would agree with
you that pre-emptive multi-tasking is better, but it's not as important
as many other things.

>Now search ftp for a Mac file called QT2MPEG.sit.hex. Unstuff it.
OK, where's the TOS equivalents of QuickTime? QuickDraw 3D? etc

--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6113. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-04 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <847193592_OASIS_@pcc-uky.campus.mci.net>
Source record: 7972

In article <55k4vc$hiq@morgoth.sfu.ca>
quinlan@sfu.ca (Brian Quinlan) said:-

>People pay a lot of money for SGIs because they have great hardware. Atari
>hardware sucks.

Beg to differ there...My Atari -still- has hardware features and OS
ease-of-use that is only just now becoming available on other platforms!

Just out of total curiosity...What are you using and does it have a
built-in DSP chip? Built-in MIDI? 4 joystick ports? Built-in Lan?
50 khz/8 channel/16-bit sound? SCSI-II? Hmm...???

--

```
_/_/_/
```

6114. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-04 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <847193956_OASIS_@pcc-uky.campus.mci.net>
Source record: 7973

In article <djs.847115870@gen-off-3>
djs@jet.uk (David Stevenson) said:-

>thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
>> Hmm...most of the Atari software I use, follows very similiar conventions.
>Precisely, "most". Not "all".

I suppose that you are gonna tell me that every single piece of Mac
software follows the same guidelines and conventions too, huh? :)

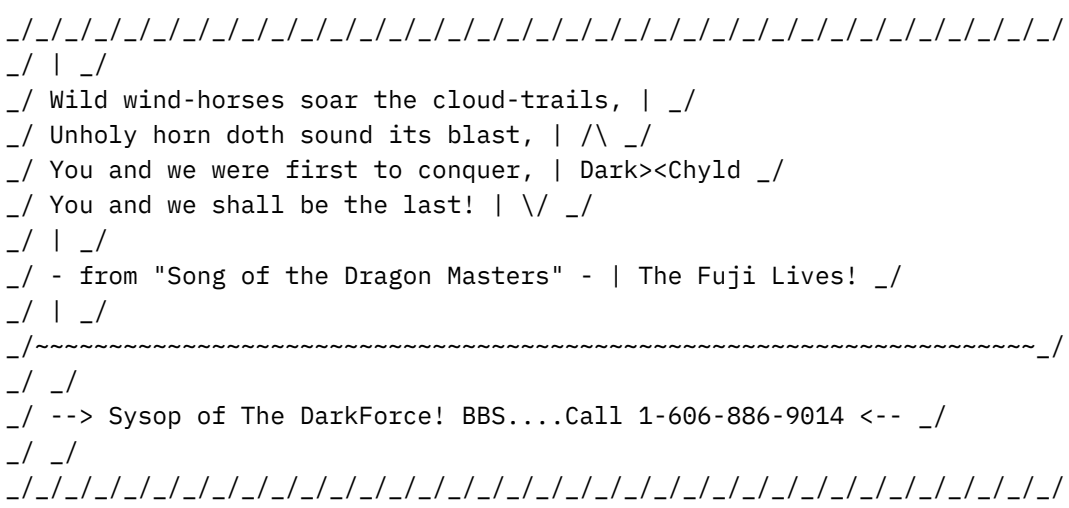
>>>Which spreadsheet do you use?
>> I have LDW Power,
>ROFL!

You snipped out the rest of my examples...have you tried them as well?
LDW is not the best example of this genre, just what I happen to use...

>> Atariworks
>I used to use this. It's junk.
>It lasted about a month before I got rid of it.

AtariWorks is a very nice integrated program...its rock solid and has
most of the features I'll ever need. Besides that, its free...How much
would I have to pay for a comparable Mac program?

--


Wild wind-horses soar the cloud-trails,
Unholy horn doth sound its blast,
You and we were first to conquer,
You and we shall be the last!
- from "Song of the Dragon Masters" -
The Fuji Lives!
--> Sysop of The DarkForce! BBS....Call 1-606-886-9014 <--

6115. Re: I used a Mac yesterday

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-04 00:00:00 UTC
From: JEDI
Message-ID: <55ktl6$1um@lex.zippo.com>
Source record: 7974

In article <1996Nov2.204339.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <55g2qq$iaf@charm.magnus.acs.ohio-state.edu>, JEDI@osu.edu (JEDI) writes:
>
>>> About now...If not, Umax/SuperMac models are available.. Plus you can buy a
>>
>> WHERE!
>
>WHERE? Call SuperMac up and ask for the name of the local reseller..
>SuperMac.com will ist the 800 number.
>
>>> kit starting at $899 for the 160 mhz version using the Motorola motherboard
>>> with floppy, PCI slots and a Tower with five drive bays.
>> WHERE!
>
>PowerTools Corp... Try Pwrtools.com
>
>>> A 200 mhz 604e kit goes for $1499.. Looks like there will be a Computer Mac
>>> shopper soon..
>>
>> So? In what page of computer shopper or at what URL can you find these
>> alleged products. Furthermore, where can one find a Mac clone anywhere
>> in a retail establishment anywhere near the eastern seaboard?
>
>Read above..
>
>> Or is this claim like all of your others: quite a bit of hot air?
>
>Never. Now who is blowing hot air?

I know what the retailers in my area have. According to that which I have
seen with my own eyes, you're full of hot air.

6116. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-04 00:00:00 UTC
From: JEDI
Message-ID: <55ku3h$26v@lex.zippo.com>
Source record: 7975

In article <1996Nov2.202808.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <55d0e3$a2o@lex.zippo.com>, JEDI writes:
>
>>>Significant changes? Looks like small hacks.. If you call these major
>>>changes, you are probably right.. These are indeed major changes for TOS..
>>>Still years behind by the other modern OS's
>>
>> MacOS would be the LAST system to not yet have fully Pre-emptive
>> multi-tasking. It came to TOS quite some time ago (3+ years). MacOS
>> may have it... some day. Until then, apple will just keep throwing
>> application level toys at it's userbase and attempt to call them a
>> part of the OS.

Laugh all you want. Laugh while Apple's initiative at delivering PMT
dies a quick death. Laugh while Atari has had it since 1993 (longer if
you count alternate OSes). Laugh while your messiah abandons it's OS
in favor of another. Laugh while yet another Apple platform becomes
an orphan.

The Apple abandonment of MacOS in favor of BeOS is the perfect
testament to the futility of Appledom.

```
+=================================================+
| | |
| -They are a dying race; let them pass. | ||| |
| =Who: Atari or Apple? | / | \ |
| -Yes. | |
+-----------------------------------------+---------+
| |
| CyberDOG: Is it really wise to use a package |
| that it's own authors admits is a DOG? |
| |
+=================================================+
```

6117. Re: BIG news! by Don Thomas (repost)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-04 00:00:00 UTC
From: JEDI
Message-ID: <55l9go$7c3@lex.zippo.com>
Source record: 7976

In article <327a0137.1271167@news.airtime.co.uk>, stosser@airtime.co.uk says...
>
>On 31 Oct 1996 15:46:30 -0500, DOMINGO@news.delphi.com
>(DOMINGO@DELPHI.COM) wrote:
>
>
>>The election is coming up. That seems to be important. It's big news each
>
> What Election?, Important to Who?

...anyone who would be put out by the world ending 30 minutes
from now...

6118. Re: I used a Mac yesterday

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-04 00:00:00 UTC
From: JEDI
Message-ID: <55l133$39q@lex.zippo.com>
Source record: 7977

In article <1996Nov2.204339.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <55g2qq$iaf@charm.magnus.acs.ohio-state.edu>, JEDI@osu.edu (JEDI) writes:
>
>>> About now...If not, Umax/SuperMac models are available.. Plus you can buy a
>>
>> WHERE!
>
>WHERE? Call SuperMac up and ask for the name of the local reseller..
>SuperMac.com will ist the 800 number.

...and then you'll get put on hold... ...at the receptionists desk.
This is the nineties. Where is their automated information system?
Hell, why didn't they just put their vendor information on the web
like Caldera does? Those Mac webservers must not be all that they're
cracked up to be.

This reference is not useful. Hell, it's downright backwards.

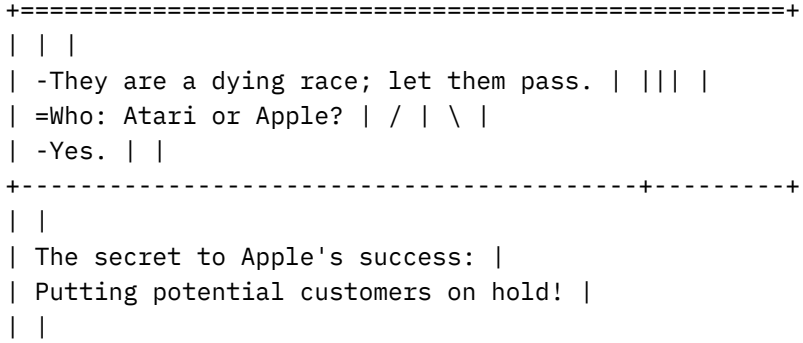
>
>>> kit starting at $899 for the 160 mhz version using the Motorola motherboard
>>> with floppy, PCI slots and a Tower with five drive bays.
>> WHERE!
>
>PowerTools Corp... Try Pwrtools.com

If it's there, one couldn't tell. This address wasn't even accessable.

[deletia]
>> Or is this claim like all of your others: quite a bit of hot air?
>
>Never. Now who is blowing hot air?

You are!

These blunderous references are downright... atarian!


-They are a dying race; let them pass.
=Who: Atari or Apple?
-Yes.
The secret to Apple's success:
Putting potential customers on hold!

+===+

6119. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-04 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.847116142@gen-off-3>
Source record: 7978

thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
> automatically know how to eject the floppy?
This floppy obsession is getting silly. What's up with you chaps?
Agreed that dragging to trashcan is not obvious, but if you've done it
once, then you know. And there is a clear menu item for it.

Considering that I go for weeks on end without even using a floppy, I
don't understand your obsession at all.
--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6120. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-04 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <847214850_OASIS_@pcc-uky.campus.mci.net>
Source record: 7979

In article <djs.847116142@gen-off-3>
djs@jet.uk (David Stevenson) said:-

>Considering that I go for weeks on end without even using a floppy, I
>don't understand your obsession at all.

If you've followed this thread from its inception, then you'll know
that the floppy issue was raised only to make a point about the
intuitiveness of the Mac OS...Like you, I haven't used the floppy
on my Falcon 030 in days, maybe even weeks...CD-ROM gets used quite
a bit though! :)

--

```
_/_/_/
```

6121. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-04 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <55lvcb$1fk@morgoth.sfu.ca>
Source record: 7980

<STIRRE31@MAINE.MAINE.EDU> writes:

>Brian,
>You are normally very thoughtful in your responses
>so it surprised me to see that you think Atari
>hardware "sucks." Do you not think, for the
>time, STs, TTs and the Falcon were great home
>computers? The Lynx and Jaguar were also
>impressive hardware. I personally think that
>my Macintosh 6214 which frequently crashes
>and is a replacement for the first one I had
>because it would not work sucks. Now that
>Apple is trying to cut costs we are seeing
>the same problems Atari had with quality
>control.
>-scott tirrell

Sorry for the post Scott. I reacted badly to all the Mac bashing that seems to be going on around here. I owned an ST and a TT and thought that they had great hardware. I have never really liked TOS but it is certainly better than Windows and, IMHO, better than the early versions of the MacOS. However, I think that it is absurd to compare an SGI to a Falcon.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6122. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-04 00:00:00 UTC
From: D.Iacovelli1@genie.com
Message-ID: <55lte8$6ao@nntp.interaccess.com>
Source record: 7981
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

In article <55ip0n$8d7@news2.delphi.com>, DOMINGO@news.delphi.com says...
>
>I know that there are many takes on Atari, and while Atari Corp. may no
>longer exist, there are still many supporters of Atari products.
>
>I grew up with Atari and still remember the "Have You Played Atari Today"
>jingle. I remember when I first got a Sears VCS (2600) and played it
>well into the night. I think I had Combat and that game where you shoot
>stuff that just scrolls by. I really can't remember now. One of my most
>favorite games of all time was Kaboom! I know it wasn't an Atari game,
>but it did play on my VCS!
>
>I'm sure everybody has seen the big Atari symbol in Bladerunner. Trouble
>is, I wonder if the name Atari will even be around when that time comes?
>Is there a list of Atari appearances in movies or TV shows? It would be
>interesting just to know.
C-Net Central on the SCi-Fi Channel yesterday had Gary Kaplin of
Atari/Activision fame on talking about the atari 2600 games for windows.
Just thought you like to know.
Dan Iacovelli
Atari Video Club Chairperson
Editor of The Atari Zone(Fanzine/E-zine and
soon to be Webmaster of AVC online Web page)
(Not To mention keeping the Atari Spirit
alive for since 1979)

6123. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-04 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <327E7A25.7431@intuit.com>
Source record: 7982

PETER SINCLAIR-DAY wrote:
>
> The Falcons are horribly overpriced. Spending that kind of money for a 16 mhz
> 030 is absurb.. As you can see below, a 14 meg upgrade for $299 is obscene...
> These prices below are from the Toad's recent mailing..
>

So.. don't buy one! Just ignore all of us stupid Atari users who are producing music (or whatever) on our computers, while you produce an endless slew of silly emails on yours. See how easily your problem is solved?

BTW, Macs were overpriced for years, but you still evidently bought one. Why did you buy one over a PC? Probably because YOU LIKED IT!!!

Computers are TOOLS! It's not a religion!! Buy what you want to buy, whatever you will use, and shut up already with your incessant childish whining about what computer is better. THE ONE YOU ARE PRODUCTIVE ON IS BETTER!!! Grow up and get a life.

It's a beautiful world out there, Mr. Sinclair-Day..

6124. Re: I used a Mac yesterday

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-04 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <327E7BE2.32A@intuit.com>
Source record: 7983

PETER SINCLAIR-DAY wrote:
>
> In article <846519156_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net
(Ronald J. Hall) writes:
> > In article <1996Oct27.123031.1@cobra.uni.edu
> > So...we both agree that old 68000 machines are still useful... :)
>
> To a certain extent. Use for WP and email..

How can anyone take you seriously? You are incredibly ignorant about
what
people actually USE the 1040ST for. The computer is used by
platinum-record
selling artists, particularly in Europe. Erasure has said they will not
use a computer other than Atari because the timing on the MIDI ports of
both Mac and PC is always off, ever so slightly, because of the way the
OS is written and the MIDI info comes over the serial or parallel
ports.

How can you criticize something you know so little about?

-Mark

6125. Re: BIG news! by Don Thomas (repost)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-04 00:00:00 UTC
From: jim petit <jpetit1@airmail.net>
Message-ID: <327E83BE.7C3A@airmail.net>
Source record: 7984
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Tony Greenwood wrote:
>
>
> I think the people who already own an ATARI will remember?, who else
> is there to tell, who else would care bar ATARI owners? I think the
> saying is "Preaching to the Converted"
>
>
Tony, here in North Texas, we say "Preaching to the choir!"

6126. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-04 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <327df14d.11633670@news.airtime.co.uk>
Source record: 7985

On Sun, 3 Nov 96 16:56:18 GMT, Paul@pwomar.demon.co.uk (Paul Womar)
wrote:

Hi Wo :)

>I don't know about him but personally I PREFER to use Monochrome, it
>is much easier on the eye, and WTF do you need colour to do word

You may change your mind if Santa brings you a colour printer for
Christams?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

6127. Equipment and for Sale - cheep

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-04 00:00:00 UTC
From: James Thingwold <jht@exo.com>
Message-ID: <327E5B3D.16C@exo.com>
Source record: 7986
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,comp.sys.atari.st

I am selling the following Atari Computer Equipment and Software:

several 520
2-1040 STF
2 or 3-SC 1224 colour monitor
240 Meg Hard Drive
120 Meg Hard Drive
several key boards
Lots of parts
Power Supplys, Hard Drives and case
Atari 1050 Disk Drives w/ US Double

Various Joysticks, controllers, Power Supplies and Cables

Approximately 500 disks full of software, all double sided

A lots of originals progs. and lots of disks and instructions
Mouse, Joysticks, PC ditto II card

All for only $???

Jim

jht@exo.com

6128. Re: BIG news! by Don Thomas (repost)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-04 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <327e6a34.24254517@news.airtime.co.uk>
Source record: 7987

On 4 Nov 1996 09:35:20 -0800, JEDI wrote:

>>>The election is coming up. That seems to be important. It's big news each
>>
>> What Election?, Important to Who?
>
> ...anyone who would be put out by the world ending 30 minutes
> from now...

Well then, thats NO ONE!, eeerm well No One in 31 Minutes from now
will be bothered that the world ended a minute earlier?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

6129. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-04 00:00:00 UTC
From: ad741@freenet.hamilton.on.ca
Message-ID: <55lr36$see@main.freenet.hamilton.on.ca>
Source record: 7988
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

DOMINGO@DELPHI.COM (DOMINGO@news.delphi.com) wrote:
: I know that there are many takes on Atari, and while Atari Corp. may no
: longer exist, there are still many supporters of Atari products.

: I grew up with Atari and still remember the "Have You Played Atari Today"
: jingle. I remember when I first got a Sears VCS (2600) and played it
: well into the night. I think I had Combat and that game where you shoot
: stuff that just scrolls by. I really can't remember now. One of my most
: favorite games of all time was Kaboom! I know it wasn't an Atari game,
: but it did play on my VCS!
I've used everything Atari made, from my MEMBRANE flat spillproof
keyboard cassette (!!!) drive Atari 400 to the 800 to the ST to the
TT030. Used to have a portfolio, played with a Lynx. And, of course,
started with the immortal VCS (Space invaders, Adventure, etc.) :>
Ahhh... the memories! Wait a minute.... is this going to become like the
ever-popular Elvis sightings in some midwestern states?

"Ya know what I saw today darlin'?"
"No... what?"
"I saw an ATARI!! Elvis was playin' Asteroids!"
"WOW! Call the Enquirer!"

:>

Long live the Kings!!!!!!!!

--
Now I guess I've gotta tell __ Come back when you
'em that I've got no /) can't stay so long.
cerebellum. / / __ __. _, ________
--- The Ramones /__/_/ (_(_/|_(_)_(_) / / <_ Take care. B-bye!
/|
|/

6130. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-04 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <847230244_OASIS_@pwomar.demon.co.uk>
Source record: 7989

In article <55k4vc$hiq@morgoth.sfu.ca>
quinlan@sfu.ca (Brian Quinlan) said:-

>Paul@pwomar.demon.co.uk (Paul Womar) writes:
>
>>Same reason that an SGI Infinite Reality engine is I guess.
>
>People pay a lot of money for SGIs because they have great hardware. Atari
>hardware sucks.

Come back when you understand the difference between a value judgement
and a fact.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

6131. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-04 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <96309.093240STIRRE31@MAINE.MAINE.EDU>
Source record: 7990

Brian,
You are normally very thoughtful in your responses
so it surprised me to see that you think Atari
hardware "sucks." Do you not think, for the
time, STs, TTs and the Falcon were great home
computers? The Lynx and Jaguar were also
impressive hardware. I personally think that
my Macintosh 6214 which frequently crashes
and is a replacement for the first one I had
because it would not work sucks. Now that
Apple is trying to cut costs we are seeing
the same problems Atari had with quality
control.
-scott tirrell

6132. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-05 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <55mk29$d98@scanner.worldgate.com>
Source record: 7891

> Chris...
>
> I sent an E-Mail to Titan Designs last night (and got an answer this
> morning! Can you believe it!) about the Expose card (and its problems
> with NTSC Falcons) as well as requesting info on Nemesis, Apex Audio,
> Apex Alpha, etc,...Apex Audio looks awesome! All I can say is that
> Douglas Little and Black Scorpion Software ->RULE<-...! <smile>
>
> PS They sent a long E-Mail reply with a ton of info!
>
> PSS -Ignore- Mr. Sinclair...he's one of the computing homeless... :)

I can believe it! They are excellent in terms of support and
approachability.

Looks like another excellent year of new software milestones for
the Falcon.

Mr. Sinclair is in my opinion, looking for and enjoying the attention.
He must be very insecure with his Mac purchase.

All the best,
Chris A Computer Direct

6133. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-05 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <55mke4$d98@scanner.worldgate.com>
Source record: 7892

Peter wrote,

>>Heck, you can't even hook
>>up a digital camera to the ST platform that Mac users take for granted..
>>Digital camera a tool for web development...

Of course we can. We use digital cameras connected to Atari
computers all the time. Where do you get your information from?

You can't hook up a card that gives you 8 simultaneous tracks
of 16 bit Audio and record it direct to disk. The Falcon can...

Chris @ Computer Direct

6134. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-05 00:00:00 UTC
From: jim petit <jpetit1@airmail.net>
Message-ID: <327ED9FD.2750@airmail.net>
Source record: 7893

Chris Krowchuk wrote:
>
> Mr. Sinclair is in my opinion, looking for and enjoying the attention.
> He must be very insecure with his Mac purchase.
>
> All the best,
> Chris A Computer Direct

Something strange. I was on some of the mac groups looking for used floptical disks, I never saw Mr Sinclair-Day's name anywhere. Do you think maybe.....nah! Surely they wouldn't ban him from the mac groups. That would mean he would have to grouse around on other groups to get someone to talk to him. Strange indeed.................j

6135. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-05 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <55ml43$d98@scanner.worldgate.com>
Source record: 7894

> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>>Pagestream is comming to the Mac. According to an article and screen shots in
>>MacFormat from the UK..

Pagestream is available for the Mac and what a job that is. I am a beta
tester and have spent hours on it, mostly restarting my Mac.

It is incredibly slow.

In fact, Pagestream on a TT is faster than Pagestream on a 9500.

uhm...equivalent apps...

6136. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-05 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <55mku7$d98@scanner.worldgate.com>
Source record: 7895

> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>
>>In article <551u90$4fm@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
>>> sinplop2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>>>
>>>>He he he.. Just need QTVR. However, you don't believe in progress so you can't
>>>>experience the thrill of a BMW..
>>>
>>> Get a friggin' life!
>>>
>>> If I wanted to experience a BMW I would simply walk out my door and across the street
and take one for a real test drive. What a was=
>>> te of bandwidth! Do you think you could pull yourself away from that hunk of plastic
and silicon for even a five minute real life ex=
>>> perience?
>>
>>How typical.. If we have that function/feature/capability were labeled
>>nerds. I use these tools in everyday life..as well as many. These are you
>>citizens, business types and educators. Oops I left out the nerds like you who
>>hawk hack hardware/software platform.

You said I can't experience the thrill of a BMW, and I pointed out that I can.

I don't need a Mac to do this, and although the technology that you are
talking about does not exist on Atari computers, this doesn't mean it
couldn't. Nobody has seen a need to write the software to play these
cheap simulations.

I take exception to your post claiming I am a nerd who hawk hacks
hardware / software platform. We are a very highly respected business
known for our innovative design and customer service both in the Atari
and the Mac market.

Our systems sell worldwide, they are bought by end users that are not
afraid to be different to be better.

6137. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-05 00:00:00 UTC
From: JEDI
Message-ID: <55njvt$olj@lex.zippo.com>
Source record: 7896

In article <327df14d.11633670@news.airtime.co.uk>, stosser@airtime.co.uk says...
>
>On Sun, 3 Nov 96 16:56:18 GMT, Paul@pwomar.demon.co.uk (Paul Womar)
>wrote:
>
> Hi Wo :)
>
>>I don't know about him but personally I PREFER to use Monochrome, it
>>is much easier on the eye, and WTF do you need colour to do word
>
> You may change your mind if Santa brings you a colour printer for
>Christams?

He'll be cursing Santa's name for the rest of the year everytime
he is subjected to the jaggies, bleeding, smearing and general
lack of clarity color printers deliver...

```
+=================================================+
| -They are a dying race; let them pass. | ||| |
| =Who: Atari or Apple? | / | \ |
| -Yes. | |
+=================================================+
```

6138. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-05 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GKFVBBAGUP@cabal.shnet.org>
Source record: 7897

In <1996Oct31.223139.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>In article <846519730_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net
(Ronald J. Hall) writes:
>
>> Yes, I call over 30 significant items a change! Did you -bother- to
>> read that post Mr. Sinclair or are you doing a knee-jerk reaction because
>> I was able to post such a listing??? :)
>
>Significant changes? Looks like small hacks.. If you call these major
>changes, you are probably right.. These are indeed major changes for TOS..
>Still years behind by the other modern OS's

Yeah right, a modern OS should have memory protection, preemptive
multitasking and a dynamical RAM allocation among other things.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

6139. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-05 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GKFVBBAJUP@cabal.shnet.org>
Source record: 7898

In <djs.846866257@gen-off-3> David Stevenson wrote:
>Atari s/w, for various reasons, didn't get that level of consistency.
>There's not even agreement on which keys to use for cut and paste.

^X, ^V

>Or even Open/Load!

^O

These are, of course, only the standards set the August '89 developer
conference.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

6140. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-05 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <327fa6c1.14193845@news.airtime.co.uk>
Source record: 7899

On 5 Nov 1996 06:46:21 -0800, JEDI wrote:

>>>is much easier on the eye, and WTF do you need colour to do word

>> You may change your mind if Santa brings you a colour printer for
>>Christams?

> He'll be cursing Santa's name for the rest of the year everytime
> he is subjected to the jaggies, bleeding, smearing and general
> lack of clarity color printers deliver...

Dear me!, You still using a dot matrix then?, Its pretty dammed hard
to mess up the output with todays printers, just stick yer paper in
and print,

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

6141. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-05 00:00:00 UTC
From: DOMINGO@news.delphi.com
Message-ID: <55opcs$59a@news2.delphi.com>
Source record: 7900
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

D.Iacovelli1@genie.com (Dan Iacovelli) writes:

>C-Net Central on the SCi-Fi Channel yesterday had Gary Kaplin of
>Atari/Activision fame on talking about the atari 2600 games for windows.

That's great! It's too bad that the cable company out here charges $2.50
extra for the Sci-Fi Channel. Do you know if C-Net Central has a web
site? I can't seem to find it. (Or at least an e-mail address...)

>Just thought you like to know.

Thanks for the information!

6142. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-05 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.847208153@gen-off-3>
Source record: 7901

thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
> I suppose that you are gonna tell me that every single piece of Mac
> software follows the same guidelines and conventions too, huh? :)
Well, they do pretty much, yes. It can't be forced by Apple, but
the guidelines are there and most authors stick to them. Every Mac
program I have ever used has the same keys for cut/paste, for example,
but in the few Atari programs I still use some have different combinations.

> [Re: AtariWorks]
>Besides that, its free...
As it happens it wasn't free (bundled with Falcons) in the UK.

> would I have to pay for a comparable Mac program?
Claris Works is far superior. v2, which is marginally better than Atari Works
came with my machine, the upgrade to v4 was pretty cheap (can't remember
exactly, something like 50 quid, which is what I paid for Atari Works).
--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6143. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-05 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.847208820@gen-off-3>
Source record: 7902

Chris Krowchuk <chris@compdirect.com> writes:
>Pagestream is available for the Mac and what a job that is. I am a beta
>tester and have spent hours on it, mostly restarting my Mac.
It's a shame that Soft Logik are so incompetent, as PageStream would
make a useful addition to the Mac's software base if priced right; it's
the easiest to use DTP package I've seen. Unfortunately, it was always
buggy and slow. From your comments, it appears they've made it even
worse.

>In fact, Pagestream on a TT is faster than Pagestream on a 9500.
They didn't do v3 for the Atari platform at all, though, unfortunately.
--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6144. ** FREE GAME **

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-05 00:00:00 UTC
From: D.E.Jones@ex.ac.uk
Message-ID: <D.E.Jones-0511961301550001@144.173.2.231>
Source record: 7903

Hi all,
I am pleased to announce that Happy Hippy Productions has just released a new game: the long awaited SUPER TETRIS (from the creators of TRAPPED II). You can download a copy now by pointing your web browser here:
http://newton.ex.ac.uk/general/ug/jones
You can also download some other software, so what are you waiting for, take a look!

6145. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-06 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <55oprk$e4j@scanner.worldgate.com>
Source record: 7904

jim petit <jpetit1@airmail.net> wrote:
>Chris Krowchuk wrote:
>>
>> Mr. Sinclair is in my opinion, looking for and enjoying the attention.
>> He must be very insecure with his Mac purchase.
>>
>> All the best,
>> Chris A Computer Direct
>
>Something strange. I was on some of the mac groups looking for used
>floptical disks, I never saw Mr Sinclair-Day's name anywhere. Do you
>think maybe.....nah! Surely they wouldn't ban him from the mac groups.
>That would mean he would have to grouse around on other groups to get
>someone to talk to him. Strange indeed.................j

Hanging around the Mac bases probably does not result in fullfilling his need for attention. I wonder if he hangs in the PC bases te=
lling PC users to buy Macs...

6146. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-06 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <55ph9k$7ad@orm.southern.co.nz>
Source record: 7905

Here we go again...

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: In article <550opc$6j@orm.southern.co.nz>, chriswil@southern.co.nz writes...
: >
: > APEX media for 100UK Pounds. Gimme a Mac app that even comes close for
: > similar $ and I'll tear my head off and feed it to myself. Other examples
: PLease describe what Apex media is and no doubt a higher eqivelant is
: available..

APEX media is an animation and graphics package for the Falcon030. It is tremendously powerful and has features that make many other graphics/anim packages for PC/Mac look very sad in comparison. Most of all it has speed, thanks to extensive use of the Falcon's RISC based DSP chip. Many functions work in realtime. I don't think I have really seen ANY Mac/PC graphics packages that come close overall. Some have more features, but NONE can offer speed and intuitiveness the way this program does. So there really isn't an equivalent Mac package!

: So TOS must of been ported to PPC...About time... Has only been close to three
: years that the PowerMacs have been out..

With the kind of speed the 68060 Atari clones run at, I think that PPC based clones will simply honk! :)

: > I would still like to know if Mr. Sinclair-Day has actually used a Falcon
: > before, and how it was setup...maybe someone should show him one day and
: > make him eat all those words from over all those years...
:
: Not much there, when the slowest 030 mhz is used..

Didn't think so!! Maybe our esteemed 'friend' had better find a Falcon owner who has APEX and some other DSP based stuff. I'm sure Mr.Sinclair-Day will go pretty quiet for a while after that...

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/32Mhz/DSP/FPU

6147. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-06 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <55phs9$7ad@orm.southern.co.nz>
Source record: 7906

Hi there!

Michael Grove (mgrove@ridgecrest.ca.us) wrote:
: >
: > So TOS must of been ported to PPC...About time... Has only been close to 3
: > years that the PowerMacs have been out..
:
: No, it won't be a port. I think what he is getting at is the ability to
: run
: PPC software on the 060 based machine, much like the $1500.00 dollar
: Pentium cards for the PPC's to run Dos or Windowz or whatever they do.

No again, I really DO mean that CompDirecT are working on a PPC based
Atari TT clone!!! Check out <http://www.compdirect.com/> to see what they
are doing...it's interesting news indeed!! <g>

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/32Mhz/DSP/FPU

6148. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-06 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <55pib5$7ad@orm.southern.co.nz>
Source record: 7907

Here we go (yet) again...

Brian Quinlan (quinlan@sfu.ca) wrote:
: Paul@pwomar.demon.co.uk (Paul Womar) writes:
:
: >Same reason that an SGI Infinite Reality engine is I guess.
:
: People pay a lot of money for SGIs because they have great hardware. Atari
: hardware sucks.

This whole thread sucks! Couldn't you even provide a few examples of WHY
the Atari hardware sucks? I guess you couldn't even find AN example why...

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/32Mhz/DSP/FPU

6149. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-06 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <55pj3p$7ad@orm.southern.co.nz>
Source record: 7908

Hi there!

Ronald J. Hall (thechyld@pcc-uky.campus.mci.net) wrote:
: Chris...
:
: I sent an E-Mail to Titan Designs last night (and got an answer this
: morning! Can you believe it!) about the Expose card (and its problems
: with NTSC Falcons) as well as requesting info on Nemesis, Apex Audio,
: Apex Alpha, etc,...Apex Audio looks awesome! All I can say is that
: Douglas Little and Black Scorpion Software ->RULE<-...! <smile>

Yes indeed!! Shame that Mac/PC users cannot experience the sheer
brilliance that Black Scorpion have to offer!! <BIG grin!>

: PS They sent a long E-Mail reply with a ton of info!

Same. I requested info about Nemesis and APEX Audio and also received an
answer overnight. The email was 15k long!! :)

: PSS -Ignore- Mr. Sinclair...he's one of the computing homeless... :)

I don't want to ignore Sinclap. It wouldn't be any fun in this newsgroup
without his inane dribble. Anyway, I enjoy a good laugh and reading Sinclaps
semi-truthful messages usually does the trick! :)

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/32Mhz/DSP/FPU

PS. Why don't we make Sinclap an honorary Atari user? Honorary's don't
usually seem to have had much to do with what they are made honorary's
for. Seems that Sinclap would be an ideal candidate!!

6150. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-06 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <847361018_OASIS_@pcc-uky.campus.mci.net>
Source record: 7909

In article <55mk29$d98@scanner.worldgate.com>
Chris Krowchuk <chris@compdirect.com> said:-

>I can believe it! They are excellent in terms of support and
>approachability.

Agreed...they are great!

>Looks like another excellent year of new software milestones for
>the Falcon.

The Fuji -lives-!!!

--

```
_/_/_/
```

6151. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-06 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <847361312_OASIS_@pcc-uky.campus.mci.net>
Source record: 7910

In article <55pj3p$7ad@orm.southern.co.nz>
chriswil@southern.co.nz (Chris Wilkinson) said:-

>I don't want to ignore Sinclap. It wouldn't be any fun in this newsgroup
>without his inane dribble. Anyway, I enjoy a good laugh and reading Sinclaps
>semi-truthful messages usually does the trick! :)

I have to admit that baiting him is fun...(and easy!)

>PS. Why don't we make Sinclap an honorary Atari user? Honorary's don't
>usually seem to have had much to do with what they are made honorary's

Oh my...poetic justice rules! (better be ready to dial 911, 'cause I
think Sinclap will stroke out!) <heh>

--

```
_/_/_/
```

6152. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-06 00:00:00 UTC
From: JEDI
Message-ID: <55q66p$ame@lex.zippo.com>
Source record: 7911

In article <327fa6c1.14193845@news.airtime.co.uk>, stosser@airtime.co.uk says...
>
>On 5 Nov 1996 06:46:21 -0800, JEDI wrote:
>
>
>
>>>>is much easier on the eye, and WTF do you need colour to do word
>
>>>> You may change your mind if Santa brings you a colour printer for
>>>Christams?
>
>> He'll be cursing Santa's name for the rest of the year everytime
>> he is subjected to the jaggies, bleeding, smearing and general
>> lack of clarity color printers deliver...
>
> Dear me!, You still using a dot matrix then?, Its pretty dammed hard
>to mess up the output with todays printers, just stick yer paper in
>and print,

Actually, I was refering to Inkjet Printers. Dot Matrix printers may
have their faults but, ink dripping across the page isn't one of them.

Anyone with a serious eye for detail will soon tire of any color printer
marketed for mere mortals.

```
+=====================================================+
| -They are a dying race; let them pass. | ||| |
| =Who: Atari or Apple? | / | \ |
| -Yes. | |
+=====================================================+
```

6153. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-06 00:00:00 UTC
From: Paul Squires <pns@soc.unl.ac.uk>
Message-ID: <Pine.GSO.3.93.961106180248.3643C-100000@jamshyd.unl.ac.uk>
Source record: 7912

On 2 Nov 1996, Peter Sinclair-Day wrote:

> Illustrator and Freehand are about equevelant Photoline is not! Like me
> comparing what a speed demon Clarisworks is compared to MS Office. How
> ever MS Office does more...

Are you suggesting then that MS Office is a better package than ClarisWorks? Is it in your capability to do so? Your line of reasoning here is pretty even but it goes steadily downhill throughout the post.

> > PhotoLine executes, loads and filters faster.
> Yea are thse equevelant?

Yes, of course they are. People use similar packages all the time to perform functions which one can do better than the other. I sometimes use MS Internet Explorer over Netscape Navigator because I like the efficiency and friendliness, and sometime use Netscape because I like the control and the range of plugins. The word processor Marcel on the ST has some good functions which Protext hasn't, but if I want a document printed in about 2 seconds, I use Protext.

> Apple will be here longer than your business. Now that Apple is buying
> Be, which will incorporate certain elements of the Be OS with System 8,
> this new OS will be available by the August MacWorld..

One word: "Copland".

> The only problem with this asertion is that this soo called compact OS
> have far less features and functionality that matter in the Mac market..
> Nice try.. Hell System 6 if it was optimized for PPC would run rings
> around System 7 due to its compactness. But System 7 is more of a
> modern OS with functionality..

Once again, you are assuming that one is better than the other just because it is. Some people prefer a basic CLI, others want a whizz-bang GUI.

Paul

Paul Neale Squires ~ University of North London, London N7 8DB, England
Home: http://www.unl.ac.uk/sofia/paul/
SOFIA: Film Studies on the Web! http://www.unl.ac.uk/sofia/

6154. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-06 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GKGTDJALUP@cabal.shnet.org>
Source record: 7913

In <1996Nov2.112355.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:

>No need for monochrome on
>the Mac because the color is crystal clear.

Yeah right. That's why so many people prefer 19" b/w monitors on
workstations (and several Atari users like their STM19x/TTM19x monitors,
too), right?

>Pagestream is comming to the Mac.

"... and I am in front of it."

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

6155. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-06 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <847374964_OASIS_@pwomar.demon.co.uk>
Source record: 7914

In article <55lvcb$1fk@morgoth.sfu.ca>
quinlan@sfu.ca (Brian Quinlan) said:-

>Sorry for the post Scott. I reacted badly to all the Mac bashing that
>seems to be going on around here. I owned an ST and a TT and thought
>that they had great hardware. I have never really liked TOS but it
>is certainly better than Windows and, IMHO, better than the early
>versions of the MacOS. However, I think that it is absurd to compare
>an SGI to a Falcon.

I didn't compare a Falcon to an SGI machine, I just said that the
reasons are similar ie they are great at what they are made for and do
so with class eg Audio Recording on the Falcon and high resolution
graphics on the SGI.

As an aside I just recieved a brochure of Apple stuff (I ordered some
Zip disks from them so they think I've got a Mac I guess) and was
looking at Mac prices. I understand that a 603 isn't as 'good' as a 601
chip but how does something like a 6400/200 compare to a 8200/120, in
real use? I am genuinely interested.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

6156. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-06 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <847374866_OASIS_@pwomar.demon.co.uk>
Source record: 7915

In article <327df14d.11633670@news.airtime.co.uk>
stosser@airtime.co.uk (Tony Greenwood) said:-

>On Sun, 3 Nov 96 16:56:18 GMT, Paul@pwomar.demon.co.uk (Paul Womar)
>wrote:
>
> Hi Wo :)
>
>>I don't know about him but personally I PREFER to use Monochrome, it
>>is much easier on the eye, and WTF do you need colour to do word
>
> You may change your mind if Santa brings you a colour printer for
>Christmas?

I've got a colour printer and I use it for DTP & Graphics but not for
printing letters and that sort of stuff, why that would be CRAZY!

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

6157. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-06 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <b77cc$b2736.243@HERMES>
Source record: 7916

Brian Quinlan (quinlan@sfu.ca) wrote:
> Paul@pwomar.demon.co.uk (Paul Womar) writes:

> >Same reason that an SGI Infinite Reality engine is I guess.

> People pay a lot of money for SGIs because they have great hardware. Atari
> hardware sucks.

People spend big dollars on [insert-brand-name-here] computers because:

1) It does its intended job better than the opposition

How well a machine does the task should be thought about first. Goodness
of hardware means nothing - a machine with really good hardware may get
the job done worse than a lesser machine.

2) In some cases : Phallus size is linked to purchase price

--

Quote For The Month:

"If you think I'm an arsehole now, you shoulda seen me during the 1980s"

6158. Re: BIG news! by Don Thomas (repost)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-06 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <b77cc$b3139.25e@HERMES>
Source record: 7917
Cross-posted to: comp.sys.atari.advocacy,rec.humor

stosser@airtime.co.uk speaks with his mouth full...
>On 31 Oct 1996 15:46:30 -0500, (DOMINGO@DELPHI.COM) wrote:
>>The election is coming up. That seems to be important. It's big news each
> What Election?, Important to Who?

The election of the Tuatapere Under-Sevens Picnic leader.

It's important to the Under-Sevens, otherwise they won't have any food at
the picnic. And you just don't want to deal with unruly Under-Sevens when
they are denied a picnic!

--

Quote For The Month:

"If you think I'm an arsehole now, you shoulda seen me during the 1980s"

6159. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-06 00:00:00 UTC
From: jnorton@nilenet.com
Message-ID: <55r6vh$ir@thoth.nilenet.com>
Source record: 7918

David Stevenson (djs@jet.uk) wrote:
: It's a shame that Soft Logik are so incompetent, as PageStream would
: make a useful addition to the Mac's software base if priced right; it's
: the easiest to use DTP package I've seen. Unfortunately, it was always
: buggy and slow. From your comments, it appears they've made it even
: worse.

I use Pagestream all the time for DTP (my own business and hospital forms for a local hospital). Except for the problems with color information when pasting between documents (must paste between pages, then save out as a new document), the problem with using the "white" fill when shooting to Linotronic (use solid and change color to white) and the need for a fair mount of memory (all DTP needs memory - except for Postscript output), the Atari version of Pagestream is VERY stable and bug free.

Much of the code (I have been told) was optimized 68000 assembly as the author was skilled in Motorola 68000. Pagestream (for its complexity) is very fast! The few problems (they are all well documented and have simple work arounds) are negligible. The combination use of text as text fonts and also as objects (with all attributes) make Pagestream a superb program. I have used it for years for 1270 and 2540 lino output and have had great success. It really shines on a TT. It is disheartening that Soft-Logik dropped support. What a great program!

6160. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-06 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.961106230553.23224B-100000@usr11.primenet.com>
Source record: 7919
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

On 3 Nov 1996, DOMINGO@DELPHI.COM wrote:

>I know that there are many takes on Atari, and while Atari Corp. may no
>longer exist, there are still many supporters of Atari products.
<SNIP>...
In Terminator 2, the little computer the kid uses to crack the ATM
code is an atari.

>I'm sure everybody has seen the big Atari symbol in Bladerunner. Trouble
>is, I wonder if the name Atari will even be around when that time comes?
>Is there a list of Atari appearances in movies or TV shows? It would be
>interesting just to know.
>

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

6161. Re: BIG news! by Don Thomas (repost)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-07 00:00:00 UTC
From: brmiller@tiac.net
Message-ID: <55rl1u$4sa@news-central.tiac.net>
Source record: 7920

>On Fri, 01 Nov 1996 20:59:44 -0600, jim petit <jpetit1@airmail.net>
>wrote:
>
>

> Well we think the world revolves around England, The French think
>they are top dogs, The Germans do it, Russia, Japan, Everyone thinks
>they are the center of the Universe,
> There all in for a shock when they find out it's my House <smile>
>
>
> Cheers.............!ynoT
>Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
>irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
>
>Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site
>
>.
No, no, no, it's a single point in Downtown Crossing in Filene's Basement
here in Boston. No other city in the world can match our claim as the
Hub of the Universe.

Don't believe me? Visit Filene's sometime and you'll find the point
clearly delineated. :')

BR Miller
Boston, MA

6162. Re: NVDI: It's a feature, not a hack. (Re: 10 Reasons To Use an Atari instead of a Macintosh)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-07 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <55rt6c$o3c@orm.southern.co.nz>
Source record: 7921

Hi there!

People have stated in this thread that NVDI is a hack. That is ludicrous! I compare NVDI to Adobe Type Manager for Windows (or Mac?). That would seem to be one of the main purposes of NVDI. If you deleted ATM on PC (or Mac?) you would have a boring system with no font support (similar to TOS without GDOS).

But then remember that NVDI also accelerates video (nicely too!) and provides fixes for some of the small anomalies in GEM/TOS.

Just watch how nicely video updates on Ataris with NVDI, and then compare that against Macs such as LC3. The Mac interface NEVER seems to run as smoothly even on a perfectly useable Mac like an LC3...

And your winner by a WIDE margin....NVDI!!

Chris W.
/|\ ATARI Falcon030 16Mbb/340Mb/32Mhz/DSP/FPU

6163. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov7.002500.1@cobra.uni.edu>
Source record: 7922

In article <847126578_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

> I don't know about him but personally I PREFER to use Monochrome, it
> is much easier on the eye, and WTF do you need colour to do word
> processing? If Monochrome is faster and you prefer it then you use it,
> it's called 'making the most of what you've got' but having a Mac you
> wouldn't understand the concept of maximising efficiency.

Just confirms that the ST color video sucks.. Whats this making most of what you've got? Sounds like you are stating that you can't afford color considering that the ST hardware is sooo expensive..

All I know, I maximised efficiency for what I paid for my setup. I suppose ST users are use to pay more for less..

> "Only Mac", always playing catchup, we've had Pagestream for years.

Ha ha ha.. Remember desktop publishing was invented on the Mac with Pagemaker..

Lets hope Pagestream isn't buggy as the Amiga one was..

> I almost agree, I would never recommend an Atari platform unless
> peopel wanted to use things like Wordprocessing, Spreadsheets etc and
> they had a limited budget but my system has built up over several
> years as has the software that I own, I have a finely tuned plaform
> that is exactly how I want it, moving platform and having the set of
> apps that I currently own in native format would cost a fortune.

Fiannly agree on something..

>>You think that is exclusive on the ST? Ever hear of Macros, Quickkeys and
>>Alias? I can put Alias of apps anywere I please...I can put apps in my startup
>>sequence if I want..
>
> Just incase you didn't realise you can also put apps in the ST startus
> sequence and you have been able to since 1979 IIRC.

Whats your point?
> --
>
> ---
> Paul Womar - Just your average Atari user on the verge of sanity.
> Please do not duplicate newsgroup messages to this address.
> Mail: Paul@pwomar.demon.co.uk IRC: Wo
> ---

GREETINGS..

|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |

I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I

|---|

"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6164. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov7.001335.1@cobra.uni.edu>
Source record: 7923

In article <847127730_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

> You still ahven't given us a proper creative use of Quicktime, all you
> come up with is adverts on websites, hmmm.

Quicktime is in use in many electronic reference tools and just about anything.. Quicktime is a plugin for the netscape browser..

Sheesh.. Now lets ee how the ST is creative with a similar tool if one is available..

> --
> Paul Womar - Just your average Atari user on the verge of sanity.
> Please do not duplicate newsgroup messages to this address.
> Mail: Paul@pwomar.demon.co.uk IRC: Wo
> --
>
>
>
GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6165. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov7.010444.1@cobra.uni.edu>
Source record: 7924

In article <327E7A25.7431@intuit.com>, Mark Fassett <mark_fassett@intuit.com> writes:

> So.. don't buy one! Just ignore all of us stupid Atari users who are
> producing music (or whatever) on our computers, while you produce an
> endless slew of silly emails on yours. See how easily your problem
> is solved?
>
> BTW, Macs were overpriced for years, but you still evidently bought one.
> Why did you buy one over a PC? Probably because YOU LIKED IT!!!

I did? Noway..I bought an Amiga...

> Computers are TOOLS! It's not a religion!! Buy what you want to buy,
> whatever you will use, and shut up already with your incessant childish
> whining about what computer is better. THE ONE YOU ARE PRODUCTIVE ON IS
> BETTER!!! Grow up and get a life.

I do have a life, thanks anyways..

>
> It's a beautiful world out there, Mr. Sinclair-Day..

Yep..Notice the time I posted this..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6166. Re: I used a Mac yesterday

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov7.010003.1@cobra.uni.edu>
Source record: 7925

In article <55l133$39q@lex.zippo.com>, JEDI writes:

> ...and then you'll get put on hold... ...at the receptionists desk.
> This is the nineties. Where is their automated information system?
> Hell, why didn't they just put their vendor information on the web
> like Caldera does? Those Mac webservers must not be all that they're
> cracked up to be.
>
> This reference is not useful. Hell, it's downright backwards.

Not their fault, you were using CAB.. Next time use a real browser not that
certain 8 bit hackk..)

>>PowerTools Corp... Try Pwrtools.com
>
> If it's there, one couldn't tell. This address wasn't even accessable.

Try again..Call them up..The address is can be had from macweek.com/

> You are!
>
> These blunderous references are downright... atarian!

ROFL!! In what way?

```
> +=================================================+
> | | |
> | -They are a dying race; let them pass. | ||| |
> | =Who: Atari or Apple? | / | \ |
> | -Yes. | |
> +-----------------------------------------+---------+
> | |
> | The secret to Apple's success: |
> | Putting potential customers on hold! |
> | |
> +=================================================+
>
```

GREETINGS..

```
|-------------------------------------------------------------------------|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|-------------------------------------------------------------------------|
```

"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6167. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-07 00:00:00 UTC
From: gthomas@mail.danville.net
Message-ID: <55s1gc$44d@news.cu-online.com>
Source record: 7926
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

>>I'm sure everybody has seen the big Atari symbol in Bladerunner. Trouble
>>is, I wonder if the name Atari will even be around when that time comes?
>>Is there a list of Atari appearances in movies or TV shows? It would be
>>interesting just to know.

Look for an old movie called "Cloak & Dagger", it was based on an
Atari game. The show is full of store racks dripping with Atari
cartridges, as well as a computer guru using an Atari 800 (State of
the art... I said OLD movie...)

:)

6168. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-07 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <847421170_OASIS_@pcc-uky.campus.mci.net>
Source record: 7927

In article <1996Nov7.004716.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>> I suppose that you are gonna tell me that every single piece of Mac
>> software follows the same guidelines and conventions too, huh? :)
>
>Pretty much soo..

Oh, so every piece of software on the Atari doesn't follow the same
conventions and its a major crime...but only "pretty much so" on the
Mac isn't a crime then? Huh? Typical Sinclap crap...

>ClarisWorks 4.0 is shipped free with all Mac Performas, SuperMac and
>PowerComputing machines.. If you buy new is around $119.98 from MacZoneand
>includes the Apple internet Connection kit too. If you are a student, the
>price is $69...

Still more than I paid for Atariworks...(especially if I have to buy a
whole Mac system to get it!) :)

>However, AtariWorks is not equevalant to AtariWorks..

Never said it was...what I did say was that it does everything I need it
to...Don't need Clarisworks...Don't need Mac...Don't need your pointless
postings... :)

--

```
_/_/_/
```

6169. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov7.000759.1@cobra.uni.edu>
Source record: 7928

In article <847065714_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

> You have an Alias for every progam? Thats OK if you only have a few I
> suppose...

I use alias on the most used apps. I have alias in the Apple menu, launcher and in the HD folders..

> You quite obviously have no idea what these are, MagiC for example is
> no more a hack than MacOS.

Of course you would state that..An extra cost to add functionality to an overtly overpriced hardware.. Why is this an expensive platform?

> What is more exactly, and don't start the Quicktime arse again, thats
> an *APPLICATION* it may come with the OS but it isn't a part of it.

Quicktime is an extension of the OS... Quicktime does not run under Tos, a disadvantage..

> You think people really care? I've told you already, a set of macros
> is far more configurable and cheaper.

How would you know? Have you ever used the tools that I listed? Can't compare macros to the apps I listed.. What denial..

> Again I've told you, there is a thing called Photo CD, it has no
> startup costs and the photo's are of an infinitely better quality, pay
> $500 to put a few photos on your web page did you? Sucker!

Yes, but you have the option to add such a camera, but not on the ST.. Photo CD has been on the Mac for years and now it shows up on the ST....Not invented syndrome is prevalant.. Having a digital camera has other uses besides for web pages.. And no I did not pay one cent for one. I borrowed one..

The technology in digital cameras has been improved vastly, something you would not know and have not been folloeing..Typical denier..

>>> APEX media for 100UK Pounds. Gimme a Mac app that even comes close for
>>> similar $ and I'll tear my head off and feed it to myself. Other examples
>>> exist like Photoline, DA`s software, Steinberg software, and much more.
>>> All these apps provide as much if not more features than similarly priced
>>> versions for the Mac...

You tell me since you are claiming to be an expert..As I stated previous on Photoline and Steinberg.

> Again I've told you before, there is no reasoning to your upgrade
> mentality, why buy the next upgrade when the current version does
> exactly what you need, there and then?

Whatever...What confidence.. If Steiberg is not being upgraded means that the
mighty Falcon isn't doing well in their intended market. looks like the news
is out that Steinberg will not be updated and you want new users to invest in
this over priced hardware?

>>So TOS must of been ported to PPC...About time... Has only been close to three
>>years that the PowerMacs have been out..
>
> Some things are worth waiting for.

Thats funny, I have not read any official press release on this achievement..

> Yeah I know, waste of time, better just keep clicking the one button.

How is time being wasted? The ST platform must be very ineficient that it
requires a two button mouse..

>>> I would still like to know if Mr. Sinclair-Day has actually used a Falcon
>>> before, and how it was setup...maybe someone should show him one day and
>>> make him eat all those words from over all those years...

No need to.. A 16 mhz 030 speaks volume on the state of the platform..

>>Not much there, when the slowest 030 mhz is used..
>
> What? I take it this means "I'm attaking a plaform that I haven't even
> seen, never mind used.".

What comes around goes around.. Not fun on being the recieving end when your
hardware is percieved to be overpriced..
>
>
> --
>
> ---
> Paul Womar - Just your average Atari user on the verge of sanity.
> Please do not duplicate newsgroup messages to this address.
> Mail: Paul@pwomar.demon.co.uk IRC: Wo
> ---
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|

"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6170. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-07 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <328121ad.13698260@news.airtime.co.uk>
Source record: 7929

On Wed, 6 Nov 96 13:54:26 GMT, Paul@pwomar.demon.co.uk (Paul Womar)
wrote:

>> You may change your mind if Santa brings you a colour printer for
>>Christmas?
>
>I've got a colour printer and I use it for DTP & Graphics but not for
>printing letters and that sort of stuff, why that would be CRAZY!

And of course, YOUR not crazy are you WO? hehehehe its the rest of us
who are out of our trees :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

6171. AES calls

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-07 00:00:00 UTC
From: Steven James Tierney <steven@stams.strath.ac.uk>
Message-ID: <3281BA0A.7BA1@stams.strath.ac.uk>
Source record: 7930
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

I recently installed Gbell on my STe. A limited list of AES
calls were given in the docs, but I want sound samples when
I am asked to confirm whether I want to copy/move/delete files,
among other things.

Does anyone have a fuller listing of AES call numbers and their
meanings?

Thanks in advance,
--

http://www.stams.strath.ac.uk/~steven/home.html
mailto:steven@stams.strath.ac.uk

6172. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov7.004045.1@cobra.uni.edu>
Source record: 7931

In article <96309.093240STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> Brian,
> You are normally very thoughtful in your responses
> so it surprised me to see that you think Atari
> hardware "sucks." Do you not think, for the
> time, STs, TTs and the Falcon were great home
> computers? The Lynx and Jaguar were also
> impressive hardware. I personally think that
> my Macintosh 6214 which frequently crashes
> and is a replacement for the first one I had
> because it would not work sucks. Now that
> Apple is trying to cut costs we are seeing
> the same problems Atari had with quality
> control.

The hardware today sucks compared to what you can get for less money on the other platforms..

I too have a 6214 and have been fortunate not to have problems as you stated. The 6214 is a bargain when I got it for $895 new with a gig HD space, keyboard tons of software.. Apple has extended the warranty to seven years..

The 6200 line was concieved during the Spindler regime when Apple dropped the ball on quality. However, under Amelio the hardware quality is about rock solid. The 6400 is solid as well as the new PB1400..

> -scott tirrell

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6173. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-07 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <847444276_OASIS_@pcc-uky.campus.mci.net>
Source record: 7932

In article <djs.847208153@gen-off-3>
djs@jet.uk (David Stevenson) said:-

>Well, they do pretty much, yes. It can't be forced by Apple, but
>the guidelines are there and most authors stick to them. Every Mac
>program I have ever used has the same keys for cut/paste, for example,
>but in the few Atari programs I still use some have different combinations.

Right. Most but not all. Some but most do...Ah, the language here, my
friend... :)

>As it happens it wasn't free (bundled with Falcons) in the UK.

Hmm...so you're saying that Falcon owners in the UK had to buy
Atariworks separate from their Falcons? I didn't know that...I
have seen where some dealers sold the Falcons without the soft-
ware because it was unavailable at the time but they "rainchecked"
i.e., sent it to them as soon as it did become available...

(of course, we are talking about hard drive equipped models here)

>Claris Works is far superior. v2, which is marginally better than Atari Works
>came with my machine, the upgrade to v4 was pretty cheap (can't remember
>exactly, something like 50 quid, which is what I paid for Atari Works).

So I would have to buy a Mac to run this program...thanks, but no thanks.
I've said this to Mr. Sinclair but it didn't sink in...(no surprize there!)
Atariworks does just about everything I need, its rock-solid, it runs on
my Falcon (big strike against Claris Works there!) and it was -FREE- with
my Falcon purchased here in the US...along with a lot of other great soft-
ware bundled with the Falcon...(AFM, SAM, Falcon D2D, etc...) Software that
I just can't get on a Mac...(wouldn't want to anyways) So there it is, you
like Claris Works on your Mac and I like Atariworks on my Falcon...I'm
sincerely happy that you're comfortable with your choice of platform. Well,
I'm very comfortable with my choice of platform, so please don't insult
me (and the rest of us) by trying to convince us that we made a "bad"
choice...we didn't, friend... :)

--

_/_/_/

```
_/ - from "Song of the Dragon Masters" - | The Fuji Lives! _/
_/ | _/
_/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~_/
_/ _/
_/ --> Sysop of The DarkForce! BBS....Call 1-606-886-9014 <-- _/
_/ _/
_/_/_/
```

6174. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov7.005529.1@cobra.uni.edu>
Source record: 7933

In article <55ku3h$26v@lex.zippo.com>, JEDI writes:

> Laugh all you want. Laugh while Apple's initiative at delivering PMT
> dies a quick death. Laugh while Atari has had it since 1993 (longer if
> you count alternate OSes). Laugh while your messiah abandons it's OS
> in favor of another. Laugh while yet another Apple platform becomes
> an orphan.

Sputter...Must of been soo emotional when you wrote this..Lets discuss the
facts here..

Apple is incorporating certain components of the Be OS into Mac OS8 to get it
to the market by August's MacWorld..

Apple is not abandoning the current OS.. Apple will be releasing major updates
twice a year of System 7.. For the next few years there will be two OS's..

The only thing TOS has had since '93' is a barrel down irrelevance..

> The Apple abandonment of MacOS in favor of BeOS is the perfect
> testament to the futility of Appledom.

Typical denial..
>
> +===+
> | | |
> | -They are a dying race; let them pass. | ||| |
> | =Who: Atari or Apple? | / | \ |
> | -Yes. | |
> +---+---------+
> | |
> | CyberDOG: Is it really wise to use a package |
> | that it's own authors admits is a DOG? |
> | |
> +===+

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6175. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov7.004716.1@cobra.uni.edu>
Source record: 7934

In article <847193956_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:

> I suppose that you are gonna tell me that every single piece of Mac
> software follows the same guidelines and conventions too, huh? :)

Pretty much soo..

> AtariWorks is a very nice integrated program...its rock solid and has
> most of the features I'll ever need. Besides that, its free...How much
> would I have to pay for a comparable Mac program?

ClarisWorks 4.0 is shipped free with all Mac Performas, SuperMac and PowerComputing machines.. If you buy new is around $119.98 from MacZoneand includes the Apple internet Connection kit too. If you are a student, the price is $69...

However, AtariWorks is not equevalant to AtariWorks..

> _/_/_/_

6176. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-07 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.847380374@gen-off-3>
Source record: 7935

thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:

> I'm very comfortable with my choice of platform, so please don't insult
> me (and the rest of us) by trying to convince us that we made a "bad"
> choice...we didn't, friend... :)
It's not my intention to insult, I assure you. Unlike Petey-boy,
I was an Atarian until recently, having had an ST, then an STe, then
a Falcon. So I'm not relying on the sort of guesswork that he is.

All that's happened is that I moved onto a Mac, and found myself
thinking "this is so much better, why didn't I move before?".

Your positioning of the Falcon as a great audio machine is a little suspect,
though, given the very poor quality of the converters for example. Once
you start buying quality external ADC and DAC, you're starting to get
up towards the same sort of investment as people using other platforms.
--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==

6177. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-07 00:00:00 UTC
From: brmiller@tiac.net
Message-ID: <55rlej$4sa@news-central.tiac.net>
Source record: 7936

```
>
>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>>
>>>In article <551u90$4fm@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
>>>> sinplop2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>>>>
>>>>>He he he.. Just need QTVR. However, you don't believe in progress so you can't
>>>>>experience the thrill of a BMW..
>>>>
>>>> Get a friggin' life!
>>>>
>>>> If I wanted to experience a BMW I would simply walk out my door and across the street
and take >one for a real test drive. What a was=
>>>> te of bandwidth! Do you think you could pull yourself away from that hunk of plastic
and silico>n for even a five minute real life ex=
>>>> perience?
>>>
>>>How typical.. If we have that function/feature/capability were labeled
>>>nerds. I use these tools in everyday life..as well as many. These are you
>>>citizens, business types and educators. Oops I left out the nerds like you who
>>>hawk hack hardware/software platform.
>
>You said I can't experience the thrill of a BMW, and I pointed out that I can.
>
>I don't need a Mac to do this, and although the technology that you are
>talking about does not exist on Atari computers, this doesn't mean it
>couldn't. Nobody has seen a need to write the software to play these
>cheap simulations.
>
>I take exception to your post claiming I am a nerd who hawk hacks
>hardware / software platform. We are a very highly respected business
>known for our innovative design and customer service both in the Atari
>and the Mac market.
>
>Our systems sell worldwide, they are bought by end users that are not
>afraid to be different to be better.
>
>
>
>.

Chris, Mr. Peter Sinclair-Day has no clue about how to run an
entrepreneurial venture.
```

For one thing, your business is a leading provider of TOS solutions and systems.

For a second thing, it is helping to grow the market.

A quick thought - if the Mac market is exploding so, and the Mac clone market is doing so well, and Petey is so smart, why doesn't Petey start his own clone firm and make millions, swamping Computer Direct TOS machines?

Because it isn't at the rate he wants you to think, it isn't at all, and he isn't.

Keep up the good work.

BR Miller
Boston, MA

6178. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-07 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <847488834_OASIS_@pcc-uky.campus.mci.net>
Source record: 7937

In article <djs.847380374@gen-off-3>
djs@jet.uk (David Stevenson) said:-

>All that's happened is that I moved onto a Mac, and found myself
>thinking "this is so much better, why didn't I move before?".

Thank you for a well reasoned reply at least...(unlike a certain person's
semi-moronic ramblings!

I've only used one Mac...a Quadra that we have at work...its okay, and
its certainly friendlier than the Wintel machines...but I still prefer
my Falcon... :)

>Your positioning of the Falcon as a great audio machine is a little suspect,
>though, given the very poor quality of the converters for example. Once
>you start buying quality external ADC and DAC, you're starting to get
>up towards the same sort of investment as people using other platforms.

So many professionals use Atari's for studio work that I can't help but
believe that what they say is true! :)

We have the Mac Quadra at work, and a Pentium with Win '95 on it...I've
played with both, but I simply cannot do what I do on my Falcon as quickly
or easily...you can get there, (eventually) but with a lot more effort.

--

```
_/_/_/
```

6179. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-07 00:00:00 UTC
From: JEDI@osu.edu
Message-ID: <3281F730.5EC8@osu.edu>
Source record: 7938

> In article <55ku3h$26v@lex.zippo.com>, JEDI writes:
>
> > Laugh all you want. Laugh while Apple's initiative at delivering PMT
> > dies a quick death. Laugh while Atari has had it since 1993 (longer if
> > you count alternate OSes). Laugh while your messiah abandons it's OS
> > in favor of another. Laugh while yet another Apple platform becomes
> > an orphan.
>
> Sputter...Must of been soo emotional when you wrote this..Lets discuss the
> facts here..

Nah, the ZDNet article just gave me Atari Flashbacks.
This manuver is worthy of the Tramiels.

>
> Apple is incorporating certain components of the Be OS into Mac OS8 to get it
> to the market by August's MacWorld..

They are going to create new hardware and new software that will be
incompatible with old Mac software (MacWeek). This is quite a bit
different than what you would have us believe. Apparently, Apple
was not up to the challenge of producing Copeland. So, they choose
to
cannibalize another OS in one last desperate ploy.

>
> Apple is not abandoning the current OS.. Apple will be releasing major updates
> twice a year of System 7.. For the next few years there will be two OS's..

...one of which wont be able to run the old GUI apps. This is a
feat
that Magic mangages as does NT. There will come to be a situation
where
PCs, Suns & HPs will be more compatible with Mac software than
Apple's
own, new, mutley platform/OS.

Apple will produce yet another completely incompatible platform
when it is
not at all necessary or even productive. Apple will give consumers
in
general and even older Apple users good cause to avoid the new
BeMacs like
the plague. We now know why MAE never made it to the x86
platforms...

[deletia]
> > The Apple abandonment of MacOS in favor of BeOS is the perfect
> > testament to the futility of Appledom.
>
> Typical denial..

The only one denying anything is you.

By sacrificing what applications library they do have,
Apple may just finally fulfull all of the dire predictions.

```
+=====================================================+
| -They are a dying race; let them pass. | ||| |
| =Who: Atari or Apple? | / | \ |
| -Yes. | |
+-----------------------------------------+---------+
| Mac Evangelist = Atari Revolutionary. |
+=====================================================+
```

6180. Re: I used a Mac Yesterday

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-07 00:00:00 UTC
From: scruggs.2@osu.edu
Message-ID: <3281F42E.3BDE@osu.edu>
Source record: 7939

> In article <55l133$39q@lex.zippo.com>, JEDI writes:
>
> > ...and then you'll get put on hold... ...at the receptionists desk.
> > This is the nineties. Where is their automated information system?
> > Hell, why didn't they just put their vendor information on the web
> > like Caldera does? Those Mac webservers must not be all that they're
> > cracked up to be.
> >
> > This reference is not useful. Hell, it's downright backwards.
>
> Not their fault, you were using CAB.. Next time use a real browser not that
> certain 8 bit hackk..)

Actually, I was using a phone. You were too busy foaming at the
mouth
to pay attention to what I was saying. Their phone system doesn't
even
measure up. Yet they expect anyone too take the rest of their
tech.
seriously enough to buy it.

The information that I was interested in was not there to be had
anywhere.
Even CyberMongrel can't read what is not there. Although, the
comparison
I was making was between Linux and MacOS anyways. So, much for
superior
MacOS Web authoring tools...

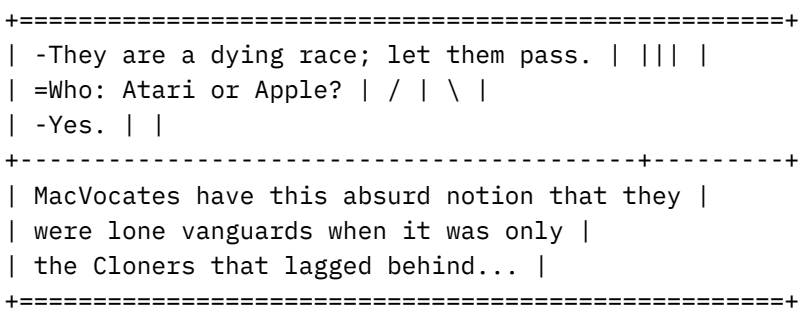
>
> >>PowerTools Corp... Try Pwrtools.com
> >
> > If it's there, one couldn't tell. This address wasn't even accessable.
>
> Try again..Call them up..The address is can be had from macweek.com/

I tried several times. The reference you gave was unusable.

>
> > You are!
> >
> > These blunderous references are downright... atarian!
>
> ROFL!! In what way?

They encourage customers to go to competitors.
Someone might conclude from this general lack of Mac vendor
incompetence that the Mac itself is also incompetently put
together.

Or, in the very least, they would be worried about this platform
lasting very much longer.


-They are a dying race; let them pass.
=Who: Atari or Apple?
-Yes.
MacVocates have this absurd notion that they were lone vanguards when it was only the Cloners that lagged behind...

6181. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-08 00:00:00 UTC
From: DOMINGO@news.delphi.com
Message-ID: <55vsgh$9qq@news2.delphi.com>
Source record: 7791
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

Here is an update with some more e-mail addresses if you care:

http://www.cnet.com CNET Central

richard@cnet.com Richard Hart
gina@cnet.com Gina St. John
crisis@cnet.com Desmond Crisis
dvorak@cnet.com John C. Dvorak
hari@cnet.com Hari Sreenivasan

letters@newsweek.com Newsweek Magazine

http://www.webcrawler.com to find more e-mail addresses and web sites.

I hope that with some luck Atari will get the exposure it deserves.

I know that many of you think that this effort is "preaching to the choir", but you must remember that many people out there who actually remember the days of "Pong" or the "Atari 2600". Just because they think that Atari went out of business years ago, doesn't mean that they wouldn't sit up if they heard a story about Atari. Now I am not suggesting that it will bring Atari back to life or something, but wouldn't it be nice to know that the company we "love to hate" got at least SOME respect?

Thanks!

Dom

6182. Re: AES calls

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-08 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-0811961436280001@dwilga.comm.mtholyoke.edu>
Source record: 7792
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

In article <3281BA0A.7BA1@stams.strath.ac.uk>, steven@stams.strath.ac.uk wrote:

> I recently installed Gbell on my STe. A limited list of AES
> calls were given in the docs, but I want sound samples when
> I am asked to confirm whether I want to copy/move/delete files,
> among other things.
>
> Does anyone have a fuller listing of AES call numbers and their
> meanings?

A list of AES calls for these tasks would not help because:

a) If you're using the built-in desktop, it doesn't use normal methods
for making AES calls, and there is no way to intercept what it does do in
later versions of TOS.

b) Even if you are using a replacement desktop, there's no way for GBell
to tell the difference between any one dialog and another. There are AES
calls for displaying dialogs, but there is no call which says "display a
confirm copying dialog" specifically.

Dan Wilga
dwilga@mtholyoke.edu

6183. YESYESYES Atari ST - that were the good old days

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-08 00:00:00 UTC
From: Toml@faenpc01.tu-graz.ac.at
Message-ID: <5607on$3gk@fstgal00.tu-graz.ac.at>
Source record: 7793

as saw this nwewsgroup i took ot my old Atari ST intern book and browsed a little.
and i remembered days when bill sold DOS 3.x with edlin!!!!!!

why had this great machine to die - it outperformed a PC several times

is it that all the people dont want the good?

bye

(I have to go to drink a bottle of leoville las cases 90 - mmmmh)

6184. Re: NVDI: It's a feature, not a hack. (Re: 10 Reasons To Use an Atari instead of a Macintosh)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-08 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <560f2u$2pa@scanner.worldgate.com>
Source record: 7794

Pete doesn't mention the fact that if it were not for Apple's sloppy
code, companies like Connectix would not program "Hacks" to the MacOS.

RAM Doubler to replace Apple's sluggish Virtual Memory.

Speed Doubler for Apple's inept disk access.

Speed Copy to bring functionality to the copy function.

Speed Doubler for Apple's even more inept 68K emulation on PPC.

Gee, does it surprise you that more copies of *.Doubler have been
sold than PowerMacs?

6185. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-08 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <560epa$2pa@scanner.worldgate.com>
Source record: 7795

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:

>Quicktime is in use in many electronic reference tools and just about
>anything.. Quicktime is a plugin for the netscape browser..
>
>Sheesh.. Now lets ee how the ST is creative with a similar tool if one is
>available..

Ahh, but it is! We can play QT movies and AVR's and all that stuff.

Where do you get your facts?

6186. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-08 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <560eil$2pa@scanner.worldgate.com>
Source record: 7796

>Yes, but you have the option to add such a camera, but not on the ST.. Photo
>CD has been on the Mac for years and now it shows up on the ST....Not invented
>syndrome is prevalant.. Having a digital camera has other uses besides for
>web pages.. And no I did not pay one cent for one. I borrowed one..
>
>The technology in digital cameras has been improved vastly, something you would
>not know and have not been folloeing..Typical denier..

Get your facts straight! You can hook up a Digital camera to an ST.

>You tell me since you are claiming to be an expert..As I stated previous on
>Photoline and Steinberg.

Photoline is an equivalent app. It is faster. It lacks layers, for now,
but it has features that Photoline does not have.

When are you going to load a 20Mb TIFF into ANY image editing package
you can find for the Mac, go ahead, pick the fastest one. None will
come close to the speed I posted.

After you are done that, we will do some filter times.

Put up or shut up.

Steinberg has upgraded CAF three times this year. The last upgrade
included support for recording 8 distinct tracks of audio simultaneously.

Not on a Mac, or PowerMac.

6187. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-08 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov8.184020.1@cobra.uni.edu>
Source record: 7797

In article <55oprk$e4j@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:

>>Something strange. I was on some of the mac groups looking for used
>>floptical disks, I never saw Mr Sinclair-Day's name anywhere. Do you
>>think maybe.....nah! Surely they wouldn't ban him from the mac groups.
>>That would mean he would have to grouse around on other groups to get
>>someone to talk to him. Strange indeed.................j
>
> Hanging around the Mac bases probably does not result in fullfilling his need for
attention. I wonder if he hangs in the PC bases te=
> lling PC users to buy Macs...

You're newsreader must be screwed up...

Atari Jihad..not as powerful as Iran, but equally fanatical!

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6188. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-08 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov8.185115.1@cobra.uni.edu>
Source record: 7798

In article <55ph9k$7ad@orm.southern.co.nz>, chriswil@southern.co.nz (Chris Wilkinson) writes:
> Here we go again...
>
> PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
> : In article <550opc$6j@orm.southern.co.nz>, chriswil@southern.co.nz writes...
> : >
> : > APEX media for 100UK Pounds. Gimme a Mac app that even comes close for
> : > similar $ and I'll tear my head off and feed it to myself. Other examples
> : PLease describe what Apex media is and no doubt a higher eqivelant is
> : available..
>
> APEX media is an animation and graphics package for the Falcon030. It is
> tremendously powerful and has features that make many other graphics/anim
> packages for PC/Mac look very sad in comparison. Most of all it has
> speed, thanks to extensive use of the Falcon's RISC based DSP chip. Many
> functions work in realtime. I don't think I have really seen ANY Mac/PC
> graphics packages that come close overall. Some have more features, but
> NONE can offer speed and intuitiveness the way this program does. So
> there really isn't an equivalent Mac package!

Whatever...Mac graphics/animation tools blow away anything Falcon related.. A wealth of choices to be had...Your asertion that Mac/PC ones look sad in comparison just confirms that you are talking out of your ass.

> With the kind of speed the 68060 Atari clones run at, I think that PPC
> based clones will simply honk! :)

Yea, if the PPC Tos clones see the light of day.. And if soo, will be over priced..

> : Not much there, when the slowest 030 mhz is used..
>
> Didn't think so!! Maybe our esteemed 'friend' had better find a Falcon
> owner who has APEX and some other DSP based stuff. I'm sure
> Mr.Sinclair-Day will go pretty quiet for a while after that...

DSP's are obsolete.. Even the Moto ones can't match thier PPC ones.. Nice try..

> Chris W.
> /|\ ATARI Falcon030 16Mb/340Mb/32Mhz/DSP/FPU
>

Who needs PPC, thats why I love the ST!

GREETINGS..

|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |

I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I

|---|

"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6189. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-08 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov8.191501.1@cobra.uni.edu>
Source record: 7799

> Michael Grove (mgrove@ridgecrest.ca.us) wrote:

> : No, it won't be a port. I think what he is getting at is the ability to
> : run
> : PPC software on the 060 based machine, much like the $1500.00 dollar
> : Pentium cards for the PPC's to run Dos or Windowz or whatever they do.

I would like to see PPC native apps using an antiquated 060...

Pentium cards cost $1500? Must be fully loaded.. Apple's Cyrix card is below
$800 and their Pentium cards is under $1000.. Huge difference..

> No again, I really DO mean that CompDirecT are working on a PPC based
> Atari TT clone!!! Check out <http://www.compdirect.com/> to see what they
> are doing...it's interesting news indeed!! <g>

Good for them and wish them well..Hope their prices are realistic..

> Chris W.
> /|\ ATARI Falcon030 16Mb/340Mb/32Mhz/DSP/FPU
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6190. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-08 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov8.192554.1@cobra.uni.edu>
Source record: 7800

In article <847374964_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

> As an aside I just recieved a brochure of Apple stuff (I ordered some
> Zip disks from them so they think I've got a Mac I guess) and was
> looking at Mac prices. I understand that a 603 isn't as 'good' as a 601
> chip but how does something like a 6400/200 compare to a 8200/120, in
> real use? I am genuinely interested.

The 603e has replaced the 603 and blows away the 601. The 6400/200 just destroys the 8200/120. Why is it that Apple still offers a 601 based 8200 which is not available in this side of the Atlantic. Hate to ask how much a 8200 is? Probably the same as a 8500...Only Apple...

> --
> Paul Womar - Just your average Atari user on the verge of sanity.
> Please do not duplicate newsgroup messages to this address.
> Mail: Paul@pwomar.demon.co.uk IRC: Wo
> --
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6191. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-08 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov8.194414.1@cobra.uni.edu>
Source record: 7801

In article <55rlej$4sa@news-central.tiac.net>, brmiller@tiac.net (Brian-Roland Miller) writes

>>You said I can't experience the thrill of a BMW, and I pointed out th
> Chris, Mr. Peter Sinclair-Day has no clue about how to run an
> entrepreneurial venture.

What does entrepreneurial venture have to do with this?

> For one thing, your business is a leading provider of TOS solutions and
> systems.
> For a second thing, it is helping to grow the market.

Since TOS has literary bottomed out, you can only go up..

> A quick thought - if the Mac market is exploding so, and the Mac clone
> market is doing so well, and Petey is so smart, why doesn't Petey start
> his own clone firm and make millions, swamping Computer Direct TOS
> machines?

I should..Can OEM the motherboards from Motorola.

> Because it isn't at the rate he wants you to think, it isn't at all, and he
> isn't.

Huh?

> ---
> Keep up the good work.
> ---
> BR Miller
> Boston, MA

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6192. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-08 00:00:00 UTC
From: jim petit <jpetit1@airmail.net>
Message-ID: <3284160C.4F22@airmail.net>
Source record: 7802

> > Hanging around the Mac bases probably does not result in fullfilling his need for attention. I wonder if he hangs in the PC bases te=
> > lling PC users to buy Macs...
>
> You're newsreader must be screwed up...
>

Blah! Blah! Blah! Go do a dejanews search on Mr. Sinclair-Day, then click on his email address on the right hand side. Interesting isn't it mister day? BTW, your old user id was more accurate.

Peace to all.....j

6193. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-08 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov8.234425.1@cobra.uni.edu>
Source record: 7803

In article <847421170_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:

>>Pretty much soo..

> Oh, so every piece of software on the Atari doesn't follow the same
> conventions and its a major crime...but only "pretty much so" on the
> Mac isn't a crime then? Huh? Typical Sinclap crap...

Atari apps in gneral do not follow consistent guidelines, were as Mac apps do. There have been previous Mac apps that failed the guidelines and as a result failed in the market..

>>ClarisWorks 4.0 is shipped free with all Mac Performas, SuperMac and
>>PowerComputing machines.. If you buy new is around $119.98 from MacZoneand
>>includes the Apple internet Connection kit too. If you are a student, the
>>price is $69...
>
> Still more than I paid for Atariworks...(especially if I have to buy a
> whole Mac system to get it!) :)

Whatever.. ClarisWorks is worth every penny and is updated unlike a certain works program.

Plus Claris is a worldclass company that Apple can learn from...

>>However, AtariWorks is not equevalant to AtariWorks..
>
> Never said it was...what I did say was that it does everything I need it
> to...Don't need Clarisworks...Don't need Mac...Don't need your pointless
> postings... :)

You're wish...

> __
>
> _/_/_/_

| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6194. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-08 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <560e64$2pa@scanner.worldgate.com>
Source record: 7804

We run QT movies on Falcons daily, what's the big deal?

6195. Re: Just try this, it will work

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-08 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY!
Message-ID: <560cq8$k13@ornews.intel.com>
Source record: 7805
Cross-posted to: alt.binaries.atari,alt.warez.atari,alt.warez.atari-st,comp.sys.atari.8bit,comp.sys.atari.advocacy,alt.binaries.atari.d,maus.sys.atari.desktop,maus.sys.atari.f030,maus.sys.atari.hardware,maus.sys.atari.mint,maus.sys.atari.okami,comp.sys.atari.programmer,lightspeed.rechner.atari.selbstgeschrieben,lightspeed.rechner.atari.software,maus.sys.atari.software,comp.sys.atari.st,comp.sys.atari.st.tech,maus.sys.atari.talk,comp.sys.att

In article <886.479933917057@news.nemonet.com>,
sbolting@nemonet.com (Stephen Boltinghouse) wrote:

<Illegal MMF chain letter deleted>

This idiot has been reported to every postmaster in the entire path line
(except for one or two who either never repsond (sprint) or whom I know have
nothing to do with young Mister Boltinghouse (NASA)) along with teh USPS
Fraud Investigations Division, the IRS, and a couple of other national
agencies. I imagine he'll throw a big party for all the investigators who
show up at:

1009 Bird St.
Hannibal, MO 63401

No need to followup further, but if you so choose, be advised it will go to
alt.spam

ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com

6196. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-08 00:00:00 UTC
From: deanw3@iceonline.com
Message-ID: <55uunl$532@news.iceonline.com>
Source record: 7940
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

>In Terminator 2, the little computer the kid uses to crack the ATM
>code is an atari.
>
Thats an Atari Portfolio Mini Computer, I still have
mine its acutally a very nice piece of hardware, But never found a
market.

AV(Dean for all the idiots out there...)

6197. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-09 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GKJNAAAOUP@cabal.shnet.org>
Source record: 7806
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

In <55uunl$532@news.iceonline.com> Acer Vartan wrote:
>>In Terminator 2, the little computer the kid uses to crack the ATM
>>code is an atari.
>>
> Thats an Atari Portfolio Mini Computer, I still have
>mine its acutally a very nice piece of hardware, But never found a
>market.

Well, in Germany, it certainly did, and it's still available. Bad thing
is, Atari/JTS "sits on the rights" since they bought this neat little
machine. BTW, I've seen a JTS hdd last week.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

6198. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-09 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GKJNAAALUP@cabal.shnet.org>
Source record: 7807

In <1996Nov8.184020.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
[to Chris Krowchuk <chris@compdirect.com>]

>You're newsreader must be screwed up...

Really, Chris is a newsreader?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

6199. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-09 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GKJNAAAIUP@cabal.shnet.org>
Source record: 7808

In <32822F9E.7FAC@intuit.com> Mark Fassett wrote:
>PETER SINCLAIR-DAY wrote:
>>
>> In article <327E7A25.7431@intuit.com>, Mark Fassett <mark_fassett@intuit.com
>> writes:
>>
>> > Computers are TOOLS! It's not a religion!! Buy what you want to buy,
>> > whatever you will use, and shut up already with your incessant childish
>> > whining about what computer is better. THE ONE YOU ARE PRODUCTIVE ON IS
>> > BETTER!!! Grow up and get a life.
>>
>> I do have a life, thanks anyways..
>
>Maybe.. but if you do, why do you spend so much time posting anti Atari
>flames?

Because Petey-boy made the "right choice" again and again - he doesn't try
to convince _us_ of that, he tries convincing _himself_. This behaviour is
pretty similar to that of some Atari fanatics and especially found among
Amiga kiddies: they feel insecure and envy those who have made the cur-
rently right choice (Pentium w/W95), so they try suggesting themselves
that _they_ were right and all the others were wrong when they bought
their computers (no matter whether these don't want a Mac, they have to
admit to Petey-boy that he was right when he did). Good old Sigmund Freud
would also suspect Petey-boy's got a very little pecker, resulting in low
self-confidence.

>I don't get it. Maybe you'd be better off using your beloved
>Mac to actually ACCOMPLISH something..

Nhah, who would ever have a computer just to _use_ it?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

6200. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-09 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GKJNAAAFUP@cabal.shnet.org>
Source record: 7809

In <djs.847380374@gen-off-3> David Stevenson wrote:
[to Raonald J. Hall]
>Your positioning of the Falcon as a great audio machine is a little suspect,
>though, given the very poor quality of the converters for example.

There is no such thing as "little converter quality" on C-Lab Falcons.

>Once
>you start buying quality external ADC and DAC, you're starting to get
>up towards the same sort of investment as people using other platforms.

Not quite, for the MIDI/music use the Falcon is still quite competitive
(otherwise C-Lab would have dropped it meanwhile), it's just that an F030
that can be bought (used) for 500-600 DM (300-400 US$) can't compete with a
5000 DM (3300 US$) PowerMac 7500, and it was never meant to.

Note that I am not accepting Petey-boy's prices, for Macs are not at all
cheap in Germany, and because of that (and the crappy MacOS) I'd prefer
going for a Linux Pentium or even a BeBox instead.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

6201. Re: Heiden seek

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-09 00:00:00 UTC
From: mlb61@bu.edu
Message-ID: <3284f5a2.74482735@193.80.12.12>
Source record: 7810
Cross-posted to: alt.flame,alt.fan.karl-malden.nose,alt.games.mk,alt.fan.rosieodonnell,comp.sys.atari.advocacy,comp.sys.atari.st,rec.pets.cats,news.groups,rec.music.rem,rec.games.trivia,alt.college.college-bowl,harvard.general

On Sun, 04 Aug 1996 17:00:50 +0000, Haakon Lugiesson
<lugiess@aix.telia.se> wrote:

>The honourable Vyshinsky wrote:
>>
>> A_Baron@abaron.demon.co.uk writes:
>>
>> >> Some twat, an Exterminationist as usual, said that Konrad
Heiden's biography
>> >> of Hitler contained references to the Protocols of Zion in its
early chapters.
>> >> I've just consulted the 1936 edition (which has no index) and
could find no
>> >> mention of this document. Anyone else have any bright ideas?
>>
>> A nineteen thirty four edition of one of Konrad Heiden's books, I
forgot
>> which one, has long excerpts from the Protocols in it's early
chapters.
>
>Wait until Stewert King eviscerates you, Andrei.

Wait till Stewart blows you, Andrei.

6202. Re: Ausrottung-end of debate

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-09 00:00:00 UTC
From: mlb61@bu.edu
Message-ID: <3284f4f1.74306161@193.80.12.12>
Source record: 7811
Cross-posted to: alt.flame,alt.fan.karl-malden.nose,alt.games.mk,alt.fan.rosieodonnell,comp.sys.atari.advocacy,comp.sys.atari.st,rec.pets.cats,news.groups,rec.music.rem,rec.games.trivia,alt.college.college-bowl

On Sun, 04 Aug 1996 17:00:06 +0000, Haakon Lugiesson
<lugiess@aix.telia.se> wrote:

>The honourable Vyshinsky wrote:
>>
>> jbelling@sprynet.com writes:
>>
>> >> Ausrottung does indeed mean to exterminate, or wipe out, and is
frequently used in precisely that connection. This should not even
>> >> be a cause for contention. "To uproot is also a secondary
meaninf which refers ONLY to plants, not human beings. There are
other
>> >> German words commonly used for that purpose. It is always more
noble to be honest, but sometimes it really hurts.
>>
>> So when you say you want to "wipe out" racism, does this mean you
>> want to exterminate us?
>
>Wait until Stewert King eviscerates you, Andrei.

He might steal your spleen.

6203. Re: You people go 'meow'. What up with that?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-09 00:00:00 UTC
From: mlb61@bu.edu
Message-ID: <3285015f.77488464@193.80.12.12>
Source record: 7812
Cross-posted to: alt.stupidity,alt.fan.karl-malden.nose,alt.games.mk,alt.fan.rosieodonnell,comp.sys.atari.advocacy,comp.sys.atari.st,rec.pets.cats,news.groups,rec.music.rem,rec.games.trivia,alt.college.college-bowl,harvard.general,alt.gothic,rec.music.tori-amos

On Sun, 3 Nov 1996 02:02:50 LOCAL, CatInSpace@mindspring.com (Cat In Space) wrote:

>In article <5518mn$js3@news.istar.ca> Amused <hahaha@meow.com> writes:
>>From: Amused <hahaha@meow.com>
>>Subject: Re: You people go 'meow'. What up with that?
>>Date: 28 Oct 1996 03:18:47 GMT
>
>>Darth Vader wrote:
>>>
>>> In article <32705B48.1942@yourwallet.empty.gov>, taxes@yourwallet.empty.gov
>>> says...
>>> >> > Fuck the meow crowd. Why dont you kids go back to playing with your
>>> >> > crayons or something? Better yet make your own newsgroup (Its not that
>>> >> > hard even you can do it) that way you can meow your stupid little ass
>>> >> > off to your hearts content!
>>>
>>> But it's more meow meow fun to meow spam the meow of it to your existing meow
>>> newsgroups!
>>>
>>> >>
MMMMMMMMMMMMMMMMMMMMeeeeeeeeeeeeeeeeoooooooooooooooowwwwwwwwwwwwwwwwwwww!
>>> >
>>> >Mewow!
>>>
>>> Tell it like it is, Brother IRS Agent...
>
>>I salute you wonderful 'MEOW'ers...I truly do :) this is just wonderful
>>to watch. I'm sitting here LMAO at all of it. How some people hate
>>anarchy (SP?) and this is it. (IMHO) And you got these people cursing
>>you...do they even realize you got them eating out of your paws :) This
>>is the best spaming/flaming I've ever seen. Chaos is such a wonderful
>>thing to watch...now that I think of it this is more chaos then

>>anarchy...but I love it! Some arrogant fools think they own there
>>precious newsgroups and tell you to post somewhere else...why would
you
>>ever want to do that when you're getting so much attention now...I
say,
>>post to every newsgroup :) Well just wanted to take the time to
>>congradulate you on doing such a good job, I bet you having a blast.
>
>>MEOW
>
>>-Amused and purring :)
>
>Speaking strictly from a cybercat's point of view meow, I enjoy meow
having
>the company of meows around. Meow.
>If I could post to every newsgroup meow I would meow. However, meow
I have
>been warned by meow my IP meow that I could get into meow deep
litterboxes.
>I confine my meow to alt.stupidity, alt.karl-malden.nose, and
alt.flame meow.
>Meow my comrades. Meow for anti-censorship! Meow for the fallen
netcopped
>meower's before you! Meow and show your strength of character. Meow
On!
>
>Cat In Space

A a friendly meow to you!

.

6204. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-09 00:00:00 UTC
From: D.Iacovelli1@genie.com
Message-ID: <56242q$l3b@nntp.interaccess.com>
Source record: 7813
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

In article <55opcs$59a@news2.delphi.com>, DOMINGO@news.delphi.com says...
>
>D.Iacovelli1@genie.com (Dan Iacovelli) writes:
>
> >C-Net Central on the SCi-Fi Channel yesterday had Gary Kaplin of
> >Atari/Activision fame on talking about the atari 2600 games for windows.
>
>That's great! It's too bad that the cable company out here charges $2.50
>extra for the Sci-Fi Channel. Do you know if C-Net Central has a web
>site? I can't seem to find it. (Or at least an e-mail address...)
>
> >Just thought you like to know.
>
>Thanks for the information!

C-NET can be found on the Web at WWW.C-net.com.
Also if you have the USA channel(which also owns Sci-FI)
You can watch C-net at 5am (central time) on that channel.
dan
(2.50 for one channel or do you get 5 other channels with the sci-fi,
I have Time Warner cable they give us the sci-fi channel,cartoon network
history channel,Plex (formly encore +) and Flix for 1.99 a month (unfortaly
we have to use their cable box to get those channels and we only have one
box and it's in my room)

6205. Re: \alt.flame is 99.86% crossposted

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-09 00:00:00 UTC
From: mlb61@bu.edu
Message-ID: <32850a8a.79835758@193.80.12.12>
Source record: 7814
Cross-posted to: alt.flame,alt.fan.karl-malden.nose,alt.games.mk,alt.fan.rosieodonnell,comp.sys.atari.advocacy,comp.sys.atari.st,rec.pets.cats,news.groups,rec.music.rem,rec.games.trivia,alt.college.college-bowl,harvard.general

On Sun, 04 Aug 1996 17:01:35 +0000, Haakon Lugiesson
<lugiess@aix.telia.se> wrote:

>The honourable Vyshinsky wrote:
>>
>> I've just analyzed the alt.flame news spool and it showed
>> a 99.86% rate of crossposting.
>
>So, get with the program, Andrei.

So who is the fuckhead responsible for the 0.14%?

6206. Re: Germans, Italians, And Japanese Put Into Concentration Camps By Anti-Racists

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-09 00:00:00 UTC
From: mlb61@bu.edu
Message-ID: <32850a90.79841937@193.80.12.12>
Source record: 7815
Cross-posted to: alt.flame,alt.fan.karl-malden.nose,alt.games.mk,alt.fan.rosieodonnell,comp.sys.atari.advocacy,comp.sys.atari.st,rec.pets.cats,news.groups,rec.music.rem,rec.games.trivia,alt.college.college-bowl,harvard.general

On Sun, 04 Aug 1996 17:02:15 +0000, Haakon Lugiesson
<lugiess@aix.telia.se> wrote:

>The honourable Vyshinsky wrote:
>>
>> chuckf@rio.com writes:
>>
>> >> Chuck Ferree wrote:
>> >>
>> >> Lies more lies and damed lies.
>> >> The only Americans placed in any kind of custodial care were
Japanese
>> >> Americans. It was a mistake which our government has recognized
and
>> >> apologized for.
>> >>
>> >>
>> >> The honourable Vyshinsky wrote:
>> >>
>> >> Sounds like a commie pinko name to me, but then again I'm not
>> >> predjudiced, just suspicious.
>> >> >
>> >> > Information on World War II internment and relocation of
German Americans, Italian Americans and Japanese Americans
>> >> > (Revised: 1/22/95)
>>
>> Can you believe this scumbag Chuck Feree? Concentration camps are
>> "custodial care?"
>
>Wait until Stewert King eviscerates you, Andrei.
Meow.

6207. Re: You people go 'meow'. What up with that?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-09 00:00:00 UTC
From: Barbi Klaus <barbi@dns1.filnet.fr>
Message-ID: <3284B184.591B@dns1.filnet.fr>
Source record: 7816
Cross-posted to: alt.stupidity,alt.fan.karl-malden.nose,alt.games.mk,alt.fan.rosieodonnell,comp.sys.atari.advocacy,comp.sys.atari.st,rec.pets.cats,news.groups,rec.music.rem,rec.games.trivia,alt.college.college-bowl,harvard.general,alt.gothic,rec.music.tori-amos

Meowthew L. Bruce wrote:
>
> On Sun, 3 Nov 1996 02:02:50 LOCAL, CatInSpace@mindspring.com (Cat In
> Space) wrote:
>
> >In article <5518mn$js3@news.istar.ca> Amused <hahaha@meow.com>
> writes:
> >>From: Amused <hahaha@meow.com>
> >>Subject: Re: You people go 'meow'. What up with that?
> >>Date: 28 Oct 1996 03:18:47 GMT
> >>
> >>Darth Vader wrote:
> >>>
> >>> In article <32705B48.1942@yourwallet.empty.gov>,
> taxes@yourwallet.empty.gov
> >>> says...
> >>> >> > Fuck the meow crowd. Why dont you kids go back to playing
> with your
> >>> >> > crayons or something? Better yet make your own newsgroup (Its
> not that
> >>> >> > hard even you can do it) that way you can meow your stupid
> little ass
> >>> >> > off to your hearts content!
> >>>
> >>> But it's more meow meow fun to meow spam the meow of it to your
> existing meow
> >>> newsgroups!
> >>>
> >>> >>
> MMMMMMMMMMMMMMMMMMMeeeeeeeeeeeeeeeeooooooooooooooowwwwwwwwwwwwwwwwwwww!
> >>> >
> >>> >Mewow!
> >>>
> >>> Tell it like it is, Brother IRS Agent...
> >>
> >>I salute you wonderful 'MEOW'ers...I truly do :) this is just
> wonderful
> >>to watch. I'm sitting here LMAO at all of it. How some people hate
> >>anarchy (SP?) and this is it. (IMHO) And you got these people
> cursing
> >>you...do they even realize you got them eating out of your paws :)
> This

> >>is the best spaming/flaming I've ever seen. Chaos is such a
> wonderful
> >>thing to watch...now that I think of it this is more chaos then
> >>anarchy...but I love it! Some arrogant fools think they own there
> >>precious newsgroups and tell you to post somewhere else...why would
> you
> >>ever want to do that when you're getting so much attention now...I
> say,
> >>post to every newsgroup :) Well just wanted to take the time to
> >>congradulate you on doing such a good job, I bet you having a blast.
> >
> >>MEOW
> >
> >>-Amused and purring :)
> >
> >Speaking strictly from a cybercat's point of view meow, I enjoy meow
> having
> >the company of meows around. Meow.
> >If I could post to every newsgroup meow I would meow. However, meow
> I have
> >been warned by meow my IP meow that I could get into meow deep
> litterboxes.
> >I confine my meow to alt.stupidity, alt.karl-malden.nose, and
> alt.flame meow.
> >Meow my comrades. Meow for anti-censorship! Meow for the fallen
> netcopped
> >meower's before you! Meow and show your strength of character. Meow
> On!
> >
> >Cat In Space
>
> A a friendly meow to you!
>
> .

Meow.

Meow.

Meow. Meow.

Meow.

Meow.

Meow.

Meow.

Meow.

Meow.

Meow.

Meow. Meow.

Meow.

Meow.

Meow.

Meow.

Meow.

Meow.

Meow.

Meow. Meow.

Meow.

Meow.

Meow.

Meow.

Meow.

Meow.

Meow.

Meow.

Meow. Meow.

Meow.

Meow.

Meow.

Meow.

Meow.

Meow.

Meow.

Meow.

Meow. Meow.

Meow.

Meow.

Meow.

Meow.

Meow.

6208. Re: Heiden seek

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-09 00:00:00 UTC
From: mlb61@bu.edu
Message-ID: <32850a83.79829014@193.80.12.12>
Source record: 7817
Cross-posted to: alt.flame,alt.fan.karl-malden.nose,alt.games.mk,alt.fan.rosieodonnell,comp.sys.atari.advocacy,comp.sys.atari.st,rec.pets.cats,news.groups,rec.music.rem,rec.games.trivia,alt.college.college-bowl,harvard.general

On Sun, 04 Aug 1996 17:00:50 +0000, Haakon Lugiesson
<lugiess@aix.telia.se> wrote:

>The honourable Vyshinsky wrote:
>>
>> A_Baron@abaron.demon.co.uk writes:
>>
>> >> Some twat, an Exterminationist as usual, said that Konrad
Heiden's biography
>> >> of Hitler contained references to the Protocols of Zion in its
early chapters.
>> >> I've just consulted the 1936 edition (which has no index) and
could find no
>> >> mention of this document. Anyone else have any bright ideas?
>>
>> A nineteen thirty four edition of one of Konrad Heiden's books, I
forgot
>> which one, has long excerpts from the Protocols in it's early
chapters.
>
>Wait until Stewert King eviscerates you, Andrei.

Wait till Stewart blows you, Andrei.

6209. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-09 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <847637078_OASIS_@pwomar.demon.co.uk>
Source record: 7818

In article <1996Nov7.000759.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <847065714_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:

>> You quite obviously have no idea what these are, MagiC for example is
>> no more a hack than MacOS.
>
>Of course you would state that..An extra cost to add functionality to an
>overtly overpriced hardware.. Why is this an expensive platform?

I completely stand by what I just said, it is an operating system in
the true sense of the word it is NOT and extension, it COMPLETELY
replaces TOS but unlike most OS's it is also highly compatible
with TOS.

>> What is more exactly, and don't start the Quicktime arse again, thats
>> an *APPLICATION* it may come with the OS but it isn't a part of it.
>
>Quicktime is an extension of the OS... Quicktime does not run under Tos, a
>disadvantage..

Not my fault that Apple don't have the ability to program on a
platform like mine.

>> Again I've told you, there is a thing called Photo CD, it has no
>> startup costs and the photo's are of an infinitely better quality, pay
>> $500 to put a few photos on your web page did you? Sucker!
>
>Yes, but you have the option to add such a camera, but not on the ST.. Photo
>CD has been on the Mac for years and now it shows up on the ST.

It hasn't just shown up, I think Gemview supported it in about 92/93,
possibly earlier.

>Not invented
>syndrome is prevalant.. Having a digital camera has other uses besides for
>web pages.. And no I did not pay one cent for one. I borrowed one..
>
>The technology in digital cameras has been improved vastly, something you would
>not know and have not been folloeing..Typical denier..

I'm not really sure what sort of camera you are talking about but if
you mean those video conferencing style things then you've been able
to use a digitiser like VIDI ST/Videomaster along with a video camera
since the dawn of time. Normal digital cameras have very poor

resolutions (or at least the affordable ones do) so I use PhotoCD
thanks.

>> Again I've told you before, there is no reasoning to your upgrade
>> mentality, why buy the next upgrade when the current version does
>> exactly what you need, there and then?
>
>Whatever...What confidence.. If Steiberg is not being upgraded means that the
>mighty Falcon isn't doing well in their intended market.

There is a limit to how far you can take a product, if it isn't broken
then don't fix it. There is no point in just adding features that
virtually nobody will ever use just for the sake of it.

>>>So TOS must of been ported to PPC...About time... Has only been close to three
>>>years that the PowerMacs have been out..
>> Some things are worth waiting for.
>Thats funny, I have not read any official press release on this achievement..

Bad luck mate, keep looking.

>> Yeah I know, waste of time, better just keep clicking the one button.
>
>How is time being wasted? The ST platform must be very ineficient that it
>requires a two button mouse..

Your keyboard must be incredibly inefficient with all those extra
keys then.

>>>> I would still like to know if Mr. Sinclair-Day has actually used a Falcon
>>>> before, and how it was setup...maybe someone should show him one day and
>>>> make him eat all those words from over all those years...
>
>No need to.. A 16 mhz 030 speaks volume on the state of the platform..

It says a lot to people who don't understand the concept of
efficiency.

>>>Not much there, when the slowest 030 mhz is used..
>>
>> What? I take it this means "I'm attaking a plaform that I haven't even
>> seen, never mind used.".
>
>What comes around goes around.. Not fun on being the recieving end when your
>hardware is percieved to be overpriced..

The recieving end of what? When it is percieved to be overpriced by
people that haven't seen it (especially by you) then this means
absolutely nothing to me.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.

Mail: Paul@pwomar.demon.co.uk IRC: Wo

6210. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-09 00:00:00 UTC
From: Raptor-King <raptorking@onetinc.com>
Message-ID: <01bbce90$269daa20$11b550cc@Onet.onetinc.com>
Source record: 7819
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

The game was based off the Movie, not the other way around.

Also, 'Cloak and dagger' is being made into a new Television series. I am not sure with network tough. I think it will be out next season (or as a mid-season replacement this season). FYI

--

```
_____________
/RAPTOR-KING \
\ ...who else? /
-------------------------
```

Greg Thomas <gthomas@mail.danville.net> wrote in article <55s1gc$44d@news.cu-online.com>...
> >>I'm sure everybody has seen the big Atari symbol in Bladerunner. Trouble
> >>is, I wonder if the name Atari will even be around when that time comes?
> >>Is there a list of Atari appearances in movies or TV shows? It would be
> >>interesting just to know.
>
> Look for an old movie called "Cloak & Dagger", it was based on an
> Atari game. The show is full of store racks dripping with Atari
> cartridges, as well as a computer guru using an Atari 800 (State of
> the art... I said OLD movie...)
>
> :)
>
>
>

6211. Re: Fuck You - I'm Running HAMILTON 95! (was Re: Windows 95, most people really want it like they really want the CLAP.)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-09 00:00:00 UTC
From: Barbi Klaus <barbi@dns1.filnet.fr>
Message-ID: <3284CA02.3D34@dns1.filnet.fr>
Source record: 7820
Cross-posted to: comp.os.ms-windows.win95.setup,comp.os.linux.misc,comp.os.linux.networking,alt.fan.karl-malden.nose,alt.games.mk,alt.fan.rosieodonnell,comp.sys.atari.advocacy,comp.sys.atari.st,rec.pets.cats,news.groups,rec.music.rem,rec.games.trivia,alt.college.college-bowl,harvard.general,alt.gothic,rec.music.tori-amos,comp.os.ms-windows.win95.misc,comp.os.ms-windows.win95.setup,comp.os.os2.advocacy,alt.flame,comp.security.misc,soc.men,alt.2600,comp.sys.ibm.pc.games.action,alt.games.duke3d,comp.sys.ibm.pc.games.strategic,comp.sys.ibm.pc.hardware.misc,comp.sys.intel,comp.sys.laptops,comp.sys.mac.system,comp.sys.powerpc,alt.folklore.computers

```
John Gordon wrote:
>
> Meowthew L. Bruce wrote:
> >
> > On Sun, 04 Aug 1996 21:22:07 GMT, jlever@scsn.net (John Lever) wrote:
> >
> > >Please forgive me.
> > >
> > >What in the world is Hamilton?
> >
> > Just the best operating system the world has seen.
>
> Or not as the case mey be...

Ham 97 is even MORE kickass than Ham 95.
```

6212. Re: Stan III is up to his old coverup tricks again (was REPOST: Re: whats happened to this NG?)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-09 00:00:00 UTC
From: Ed Schuda <schuda@mindspring.com>
Message-ID: <3284F720.26E7@mindspring.com>
Source record: 7821
Cross-posted to: news.admin.censorship,alt.flame,alt.games.mk,alt.fan.rosieodonnell,comp.sys.atari.advocacy,comp.sys.atari.st,rec.pets.cats,news.groups,rec.music.rem,rec.games.trivia,alt.college.college-bowl,harvard.general,alt.gothic,rec.music.tori-amos,news.groups,news.admin.censorship,news.admin.net-abuse.misc,news.admin.meow,alt.fan.kia-mennie

Stan Kalisch III wrote:
>
> -----BEGIN PGP SIGNED MESSAGE-----
>
> (A note to readers of all of these newsgroups: while the article below,
> which is off-topic for all of these newsgroups, accuses me of "forgery"
> and a "coverup"--

Fess up, Stan III. You are back up to your old forged-cancel tricks in an attempt to muzzle the meow meow community. You might as well save your
time and effort. With Fluffy the Cat on our side, we are INVINCIBLE!

> the most important thing in all of this is actually not
> to killfile mlb61@bu.edu--because this isn't an article from this
> address--it's a forged troll that is an attempt to get this person
> killfiled--don't do so)

Shit, even Matt's own little sister told him to keep his ass off of Usenet and to lay off the meowers. If only he had listened. Meanwhile, you're just trying to deflect the fact that Francois caught you red-handed forging cancels again.

> [Followups to this article should be made to news.admin.censorship and
> news.admin.net-abuse.misc]

And also to any other newsgroups you consider appropriate. Please feel free to add to the list! ;)

> [Forged article follows]

Pot-kettle-black served up as third-rate performance art, Stan?

> > Date: Sun, 10 Nov 1996 01:24:28 GMT
> > From: "Meowthew L. Bruce" <mlb61@bu.edu>
> > Newsgroups: alt.flame, alt.games.mk, alt.fan.rosieodonnell,
> > comp.sys.atari.advocacy, comp.sys.atari.st, rec.pets.cats,
> > news.groups, rec.music.rem, rec.games.trivia,
> > alt.college.college-bowl, harvard.general, alt.gothic,
> > rec.music.tori-amos, news.groups, news.admin.censorship,
> > news.admin.net-abuse.misc, news.admin.meow
> > Subject: Re: Stan III is up to his old tricks again (was REPOST: Re: whats happened to this NG?)

(all sorts of shit that Stan III left in, deleted)

> > >> >> Subject: cmsg cancel <560fdq$csv@news.Austria.EU.net>
> > >> >> Control: cancel <560fdq$csv@news.Austria.EU.net>
> > >> >> Date: 9 Nov 1996 03:55:12 GMT
> > >> >> Organization: -
> > >> >> Lines: 6
> > >> >> Approved: sjkiii@crl.com
> > >> >> Message-ID: <cancel.560fdq$csv@news.Austria.EU.net>
> > >> >> NNTP-Posting-Host: crl.com
> > >> >> X-Cancelled-By: sjkiii@crl.com
> > >> >> X-No-Archive: Yes
> > ^^^^^^^^^^^^^^
> >
> > The skulking forger tries to hide his abuse.

And then he has the gall to claim that Meowthew is a forger. What
a frigging hypocrite this Stan Kalish III is!

> > >>
> > >> >Stan III is up to his old tricks again
> > >>
> > >> That fuckhead.
> > >>
> > A true dickhead.

A coverup artist of Clintonian audacity and Nixonian incompetence.

And meow.

6213. Re: Fuck You - I'm Running HAMILTON 95! (was Re: Windows 95, most people really want it like they really want the CLAP.)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-09 00:00:00 UTC
From: John Gordon <j.gordon@dial.pipex.com>
Message-ID: <32850AF5.3DD2@dial.pipex.com>
Source record: 7822
Cross-posted to: comp.os.ms-windows.win95.setup,comp.os.linux.misc,comp.os.linux.networking,alt.fan.karl-malden.nose,alt.games.mk,alt.fan.rosieodonnell,comp.sys.atari.advocacy,comp.sys.atari.st,rec.pets.cats,news.groups,rec.music.rem,rec.games.trivia,alt.college.college-bowl,harvard.general,alt.gothic,rec.music.tori-amos,comp.os.ms-windows.win95.misc,comp.os.ms-windows.win95.setup,comp.os.os2.advocacy,alt.flame,comp.security.misc,soc.men,alt.2600,comp.sys.ibm.pc.games.action,alt.games.duke3d,comp.sys.ibm.pc.games.strategic,comp.sys.ibm.pc.hardware.misc,comp.sys.intel,comp.sys.laptops,comp.sys.mac.system,comp.sys.powerpc,alt.folklore.computers

```
Meowthew L. Bruce wrote:
>
> On Sun, 04 Aug 1996 21:22:07 GMT, jlever@scsn.net (John Lever) wrote:
>
> >Please forgive me.
> >
> >What in the world is Hamilton?
>
> Just the best operating system the world has seen.

Or not as the case mey be...

John :-)
```

6214. Re: Why is this on alt.cuddle (was!BEST USE FOR DEAD CHRISTIANS!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-09 00:00:00 UTC
From: jimmy <annabel@lex.infi.net>
Message-ID: <3284F262.47D1@lex.infi.net>
Source record: 7823
Cross-posted to: alt.cuddle,alt.atheism,alt.bible.prophecy,alt.blasphemy,alt.christnet,alt.games.mk,alt.fan.rosieodonnell,comp.sys.atari.advocacy,comp.sys.atari.st,rec.pets.cats,news.groups,rec.music.rem,rec.games.trivia,alt.college.college-bowl,harvard.general,alt.gothic,rec.music.tori-amos,alt.evil,alt.flame,alt.pagan,alt.religion.christian,alt.satanism,alt.tv.mst3k,talk.religion.misc,alt.fan.karl-malden.nose,rec.scouting.issues,alt.aol-sucks,alt.college.college-bowl,alt.fan.karl-malden.nose,alt.stupidityalt.games.mk,news.admin.meow,alt.music.nin,alt.music.alanis,alt.society.neutopia,alt.fan.rosieodonnell,alt.fan.howard-stern,alt.aol-sucks

Good News!
Through the auspices of The Electronic Church of Jesus Christ you have
been baptised into salvation.Now God loves you and there is nothing you
can do about it.Enjoy!
The Right and Very Orthodox Rev. Hiram Hebidiah Hogan

6215. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-10 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <563s3q$1dm@morgoth.sfu.ca>
Source record: 7824

Chris Krowchuk <chris@compdirect.com> writes:

>Ahh, but it is! We can play QT movies and AVR's and all that stuff.
>Where do you get your facts?

He probably meant that you could play all QuickTime movies including
ones with text layers, multiple sound layers, VR panos and embedded
3D objects.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6216. 10/10/96 List of Chris Lewis' Meows - Meowatch.txt [235/5484]

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-10 00:00:00 UTC
From: pem4958@is.nyu.edu, news.admin.net-abuse.misc@news.demon.uk.co, chess@widomaker.com, knabbie@execpc.com, trebor@sirius.com, spameate
Message-ID: <564ia1$q1@news.Austria.EU.net>
Source record: 7825
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,rec.music.rem,news.newusers.questions,alt.fan.howard-stern,alt.fan.rush-limbaugh,alt.fan.rosieodonnell,alt.college.college-bowl,news.admin.meow,at.gothic,rec.music.industrial,alt.test,misc.test,fr.test,de.test,netcom.test,harvard.test,harvard.house.dunster,pipex.test,relcom.test,han.test,swnet.test,news.admin.net-abuse.email,news.admin.net-abuse.usenet,microsoft.test,rec.games.trivia,alt.angst,alt.stupidity,uk.people.gothic,alt.music.nin,alt.pagan

```
BEGIN -- Cut Here -- cut here
<uuencoded_portion_removed>
END -- Cut Here -- cut here
```

6217. 10/10/96 List of Chris Lewis' Meows - Meowatch.txt [256/5484]

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-10 00:00:00 UTC
From: pem4958@is.nyu.edu, news.admin.net-abuse.misc@news.demon.uk.co, chess@widomaker.com, knabbie@execpc.com, trebor@sirius.com, spameate
Message-ID: <564io1$q1@news.Austria.EU.net>
Source record: 7826
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,rec.music.rem,news.newusers.questions,alt.fan.howard-stern,alt.fan.rush-limbaugh,alt.fan.rosieodonnell,alt.college.college-bowl,news.admin.meow,at.gothic,rec.music.industrial,alt.test,misc.test,fr.test,de.test,netcom.test,harvard.test,harvard.house.dunster,pipex.test,relcom.test,han.test,swnet.test,news.admin.net-abuse.email,news.admin.net-abuse.usenet,microsoft.test,rec.games.trivia,alt.angst,alt.stupidity,uk.people.gothic,alt.music.nin,alt.pagan

```
BEGIN -- Cut Here -- cut here
<uuencoded_portion_removed>
END -- Cut Here -- cut here
```

6218. Re: Fuck You - I'm Running HAMILTON 95! (was Re: Windows 95, most people really want it like they really want the CLAP.)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-10 00:00:00 UTC
From: mtbcomp@powerup.com.au
Message-ID: <328fbcc6.86278693@news.powerup.com.au>
Source record: 7827
Cross-posted to: comp.os.ms-windows.win95.setup,comp.os.linux.misc,comp.os.linux.networking,alt.fan.karl-malden.nose,alt.games.mk,alt.fan.rosieodonnell,comp.sys.atari.advocacy,comp.sys.atari.st,rec.pets.cats,news.groups,rec.music.rem,rec.games.trivia,alt.college.college-bowl,harvard.general,alt.gothic,rec.music.tori-amos,comp.os.ms-windows.win95.misc,comp.os.ms-windows.win95.setup,comp.os.os2.advocacy,alt.flame,comp.security.misc,soc.men,alt.2600,comp.sys.ibm.pc.games.action,alt.games.duke3d,comp.sys.ibm.pc.games.strategic,comp.sys.ibm.pc.hardware.misc,comp.sys.intel,comp.sys.laptops,comp.sys.mac.system,comp.sys.powerpc,alt.folklore.computers

boy - i'm impressed. i wish _i_ could be running an os that was still full of holes - would this increase my productivity ?? - i guess it doesn't matter, 'cos i'd then be able to tell the world how advanced i was, anyways....

damn - bloody tested, established [kinda reliable] s/ware - how on earth am i ever gonna get any work done ?!?!?!?!?!

mattt

On Sat, 09 Nov 1996 18:14:26 +0000, Barbi Klaus <barbi@dns1.filnet.fr> said unto us:

>John Gordon wrote:
>>
>> Meowthew L. Bruce wrote:
>> >
>> > On Sun, 04 Aug 1996 21:22:07 GMT, jlever@scsn.net (John Lever) wrote:
>> >
>> > >Please forgive me.
>> > >
>> > >What in the world is Hamilton?
>> >
>> > Just the best operating system the world has seen.
>>
>> Or not as the case mey be...
>
>Ham 97 is even MORE kickass than Ham 95.

Matt Bowden Computer Repairs
MTB Computers - ph-0419 786 699 Web Site Production
mtbcomp@powerup.com.au
http://www.powerup.com.au/~mtbcomp

6219. 10/10/96 List of Chris Lewis' Meows - Meowatch.txt [332/5484]

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-10 00:00:00 UTC
From: pem4958@is.nyu.edu, news.admin.net-abuse.misc@news.demon.uk.co, chess@widomaker.com, knabbie@execpc.com, trebor@sirius.com, spameate
Message-ID: <564k8q$q1@news.Austria.EU.net>
Source record: 7828
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,rec.music.rem,news.newusers.questions,alt.fan.howard-stern,alt.fan.rush-limbaugh,alt.fan.rosieodonnell,alt.college.college-bowl,news.admin.meow,at.gothic,rec.music.industrial,alt.test,misc.test,fr.test,de.test,netcom.test,harvard.test,harvard.house.dunster,pipex.test,relcom.test,han.test,swnet.test,news.admin.net-abuse.email,news.admin.net-abuse.usenet,microsoft.test,rec.games.trivia,alt.angst,alt.stupidity,uk.people.gothic,alt.music.nin,alt.pagan

```
BEGIN -- Cut Here -- cut here
<uuencoded_portion_removed>
END -- Cut Here -- cut here
```

6220. 10/10/96 List of Chris Lewis' Meows - Meowatch.txt [365/5484]

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-10 00:00:00 UTC
From: pem4958@is.nyu.edu, news.admin.net-abuse.misc@news.demon.uk.co, chess@widomaker.com, knabbie@execpc.com, trebor@sirius.com, spameate
Message-ID: <564l12$q1@news.Austria.EU.net>
Source record: 7829
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,rec.music.rem,news.newusers.questions,alt.fan.howard-stern,alt.fan.rush-limbaugh,alt.fan.rosieodonnell,alt.college.college-bowl,news.admin.meow,at.gothic,rec.music.industrial,alt.test,misc.test,fr.test,de.test,netcom.test,harvard.test,harvard.house.dunster,pipex.test,relcom.test,han.test,swnet.test,news.admin.net-abuse.email,news.admin.net-abuse.usenet,microsoft.test,rec.games.trivia,alt.angst,alt.stupidity,uk.people.gothic,alt.music.nin,alt.pagan

```
BEGIN -- Cut Here -- cut here
<uuencoded_portion_removed>
END -- Cut Here -- cut here
```

6221. 10/10/96 List of Chris Lewis' Meows - Meowatch.txt [375/5484]

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-10 00:00:00 UTC
From: pem4958@is.nyu.edu, news.admin.net-abuse.misc@news.demon.uk.co, chess@widomaker.com, knabbie@execpc.com, trebor@sirius.com, spameate
Message-ID: <564l5u$q1@news.Austria.EU.net>
Source record: 7830
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,rec.music.rem,news.newusers.questions,alt.fan.howard-stern,alt.fan.rush-limbaugh,alt.fan.rosieodonnell,alt.college.college-bowl,news.admin.meow,at.gothic,rec.music.industrial,alt.test,misc.test,fr.test,de.test,netcom.test,harvard.test,harvard.house.dunster,pipex.test,relcom.test,han.test,swnet.test,news.admin.net-abuse.email,news.admin.net-abuse.usenet,microsoft.test,rec.games.trivia,alt.angst,alt.stupidity,uk.people.gothic,alt.music.nin,alt.pagan

```
BEGIN -- Cut Here -- cut here
<uuencoded_portion_removed>
END -- Cut Here -- cut here
```

6222. 10/10/96 List of Chris Lewis' Meows - Meowatch.txt [401/5484]

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-10 00:00:00 UTC
From: pem4958@is.nyu.edu, news.admin.net-abuse.misc@news.demon.uk.co, chess@widomaker.com, knabbie@execpc.com, trebor@sirius.com, spameate
Message-ID: <564lqo$q1@news.Austria.EU.net>
Source record: 7831
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,rec.music.rem,news.newusers.questions,alt.fan.howard-stern,alt.fan.rush-limbaugh,alt.fan.rosieodonnell,alt.college.college-bowl,news.admin.meow,at.gothic,rec.music.industrial,alt.test,misc.test,fr.test,de.test,netcom.test,harvard.test,harvard.house.dunster,pipex.test,relcom.test,han.test,swnet.test,news.admin.net-abuse.email,news.admin.net-abuse.usenet,microsoft.test,rec.games.trivia,alt.angst,alt.stupidity,uk.people.gothic,alt.music.nin,alt.pagan

```
BEGIN -- Cut Here -- cut here
<uuencoded_portion_removed>
END -- Cut Here -- cut here
```

6223. 10/10/96 List of Chris Lewis' Meows - Meowatch.txt [405/5484]

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-10 00:00:00 UTC
From: pem4958@is.nyu.edu, news.admin.net-abuse.misc@news.demon.uk.co, chess@widomaker.com, knabbie@execpc.com, trebor@sirius.com, spameate
Message-ID: <564lt1$q1@news.Austria.EU.net>
Source record: 7832
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,rec.music.rem,news.newusers.questions,alt.fan.howard-stern,alt.fan.rush-limbaugh,alt.fan.rosieodonnell,alt.college.college-bowl,news.admin.meow,at.gothic,rec.music.industrial,alt.test,misc.test,fr.test,de.test,netcom.test,harvard.test,harvard.house.dunster,pipex.test,relcom.test,han.test,swnet.test,news.admin.net-abuse.email,news.admin.net-abuse.usenet,microsoft.test,rec.games.trivia,alt.angst,alt.stupidity,uk.people.gothic,alt.music.nin,alt.pagan

```
BEGIN -- Cut Here -- cut here
<uuencoded_portion_removed>
END -- Cut Here -- cut here
```

6224. 10/10/96 List of Chris Lewis' Meows - Meowatch.txt [438/5484]

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-10 00:00:00 UTC
From: pem4958@is.nyu.edu, news.admin.net-abuse.misc@news.demon.uk.co, chess@widomaker.com, knabbie@execpc.com, trebor@sirius.com, spameate
Message-ID: <564mo9$q1@news.Austria.EU.net>
Source record: 7833
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,rec.music.rem,news.newusers.questions,alt.fan.howard-stern,alt.fan.rush-limbaugh,alt.fan.rosieodonnell,alt.college.college-bowl,news.admin.meow,at.gothic,rec.music.industrial,alt.test,misc.test,fr.test,de.test,netcom.test,harvard.test,harvard.house.dunster,pipex.test,relcom.test,han.test,swnet.test,news.admin.net-abuse.email,news.admin.net-abuse.usenet,microsoft.test,rec.games.trivia,alt.angst,alt.stupidity,uk.people.gothic,alt.music.nin,alt.pagan

```
BEGIN -- Cut Here -- cut here
<uuencoded_portion_removed>
END -- Cut Here -- cut here
```

6225. Looking for history of Atari Article on Net any pointers???

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-10 00:00:00 UTC
From: hansie@wantree.com.au
Message-ID: <3285a741.21857807@news.wantree.com.au>
Source record: 7834

Thanks in advance....

Former amigan

Hans Klarenbeek - Author Win-95-L FAQ
http://www.wantree.com.au/~hansie
Version 11.6 November 5th

6226. Re: Stan III is up to his old tricks again (was REPOST: Re: whats happened to this NG?)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-10 00:00:00 UTC
From: clewis@ferret.ocunix.on.ca
Message-ID: <E0Mzp6.AI8@ferret.ocunix.on.ca>
Source record: 7835
Cross-posted to: alt.flame,alt.games.mk,alt.fan.rosieodonnell,comp.sys.atari.advocacy,comp.sys.atari.st,rec.pets.cats,news.groups,rec.music.rem,rec.games.trivia,alt.college.college-bowl,harvard.general,alt.gothic,rec.music.tori-amos,news.groups,news.admin.censorship,news.admin.net-abuse.misc,news.admin.meow

In article <Pine.SUN.3.95.961109172246.22866A-100000@crl.crl.com>,
Stan Kalisch III <sjkiii@crl.com> wrote:
>-----BEGIN PGP SIGNED MESSAGE-----
>
>(A note to readers of all of these newsgroups: while the article below,
>which is off-topic for all of these newsgroups, accuses me of "forgery"
>and a "coverup"--the most important thing in all of this is actually not
>to killfile mlb61@bu.edu--because this isn't an article from this
>address--it's a forged troll that is an attempt to get this person
>killfiled--don't do so)

Not to worry. Matthew Bruce, the real Matthew, has authorized me to cancel
any and all articles _anywhere_, that claim to be from him. And I'm
doing so.

The real Matt Bruce isn't posting anything, so killfile if you wish to
avoid the forged junk.

If you have the capability of killfiling on "Austria.EU.net" being
in the Path line, you will want to do that.

Yet another open NNTP port.
--
For more information on spam, including countermeasures and resources,
see the Internet Spam Boycott, at <URL:http://www.vix.com/spam/>.

Chris Lewis: _Una confibula non sat est_

6227. Re: Fuck You - I'm Running HAMILTON 95! (was Re: Windows 95, most people really want it like they really want the CLAP.)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-10 00:00:00 UTC
From: The Unnatural Chiroproctologist <breakfast@tezcat.com>
Message-ID: <3285ACE1.494A@tezcat.com>
Source record: 7836
Cross-posted to: comp.os.ms-windows.win95.setup,comp.os.linux.misc,comp.os.linux.networking,alt.fan.karl-malden.nose,alt.games.mk,alt.fan.rosieodonnell,comp.sys.atari.advocacy,comp.sys.atari.st,rec.pets.cats,news.groups,rec.music.rem,rec.games.trivia,alt.college.college-bowl,harvard.general,alt.gothic,rec.music.tori-amos,comp.os.ms-windows.win95.misc,comp.os.ms-windows.win95.setup,comp.os.os2.advocacy,alt.flame,comp.security.misc,soc.men,alt.2600,comp.sys.ibm.pc.games.action,alt.games.duke3d,comp.sys.ibm.pc.games.strategic,comp.sys.ibm.pc.hardware.misc,comp.sys.intel,comp.sys.laptops,comp.sys.mac.system,comp.sys.powerpc,alt.folklore.computers

Meowchael Scheidell wrote:
>
> On Sun, 04 Aug 1996 21:22:07 GMT, jlever@scsn.net (John Lever) wrote:
>
> >Please forgive me.
> >
> >What in the world is Hamilton?
>
> Just the best operating system the world has seen.

Amen to that, Meowchael.

6228. Re: * NETCOP PAZUZU STIRRING UP JIHAD ON ALT.GOTHIC *

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-10 00:00:00 UTC
From: The Unnatural Chiroproctologist <breakfast@tezcat.com>
Message-ID: <3285ACB9.7D83@tezcat.com>
Source record: 7837
Cross-posted to: alt.fan.karl-malden.nose,misc.misc,alt.usenet.kooks,alt.games.mk,alt.fan.rosieodonnell,alt.stupidity,,comp.sys.atari.advocacy,comp.sys.atari.st,rec.pets.cats,news.groups,rec.music.rem,rec.games.trivia,alt.college.college-bowl,harvard.general,alt.gothic,rec.music.tori-amos

Meowchael Scheidell wrote:
>
> On Mon, 05 Aug 1996 02:22:39 GMT, jmckeon@interserf.net (John "Rear
> Admiral" McKeon) wrote:
>
> >On 3 Aug 1996 23:02:58 GMT, hal@sonic.net (Tristessa) wrote:
> >
> >>IRS Agent (taxes@yourwallet.empty.gov) wrote:
> >>> > >Here's $1.00 -- buy a clue. You really could use it.
> >>> I'll throw in a nickle toward her lobotomy reversal myself. Pity
> is it
> >>> probably wont work.
> >>
> >>You definately could use a clue. It was your post I was referring
> to,
> >>but you're apparently too fucking STUPID to be able to figure that
> out.
> >>Consider yourself killfiled, moron.
> >>
> >>(MORON == individual who's obvious IQ is in the low double digits)
> >>
> >
> >I believe Tristessa could at least use some electro-shock therapy.
> It
> >would probably help her better express her anger.
>
> A dildo might help her.
>
> >**************************
> >John "Rear Admiral" McKeon
> >Secretary of the Navy, alt.fan.karl-malden.nose
> >
> >Meow Meow Meow Meow
> >Meow Meow Meow Meow
> >Meow Meow Meow Meow
> >Jackie killed me - Timmy the cat
> >
> >If aquarium gravel is bad for you, why does it
> >taste so good? - Ralph Wiggum

88b d88 88888888888 ,ad8888ba, I8, 8 ,8I
888b d888 88 d8"' `"8b `8b d8b d8'

```
88`8b d8'88 88 d8' `8b "8, ,8"8, ,8"
88 `8b d8' 88 88aaaaa 88 88 Y8 8P Y8 8P
88 `8b d8' 88 88""""" 88 88 `8b d8' `8b d8'
88 `8b d8' 88 88 Y8, ,8P `8a a8' `8a a8'
88 `888' 88 88 Y8a. .a8P `8a8' `8a8'
88 `8' 88 88888888888 `"Y8888Y"' `8' `8'

88b d88 88888888888 ,ad8888ba, I8, 8 ,8I
888b d888 88 d8"' `"8b `8b d8b d8'
88`8b d8'88 88 d8' `8b "8, ,8"8, ,8"
88 `8b d8' 88 88aaaaa 88 88 Y8 8P Y8 8P
88 `8b d8' 88 88""""" 88 88 `8b d8' `8b d8'
88 `8b d8' 88 88 Y8, ,8P `8a a8' `8a a8'
88 `888' 88 88 Y8a. .a8P `8a8' `8a8'
88 `8' 88 88888888888 `"Y8888Y"' `8' `8'

88b d88 88888888888 ,ad8888ba, I8, 8 ,8I
888b d888 88 d8"' `"8b `8b d8b d8'
88`8b d8'88 88 d8' `8b "8, ,8"8, ,8"
88 `8b d8' 88 88aaaaa 88 88 Y8 8P Y8 8P
88 `8b d8' 88 88""""" 88 88 `8b d8' `8b d8'
88 `8b d8' 88 88 Y8, ,8P `8a a8' `8a a8'
88 `888' 88 88 Y8a. .a8P `8a8' `8a8'
88 `8' 88 88888888888 `"Y8888Y"' `8' `8'

88b d88 88888888888 ,ad8888ba, I8, 8 ,8I
888b d888 88 d8"' `"8b `8b d8b d8'
88`8b d8'88 88 d8' `8b "8, ,8"8, ,8"
88 `8b d8' 88 88aaaaa 88 88 Y8 8P Y8 8P
88 `8b d8' 88 88""""" 88 88 `8b d8' `8b d8'
88 `8b d8' 88 88 Y8, ,8P `8a a8' `8a a8'
88 `888' 88 88 Y8a. .a8P `8a8' `8a8'
88 `8' 88 88888888888 `"Y8888Y"' `8' `8'

88b d88 88888888888 ,ad8888ba, I8, 8 ,8I
888b d888 88 d8"' `"8b `8b d8b d8'
88`8b d8'88 88 d8' `8b "8, ,8"8, ,8"
88 `8b d8' 88 88aaaaa 88 88 Y8 8P Y8 8P
88 `8b d8' 88 88""""" 88 88 `8b d8' `8b d8'
88 `8b d8' 88 88 Y8, ,8P `8a a8' `8a a8'
88 `888' 88 88 Y8a. .a8P `8a8' `8a8'
88 `8' 88 88888888888 `"Y8888Y"' `8' `8'

88b d88 88888888888 ,ad8888ba, I8, 8 ,8I
888b d888 88 d8"' `"8b `8b d8b d8'
88`8b d8'88 88 d8' `8b "8, ,8"8, ,8"
88 `8b d8' 88 88aaaaa 88 88 Y8 8P Y8 8P
88 `8b d8' 88 88""""" 88 88 `8b d8' `8b d8'
88 `8b d8' 88 88 Y8, ,8P `8a a8' `8a a8'
88 `888' 88 88 Y8a. .a8P `8a8' `8a8'
88 `8' 88 88888888888 `"Y8888Y"' `8' `8'
```

```
88b d88 88888888888 ,ad8888ba, I8, 8 ,8I
888b d888 88 d8"' `"8b `8b d8b d8'
88`8b d8'88 88 d8' `8b "8, ,8"8, ,8"
88 `8b d8' 88 88aaaaa 88 88 Y8 8P Y8 8P
88 `8b d8' 88 88""""" 88 88 `8b d8' `8b d8'
88 `8b d8' 88 88 Y8, ,8P `8a a8' `8a a8'
88 `888' 88 88 Y8a. .a8P `8a8' `8a8'
88 `8' 88 88888888888 `"Y8888Y"' `8' `8'

88b d88 88888888888 ,ad8888ba, I8, 8 ,8I
888b d888 88 d8"' `"8b `8b d8b d8'
88`8b d8'88 88 d8' `8b "8, ,8"8, ,8"
88 `8b d8' 88 88aaaaa 88 88 Y8 8P Y8 8P
88 `8b d8' 88 88""""" 88 88 `8b d8' `8b d8'
88 `8b d8' 88 88 Y8, ,8P `8a a8' `8a a8'
88 `888' 88 88 Y8a. .a8P `8a8' `8a8'
88 `8' 88 88888888888 `"Y8888Y"' `8' `8'

88b d88 88888888888 ,ad8888ba, I8, 8 ,8I
888b d888 88 d8"' `"8b `8b d8b d8'
88`8b d8'88 88 d8' `8b "8, ,8"8, ,8"
88 `8b d8' 88 88aaaaa 88 88 Y8 8P Y8 8P
88 `8b d8' 88 88""""" 88 88 `8b d8' `8b d8'
88 `8b d8' 88 88 Y8, ,8P `8a a8' `8a a8'
88 `888' 88 88 Y8a. .a8P `8a8' `8a8'
88 `8' 88 88888888888 `"Y8888Y"' `8' `8'

88b d88 88888888888 ,ad8888ba, I8, 8 ,8I
888b d888 88 d8"' `"8b `8b d8b d8'
88`8b d8'88 88 d8' `8b "8, ,8"8, ,8"
88 `8b d8' 88 88aaaaa 88 88 Y8 8P Y8 8P
88 `8b d8' 88 88""""" 88 88 `8b d8' `8b d8'
88 `8b d8' 88 88 Y8, ,8P `8a a8' `8a a8'
88 `888' 88 88 Y8a. .a8P `8a8' `8a8'
88 `8' 88 88888888888 `"Y8888Y"' `8' `8'

88b d88 88888888888 ,ad8888ba, I8, 8 ,8I
888b d888 88 d8"' `"8b `8b d8b d8'
88`8b d8'88 88 d8' `8b "8, ,8"8, ,8"
88 `8b d8' 88 88aaaaa 88 88 Y8 8P Y8 8P
88 `8b d8' 88 88""""" 88 88 `8b d8' `8b d8'
88 `8b d8' 88 88 Y8, ,8P `8a a8' `8a a8'
88 `888' 88 88 Y8a. .a8P `8a8' `8a8'
88 `8' 88 88888888888 `"Y8888Y"' `8' `8'

88b d88 88888888888 ,ad8888ba, I8, 8 ,8I
888b d888 88 d8"' `"8b `8b d8b d8'
88`8b d8'88 88 d8' `8b "8, ,8"8, ,8"
88 `8b d8' 88 88aaaaa 88 88 Y8 8P Y8 8P
88 `8b d8' 88 88""""" 88 88 `8b d8' `8b d8'
88 `8b d8' 88 88 Y8, ,8P `8a a8' `8a a8'
88 `888' 88 88 Y8a. .a8P `8a8' `8a8'
88 `8' 88 88888888888 `"Y8888Y"' `8' `8'
```

```
88b d88 88888888888 ,ad8888ba, I8, 8 ,8I
888b d888 88 d8"' `"8b `8b d8b d8'
88`8b d8'88 88 d8' `8b "8, ,8"8, ,8"
88 `8b d8' 88 88aaaaa 88 88 Y8 8P Y8 8P
88 `8b d8' 88 88""""" 88 88 `8b d8' `8b d8'
88 `8b d8' 88 88 Y8, ,8P `8a a8' `8a a8'
88 `888' 88 88 Y8a. .a8P `8a8' `8a8'
88 `8' 88 88888888888 `"Y8888Y"' `8' `8'
```


```
88b d88 88888888888 ,ad8888ba, I8, 8 ,8I
888b d888 88 d8"' `"8b `8b d8b d8'
88`8b d8'88 88 d8' `8b "8, ,8"8, ,8"
88 `8b d8' 88 88aaaaa 88 88 Y8 8P Y8 8P
88 `8b d8' 88 88""""" 88 88 `8b d8' `8b d8'
88 `8b d8' 88 88 Y8, ,8P `8a a8' `8a a8'
88 `888' 88 88 Y8a. .a8P `8a8' `8a8'
88 `8' 88 88888888888 `"Y8888Y"' `8' `8'
```

```
88b d88 88888888888 ,ad8888ba, I8, 8 ,8I
888b d888 88 d8"' `"8b `8b d8b d8'
88`8b d8'88 88 d8' `8b "8, ,8"8, ,8"
88 `8b d8' 88 88aaaaa 88 88 Y8 8P Y8 8P
88 `8b d8' 88 88""""" 88 88 `8b d8' `8b d8'
88 `8b d8' 88 88 Y8, ,8P `8a a8' `8a a8'
88 `888' 88 88 Y8a. .a8P `8a8' `8a8'
88 `8' 88 88888888888 `"Y8888Y"' `8' `8'
```

6229. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-10 00:00:00 UTC
From: JEDI
Message-ID: <5653ao$150@lex.zippo.com>
Source record: 7838

In article <563s3q$1dm@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>Chris Krowchuk <chris@compdirect.com> writes:
>
>>Ahh, but it is! We can play QT movies and AVR's and all that stuff.
>>Where do you get your facts?
>
>He probably meant that you could play all QuickTime movies including
>ones with text layers, multiple sound layers, VR panos and embedded
>3D objects.

We already dismissed the use of the rest as trivial and
unproductive (even for their stated goal). The only genuinely
non-advertising uses he managed to come up with will be
suited by Mpegs, Avis or Seqs equally as well.

It's much like harking about one of the Office Suites.
They do almost everything except wash your dishes but,
most users don't require such functionality. Much of the
package sits there wasting space on your hardrive and
does nothing except give the producer bragging rights
to irrelevancies in advertising.

6230. Re: I'm Running HAMILTON 95! (was Re: Windows 95, most people really want it like they really want the CLAP.)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-10 00:00:00 UTC
From: aax@ix.netcom.com
Message-ID: <56562h$t3p@sjx-ixn7.ix.netcom.com>
Source record: 7839
Cross-posted to: comp.os.ms-windows.win95.setup,comp.os.linux.misc,comp.os.linux.networking,alt.fan.karl-malden.nose,alt.games.mk,alt.fan.rosieodonnell,comp.sys.atari.advocacy,comp.sys.atari.st,rec.pets.cats,news.groups,rec.music.rem,rec.games.trivia,alt.college.college-bowl,harvard.general,alt.gothic,rec.music.tori-amos,comp.os.ms-windows.win95.misc,comp.os.ms-windows.win95.setup,comp.os.os2.advocacy,alt.flame,comp.security.misc,soc.men,alt.2600,comp.sys.ibm.pc.games.action,alt.games.duke3d,comp.sys.ibm.pc.games.strategic,comp.sys.ibm.pc.hardware.misc,comp.sys.intel,comp.sys.laptops,comp.sys.mac.system,comp.sys.powerpc,alt.folklore.computers

On Sun, 04 Aug 1996 21:22:07 GMT, jlever@scsn.net (John Lever) wrote:

>Please forgive me.
>
>What in the world is Hamilton?

Hamilton was a wonderful troll from August a year ago. It should have
been allowed to fade gracefully, but, then, the "me too!" crowd picked
it up.

Andrew Grygus - California Republic

Resist Microsoft!

6231. Re: BIG news! by Don Thomas (repost)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-10 00:00:00 UTC
From: jim petit <jpetit1@airmail.net>
Message-ID: <3286162F.45A4@airmail.net>
Source record: 7840

Brian-Roland Miller wrote:

> No, no, no, it's a single point in Downtown Crossing in Filene's Basement
> here in Boston. No other city in the world can match our claim as the
> Hub of the Universe.
>
> Don't believe me? Visit Filene's sometime and you'll find the point
> clearly delineated. :')
>
> ---
> BR Miller
> Boston, MA

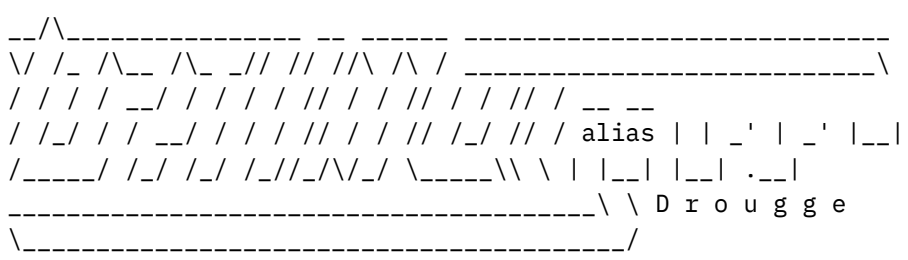
You wouldn't happen to have a photo of that would you? Would really
impress my grandkids. Later.....j

6232. Re: I used a Mac yesterday

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-10 00:00:00 UTC
From: optimus@canit.se
Message-ID: <56564r$cj@dos.canit.se>
Source record: 7841

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: In article <55l133$39q@lex.zippo.com>, JEDI writes:
:
: > ...and then you'll get put on hold... ...at the receptionists desk.
: > This is the nineties. Where is their automated information system?
: > Hell, why didn't they just put their vendor information on the web
: > like Caldera does? Those Mac webservers must not be all that they're
: > cracked up to be.
: >
: > This reference is not useful. Hell, it's downright backwards.
:
: Not their fault, you were using CAB.. Next time use a real browser not that
: certain 8 bit hackk..)

The only 8-bit browser I know is The Wave for the C128, and that's not
even released yet. AFAIK, CAB is W3-compliant, so the fault must be at
the vendor's end.

--


6233. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-10 00:00:00 UTC
From: optimus@canit.se
Message-ID: <56574s$cj@dos.canit.se>
Source record: 7842

STIRRE31@MAINE.MAINE.EDU wrote:
: As far as software I would like to know an alternative to
: Pagestream on the Atari for the Macintosh in the same
: price range. I doubt there is one. I have found that
: finding old versions of software for the Macintosh
: is difficult. Sources for used software on the Atari
: seem to be everywhere. I personally like Atari Works
: as well and it may lack many features that Claris Works has but it
: is easier to use, is very fast, and solid.

Which is the latest Atari version of PageStream? PageStream is right now
being ported to Mac, by the way.

: Having used Atari software for a few years and swithced to
: a Macintosh I am not impressed with the offerings except
: for those for the Internet. Even here Atari software is improving
: and there is now an alternative to CAB.

Oooh! Where can I get more info? Is it HTML Browser?
--
/\ __ __ __ __ __ __ __ __ __ ____
/\// \ / \ / /\ /_ \ / \ / \ / /\ / \ / \ / __/
/ // /\// /\//\ /__ / / // '_// / // / // /\// /\// __/
\/ __/ __/ __/ \/ __/ \/_/ __/ __/ __/ __/ __/optimus@canit.se

6234. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-10 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <847726786_OASIS_@pwomar.demon.co.uk>
Source record: 7843

In article <1996Nov8.185115.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <55ph9k$7ad@orm.southern.co.nz>, chriswil@southern.co.nz (Chris Wilki
>nson) writes:
>> Here we go again...
>>
>> PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
>> Whatever...Mac graphics/animation tools blow away anything Falcon related.. A
>wealth of choices to be had...Your asertion that Mac/PC ones look sad in
>comparison just confirms that you are talking out of your ass.

Bad luck Pete, you just went for a sentence begining with "whatever",
ever time you do this it is quite obvious that you know nothing about
what you are talking about, you admit you haven't seen APEX and yet
you are 'sure' that he is talking out of his ass!!! And unsurprisingly
you don't mention any specific apps, odd that.

>> With the kind of speed the 68060 Atari clones run at, I think that PPC
>> based clones will simply honk! :)
>
>Yea, if the PPC Tos clones see the light of day.. And if soo, will be over
>priced..

What is overpriced to someone is a bargain to someone else Pete,
Powermacs seem very overpriced to me.

>> : Not much there, when the slowest 030 mhz is used..
>>
>> Didn't think so!! Maybe our esteemed 'friend' had better find a Falcon
>> owner who has APEX and some other DSP based stuff. I'm sure
>> Mr.Sinclair-Day will go pretty quiet for a while after that...
>
>DSP's are obsolete.. Even the Moto ones can't match thier PPC ones.. Nice
>try..

Grow up, obsolete they are not. A PPC is not a DSP.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

6235. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-10 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <847751850_OASIS_@pwomar.demon.co.uk>
Source record: 7844

In article <1996Nov8.192554.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <847374964_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul
>Womar) writes:
>
>> As an aside I just recieved a brochure of Apple stuff (I ordered some
>> Zip disks from them so they think I've got a Mac I guess) and was
>> looking at Mac prices. I understand that a 603 isn't as 'good' as a 601
>> chip but how does something like a 6400/200 compare to a 8200/120, in
>> real use? I am genuinely interested.
>
>The 603e has replaced the 603 and blows away the 601. The 6400/200 just
>destroys the 8200/120. Why is it that Apple still offers a 601 based 8200
>which is not available in this side of the Atlantic. Hate to ask how much a
>8200 is? Probably the same as a 8500...Only Apple...

An 8200/120 16meg, 2Gig, 8xCD costs 1269 UKP, a 6400/180 16meg, 2.4Gig,
8xCD with 28.8 Modem, surround sound and 3 more expansion slots, and you
sy the latter is by far the better machine although it costs 1249 UKP!
The only drawbacks that I can see on the 6400 is no Thin Wire/10 Base
ethernet support, so is there genuinely no other drawbacks on the
Performa because the sounds quite incredibly weird to me esp as the
Performa range comes with lots of apps and the TV/Video stuff too. So
what's the deal, is this just weird or am I missing something? Does
the performa have PCI slots? What sort of performance difference is
there between the 601 and the 603e, what sort of speed 603e would
compare to say a 120mhz 601?

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

6236. Things Meow-meows do (Was Re: You people go 'meow'. What up with that?)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-10 00:00:00 UTC
From: Riov Sirol <sirol@geocities.com>
Message-ID: <32869920.15FB@geocities.com>
Source record: 7845
Cross-posted to: alt.stupidity,alt.fan.karl-malden.nose,alt.games.mk,alt.fan.rosieodonnell,comp.sys.atari.advocacy,comp.sys.atari.st,rec.pets.cats,news.groups,rec.music.rem,rec.games.trivia,alt.college.college-bowl,harvard.general,alt.gothic,rec.music.tori-amos

Barbi Klaus wrote:
>
> Meowthew L. Bruce wrote:
> >
> > On Sun, 3 Nov 1996 02:02:50 LOCAL, CatInSpace@mindspring.com (Cat In
> > Space) wrote:
> >
> > >In article <5518mn$js3@news.istar.ca> Amused <hahaha@meow.com>
> > writes:
> > >>From: Amused <hahaha@meow.com>
> > >>Subject: Re: You people go 'meow'. What up with that?
> > >>Date: 28 Oct 1996 03:18:47 GMT
> > >
> > >>Darth Vader wrote:
> > >>>
> > >>> In article <32705B48.1942@yourwallet.empty.gov>,
> > taxes@yourwallet.empty.gov
> > >>> says...
> > >>> >> > Fuck the meow crowd. Why dont you kids go back to playing
> > with your
> > >>> >> > crayons or something? Better yet make your own newsgroup (Its
> > not that
> > >>> >> > hard even you can do it) that way you can meow your stupid
> > little ass
> > >>> >> > off to your hearts content!
> > >>>
> > >>> But it's more meow meow fun to meow spam the meow of it to your
> > existing meow
> > >>> newsgroups!
> > >>>
> > >>>
> > > MMMMMMMMMMMMMMMMMMMeeeeeeeeeeeeeeeeooooooooooooooowwwwwwwwwwwwwwwwwww!
> > >>> >
> > >>> >Mewow!
> > >>>
> > >>> Tell it like it is, Brother IRS Agent...
> > >
> > >>I salute you wonderful 'MEOW'ers...I truly do :) this is just
> > wonderful
> > >>to watch. I'm sitting here LMAO at all of it. How some people hate
> > >>anarchy (SP?) and this is it. (IMHO) And you got these people

> > cursing
> > >>you...do they even realize you got them eating out of your paws :)
> > This
> > >>is the best spaming/flaming I've ever seen. Chaos is such a
> > wonderful
> > >>thing to watch...now that I think of it this is more chaos then
> > >>anarchy...but I love it! Some arrogant fools think they own there
> > >>precious newsgroups and tell you to post somewhere else...why would
> > you
> > >>ever want to do that when you're getting so much attention now...I
> > say,
> > >>post to every newsgroup :) Well just wanted to take the time to
> > >>congradulate you on doing such a good job, I bet you having a blast.
> > >
> > >>MEOW
> > >
> > >>-Amused and purring :)
> > >
> > >Speaking strictly from a cybercat's point of view meow, I enjoy meow
> > having
> > >the company of meows around. Meow.
> > >If I could post to every newsgroup meow I would meow. However, meow
> > I have
> > >been warned by meow my IP meow that I could get into meow deep
> > litterboxes.
> > >I confine my meow to alt.stupidity, alt.karl-malden.nose, and
> > alt.flame meow.
> > >Meow my comrades. Meow for anti-censorship! Meow for the fallen
> > netcopped
> > >meower's before you! Meow and show your strength of character. Meow
> > On!
> > >
> > >Cat In Space
> >
> > A a friendly meow to you!
> >
> > .
>
> Meow.
>
> Meow.
>
> Meow. Meow.
>
> Meow.
>
> Meow.
>
> Meow.
>

> Meow.
>
> Meow.
>
> Meow.
>
> Meow.
>
> Meow. Meow.
>
> Meow.
>
> Meow.
>
> Meow.
>
> Meow.
>
> Meow.
>
> Meow.
>
> Meow.
>
> Meow.
>
> Meow. Meow.
>
> Meow.
>
> Meow.
>
> Meow.
>
> Meow.
>
> Meow.
>
> Meow.
>
> Meow.
>
> Meow.
>
> Meow. Meow.
>
> Meow.
>
> Meow.
>
> Meow.
>
> Meow.
>

> Meow.
>
> Meow.
>
> Meow.
>
> Meow. Meow.
>
> Meow.
>
> Meow.
>
> Meow.
>
> Meow.
>
> Meow.

Another thing cats (aka meow-meows) do!!! the list now includes:
1) meow
2) poop
3) scrath up curtains and furniture
4) take up too much space

add your own here!!!!!

--
Riov Sirol
Downlinked from the Imperial Romulan Warbird Terix
To uplink: email sirol@geocities.com or point your
web browser to http://www.geocities.com/Area51/7828

6237. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-10 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32869528.1D88@ridgecrest.ca.us>
Source record: 7846

PETER SINCLAIR-DAY wrote:
>
> In article <55ph9k$7ad@orm.southern.co.nz>, chriswil@southern.co.nz (Chris Wilkinson)
writes:
> > Here we go again...
> >
> > PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
> > : In article <550opc$6j@orm.southern.co.nz>, chriswil@southern.co.nz writes...
> > : >
> > : > APEX media for 100UK Pounds. Gimme a Mac app that even comes close for
> > : > similar $ and I'll tear my head off and feed it to myself. Other examples
> > : PLease describe what Apex media is and no doubt a higher eqivelant is
> > : available..
> >
> > APEX media is an animation and graphics package for the Falcon030. It is
> > tremendously powerful and has features that make many other graphics/anim
> > packages for PC/Mac look very sad in comparison. Most of all it has
> > speed, thanks to extensive use of the Falcon's RISC based DSP chip. Many
> > functions work in realtime. I don't think I have really seen ANY Mac/PC
> > graphics packages that come close overall. Some have more features, but
> > NONE can offer speed and intuitiveness the way this program does. So
> > there really isn't an equivalent Mac package!
>
> Whatever...Mac graphics/animation tools blow away anything Falcon related.. A
> wealth of choices to be had...Your asertion that Mac/PC ones look sad in
> comparison just confirms that you are talking out of your ass.

No way, not this time Petey. This is where you are absolutely wrong.
I've tried the rest, Apex is the best.
>
> > With the kind of speed the 68060 Atari clones run at, I think that PPC
> > based clones will simply honk! :)
>
> Yea, if the PPC Tos clones see the light of day.. And if soo, will be over
> priced..

Who cares about price? I sure don't. Price is for people like you
that settle for a sub-standard PPC from Apple because if "fit
your budget" (more like your mommies budget).

>
> > : Not much there, when the slowest 030 mhz is used..
> >
> > Didn't think so!! Maybe our esteemed 'friend' had better find a Falcon
> > owner who has APEX and some other DSP based stuff. I'm sure

> > Mr.Sinclair-Day will go pretty quiet for a while after that...
>
> DSP's are obsolete.. Even the Moto ones can't match thier PPC ones.. Nice
> try..

Yea, that is why Radius sells Photoshop accelerators that utilize two
DSP's just to speed up the filter processing. They can bypass all
the slow Mac O/S calls and use simple DSP code while your RISC processor
chokes on the millions of bits of usless crap it has to process.
Nice try...

>
> > Chris W.
> > /|\ ATARI Falcon030 16Mb/340Mb/32Mhz/DSP/FPU
> >
>
> Who needs PPC, thats why I love the ST!
>

6238. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-10 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <328695F6.75E7@ridgecrest.ca.us>
Source record: 7847

PETER SINCLAIR-DAY wrote:
>
> > Michael Grove (mgrove@ridgecrest.ca.us) wrote:
>
> > : No, it won't be a port. I think what he is getting at is the ability to
> > : run
> > : PPC software on the 060 based machine, much like the $1500.00 dollar
> > : Pentium cards for the PPC's to run Dos or Windowz or whatever they do.
>
> I would like to see PPC native apps using an antiquated 060...

Read the whole sentence. Just like the Pentium CARDS, meaning a RISC
processor in the PCI slot.

>
> Pentium cards cost $1500? Must be fully loaded.. Apple's Cyrix card is below
> $800 and their Pentium cards is under $1000.. Huge difference..

No way, that is a flat out lie. Those card cost much more than that.
Just more of your bull shit.

> > No again, I really DO mean that CompDirecT are working on a PPC based
> > Atari TT clone!!! Check out <http://www.compdirect.com/> to see what they
> > are doing...it's interesting news indeed!! <g>
>
> Good for them and wish them well..Hope their prices are realistic..
>
> > Chris W.
> > /|\ ATARI Falcon030 16Mb/340Mb/32Mhz/DSP/FPU
> >
>
> GREETINGS..
> |---|
> | Peter Sinclair-Day POWERMAC INTERCOURSE.... |
> | University of Northern Iowa |

6239. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov10.220421.1@cobra.uni.edu>
Source record: 7848

In article <847751850_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

> An 8200/120 16meg, 2Gig, 8xCD costs 1269 UKP, a 6400/180 16meg, 2.4Gig,
> 8xCD with 28.8 Modem, surround sound and 3 more expansion slots, and you
> sy the latter is by far the better machine although it costs 1249 UKP!
> The only drawbacks that I can see on the 6400 is no Thin Wire/10 Base
> ethernet support, so is there genuinely no other drawbacks on the
> Performa because the sounds quite incredibly weird to me esp as the
> Performa range comes with lots of apps and the TV/Video stuff too. So
> what's the deal, is this just weird or am I missing something? Does
> the performa have PCI slots? What sort of performance difference is
> there between the 601 and the 603e, what sort of speed 603e would
> compare to say a 120mhz 601?

I am not sure how the 8200 fits now that the 6400 is here. The 8200 is the same as the 8100/120 which has been discontinued for some time and is based on the Nubus archetecture not PCI. The 6400 has two PCI slots, comm slot, TV tuner slot and video slot.

The 601's top speed is 120mhz while the 603e is currently as high as 240 mhz. The 603e completely destroys the 601. Apple will most likely be phasing out the last 601 machines which is the 7200/120 in NA and possibly the 8200 in the UK.

The 603e processor mhz speeds is equivelant to the same speed on the Pentiums. The Pentium maxes out at 200mhz while the 603e's fastest to date is 240mhz. 300mhz is soon, reportedly in the first quarter/97. Intel is having difficulty in rasing the mhz above 200 for the Pentium Pro..

The 6400 is a better buy over the 8200 due to extras as standard such as integrated subwoofer, 28k modem, keyboard, 8X CD and software bundle..

> ---
> Paul Womar - Just your average Atari user on the verge of sanity.
> Please do not duplicate newsgroup messages to this address.
> Mail: Paul@pwomar.demon.co.uk IRC: Wo
> ---
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I

I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6240. SinPlops areas of interest -Its all here (Was RE: Falcons are horribly overpriced!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-10 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32869978.2E60@ridgecrest.ca.us>
Source record: 7849

PETER SINCLAIR-DAY wrote:
>
> In article <55oprk$e4j@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
>
> >>Something strange. I was on some of the mac groups looking for used
> >>floptical disks, I never saw Mr Sinclair-Day's name anywhere. Do you
> >>think maybe.....nah! Surely they wouldn't ban him from the mac groups.
> >>That would mean he would have to grouse around on other groups to get
> >>someone to talk to him. Strange indeed.................j
> >
> > Hanging around the Mac bases probably does not result in fullfilling his need
> > for attention. I wonder if he hangs in the PC bases te=
> > lling PC users to buy Macs...
>
> You're newsreader must be screwed up...

My news reader works just fine.

He is proof that you do not frequent the
Mac groups often. You visit the GAY
sex group more than some of the Mac
groups.

AUTHOR PROFILE: sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY)

2153 articles posted between 1995/03/29 and 1996/11/08.
85 % followups.
Number of articles posted to individual newsgroups (slightly
skewed by cross-postings):
789 comp.sys.atari.advocacy
450 rec.games.video.atari
266 comp.sys.amiga.advocacy
128 comp.sys.atari.st
101 comp.sys.amiga.misc
53 misc.invest.stocks
46 rec.games.video.advocacy
40 alt.atari-jaguar.discussion
33 comp.sys.mac.advocacy
27 comp.sys.mac.hardware.misc
25 comp.sys.newton.misc
16 comp.sys.powerpc
14 comp.sys.mac.portables
12 misc.forsale.computers.mac-specific.systems

12 rec.games.video.3do
11 misc.forsale.computers.mac-specific.portables
9 comp.sys.be
8 alt.politics.elections
8 comp.sys.mac.hardware
8 comp.sys.mac.wanted
7 comp.sys.amiga.marketplace
6 comp.graphics.packages.lightwave
6 rec.games.video.sony
5 alt.games.video.sony-playstation
4 alt.president.clinton
4 comp.os.ms-windows.advocacy
4 ia.talk.politics
3 alt.politics.clinton
3 comp.sys.ibm.pc.games.action
3 comp.sys.mac.games
3 talk.politics.misc
2 alt.impeach.clinton
2 alt.sex.stories.gay
2 alt.steinberg.cubase
2 comp.sys.amiga.games
2 comp.sys.mac.comm
2 comp.sys.mac.hardware.video
2 ia.talk.misc
2 misc.forsale.computers.mac-specific.software
2 rec.games.video.nintendo
2 rec.games.video.sega
2 rec.sport.hockey
1 alt.activism
1 alt.politics.usa.republican
1 alt.sex.stories
1 alt.society.generation-x
1 bit.listserv.i-amiga
1 comp.multimedia
1 comp.soft-sys.middleware.opendoc
1 comp.sys.amiga.emulations
1 comp.sys.amiga.graphics
1 comp.sys.amiga.hardware
1 comp.sys.amiga.multimedia
1 comp.sys.atari.st.tech
1 comp.sys.mac.hardware.storage
1 comp.sys.mac.misc
1 comp.sys.mac.programmer.help
1 comp.sys.mac.programmer.misc
1 comp.sys.mac.system
1 comp.sys.powerpc.advocacy
1 misc.consumers
1 misc.forsale.computers.modems
1 misc.forsale.computers.monitors
1 misc.invest.funds

1 news.admin.net-abuse.misc
1 pdx.test
1 rec.arts.startrek.current
1 rec.autos.makers.honda
1 soc.men

> |---|
> | Peter Sinclair-Day POWERMAC INTERCOURSE.... |
> | University of Northern Iowa |

6241. Re: AES calls

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-11 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5674ha$ddn@m1.cs.man.ac.uk>
Source record: 7850
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

In article <3281BA0A.7BA1@stams.strath.ac.uk>, Steven James Tierney
<steven@stams.strath.ac.uk> writes:
>I recently installed Gbell on my STe. A limited list of AES
>calls were given in the docs, but I want sound samples when
>I am asked to confirm whether I want to copy/move/delete files,
>among other things.

I'm afraid there are no AES calls for copy/move/delete... the
AES is for primitives, like drag, click, select menu, open window
etc.

>Does anyone have a fuller listing of AES call numbers and their
>meanings?

Check out the Atari Compendium for a full list...

Anthony

--
-------------------------------------+------------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
-------------------------------------+------------------------------

6242. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov11.201321.1@cobra.uni.edu>
Source record: 7851

In article <560eil$2pa@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:

> Get your facts straight! You can hook up a Digital camera to an ST.

Hack and slash of course..

>>You tell me since you are claiming to be an expert..As I stated previous on
>>Photoline and Steinberg.
>
> Photoline is an equivalent app. It is faster. It lacks layers, for now,
> but it has features that Photoline does not have.
^^^^^^^^^^
Huh?

> When are you going to load a 20Mb TIFF into ANY image editing package
> you can find for the Mac, go ahead, pick the fastest one. None will
> come close to the speed I posted.

One issue..Where do I get a Hades to compare?

> After you are done that, we will do some filter times.

Whatever you say..

> Put up or shut up.

Huh?

> Steinberg has upgraded CAF three times this year. The last upgrade
> included support for recording 8 distinct tracks of audio simultaneously.
>
> Not on a Mac, or PowerMac.
>
Oooh!

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6243. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov11.200724.1@cobra.uni.edu>
Source record: 7852

In article <560e64$2pa@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
> We run QT movies on Falcons daily, what's the big deal?

What, under Mac emulation?

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6244. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov11.201919.1@cobra.uni.edu>
Source record: 7853

In article <560epa$2pa@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:

> Ahh, but it is! We can play QT movies and AVR's and all that stuff.

Under Mac emulation..

> Where do you get your facts?

Someone high up...:)

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6245. Re: NVDI: It's a feature, not a hack. (Re: 10 Reasons To Use an Atari instead of a Macintosh)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov11.202833.1@cobra.uni.edu>
Source record: 7854

In article <560f2u$2pa@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
> Pete doesn't mention the fact that if it were not for Apple's sloppy
> code, companies like Connectix would not program "Hacks" to the MacOS.

Just like Atari's sloppyness..Needing desktop replacements and utility
enhancements that Atari failed to provide..

> RAM Doubler to replace Apple's sluggish Virtual Memory.

Plus System 7.5.5 helps..

> Speed Doubler for Apple's inept disk access.

You mean floppy disk that is rarely used..Only Atari..

> Speed Copy to bring functionality to the copy function.

If you say so..

> Speed Doubler for Apple's even more inept 68K emulation on PPC.

True..

> Gee, does it surprise you that more copies of *.Doubler have been
> sold than PowerMacs?

Cool..Keeps the developer in business..

GREETINGS..
|--|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|--|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6246. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-11 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <3288096F.25D3@ridgecrest.ca.us>
Source record: 7855

JEDI wrote:
>
> In article <328695F6.75E7@ridgecrest.ca.us>, Michael says...
> >
> >PETER SINCLAIR-DAY wrote:
> >>
> >> > Michael Grove (mgrove@ridgecrest.ca.us) wrote:
> [deletia]
> >> Pentium cards cost $1500? Must be fully loaded.. Apple's Cyrix card is below
> >> $800 and their Pentium cards is under $1000.. Huge difference..
> >
> >No way, that is a flat out lie. Those card cost much more than that.
> >Just more of your bull shit.
>
> They actually do cost about that much. However, Petey-Boy is leaving
> out some VERY important details. To begin with: they are all rather
> low end by current standards. Also, Cyrix continues to earn a bad
> reputation. The aformentioned $800 is essentially a souped up 486
> clone. REAL motherboards (w/ that CPU) go for approx. $100. That
> Pentium board is rather skanky too. They don't sell packaged systems
> that slow anymore (100Mhz). You'd have to go to a cottage hacker
> shop to find such low end hardware on a PC these days. These are the
> kind of stores that MacVocates typically like to sneer at. BTW, a
> whole Pentium 100 system can be had for $1100 these days. Mac Lusers
> are getting charged $1100 for a $300 piece of hardware (real value).
>
> You can get a P6/200 & ASUS MB for less than any of these
> 'Mac Bargains'.
>
> Sure they're cheap by Apple standards. That 'standard' should warn
> anyone away.

Yea, I know what he is talking about. I have a Reply Dos on Mac card
that
a couple of years ago cost $750.00 for a Cyrex 486/66 on the card. I
though
somewhere we were talking about Pentium 133mhz cards. I see in Mac World
Mac Storm has 100mhz cards for $975.00. But a 100mhz is less expensive
than
a 133 which i'm sure puts it over a grand.

Mike
>
> +==+
> | -They are a dying race; let them pass. | ||| |

```
> | =Who: Atari or Apple? | / | \ |
> | -Yes. | |
> +---------------------------------------+---------+
> | MacVocates: The only creatures in the universe |
> | that think $800 for a Cyrix 586 MB is a good deal.|
> +=================================================+
```

6247. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-11 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5669lq$fch@scanner.worldgate.com>
Source record: 7856

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:

>You're newsreader must be screwed up...

Yea well, you are right! It is Mac software on a Mac after all...

6248. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-11 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <566lbk$icu@morgoth.sfu.ca>
Source record: 7857

JEDI writes:

> We already dismissed the use of the rest as trivial and
> unproductive (even for their stated goal). The only genuinely
> non-advertising uses he managed to come up with will be
> suited by Mpegs, Avis or Seqs equally as well.

You probably wouldn't dismiss text tracks if you were deaf or blind. You probably wouldn't dismiss VR if you were into multimedia design or interior visualization. You wouldn't dismiss 3D support if you wanted to export 3D models that cannot be easily encoded using VRML. BTW VRML is being augmented to support Quickdraw3D geometries so that might become a moot point soon.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6249. Re: NVDI: It's a feature, not a hack. (Re: 10 Reasons To Use an Atari instead of a Macintosh)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-11 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.847744765@gen-off-3>
Source record: 7858

chriswil@southern.co.nz (Chris Wilkinson) writes:
>smoothly even on a perfectly useable Mac like an LC3...

Why are you talking about rediculously old machines like the LC3? What
do they have to do with anything?

--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6250. Re: Things Meow-meows do (Was Re: You people go 'meow'. What up with that?)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-11 00:00:00 UTC
From: Ctaylor@nps.navy.mil
Message-ID: <568e8t$pki@nps.navy.mil>
Source record: 7859
Cross-posted to: alt.stupidity,alt.fan.karl-malden.nose,alt.games.mk,alt.fan.rosieodonnell,comp.sys.atari.advocacy,comp.sys.atari.st,rec.pets.cats,news.groups,rec.music.rem,rec.games.trivia,alt.college.college-bowl,harvard.general,alt.gothic,rec.music.tori-amos

On Sun, 10 Nov 1996 21:10:24 -0600, you wrote:
<annoyingly long quote deleted>

>Another thing cats (aka meow-meows) do!!! the list now includes:
>1) meow
>2) poop
>3) scrath up curtains and furniture
>4) take up too much space

>add your own here!!!!!

Well, they tend to go "splat" when dropped from very tall buildings.

>--
>Riov Sirol
>web browser to http://www.geocities.com/Area51/7828

Peyton,
who thinks it's getting old.
C h a r l e s P e y t o n T a y l o r ctaylor@nps.navy.mil
The opinions and views expressed are my own and do not reflect those of
the Naval PostGraduate School

"Got two looks and both are black!"

http://web.nps.navy.mil/~ctaylor

The alt.gothic FAQ is at http://www.vamp.org/Gothic/Text/gothic-faq.html

6251. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-11 00:00:00 UTC
From: JEDI
Message-ID: <567dos$do0@lex.zippo.com>
Source record: 7860

In article <328695F6.75E7@ridgecrest.ca.us>, Michael says...
>
>PETER SINCLAIR-DAY wrote:
>>
>> > Michael Grove (mgrove@ridgecrest.ca.us) wrote:
[deletia]
>> Pentium cards cost $1500? Must be fully loaded.. Apple's Cyrix card is below
>> $800 and their Pentium cards is under $1000.. Huge difference..
>
>No way, that is a flat out lie. Those card cost much more than that.
>Just more of your bull shit.

They actually do cost about that much. However, Petey-Boy is leaving
out some VERY important details. To begin with: they are all rather
low end by current standards. Also, Cyrix continues to earn a bad
reputation. The aformentioned $800 is essentially a souped up 486
clone. REAL motherboards (w/ that CPU) go for approx. $100. That
Pentium board is rather skanky too. They don't sell packaged systems
that slow anymore (100Mhz). You'd have to go to a cottage hacker
shop to find such low end hardware on a PC these days. These are the
kind of stores that MacVocates typically like to sneer at. BTW, a
whole Pentium 100 system can be had for $1100 these days. Mac Lusers
are getting charged $1100 for a $300 piece of hardware (real value).

You can get a P6/200 & ASUS MB for less than any of these
'Mac Bargains'.

Sure they're cheap by Apple standards. That 'standard' should warn
anyone away.

```
+=================================================+
| -They are a dying race; let them pass. | ||| |
| =Who: Atari or Apple? | / | \ |
| -Yes. | |
+-----------------------------------------+---------+
| MacVocates: The only creatures in the universe |
| that think $800 for a Cyrix 586 MB is a good deal.|
+=================================================+
```

6252. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-11 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <566ltt$igc@morgoth.sfu.ca>
Source record: 7861

Paul@pwomar.demon.co.uk (Paul Womar) writes:

>Grow up, obsolete they are not. A PPC is not a DSP.

It is true that the PPC chips are not DSPs but they do have some of the features that one expects in a DSP. We could probably come up with some play examples to see whether a PPC chip or the DSP/68030 performs certain DSPish functions fastest. Personally I would bet that the PPC would come out ahead. A 604e can complete 2 floating-point multiply and add (FMULADD) with 64-bit precision in 5 cycles. It can simultaneosly execute simpler instructions (up to 10 can complete in five cycles) as well.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6253. RE: Atari 5200

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-11 00:00:00 UTC
From: "Aaron K. Kaufman" <aaronk@i-2000.com>
Message-ID: <01bbcffc$c4992660$240df7cd@aaronk.i-2000.com>
Source record: 7862

Hello, I am currently looking for an Atari 5200, game system. I am a collector and am looking for the system as well as any games for it. You can email me at eman9@msn.com or simply reply to this post.

I am looking forward to hearing from anyone who has the system and will offer a decent price for one in good condition.

Thank you

6254. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-12 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvenhz8ub7.fsf@emw.ericsson.se>
Source record: 7863

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

> > We run QT movies on Falcons daily, what's the big deal?
>
> What, under Mac emulation?

Why?

You can play FLI/FLC/FLH/SEQ/AVI/MOV/FLM/DL movies from one program.
Can you do that on the MAC?

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

6255. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-12 00:00:00 UTC
From: JEDI
Message-ID: <56a1ao$r0q@lana.zippo.com>
Source record: 7864

In article <1996Nov11.200724.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <560e64$2pa@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
>> We run QT movies on Falcons daily, what's the big deal?
>
>What, under Mac emulation?

If he gets too desperate for a particular file format, he could
] just run Linux. Or, he could just port the relevant code.
Availability of the Atari GNU C compilier should make that task
relatively easy.

6256. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-12 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.847830435@gen-off-3>
Source record: 7865

guenther@cabal.shnet.org (Thorsten Guenther) writes:
>These are, of course, only the standards set the August '89 developer
>conference.

Are you being deliberately dim? The problem isn't that there hasn't been
a few people who agreed on something, but that people in the Atari
world haven't stuck to "standards", either de facto or universally agreed.

I have plenty of apps released after 1989 that don't conform to your
standards.
--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6257. Re: NVDI: It's a feature, not a hack. (Re: 10 Reasons To Use an Atari instead of a Macintosh)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-12 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <847920866_OASIS_@pcc-uky.campus.mci.net>
Source record: 7866

In article <1996Nov11.202833.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>Just like Atari's sloppyness..Needing desktop replacements and utility
>enhancements that Atari failed to provide..

Just like Apple...

>Plus System 7.5.5 helps..

Thank goodness something does!

>You mean floppy disk that is rarely used..Only Atari..

Hurts to admit the truth, though...don't it? :)

>> Speed Copy to bring functionality to the copy function.
>
>If you say so..

I believe that he did...

>> Speed Doubler for Apple's even more inept 68K emulation on PPC.
>
>True..

Ah-ah! :)

>> Gee, does it surprise you that more copies of *.Doubler have been
>> sold than PowerMacs?
>
>Cool..Keeps the developer in business..

Right.

--

```
_/_/_/
```

```
_/ _/
_/ --> Sysop of The DarkForce! BBS....Call 1-606-886-9014 <-- _/
_/ _/
_/_/_/
```

6258. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-12 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <847920686_OASIS_@pcc-uky.campus.mci.net>
Source record: 7867

In article <1996Nov11.201919.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

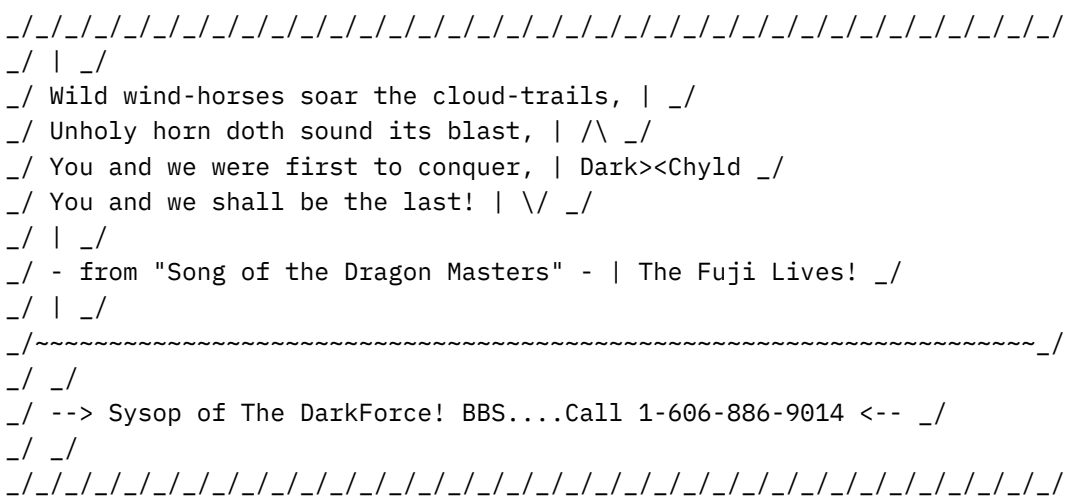
>> Ahh, but it is! We can play QT movies and AVR's and all that stuff.
>
>Under Mac emulation..

I play AVR's and AVI's and (nearly endless list here) on my ATARI
Falcon 030 all day long...No emulator in sight...Nope... :)

>> Where do you get your facts?
>
>Someone high up...:)

High up someone's arse maybe... <grin>

--



6259. Re: Things Meow-meows do (Was Re: You people go 'meow'. What up with that?)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-12 00:00:00 UTC
From: jflynn02@fiu.edu
Message-ID: <56a7l6$40p@isis.fiu.edu>
Source record: 7868
Cross-posted to: alt.stupidity,alt.fan.karl-malden.nose,alt.games.mk,alt.fan.rosieodonnell,comp.sys.atari.advocacy,comp.sys.atari.st,rec.pets.cats,news.groups,rec.music.rem,rec.games.trivia,alt.college.college-bowl,harvard.general,alt.gothic,rec.music.tori-amos

Ctaylor@nps.navy.mil (Charles Peyton Taylor) wrote:

>On Sun, 10 Nov 1996 21:10:24 -0600, you wrote:
><annoyingly long quote deleted>

>>Another thing cats (aka meow-meows) do!!! the list now includes:
>>1) meow
>>2) poop
>>3) scrath up curtains and furniture
>>4) take up too much space
5) Purr adorably when you scritch them
6) Look indescribably ky00t all the time, every time.
7) flick the ears adorably when you touch them
8) I can go on... but won't. }:)

6260. Re: Why is this on alt.cuddle (was!BEST USE FOR DEAD CHRISTIANS!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-12 00:00:00 UTC
From: Harmon@psy.utexas.edu
Message-ID: <56b0fj$q1u@geraldo.cc.utexas.edu>
Source record: 7869
Cross-posted to: alt.cuddle,alt.atheism,alt.bible.prophecy,alt.blasphemy,alt.christnet,alt.games.mk,alt.fan.rosieodonnell,comp.sys.atari.advocacy,comp.sys.atari.st,rec.pets.cats,news.groups,rec.music.rem,rec.games.trivia,alt.college.college-bowl,harvard.general,alt.gothic,rec.music.tori-amos,alt.evil,alt.flame,alt.pagan,alt.religion.christian,alt.satanism,talk.religion.misc,alt.fan.karl-malden.nose,rec.scouting.issues,alt.aol-sucks,alt.college.college-bowl,alt.fan.karl-malden.nose,alt.stupidityalt.games.mk,news.admin.meow,alt.music.nin,alt.music.alanis,alt.society.neutopia,alt.fan.rosieodonnell,alt.fan.howard-stern,alt.aol-sucks

In article <3284F262.47D1@lex.infi.net>, jimmy says...

>Good News!
>Through the auspices of The Electronic Church of Jesus Christ you have
>been baptised into salvation.Now God loves you and there is nothing you
>can do about it.Enjoy!
> The Right and Very Orthodox Rev. Hiram Hebidiah Hogan

Oh, yeah? Well, my newsreader has this automatic curse return on
unwanted spam-baptisms that I haven't figured out how to turn off
yet. So now you and your progeny will burn in hell for all eternity
and there's nothing you can do about it.

-Bigfoot
(Hey, I'm sorry but this newsreader's came with my site liscense.)

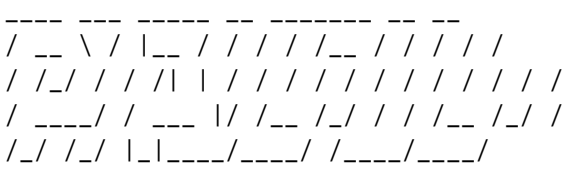
6261. Re: Why is this on alt.cuddle (was!BEST USE FOR DEAD CHRISTIANS!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-12 00:00:00 UTC
From: PAZUZU <djcemc@ma.ultranet.com>
Message-ID: <32896137.1678@ma.ultranet.com>
Source record: 7870
Cross-posted to: alt.cuddle,alt.atheism,alt.bible.prophecy,alt.blasphemy,alt.christnet,alt.games.mk,alt.fan.rosieodonnell,comp.sys.atari.advocacy,comp.sys.atari.st,rec.pets.cats,news.groups,rec.music.rem,rec.games.trivia,alt.college.college-bowl,harvard.general,alt.gothic,rec.music.tori-amos,alt.evil,alt.flame,alt.pagan,alt.religion.christian,alt.tv.mst3k,talk.religion.misc,alt.fan.karl-malden.nose,rec.scouting.issues,alt.aol-sucks,alt.college.college-bowl,alt.fan.karl-malden.nose,alt.stupidityalt.games.mk,news.admin.meow,alt.music.nin,alt.music.alanis,alt.society.neutopia,alt.fan.rosieodonnell,alt.fan.howard-stern,alt.aol-sucks

jimmy wrote:
>
> Good News!
> Through the auspices of The Electronic Church of Jesus Christ you have
> been baptised into salvation.Now God loves you and there is nothing you
> can do about it.Enjoy!
> The Right and Very Orthodox Rev. Hiram Hebidiah Hogan

Fuck you, your god, your christ, the whore you call mary, and your holy
spirit. If I missed anyone, fuck them to.

HAIL SATAN!
--



6262. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov12.223337.1@cobra.uni.edu>
Source record: 7871

In article <3284160C.4F22@airmail.net>, jim petit <jpetit1@airmail.net> writes:

> Blah! Blah! Blah! Go do a dejanews search on Mr. Sinclair-Day, then
> click on his email address on the right hand side. Interesting isn't it
> mister day? BTW, your old user id was more accurate.
>
> Peace to all.....................................j

I have.. Whats your point?

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6263. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-12 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <847921476_OASIS_@pwomar.demon.co.uk>
Source record: 7872

In article <1996Nov10.220421.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <847751850_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>
>> An 8200/120 16meg, 2Gig, 8xCD costs 1269 UKP, a 6400/180 16meg, 2.4Gig,
>> 8xCD with 28.8 Modem, surround sound and 3 more expansion slots, and you
>> sy the latter is by far the better machine although it costs 1249 UKP!
>> The only drawbacks that I can see on the 6400 is no Thin Wire/10 Base
>> ethernet support, so is there genuinely no other drawbacks on the
>> Performa because the sounds quite incredibly weird to me esp as the
>> Performa range comes with lots of apps and the TV/Video stuff too. So
>> what's the deal, is this just weird or am I missing something? Does
>> the performa have PCI slots? What sort of performance difference is
>> there between the 601 and the 603e, what sort of speed 603e would
>> compare to say a 120mhz 601?
>
>I am not sure how the 8200 fits now that the 6400 is here. The 8200 is the
>same as the 8100/120 which has been discontinued for some time and is based on
>the Nubus archetecture not PCI. The 6400 has two PCI slots, comm slot, TV
>tuner slot and video slot.

>The 6400 is a better buy over the 8200 due to extras as standard such as
>integrated subwoofer, 28k modem, keyboard, 8X CD and software bundle..

I think that these are discontinued here too, it's just stock
clearance from what I can see. The point is though, what is the main
difference between a Performa and a Powermac? I have heared there is a
6400 Powermac and a Performa, I assume that the PowerMac version is
more expensive and yet only appears to have the ethernet extra, what
gives?

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.
Mail: Paul@pwomar.demon.co.uk IRC: Wo

6264. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov12.223607.1@cobra.uni.edu>
Source record: 7873
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

In article <GKJNAAAOUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:

>> Thats an Atari Portfolio Mini Computer, I still have
>>mine its acutally a very nice piece of hardware, But never found a
>>market.
>
> Well, in Germany, it certainly did, and it's still available. Bad thing
> is, Atari/JTS "sits on the rights" since they bought this neat little
> machine. BTW, I've seen a JTS hdd last week.

I thought the Newton is a neat little machine?

> Thorsten
>
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O
> ----&#65533;=ae--&#65533;=oe--&#65533;=ue--&#65533;=Ae--&#65533;=Oe--&#65533;=Ue--&#65533;=sz---- /
> \
>)

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6265. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov12.224249.1@cobra.uni.edu>
Source record: 7874

In article <GKJNAAAFUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:

> Not quite, for the MIDI/music use the Falcon is still quite competitive
> (otherwise C-Lab would have dropped it meanwhile), it's just that an F030
> that can be bought (used) for 500-600 DM (300-400 US$) can't compete with a
> 5000 DM (3300 US$) PowerMac 7500, and it was never meant to.

Here in the states, the PowerMac 7600/132 is now $2299. Amazing Apple still sells the 7500 in Germany. No wonder their German unit is by far their weakest subsidiary because their stuck with yesterday's technology.

Used Powermacs can be had for $500.

> Note that I am not accepting Petey-boy's prices, for Macs are not at all
> cheap in Germany, and because of that (and the crappy MacOS) I'd prefer
> going for a Linux Pentium or even a BeBox instead.

This side of the Atlantic, Macs are cheap and the Mac clones cheaper..

>
> Thorsten
>
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O
> ----&#65533;=ae--&#65533;=oe--&#65533;=ue--&#65533;=Ae--&#65533;=Oe--&#65533;=Ue--&#65533;=sz---- /
> \
>)

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6266. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-12 00:00:00 UTC
From: jim petit <jpetit1@airmail.net>
Message-ID: <32895A4C.6A9D@airmail.net>
Source record: 7875

PETER SINCLAIR-DAY wrote:
>
> In article <3284160C.4F22@airmail.net>, jim petit <jpetit1@airmail.net> writes:
>
> > Blah! Blah! Blah! Go do a dejanews search on Mr. Sinclair-Day, then
> > click on his email address on the right hand side. Interesting isn't it
> > mister day? BTW, your old user id was more accurate.
> >
> > Peace to all.....................................j
>
> I have.. Whats your point?
>
jeeeez! You argue like my first wife.

6267. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov12.231900.1@cobra.uni.edu>
Source record: 7876

In article <847637078_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

> I completely stand by what I just said, it is an operating system in
> the true sense of the word it is NOT and extension, it COMPLETELY
> replaces TOS but unlike most OS's it is also highly compatible
> with TOS.

Still an extra as well in cost to add functionality..

> Not my fault that Apple don't have the ability to program on a
> platform like mine.

No market. Available on the other platforms..

> It hasn't just shown up, I think Gemview supported it in about 92/93,
> possibly earlier.

So you are not sure..

> I'm not really sure what sort of camera you are talking about but if
> you mean those video conferencing style things then you've been able
> to use a digitiser like VIDI ST/Videomaster along with a video camera
> since the dawn of time. Normal digital cameras have very poor
> resolutions (or at least the affordable ones do) so I use PhotoCD
> thanks.

No, no no no no.....A digital camera looks like a regular camera. The only difference is that the pictures from the digital camera are downloaded to the Mac through a serial cable hookup usualy through the printer or modem port..

The digital cameras are increasing in resolution quality at the same level pricing as the previous. This will be the case with the upcomming Quicktake 200 camera.

> There is a limit to how far you can take a product, if it isn't broken
> then don't fix it. There is no point in just adding features that
> virtually nobody will ever use just for the sake of it.

What an excuse. There will aways need to be an upgrade to remain competitve and iron out bugs..

> Bad luck mate, keep looking.

Can you point me in the right dirrection?

> Your keyboard must be incredibly inefficient with all those extra
> keys then.

In what way?

> The recieving end of what? When it is percieved to be overpriced by
> people that haven't seen it (especially by you) then this means
> absolutely nothing to me.

PhuleAze..An 030 in 1996! Nuff said..

> ---
> Paul Womar - Just your average Atari user on the verge of sanity.
> Please do not duplicate newsgroup messages to this address.
> Mail: Paul@pwomar.demon.co.uk IRC: Wo
> ---

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6268. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov12.234117.1@cobra.uni.edu>
Source record: 7877

In article <32869528.1D88@ridgecrest.ca.us>, Michael Grove <mgrove@ridgecrest.ca.us>
writes:

> No way, not this time Petey. This is where you are absolutely wrong.
> I've tried the rest, Apex is the best.

So you tried the rest extensively? Which ones were they?
With that kind of time on your hands, you should sell your findings to the PC
rags..

> Who cares about price? I sure don't. Price is for people like you
> that settle for a sub-standard PPC from Apple because if "fit
> your budget" (more like your mommies budget).

Oh what a change from the 80's were Atari ST advocates were rubbing it to the
Mac people that their platform was over priced..Mac Jihads pointed out that the
Mac was better due to high res color, superior system software and apps to boot
too plus appropriate R&D funding and don't forget marketing an alien concept
within Atari. Now today, Apple can do all this today still with lower prices..
Competition was the key though.

>> > Didn't think so!! Maybe our esteemed 'friend' had better find a Falcon
>> > owner who has APEX and some other DSP based stuff. I'm sure
>> > Mr.Sinclair-Day will go pretty quiet for a while after that...

Not when 200 Mhz PowerMacs can be had for $2000..

> Yea, that is why Radius sells Photoshop accelerators that utilize two
> DSP's just to speed up the filter processing. They can bypass all
> the slow Mac O/S calls and use simple DSP code while your RISC processor
> chokes on the millions of bits of usless crap it has to process.
> Nice try...

ROFL.. Nice try. The issue is that current PPC kick but over any 030 with moto
DSP processors. Even the developers state that..

>> > Chris W.
>> > /|\ ATARI Falcon030 16Mb/340Mb/32Mhz/DSP/FPU

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I

|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6269. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov12.235823.1@cobra.uni.edu>
Source record: 7878

In article <5669lq$fch@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>
>>You're newsreader must be screwed up...
>
> Yea well, you are right! It is Mac software on a Mac after all...

The ST not good enough?

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6270. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov12.234726.1@cobra.uni.edu>
Source record: 7879

In article <328695F6.75E7@ridgecrest.ca.us>, Michael Grove <mgrove@ridgecrest.ca.us>
writes:

> Read the whole sentence. Just like the Pentium CARDS, meaning a RISC
> processor in the PCI slot.

Huh? Please explain?

> No way, that is a flat out lie. Those card cost much more than that.
> Just more of your bull shit.

Nope. The prices are staring in my blurry eyes.. Must be expensive in your
lakes of the wood.

>> > Chris W.
>> > /|\ ATARI Falcon030 16Mb/340Mb/32Mhz/DSP/FPU

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6271. Re: SinPlops areas of interest -Its all here (Was RE: Falcons are horribly overpriced!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov12.235737.1@cobra.uni.edu>
Source record: 7880

In article <32869978.2E60@ridgecrest.ca.us>, Michael Grove <mgrove@ridgecrest.ca.us> writes:

> My news reader works just fine.
>
> He is proof that you do not frequent the
> Mac groups often. You visit the GAY
> sex group more than some of the Mac
> groups.

As for the gay groups, I suggest you read what I posted. Seems I had to deal with a prankster..

> AUTHOR PROFILE: sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY)
>
>
> 2153 articles posted between 1995/03/29 and 1996/11/08.
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6272. Re: Things Meow-meows do (Was Re: You people go 'meow'. What up with that?)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-12 00:00:00 UTC
From: ams3@acsu.buffalo.edu
Message-ID: <Pine.GSO.3.93.961112181657.20184D-100000@destrier.acsu.buffalo.edu>
Source record: 7881
Cross-posted to: alt.stupidity,alt.fan.karl-malden.nose,alt.games.mk,alt.fan.rosieodonnell,comp.sys.atari.advocacy,comp.sys.atari.st,rec.pets.cats,news.groups,rec.music.rem,rec.games.trivia,alt.college.college-bowl,harvard.general,alt.gothic,rec.music.tori-amos

On Mon, 11 Nov 1996, Charles Peyton Taylor wrote:

> On Sun, 10 Nov 1996 21:10:24 -0600, you wrote:
> <annoyingly long quote deleted>
>
> >Another thing cats (aka meow-meows) do!!! the list now includes:
> >1) meow
> >2) poop
> >3) scrath up curtains and furniture
> >4) take up too much space
>
> >add your own here!!!!!
>
> Well, they tend to go "splat" when dropped from very tall buildings.

They also tend to scream when you kick em'.>

>
> >--
> >Riov Sirol
> >web browser to http://www.geocities.com/Area51/7828
>
> Peyton,
> who thinks it's getting old.
> C h a r l e s P e y t o n T a y l o r ctaylor@nps.navy.mil
> The opinions and views expressed are my own and do not reflect those of
> the Naval PostGraduate School
>
> "Got two looks and both are black!"
>
> http://web.nps.navy.mil/~ctaylor
>
> The alt.gothic FAQ is at http://www.vamp.org/Gothic/Text/gothic-faq.html
>
>
>

6273. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov12.224915.1@cobra.uni.edu>
Source record: 7882

In article <GKJNAAAIUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:

> Because Petey-boy made the "right choice" again and again - he doesn't try
> to convince _us_ of that, he tries convincing _himself_. This behaviour is
> pretty similar to that of some Atari fanatics and especially found among
> Amiga kiddies: they feel insecure and envy those who have made the cur-
> rently right choice (Pentium w/W95), so they try suggesting themselves
> that _they_ were right and all the others were wrong when they bought
> their computers (no matter whether these don't want a Mac, they have to
> admit to Petey-boy that he was right when he did). Good old Sigmund Freud
> would also suspect Petey-boy's got a very little pecker, resulting in low
> self-confidence.

ROFL... Actually I get a kick out of this after a long day.. I did make a right choice in terms for what I paid and out of box experience. As for this penis issue, no complaints so far..

>>I don't get it. Maybe you'd be better off using your beloved
>>Mac to actually ACCOMPLISH something..

Oh, I have..Web development, video production, QT uses, games and internet uses..

> Nhah, who would ever have a computer just to _use_ it?

You?

> Thorsten

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6274. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov12.225837.1@cobra.uni.edu>
Source record: 7883

In article <847636742_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

> My point was that a system will almost certainly run faster in
> monochrome than in true colour, I assume this is the case for the Mac?
> If you don't need colour then even if your system is as magic as you
> seem to think then surely a bit more speed never does any harm?

I am not sure you could buy a monochrome monitor today for the Mac. Not that I have been looking for one. In the age of digital publishing I doubt you will find any monochrome monitors..

>>> "Only Mac", always playing catchup, we've had Pagestream for years.
>>Ha ha ha.. Remember desktop publishing was invented on the Mac with Pagemaker..
>
> I was only pointing out you contradicting yourself but you snipped
> that bit as usual and still managed to keep my .sig, no cut option in
> your software? ....Only Macintosh.

Huh? Nothing wrong with my cut function..

> ---
> Paul Womar - Just your average Atari user on the verge of sanity.
> Please do not duplicate newsgroup messages to this address.
> Mail: Paul@pwomar.demon.co.uk IRC: Wo
> ---

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6275. REPOST: Re: Stan III is up to his old tricks again (was REPOST: Re: whats happened to this NG?)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-12 00:00:00 UTC
From: Stan Kalisch III <sjkiii@crl.com>
Message-ID: <repost1.8270.Pine.SUN.3.95.961109172246.22866A-100000@crl.crl.com>
Source record: 7884
Cross-posted to: alt.flame,alt.games.mk,alt.fan.rosieodonnell,comp.sys.atari.advocacy,comp.sys.atari.st,rec.pets.cats,news.groups,rec.music.rem,rec.games.trivia,alt.college.college-bowl,harvard.general,alt.gothic,rec.music.tori-amos,news.groups,news.admin.censorship,news.admin.meow

Original article cancelled by anonymous, rogue canceller.

-----BEGIN PGP SIGNED MESSAGE-----

(A note to readers of all of these newsgroups: while the article below,
which is off-topic for all of these newsgroups, accuses me of "forgery"
and a "coverup"--the most important thing in all of this is actually not
to killfile mlb61@bu.edu--because this isn't an article from this
address--it's a forged troll that is an attempt to get this person
killfiled--don't do so)

[Followups to this article should be made to news.admin.censorship and
news.admin.net-abuse.misc]

[Forged article follows]

> Date: Sun, 10 Nov 1996 01:24:28 GMT
> From: "Meowthew L. Bruce" <mlb61@bu.edu>
> Newsgroups: alt.flame, alt.games.mk, alt.fan.rosieodonnell,
> comp.sys.atari.advocacy, comp.sys.atari.st, rec.pets.cats,
> news.groups, rec.music.rem, rec.games.trivia,
> alt.college.college-bowl, harvard.general, alt.gothic,
> rec.music.tori-amos, news.groups, news.admin.censorship,
> news.admin.net-abuse.misc, news.admin.meow
> Subject: Re: Stan III is up to his old tricks again (was REPOST: Re: whats happened to
this NG?)
>
> On Sat, 9 Nov 1996 13:51:39 -0800, Stan Kalisch III <sjkiii@crl.com>
> wrote:
>
> >-----BEGIN PGP SIGNED MESSAGE-----
> >
> >[Followups redirected in these groups to alt.flame :-)]
> >
> >On Sun, 10 Nov 1996, Ivan Demjanjuk wrote:
> >
> >> Date: Sun, 10 Nov 1996 00:08:04 GMT
> >> From: Ivan Demjanjuk <idemjanjuk@telaviv.net>
> >> Newsgroups: alt.fan.don-imus, alt.fan.howard-stern,
> >> alt.fan.karl-malden.nose, alt.flame, alt.college.college-bowl,
> >> rec.music.rem, alt.gothic, alt.fan.rosieodonnell,
> >> rec.music.industrial, alt.games.mk, news.admin.net-abuse.misc

> >> Subject: Re: Stan III is up to his old tricks again (was REPOST:
> Re: whats happened to this NG?)
> >>
> >> Francois Lenoir <lenoir@dns1.filnet.fr> wrote:
> >>
> >> >Ivan Demjanjuk wrote:
> >> >>
> >> >> Dave the Resurrector REPOST:
> >> >> ========= WAS CANCELLED BY =======:
> >> >> Path:
> ..!news01.aud.alcatel.com!gatech!csulb.edu!newshub.csu.net!www.nntp.primenet.com!nntp.pr
imenet.com!howland.erols.net!nntp.crl.com!nexp.crl.com!crl.crl.com!cyberspam!not-for-mail
> >> >> From: idemjanjuk@telaviv.net (Ivan Demjanjuk)
> >> >> Newsgroups:
> alt.fan.don-imus,alt.fan.howard-stern,alt.fan.karl-malden.nose,alt.flame,alt.college.col
lege-bowl,rec.music.rem,alt.gothic,alt.fan.rosieodonnell,rec.music.industrial,alt.games.mk
,news.admin.net-abuse.misc
> >> >> Subject: cmsg cancel <560fdq$csv@news.Austria.EU.net>
> >> >> Control: cancel <560fdq$csv@news.Austria.EU.net>
> >> >> Date: 9 Nov 1996 03:55:12 GMT
> >> >> Organization: -
> >> >> Lines: 6
> >> >> Approved: sjkiii@crl.com
> >> >> Message-ID: <cancel.560fdq$csv@news.Austria.EU.net>
> >> >> NNTP-Posting-Host: crl.com
> >> >> X-Cancelled-By: sjkiii@crl.com
> >> >> X-No-Archive: Yes
> ^^^^^^^^^^^^^^
>
> The skulking forger tries to hide his abuse.
>
>
> >> >>
> >> >> EMP/ECP (SPAM) cancelled by sjkiii@crl.com .
> >> >>
> >> >> Spam previously reported in news.admin.net-abuse.announce or
> >> >> news.admin.net-abuse.misc .
> >> >>
> >> >> Cancelled Subject: Re: whats happened to this NG?
> >> >> ========= ORIGINAL POSTING =============
> >> >>
> >> >> Frederick Laforest <flaforest@trinova.com> wrote:
> >>
> >>
> >>
> >> >Stan III is up to his old tricks again
> >>
> >> That fuckhead.
> >>
> A true dickhead.

>
>
>

>
>
>

```
r6+5jlLFIMLYo8Z9N7SdpaE2LfwVo5+RkFNCZxPIAWJJGKqfCmf8SQAI3TJiT0ZC
uHTMAHe1Kmc=
=qNd8
-----END PGP SIGNATURE-----
```

6276. Re: Things Meow-meows do (Was Re: You people go 'meow'. What up with that?)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-12 00:00:00 UTC
From: Todd Pierson <toddp@Cyrix.com>
Message-ID: <32887C01.7C9E@Cyrix.com>
Source record: 7885
Cross-posted to: alt.stupidity,alt.fan.karl-malden.nose,alt.games.mk,alt.fan.rosieodonnell,comp.sys.atari.advocacy,comp.sys.atari.st,rec.pets.cats,news.groups,rec.music.rem,rec.games.trivia,alt.college.college-bowl,harvard.general,alt.gothic,rec.music.tori-amos

At least come up with something original buttwipe. I can even
remember on Mr. Rogers ms Kitty saying all this Meow Meow shit.
Your not even a creative asshole.

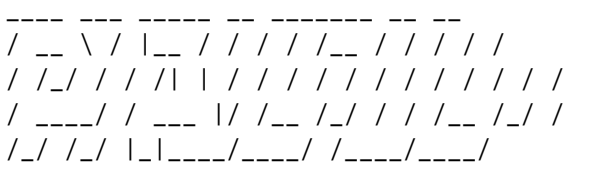
6277. Re: Why is this on alt.cuddle (was!BEST USE FOR DEAD CHRISTIANS!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-12 00:00:00 UTC
From: PAZUZU <djcemc@ma.ultranet.com>
Message-ID: <3289628E.5B1@ma.ultranet.com>
Source record: 7886
Cross-posted to: alt.cuddle,alt.atheism,alt.bible.prophecy,alt.blasphemy,alt.christnet,alt.games.mk,alt.fan.rosieodonnell,comp.sys.atari.advocacy,comp.sys.atari.st,rec.pets.cats,news.groups,rec.music.rem,rec.games.trivia,alt.college.college-bowl,harvard.general,alt.gothic,rec.music.tori-amos,alt.evil,alt.flame,alt.pagan,alt.religion.christian,talk.religion.misc,alt.fan.karl-malden.nose,alt.aol-sucks,alt.college.college-bowl,alt.fan.karl-malden.nose,alt.stupidityalt.games.mk,news.admin.meow,alt.music.nin,alt.music.alanis,alt.society.neutopia,alt.fan.rosieodonnell,alt.fan.howard-stern,alt.aol-sucks

Bigfoot wrote:
>
> In article <3284F262.47D1@lex.infi.net>, jimmy says...
>
> >Good News!
> >Through the auspices of The Electronic Church of Jesus Christ you have
> >been baptised into salvation.Now God loves you and there is nothing you
> >can do about it.Enjoy!
> > The Right and Very Orthodox Rev. Hiram Hebidiah Hogan
>
> Oh, yeah? Well, my newsreader has this automatic curse return on
> unwanted spam-baptisms that I haven't figured out how to turn off
> yet. So now you and your progeny will burn in hell for all eternity
> and there's nothing you can do about it.
>
> -Bigfoot
> (Hey, I'm sorry but this newsreader's came with my site liscense.)

Now why would you send them to hell? Why would you curse hell with
xtians? What have the demons ever done to you? We donot want them, end
of the story.

--



6278. To all fucked Atarians

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-12 00:00:00 UTC
From: bitch@atari.lovers.org
Message-ID: <3288ea79.0@ewuir25.ewu.edu>
Source record: 7887
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Here's a little jingle for your enjoyment (sung to the tune of Jack n' Jill)

Rich Tietjens spies an ST
And gets a giant hard-on
He rubs his balls
And Strokes his schlong
His Jism flows soon after!

FOAD Rich Tietjens - you fucking loser.

6279. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-13 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <56blvg$rok@scanner.worldgate.com>
Source record: 7741

guenther@cabal.shnet.org (Thorsten Guenther) wrote:
>In <1996Nov8.184020.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>[to Chris Krowchuk <chris@compdirect.com>]
>
>>You're newsreader must be screwed up...
>
>Really, Chris is a newsreader?
>
>Thorsten

Perhaps Petey learned his readin' and 'ritin' at the same skool as his 'rithmetic.

Chris

6280. Re: MACINTOSH IS THE SHIT

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-13 00:00:00 UTC
From: mcgill@fas.harvard.edu
Message-ID: <56bhel$5gu@decaxp.harvard.edu>
Source record: 7742
Cross-posted to: comp.sys.mac.advocacy,comp.os.msdos.misc,comp.os.ms-windows.advocacy,alt.tasteless.jokes,alt.flame,comp.sys.atari.advocacy,comp.sys.atari.st,harvard.general

```
In article <3288d449.38183344@news.mindspring.com>,
equus@mindspring.com (M.D.B.) wrote:
>On Tue, 12 Nov 1996 14:19:28 -0500, rlammers@fas.harvard.edu (Raimund
>Lammersdorf) wrote:
>
>>In article <3288E9FC.B28@gte.net>, Tampa College <GTE/fmus@gte.net> wrote:
>>
>>> Franz Cedrins wrote:
>>> >
>>> > In article <3285db2e.133255783@193.80.12.12>, scheidell@fdma.com
>>> > (Meowchael Scheidell) wrote:
>>> >
>>> > > On Sun, 4 Aug 1996 19:41:56 EDT, Amber SilverWolf ~N's F*Y*M*C~
>>> > > <aberman1@ic3.ithaca.edu> wrote:
>>> > >
>>> > > >On 3 Aug 1996, troy booth wrote:
>>> > > >
>>> > > >> almost: Macintosh is shit.
>>
>>"Never ask what sort of computer a guy drives.
>>If he's a Mac user, he'll tell you. If not, why embarrass him?"
>> -- Tom Clancy
>If you're paraphrasing....it's from "Flight of the Intruder"...and
>that wasn't Clancy.

If it's from "Flight of the Intruder", it is by Stephen Coonts, if you care.
```

6281. Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-13 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <56bm2u$rok@scanner.worldgate.com>
Source record: 7743

thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) wrote:
> In article <1996Nov11.201919.1@cobra.uni.edu>
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>
>>> Ahh, but it is! We can play QT movies and AVR's and all that stuff.
>>
>>Under Mac emulation..
>
> I play AVR's and AVI's and (nearly endless list here) on my ATARI
> Falcon 030 all day long...No emulator in sight...Nope... :)
>
>>> Where do you get your facts?
>>
>>Someone high up...:)
>
> High up someone's arse maybe... <grin>

Maybe what he means is Somebody was High when they told him...

6282. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov13.000600.1@cobra.uni.edu>
Source record: 7744

In article <567dos$do0@lex.zippo.com>, JEDI writes:

> They actually do cost about that much. However, Petey-Boy is leaving
> out some VERY important details. To begin with: they are all rather
> low end by current standards. Also, Cyrix continues to earn a bad
> reputation. The aformentioned $800 is essentially a souped up 486
> clone. REAL motherboards (w/ that CPU) go for approx. $100. That
> Pentium board is rather skanky too. They don't sell packaged systems
> that slow anymore (100Mhz). You'd have to go to a cottage hacker
> shop to find such low end hardware on a PC these days. These are the
> kind of stores that MacVocates typically like to sneer at. BTW, a
> whole Pentium 100 system can be had for $1100 these days. Mac Lusers
> are getting charged $1100 for a $300 piece of hardware (real value).

As usual Jedi-Girl has got it all wrong. All I did was correct the prices to one that seemed confused. In no way did I defend Apple's offerings. I agree, Apple's PC cards are pricey. I did install a Pentium card at work the other day with ease.. Does work. I give Apple credit were credit is due, true plug n play despite the price..

> You can get a P6/200 & ASUS MB for less than any of these
> 'Mac Bargains'.

Which brand? Cheaper than a Moto box?

>
> Sure they're cheap by Apple standards. That 'standard' should warn
> anyone away.

Whats cheap? I don't think those PC cards are cheap. Knock off $300 more likely..

```
> +=================================================+
> | -They are a dying race; let them pass. | ||| |
> | =Who: Atari or Apple? | / | \ |
> | -Yes. | |
> +-----------------------------------------+---------+
> | MacVocates: The only creatures in the universe |
> | that think $800 for a Cyrix 586 MB is a good deal.|
> +=================================================+
```

GREETINGS..

```
|-------------------------------------------------------------------------|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
```

I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6283. Re: Things Meow-meows do (Was Re: You people go 'meow'. What up with that?)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-13 00:00:00 UTC
From: "Nick M." <nickm@iastate.edu>
Message-ID: <32897035.FF6@iastate.edu>
Source record: 7745
Cross-posted to: alt.stupidity,alt.fan.karl-malden.nose,alt.games.mk,alt.fan.rosieodonnell,comp.sys.atari.advocacy,comp.sys.atari.st,rec.pets.cats,news.groups,rec.music.rem,rec.games.trivia,alt.college.college-bowl,harvard.general,alt.gothic,rec.music.tori-amos

Charles Peyton Taylor wrote:
>
> On Sun, 10 Nov 1996 21:10:24 -0600, you wrote:
> <annoyingly long quote deleted>
>
> >Another thing cats (aka meow-meows) do!!! the list now includes:
> >1) meow
> >2) poop
> >3) scrath up curtains and furniture
> >4) take up too much space
>
> >add your own here!!!!!
>
> Well, they tend to go "splat" when dropped from very tall buildings.
>
They make a nice POP (kind of like Bill's sig) when you stick them in
the microwave.

--
<nickm@iastate.edu>
Despite all my rage I am still just a rat in a cage.
-The Smashing Pumpkins

6284. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-13 00:00:00 UTC
From: JEDI
Message-ID: <56cl7f$lao@lana.zippo.com>
Source record: 7746

In article <1996Nov13.000600.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <567dos$do0@lex.zippo.com>, JEDI writes:
>
>> They actually do cost about that much. However, Petey-Boy is leaving
>> out some VERY important details. To begin with: they are all rather
>> low end by current standards. Also, Cyrix continues to earn a bad
>> reputation. The aformentioned $800 is essentially a souped up 486
>> clone. REAL motherboards (w/ that CPU) go for approx. $100. That
>> Pentium board is rather skanky too. They don't sell packaged systems
>> that slow anymore (100Mhz). You'd have to go to a cottage hacker
>> shop to find such low end hardware on a PC these days. These are the
>> kind of stores that MacVocates typically like to sneer at. BTW, a
>> whole Pentium 100 system can be had for $1100 these days. Mac Lusers
>> are getting charged $1100 for a $300 piece of hardware (real value).
>
>As usual Jedi-Girl has got it all wrong. All I did was correct the prices to
>one that seemed confused. In no way did I defend Apple's offerings. I agree,

A half-truth can sometimes be WORSE than a like. It is true that the
prices quoted were correct. I corroborated that. I could also give
a vendor on the web that has those prices NOW. However, your total
unwillingness to back up what you blather is not the issue here.

However, there are some very important other details that while not
refuting your prices do the same to discredit them as a refutation
would.

>Apple's PC cards are pricey. I did install a Pentium card at work the other
>day with ease.. Does work. I give Apple credit were credit is due, true plug n
>play despite the price..

They still charged you as much for a puny little card w/ a cpu on it
as the entire equivalent system would have cost you. You just have a
high tolerance for Mac abuse.

$300 + <plug & play> != $1200...

>
>> You can get a P6/200 & ASUS MB for less than any of these
>> 'Mac Bargains'.
>
>Which brand? Cheaper than a Moto box?

I said which brand, you MORON. The ASUS price is about average and
the same can be said of Intel, Biostar, Tyan and the other bigger

names.

>
>>
>> Sure they're cheap by Apple standards. That 'standard' should warn
>> anyone away.
>
>Whats cheap? I don't think those PC cards are cheap. Knock off $300 more
>likely..

Knock off $700 more likely. Then the transaction not quite resemble
theft so much..

```
+=================================================+
| -They are a dying race; let them pass. | ||| |
| =Who: Atari or Apple? | / | \ |
| -Yes. | |
+-----------------------------------------+---------+
| MacVocates: The only creatures in the universe |
| that think $800 for a Cyrix 586 MB is a good deal.|
+=================================================+
```

6285. Re: Why is this on alt.cuddle (was!BEST USE FOR DEAD CHRISTIANS!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-13 00:00:00 UTC
From: nadashort@ix.netcom.com
Message-ID: <56bj3o$iae@dfw-ixnews2.ix.netcom.com>
Source record: 7747
Cross-posted to: alt.cuddle,alt.atheism,alt.bible.prophecy,alt.blasphemy,alt.christnet,alt.games.mk,alt.fan.rosieodonnell,comp.sys.atari.advocacy,comp.sys.atari.st,rec.pets.cats,news.groups,rec.music.rem,rec.games.trivia,alt.college.college-bowl,harvard.general,alt.gothic,rec.music.tori-amos,alt.evil,alt.flame,alt.pagan,alt.religion.christian,alt.tv.mst3k,talk.religion.misc,alt.fan.karl-malden.nose,rec.scouting.issues,alt.aol-sucks,alt.college.college-bowl,alt.fan.karl-malden.nose,alt.stupidityalt.games.mk,news.admin.meow,alt.music.nin,alt.music.alanis,alt.society.neutopia,alt.fan.rosieodonnell,alt.fan.howard-stern,alt.aol-sucks

PAZUZU <djcemc@ma.ultranet.com> wrote:

>jimmy wrote:
>>
>> Good News!
>> Through the auspices of The Electronic Church of Jesus Christ you have
>> been baptised into salvation.Now God loves you and there is nothing you
>> can do about it.Enjoy!
>> The Right and Very Orthodox Rev. Hiram Hebidiah Hogan

>Fuck you, your god, your christ, the whore you call mary, and your holy
>spirit. If I missed anyone, fuck them to.

>HAIL SATAN!

Geez, I hope there's a hell just to watch you fall into that Pit (or
would you call it going home?)

6286. Re: MACINTOSH IS THE SHIT

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-13 00:00:00 UTC
From: mms@pobox.com
Message-ID: <mms-1311961355130001@mschaef.student.harvard.edu>
Source record: 7748
Cross-posted to: comp.sys.mac.advocacy,comp.os.msdos.misc,comp.os.ms-windows.advocacy,alt.tasteless.jokes,alt.flame,comp.sys.atari.advocacy,comp.sys.atari.st,harvard.general

> >>"Never ask what sort of computer a guy drives.
> >>If he's a Mac user, he'll tell you. If not, why embarrass him?"
> >> -- Tom Clancy
> >If you're paraphrasing....it's from "Flight of the Intruder"...and
> >that wasn't Clancy.

Thank heavens. The thought of someone as patently evil as Clancy being a
Mac advocate makes even Windows 95 seem attractive.

--
Max Schaefer Free the West Memphis Three
http://www.pobox.com/~mms http://www.fas.harvard.edu/~mschaef/wm3/

6287. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-13 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <56dmtp$i4s@scanner.worldgate.com>
Source record: 7749

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:

>>>You're newsreader must be screwed up...
>>
>> Yea well, you are right! It is Mac software on a Mac after all...
>
>The ST not good enough?

Actually for newsreading, the ST would be fine, but we haven't sold them for years. No, I am determined to find a use for this Mac on my desk. Something easy on it, something it can handle without crashing.

Something it can do when I am not demoing MagiCMac and Atari software to Mac users that come into our shop.

6288. Re: NVDI: It's a feature, not a hack. (Re: 10 Reasons To Use an Atari instead of a Macintosh)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-13 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GKNWCAAOUP@cabal.shnet.org>
Source record: 7750

In <1996Nov11.202833.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>In article <560f2u$2pa@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
>> Pete doesn't mention the fact that if it were not for Apple's sloppy
>> code, companies like Connectix would not program "Hacks" to the MacOS.
>
>Just like Atari's sloppyness..Needing desktop replacements and utility
>enhancements that Atari failed to provide..
>
>> RAM Doubler to replace Apple's sluggish Virtual Memory.
>
>Plus System 7.5.5 helps..
>
>> Speed Doubler for Apple's inept disk access.
>
>You mean floppy disk that is rarely used..Only Atari..

Petey-boy, as soon as you start showing that you don't even know about the
Mac's weak points, Chris was wrong about the name (it's "Copy Doubler"),
but _with_ the "Copy Doubler" software, the Mac's disk operations are
about as "fast" as the original GEM desktop file operations (without
Kobold, MinixFS or the like).

BTW: Apple has just lowered the German prices for all PowerMacs: the cost
DM 1,000.-- less now (tells you about Apple's price policy here, they had
no problem asking 1,000.-- DMs more until the clone Macs came to Germany).

And before you ask: 1,000,-- DMs are 666.67 US$.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

6289. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov13.234818.1@cobra.uni.edu>
Source record: 7751

In article <847921476_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

> I think that these are discontinued here too, it's just stock
> clearance from what I can see. The point is though, what is the main
> difference between a Performa and a Powermac? I have heared there is a
> 6400 Powermac and a Performa, I assume that the PowerMac version is
> more expensive and yet only appears to have the ethernet extra, what
> gives?

In the U.S. the difference between the PowerMac 6400 and the Performa 6400 is:
That the PowerMac version is only available in the k12 and higher ed market.
The Powermac version is decontented which means instead of a modem, an ethernet
is included and has no software bundle. The Performa includes a 28k modem and
software bundle. The internals are the same...

> --
> Paul Womar - Just your average Atari user on the verge of sanity.
> Please do not duplicate newsgroup messages to this address.
> Mail: Paul@pwomar.demon.co.uk IRC: Wo
> --
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6290. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-13 00:00:00 UTC
From: optimus@canit.se
Message-ID: <56d9l2$36l@dos.canit.se>
Source record: 7752

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: In article <847637078_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
:
: > I completely stand by what I just said, it is an operating system in
: > the true sense of the word it is NOT and extension, it COMPLETELY
: > replaces TOS but unlike most OS's it is also highly compatible
: > with TOS.
:
: Still an extra as well in cost to add functionality..

Yup, and so is System 7.5.

: > Not my fault that Apple don't have the ability to program on a
: > platform like mine.
:
: No market. Available on the other platforms..

If there was a need, it'd show up.

: > It hasn't just shown up, I think Gemview supported it in about 92/93,
: > possibly earlier.
:
: So you are not sure..

Let's just believe him, he's the expert. BTW, Quicktime is probably the
most fucked animation format I've ever encountered. I can't really see any
function in it.

: > I'm not really sure what sort of camera you are talking about but if
: > you mean those video conferencing style things then you've been able
: > to use a digitiser like VIDI ST/Videomaster along with a video camera
: > since the dawn of time. Normal digital cameras have very poor
: > resolutions (or at least the affordable ones do) so I use PhotoCD
: > thanks.
:
: No, no no no no.....A digital camera looks like a regular camera. The only
: difference is that the pictures from the digital camera are downloaded to the
: Mac through a serial cable hookup usualy through the printer or modem port..

I prefer putting the pictures on photos, then scanning them, for maximum
clarity, sharpness and resolution.

: The digital cameras are increasing in resolution quality at the same level
: pricing as the previous. This will be the case with the upcomming Quicktake
: 200 camera.

That is the case with most computer technology.

: > There is a limit to how far you can take a product, if it isn't broken
: > then don't fix it. There is no point in just adding features that
: > virtually nobody will ever use just for the sake of it.
:
: What an excuse. There will aways need to be an upgrade to remain competitve
: and iron out bugs..

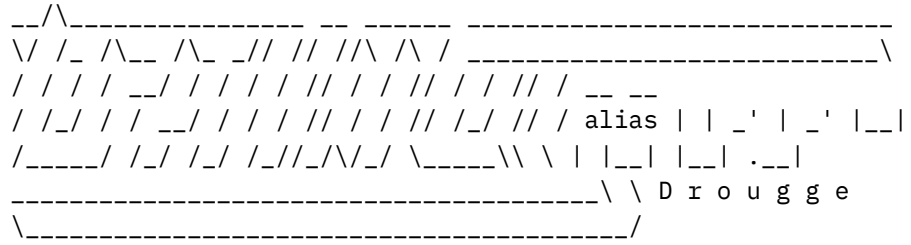
Ironing out bugs is good, adding uselessness just adds more bugs and an
excuse to continue development.

: > Bad luck mate, keep looking.
:
: Can you point me in the right dirrection?
:
: > Your keyboard must be incredibly inefficient with all those extra
: > keys then.
:
: In what way?

In the same way that his mouse is inefficient with two buttons. Damn, I
must have some real trashy mouse, three buttons and all.

: > The recieving end of what? When it is percieved to be overpriced by
: > people that haven't seen it (especially by you) then this means
: > absolutely nothing to me.
:
: PhuleAze..An 030 in 1996! Nuff said..

If it does the job, then why add anything more? The Mac is a very slow
computer, thus its need for speed.

--


6291. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-13 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.847909651@gen-off-3>
Source record: 7753

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

[re: .sigs]
>Huh? Nothing wrong with my cut function..

Then why the hell don't you use it?

Apart from your inability to chop out someone's .sig when quoting, your arguments are weakened immensely by your lack of knowledge of the Atari platform, and also by your poor standards of literacy.

--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be considered as an official comment from the JET Joint Undertaking
==========

6292. Re: NVDI: It's a feature, not a hack. (Re: 10 Reasons To Use an Atari instead of a Macintosh)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-13 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <56b5vq$ftb@scanner.worldgate.com>
Source record: 7888

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:

>Just like Atari's sloppyness..Needing desktop replacements and utility
>enhancements that Atari failed to provide..

Yep, I agree, both Apple and Atari are equally inadequate.

>> RAM Doubler to replace Apple's sluggish Virtual Memory.
>
>Plus System 7.5.5 helps..

Yeah, but why doesn't apple just fix it? I mean, they are still
developing the OS aren't they?

>> Speed Doubler for Apple's inept disk access.
>
>You mean floppy disk that is rarely used..Only Atari..

Speed Doubler also accelerates hard disk access and the result is a
noticeable increase in OS performance.

>> Speed Copy to bring functionality to the copy function.
>
>If you say so..

I say so, BTW so does Connectix...right on the back of the box....

Quote "Improved Finder Functions on All Macs" "Copy and delete files
without delay. SpeedDoubler is faster than the finder, works in the
background and supports multiple copies simultaneously"

>> Speed Doubler for Apple's even more inept 68K emulation on PPC.
>
>True..
>
>> Gee, does it surprise you that more copies of *.Doubler have been
>> sold than PowerMacs?
>
>Cool..Keeps the developer in business..

Oh, I see. So for the Mac, Apple's inability to put full functionality
into the OS is cool cuz it keeps the third party programmers in
business,
yet for Atari, it is a "Hack and Slash"?

Grow up.

6293. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-13 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <56b5cc$ftb@scanner.worldgate.com>
Source record: 7889

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:

>> Get your facts straight! You can hook up a Digital camera to an ST.
>
>Hack and slash of course..

Oh, I see. For a Mac it is hook up, for an Atari that uses the same
interface, it is hack and slash?

If this is the best you can do Peter, best you not even answer.

>>>You tell me since you are claiming to be an expert..As I stated previous on
>>>Photoline and Steinberg.
>>
>> Photoline is an equivalent app. It is faster. It lacks layers, for now,
>> but it has features that Photoline does not have.
> ^^^^^^^^^^
>Huh?

Wouldn't be the first time a slip like this was made. I seem to recall
a post from you comparing PhotoLine to PhotoLine just a few days ago...

>> When are you going to load a 20Mb TIFF into ANY image editing package
>> you can find for the Mac, go ahead, pick the fastest one. None will
>> come close to the speed I posted.
>
>One issue..Where do I get a Hades to compare?

Not an issue, all I want you to do is pick the fastest Mac app that
loads TIFF's and tell me what it is, do a load at your end, time it
and post it. I will do the same here, well actually I already have.

I would like to know the app you use, so that we can do the same
operation here and compare the features to those found in
PhotoLine.

>> After you are done that, we will do some filter times.
>
>Whatever you say..

Well you do want to prove that the Mac is faster, don't you?

>> Put up or shut up.
>
>Huh?

Pretty simple sentence, didn't think even you would have
trouble understanding it...

>> Steinberg has upgraded CAF three times this year. The last upgrade
>> included support for recording 8 distinct tracks of audio simultaneously.
>>
>> Not on a Mac, or PowerMac.
>>
>Oooh!

is that the best you can do?

6294. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-13 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <56b5ef$ftb@scanner.worldgate.com>
Source record: 7890

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:

>> We run QT movies on Falcons daily, what's the big deal?
>
>What, under Mac emulation?

No, under TOS 4.x

6295. Re: NVDI: It's a feature, not a hack. (Re: 10 Reasons To Use an Atari instead of a Macintosh)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-14 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <56eek3$6gs@scanner.worldgate.com>
Source record: 7754

guenther@cabal.shnet.org (Thorsten Guenther) wrote:

>Petey-boy, as soon as you start showing that you don't even know about the
>Mac's weak points, Chris was wrong about the name (it's "Copy Doubler"),
>but _with_ the "Copy Doubler" software, the Mac's disk operations are
>about as "fast" as the original GEM desktop file operations (without
>Kobold, MinixFS or the like).

Actually Guenther, the package is called Speed Doubler, at least in North America. The "Copy" portion enhancements are called "Speed Copy"

Not to knit pick, but I wouldn't want to confuse little Peetey ...

8^)

>BTW: Apple has just lowered the German prices for all PowerMacs: the cost
>DM 1,000.-- less now (tells you about Apple's price policy here, they had
>no problem asking 1,000.-- DMs more until the clone Macs came to Germany).
>
>And before you ask: 1,000,-- DMs are 666.67 US$.
>
>Thorsten

Apple's "Fire Sales" over the last year are more to do with bulging warehouses and slow sales than competition from clone makers.

At least this is what the Mac mags have been writing for the last year.

All the best,
Chris

6296. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-14 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <56eiks$ijn@einstein.ebicom.net>
Source record: 7755
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
:
: I thought the Newton is a neat little machine?
:

Wow...I didn't realize Atari made the Newton...
I always thought Apple did this...

Speaking of small mahcines...did Atari ever relase the ST Book in the USA?

Brian

6297. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-14 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <328AC972.65C4@ridgecrest.ca.us>
Source record: 7756

PETER SINCLAIR-DAY wrote:
>
> In article <567dos$do0@lex.zippo.com>, JEDI writes:
>
> > They actually do cost about that much. However, Petey-Boy is leaving
> > out some VERY important details. To begin with: they are all rather
> > low end by current standards. Also, Cyrix continues to earn a bad
> > reputation. The aformentioned $800 is essentially a souped up 486
> > clone. REAL motherboards (w/ that CPU) go for approx. $100. That
> > Pentium board is rather skanky too. They don't sell packaged systems
> > that slow anymore (100Mhz). You'd have to go to a cottage hacker
> > shop to find such low end hardware on a PC these days. These are the
> > kind of stores that MacVocates typically like to sneer at. BTW, a
> > whole Pentium 100 system can be had for $1100 these days. Mac Lusers
> > are getting charged $1100 for a $300 piece of hardware (real value).
>
> As usual Jedi-Girl has got it all wrong. All I did was correct the prices to
> one that seemed confused. In no way did I defend Apple's offerings. I agree,
> Apple's PC cards are pricey. I did install a Pentium card at work the other
> day with ease.. Does work. I give Apple credit were credit is due, true plug n
> play despite the price..

Did you notice how Windows apps ran faster with the DOS card in the Mac
than actual Mac applications do under the Mac O/S?

>
> GREETINGS..
> |---|
> | Peter Sinclair-Day POWERMAC INTERCOURSE.... |
> | University of Northern Iowa |

6298. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-14 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <328AC865.6BAE@ridgecrest.ca.us>
Source record: 7757

PETER SINCLAIR-DAY wrote:
>
> In article <847637078_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>
> > I completely stand by what I just said, it is an operating system in
> > the true sense of the word it is NOT and extension, it COMPLETELY
> > replaces TOS but unlike most OS's it is also highly compatible
> > with TOS.
>
> Still an extra as well in cost to add functionality..

Yea, just like the Mac Clone users have to pay. The Clone
manufactures have to pay to use the Mac O/S on their machines
which the user ends up paying for in the price of the machine.

Same thing.
>
> > Not my fault that Apple don't have the ability to program on a
> > platform like mine.
>
> No market. Available on the other platforms..

Thank God! Of all the Mac apps i've used, and i've used a few,
DeBabbleizer is about the only one I would like to see ported to
TOS. Graphic Converter is pretty nice, and being shareware, it
blows away most commercial Apple apps.
So much for the Mac market. It's dying a slow death.
One can only hope with all the programmers jumping to Win apps
that the boat will capsize :).

> > I'm not really sure what sort of camera you are talking about but if
> > you mean those video conferencing style things then you've been able
> > to use a digitiser like VIDI ST/Videomaster along with a video camera
> > since the dawn of time. Normal digital cameras have very poor
> > resolutions (or at least the affordable ones do) so I use PhotoCD
> > thanks.
>
> No, no no no no.....A digital camera looks like a regular camera. The only
> difference is that the pictures from the digital camera are downloaded to the
> Mac through a serial cable hookup usualy through the printer or modem port..
>
> The digital cameras are increasing in resolution quality at the same level
> pricing as the previous. This will be the case with the upcomming Quicktake
> 200 camera.

The resolution is still shit. It's just a novility for those who can
afford
one. The quality digital cameras still are over $10K. And you forget you
can not mention quality and low cost when you are refering to Apple for
anything. If you want REAL quality, have your slides put on a CD. That
is
how the professionals do it. School kids can still dabble in their
finger
paint I guess.

>
> > There is a limit to how far you can take a product, if it isn't broken
> > then don't fix it. There is no point in just adding features that
> > virtually nobody will ever use just for the sake of it.
>
> What an excuse. There will aways need to be an upgrade to remain competitve
> and iron out bugs..

Yea, one hell of a bug when Apple has to release a completely new O/S
rev
just so some of their laptops can boot up :)
>
> > Bad luck mate, keep looking.
>
> Can you point me in the right dirrection?

Try http://www.sgi.com

>
> > Your keyboard must be incredibly inefficient with all those extra
> > keys then.
>
> In what way?

Because their not being used while you wack your pud.

>
> > The recieving end of what? When it is percieved to be overpriced by
> > people that haven't seen it (especially by you) then this means
> > absolutely nothing to me.
>
> PhuleAze..An 030 in 1996! Nuff said..

Where's your 604e based machine? Still in the school store?

>
> > --
> > Paul Womar - Just your average Atari user on the verge of sanity.
> > Please do not duplicate newsgroup messages to this address.
> > Mail: Paul@pwomar.demon.co.uk IRC: Wo
> > --
>
> GREETINGS..
> |--|

> | Peter Sinclair-Day POWERMAC INTERCOURSE.... |
> | University of Northern Iowa |

6299. Re: NVDI: It's a feature, not a hack. (Re: 10 Reasons To Use an Atari instead of a Macintosh)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-14 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <328ACA2D.253@ridgecrest.ca.us>
Source record: 7758

```
David Stevenson wrote:
>
> chriswil@southern.co.nz (Chris Wilkinson) writes:
> >smoothly even on a perfectly useable Mac like an LC3...
>
> Why are you talking about rediculously old machines like the LC3? What
> do they have to do with anything?

Because Apple made them, and people still use them.
Just like ST's. Each platform has a dark history,
it just seems that Apples is a little darker than
Ataris, thus the compairson.

Mike

>
> --
> Home page http://www.compulink.co.uk/~ktl/hoagy.html
> Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327
>
> ============================================================================
> The above article is the personal view of the poster and should not be
> considered as an official comment from the JET Joint Undertaking
> ============================================================================
```

6300. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-14 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <56ekqf$3oa@orm.southern.co.nz>
Source record: 7759

Oh dear, not this again!

Monkey Boy (PETER SINCLAIR-DAY) (sinclap2954@cobra.uni.edu) wrote:
: > : PLease describe what Apex media is and no doubt a higher eqivelant is
: > : available..
: <description removed>
:
: Whatever...Mac graphics/animation tools blow away anything Falcon related.. A
: wealth of choices to be had...Your asertion that Mac/PC ones look sad in
: comparison just confirms that you are talking out of your ass.

I say f*ck off arsewipe!! YOU have not even SEEN APEX media!! If you had
I doubt you could comprehend how powerful this program is. If a task was
performed in realtime, YOU would sit there saying 'Now what?' because you
could not comprehend that the task had actually completed in the time it
takes to blink!! I use Macs frequently and NOTHING I have used with ANY
software is as nice to use as APEX on my Falcon...

: > With the kind of speed the 68060 Atari clones run at, I think that PPC
: > based clones will simply honk! :)
:
: Yea, if the PPC Tos clones see the light of day.. And if soo, will be over
: priced..

They WILL see the light of day. YOU are what will NOT...

: > Didn't think so!! Maybe our esteemed 'friend' had better find a Falcon
: > owner who has APEX and some other DSP based stuff. I'm sure
: > Mr.Sinclair-Day will go pretty quiet for a while after that...
:
: DSP's are obsolete.. Even the Moto ones can't match thier PPC ones.. Nice
: try..

DSP is not obsolete. ALL new chips that are being paraded around the
Computer Press are in some way DSP oriented (MMX etc...)

: Who needs PPC, thats why I love the ST!

Get a life you lame tool!!

Chris W.
/|\ ATARI user

6301. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-14 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <328ACC68.580F@ridgecrest.ca.us>
Source record: 7760

PETER SINCLAIR-DAY wrote:
>
> In article <GKJNAAAIUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>
> > Because Petey-boy made the "right choice" again and again - he doesn't try
> > to convince _us_ of that, he tries convincing _himself_. This behaviour is
> > pretty similar to that of some Atari fanatics and especially found among
> > Amiga kiddies: they feel insecure and envy those who have made the cur-
> > rently right choice (Pentium w/W95), so they try suggesting themselves
> > that _they_ were right and all the others were wrong when they bought
> > their computers (no matter whether these don't want a Mac, they have to
> > admit to Petey-boy that he was right when he did). Good old Sigmund Freud
> > would also suspect Petey-boy's got a very little pecker, resulting in low
> > self-confidence.
>
> ROFL... Actually I get a kick out of this after a long day.. I did make a
> right choice in terms for what I paid and out of box experience.

Are you talking about your life after exiting the birth canal?
(sometings refered to as a "box"). Did you have to pay your father?

>As for this penis issue, no complaints so far..

Mothers don't usually complain to their sons about their inadequacies.

>
> >>I don't get it. Maybe you'd be better off using your beloved
> >>Mac to actually ACCOMPLISH something..
>
> Oh, I have..Web development, video production, QT uses, games and internet
> uses..

I think that was Thorsetn's point. As usual, you missed it.
>
> > Nhah, who would ever have a computer just to _use_ it?
>
> You?
>
> > Thorsten
>
> GREETINGS..
> |---|
> | Peter Sinclair-Day POWERMAC INTERCOURSE.... |
> | University of Northern Iowa |

6302. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-14 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <328ACF5B.3345@ridgecrest.ca.us>
Source record: 7761

PETER SINCLAIR-DAY wrote:
>
> In article <GKJNAAAIUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>
> > Because Petey-boy made the "right choice" again and again - he doesn't try
> > to convince _us_ of that, he tries convincing _himself_. This behaviour is
> > pretty similar to that of some Atari fanatics and especially found among
> > Amiga kiddies: they feel insecure and envy those who have made the cur-
> > rently right choice (Pentium w/W95), so they try suggesting themselves
> > that _they_ were right and all the others were wrong when they bought
> > their computers (no matter whether these don't want a Mac, they have to
> > admit to Petey-boy that he was right when he did). Good old Sigmund Freud
> > would also suspect Petey-boy's got a very little pecker, resulting in low
> > self-confidence.
>
> ROFL... Actually I get a kick out of this after a long day.. I did make a
> right choice in terms for what I paid and out of box experience.

Are you talking about your life after exiting the birth canal?
(sometings refered to as a "box"). Did you have to pay your father?

>As for this penis issue, no complaints so far..

Mothers don't usually complain to their sons about their inadequacies.

>
> >>I don't get it. Maybe you'd be better off using your beloved
> >>Mac to actually ACCOMPLISH something..
>
> Oh, I have..Web development, video production, QT uses, games and internet
> uses..

I think that was Thorsetn's point. As usual, you missed it.
>
> > Nhah, who would ever have a computer just to _use_ it?
>
> You?
>
> > Thorsten
>
> GREETINGS..
> |---|
> | Peter Sinclair-Day POWERMAC INTERCOURSE.... |
> | University of Northern Iowa |

6303. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-14 00:00:00 UTC
From: danm@microware.com
Message-ID: <56fd89$df1@mcrware.microware.com>
Source record: 7762
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

bjr@edison.ebicom.net (Brian Roland) wrote:

>PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
>:
>: I thought the Newton is a neat little machine?
>:
>
>Wow...I didn't realize Atari made the Newton...
>I always thought Apple did this...

>Speaking of small mahcines...did Atari ever relase the ST Book in the USA?

>Brian

Unfortunately, no. I would have loved to have one of those, I was
able to borrow one from engineering when I went on a trip once, and it
was great. Much better than hauling around my STacy.

Dan

6304. Re: MACINTOSH IS THE SHIT

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-14 00:00:00 UTC
From: kim9@fas.harvard.edu
Message-ID: <328b574c.49983224@news.fas.harvard.edu>
Source record: 7763
Cross-posted to: comp.sys.mac.advocacy,comp.os.msdos.misc,comp.os.ms-windows.advocacy,alt.tasteless.jokes,alt.flame,comp.sys.atari.advocacy,comp.sys.atari.st,harvard.general

On Wed, 13 Nov 1996 13:55:13 -0500, mms@pobox.com (Max Schaefer)
wrote:

>Thank heavens. The thought of someone as patently evil as Clancy being a
>Mac advocate makes even Windows 95 seem attractive.

Actually, Clancy used to be featured in Macintosh advertising in the
late 80's, early 90's. I think he was in that "What's on your
Powerbook?" series.

Mike

6305. MG-FTP registrations

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-14 00:00:00 UTC
From: gooseman@locke.on-luebeck.de
Message-ID: <GKOQAABPUP@locke.on-luebeck.de>
Source record: 7764

Hello !

I have recieved three registrations for the old versions
of MG-FTP.
From two people I have got the address, but there is one
missing.

So if the one who had registered remember the fee he had
given me and the way he gave the money, please write
an EMail with your address, because else I cannot give
you the key for the next version !!

So long,
Michael Guse

6306. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-14 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.961114161953.10857C-100000@ns1.ptd.net>
Source record: 7765
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

On 12 Nov 1996, PETER SINCLAIR-DAY wrote:

> In article <GKJNAAAOUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:
>
> >> Thats an Atari Portfolio Mini Computer, I still have
> >>mine its acutally a very nice piece of hardware, But never found a
> >>market.

Probably out before it's time like all Atari products. HP came out with palmtop PC's which sell between $200-$300 I think, and they are basically the same type of machines as the Portfolio but smaller. They even had articles about it (portible computing) in the old Current Notes issues. I rather that than to lug some stupid ol' laptop :)

> > Well, in Germany, it certainly did, and it's still available. Bad thing
> > is, Atari/JTS "sits on the rights" since they bought this neat little
> > machine. BTW, I've seen a JTS hdd last week.

I think JTS is licensing Atari technology to companies that can make use of it. I know they do this with older games like Tempest.

[Now we get the the thought provoking statement.]

> I thought the Newton is a neat little machine?

Question mark meaning you're not sure...

Well as Tom Servo would say, "Woopie-$%^&!" :)

Eric Noss
a.k.a
Mr. Maddog

6307. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-14 00:00:00 UTC
From: titus@mothra.rose.hp.com
Message-ID: <TITUS.96Nov14140533@clisome9.rose.hp.com>
Source record: 7766
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

In article <Pine.GSO.3.95.961114161953.10857C-100000@ns1.ptd.net> "Mr. Maddog" <mrmaddog@ptdprolog.net> writes:

> Probably out before it's time like all Atari products. HP came out with
> palmtop PC's which sell between $200-$300 I think, and they are basically
> the same type of machines as the Portfolio but smaller. They even had
> articles about it (portible computing) in the old Current Notes issues. I
> rather that than to lug some stupid ol' laptop :)

Actually the HP Palmtop supports VGA graphics and has other niceties such as an infrared port that go beyond the Portfolio. But it did come out considerably later than the Portfolio.

6308. Re: I used a Mac yesterday

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-14 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <328B723D.78D4@intuit.com>
Source record: 7767

Mark Fassett wrote:
>
> PETER SINCLAIR-DAY wrote:
> >
> > To a certain extent. Use for WP and email..
>
> How can anyone take you seriously? You are incredibly ignorant about
> what
> people actually USE the 1040ST for. The computer is used by
> platinum-record
> selling artists, particularly in Europe. Erasure has said they will not
> use a computer other than Atari because the timing on the MIDI ports of
> both Mac and PC is always off, ever so slightly, because of the way the
> OS is written and the MIDI info comes over the serial or parallel
> ports.
>
> How can you criticize something you know so little about?
>
> -Mark

Uh, Peter? How about a response? Wasamatter?

Do not continue to demonstrate your ignorance about what people use
Ataris for. Have the guts to admit your error.

-Mark

6309. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-14 00:00:00 UTC
From: gozar@kenton.com
Message-ID: <gr5iyMezGuca092yn@kenton.com>
Source record: 7768
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

In article <56fd89$df1@mcrware.microware.com>,
danm@microware.com (Dan McNamee) wrote:
>bjr@edison.ebicom.net (Brian Roland) wrote:
>
>>PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
>>Speaking of small mahcines...did Atari ever relase the ST Book in the USA?
>
>>Brian
>
>Unfortunately, no. I would have loved to have one of those, I was
>able to borrow one from engineering when I went on a trip once, and it
>was great. Much better than hauling around my STacy.

I played with one at an Atari show in Chicago. If they would've
released one, I would've bought one on the spot!!!

--

Ryan 'Gozar' Collins gozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm

6310. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-14 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GKOTFGAMUP@cabal.shnet.org>
Source record: 7769

In <djs.847830435@gen-off-3> David Stevenson wrote:
>guenther@cabal.shnet.org (Thorsten Guenther) writes:
>>These are, of course, only the standards set the August '89 developer
>>conference.
>
>Are you being deliberately dim? The problem isn't that there hasn't been
>a few people who agreed on something, but that people in the Atari
>world haven't stuck to "standards", either de facto or universally agreed.
>
>I have plenty of apps released after 1989 that don't conform to your
>standards.

Well, you are _American_. Most German applications comply to these
standards.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

6311. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-14 00:00:00 UTC
From: JEDI
Message-ID: <56fkqr$77f@lana.zippo.com>
Source record: 7770

In article <56d9l2$36l@dos.canit.se>, optimus@canit.se says...
>
>PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
>: In article <847637078_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
[deletia]
>: > I'm not really sure what sort of camera you are talking about but if
>: > you mean those video conferencing style things then you've been able
>: > to use a digitiser like VIDI ST/Videomaster along with a video camera
>: > since the dawn of time. Normal digital cameras have very poor
>: > resolutions (or at least the affordable ones do) so I use PhotoCD
>: > thanks.
>:
>: No, no no no no.....A digital camera looks like a regular camera. The only
>: difference is that the pictures from the digital camera are downloaded to the
>: Mac through a serial cable hookup usualy through the printer or modem port.

Petey-boy seems unaware or unwilling to disclose more VERY important
details. With most digital cameras that mere mortals can afford, the
resolution is indeed shitty. Most haven't even kept up with screen
resolutions (such as 1024x768).

This is VERY different from a real camera. The resolution of a real
camera is such that one can enlarge the picture to fill an entire
large cinema screen with no loss in clarity. Digital Cameras, on the
other hand have resolution more on par with NTSC and inferior to PAL.
One only needs to walk into a TV store to see just how soon NTSC, or
Digital Camera Quality, images loose clarity.

A cheap (motorized) hand scanner can to truecolor at 300 dpi.
Pete's beloved Digital Camera will do about half that.

This doesn't even touch upon the only slightly more expensive
flatbed scanners (SCSI).

>
>I prefer putting the pictures on photos, then scanning them, for maximum
>clarity, sharpness and resolution.
>
>: The digital cameras are increasing in resolution quality at the same level
>: pricing as the previous. This will be the case with the upcomming Quicktake
>: 200 camera.
>
>That is the case with most computer technology.

Wake me up when these Digital Cameras can manage the same performance
as any color scanner at the same price & the image size wont be
obsolete in 3 years...

==========
Get one of the widely & trivially available dual P6 boards and one
of the widely & trivially available SMP OSes and spend the $4600
that a 9500 would set you back and you would be more than able
to toast it [9500].
==========

6312. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-14 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GKOTFGAPUP@cabal.shnet.org>
Source record: 7771
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

In <1996Nov12.223607.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>In article <GKJNAAAOUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>
>>> Thats an Atari Portfolio Mini Computer, I still have
>>>mine its acutally a very nice piece of hardware, But never found a
>>>market.
>>
>> Well, in Germany, it certainly did, and it's still available. Bad thing
>> is, Atari/JTS "sits on the rights" since they bought this neat little
>> machine. BTW, I've seen a JTS hdd last week.
>
>I thought the Newton is a neat little machine?

Q: How many Apple Newtons does one need to change a lightbulb?

A: Fowl.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

6313. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-14 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <848098970_OASIS_@pwomar.demon.co.uk>
Source record: 7772

In article <1996Nov12.225837.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <847636742_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>
>> My point was that a system will almost certainly run faster in
>> monochrome than in true colour, I assume this is the case for the Mac?
>> If you don't need colour then even if your system is as magic as you
>> seem to think then surely a bit more speed never does any harm?
>
>I am not sure you could buy a monochrome monitor today for the Mac. Not that I
>have been looking for one. In the age of digital publishing I doubt you will
>find any monochrome monitors..

Can your colour monitor not display B&W?

>>>> "Only Mac", always playing catchup, we've had Pagestream for years.
>>>Ha ha ha.. Remember desktop publishing was invented on the Mac with Pagemaker..
>>
>> I was only pointing out you contradicting yourself but you snipped
>> that bit as usual and still managed to keep my .sig, no cut option in
>> your software? ....Only Macintosh.
>
>Huh? Nothing wrong with my cut function..

I call my next witness:

>> --
>> Paul Womar - Just your average Atari user on the verge of sanity.
>> Please do not duplicate newsgroup messages to this address.
>> Mail: Paul@pwomar.demon.co.uk IRC: Wo
>> --

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.

6314. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-14 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <848097852_OASIS_@pwomar.demon.co.uk>
Source record: 7773

In article <1996Nov12.231900.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <847637078_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>
>> I completely stand by what I just said, it is an operating system in
>> the true sense of the word it is NOT and extension, it COMPLETELY
>> replaces TOS but unlike most OS's it is also highly compatible
>> with TOS.
>
>Still an extra as well in cost to add functionality..

Still slightly less expensive than Mac OS. Just because Apple add the
cost of the OS to each machine doesn't make it free.

>> Not my fault that Apple don't have the ability to program on a
>> platform like mine.
>
>No market. Available on the other platforms..
>
>> It hasn't just shown up, I think Gemview supported it in about 92/93,
>> possibly earlier.
>
>So you are not sure..

Nope it was so long ago.

>No, no no no no.....A digital camera looks like a regular camera. The only
>difference is that the pictures from the digital camera are downloaded to the
>Mac through a serial cable hookup usualy through the printer or modem port..
>
>The digital cameras are increasing in resolution quality at the same level
>pricing as the previous. This will be the case with the upcomming Quicktake
>200 camera.

I've seen reviews of the Apple camera (150) and it's rated as one of the
worst ones (just above the Casio QV-10a), the pictures look poor in
contrast, it gives banding on any feature with continuous tones like
sky and also apparently the viewfinder is arse. And this all for a
snip at just under 500 UKP. And you can't link up a quicktake that
doesn't exist like the 200.

>> There is a limit to how far you can take a product, if it isn't broken
>> then don't fix it. There is no point in just adding features that
>> virtually nobody will ever use just for the sake of it.

>
>What an excuse. There will aways need to be an upgrade to remain competitve
>and iron out bugs..

And if there aren't bugs and little competition? The Atari OS has
remained more compatible and stable than virtually any other that
springs to mind, you either get incredibly complex programs that bug
out like mad or just don't ever seem to crash. Most products have
been built up and updated through years and years, any bugs that
aren't found yet aren't worth fixing. This genuinely isn't an excuse,
I can't think of any feature that I want added to any of my main
software products.

>> Your keyboard must be incredibly inefficient with all those extra
>> keys then.
>
>In what way?

You said (in the bit you conveniently snipped) that a one button mouse
was more efficient than a 2 button mouse just because it has 2
buttons, therefore your keyboard must be more inefficient than mine.

>> The recieving end of what? When it is percieved to be overpriced by
>> people that haven't seen it (especially by you) then this means
>> absolutely nothing to me.
>
>PhuleAze..An 030 in 1996! Nuff said..

Again, no reason, no argument. You haven't ever seen it but you have
decided to dislike it straight away. Hardly a reason to reject a
machine.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.

6315. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-15 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.848072002@gen-off-3>
Source record: 7774

guenther@cabal.shnet.org (Thorsten Guenther) writes:
>Well, you are _American_.
That's news to me. What part of "djs@jet.uk" implies I'm American?

>Most German applications comply to these standards.
Most of the Atari apps I used were German, and I still saw these
inconsistencies. You can choose not to read what I say (like you
must have done to think I'm a Merkin), you can choose to disbelieve me,
but that doesn't make what I say any less true.

>- guenther@cabal.shnet.org (Thorsten G�nther) - _O
Hmm, a more American address than mine!

--
Home page http://www.compulink.co.uk/~ktl/hoagy.html
Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6316. Atari Computers for sale...cheap!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-15 00:00:00 UTC
From: kmiller@mines.edu
Message-ID: <NEWTNews.848073650.25206.kmiller@int2.mines.edu>
Source record: 7775
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

Hi,

I have several accumulated Atari items that I'd like to sell.
The reason is not only growing disenchantment with the
support of Atari products by not only the 3rd party developers,
but also a seemingly loyal secondary and primary retail market.
I just can't make the things do what I need them to do anymore.
But, I guess my lose is your gain. I have 8-bits, Jaguar stuff,
ST stuff, and just some other stuff and remember: THE PRICES ARE
NOT CUT IN STONE...if you have an ideal price (not free!) then we can talk.
All items work as of Friday at 8:00 in the morning!
Shipping is extra.

ST stuff:
Whoever buys these will get half of my software collection
including a ram disky thing from ANTIC, ST Word, etc. Quite a deal
at no cost to you.

1040STf works perfect and is a cosmetic 9.0! Disk drive perfect, etc.
Includes working mouse and some docs $50

520 ST upgraded to 1 meg...you know the story! Includes mouse and
some docs $40

SF314 (2) disk drives with cables and docs and connection cords $25 each

SC1224 (?) the colour monitor with box. No burn-in works well.
I've never had a problem with it. Docs included. $45

SC124 (?) Mono high res monitor. No docs or box but still works
like a gem. $35

SF204 HDD 20 meg (can you dig it?) hard disk drive. Works well
comes with all software preloaded to make it go once attached to
your Atari computer. $50 (I paid $90 :-()

8-bit computers. As above, all work well and are cosmetically
near mint...at any rate they have been well maintained. All
items come with cords and power supplies, and some come with the
original docs and boxes.

400 you know the story. Includes docs for 400/800. Can I
pay you to tow it away. Cosmetically, this is about as perfect as they come.
$ 20

800XL works nice, just not my cup of tea. Even comes with original box...
hey, it's America! $40

65xe works well. comes with original box. I;'ll include the docs
if I can find them in my closet. $40

130xe How can Toad charge $100 for these things? No box but looks
and works like day 1. $50

1050 disk drives. Nothing fancy, but power supply included. One of
them come with a box, the other...does not! $45 each

835 modem...viva 300 baud! perfect condition! $15

I also have some carts for the 8-bit like Assembly Editor,
BASIC, and some games. Will include with first purchase for
$2 each.

2600 works well but no power supply or docs. Several games.
$15

Jaguar game console plus 3 controllers. All cables, cords, etc.
two controllers are the regular black ones and the other is
a rare prototype grey one with blue buttons (available separately
for $25). I'll includew with the purchase of the Jag several carts like
Alien Vs. Predator, Checkered Flag, Power Drvie Rally, and...CYBERMORPH!
Jag comes with box and most game come with boxes...not all mind you.
whole package...minue proto controller $60

That's all...thanks for looking!

karl.

6317. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-15 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <56iodf$ldc@morgoth.sfu.ca>
Source record: 7776

optimus@canit.se (Iggy Drougge) writes:

>Let's just believe him, he's the expert. BTW, Quicktime is probably the
>most fucked animation format I've ever encountered. I can't really see any
>function in it.

QuickTime is not an animation format so your statement is necessarily false
unless you have never encountered any real animation formats. In that
case your statement is only vicariously true. Could you please explain
what you meant?

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6318. Re: Atari Computers for sale...cheap!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-15 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <56in3a$nl7@james.freenet.hamilton.on.ca>
Source record: 7777
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

In <NEWTNews.848073650.25206.kmiller@int2.mines.edu>, kmiller@mines.edu wrote:

: Hi,

: I have several accumulated Atari items that I'd like to sell.
: The reason is not only growing disenchantment with the
: support of Atari products by not only the 3rd party developers,
: but also a seemingly loyal secondary and primary retail market.
: I just can't make the things do what I need them to do anymore.

What do you expect? No one supports Atari users but themeselves alone, along with Apple II users, Commodore Users, Adam users, TI/99, and a whole host of others......the Atari is not unique. "COMPUTER"="IBM or CLONE" is reality now.

: Jaguar game console plus 3 controllers. All cables, cords, etc.
: two controllers are the regular black ones and the other is
: a rare prototype grey one with blue buttons (available separately
^^

This is nonsense! If it is a "Rare Prototype", I have 4 of them. The Blue button Jaguar Controller is merely the controller included with NEWER Jaguars.....there is one with each new Jaguar you buy, and Atari sent me one for "free" when I bought my Jaguar, which had "regular" black buttons.

: for $25). I'll includew with the purchase of the Jag several carts like
: Alien Vs. Predator, Checkered Flag, Power Drvie Rally, and...CYBERMORPH!
: Jag comes with box and most game come with boxes...not all mind you.
: whole package...minue proto controller $60

: That's all...thanks for looking!

: karl.

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

6319. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-16 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.961115214729.17316E-100000@ns1.ptd.net>
Source record: 7778
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

On 14 Nov 1996, Titus Roth wrote:

> Actually the HP Palmtop supports VGA graphics and has other niceties such as
> an infrared port that go beyond the Portfolio. But it did come out
> considerably later than the Portfolio.

That's cool, so I wonder what types of games could be played on it? :)

As for the infrared port, I read that it wouldn't work on a ST computer
because the serial port is not like the PC's. But the direct connection
can be used only it's the same as a null modem, one file sat a time. But
using Ghostlink can make it easy. :)

Eric Noss
a.k.a
Mr. Maddog

6320. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-16 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <328D6B16.2A6@ridgecrest.ca.us>
Source record: 7779

Brian Quinlan wrote:
>
> optimus@canit.se (Iggy Drougge) writes:
>
> >Let's just believe him, he's the expert. BTW, Quicktime is probably the
> >most fucked animation format I've ever encountered. I can't really see any
> >function in it.
>
> QuickTime is not an animation format so your statement is necessarily false
> unless you have never encountered any real animation formats. In that
> case your statement is only vicariously true. Could you please explain
> what you meant?
>
> --

Quicktime- the new cross platform video playback standard.
Just make sure that you have each manufactures extension in
your system folder.
You will need one for Radius, Targa, miro.....ect for optium
playback and hope like hell that they are compatible with
the latest Quicktime version. Strap in and get ready for a
jerky, blury rollercoaster ride. Or your can convert your movie
to Apple standard, or should I say substandard quality with
dropped frames and dithered pallet. Almost as good as MPEG
at it's highest compression setting, but the fat is still
included.

I'll bet the 433mhz Raptors don't use it:)

Mike

>
> Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
> quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6321. FS: Atari games, systems, and 8bit stuff

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-16 00:00:00 UTC
From: Magnus@x-net.net
Message-ID: <328D895F.341A@x-net.net>
Source record: 7780
Cross-posted to: rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs

I've got more than a few Atari items listed on my web page. Mostly
systems and games, but also a few 8bit computers and misc. stuff.

Check it out at:

http://www.x-net.net/games

Thanks!

Will

--
[]
% Will & Clarke's Electronic Entertainment Emporium %
% Conniseurs of classic video and arcade games %
% http://www.x-net.net/games/ for inventory list %
[]

6322. Re: MACINTOSH IS THE SHIT

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-16 00:00:00 UTC
From: toadeatr@bway.net
Message-ID: <328db427.13471949@news.bway.net>
Source record: 7781
Cross-posted to: comp.sys.mac.advocacy,comp.os.msdos.misc,comp.os.ms-windows.advocacy,alt.tasteless.jokes,alt.flame,comp.sys.atari.advocacy,comp.sys.atari.st,harvard.general

kim9@fas.harvard.edu (Michael Kim) wrote:

>On Wed, 13 Nov 1996 13:55:13 -0500, mms@pobox.com (Max Schaefer)
>wrote:
>
>>Thank heavens. The thought of someone as patently evil as Clancy being a
>>Mac advocate makes even Windows 95 seem attractive.
>
>Actually, Clancy used to be featured in Macintosh advertising in the
>late 80's, early 90's. I think he was in that "What's on your
>Powerbook?" series.
>
>Mike
>

Is his new game, SSN available for the Mac?

Grandmaster Demonlord Toadeater
------toadeatr@bway.net-------
9 PLANS ENTERTAINMENT SOFTWARE
http://www.bway.net/~toadeatr

6323. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-16 00:00:00 UTC
From: Steve <krunch@intac.com>
Message-ID: <328DF9FE.10D7@intac.com>
Source record: 7782
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

>
> Unfortunately, no. I would have loved to have one of those, I was
> able to borrow one from engineering when I went on a trip once, and it
> was great. Much better than hauling around my STacy.

Thank God we will no longer need to deal with the absolute
stupidity of the Tramiels. Another example of lunacy by the T bro's.

>
> Dan

--

Join the Telegames list. As a result of the list, 4 new games will
be released for the JAguar. Show your support!!!! Contact Telegames at
http://www.telegames.com

1) Breakout2000 (Dec. '96)
2) TowersII (Dec. '96)
3) Worms (Jan. '97)
4) Zero 5 (Feb. '97)

All can be pre oredered from Bits O' Fun at 1-800-FUN-JAGS. Dave
is a great guy and has some deals for you if you order several. Tell him
Krunch sent you. :)
Remember, is it the squeaky gear that gets the grease.
Make sure you order some of these as they are all excellent games and
Telegames has said they will release more based on the successes of this
run of games. Help me help you get the games you want! :)
How would you feel about Jaguar shareware and would you be willing to
pay money for a hardware add on that allowed it? Developers Welcome.
Vote for the games you want to see @ Kitten Litter
http://www.dfw.net/~kitten/

6324. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-16 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov16.234131.1@cobra.uni.edu>
Source record: 7783

In article <56cl7f$lao@lana.zippo.com>, JEDI writes:

>>As usual Jedi-Girl has got it all wrong. All I did was correct the prices to
>>one that seemed confused. In no way did I defend Apple's offerings. I agree,
>
> A half-truth can sometimes be WORSE than a like. It is true that the
> prices quoted were correct. I corroborated that. I could also give
> a vendor on the web that has those prices NOW. However, your total
> unwillingness to back up what you blather is not the issue here.

Whats this half-truth crap? I corrected whats his name on the prices.. What
part do you not understand? And what Have I not backed up, Jedi-Girl?

> However, there are some very important other details that while not
> refuting your prices do the same to discredit them as a refutation
> would.

Whats this babble? And what are the other important details, Jedi-Girl?

> They still charged you as much for a puny little card w/ a cpu on it
> as the entire equivalent system would have cost you. You just have a
> high tolerance for Mac abuse.

Whats your point? As I stated, I personaly have an issue with the pricing,
what part do you not understand? Please quote me where I have had a high
tolerance of the PC cards?

Apparently from what I hear, Apple has done well with the PC cards espicialy
when there bundled..

And why do you have a high tolerance of ST abuse? Espicialy the pricing wise?

> $300 + <plug & play> != $1200...

I don't know were you get this $1200 price from...

>>Which brand? Cheaper than a Moto box?
>
> I said which brand, you MORON. The ASUS price is about average and
> the same can be said of Intel, Biostar, Tyan and the other bigger
> names.
>
For how much JEDI-GIRL?

>>> Sure they're cheap by Apple standards. That 'standard' should warn
>>> anyone away.

Like the Falcon?

> Knock off $700 more likely. Then the transaction not quite resemble
> theft so much..

Why should they since their sales are good? Ha..It's like me stating that
theft is happening everytime a Hades is sold at that absurd price..

```
> +=================================================+
> | -They are a dying race; let them pass. | ||| |
> | =Who: Atari or Apple? | / | \ |
> | -Yes. | |
> +-----------------------------------------+---------+
> | MacVocates: The only creatures in the universe |
> | that think $800 for a Cyrix 586 MB is a good deal.|
> +=================================================+
```

GREETINGS..

```
|-------------------------------------------------------------------------|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|-------------------------------------------------------------------------|
```

"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6325. Re: NVDI: It's a feature, not a hack. (Re: 10 Reasons To Use an Atari instead of a Macintosh)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-16 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov16.235207.1@cobra.uni.edu>
Source record: 7784

In article <GKNWCAAOUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:

> Petey-boy, as soon as you start showing that you don't even know about the
> Mac's weak points, Chris was wrong about the name (it's "Copy Doubler"),
> but _with_ the "Copy Doubler" software, the Mac's disk operations are
> about as "fast" as the original GEM desktop file operations (without
> Kobold, MinixFS or the like).

Little desparate here...

> BTW: Apple has just lowered the German prices for all PowerMacs: the cost
> DM 1,000.-- less now (tells you about Apple's price policy here, they had
> no problem asking 1,000.-- DMs more until the clone Macs came to Germany).

Ain't competition grand?

> And before you ask: 1,000,-- DMs are 666.67 US$.
>
> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6326. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-16 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov16.234507.1@cobra.uni.edu>
Source record: 7785

In article <56dmtp$i4s@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:

> Actually for newsreading, the ST would be fine, but we haven't sold
> them for years. No, I am determined to find a use for this Mac on my
> desk. Something easy on it, something it can handle without crashing.

Interesting, you use a Mac for newsreading and you have not sold the ST line
for years. So why are you pushing the Falcon and the Hades if they have not
been sold for some time?

> Something it can do when I am not demoing MagiCMac and Atari software
> to Mac users that come into our shop.

But still no sale? Don't be discouraged, you will find a sucker one of these
days.. Who know's Jedi-Girl may want to upgrade..

GREETINGS..

|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6327. Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-17 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <kheller2.11.0012C87A@ix.netcom.com>
Source record: 7641
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

In article <56in3a$nl7@james.freenet.hamilton.on.ca> af332@james.freenet.hamilton.on.ca (William Moeller) writes:
>From: af332@james.freenet.hamilton.on.ca (William Moeller)
>Subject: Re: Atari Computers for sale...cheap!
>Date: 15 Nov 1996 16:24:58 -0500

>In <NEWTNews.848073650.25206.kmiller@int2.mines.edu>, kmiller@mines.edu wrote:

>: Jaguar game console plus 3 controllers. All cables, cords, etc.
>: two controllers are the regular black ones and the other is
>: a rare prototype grey one with blue buttons (available separately
> ^^

>This is nonsense! If it is a "Rare Prototype", I have 4 of them. The
>Blue button Jaguar Controller is merely the controller included with
>NEWER Jaguars.....there is one with each new Jaguar you buy, and Atari sent
>me one for "free" when I bought my Jaguar, which had "regular" black buttons.

The Grey/Blue controller is a a Prototype controller. What do you
mean "NEWER" jags? The ones they just sent out to every store that
are now selling at $50?

By the way, does anybody know if the Cybermorph units they are selling
now are the ORIGINAL ones, with poster inside and original box
with the unreleased games on it?

>: for $25). I'll includew with the purchase of the Jag several carts like
>: Alien Vs. Predator, Checkered Flag, Power Drvie Rally, and...CYBERMORPH!
>: Jag comes with box and most game come with boxes...not all mind you.
>: whole package...minue proto controller $60

Karl

6328. Re: NVDI: It's a feature, not a hack. (Re: 10 Reasons To Use an Atari instead of a Macintosh)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-17 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GKRMFABDUP@cabal.shnet.org>
Source record: 7642

In <1996Nov16.235207.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:

>In article <GKNWCAAOUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>
>> Petey-boy, as soon as you start showing that you don't even know about the
>> Mac's weak points, Chris was wrong about the name (it's "Copy Doubler"),
>> but _with_ the "Copy Doubler" software, the Mac's disk operations are
>> about as "fast" as the original GEM desktop file operations (without
>> Kobold, MinixFS or the like).
>
>Little desparate here...

As you should be, since MacOS has other weaknesses like that (the memory
management springs to mind).

>> BTW: Apple has just lowered the German prices for all PowerMacs: the cost
>> DM 1,000.-- less now (tells you about Apple's price policy here, they had
>> no problem asking 1,000.-- DMs more until the clone Macs came to Germany).

>> And before you ask: 1,000,-- DMs are 666.67 US$.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

6329. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov17.000029.1@cobra.uni.edu>
Source record: 7643
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

In article <56eiks$ijn@einstein.ebicom.net>, bjr@edison.ebicom.net (Brian Roland) writes:
> PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
> :
> : I thought the Newton is a neat little machine?
> :
>
> Wow...I didn't realize Atari made the Newton...
> I always thought Apple did this...
>
> Speaking of small mahcines...did Atari ever relase the ST Book in the USA?

Did Atari ever release the Falcon 040 and the STPad? Nope..

> Brian
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6330. Re: To all fucked Atarians

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-17 00:00:00 UTC
From: gerdw@wa.caeci.ol.ni.schule.de
Message-ID: <GKRKECVGUP@wa.caeci.ol.ni.schule.de>
Source record: 7644
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In <3288ea79.0@ewuir25.ewu.edu> wrote:

>Here's a little jingle for your enjoyment (sung to the tune of Jack n' Jill)
>
>Rich Tietjens spies an ST
>And gets a giant hard-on
>He rubs his balls
>And Strokes his schlong
>His Jism flows soon after!
>
>
>FOAD Rich Tietjens - you fucking loser.

Hey, you stupid fool.

Why don't you print your address. Or have such guys like you no home?

--
Gerd Walter, Stubbenweg 23, 27753 Delmenhorst, Germany
E-mail: gerdw@wa.caeci.ol.ni.schule.de (Gerd Walter)
Tel/Fax +49/4221/83544. Please Phone Before Fax.
http://www-pluto.informatik.uni-oldenburg.de/~caeci/home-d.htm

6331. Re: NVDI: It's a feature, not a hack. (Re: 10 Reasons To Use an Atari instead of a Macintosh)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov17.112917.1@cobra.uni.edu>
Source record: 7645

In article <328ACA2D.253@ridgecrest.ca.us>, Michael Grove <mgrove@ridgecrest.ca.us>
writes:

> Because Apple made them, and people still use them.
> Just like ST's. Each platform has a dark history,
> it just seems that Apples is a little darker than
> Ataris, thus the compairson.

Dark history? The LCIII was a great machine for it's time? What was the point
you were trying to convey? An LCIII today is much useful the the 2-4 bit
color ST..

> Mike
>> Home page http://www.compulink.co.uk/~ktl/hoagy.html

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6332. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov17.112530.1@cobra.uni.edu>
Source record: 7646

In article <328AC972.65C4@ridgecrest.ca.us>, Michael Grove <mgrove@ridgecrest.ca.us>
writes:

>> As usual Jedi-Girl has got it all wrong. All I did was correct the prices to
>> one that seemed confused. In no way did I defend Apple's offerings. I agree,
>> Apple's PC cards are pricey. I did install a Pentium card at work the other
>> day with ease.. Does work. I give Apple credit were credit is due, true plug n
>> play despite the price..
>
> Did you notice how Windows apps ran faster with the DOS card in the Mac
> than actual Mac applications do under the Mac O/S?

Your kidding!..:) Which Mac is that? Could not be the 7200 with a dos card
installed? ...:)

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6333. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov17.112059.1@cobra.uni.edu>
Source record: 7647

In article <328AC865.6BAE@ridgecrest.ca.us>, Michael Grove <mgrove@ridgecrest.ca.us>
writes:
> PETER SINCLAIR-DAY wrote:
>>
>> In article <847637078_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:

> Yea, just like the Mac Clone users have to pay. The Clone
> manufactures have to pay to use the Mac O/S on their machines
> which the user ends up paying for in the price of the machine.
>
> Same thing.

Of course..Don't forget the HD, memory, motherboard, CD-Rom etc..

Whats your point?

> Thank God! Of all the Mac apps i've used, and i've used a few,
> DeBabbleizer is about the only one I would like to see ported to
> TOS. Graphic Converter is pretty nice, and being shareware, it
> blows away most commercial Apple apps.
> So much for the Mac market. It's dying a slow death.
> One can only hope with all the programmers jumping to Win apps
> that the boat will capsize :).

It's nice to dream. However, upstart PowerComputing is the fastest growing
firm in the U.S.... Soo much for the dying a slow death syndrome..

> The resolution is still shit. It's just a novility for those who can
> afford
> one. The quality digital cameras still are over $10K. And you forget you
> can not mention quality and low cost when you are refering to Apple for
> anything. If you want REAL quality, have your slides put on a CD. That
> is
> how the professionals do it. School kids can still dabble in their
> finger
> paint I guess.

Ha ha ha ha.. Give me a break..What clueness.. I suggest you get the the
November issue of MacUser on Digital Cameras and get a clue! Or is the October
one.?

> Yea, one hell of a bug when Apple has to release a completely new O/S
> rev
> just so some of their laptops can boot up :)

Apple did not release a new version for the laptops. The latest 7.5.5 will not work in the PB 1400's, so 7.5.3 is. Have to wait for 7.6 until January..

>> > Bad luck mate, keep
> Try http://www.sgi.com

Been there, done that..

> Because their not being used while you wack your pud.

Please explain..

>> PhuleAze..An 030 in 1996! Nuff said..
>
> Where's your 604e based machine? Still in the school store?

In the IRTC lab..

>> > ---
>> > Paul Womar - Just your average Atari user on the verge of sanity.

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6334. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov17.113716.1@cobra.uni.edu>
Source record: 7648

In article <56ekqf$3oa@orm.southern.co.nz>, chriswil@southern.co.nz (Chris Wilkinson) writes:

> I say f*ck off arsewipe!! YOU have not even SEEN APEX media!! If you had
> I doubt you could comprehend how powerful this program is. If a task was
> performed in realtime, YOU would sit there saying 'Now what?' because you
> could not comprehend that the task had actually completed in the time it
> takes to blink!! I use Macs frequently and NOTHING I have used with ANY
> software is as nice to use as APEX on my Falcon...

Such power on an obsolete 16 mhz 030..:) You must of been not looking at any Mac Apps if you think the Apex one is head and shoulders..Typical, only Atari bonehead advocates would state this..

> They WILL see the light of day. YOU are what will NOT...

Please explain!

> DSP is not obsolete. ALL new chips that are being paraded around the
> Computer Press are in some way DSP oriented (MMX etc...)

I stated that the Moto ones are used in the Falcon are.. A PPC 603e 180 will smoke it. Even the Hades one does not have a DSP despite the outrageous price..

> : Who needs PPC, thats why I love the ST!
>
> Get a life you lame tool!!

I do, thank you. Quit being emotional, it's only a computer..

> Chris W.
> /|\ ATARI loser

GREETINGS..

```
|-------------------------------------------------------------------------|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|-------------------------------------------------------------------------|
```

"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6335. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-17 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.961117171116.23771A-100000@ns1.ptd.net>
Source record: 7649
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

On 17 Nov 1996, PETER SINCLAIR-DAY wrote:

> In article <56eiks$ijn@einstein.ebicom.net>, bjr@edison.ebicom.net (Brian Roland)
writes:
> > PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
> > :
> > : I thought the Newton is a neat little machine?
> > :
> >
> > Wow...I didn't realize Atari made the Newton...
> > I always thought Apple did this...
> >
> > Speaking of small mahcines...did Atari ever relase the ST Book in the USA?
>
> Did Atari ever release the Falcon 040 and the STPad? Nope..

Did IBM ever made a PPC computer compatible with Intel programs?

And don't tell me about corporate workstations, I mean something you buy
at a store in the mall.

Eric Noss
a.k.a
Mr. Maddog

6336. New Jaguar Games (Was Re: Keep the Atari Spirit alive!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-17 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.961117171724.23771B-100000@ns1.ptd.net>
Source record: 7650
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

This is a beginning of a new thread I hope, but it has much to keeping the Atari spirit alive...though it has nothing to do with portible computers or any rantings from the Sinclap a.k.a The MacNerd (I hope)

On Sat, 16 Nov 1996, Steve wrote:

> Thank God we will no longer need to deal with the absolute
> stupidity of the Tramiels. Another example of lunacy by the T bro's.

Can you believe people out there are still playing 2600 games? So I don't see anyone dumping Atari machines in a pit somewhere. And that doesn't even include EMULATION of Atari systems either. :)

> Join the Telegames list. As a result of the list, 4 new games will
> be released for the JAguar. Show your support!!!! Contact Telegames at
> http://www.telegames.com
>
> 1) Breakout2000 (Dec. '96)
> 2) TowersII (Dec. '96)
> 3) Worms (Jan. '97)
> 4) Zero 5 (Feb. '97)

Wow, can't wait to se Zero 5 on the Jag. The STe game looks awesome enough.

> All can be pre oredered from Bits O' Fun at 1-800-FUN-JAGS. Dave
> is a great guy and has some deals for you if you order several. Tell him
> Krunch sent you. :)
> Remember, is it the squeaky gear that gets the grease.
> Make sure you order some of these as they are all excellent games and
> Telegames has said they will release more based on the successes of this
> run of games. Help me help you get the games you want! :)

Hopefully, it will survive as a cult system much like the Vectrex. Too bad it lost a lot of creditiblity because of Atari and lazy programmers. :(

> How would you feel about Jaguar shareware and would you be willing to
> pay money for a hardware add on that allowed it? Developers Welcome.
> Vote for the games you want to see @ Kitten Litter
> http://www.dfw.net/~kitten/

First, make a Jaguar console that allows shareware games to be downloaded into it. Sony is coming out with a PlayStation that will do the same thing. Then also offer ST's as a means of a cheap development computer to code custom games. Maybe someone might be clever enough to make STOS

extensions for Jag games, so game making can be *that* easy! :)

Eric Noss
a.k.a
Mr. Maddog

6337. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov17.233718.1@cobra.uni.edu>
Source record: 7651

In article <56d9l2$36l@dos.canit.se>, optimus@canit.se (Iggy Drougge) writes:

> : Still an extra as well in cost to add functionality..
>
> Yup, and so is System 7.5.

Interesting..System 7.5 came with my system as standard..

> : No market. Available on the other platforms..
>
> If there was a need, it'd show up.

No need due to the dwindling TOS installed base plus the ones who have a dual platform.

> Let's just believe him, he's the expert. BTW, Quicktime is probably the
> most fucked animation format I've ever encountered. I can't really see any
> function in it.

Only to you..

> I prefer putting the pictures on photos, then scanning them, for maximum
> clarity, sharpness and resolution.

Can do that to..But what if you do not have a scanner and film developing facilities..?

> That is the case with most computer technology.

What is your point?

> Ironing out bugs is good, adding uselessness just adds more bugs and an
> excuse to continue development.

What denial..

> In the same way that his mouse is inefficient with two buttons. Damn, I
> must have some real trashy mouse, three buttons and all.

If you say so..

> If it does the job, then why add anything more? The Mac is a very slow
> computer, thus its need for speed.

Barely does the job.. The Mac does much more and costs alot less.
> __/_____________ __ ______ ____________________________
> \/ /_ /__ /_ _// // //\ /\ / ____________________________\
> / / / / __/ / / / / // / / // / / // / __ __

GREETINGS..

|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |

I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I

|---|

"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6338. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov17.234907.1@cobra.uni.edu>
Source record: 7652

In article <djs.847909651@gen-off-3>, djs@jet.uk (David Stevenson) writes:
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>
> [re: .sigs]
>>Huh? Nothing wrong with my cut function..
>
> Then why the hell don't you use it?

When others start cutting, goes both ways..

> Apart from your inability to chop out someone's .sig when quoting, your
> arguments are weakened immensely by your lack of knowledge of the Atari
> platform, and also by your poor standards of literacy.

I know alot about the Atari platform to know when I see blatant denial..

Usenet is not your english classroom. Fail to overcome and resort to nit pick..

Nice try..

> --
> Home page http://www.compulink.co.uk/~ktl/hoagy.html
> Alternate Email hoagy@cix.compulink.co.uk or phone 0973 795327
>
> ==
> The above article is the personal view of the poster and should not be
> considered as an official comment from the JET Joint Undertaking
> ==

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6339. Re: I used a Mac yesterday

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov17.234504.1@cobra.uni.edu>
Source record: 7653

In article <328B723D.78D4@intuit.com>, Mark Fassett <mark_fassett@intuit.com> writes:

>> How can anyone take you seriously? You are incredibly ignorant about
>> what
>> people actually USE the 1040ST for. The computer is used by
>> platinum-record
>> selling artists, particularly in Europe. Erasure has said they will not
>> use a computer other than Atari because the timing on the MIDI ports of
>> both Mac and PC is always off, ever so slightly, because of the way the
>> OS is written and the MIDI info comes over the serial or parallel
>> ports.

Very impressive..So you list only one task for the usefullness of the 1040st..

I know firms who will not use ST technology under any circumstances..

>> How can you criticize something you know so little about?

The capabilities and the high price of ST hardware speaks volumes..

>> -Mark
>
> Uh, Peter? How about a response? Wasamatter?
>
> Do not continue to demonstrate your ignorance about what people use
> Ataris for. Have the guts to admit your error.

Feel better now?

>
> -Mark

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6340. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov17.235603.1@cobra.uni.edu>
Source record: 7654

In article <848098970_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

> Can your colour monitor not display B&W?

Can display grays..

>>> ---
>>> Paul Womar - Just your average Atari user on the verge of sanity.
>>> Please do not duplicate newsgroup messages to this address.
>>> Mail: Paul@pwomar.demon.co.uk IRC: Wo
>>> ---
> ---
> Paul Womar - Just your average Atari user on the verge of sanity.
> Please do not duplicate newsgroup messages to this address.
> ---

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6341. Re: To all fucked Atarians

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-17 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov17.235755.1@cobra.uni.edu>
Source record: 7655
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <3288ea79.0@ewuir25.ewu.edu>, bitch@atari.lovers.org <Bitch Tietjens> writes:
> Here's a little jingle for your enjoyment (sung to the tune of Jack n' Jill)
>
> Rich Tietjens spies an ST
> And gets a giant hard-on
> He rubs his balls
> And Strokes his schlong
> His Jism flows soon after!
>
>
> FOAD Rich Tietjens - you fucking loser.

Ouch!

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6342. Re: NVDI: It's a feature, not a hack. (Re: 10 Reasons To Use an Atari instead of a Macintosh)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-17 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <848360532_OASIS_@pwomar.demon.co.uk>
Source record: 7656

In article <1996Nov16.235207.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <GKNWCAAOUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>
>> Petey-boy, as soon as you start showing that you don't even know about the
>> Mac's weak points, Chris was wrong about the name (it's "Copy Doubler"),
>> but _with_ the "Copy Doubler" software, the Mac's disk operations are
>> about as "fast" as the original GEM desktop file operations (without
>> Kobold, MinixFS or the like).
>
>Little desparate here...

Sorry to hear that Pete but I'm sure that one day they will make
Kobold for the Mac and then you might not be quite so desperate.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.

6343. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-17 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <848360104_OASIS_@pwomar.demon.co.uk>
Source record: 7657

In article <1996Nov16.234507.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <56dmtp$i4s@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
>
>> Actually for newsreading, the ST would be fine, but we haven't sold
>> them for years. No, I am determined to find a use for this Mac on my
>> desk. Something easy on it, something it can handle without crashing.
>
>Interesting, you use a Mac for newsreading and you have not sold the ST line
>for years. So why are you pushing the Falcon and the Hades if they have not
>been sold for some time?

OK Pete your pathertic understanding of Atari systems has been known
for some time and your misconceptions have been corected many times
but sadly your understanding is still very poor, I will do the best
that I can to reverse what you just said in the hope that you will
grasp the reality.

"Interesting, you use an [Atari|ST] for newsreading and you have not
sold the Classic for years. So why are you pushing the Powermac and
PowerTowers if they have not been sold for some time?"

Understand it yet?

>> Something it can do when I am not demoing MagiCMac and Atari software
>> to Mac users that come into our shop.
>
>But still no sale?

He didn't say that, why on earth would you assume that a running demo
of an application means that you do not sell any copies of it?

>Don't be discouraged, you will find a sucker one of these
>days.. Who know's Jedi-Girl may want to upgrade..

A 'sucker' that has one hell of a lot more knowledge than you Pete,
I'm sure.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.

6344. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-17 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <848360796_OASIS_@pwomar.demon.co.uk>
Source record: 7658

In article <1996Nov17.000029.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <56eiks$ijn@einstein.ebicom.net>, bjr@edison.ebicom.net (Brian Roland) writes:
>> PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
>> :
>> : I thought the Newton is a neat little machine?
>> :
>>
>> Wow...I didn't realize Atari made the Newton...
>> I always thought Apple did this...
>>
>> Speaking of small mahcines...did Atari ever relase the ST Book in the USA?
>
>Did Atari ever release the Falcon 040 and the STPad? Nope..

I don't think Atari bothered going very far with the 040 and the STpad
was scrapped late in development, but better to scrap it rather than
push it out and let it flop like I believe the Lisa did.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.

6345. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-17 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <56mc1f$brm@morgoth.sfu.ca>
Source record: 7786

Michael Grove <mgrove@ridgecrest.ca.us> writes:

>You will need one for Radius, Targa, miro.....ect for optium
>playback and hope like hell that they are compatible with
>the latest Quicktime version. Strap in and get ready for a
>jerky, blury rollercoaster ride. Or your can convert your movie
>to Apple standard, or should I say substandard quality with
>dropped frames and dithered pallet. Almost as good as MPEG
>at it's highest compression setting, but the fat is still
>included.

Sorry, but I'm not sure that I understand your post. I was pointing out that
a statement made by another poster is either false or entirely meaningless.
Are you making a different claim? QuickTime is not an animation format.
I don't understand why this is so hard to understand.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6346. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-17 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <328ECCC8.4518@ridgecrest.ca.us>
Source record: 7787

Brian Quinlan wrote:
>
> Michael Grove <mgrove@ridgecrest.ca.us> writes:
>
> >You will need one for Radius, Targa, miro.....ect for optium
> >playback and hope like hell that they are compatible with
> >the latest Quicktime version. Strap in and get ready for a
> >jerky, blury rollercoaster ride. Or your can convert your movie
> >to Apple standard, or should I say substandard quality with
> >dropped frames and dithered pallet. Almost as good as MPEG
> >at it's highest compression setting, but the fat is still
> >included.
>
> Sorry, but I'm not sure that I understand your post. I was pointing out that
> a statement made by another poster is either false or entirely meaningless.
> Are you making a different claim? QuickTime is not an animation format.
> I don't understand why this is so hard to understand.

Daaaaah!
No, QuickTime is a method with which different manufactures can
confuse the end user as to which product to purchase.
An example might be, compair the specs between two video capture
cards. Both are advertised to capture 640*480@ 30fps 24bit color,
both include Adobe Premiere, but one card is priced at $350.00 and
the other at $1000.00. Why not just go for the cheaper card if they
both support QuickTime? It's because while each utilize QuickTime
to communicate with the Mac O/S and hardware, both cards provide their
own methods for video compression and file format. Generally these
formats can not be played back on another machine unless that
products specific extension is available to it. Also, cards such
as the Targa or Miro or Radius must be present in the machine
playing back the video to obtain optium performance.
Now, by saving the format with a standard QT recognized type of
compression, the video is available for play on "any Mac", but
at a much slower frame rate and or reduced resolution than the
originating hardware.
So you could say that QuickTime is a good thing for Mac users
in general. It allows Photoshop to load a single frame from a
movie that was compressed with a format compatible with QuickTime.
It will allow compatible QT movies to be played back with Apples
movie player, Quick Flix or Avid Videoshop.....ect.
But what does it offer the person that wishes to produce professional
video output? Not much but compatibility with Apple Machines. It
makes it easier for Bill Gates to make his machines cross platform

compatible.
It all comes down to the capture card's hardware and software. Almost
all of the PCI cards available for the Mac can be used in a (sic)
Intel PCI based machine, or much better yet, a DEC Alpha machine.
The same card that is available for the Mac that mandiates the use
of QuickTime, can be used in the DEC Alpha under Windows NT with
out Apples QuickTime.
With this being the case, what I FIND hard to understand is, what
benifits do you think your machine has because it utilizes QuickTime
and TOS based systems do not?
I have yet to see ANY Mac be able to play back a Studio 3D 24bit
file. Most X86's can pull that off as well as any standard Falcon.
The only saving grace for the Mac O/S based machines for quality video
production software that I can see will be when Light Wave is released
for the PPC. To bad an 040 based Amiga with a Toaster or an 040 Falcon
with Expose will outperform all but the most expensive options for
the Mac. Probably because the DON'T utilize QuickTime.

Now, does it sound like I think that QuickTime is an animation format?

>
> --
>
> Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
> quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

You had better do a follow-up on your sig line you copied. It was not
Tom
Clancy that said that.

Mike

Hard Headed Die Hard

6347. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-17 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <328ECE5C.5D63@ridgecrest.ca.us>
Source record: 7788

PETER SINCLAIR-DAY wrote:
>
> In article <56dmtp$i4s@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
>
> > Actually for newsreading, the ST would be fine, but we haven't sold
> > them for years. No, I am determined to find a use for this Mac on my
> > desk. Something easy on it, something it can handle without crashing.
>
> Interesting, you use a Mac for newsreading and you have not sold the ST line
> for years. So why are you pushing the Falcon and the Hades if they have not
> been sold for some time?

Ha ha ha, that's a good one. I don't even want to take the bait.
Talk about desparate.

>
> > Something it can do when I am not demoing MagiCMac and Atari software
> > to Mac users that come into our shop.
>
> But still no sale? Don't be discouraged, you will find a sucker one of these
> days.. Who know's Jedi-Girl may want to upgrade..

Hell, maybe when Apple starts charging for "Mac O/S 8 you'll be in line.
It will be funny when you have to start purchasing upgrades for the
software
that isn't compatible with the last O/S version you purchased.

Mike

>
> GREETINGS..
> |---|
> | Peter Sinclair-Day POWERMAC INTERCOURSE.... |
> | University of Northern Iowa

Isn't Iowa State 2 and 8? From what I seen on TV their a bunch of
loosers.
Maybe you should get the whole football team to help you out
here.

|

6348. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-17 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <56mv42$71q@scanner.worldgate.com>
Source record: 7789

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>In article <56dmtp$i4s@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
>
>> Actually for newsreading, the ST would be fine, but we haven't sold
>> them for years. No, I am determined to find a use for this Mac on my
>> desk. Something easy on it, something it can handle without crashing.
>
>Interesting, you use a Mac for newsreading and you have not sold the ST line
>for years. So why are you pushing the Falcon and the Hades if they have not
>been sold for some time?

As usual you type before thinking. We sell C-Lab falcons and DirecT60's every week.
I am not pushing them, I am selling them to people who want and need them. It
doesn't require a "push" to do this, the ,market is still good for us and we
expect it to continue for quite some time.

>> Something it can do when I am not demoing MagiCMac and Atari software
>> to Mac users that come into our shop.
>
>But still no sale?

We sell MagiCMac quite well thank you. Where do you get off making a statement
like this?

I don't even know why I waste my time responding to your dribble.

6349. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-17 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GKRFACAFUP@cabal.shnet.org>
Source record: 7790

In <djs.848072002@gen-off-3> David Stevenson wrote:
>guenther@cabal.shnet.org (Thorsten Guenther) writes:

>>Most German applications comply to these standards.
>Most of the Atari apps I used were German, and I still saw these
>inconsistencies.

Which applications? Start naming some.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

6350. Life of Luxury for $5.00 !!!!!!! - _bigmo2.doc (1/1)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-18 00:00:00 UTC
From: Kenneth@YiHaEnterprises
Message-ID: <848252777.2186.57@intercal.demon.co.uk>
Source record: 7659
Body handling: Inline uuencoded payload not displayed: _bigmo2.doc

```
[Inline uuencoded payload not displayed: _bigmo2.doc]
```

6351. Lottery Win Guaranteed - _bigmo2.doc (1/1)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-18 00:00:00 UTC
From: Kenneth@YiHaEnterprises
Message-ID: <848252771.2186.56@intercal.demon.co.uk>
Source record: 7660
Body handling: Inline uuencoded payload not displayed: _bigmo2.doc

[Inline uuencoded payload not displayed: _bigmo2.doc]

6352. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-18 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <56ob2k$8id@camel4.mindspring.com>
Source record: 7661
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

khheller2@ix.netcom.com (Karl Heller) wrote:

>In article <56in3a$nl7@james.freenet.hamilton.on.ca> af332@james.freenet.hamilton.on.ca (William Moeller) writes:
>>From: af332@james.freenet.hamilton.on.ca (William Moeller)
>>Subject: Re: Atari Computers for sale...cheap!
>>Date: 15 Nov 1996 16:24:58 -0500

>>In <NEWTNews.848073650.25206.kmiller@int2.mines.edu>, kmiller@mines.edu wrote:

>>: Jaguar game console plus 3 controllers. All cables, cords, etc.
>>: two controllers are the regular black ones and the other is
>>: a rare prototype grey one with blue buttons (available separately
>> ^^^

>>This is nonsense! If it is a "Rare Prototype", I have 4 of them. The
>>Blue button Jaguar Controller is merely the controller included with
>>NEWER Jaguars.....there is one with each new Jaguar you buy, and Atari sent
>>me one for "free" when I bought my Jaguar, which had "regular" black buttons.

> The Grey/Blue controller is a a Prototype controller. What do you
>mean "NEWER" jags? The ones they just sent out to every store that
>are now selling at $50?

The grey/blue jag controller is called a Power Pad and was intended
for the Atari STE series of computers which support the Jagpad. The
color scheme matched the color of the STE better than the black one.

A real proto jag stick would be one of the square ones or the one of
the original hack jobs consisting of a 7800 joypad with extra buttons
wired together with a Star Raiders controller for the 2600.

John

6353. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-18 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <56oq8u$dnj@morgoth.sfu.ca>
Source record: 7662

Michael Grove <mgrove@ridgecrest.ca.us> writes:

>Both are advertised to capture 640*480@ 30fps 24bit color,
>both include Adobe Premiere, but one card is priced at $350.00 and
>the other at $1000.00. Why not just go for the cheaper card if they
>both support QuickTime? It's because while each utilize QuickTime
>to communicate with the Mac O/S and hardware, both cards provide their
>own methods for video compression and file format.

I don't understand what you mean in this paragraph. Could you please explain it in a different way? I also do not understand the rest of your post. You suggest that the cross-application capabilities of QuickTime are useless because they do little to aide those doing professional video work. You also suggest that QuickTime actually slows down video playback. This is an interesting suggestion because I would have assumed that more time is spent inside the codec than in the generic QuickTime API code. If I am correct in this assumption then QuickTime can not be to blame for poor play back but, instead, the codec would be.

>Now, does it sound like I think that QuickTime is an animation format?

No.

>You had better do a follow-up on your sig line you copied. It was not
>Tom
>Clancy that said that.

Actually, it was. Often times the Tom Clancy newsgroup degenrates into a PC versus Mac flame war because Tom Clancy makes a great deal of positive reference to Macs in his books. During one of these threads he stated what became my signature and I asked for permission to use it. He granted it.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6354. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-18 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov18.000738.1@cobra.uni.edu>
Source record: 7663

In article <328ECE5C.5D63@ridgecrest.ca.us>, Michael Grove <mgrove@ridgecrest.ca.us>
writes

> Hell, maybe when Apple starts charging for "Mac O/S 8 you'll be in line.
> It will be funny when you have to start purchasing upgrades for the
> software
> that isn't compatible with the last O/S version you purchased.

Where have you been? Wintel/Mac users have been paying for upgrades as well as
ST users to for what ever miniscule shareware is being developed today.

> Mike
>
>>
>> GREETINGS..
>> |---|
>> | Peter Sinclair-Day POWERMAC INTERCOURSE.... |
>> | University of Northern Iowa
>
> Isn't Iowa State 2 and 8? From what I seen on TV their a bunch of
> loosers.
> Maybe you should get the whole football team to help you out
> here.

I suppose Iowa State is 2-8. But what does Iowa State have to do with Northern
Iowa? BTW: UNI is 8-1 and number one in the conference..

Next time look at my sig carefully..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6355. Re: New Jaguar Games (Was Re: Keep the Atari Spirit alive!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-18 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <328fa48d.30484488@news.airtime.co.uk>
Source record: 7664
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

On 17 Nov 1996 22:27:50 GMT, "Mr. Maddog" <mrmaddog@ptdprolog.net>
wrote:

>thing. Then also offer ST's as a means of a cheap development computer to
>code custom games. Maybe someone might be clever enough to make STOS
>extensions for Jag games, so game making can be *that* easy! :)

Whaddaya mean *that* easy???? what exactly are you trying to say
here?, who told you STOS was easy?....Anyone saying STOS is easy
better have a stonkin good program in there disk box, with there name
on it?.....

NEXT ?.....hehe

Eric!..you walked right into that one mate :))))

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

6356. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-18 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <848411882_OASIS_@pcc-uky.campus.mci.net>
Source record: 7665

In article <1996Nov17.113716.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>Such power on an obsolete 16 mhz 030..:) You must of been not looking at any
>Mac Apps if you think the Apex one is head and shoulders..Typical, only Atari
>bonehead advocates would state this..

Apex Media makes full use of the 32mhz DSP as well...Conveniently forgot
that eh? You should pay attention-it makes everything happen under Apex
in real time...A concept you are not familiar with! :)

>I stated that the Moto ones are used in the Falcon are.. A PPC 603e 180 will
>smoke it. Even the Hades one does not have a DSP despite the outrageous
>price..

Obviously not keeping up with current events there sport! DSP support is
coming for the clones! :)

>I do, thank you. Quit being emotional, it's only a computer..

Not to me! AND not to a lot of other Atari fans, obviously! You only wish
you had the passion for your Muc, er Mac that we do for ours!!! :)

>> Chris W.
>> /|\ ATARI loser

I think its very rude and immature to change someone else's SIG...Its about
what I've come to expect from you though...

--

_/_/_/

6357. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-18 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.848311085@gen-off-3>
Source record: 7666

guenther@cabal.shnet.org (Thorsten Guenther) writes:
[re: inconsistent user interfaces]

>Which applications? Start naming some.
DA's products for a start.

And non-German apps did things different ways again (Lattice C editor,
PageStream, etc).

It's a pain in the arse.
--
Home page http://www.cix.co.uk/~ktl/hoagy.html
Alternate Email hoagy@ktl.cix.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6358. Cheap Atari stuff...even cheaper!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-18 00:00:00 UTC
From: kmiller@mines.edu
Message-ID: <NEWTNews.848335963.25758.kmiller@int2.mines.edu>
Source record: 7667
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari.2600

Hi,

The sale has gone quite well, but there are a few things left to sell, and now
I'm pulling out all the stops!

Buy my entire collection of 8-bit stuff for $175 plus shipping!
This includes all power supplies and necessary connectors
to make the machine do what it needs to do! All items are in
perfect working order!

-1 65 xe
-1 130 xe
-1 400
-1 800xl
-2 1050 disk drives
-1 835 modem
-1 xm301 modem
-1 410 tape recorder...how do you make those damn things work?
-various cassettes and disks and carts to make the 8-bit go!
-FREE...2600 with carts to purchaser!
-anything else I can dream up!

I can't do any better than this...if you think the
prices are too high, please try to find half of this stuff
at this price. Additionally, for shipping cost, with purchase,
I will toss in a colour monitor and connecting cable to
attach the 65/130 xe to it...these cables are a pain in the
ass to find.

References upon request!

thanks.

karl.

6359. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-18 00:00:00 UTC
From: joel@I_should_put_my_domain_in_etc_NNTP_INEWS_DOMAIN
Message-ID: <56pt58$i9o@ursa.smsu.edu>
Source record: 7668
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

```
: The Grey/Blue controller is a a Prototype controller. What do you
: mean "NEWER" jags? The ones they just sent out to every store that
: are now selling at $50?

Those are not prototypes, or anything special. They're just the original
STe enhanced joypads...
```

6360. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-18 00:00:00 UTC
From: honda@tgn.net
Message-ID: <56qcke$s7p$1@uhura.phoenix.net>
Source record: 7669
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

kheller2@ix.netcom.com (Karl Heller) wrote:

>In article <56in3a$nl7@james.freenet.hamilton.on.ca> af332@james.freenet.hamilton.on.ca (William Moeller) writes:
>>From: af332@james.freenet.hamilton.on.ca (William Moeller)
>>Subject: Re: Atari Computers for sale...cheap!
>>Date: 15 Nov 1996 16:24:58 -0500

>>In <NEWTNews.848073650.25206.kmiller@int2.mines.edu>, kmiller@mines.edu wrote:

>>: Jaguar game console plus 3 controllers. All cables, cords, etc.
>>: two controllers are the regular black ones and the other is
>>: a rare prototype grey one with blue buttons (available separately
>> ^^^

>>This is nonsense! If it is a "Rare Prototype", I have 4 of them. The
>>Blue button Jaguar Controller is merely the controller included with
>>NEWER Jaguars.....there is one with each new Jaguar you buy, and Atari sent
>>me one for "free" when I bought my Jaguar, which had "regular" black buttons.

> The Grey/Blue controller is a a Prototype controller. What do you
>mean "NEWER" jags? The ones they just sent out to every store that
>are now selling at $50?

About the Grey/Blue controller being a Prototype controller, EGM magazine did an interview with people from Atari awhile back(when they still covered the Jag) and the Grey/Blue color scheme was one of the TEST colors they were using. They had a couple different color schemes they were working on, but the Black/Red won!! They have a picture of an Atari employee (I can't remember who) that had a Grey/Blue Jaguar unit with the Grey/Blue controller.

6361. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-18 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <848353737.8755.1@pwomar.demon.co.uk>
Source record: 7670

In article <1996Nov17.233718.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <56d9l2$36l@dos.canit.se>, optimus@canit.se (Iggy Drougge) writes:
>
>> : Still an extra as well in cost to add functionality..
>> Yup, and so is System 7.5.
>Interesting..System 7.5 came with my system as standard..

And your system would have been about $80 cheaper if it didn't come
with MacOS. Coming pre-installed and having it included in the price
isn't the same a free.

>> Let's just believe him, he's the expert. BTW, Quicktime is probably the
>> most fucked animation format I've ever encountered. I can't really see any
>> function in it.
>Only to you..

Not only to him I'm sure but he did make it quite clear it was an
opion whereas you state things as facts that are just poorly informed
value judgements.

>> I prefer putting the pictures on photos, then scanning them, for maximum
>> clarity, sharpness and resolution.
>
>Can do that to..But what if you do not have a scanner and film developing
>facilities..?

What if you don't have a digital camera? A fools argument Pete.

>> Ironing out bugs is good, adding uselessness just adds more bugs and an
>> excuse to continue development.
>What denial..

Exactly, what denial?

>> In the same way that his mouse is inefficient with two buttons. Damn, I
>> must have some real trashy mouse, three buttons and all.
>If you say so..

Translation: "Yes I was quite wrong with my stupid statement. Admit
it? No way!".

>> If it does the job, then why add anything more? The Mac is a very slow
>> computer, thus its need for speed.
>
>Barely does the job.. The Mac does much more and costs alot less.

Explain please.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.

6362. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-18 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <848353733.8755.0@pwomar.demon.co.uk>
Source record: 7671

In article <1996Nov17.113716.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <56ekqf$3oa@orm.southern.co.nz>, chriswil@southern.co.nz (Chris Wilkinson)
writes:
>
[pete said:]
>Such power on an obsolete 16 mhz 030..:) You must of been not looking at any
>Mac Apps if you think the Apex one is head and shoulders..Typical, only Atari
>bonehead advocates would state this..

No Pete, only someone who hadn't seen Apex would state this, just
admit it, you JUST DON'T KNOW.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.

6363. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-18 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <848353740.8755.2@pwomar.demon.co.uk>
Source record: 7672

In article <1996Nov17.234907.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <djs.847909651@gen-off-3>, djs@jet.uk (David Stevenson) writes:
>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>>
>> [re: .sigs]
>>>Huh? Nothing wrong with my cut function..
>>
>> Then why the hell don't you use it?
>
>When others start cutting, goes both ways..

I always cut .sigs as it's only polite, you moronic attitude does no
good, it's standard netiquette to cut things like .sigs out along with
useless quoting. If everyone had your attitude then nobody would do
anything. You have proved you know little about the Mac, less about
the atari, you can't construct a decent argument and you clearly have
nothing better to do with you "fabulous" computer than have poor digs
at other computer users. Don't add having no mind of your own and no
manners to the list.

>> Apart from your inability to chop out someone's .sig when quoting, your
>> arguments are weakened immensely by your lack of knowledge of the Atari
>> platform, and also by your poor standards of literacy.
>
>I know alot about the Atari platform to know when I see blatant denial..

I think that you will find the only way to know a lot about the Atari
is to use one but it appears you haven't even seen one for years.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.

6364. Re: I used a Mac yesterday

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-18 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <848353748.8755.4@pwomar.demon.co.uk>
Source record: 7673

In article <1996Nov17.234504.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <328B723D.78D4@intuit.com>, Mark Fassett <mark_fassett@intuit.com> writes:
>
>Very impressive..So you list only one task for the usefullness of the 1040st..

It was a major commercial use, it is not he only use.

>I know firms who will not use ST technology under any circumstances..

I'm sure many wouldn't use the Mac either. The ST isn't well suited to
most buisinesses, it is afterall a HOME computer and I don't think it
was ever really meant to be a buisiness machine.

>>> How can you criticize something you know so little about?
>The capabilities and the high price of ST hardware speaks volumes..

No, it says very little atall.

>> Uh, Peter? How about a response? Wasamatter?
>>
>> Do not continue to demonstrate your ignorance about what people use
>> Ataris for. Have the guts to admit your error.
>
>Feel better now?

So you can't admit it or even contest it?

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.

6365. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-18 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <848353744.8755.3@pwomar.demon.co.uk>
Source record: 7674

In article <1996Nov17.235603.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <848098970_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>
>> Can your colour monitor not display B&W?
>Can display grays..

Is it faster like that?

[moronic .sig quoting deleted]

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not duplicate newsgroup messages to this address.

6366. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-18 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <56qg82$jmi@james.freenet.hamilton.on.ca>
Source record: 7675
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

In <kheller2.11.0012C87A@ix.netcom.com>, kheller2@ix.netcom.com (Karl Heller) wrote:

: >: Jaguar game console plus 3 controllers. All cables, cords, etc.
: >: two controllers are the regular black ones and the other is
: >: a rare prototype grey one with blue buttons (available separately
: > ^^

: >This is nonsense! If it is a "Rare Prototype", I have 4 of them. The
: >Blue button Jaguar Controller is merely the controller included with
: >NEWER Jaguars.....there is one with each new Jaguar you buy, and Atari sent
: >me one for "free" when I bought my Jaguar, which had "regular" black buttons.

: The Grey/Blue controller is a a Prototype controller. What do you
: mean "NEWER" jags? The ones they just sent out to every store that
: are now selling at $50?

Yes, the units which are selling dirt cheap. They changed the buttons
to a blue colour. I don't think you have a prototype, unless you are
talking about something which is totally different from what I am.

: By the way, does anybody know if the Cybermorph units they are selling
: now are the ORIGINAL ones, with poster inside and original box
: with the unreleased games on it?

There are TWO sorts of Cybermorph....one is in a BLACK case, and the
other is in a GREY case. I figure that the Jaguar was going to be the
same black as the 7800 system once....hence the black Cybermorph...
I personally think the unit would have been a lot sharper looking had
they gone this route.

Willy
--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

6367. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-18 00:00:00 UTC
From: Tony Silveira <silveira@apple.com>
Message-ID: <3290365B.26DB@apple.com>
Source record: 7676
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

Not yet, but they are working on a PPC notebook that will run multiple
OS. Keep an eye out for mid'97...

Tony

6368. Re: New Jaguar Games (Was Re: Keep the Atari Spirit alive!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-18 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.961118173446.11761G-100000@ns1.ptd.net>
Source record: 7677
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

On Mon, 18 Nov 1996, Tony Greenwood wrote:

> On 17 Nov 1996 22:27:50 GMT, "Mr. Maddog" <mrmaddog@ptdprolog.net>
> wrote:
>
>
> >thing. Then also offer ST's as a means of a cheap development computer to
> >code custom games. Maybe someone might be clever enough to make STOS
> >extensions for Jag games, so game making can be *that* easy! :)
>
> Whaddaya mean *that* easy???? what exactly are you trying to say
> here?, who told you STOS was easy?....Anyone saying STOS is easy
> better have a stonkin good program in there disk box, with there name
> on it?.....
>
> NEXT ?.....hehe
>
> Eric!..you walked right into that one mate :))))

Being the "STOS" man, you sure outta know about coding in STOS. But at least with stuff like Missing Link, I was able to get far into it than I did before and that was for about two years.

Anyway, try writting a game like Heartland in nothing but machine language. AhHA!! :)

BTW, is it just me or is any C compiler on the ST a big pain to use? :P

Eric Noss
a.k.a
Mr. Maddog

6369. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-18 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.961118173839.11761H-100000@ns1.ptd.net>
Source record: 7678
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

On Mon, 18 Nov 1996, Tony Silveira wrote:

> Not yet, but they are working on a PPC notebook that will run multiple
> OS. Keep an eye out for mid'97...

If anyone doesn't remember, awhile back I was debating(?) with Peter Sinclap about still not seeing a viable PPC desktop that runs Intel programs. He tried to upped me one by saying they have workstations out that hase the PPC running Windoze NT. But you can't exactly go to Wal-Mart and buy one of those can you?

After reading about what PPC can do when it first came out, I have been awaiting for such a machine to compete with Intel in terms of running DOS and Windows programs. IBM was even planning to have an on-the-fly Intel to PPC translator chip. But to this day, I only see PPC's on PowerMacs.

If what you say is true, working for Apple and all, then I can't wait for this machine to actually be sold on store shelves. And I bet by some means, it can run ST programs as well :)

Eric Noss
a.k.a
Mr. Maddog

6370. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-18 00:00:00 UTC
From: jim petit <jpetit1@airmail.net>
Message-ID: <3290F6E1.4B83@airmail.net>
Source record: 7679
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

On a slightly different note: Have you seen the latest "All Electronics" catalog? They have black Jaquar controllers for $2.50.

6371. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-18 00:00:00 UTC
From: Tony Silveira <silveira@apple.com>
Message-ID: <329091E9.1B92@apple.com>
Source record: 7680
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

Eric,

Thanks for not flaming. Sometimes these groups get way out of hand.
Anyways, we all know that timelines are subject to delays but it WILL
happen. Apple has also announced that we will have desktops by the end
of '97 that will do the same (I have been waiting quite a long time
myself for such a box!).

Tony

Mr. Maddog wrote:
>
> On Mon, 18 Nov 1996, Tony Silveira wrote:
>
> > > Not yet, but they are working on a PPC notebook that will run multiple
> > > OS. Keep an eye out for mid'97...
>
> If anyone doesn't remember, awhile back I was debating(?) with Peter
> Sinclap about still not seeing a viable PPC desktop that runs Intel
> programs. He tried to upped me one by saying they have workstations out
> that hase the PPC running Windoze NT. But you can't exactly go to
> Wal-Mart and buy one of those can you?
>
> After reading about what PPC can do when it first came out, I have been
> awaiting for such a machine to compete with Intel in terms of running DOS
> and Windows programs. IBM was even planning to have an on-the-fly Intel
> to PPC translator chip. But to this day, I only see PPC's on PowerMacs.
>
> If what you say is true, working for Apple and all, then I can't wait for
> this machine to actually be sold on store shelves. And I bet by some
> means, it can run ST programs as well :)
>
> Eric Noss
> a.k.a
> Mr. Maddog

6372. Re: New Jaguar Games (Was Re: Keep the Atari Spirit alive!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-18 00:00:00 UTC
From: Kit Kimes <kkimes@lucent.com>
Message-ID: <3290AA7A.4B7C@lucent.com>
Source record: 7681
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

Mr. Maddog wrote:
>
> > How would you feel about Jaguar shareware and would you be willing to
> > pay money for a hardware add on that allowed it? Developers Welcome.
> > Vote for the games you want to see @ Kitten Litter
> > http://www.dfw.net/~kitten/
>
> First, make a Jaguar console that allows shareware games to be downloaded
> into it. Sony is coming out with a PlayStation that will do the same
> thing.

I don't know how hard it would be, but it is already being done for the
Sega Genesis. Right now I can subscribe to the Sega Channel from my
cable company. They would give me a hardware device that plugs into my
Sega Genesis and I hook the cable to it. Then I can download and play
as many games as they have on the cable each month (about 25).

--
Kit Kimes
Lucent Technologies Bell Labs
Naperville, IL
phone: (630)-979-8113
email: kkimes@lucent.com or KitKimes@AOL.COM

6373. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-18 00:00:00 UTC
From: Michael Sinks <sinksmic@pilot.msu.edu>
Message-ID: <32910D67.4956@pilot.msu.edu>
Source record: 7682
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

```
jim petit wrote:
>
> On a slightly different note: Have you seen the latest "All
> Electronics" catalog? They have black Jaquar controllers for $2.50.
Bad news, everybody. I just called today (11/18), and they are all out
as of this morning. Seems someone bought a very large supply of them
just this morning (that's what the lady told me).
--

Mike Sinks
sinksmic@egr.msu.edu
```

6374. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-18 00:00:00 UTC
From: jim petit <jpetit1@airmail.net>
Message-ID: <329145AC.6913@airmail.net>
Source record: 7683
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

Michael Sinks wrote:
>
> jim petit wrote:
> >
> > On a slightly different note: Have you seen the latest "All
> > Electronics" catalog? They have black Jaquar controllers for $2.50.
> Bad news, everybody. I just called today (11/18), and they are all out
> as of this morning. Seems someone bought a very large supply of them
> just this morning (that's what the lady told me).
> --
>
> Mike Sinks
> sinksmic@egr.msu.edu

Well Fudge! Thought I was passing along some useful info. Anyway, for
those that don't have it the number to call for a free catalog is:
800-826-5432. If you live outside the U.S. (I heard some people do)
send $2. They have all kinds of interesting (and sometimes useful)
items. Later.............................j

6375. >>> ARE YOU READY FOR LOVE? <<<

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-19 00:00:00 UTC
From: love
Message-ID: <10004729.22CC@anonymous.com>
Source record: 7684

Please join us at http://bradsi.cyberportal.net

6376. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-19 00:00:00 UTC
From: mstclair@iglou1.iglou.com
Message-ID: <E14n2p.9M2@iglou.com>
Source record: 7685
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

af332@james.freenet.hamilton.on.ca (William Moeller) writes:

>In <kheller2.11.0012C87A@ix.netcom.com>, kheller2@ix.netcom.com (Karl Heller)
>wrote:

>: >: Jaguar game console plus 3 controllers. All cables, cords, etc.
>: >: two controllers are the regular black ones and the other is
>: >: a rare prototype grey one with blue buttons (available separately
>: > ^^^

>: >This is nonsense! If it is a "Rare Prototype", I have 4 of them. The
>: >Blue button Jaguar Controller is merely the controller included with
>: >NEWER Jaguars.....there is one with each new Jaguar you buy, and Atari sent
>: >me one for "free" when I bought my Jaguar, which had "regular" black buttons.

>: The Grey/Blue controller is a a Prototype controller. What do you
>: mean "NEWER" jags? The ones they just sent out to every store that
>: are now selling at $50?

>Yes, the units which are selling dirt cheap. They changed the buttons
>to a blue colour. I don't think you have a prototype, unless you are
>talking about something which is totally different from what I am.

Uh, do you guys know that the original poster was talking about the change
in color of the fire buttons, not the numeric keypad buttons?

The controllers in question are *light* grey with *very* blue buttons.

Hint: The controllers are the same light grey as the Atari Falcon
computer.

Hint #2: The Atari Falcon has a 15-pin joypad controller port.

I think these things are rare, but I've heard enough reportings of them to
make me think they were a small production run, and not a proto.

--
Mike St. Clairmstclair@iglou.com***irc:SaintMick***

6377. Re: New Jaguar Games (Was Re: Keep the Atari Spirit alive!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-19 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3291c130.17085531@news.airtime.co.uk>
Source record: 7686
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

On 18 Nov 1996 22:37:39 GMT, "Mr. Maddog" <mrmaddog@ptdprolog.net>
wrote:

>> >code custom games. Maybe someone might be clever enough to make STOS
>> >extensions for Jag games, so game making can be *that* easy! :)

>> Whaddaya mean *that* easy???? what exactly are you trying to say

>> Eric!..you walked right into that one mate :))))

>Anyway, try writting a game like Heartland in nothing but machine
>language. AhHA!! :)

Ill take that as a compliment mate :)

"It" being possible, doesn't make "It" easy, otherwise you could say
that about any software, haa that was made in X..so it must be easy?
sound a bit iffy mate :)

>BTW, is it just me or is any C compiler on the ST a big pain to use? :P

Its not you, its not the compiler...its C thats crap!...IMHO :))

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

6378. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-19 00:00:00 UTC
From: colbee@tyndale.apana.org.au
Message-ID: <848451006_OASIS_@tyndale.apana.org.au>
Source record: 7687

In article <1996Nov16.234507.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>Interesting, you use a Mac for newsreading and you have not sold the ST line
>for years. So why are you pushing the Falcon and the Hades if they have not
>been sold for some time?

Now, we should all read Chris's last post aloud,

V.E.R.Y... S.L.O.W.L.Y for Peter:

Chris said, the ST line of computers has not been sold for years: any
halfwit realises that the Falcon, hades, medusa and DirecT40/60 are NOT ST's.
Unless, of course, Peter wants to also claim, on a similar line, that Apple IIe'
are Macintoshes?? Similar comparison!! Peter - maybe you should take up boxing
as well as janitorial studies?

--

```
-------------------------------------------------------------------------
__ __ __ ___ ___ ___ _ _ __ _ _ Tablature is the
/ _)/ \( ) ( ,)( _)( ,) ( \( ) ( )( )( ) refuge of the
( (_( () ))(__ ) ,\ ) _) ) \ ) ( /__\ )()( musical
\__)\__/(____) (___/(___)(_)\_)(_)\_)(_)(_)\__/ illiterate
G U I T A R I S T colbee@tyndale.apana.org.au
-------------------------------------------------------------------------
```

6379. Re: What is Cyberdog? Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-19 00:00:00 UTC
From: JamesCurran@CIS.CompuServe.Com
Message-ID: <848414750.3658@dejanews.com>
Source record: 7688

In article <DzCF81.I6J@ecf.toronto.edu>, On 1996/10/16
pischke@ecf.toronto.edu (David Pischke) wrote

> Actually, Cyberdog is not a monothilic Internet application. It is not an
> application at all. It is a collection of OpenDoc parts. An OpenDoc part
> is a small, self-contained module that does one specific task. For example,
> Cyberdog is made of separate OpenDoc parts -- a mail reader, news reader,
> web browser, and so on. Because each OpenDoc part is self-contained, they
> can be replaced without affecting the other parts.
> The idea behind OpenDoc is that instead of companies building monolithic
> applications that do everything, companies write small parts that do one
> specific task very well.

First of all, sorry about taking so long to reply -- I don't normally read
comp.sys.atari.advocacy, and just found this article via DejaNews.com

Now, why is it that one can never read a message by an OpenDoc supporter
without seeing OLE described using the phrase "building monolithic applications".
It's amazing -- Apple must have really driven that point home with you guys.
Too bad it's wrong!

Let's take, for example, a comparison of Cyberdog (based on your
description,since I've never seen it) and Microsoft Internet Explorer. MSIE
also comes with a news reader, a mail reader and a web browser (along with a
cool graphic chat module, and a online confernecing module), but has
componetized them enough that they are all separate executables, although they
do all interact with each other, and they too can be replaced if you really
want too (with the replacement still interacting). By that measure, Cyberdog
is more monolithic that MSIE.

But that's not the point. The essense of Component Programming is not to
allow the end user to recreate their apps in some Frankenstein manner. It's
to allow programmers to create new application based on very (very!) specific
components.

Let's now look at the MSIE Web Browser. From your description, under
OpenDoc this would be considered one part. Under OLE/ActiveX, it's DOZENS!
For example, the toolbar running across the top is one ActiveX control.
The Edit line holding the URL is another. The HTML Windows inwhich the
document is displayed in a third. The modules which interpet the Java,
JavaScript, and VBScript programs in the documents are three more.
And so on, for all the pieces.

The advantage of this is that all these controls are readily available.
The code for the toolbar is shared by all of MS's applications -- and it can
be used by ANY rogram that wants a toolbar.

And the same deal applies to the WebBrowser window. Ever want to draw a complicated design for the background of an application you were writing? Just plop a WebBrowser window into your application, and pass it a URL (on the net, or a local file) of a HTML document, and it will display it.

Need a scripting language for your app? Well, once IE3 is installed on the user's machine (A step which can be skipped when Win97 is released), you have -three- available (Java, JavaScript, VBScript). Then, all you have to do is expose objects that control your app, and viola. (ie, If your application has an objects called Widgets which understand Whack methods, then scripting engine will handle the rest of the processing of:

```
int i;
for (i=0; i<5; i++)
Widget[i].Whack;
```

```
-- or if you prefer basic:
for i = 0 to 4
Widget(i).Whack
next
```

>Because OpenDoc parts all share data and interact with each other seamlessly,
>you can build your perfect tool! You can buy a text editor part from one
>company, a spell-checking part from another, a grammar-checking part from
>a thid, a drawing part from a fourth -- instead of buying one monolithic
>application that does everything, but may not do everything the way you
>like it. It allows for much more freedom.

Which is, of course, EXACTLY what OLE has allowed since version 1 (released in 1991). This is the big lie on Apple's part. They stress that they're a "better OLE". What they don't say is that they are a better OLE1, and ignore the fact that they goals were already bested by OLE2 (released 1993), and completely blown out of the water by ActiveX (OLE3; released Mar 1996).

> What's even better, OpenDoc is cross platform. It is an open standard that
>is not controlled by any one company, and the source code can be licensed
>and ported to any platform, even Atari.

This is the other big lie on Apple's part. OpenDoc is controller by two companies (Apple & IBM) throught a puppet organization they set up, CI Labs. (You'll note that all of CI Labs officers are employees of either Apple or IBM). And IBM's contribution was mainly some old patents for SOM & DSOM. All present development is being done almost entirely by Apple. This makes it EXACTLY as open as OLE/ActiveX (except that OLE has now been turn over to a real outside standards organization). The source code to OLE can also be licensed and ported to any platform (even Atari), and in fact, already exists on Win95(Intel), WinNT (Intel, Alpha, MIPS, PowerPC), MacIntosh, and several flavors of UNIX, which puts in on more OSes and hardware platforms (and by far more actual machines) than OpenDoc.

This article was posted to Usenet via the Posting Service at Deja News:
http://www.dejanews.com/ [Search, Post, and Read Usenet News]

6380. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-19 00:00:00 UTC
From: optimus@canit.se
Message-ID: <56t091$6pr@dos.canit.se>
Source record: 7689

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: In article <848098970_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:
:
: > Can your colour monitor not display B&W?
:
: Can display grays..

More importantly, can your graphics card do b/w?
[25 lines of .sigs snipped]

--
=-+X+-=-+X+-=-+X+-=-+X+-=-+X+-=-+X+-=->X<-=-+X+-=-+X+-=-+X+-=-+X+-=-+X+-=-+X+
// Mail: optimus@canit.se Y Transformer collector | //
\X/ Mail: unniggy@algonet.se | Furry/anime fan | \X/
WWW: http://www.canit.se/~optimus | Sonic Code: Sal+++!^ | Team AMIGA

6381. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-19 00:00:00 UTC
From: optimus@canit.se
Message-ID: <56t03h$6pr@dos.canit.se>
Source record: 7690

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: In article <56d9l2$36l@dos.canit.se>, optimus@canit.se (Iggy Drougge) writes:
:
: > : Still an extra as well in cost to add functionality..
: >
: > Yup, and so is System 7.5.
:
: Interesting..System 7.5 came with my system as standard..

Mine didn't. See it as an OS upgrade.

: > : No market. Available on the other platforms..
: >
: > If there was a need, it'd show up.
:
: No need due to the dwindling TOS installed base plus the ones who have a dual
: platform.

Well, most needs are catered for on the ST. If there is no market, there
won't be any development.

: > Let's just believe him, he's the expert. BTW, Quicktime is probably the
: > most fucked animation format I've ever encountered. I can't really see any
: > function in it.
:
: Only to you..

Not really "only". Just because Apple added animation, is it great then?
It has amazing demands on the computer, only to play a 320x200 window of
animation.

: > I prefer putting the pictures on photos, then scanning them, for maximum
: > clarity, sharpness and resolution.
:
: Can do that to..But what if you do not have a scanner and film developing
: facilities..?

You mean you live that far off from civilization? Isn't there any
photoshop where you live? Only to you...
If you can afford the toy camera, you surely must afford some kind of
scnner.

: > That is the case with most computer technology.
:
: What is your point?

Your point isn't much wirth. Everything gets cheaper, and, ultimately,
superseded by updated technology.

: > Ironing out bugs is good, adding uselessness just adds more bugs and an
: > excuse to continue development.
:
: What denial..

Only to Sinclap...

: > In the same way that his mouse is inefficient with two buttons. Damn, I
: > must have some real trashy mouse, three buttons and all.
:
: If you say so..

You say so. Denial?

: > If it does the job, then why add anything more? The Mac is a very slow
: > computer, thus its need for speed.
:
: Barely does the job.. The Mac does much more and costs alot less.

The Mac costs a lot, and is not an option for anyone who does not have a
dire need for Photoshop and Quark, the Mac's killer apps, and isn't
computer illiterate.

: > __/_____________ __ ______ ____________________________
: > \/ /_ /__ /_ _// // //\ /\ / ____________________________\
: > / / / / __/ / / / / // / / // / / // / __ __

If your Mac is so good, then why does it insist on quoting .sigs? Or does
the fault lie with the user?

: GREETINGS..
: |---|
: | Peter Sinclair-Day POWERMAC OF COURSE.... |
: | University of Northern Iowa |
: I I
: I Do you believe in Macintosh? Learn how to help the cause by subscribing I
: I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
: I go to: <http://www.solutions.apple.com/ListAdmin/>. I
: |---|
: "Rush Limbaugh is for people who aren't mature enough for Barney..."
:
: ....David E. Romm - Shockwave
:

--
=-+X+-=-+X+-=-+X+-=-+X+-=-+X+-=->X<-=-+X+-=-+X+-=-+X+-=-+X+-=-+X+-=-+X+
// Mail: optimus@canit.se Y Transformer collector | //
\X/ Mail: unniggy@algonet.se | Furry/anime fan | \X/
WWW: http://www.canit.se/~optimus | Sonic Code: Sal+++!^ | Team AMIGA

6382. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov19.233659.1@cobra.uni.edu>
Source record: 7691
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

In article <328DF9FE.10D7@intac.com>, Steve <krunch@int

> Thank God we will no longer need to deal with the absolute
> stupidity of the Tramiels. Another example of lunacy by the T bro's.

Just have you now...

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6383. Re: DirectT60/Hades

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-19 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov19.005615.1@cobra.uni.edu>
Source record: 7692
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

In article <56qkhe$a90@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:

>>Powermac users I know hardly have any 68k apps in their system.. Strickly
>>native apps baby..And that will blow away the expensive 060 gig..
>
> Puhleeze!
>
> The MacOS is a 68k application with some "Parts" in native code.

No kidding.. Read carefully..

> Are you telling me that you don't use MacOS on your PowerMac?

Yep and native apps to boot.

> And as far as Apple goes...they have been announcing totally native
> code MacOS for two years now, it was supposed to be out this Fall. remember
> Copland? Where is it? Vapourware!!

Yep.. Apple has dropped the ball on Copland. Meanwhile Apple has released the
Performa 6360, 6400, PowerMac7600/132, 8500/180, 9500/180-200, Workgroup
Servers, huge ammounts of imaging products, Powerbook 1400, Newton MP120 and
MP130, Quicktime 2.5, Cyberdog, Opendoc, Open Transport and to many else to
list. You get the picture..

> It will be another year and a half before their announced Native Code
> MacOS is on the streets, and this is just another announcement.

Yep..

> The MacOS is slow, even on a powerful chip like the PPC. Sorry to burst
> your bubble buddy.

What bubble. TOS is Sooo ancient, sorry to burst your bubble. So far behind
in app support, sorry to burst your bubble..

> By the way, I think you are in the wrong newsgroup, this thread should
> be in an advocacy newsgroup. Please move it there.

You started the thread..

> All the best,
>
> Chris @ Computer Direct
> http://compdirect.com

GREETINGS..

|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |

I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I

|---|

"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6384. Re: NVDI: It's a feature, not a hack. (Re: 10 Reasons To Use an Atari instead of a Macintosh)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-19 00:00:00 UTC
From: jmiller <jmiller@rogerswave.ca>
Message-ID: <32920533.4F27@rogerswave.ca>
Source record: 7693

Thorsten Guenther wrote:

> As you should be, since MacOS has other weaknesses like that (the memory
> management springs to mind).

All operating systems have weaknesses. What do you think about MacOS? What
do you think about Windows95? Do you think the Mac is dead?
Please mail, don't post your replies. Thank you.

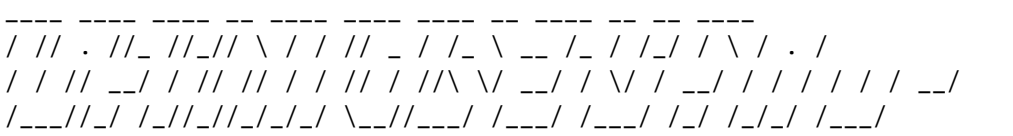
6385. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-19 00:00:00 UTC
From: optimus@canit.se
Message-ID: <56svgi$6pr@dos.canit.se>
Source record: 7694

Brian Quinlan (quinlan@sfu.ca) wrote:
: optimus@canit.se (Iggy Drougge) writes:
:
: >Let's just believe him, he's the expert. BTW, Quicktime is probably the
: >most fucked animation format I've ever encountered. I can't really see any
: >function in it.
:
: QuickTime is not an animation format so your statement is necessarily false
: unless you have never encountered any real animation formats. In that
: case your statement is only vicariously true. Could you please explain
: what you meant?

I have yet to see any good use of QuickTime other than for animation.
Sure, it has lots of add-ons, such as QTVR, but essentially, it's just a
lcunky animation format, with some added-on novelties.

--



6386. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-20 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov20.000035.1@cobra.uni.edu>
Source record: 7695

In article <56mv42$71q@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:

> As usual you type before thinking. We sell C-Lab falcons and DirecT60's every week.
> I am not pushing them, I am selling them to people who want and need them. It
> doesn't require a "push" to do this, the ,market is still good for us and we
> expect it to continue for quite some time.

Say it ain't so...) So you sell at least one unit a day? How many Wintels and
Macs do you sell a day?

> We sell MagiCMac quite well thank you. Where do you get off making a statement
> like this?

From you...

> I don't even know why I waste my time responding to your dribble.

I don't know why I respond to falsehoods..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6387. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-20 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <56u0gq$3bp@morgoth.sfu.ca>
Source record: 7696

optimus@canit.se (Iggy Drougge) writes:

>I have yet to see any good use of QuickTime other than for animation.
>Sure, it has lots of add-ons, such as QTVR, but essentially, it's just a
>lcunky animation format, with some added-on novelties.

I have yet to see any good use of toasters other than in making toast but
toasters are not a type of toast. QuickTime is not an animation format.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6388. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-20 00:00:00 UTC
From: kock@kockens.pp.se
Message-ID: <56vhm7$7bt@mn5.swip.net>
Source record: 7697
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

In article <1996Nov19.233659.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
> Do you believe in Macintosh?

Nope. Not many does..

--

_____
_____/ http://www.geocities.com/Broadway/1353 _____
/_____ .___ . \
(ST) -kock@kockens.pp.se- // //	
|____| -kock@kockens.ct.se- || ||	To boldly go
< oo > || || /_ were no Atari
|__/| WiZZard on -*-Kockens BBS-*- _/|| ||_ /| has gone before
____/ ATARI ONLY +46-46-250256 |_/ |_| _|/
_____ _____/
\ http://home1.swipnet.se/~w-12411 /

6389. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-20 00:00:00 UTC
From: JEDI
Message-ID: <56v6gv$crh@lana.zippo.com>
Source record: 7698

In article <56u0gq$3bp@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>optimus@canit.se (Iggy Drougge) writes:
>
>>I have yet to see any good use of QuickTime other than for animation.
>>Sure, it has lots of add-ons, such as QTVR, but essentially, it's just a
>>lcunky animation format, with some added-on novelties.
>
>I have yet to see any good use of toasters other than in making toast but
>toasters are not a type of toast. QuickTime is not an animation format.

You are genuinely pathetic. Grotesquely bad analogies will do nothing
to change the fact that QuickTime is an application level TOY used to
satiate apple customers. While everyone else is getting more bang for
their buck, Apple is putting TOYS in this weeks update of the OS. While
everyone else is getting decent VM (needed to cure the bloat), protected
memory and _real_ multitasking, Apple is snookering idiots like you with
TOYS.

It's genuinely pathetic when an orphan has more mature core OS options
than a company that occasionally is the biggest microcomputer producer.

Next time try; Toaster Oven. Although you'd probably f*ck that up too.

6390. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-20 00:00:00 UTC
From: Mike Phelps <zeromyhero@sun-link.com>
Message-ID: <32939822.2081@sun-link.com>
Source record: 7699
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

```
> >: The Grey/Blue controller is a a Prototype controller. What do you
> >: mean "NEWER" jags? The ones they just sent out to every store that
> >: are now selling at $50?
>
> >Yes, the units which are selling dirt cheap...

---Where can I get a new Jag for $50!?
```

6391. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-20 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GKUSBGARUP@cabal.shnet.org>
Source record: 7700

In <djs.848311085@gen-off-3> David Stevenson wrote:

>guenther@cabal.shnet.org (Thorsten Guenther) writes:
>[re: inconsistent user interfaces]
>
>>Which applications? Start naming some.
>DA's products for a start.

DA vanished long time ago, IIRC one of their products has been upgraded by
the people who bought the sources and now complies to the '89 key shortcut
standards.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

6392. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-21 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <5709tt$46j@orm.southern.co.nz>
Source record: 7701

Once more (yet again!) into the fray...

Ronald J. Hall (thechyld@pcc-uky.campus.mci.net) wrote:
:
: >> Chris W.
: >> /|\ ATARI loser
: ^^^^^
: I think its very rude and immature to change someone else's SIG...Its about
: what I've come to expect from you though...

I agree, especially when it is MY signature!! More than one can play this
game however... <g>

Keep a lookout for a Sinplop .sig in the next day or two...

Chris W.
/|\ ATARI Falcon 16Mb/340Mb/DSP/FPU

_____<Sinplop insert inane dribble here>

6393. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-21 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <570aol$46j@orm.southern.co.nz>
Source record: 7702

Thanks for 'altering' my .sig Mr Sinclair-Day, here is my reply...

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
:
: GREETINGS..
: |---|
: | Peter Sinclair-Day POWERMAC OFF COURSE.. |
: | University of Northern Iowa Sanitation Dept. |
: | |
: | Do you believe in Macintosh? Learn how to upset Petey by bombarding |
: | <evangelist@macway.com> with stupid questions about the Macintosh. |
: | Make sure that you say Petey recommended you to the address. |
: |---|
"Macintosh is for people who aren't mature enough..."
....Chris B. Wilkinson - Casual Observer

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/DSP/FPU

6394. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-21 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <570dqm$auv@morgoth.sfu.ca>
Source record: 7703

JEDI writes:

> You are genuinely pathetic. Grotesquely bad analogies will do nothing
> to change the fact that QuickTime is an application level TOY used to
> satiate apple customers. While everyone else is getting more bang for
> their buck, Apple is putting TOYS in this weeks update of the OS. While
> everyone else is getting decent VM (needed to cure the bloat), protected
> memory and _real_ multitasking, Apple is snookering idiots like you with
> TOYS.

I apologise for the bad analogy but a bad analogy does not make QuickTime an animation format. Also, by what definition would QuickTime be considered application level? A toy is in the eyes of the beholder. I am not being snookered. One could argue that Atari users are being "snookered" as well because they have put up with a single user, non-distributed operating system for so long.

> It's genuinely pathetic when an orphan has more mature core OS options
> than a company that occasionally is the biggest microcomputer producer.

MkLinux has a much better core than TOS. Why don't you use that? Maybe "TOYS" have some value after all?

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6395. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-21 00:00:00 UTC
From: rworne@primenet.com
Message-ID: <571181$m5i@nnrp1.news.primenet.com>
Source record: 7704
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

Michael Sinks <sinksmic@pilot.msu.edu> wrote:
>jim petit wrote:
>>
>> On a slightly different note: Have you seen the latest "All
>> Electronics" catalog? They have black Jaquar controllers for $2.50.
>Bad news, everybody. I just called today (11/18), and they are all out
>as of this morning. Seems someone bought a very large supply of them
>just this morning (that's what the lady told me).

That bites, so when do we see someone who "just came across" a large
quantity of Jag controllers sell them on the net for $10-15 apiece?

--
Robert Worne NeXT-OS/2-MacOS

Starving CS Undergrad: "Sorry, I don't do Windows! I'd rather starve!"

Visit my videogame collecting site! http://www.primenet.com/~rworne/

6396. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-21 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.848593617@gen-off-3>
Source record: 7705

guenther@cabal.shnet.org (Thorsten Guenther) writes:
>DA vanished long time ago,
That's indicative of one of the main problems in the Atari world; the
market is so small that people go out of business, or move on, quickly.
The DA's products were _nearly_ quite good, and with proper development
Vektor, at least, could have been very good. But as it stands,
it's buggy and underdeveloped.

>IIRC one of their products has been upgraded by
>the people who bought the sources
Do you know who bought the sources? Are they planning any further
developments? Rob Perry of Systems Solutions mentioned a "forthcoming"
MagiCMac-optimised version of Vektor, but it never saw the light of day
over here.
--
Home page http://www.cix.co.uk/~ktl/hoagy.html
Alternate Email hoagy@ktl.cix.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6397. Re: Falcons are horribly overpriced!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-21 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <848698170_OASIS_@pcc-uky.campus.mci.net>
Source record: 7706

In article <570aol$46j@orm.southern.co.nz>
chriswil@southern.co.nz (Chris Wilkinson) said:-

>Thanks for 'altering' my .sig Mr Sinclair-Day, here is my reply...
>
>PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
>:
>: GREETINGS..
>: |---|
>: | Peter Sinclair-Day POWERMAC OFF COURSE.. |
>: | University of Northern Iowa Sanitation Dept. |
>: | |
>: | Do you believe in Macintosh? Learn how to upset Petey by bombarding |
>: | <evangelist@macway.com> with stupid questions about the Macintosh. |
>: | Make sure that you say Petey recommended you to the address. |
>: |---|
> "Macintosh is for people who aren't mature enough..."
> ....Chris B. Wilkinson - Casual Observer
>
>Chris W.
>

<ROFLOL>!!!! Alright, Chris!

--

_/_/_/

6398. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-21 00:00:00 UTC
From: optimus@canit.se
Message-ID: <572auh$s3e@dos.canit.se>
Source record: 7707

```
Brian Quinlan (quinlan@sfu.ca) wrote:
: optimus@canit.se (Iggy Drougge) writes:
:
: >I have yet to see any good use of QuickTime other than for animation.
: >Sure, it has lots of add-ons, such as QTVR, but essentially, it's just a
: >lcunky animation format, with some added-on novelties.
:
: I have yet to see any good use of toasters other than in making toast but
: toasters are not a type of toast. QuickTime is not an animation format.

What is it then? A "multimedia" format?

--

__ ____ ____ ____ __ ____ ____ ____ ____ ____ ____
/_/ / __/ / __/ / / / / \ / . / / / / / / / __/ / __/ / __/
/ / / / / / / / _\ / __ / / / / _/ / / / / / / / / / / / / / __/
/_/ /___/ /___/ /___/ /_/ /___/ /_/_/ /___/ /___/ /___/ /___/ /___/
```

6399. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-21 00:00:00 UTC
From: JEDI
Message-ID: <571neo$ib@lana.zippo.com>
Source record: 7708

In article <570dqm$auv@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>JEDI writes:
>
>> You are genuinely pathetic. Grotesquely bad analogies will do nothing
>> to change the fact that QuickTime is an application level TOY used to
>> satiate apple customers. While everyone else is getting more bang for
>> their buck, Apple is putting TOYS in this weeks update of the OS. While
>> everyone else is getting decent VM (needed to cure the bloat), protected
>> memory and _real_ multitasking, Apple is snookering idiots like you with
>> TOYS.
>
>I apologise for the bad analogy but a bad analogy does not make QuickTime an

Although it does leave the assertion that QT is an animation format
wholy unchallenged. Considering that the only 'novelties' of QT that
have been mentioned are of the sound-track variety, the description
is quite appropriate. QT quite nicely simulates the functionality of
an NTSC video signal. This justifiable puts it in the animation format
category.

>animation format. Also, by what definition would QuickTime be considered
>application level? A toy is in the eyes of the beholder. I am not being

It doesn't need to be a kernel level process to get it's task done.
It doesn't directly interface the hardware for the sake of the user
or the developer.
It does access the OS api for the sake of the user: application.

>snookered. One could argue that Atari users are being "snookered" as well
>because they have put up with a single user, non-distributed operating system
>for so long.

In this case Atarians are in precisely the same position as Mac users.

>
>> It's genuinely pathetic when an orphan has more mature core OS options
>> than a company that occasionally is the biggest microcomputer producer.
>
>MkLinux has a much better core than TOS. Why don't you use that? Maybe
>"TOYS" have some value after all?

Too late: Atari has had Linux for quite some time. If you wish
to play that game: Mac looses, to EVERYBODY.

No significant number of Mac users has the balls or the capacity
to deal with Linux.They're too used to being spoonfed by the UI.

They would be completely lost under Linux.

Atari options, however, don't require abandonment of the familiar
user interface or of old applications. Linux has this nasty side
effect. It is a shame that this is the only manner in which you
could get _real_ multitasking.

Atarians aren't limited by TOS. MagiC and Geneva effectively replace
the OS. While orphan atarians have these to choose from, the only
options that Mac users have that don't merely sit upon MacOS'es
rather rotting core, is Linux.
MkLinux has even less support than TOS in any practical sense.
Linux is far to user hostile for the typical Mac user to deal with as
well. I can just see the typical MacInfant attempting to compile their
own copy of XAnim... '-p

Soon, Apple will develop yet another entirely incompatible platform
out of it's frustration with not being able to deliver Copeland and
Mac Users will be much like AppleII users...

It seems the only way for Mac users to get a real OS is to
effectively abandon their own platform...

6400. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-21 00:00:00 UTC
From: Steve <krunch@intac.com>
Message-ID: <32951BF3.547B@intac.com>
Source record: 7709
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

> Just have you now...

Heh, heh. Even when we agree you still manage to show the
internet community what an uncontrolable asshole you are. At least I
contribute to the newsgroup where as you are simply useless(Like the guy
you voted for)

Join the Telegames list. As a result of the list, 4 new games will
be released for the JAguar. Show your support!!!! Contact Telegames at
http://www.telegames.com

1) Breakout2000 (Dec. '96)
2) TowersII (Dec. '96)
3) Worms (Jan. '97)
4) Zero 5 (Feb. '97)

All can be pre oredered from Bits O' Fun at 1-800-FUN-JAGS. Dave
is a great guy and has some deals for you if you order several. Tell him
Krunch sent you. :)
Remember, is it the squeaky gear that gets the grease.
Make sure you order some of these as they are all excellent games and
Telegames has said they will release more based on the successes of this
run of games. Help me help you get the games you want! :)
How would you feel about Jaguar shareware and would you be willing to
pay money for a hardware add on that allowed it? Developers Welcome.
Vote for the games you want to see @ Kitten Litter
http://www.dfw.net/~kitten/

6401. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-21 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <572p4t$om4@morgoth.sfu.ca>
Source record: 7710

optimus@canit.se (Iggy Drougge) writes:

>What is it then? A "multimedia" format?

QuickTime is a multimedia engine and not a format in any sense.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6402. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-21 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <572p3c$olt@morgoth.sfu.ca>
Source record: 7711

JEDI writes:

> It doesn't need to be a kernel level process to get it's task done.
> It doesn't directly interface the hardware for the sake of the user
> or the developer.
> It does access the OS api for the sake of the user: application.

Actually, QuickTime does directly access video hardware.

>>MkLinux has a much better core than TOS. Why don't you use that? Maybe
>>"TOYS" have some value after all?

> Too late: Atari has had Linux for quite some time. If you wish
> to play that game: Mac looses, to EVERYBODY.

I don't believe that the linux kernal supports SMP and distributed
applications. The Mach kernal used in MkLinux does and I don't
believe that there is an Atari version of MkLinux. Please correct
me if I am wrong.

> Atari options, however, don't require abandonment of the familiar
> user interface or of old applications. Linux has this nasty side
> effect. It is a shame that this is the only manner in which you
> could get _real_ multitasking.

So it is a trade off. You trade an architecturally superior operating system
(MkLinux) for a better interface and old applications. Mac users make
that same trade except that their operating system is even more
architecturally inferior. They get more applications and, arguably, a
better interface.

> Atarians aren't limited by TOS. MagiC and Geneva effectively replace
> the OS. While orphan atarians have these to choose from, the only
> options that Mac users have that don't merely sit upon MacOS'es
> rather rotting core, is Linux.

These replacements do not have the architectual strength of linux so
you are still making a trade.

[purposeless ranting deleted]

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6403. Re: SinClap=Limbaugh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-22 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.961121224025.16359B-100000@ns1.ptd.net>
Source record: 7712

On Wed, 20 Nov 1996, Bruno Kozlowski wrote:

> [Followups redirected]
>
> All this thread is pure advocacy, so please do *not* post such
> articles in comp.sys.atari.st, because there is a dedicated newsgroup
> comp.sys.atari.advocacy for this.
>
> Thank you all. Bruno.

I agree, I hardly ever want to read any more of this SinCrap though it seems a bit funny seeing him rant off some silly nonsense. He does remind me of this one kid in my high school computer class that nobody likes. Well, I'm ending my bit here so I hope not to see any PETER SINCLAP or whatever in a header in c.s.a.st so "Keep Off!" :)

Eric Noss
a.k.a
Mr. Maddog

6404. Re: DirectT60/Hades

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov22.013016.1@cobra.uni.edu>
Source record: 7713
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <56rqhg$r5i@zdi.informatik.uni-stuttgart.de>,
ebertbd@tick.informatik.uni-stuttgart.de (Bernd Ebert) writes:

> |> And you asertion that you need to spend 5-6 grand for software is absurd..Maybe
> |> in your neck of the woods, not were I am at. All the important software are
> |> strickly PPC native. Few come in the 68k flavor..
> |>
> When you become impolite, then you admit that you are wrong! Because somebody who
> knows that he's right is able to prove this with normal arguments!
> --

In the early days of the PowerMacs, firms charged a few dollars to upgrade to
the native version. I'd like to know where you got this 5-6 gran business?

> cu,
> Bernd
>
> http://wwwcip.rus.uni-stuttgart.de/~inf12098/

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6405. Things that the Mac should have

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-22 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <96327.094338STIRRE31@MAINE.MAINE.EDU>
Source record: 7714

Here are some improvements that the Macintosh should implement.
A key combination to switch through many applications.
Windows that can be resized without being activated.
A way to make a certain application deal with certain files.
It would be nice to not have the creator app open all.
Dynamic allocation of memory.
Easy way to put a picture on the background
Move to swtich extensions to applications.
-scott tirrell

6406. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-22 00:00:00 UTC
From: JEDI
Message-ID: <574amq$hu0@lana.zippo.com>
Source record: 7715

In article <572p3c$olt@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>JEDI writes:
>
>> It doesn't need to be a kernel level process to get it's task done.
>> It doesn't directly interface the hardware for the sake of the user
>> or the developer.
>> It does access the OS api for the sake of the user: application.
>
>Actually, QuickTime does directly access video hardware.

IC. So where can I get the QT driver for the ATI 3D Xpression?

>
>>>MkLinux has a much better core than TOS. Why don't you use that? Maybe
>>>"TOYS" have some value after all?
>
>> Too late: Atari has had Linux for quite some time. If you wish
>> to play that game: Mac looses, to EVERYBODY.
>
>I don't believe that the linux kernal supports SMP and distributed
>applications. The Mach kernal used in MkLinux does and I don't

You're misinformed.

>believe that there is an Atari version of MkLinux. Please correct
>me if I am wrong.
>
>> Atari options, however, don't require abandonment of the familiar
>> user interface or of old applications. Linux has this nasty side
>> effect. It is a shame that this is the only manner in which you
>> could get _real_ multitasking.
>
>So it is a trade off. You trade an architecturally superior operating system
>(MkLinux) for a better interface and old applications. Mac users make
>that same trade except that their operating system is even more

Atarians don't need to make such drastic tradeoffs.
They don't need to choose between either a nice interface
or a robust OS. Linux doesn't necessarily require such
spartan measures. It just does if you're using MkLinux.

>architecturally inferior. They get more applications and, arguably, a
>better interface.

Yet Atarians can get an architecturally superior OS and not have
to sacrifice either ease of use or applications. Atarians can have
both; Mac users can have either.

>
>> Atarians aren't limited by TOS. MagiC and Geneva effectively replace
>> the OS. While orphan atarians have these to choose from, the only
>> options that Mac users have that don't merely sit upon MacOS'es
>> rather rotting core, is Linux.
>
>These replacements do not have the architectual strength of linux so
>you are still making a trade.

Macs must make an all or nothing choice. Atarians, and everyone else,
are not so limited. We don't have to deal with what an industrial
strength OS entails to trump the MacOS or TOS.

Atarians don't need to become unix sysadmins just to get a more
robust system, Mac Users do. It's actually quite ironic: in the
end, Mac Users have to become masters of the evil CLI just to get
a decent OS.

6407. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-22 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <574tg5$frj@morgoth.sfu.ca>
Source record: 7716

JEDI writes:

> IC. So where can I get the QT driver for the ATI 3D Xpression?

Sorry, I don't know. I would imagine that ATI would be responsible for
writing the drivers.

>>I don't believe that the linux kernal supports SMP and distributed
>>applications. The Mach kernal used in MkLinux does and I don't

> You're misinformed.

In what respect? The linux kernal does support SMP and distributed
applications?

> Atarians don't need to make such drastic tradeoffs.
> They don't need to choose between either a nice interface
> or a robust OS. Linux doesn't necessarily require such
> spartan measures. It just does if you're using MkLinux.

I'm not sure what you are arguing. Are you saying that the Atari
implementation of Linux is easier to use than MkLinux for the Mac?

> Yet Atarians can get an architecturally superior OS and not have
> to sacrifice either ease of use or applications. Atarians can have
> both; Mac users can have either.

I don't understant what you mean. What OS are you refering to?

> Macs must make an all or nothing choice. Atarians, and everyone else,
> are not so limited. We don't have to deal with what an industrial
> strength OS entails to trump the MacOS or TOS.

My point is that you still must make a compromise. How you make that
compromise is a matter of taste.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

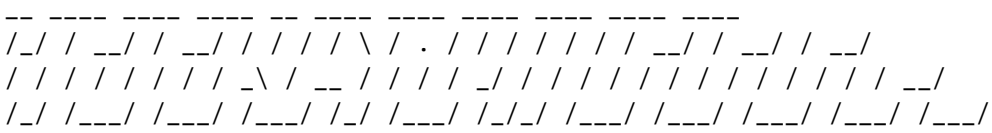
6408. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-22 00:00:00 UTC
From: optimus@canit.se
Message-ID: <5757ug$7uh@dos.canit.se>
Source record: 7717

Brian Quinlan (quinlan@sfu.ca) wrote:
: optimus@canit.se (Iggy Drougge) writes:
:
: >What is it then? A "multimedia" format?
:
: QuickTime is a multimedia engine and not a format in any sense.

So, if QT is an engine, what format does that engine use for its files?
Also, it's strange that so many animation programs insist on using QT for
saving/loading/displaying animations.

--



6409. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-22 00:00:00 UTC
From: JEDI
Message-ID: <57578k$7b@lana.zippo.com>
Source record: 7718

In article <574tg5$frj@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>JEDI writes:
>
>> IC. So where can I get the QT driver for the ATI 3D Xpression?
>
>Sorry, I don't know. I would imagine that ATI would be responsible for
>writing the drivers.

Apparently you don't realize the full implications of your _QT
as a hardware banger_ statement.

>
>>>I don't believe that the linux kernal supports SMP and distributed
>>>applications. The Mach kernal used in MkLinux does and I don't
>
>> You're misinformed.
>
>In what respect? The linux kernal does support SMP and distributed
>applications?

Linux is distributed as source. With the exception of commercial
vendor support, there is likely no difference between what can
be done with the various Linuxen.

>
>> Atarians don't need to make such drastic tradeoffs.
>> They don't need to choose between either a nice interface
>> or a robust OS. [deletia]
[deletia]
>
>> Yet Atarians can get an architecturally superior OS and not have
>> to sacrifice either ease of use or applications. Atarians can have
>> both; Mac users can have either.
>
>I don't understant what you mean. What OS are you refering to?

MagiC and Geneva.

>
>> Macs must make an all or nothing choice. Atarians, and everyone else,
>> are not so limited. We don't have to deal with what an industrial
>> strength OS entails to trump the MacOS or TOS.
>
>My point is that you still must make a compromise. How you make that
>compromise is a matter of taste.

Your concept of compromise is rather bizzare. Linux and MacOS are about as opposite as extremes get. A choice between one or the other is no compromise; it's a fundemental paradigm shift. This would be especially so for the vast majority of Mac Users.

More robust, but not industrial strength is a compromise.
Less bulletproof, but more cross (or back) compatible is a compromise.

What you would pass off as compromise is anything but...

I get the impression that you have absolutely no clue as to what would await you as a Linux user, especially as an MkLinux user.

I wouldn't expect user numbers for MkLinux to exceed those of the 68K platforms anytime soon...

6410. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov22.232438.1@cobra.uni.edu>
Source record: 7719

In article <56t03h$6pr@dos.canit.se>, optimus@canit.se (Iggy Drougge) writes:

> Mine didn't. See it as an OS upgrade.

Must have an old machine.. System 7.5 is available on Web sites and is
included on CD with Mac rags like Mac Addict..

> : No need due to the dwindling TOS installed base plus the ones who have a dual
> : platform.
>
> Well, most needs are catered for on the ST. If there is no market, there
> won't be any development.

Yep.. Pretty much sums up the Tos market..

> : Only to you..
>
> Not really "only". Just because Apple added animation, is it great then?
> It has amazing demands on the computer, only to play a 320x200 window of
> animation.

He he he he he..Only Atari!

> You mean you live that far off from civilization? Isn't there any
> photoshop where you live? Only to you...
> If you can afford the toy camera, you surely must afford some kind of
> scnner.

Ha ha ha ha.. I want instant results. Don't worry, without developing costs,
the camera pays for it self.. Toy camera is being used by more and more
professionals. Even Kodak has a line of excellent digital cameras that put
Apple's current one to shame. Hopefully the Quicktake 200 will remedy it.

> Your point isn't much wirth. Everything gets cheaper, and, ultimately,
> superseded by updated technology.

Not the TOS hardware platform..

> Only to Sinclap...
>
> : If you say so..
>
> You say so. Denial?

Who me? The only ones who are in denial are you and a few here including
JEDI-Girl..

> The Mac costs a lot, and is not an option for anyone who does not have a
> dire need for Photoshop and Quark, the Mac's killer apps, and isn't
> computer illiterate.

What denial..The Mac does not cost alot.. He he he he.. Please quote the sourse of the high prices...Mac OS machines even cost less many of the name brand Wintel machines..

> : > __/_____________ __ ______ _____________________________
> : > \/ /_ /__ /_ _// // //\ /\ / _____________________________\
> : > / / / / __/ / / / / // / / // / / // / __ __

GREETINGS..

|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |

I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|

"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6411. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov22.233304.1@cobra.uni.edu>
Source record: 7720

In article <56t091$6pr@dos.canit.se>, optimus@canit.se (Iggy Drougge) writes:

>
> More importantly, can your graphics card do b/w?

Just grays and color.

> --
> =-+X+-=-+X+-=-+X+-=-+X+-=-+X+-=-+X+-=->X<-=-+X+-=-+X+-=-+X+-=-+X+-=-+X+-=-+X+
> // Mail: optimus@canit.se Y Transformer collector | //

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6412. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-23 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <01bbd8fd$dc6a4c60$50f4aec7@default>
Source record: 7721
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

> ---Where can I get a new Jag for $50!?
>

Try WaldenSoftware...they have them for $49.99.

Geoff!

6413. Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-23 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov23.000130.1@cobra.uni.edu>
Source record: 7722

In article <570aol$46j@orm.southern.co.nz>, chriswil@southern.co.nz (Chris Wilkinson) writes:

> : GREETINGS..
> : |---|
> : | Peter Sinclair-Day POWERMAC OF COURSE.. |
> : | University of Northern Iowa

> Chris W.
> /|\ ATARI Falcon030 16Mb/340Mb/DSP/FPU

So you need 16 megs...I thought Falcon users did not need that amount of memory because TOS apps are soo efficient..)

So much for the myth..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6414. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-23 00:00:00 UTC
From: jim petit <jpetit1@airmail.net>
Message-ID: <32969C54.3673@airmail.net>
Source record: 7723

PETER SINCLAIR-DAY wrote:
>...Mac OS machines even cost less many of the name
> brand Wintel machines..
>
Maybe so. But it's still just a Mac.

6415. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-23 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <576aqg$ni5@morgoth.sfu.ca>
Source record: 7724

JEDI writes:

> Apparently you don't realize the full implications of your _QT
> as a hardware banger_ statement.

Apparently not, could you please explain the implications to me.

> Linux is distributed as source. With the exception of commercial
> vendor support, there is likely no difference between what can
> be done with the various Linuxen.

It is interesting that you latter claim that I could not comprehend MkLinux when you do not even seem to understand what a distributed operating system is. A distributed operating system allows programs to (easily) distribute chores amongst workstations. The Mach kernal provides such a facility but I do not believe that the linux kernal does. SMP is symetrical multiprocessing which operating systems use to symetrically schedual processes amongst several processors. I believe that only rudimentry support for SMP is available in vanilla linux.

> Your concept of compromise is rather bizzare. Linux and MacOS are
> about as opposite as extremes get. A choice between one or the other
> is no compromise; it's a fundemental paradigm shift. This would be
> especially so for the vast majority of Mac Users.

You are correct. I was using the word compromise incorrectly since compromise precludes choosing an extreme. I still maintain that Macintosh users are still making a reasonable decision by weighing the GUI and API features more heavily than the operating system core.

> I get the impression that you have absolutely no clue as to what
> would await you as a Linux user, especially as an MkLinux user.

Actually, I have been using MkLinux since DR0. I don't understant why you think that that MkLinux is more difficult to use than vanilla linux. They differ only in kernal architecture and that is abstracted away from the user.

> I wouldn't expect user numbers for MkLinux to exceed those of the
> 68K platforms anytime soon...

I would expect this as well but I don't understant your point.
--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6416. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-23 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <576bpe$o7u@morgoth.sfu.ca>
Source record: 7725

optimus@canit.se (Iggy Drougge) writes:

>So, if QT is an engine, what format does that engine use for its files?
>Also, it's strange that so many animation programs insist on using QT for
>saving/loading/displaying animations.

The QuickTime engine doesn't care what format the data is in so long
as the data has a valid QuickTime header and it can access a codec that
supports the format in question. Actually, I believe that if the data
does not have a QuickTime header then QuickTime will attempt to deduce
the information that would be contained in the header. Most programs
insist on using QT because they do want to reinvent the wheel just to
manipulate video.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6417. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-23 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <576b9p$o0a@morgoth.sfu.ca>
Source record: 7726

Kyle R. Hofmann <rhofmann@crl.com> writes:

> Yes. The distributed applications part obviously requires a program
>that supports it, but the kernel does do SMP (Admittedly, not well.
>That's one of the goals for the 2.1.x series of kernels: get _good_ SMP,
>not just SMP).

Does the kernal provide a frame work for distributed applications?
Thanks for the SMP info. I didn't know the linux kernal supported it
to any degree.

> I can't tell if that's what he's trying to say, but if your
>interpretation is correct, he's wrong. All MkLinux is a Linux built on
>top of the Mach microkernel. Mostly the same, with the innards a little
>different. To the application, it's mostly the same, although there is a
>version X for MkLinux which uses Mach calls instead of Linux ones. (BTW,
>there's a PPC Linux project in the works)

I believe that I correctly interpreted his post and that he is, in fact,
wrong. As an interesting note, all linux kernal calls are handled by
operating system code which directs the calls to the Mach kernal. So
even code that directly accesses the linux kernal is portable to MkLinux.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6418. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-23 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <3296C264.3CF@ridgecrest.ca.us>
Source record: 7727

Brian Quinlan wrote:
>
> optimus@canit.se (Iggy Drougge) writes:
>
> >So, if QT is an engine, what format does that engine use for its files?
> >Also, it's strange that so many animation programs insist on using QT for
> >saving/loading/displaying animations.
>
> The QuickTime engine doesn't care what format the data is in so long
> as the data has a valid QuickTime header and it can access a codec that
> supports the format in question.

It seems now that you do understand what I said earlier.
Is there an MPEG codec for Quick Time?

> Actually, I believe that if the data
> does not have a QuickTime header then QuickTime will attempt to deduce
> the information that would be contained in the header.

Ok, if that is the case, try running an Autodesk Studio 3D file.
Let it "try".

> Most programs
> insist on using QT because they do want to reinvent the wheel just to
> manipulate video.

Not most programs, only Apple compatible applications. (few PC).
Don't forget where your are.
Are you saying that, for instance, the Video Toaster Flyer
format is inferior because QT is not used?
Now theres a laugh. I may have to get shitty and cross post
this to the Amiga advocacy.

Mike

>
> --
>
> Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
> quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6419. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-23 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <5767fs$5fe@nexp.crl.com>
Source record: 7728

In article <574tg5$frj@morgoth.sfu.ca>, Brian Quinlan wrote:
: >>I don't believe that the linux kernal supports SMP and distributed
: >>applications. The Mach kernal used in MkLinux does and I don't

: > You're misinformed.

: In what respect? The linux kernal does support SMP and distributed
: applications?

Yes. The distributed applications part obviously requires a program
that supports it, but the kernel does do SMP (Admittedly, not well.
That's one of the goals for the 2.1.x series of kernels: get _good_ SMP,
not just SMP).

: > Atarians don't need to make such drastic tradeoffs.
: > They don't need to choose between either a nice interface
: > or a robust OS. Linux doesn't necessarily require such
: > spartan measures. It just does if you're using MkLinux.

: I'm not sure what you are arguing. Are you saying that the Atari
: implementation of Linux is easier to use than MkLinux for the Mac?

I can't tell if that's what he's trying to say, but if your
interpretation is correct, he's wrong. All MkLinux is a Linux built on
top of the Mach microkernel. Mostly the same, with the innards a little
different. To the application, it's mostly the same, although there is a
version X for MkLinux which uses Mach calls instead of Linux ones. (BTW,
there's a PPC Linux project in the works)

--
Kyle R. Hofmann <rhofmann@crl.com>

"There are no significant bugs in our released software that any
significant number of users want fixed." -- Bill Gates

6420. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-23 00:00:00 UTC
From: optimus@canit.se
Message-ID: <577eqt$i49@dos.canit.se>
Source record: 7729

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: In article <56t03h$6pr@dos.canit.se>, optimus@canit.se (Iggy Drougge) writes:
:
: > Mine didn't. See it as an OS upgrade.
:
: Must have an old machine.. System 7.5 is available on Web sites and is
: included on CD with Mac rags like Mac Addict..

Those were older, yes. Of course, in ordet to gain InterNet access, I
needed the TCP/IP stack that came with System 7.5, so that was a moot
point.

: > : No need due to the dwindling TOS installed base plus the ones who have a dual
: > : platform.
: >
: > Well, most needs are catered for on the ST. If there is no market, there
: > won't be any development.
:
: Yep.. Pretty much sums up the Tos market..

Yup. But, there _is_ development, albeit not as much as on the Mac, Amiga
or WinTel, but nevertheless, there is some. Take APEX Media, for example.

: > : Only to you..
: >
: > Not really "only". Just because Apple added animation, is it great then?
: > It has amazing demands on the computer, only to play a 320x200 window of
: > animation.
:
: He he he he he..Only Atari!

I've never tried QT on an Atari, so I'll taje your word for it. My
experience is purely from the Mac.

: > You mean you live that far off from civilization? Isn't there any
: > photoshop where you live? Only to you...
: > If you can afford the toy camera, you surely must afford some kind of
: > scnner.
:
: Ha ha ha ha.. I want instant results. Don't worry, without developing costs,
: the camera pays for it self.. Toy camera is being used by more and more
: professionals. Even Kodak has a line of excellent digital cameras that put
: Apple's current one to shame. Hopefully the Quicktake 200 will remedy it.

Those professionals can't have great demands. Either that, or stacks of
money. Then, there's PhotoCD, or digitisers. The toy cameras are good for

small pictures, a few centimeters, but otherwise, even PhotoCD is
preferable.

: > Your point isn't much wirth. Everything gets cheaper, and, ultimately,
: > superseded by updated technology.
:
: Not the TOS hardware platform..

Not sure about that... The Falcon MKX price was recently cut by 35%...

: > Only to Sinclap...
: >
: > : If you say so..
: >
: > You say so. Denial?
:
: Who me? The only ones who are in denial are you and a few here including
: JEDI-Girl..

Stop being so bloody immature, his name is JEDI, pure and simple.

: > The Mac costs a lot, and is not an option for anyone who does not have a
: > dire need for Photoshop and Quark, the Mac's killer apps, and isn't
: > computer illiterate.
:
: What denial..The Mac does not cost alot.. He he he he.. Please quote the
: sourse of the high prices...Mac OS machines even cost less many of the name
: brand Wintel machines..

MacWareHouse, for example. Anyway, why buy some big-name PC, they're all
the same. They can even be built from scratch in anyone's bedroom.

[.sig snipped]

Seriously, do you now how to handle cutting? I'll tell you.
On the Mac, you mark the text with the mouse, then press backspace, or
command-x.

--
| optimus@canit.se
/ __ __ /\ __ __ __ __ _ | unniggy@algonet.se
/ /_/ /_/ /_/ . /_/ / /_/ /_/ /_/ /_/ /_/ /-' | StHJJ1WkS+++Sal+++!^Bun+
__/ __/ __/ __/ __/ __/ ** | Son++Tal+tNic++^E27Ay80

6421. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-23 00:00:00 UTC
From: optimus@canit.se
Message-ID: <577etg$i49@dos.canit.se>
Source record: 7730

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: In article <56t091$6pr@dos.canit.se>, optimus@canit.se (Iggy Drougge) writes:
:
: >
: > More importantly, can your graphics card do b/w?
:
: Just grays and color.

Hm. The Macs I use all can handle b/w, it speeds up quite a lot, actually.
So does grays, too.

Do you have some problem with ou new software? C-U-T S-I-G!

--
/\ __ __ __ __ __ __ __ __ __ ____
/\// \ / \ / /\ /_ \ / \ / \ / /\ / \ / \ / __/
/ // /\// /\//\ /__ / / // '_// / // / // /\// /\// __/
\/ __/ __/ __/ \/ __/ \/_/ __/ __/ __/ __/ __/optimus@canit.se

6422. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-23 00:00:00 UTC
From: optimus@canit.se
Message-ID: <577f1r$i49@dos.canit.se>
Source record: 7731

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: In article <570aol$46j@orm.southern.co.nz>, chriswil@southern.co.nz (Chris Wilkinson)
writes:
:
: > : GREETINGS..
: > : |---|
: > : | Peter Sinclair-Day POWERMAC OF COURSE.. |
: > : | University of Northern Iowa
:
: > Chris W.
: > /|\ ATARI Falcon030 16Mb/340Mb/DSP/FPU
:
: So you need 16 megs...I thought Falcon users did not need that amount of
: memory because TOS apps are soo efficient..)

Perhaps it's for Mac emulation? =)
Anyway, that is a fraction of what a Mac needs in order to do any serious
applications.

--
/\ __ __ __ __ __ __ __ __ __ ____
/\// \ / \ / /\ /_ \ / \ / \ / /\ / \ / \ / __/
/ // /\// /\//\ /__ / / // '_// / // / // /\// /\// __/
\/ __/ __/ __/ \/ __/ \/_/ __/ __/ __/ __/ __/optimus@canit.se

6423. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-23 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <577n1d$400@morgoth.sfu.ca>
Source record: 7732

Michael Grove <mgrove@ridgecrest.ca.us> writes:

>It seems now that you do understand what I said earlier.
>Is there an MPEG codec for Quick Time?

Yes.

>Ok, if that is the case, try running an Autodesk Studio 3D file.
>Let it "try".

Obviously it will fail if it cannot find a codec that can handle
that media type.

>Not most programs, only Apple compatible applications. (few PC).
>Don't forget where your are.
>Are you saying that, for instance, the Video Toaster Flyer
>format is inferior because QT is not used?
>Now theres a laugh. I may have to get shitty and cross post
>this to the Amiga advocacy.

A format is an arrangement of data. A format cannot use QuickTime.
A QuickTime codec can support a format.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6424. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-23 00:00:00 UTC
From: bond@access4.digex.net
Message-ID: <577v2m$jm4@access4.digex.net>
Source record: 7733
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

In article <571181$m5i@nnrp1.news.primenet.com>,
Robert Worne <rworne@primenet.com> wrote:

>That bites, so when do we see someone who "just came across" a large
>quantity of Jag controllers sell them on the net for $10-15 apiece?

That is what I think. Some tool just bought them all up hoping to double his money over the next 6-12 months. It's great to think that 4Play or someone did this as part of a greand scheme that would have meaning... But if that was the case I think it would have been done earlier. So I suggest that if there comes a time were a person selling pads is a likely suspect--boycott them. Even if it means having to pay more for your own pad (unlikely really). If they had been ProControllers I would have had my order in when I first saw the post...

--
_ _ _ mailto:bond@access.digex.net
| | |_' / `_| http://www.access.digex.net/~bond
|_| ._| / |_. -=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
Atari and OS/2 =-=-=-see WWW for PGP public key=

6425. Repost: 603e faster than 601?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-23 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <848800236_OASIS_@pwomar.demon.co.uk>
Source record: 7734

I posted this last week but Pete didn't manage a response so I guess
he didn't see it, so Pete a response would be nice.

Whilst looking through a Mac catalogue that I saw some oddites in the
Mac pricing and so decided to ask here about some chip details, Pete
replied:

In article <1996Nov8.192554.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>The 603e has replaced the 603 and blows away the 601.

Well I knew the 603 wasn't as good as the 601 in the first place and
(foolishly) accepted what Pete had said about the 603e. Today whilst
in the newsies I tried to find out what sort of performance difference
there was between chips and found out that the 601 is actually better
than the 603e. I also asked a few people that I know on IRC (Mac
owners) and they said the same thing so it appears that not only does
he not know about Atari machines he doesn't even have the facts
straight about the Mac range. I always knewhis oppinions were out of
sync but he doesn't even know about the power of the processors. It's
hardly surprising that he can't construct a decent argument.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.

6426. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-23 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32978560.12CE@ridgecrest.ca.us>
Source record: 7735

Brian Quinlan wrote:
>
> Michael Grove <mgrove@ridgecrest.ca.us> writes:
>
> >It seems now that you do understand what I said earlier.
> >Is there an MPEG codec for Quick Time?
>
> Yes.

Ok, tell me where this extension (or codec as you perfer)
is located. I want to be able to display MPEG video from the
desktop (excuse me, finder) using the Apple Video player.

>
> >Ok, if that is the case, try running an Autodesk Studio 3D file.
> >Let it "try".
>
> Obviously it will fail if it cannot find a codec that can handle
> that media type.

I though you said that it would "try" to resolve the files headder.
Why didn't you say it would fail in the first place?

>
> >Not most programs, only Apple compatible applications. (few PC).
> >Don't forget where your are.
> >Are you saying that, for instance, the Video Toaster Flyer
> >format is inferior because QT is not used?
> >Now theres a laugh. I may have to get shitty and cross post
> >this to the Amiga advocacy.
>
> A format is an arrangement of data. A format cannot use QuickTime.
> A QuickTime codec can support a format.

God, your learning well from SinPlop. So your saying the QT is a
limitation
on the Mac platform? I don't understand. Please explain how QT
"modernizes"
video playback on other platforms? I wasn't asking for a lesson in
terminology. I'm illiterate remember? I use an Atari. What I was
poking at was your statement to the effect that QuickTime is
THE best way to support video on any platform. You are grossly
mistaken with this statement.

MPEGDSP supports MPEG play back on the Falcon.
APEXFLC.GTP supports AutoDesk Studio 3D files.

AQTPLAYER supports QT playback
PLAYAVI supports AVI playback
and a few others. All without QuickTime.

Mike

6427. Re: Repost: 603e faster than 601?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-23 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov23.192451.1@cobra.uni.edu>
Source record: 7736

In article <848800236_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:
> I posted this last week but Pete didn't manage a response so I guess
> he didn't see it, so Pete a response would be nice.

No, I did not see it..

> Whilst looking through a Mac catalogue that I saw some oddites in the
> Mac pricing and so decided to ask here about some chip details, Pete
> replied:

I responded to that..

> In article <1996Nov8.192554.1@cobra.uni.edu>
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>
>>The 603e has replaced the 603 and blows away the 601.
>
> Well I knew the 603 wasn't as good as the 601 in the first place and
> (foolishly) accepted what Pete had said about the 603e. Today whilst
> in the newsies I tried to find out what sort of performance difference
> there was between chips and found out that the 601 is actually better
> than the 603e. I also asked a few people that I know on IRC (Mac
> owners) and they said the same thing so it appears that not only does
> he not know about Atari machines he doesn't even have the facts
> straight about the Mac range. I always knewhis oppinions were out of
> sync but he doesn't even know about the power of the processors. It's
> hardly surprising that he can't construct a decent argument.

I don't know who you talked to, currently the 603e processor exceeds the previous 601 speed wise. The 601's fastest speed that was used topped at 120 mhz.. Currently the 603e fastest speed is 240mhz when PowerComputing ships them in December. However, a 300mhz one will be on deck by mid '97'...

The slowest 603e machine being shipped today is the 160mhz Performa 6360, Starmax 3000, and Umax C500. No one is shipping 100-120 mhz ones today..

So I stand correct, that 603e's are faster.. What part do you not understand?

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I

|--|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6428. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-23 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GKXRDCBFUP@cabal.shnet.org>
Source record: 7737

In <1996Nov23.000130.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>In article <570aol$46j@orm.southern.co.nz>, chriswil@southern.co.nz (Chris Wilkinson)
writes:
>> /|\ ATARI Falcon030 16Mb/340Mb/DSP/FPU
>
>So you need 16 megs...I thought Falcon users did not need that amount of
>memory because TOS apps are soo efficient..)

Perhaps he does do Digital Audio, video capture or something similar?
Perhaps he uses MagiC and runs several applications at once (remember:
TOS/MagiC does not ship with VMEM)? And - Petey-boy - a Falcon's ST RAM is
either 1, 4 or 14 (plus two unusable) megs, 8 would suffice, 4 are a bit
too low (IMHO) and a 1 meg Falcon is a joke.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

6429. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-23 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov23.192807.1@cobra.uni.edu>
Source record: 7738
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy

In article <56vhm7$7bt@mn5.swip.net>, kock@kockens.pp.se (J Kock) writes:

>> Do you believe in Macintosh?
>
> Nope. Not many does..

60 million can't be wrong!

```
_________________________________________
> ____________/ http://www.geocities.com/Broadway/1353 \____________
> /______ .___ . \
> |( ST ) -kock@kockens.pp.se- // //| |
```

GREETINGS..

```
|-------------------------------------------------------------------------|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|-------------------------------------------------------------------------|
```

"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6430. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-24 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <57891s$b86@nexp.crl.com>
Source record: 7591

In article <576b9p$o0a@morgoth.sfu.ca>, Brian Quinlan wrote:
: Kyle R. Hofmann <rhofmann@crl.com> writes:

: > Yes. The distributed applications part obviously requires a program
: >that supports it, but the kernel does do SMP (Admittedly, not well.
: >That's one of the goals for the 2.1.x series of kernels: get _good_ SMP,
: >not just SMP).

: Does the kernal provide a frame work for distributed applications?

Not really, unless you spawn off child processes and have them do stuff.
The basic idea with SMP support was to let people with SMP motherboards
use all of the processors. I think that LinuxThreads (a kernel patch to
allow threaded applications) can put different threads on different
processors, but I'm not sure.

--
Kyle R. Hofmann <rhofmann@crl.com>

"There are no significant bugs in our released software that any
significant number of users want fixed." -- Bill Gates

6431. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-24 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <578bsb$kvg@morgoth.sfu.ca>
Source record: 7592

Kyle R. Hofmann <rhofmann@crl.com> writes:

> Not really, unless you spawn off child processes and have them do stuff.
>The basic idea with SMP support was to let people with SMP motherboards
>use all of the processors. I think that LinuxThreads (a kernel patch to
>allow threaded applications) can put different threads on different
>processors, but I'm not sure.

Can you serve or send remote procedure calls using the linux kernal?
I suppose that RPC could be handled above the level of the kernal,
does vanilla linux do it that way?

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6432. Re: Repost: 603e faster than 601?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-24 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-2411960247180001@metricom45.ucsc.edu>
Source record: 7593

In article <848800236_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk wrote:

>I posted this last week but Pete didn't manage a response so I guess
>he didn't see it, so Pete a response would be nice.
>
>Whilst looking through a Mac catalogue that I saw some oddites in the
>Mac pricing and so decided to ask here about some chip details, Pete
>replied:
>
> In article <1996Nov8.192554.1@cobra.uni.edu>
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>
>>The 603e has replaced the 603 and blows away the 601.
>
>Well I knew the 603 wasn't as good as the 601 in the first place and
>(foolishly) accepted what Pete had said about the 603e. Today whilst
>in the newsies I tried to find out what sort of performance difference
>there was between chips and found out that the 601 is actually better
>than the 603e.

Actually, neither of you are right. :)

100 MHz 601: SPECint-92 105, SPECfp-92 125
100 MHz 603e: SPECint-92 120, SPECfp-92 105

So, according to SPEC (which is generally regarded as a reasonable comparison benchmark), a 601 is better if you want to crunch floating point numbers, but a 603e is better for integer programs.

However, there are other factors. The 601 is not available with a clock speed higher than 120 MHz. The 603e is currently available at 100 to 240 MHz. The 603e consumes less power, and is also less expensive to manufacture. So, for these reasons, one might say that the 603e does in fact "blow away" the 601, even though it does not if the clock speeds are the same.

(For those interested, a 68040-25 scores 21/15 and a 68060-50 is estimated to score 60/45. The estimate was based on the assumption that the 50 MHz 060 would be 3x faster than the 25 MHz 040. You can find the table I got all these numbers from at <http://genex.hgu.mrc.ac.uk/~dubreuil/cputable.html>.)

> I also asked a few people that I know on IRC (Mac
>owners) and they said the same thing so it appears that not only does
>he not know about Atari machines he doesn't even have the facts
>straight about the Mac range.

Some of Apple's 603 or 603e machines are misleading. Probably for marketing reasons (IMHO), Apple crippled some of the 603/603e models with one or more of the following things: a narrow data bus (32 bits instead of 64), a slow data bus (33 MHz), no L2 cache.

The original 603 also has Mac-specific performance problems. Apple's 68000 emulator code was written for the 601's 32K on-chip cache. The 603 has 16K of cache, which seriously hurts emulator performance. (The 603e has a 32K cache.)

> I always knewhis oppinions were out of
>sync but he doesn't even know about the power of the processors. It's
>hardly surprising that he can't construct a decent argument.

Ignore him is my advice.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

6433. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-24 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GKYHCIBCUP@cabal.shnet.org>
Source record: 7594
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy

In <1996Nov23.192807.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>In article <56vhm7$7bt@mn5.swip.net>, kock@kockens.pp.se (J Kock) writes:
>
>>> Do you believe in Macintosh?
>>
>> Nope. Not many does..
>
>60 million can't be wrong!

Eat shit! Billions of flies can't be wrong!

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

6434. Re: What is Cyberdog? Re: Toad has gone to the darkside..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-24 00:00:00 UTC
From: Wolfram.Schroers@rz.ruhr-uni-bochum.de
Message-ID: <Wolfram.Schroers-ya023080002411961424090001@news.rz.ruhr-uni-bochum.de>
Source record: 7595

In article <848414750.3658@dejanews.com>, JamesCurran@CIS.CompuServe.Com wrote:

|>> The idea behind OpenDoc is that instead of companies building monolithic
|>> applications that do everything, companies write small parts that do one
|>> specific task very well.

|> First of all, sorry about taking so long to reply -- I don't normally read
|>comp.sys.atari.advocacy, and just found this article via DejaNews.com

I usually don't read this newsgroup either and just accidently read your post - but nonetheless it seems to be necessary to correct some opinions concerning OpenDoc that are obviously wrong.

|> Now, why is it that one can never read a message by an OpenDoc supporter
|>without seeing OLE described using the phrase "building monolithic applications".

Is this the fault of the OpenDoc supporter or the fault of OLE? Let's simply see ...

|> Let's take, for example, a comparison of Cyberdog (based on your
|>description,since I've never seen it) and Microsoft Internet Explorer. MSIE
|>also comes with a news reader, a mail reader and a web browser (along with a
|>cool graphic chat module, and a online confernecing module), but has
|>componetized them enough that they are all separate executables, although they
|>do all interact with each other, and they too can be replaced if you really
|>want too (with the replacement still interacting). By that measure, Cyberdog
|>is more monolithic that MSIE.

I don't understand your point. Just because MSIE can be split into several apps that can be replaced makes Cyberdog more monolithic than MSIE? Even without OpenDoc you can have (on the Macintosh) a WWW-browser, a NewsReader, an email-client ... (continue list with all client services you need) and the applications will interact (e.g. double-clicking a URL in the newsreader will launch the appropiate client etc.). You can choose whatever program you like for a particular service, but you only have to

enter your personal details once (email-address, mail-, news-servers,
signatures, etc.). THIS kind of behavior is standard for Mac-users.
Windows must really lag farther behind MacOS than I ever thought if you
consider this behavior noteworthy in any way. In this case OpenDoc must
really be hard to describe to Win-users ... ;-)

|> Let's now look at the MSIE Web Browser. From your description,
under
|>OpenDoc this would be considered one part.

No, it wouldn't (it is difficult to discuss several possibilities HOW one
would actually implement MSIE under OpenDoc) ... but let's continue ...

|> The advantage of this is that all these controls are readily
available.
|>The code for the toolbar is shared by all of MS's applications -- and it
can
|>be used by ANY rogram that wants a toolbar.
|> And the same deal applies to the WebBrowser window. Ever want to
draw a
|>complicated design for the background of an application you were
writing? Just
|>plop a WebBrowser window into your application, and pass it a URL (on
the net,
|>or a local file) of a HTML document, and it will display it.

THIS is something more exciting ... but this is not an advantage for the
end-user, but for a developer. However, this starts to get closer to what
OpenDoc actually is.

|>>Because OpenDoc parts all share data and interact with each other
seamlessly,
|>>you can build your perfect tool! You can buy a text editor part from
one
|>>company, a spell-checking part from another, a grammar-checking part
from
|>>a thid, a drawing part from a fourth -- instead of buying one
monolithic
|>>application that does everything, but may not do everything the way you
|>>like it. It allows for much more freedom.
|> Which is, of course, EXACTLY what OLE has allowed since version 1
(released
|>in 1991). This is the big lie on Apple's part. They stress that
they're a
|>"better OLE". What they don't say is that they are a better OLE1, and
ignore
|>the fact that they goals were already bested by OLE2 (released 1993),
and
|>completely blown out of the water by ActiveX (OLE3; released Mar 1996).

Well, OLE 1.0 didn't work properly with non-MS-apps (a friend of mine
didn't manage to embed Corel Draw-documents into word documents). Even

MS-apps didn't work properly (once you moved the original document, it was over). Maybe it works better now (the problem with moving files has been solved by some dirty hacks AFAIK), but let's focus on the comparison OpenDoc <-> OLE 2.0 (both from the end-users' and the developers point of view):

Opendoc ist document-centric (unlike OLE which integrates applications' functionality). This means you start from an empty document and edit it with part editors. These parts can be all different kind of data you might imagine (text, graphics, movies, WWW-pages, ftp-transfers, ...). The parts (of the document, NOT of an application) can be irregularly shaped and can even overlap each other. Furthermore, you can have several parts "active" (whatever this word means for the specific kind of data under consideration) at a time. You can activate a part and (if you have the appropiate editor) interact with it. Now let's compare this with what I know about OLE 2.0 (well, I'm not a Win-user, so this information is rather 2nd and 3rd hand - just correct me where you think I'm wrong): You launch a specific OLE-aware application and work with it. Then you can launch different applications and share information between the applications and even integrate the data from one application into the working page of the other application. But AFAIK the objects on a certain page cannot be overlapping and they cannot have an arbitrary shape. And still you have to launch all big apps separately - yes, the app may consist of several parts, but can you buy them seperately and can you COMBINE them in the way YOU want? Can you e.g. use the spellchecker from Word to correct some text you wrote in Corel Draw? Or do you have to use Corel Draw's own spellchecker? (;-)) Oh, you want to use Word for setting any text in Corel Draw? Then you certainly want to use Excel for all numbers in your drawing as well? And you want to have all these three applications open at the SAME time? Then we might start to consider importing movies and internet documents ... What, you have less than 64MB of RAM? And you STILL cannot have all five data types be active at the same time ...

From the developers point of view you have no official test of OLE 2.0 compliance. This means that OLE is just some kind of Russian roulette since you never know if your applications interact or not. (CI labs can validate your software and check if you comply to OpenDoc specifications.) You mentioned above how it is possible to integrate functionality from other OLE-aware applications. OpenDoc can do the same, but you even can inherit functions of a specific class and MODIFY them to your specific needs.

Finally we could discuss what is done from the user's POV if he wants to share OpenDoc-documents. He can exchange the data with somebody, who does NOT NEED to have the original application that created a part of the document. He only needs a viewer for all part types. Can a Windows user only SEE a Word-document that contains (parts from X apps) if he is running StarOffice on his system (without having all X apps installed)? Can you say "import filter"? I knew that you can!

I could now go into the secturity problems with ActiveX-controls (especially if you download them as binaries over the WWW to make some pages look better), but you seem to be quite competent and probably know more about it than me. I would say you could call it "blow in the water". In German this would mean "a complete failure", since there were already severe security problems with Java code (which HAS some security mechanisms) - MS's idea to not have any proper security mechanism at all is something that should make anybody hope that ActiveX will fail ...

|>> What's even better, OpenDoc is cross platform. It is an open standard that
|>>is not controlled by any one company, and the source code can be licensed
|>>and ported to any platform, even Atari.
|> This is the other big lie on Apple's part. OpenDoc is controller by two
|>companies (Apple & IBM) throught a puppet organization they set up, CI Labs.
|>(You'll note that all of CI Labs officers are employees of either Apple or
|>IBM). And IBM's contribution was mainly some old patents for SOM & DSOM. All
|>present development is being done almost entirely by Apple. This makes it
|>EXACTLY as open as OLE/ActiveX (except that OLE has now been turn over to a
|>real outside standards organization). The source code to OLE can also be
|>licensed and ported to any platform (even Atari), and in fact, already exists
|>on Win95(Intel), WinNT (Intel, Alpha, MIPS, PowerPC), MacIntosh, and several
|>flavors of UNIX, which puts in on more OSes and hardware platforms (and by far
|>more actual machines) than OpenDoc.

I have to agree that OpenDoc is not as "Open" as the word might suggest (on the other hand which service that starts with the word "open" is truly an open service?). But I can't agree if you say that OLE is multiplatform - the only platform where you might WANT to use OLE-aware-apps and take advantage of their powers is Win95 and WinNT (Intel). The other platforms don't have appropiate applications (except perhaps Office for Macintosh, which is also an MS app).

| \ /\ / olfram Schroers
| \/ \/ Ruhr-Universitaet Bochum
| Institut fuer Theoretische Physik II
| email: Wolfram.Schroers@rz.ruhr-uni-bochum.de
| WWW: http://www.tp2.ruhr-uni-bochum.de/~wolframs/wolframs.html

6435. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-24 00:00:00 UTC
From: optimus@canit.se
Message-ID: <579jdv$shk@dos.canit.se>
Source record: 7596
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: In article <56vhm7$7bt@mn5.swip.net>, kock@kockens.pp.se (J Kock) writes:
:
: >> Do you believe in Macintosh?
: >
: > Nope. Not many does..
:
: 60 million can't be wrong!

Would you say the same thing about flies?

--
=-+X+-=-+X+-=-+X+-=-+X+-=-+X+-=-+X+-=->X<-=-+X+-=-+X+-=-+X+-=-+X+-=-+X+-=-+X+
// Mail: optimus@canit.se Y Transformer collector | //
\X/ Mail: unniggy@algonet.se | Furry/anime fan | \X/
WWW: http://www.canit.se/~optimus | Sonic Code: Sal+++!^ | Team AMIGA

6436. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-24 00:00:00 UTC
From: josk@stud.ntnu.no
Message-ID: <329856be1331852@stud.ntnu.no>
Source record: 7597

Peter Sinclair-Day (sinclap2954@cobra.uni.edu) wrote:

>>> Do you believe in Macintosh?
>>
>> Nope. Not many does..
>
>60 million can't be wrong!

Hmmm, let's have a look at this number...

Mac has about 10% of the market (According to some Mac-clone manufacturer, who wants to increase this to 25%!), Micro$oft something like 80-85%. This indicates that there are about 480-500 MILLION Windows-systems out there! Strange, since this number is at least 3 times what Micro$oft themselves claimes to have sold.

And to use your own argument, 480 million Windows-users can't be wrong! Windows is 8 times better than MacOS!

>
> GREETINGS..
>|---|
>| Peter Sinclair-Day POWERMAC OF COURSE.... |
>| University of Northern Iowa |
>I I
>I Do you believe in Macintosh? Learn how to help the cause by subscribing I
>I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
>I go to: <http://www.solutions.apple.com/ListAdmin/>. I
>|---|
> "Rush Limbaugh is for people who aren't mature enough for Barney..."
>
> ....David E. Romm - Shockwave

And do something with your signature. Like removing the last 8 lines.

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

6437. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-24 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <96329.142659STIRRE31@MAINE.MAINE.EDU>
Source record: 7598

I have a question about my wonderful Power Mac.
Is there any way to play AVI files? My Falcon can play them
with a couple of different programs (MPlayer and AQTPlayer) but there
seems to be a lack of players on the Macintosh.
This is an honest question.
-scott tirrell

6438. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-24 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <57ad4m$717@morgoth.sfu.ca>
Source record: 7599

<STIRRE31@MAINE.MAINE.EDU> writes:

>I have a question about my wonderful Power Mac.
>Is there any way to play AVI files? My Falcon can play them
>with a couple of different programs (MPlayer and AQTPlayer) but there
>seems to be a lack of players on the Macintosh.
>This is an honest question.

Yes. There is a program called AVI -> QuickTime that will make AVIs
playable on your Mac. The program is only about 8K and all it does
is replace the AVI header with a QuickTime header.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

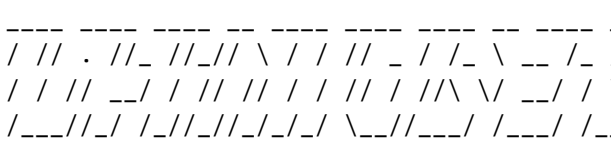
6439. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-24 00:00:00 UTC
From: optimus@canit.se
Message-ID: <57agm0$v4q@dos.canit.se>
Source record: 7600

Brian Quinlan (quinlan@sfu.ca) wrote:
: <STIRRE31@MAINE.MAINE.EDU> writes:
:
: >I have a question about my wonderful Power Mac.
: >Is there any way to play AVI files? My Falcon can play them
: >with a couple of different programs (MPlayer and AQTPlayer) but there
: >seems to be a lack of players on the Macintosh.
: >This is an honest question.
:
: Yes. There is a program called AVI -> QuickTime that will make AVIs
: playable on your Mac. The program is only about 8K and all it does
: is replace the AVI header with a QuickTime header.

That sounds more like a conversion program than a player, correct?

--



6440. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-24 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <848881132_OASIS_@pwomar.demon.co.uk>
Source record: 7601

In article <1996Nov23.000130.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <570aol$46j@orm.southern.co.nz>, chriswil@southern.co.nz (Chris Wilkinson)
writes:
>
>> : GREETINGS..
>> : |---|
>> : | Peter Sinclair-Day POWERMAC OF COURSE.. |
>> : | University of Northern Iowa
>
>> Chris W.
>> /|\ ATARI Falcon030 16Mb/340Mb/DSP/FPU
>
>So you need 16 megs...I thought Falcon users did not need that amount of
>memory because TOS apps are soo efficient..)
>
>So much for the myth..

The apps are very efficient, however data is data, picture and
sound files tend to be huge by their very nature. It's nice to have
quite a few megabytes of space to work in.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.

6441. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-24 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <57akvp$db9@morgoth.sfu.ca>
Source record: 7602

optimus@canit.se (Iggy Drougge) writes:

>That sounds more like a conversion program than a player, correct?

Correct. But all it does is change the header so it's quick and doesn't consume any disk space during the conversion process. The modified file will be exactly two bytes larger than the original. I don't know if the program goes both ways or not.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6442. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-24 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32993D23.4BAA@ridgecrest.ca.us>
Source record: 7603

STIRRE31@MAINE.MAINE.EDU wrote:
>
> I have a question about my wonderful Power Mac.
> Is there any way to play AVI files? My Falcon can play them
> with a couple of different programs (MPlayer and AQTPlayer) but there
> seems to be a lack of players on the Macintosh.
> This is an honest question.
> -scott tirrell

There is an application called AVI-Quicktime that
you should find at most Mac graphics sites that
will do the job for you.

Gezz, now I feel so low for admitting I know
about this:(

Mike

6443. Re: Repost: 603e faster than 601?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-24 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <848964952_OASIS_@pwomar.demon.co.uk>
Source record: 7604

In article <1996Nov23.192451.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <848800236_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>> I posted this last week but Pete didn't manage a response so I guess
>> he didn't see it, so Pete a response would be nice.
>
>No, I did not see it..
>
>> Whilst looking through a Mac catalogue that I saw some oddites in the
>> Mac pricing and so decided to ask here about some chip details, Pete
>> replied:
>
>I responded to that..

That would be the reason that the quote was below.

>> In article <1996Nov8.192554.1@cobra.uni.edu>
>> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-
>>
>>>The 603e has replaced the 603 and blows away the 601.
>>
>> Well I knew the 603 wasn't as good as the 601 in the first place and
>> (foolishly) accepted what Pete had said about the 603e. Today whilst
>> in the newsies I tried to find out what sort of performance difference
>> there was between chips and found out that the 601 is actually better
>> than the 603e. I also asked a few people that I know on IRC (Mac
>> owners) and they said the same thing so it appears that not only does
>> he not know about Atari machines he doesn't even have the facts
>> straight about the Mac range. I always knewhis oppinions were out of
>> sync but he doesn't even know about the power of the processors. It's
>> hardly surprising that he can't construct a decent argument.
>
>I don't know who you talked to, currently the 603e processor exceeds the
>previous 601 speed wise. The 601's fastest speed that was used topped at 120
>mhz.. Currently the 603e fastest speed is 240mhz when PowerComputing ships them
>in December. However, a 300mhz one will be on deck by mid '97'...

I understand that higher speeds are available I thought that was
fairly clear, I was talking about how 2 similar Mhz rated chips would
compare. I accept that you misunderstood the point of the question so
forget it.

>The slowest 603e machine being shipped today is the 160mhz Performa 6360,
>Starmax 3000, and Umax C500. No one is shipping 100-120 mhz ones today..

>
>So I stand correct, that 603e's are faster.. What part do you not understand?

I didn't think it was appropriate to compare different speed chips
when taliking about chip power, a 117 Mhz 603e in a Powerbook (I
believe that exists) is not even close to the speed of a 120 Mhz 601
according to the magazines I read and the people that I spoke to and I
wouldn't call that blowing the 601 away.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.

6444. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-24 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <57867a$gpt@morgoth.sfu.ca>
Source record: 7739

Michael Grove <mgrove@ridgecrest.ca.us> writes:

>Ok, tell me where this extension (or codec as you perfer)
>is located. I want to be able to display MPEG video from the
>desktop (excuse me, finder) using the Apple Video player.

You could start at http://www.apple.com and I believe that the program
you are refering to is MoviePlayer.

>I though you said that it would "try" to resolve the files headder.
>Why didn't you say it would fail in the first place?

Doesn't the word "try" imply that failure is possible in some instances?
To build an appropriate header, QuickTime needs to understand the
data format. For example, QuickTime can play MPEG files without a
QT header because it understands the data format and can construct
the information on it's own.

>God, your learning well from SinPlop. So your saying the QT is a
>limitation
>on the Mac platform? I don't understand. Please explain how QT
>"modernizes"
>video playback on other platforms? I wasn't asking for a lesson in
>terminology. I'm illiterate remember? I use an Atari. What I was
>poking at was your statement to the effect that QuickTime is
>THE best way to support video on any platform. You are grossly
>mistaken with this statement.

I'm not trying to insult your literacy but I couldn't understant what
you where trying to say. Place the blame on me. And could you please
find the quote where is said that "QuickTime is THE best way to support
video on any platform".

>MPEGDSP supports MPEG play back on the Falcon.
>APEXFLC.GTP supports AutoDesk Studio 3D files.
>AQTPLAYER supports QT playback
>PLAYAVI supports AVI playback
>and a few others. All without QuickTime.

Actually, I think that you are proving that QuickTime (or any system wide
multimedia engine) can be of use. All the programs you listed must
share some common functionality that each needed to reimplement.
QuickTime gives programs a easy way to manipuate multimedia data without
duplicatating common functionality. I am not suggesting that other
systems do not or could not exist. The ImageVision Library that is
part of IRIX is also quite nice.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6445. Re: Repost: 603e faster than 601?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-24 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <578851$i8b@morgoth.sfu.ca>
Source record: 7740

I'm not defending Peter but in some ways the 603e chip is better than the 601 chip. The 603e chip can complete more integer instructions per cycle than the 601 but less floating point instructions. The 603e chip can have a higher cycle speed than the 601. The 603e also consumes less power than the 601.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6446. Re: Atari 5200

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-25 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19961125053700.AAA09161@ladder01.news.aol.com>
Source record: 7605

Call B&C Computervisions and speak with Bruce, tell him Curt from NY sent you and he'll take the time to let you know what he has in inventory as far as 5200 is concerned, most of what he has is still in brand new boxes, the perfect thing for a collector. Good Luck. 408-986-9960

Curt

6447. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-25 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <57bs6g$kc9@orm.southern.co.nz>
Source record: 7606

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: chriswil@southern.co.nz (Chris Wilkinson) writes:
:
: > : GREETINGS..
: > : |---|
: > : | Peter Sinclair-Day POWERMAC OF COURSE.. |
: > : | University of Northern Iowa
:
: > Chris W.
: > /|\ ATARI Falcon030 16Mb/340Mb/DSP/FPU
:
: So you need 16 megs...I thought Falcon users did not need that amount of
: memory because TOS apps are soo efficient..)
:
: So much for the myth..

I upgraded to give myself a bit more room for APEX media to do its magic.
Four megs was plenty for APEX, but sixteen is just sweet! :)

This is my setup:

MagiC4 running MAGXDESK in 640*480*256 with a large backdrop tile
Several ACCessories
Several AUTO folder programs (including NVDI 3 with a 0.5 meg font cache)
Several apps running in parallel with MAGXDESK

While running CoNnect right now, with a 1000 line scrollback buffer, I
still have 11.5 Megs free ACTUAL memory...

I would only have 2.5 megs free on a four meg machine (with an OS running
that is pre-emptively multitasking, something Mac CANNOT do yet)...

Sad really isn't it! :)

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/DSP/FPU

6448. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-25 00:00:00 UTC
From: optimus@canit.se
Message-ID: <57cqua$as9@dos.canit.se>
Source record: 7607

Organization: CanIt Public Access, Stockholm
Distribution:
Lines: 18
X-Newsreader: TIN [UNIX 1.3 950824BETA PL0]

Brian Quinlan (quinlan@sfu.ca) wrote:
: optimus@canit.se (Iggy Drougge) writes:
:
: >That sounds more like a conversion program than a player, correct?
:
: Correct. But all it does is change the header so it's quick and doesn't
: consume any disk space during the conversion process. The modified file
: will be exactly two bytes larger than the original. I don't know if the
: program goes both ways or not.

Does that mean that Video for Windows and Quicktime are the same formats,
or does QT have (more or less) built-in support for AVI?

--
=-+X+-=-+X+-=-+X+-=-+X+-=-+X+-=-+X+-=->X<-=-+X+-=-+X+-=-+X+-=-+X+-=-+X+-=-+X+
// Mail: optimus@canit.se Y Transformer collector | //
\X/ Mail: unniggy@algonet.se | Furry/anime fan | \X/
WWW: http://www.canit.se/~optimus | Sonic Code: Sal+++!^ | Team AMIGA

6449. Re: I used a Mac yesterday

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-25 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <3299FD58.30B2@intuit.com>
Source record: 7608

PETER SINCLAIR-DAY wrote:
>
> In article <328B723D.78D4@intuit.com>, Mark Fassett <mark_fassett@intuit.com> writes:
>
> >> How can anyone take you seriously? You are incredibly ignorant about
> >> what
> >> people actually USE the 1040ST for. The computer is used by
> >> platinum-record
> >> selling artists, particularly in Europe. Erasure has said they will not
> >> use a computer other than Atari because the timing on the MIDI ports of
> >> both Mac and PC is always off, ever so slightly, because of the way the
> >> OS is written and the MIDI info comes over the serial or parallel
> >> ports.
>
> Very impressive..So you list only one task for the usefullness of the 1040st..
>
> I know firms who will not use ST technology under any circumstances..
>

Hmm.. that's the best you can do?

Yes, one task.. if that's what one uses it for, isn't that good enough?
Most
people only use their computer for one task...

-Mark

6450. Where is my MPEG extension for Quicktime, Brian?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-25 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <329A55BD.579D@ridgecrest.ca.us>
Source record: 7609

Where is my MPEG extension for Quicktime?
The one that will allow my Mac to play MPEG
files from the finder using Apple Video player.

Mike

6451. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov25.220821.1@cobra.uni.edu>
Source record: 7610

In article <32969C54.3673@airmail.net>, jim petit <jpetit1@airmail.net> writes:
> PETER SINCLAIR-DAY wrote:
>>...Mac OS machines even cost less many of the name
>> brand Wintel machines..
>>
> Maybe so. But it's still just a Mac.

Yep..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6452. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-25 00:00:00 UTC
From: jim petit <jpetit1@airmail.net>
Message-ID: <329A762F.451B@airmail.net>
Source record: 7611

PETER SINCLAIR-DAY wrote:
>
> In article <32969C54.3673@airmail.net>, jim petit <jpetit1@airmail.net> writes:
> > PETER SINCLAIR-DAY wrote:
> >>...Mac OS machines even cost less many of the name
> >> brand Wintel machines..
> >>
> > > Maybe so. But it's still just a Mac.
>
> Yep..
>
my,my, do your superiors know you agree with others that a mac is still
just a mac? Aren't you afraid they will strip you of your campus-rep
status. Sounds like you're skating on thin ice there, bud.

6453. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov25.223819.1@cobra.uni.edu>
Source record: 7612

In article <577eqt$i49@dos.canit.se>, optimus@canit.se (Iggy Drougge) writes:

> Those were older, yes. Of course, in ordet to gain InterNet access, I
> needed the TCP/IP stack that came with System 7.5, so that was a moot
> point.

So the TCP/IP came with System 7.5 orginaly?

> Yup. But, there _is_ development, albeit not as much as on the Mac, Amiga
> or WinTel, but nevertheless, there is some. Take APEX Media, for example.

Just one app?

> Those professionals can't have great demands. Either that, or stacks of
> money. Then, there's PhotoCD, or digitisers. The toy cameras are good for
> small pictures, a few centimeters, but otherwise, even PhotoCD is
> preferable.

So much for your knowledge on digital cameras..

> Not sure about that... The Falcon MKX price was recently cut by 35%...

From
>

His name is annoymous as far as I see. He is a chicken shit who can't reveal
his true identity.

> MacWareHouse, for example. Anyway, why buy some big-name PC, they're all
> the same. They can even be built from scratch in anyone's bedroom.

Quote prices to back up your claim that Macs are expensive..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6454. Re: Repost: 603e faster than 601?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov25.224609.1@cobra.uni.edu>
Source record: 7613

In article <bwanga-2411960247180001@metricom45.ucsc.edu>, bwanga@cats.ucsc.edu (Timothy A. Seufert) writes:

>> I always knewhis oppinions were out of
>>sync but he doesn't even know about the power of the processors. It's
>>hardly surprising that he can't construct a decent argument.
>
> Ignore him is my advice.

They can't...I am like cocaine..Very addictive..

> +---+
> |Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
> | "I never give them hell. I just tell the truth, and they |
> | think it is hell." -Harry S Truman |
> +---+

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6455. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov25.224317.1@cobra.uni.edu>
Source record: 7614

In article <GKXRDCBFUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:

> Perhaps he does do Digital Audio, video capture or something similar?
> Perhaps he uses MagiC and runs several applications at once (remember:
> TOS/MagiC does not ship with VMEM)? And - Petey-boy - a Falcon's ST RAM is
> either 1, 4 or 14 (plus two unusable) megs, 8 would suffice, 4 are a bit
> too low (IMHO) and a 1 meg Falcon is a joke.

What excuses..I see it's different with Photoshop...

>
> Thorsten

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6456. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov25.224838.1@cobra.uni.edu>
Source record: 7615
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy

In article <GKYHCIBCUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:

>>60 million can't be wrong!
>
> Eat shit! Billions of flies can't be wrong!

Whats your point?

> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6457. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov25.225842.1@cobra.uni.edu>
Source record: 7616

In article <329856be1331852@stud.ntnu.no>, josk@stud.ntnu.no (Jo Even Skarstein) writes:
> Peter Sinclair-Day (sinclap2954@cobra.uni.edu) wrote:
>
>>>> Do you believe in Macintosh?
>>>
>>> Nope. Not many does..
>>
>>60 million can't be wrong!
>
> Hmmm, let's have a look at this number...
>
> Mac has about 10% of the market (According to some Mac-clone
> manufacturer, who wants to increase this to 25%!), Micro$oft something
> like 80-85%. This indicates that there are about 480-500 MILLION
> Windows-systems out there! Strange, since this number is at least 3
> times what Micro$oft themselves claimes to have sold.

Yep.. And about 20 times larger than Sun and SGI's installed base.. Whats
your point?

> And to use your own argument, 480 million Windows-users can't be
> wrong! Windows is 8 times better than MacOS!

Wintel is not 8 times better but 8 times bigger..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6458. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-25 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <329A72BB.5163@ridgecrest.ca.us>
Source record: 7617

PETER SINCLAIR-DAY wrote:
>
> In article <577eqt$i49@dos.canit.se>, optimus@canit.se (Iggy Drougge) writes:
>
> > Those professionals can't have great demands. Either that, or stacks of
> > money. Then, there's PhotoCD, or digitisers. The toy cameras are good for
> > small pictures, a few centimeters, but otherwise, even PhotoCD is
> > preferable.
>
> So much for your knowledge on digital cameras..

So much for your knowledge! What he refered to is the actual
size of the image in memory. Your thinking of coloring book pictures.
A 640*480 image is only a few centimeters at best. Hardly practical for
DTP on any scale except for the school news letter. The bottom of the
line
cameras, 1600*1200, reasonable for small 3*5 prints, run $3295.00 for
a 40 image Polaroid PDC-2000. Your still playing with K-mart toys.
Your stupidity is only preceded by the ignorance of your statements.
>
>
> His name is annoymous as far as I see. He is a chicken shit who can't reveal
> his true identity.

Chicken shit? Who cried when their mail box was full?

>
> > MacWareHouse, for example. Anyway, why buy some big-name PC, they're all
> > the same. They can even be built from scratch in anyone's bedroom.
>
> Quote prices to back up your claim that Macs are expensive..

Macs, that have any use whatsoever, are expensive. A "good"
Mac starts at around $3500.00. This excludes your piece of shit.

Mike

6459. Re: POWER MAC FOR SALE

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-26 00:00:00 UTC
From: jim petit <jpetit1@airmail.net>
Message-ID: <329AA119.3141@airmail.net>
Source record: 7618

sam esmail wrote:
>
> Power Macintosh Desktop Computer
> 7200/75
> 24 MB of RAM (Expandable)
> 500 MB Hard Drive
> Apple Monitor, mouse, keyboard
> Geoport 28.8 Modem (Voice Mail, Fax, etc.)
> 3 PCI Slots
> Ethernet Card (Built-In)
> LOADS of software.
> Trying to get rid of this fast.
>
> BEST OFFER! New York City Area. (Downtown Manhattan)
> email: wae7858@is4.nyu.edu

Think Petey might be interested in this?

6460. Make money!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-26 00:00:00 UTC
From: lars westin <lars@phosworks.se>
Message-ID: <329AB24B.908@phosworks.se>
Source record: 7619
Cross-posted to: comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

THIS IS THE FAIREST MOST HONEST WAY I KNOW TO SHARE THE WEALTH!

Hello!!

Would you like to make thousands of dollars, quickly, legally, with NO CATCH? Then keep reading.....please take five minutes to read this article- it will change your life, just like it did mine. It's true! you can make up to or over $50,000 dollars in 4-6 weeks, maybe sooner! I SWEAR I'M NOT LYING TO YOU, AND THIS IS NOT A SCAM! If you're interested, keep reading; if you're not, I apologize for wasting your time.

Here we go, A little while back, I was browsing through these newsgroups, just like you are now, and came across an article similar to this that said you could make thousands of dollars in weeks, with only an initial investment of $5! So, I thought, "Yeah, right, must be a scam".

but I was curious, like most of us, so I kept reading. Anyway, it said that you send $1 to each of the 5 names and addresses stated in the article. You then place your own name and address in the article at the bottom of the list at #5, and post the article in at least 200 newsgroups (there are thousands). No catch, that was it!

So after thinking it over, talking to a few people first, I tried it. I figured what have I got to lose except for 5 stamps and $5, right? Well, guess what....within 7 days, I started getting money in the mail! I was shocked! I still figured it would end soon, and didn't give it another thought. But then money kept coming IN, tripling in size and

multiplying by 10-20 times the amount that I got the first week! In my first week I made about 2- to 30 dollars. But by the end of the second week, I had made a total of over $1,000!!!!!! In the third week, I had over $10,000 dollars, and it's still growing! This is my fourth week (Nov 13) and I've made about $42,000 TOTAL, and believe it or not the money is still coming in.....

Let me tell you how this works and most importantly, WHY it works...also, make sure you print a copy of this article NOW so you get the information from it, and begin making money.

The Process is very simple, and it consists of 3 EASY steps:

STEP 1: Get 5 seperate pieces of paper and write the following on each sheet of paper..."PLEASE PUT ME ON YOUR MAILING LIST". YOU ARE NUMBER 4. get five $1 bills, and place ONE inside each piece of paper that you have just written on, and fold each piece of paper so the bill will not be seen in the envelope (otherwise, nosey people who like to steal envelopes with money in it will get yours). Put one paper inside the envelope and seal it. Do the same for all 5. You should now have 5 envelopes sealed, EACH having a piece of paper and the $1 bill inside.

NOTE: make sure those words that were stated above are written on each piece of paper. What you are doing is creating a service by this.

This is PERFECTLY LEGAL. Now, mail the 5 envelopes with the paper and $1 in each to the following 5 addresses.

1. Bruce, P.I. Box 63 4700 Keele St., North York, Ontario M3J 1P3
2. Lars Westin Bjï¿½rkvï¿½gen 3 740 12 Knutby SWEDEN
3. D. Hill, 4280 150 6 Ave. S.W., Calgery, AB, Canada T2P 3Y7
4. Mattias W sernanders vï¿½g 1 rum 535 752 61 Uppsala Sweden
5. Jeff Boldrick, RR#2 Tweed, Ontario K0K3J0

STEP 2: Now take the #1 name off the list that you see above, move the other 4 names up (5 becoming 4, 4 becoming 3, etc.) editing what you need to edit.

STEP 3: Post your amended article (with your name at #5) to at least

200 news groups (there are around 10,000 of them!!). All you need is say, at least 200. HOW TO DO THIS: If you have netscape 3.0 do EXACTLY the following:

1) click on any news group like normal, THEN click on 'TO NEWS', which is on the far left when you're in the newsgroups page. This will bring up a box to type a message in.

2) Leave the newsgroup box as it is, but CHANGE the subject box to somehting eye-catching, like, "NEED CASH $$$ READ HERE" $$$ or "FAST CASH" !!!

3) Tab once and you should be ready to type. Now, Copy and paste or retype (only once)

THIS WHOLE ARTICLE, word for word, except to insert your name at #5, and to remove #1 off the list, plus any other small changes you think you need to make. Keep almost all of it the same.

4) When you're done typing(Copy/Paste) the whole article, click on FILE in THIS BOX,

right above send, NOT where it says netscape news on the first box. Click on SAVE AS when you're under FILE. Save your article as a Text file to our c: or A: drive. DO NOT SEND OR POST YOUR ARTICLE UNTILL YOU HAVE SAVED IT. Once saved, move on to number 5 below.

5) If you still have all of our text. send or post to this newsgroup now by simply clicking send, which is right below AFILE, and right above the Cc: button.

6) Here's where you're going to post all 200. OK, click on any newsgroups then click on 'TO NEWS', again (in the top left hand corner of your netscape navigator. Leave the newsgroups box alone again, put your eye-catching title in the SUBJECT BOX, hit tab once you're in the body of the message, and then click on ATTACHMENT, which is below the subject box. You will get another box to come up. Click on ATTACH FILE, then find YOUR FILE THAT YOU HAVE SAVED; click once on this file, and then click OPEN. NOw click on OK. If you did this right, you

should see our file name in the attachments box, and it will be shaded green.

IF YOU USE I.E EXPLORER, IT'S JUST AS EASY: Holding down the left mouse button, highlight this article. Then press the "CTRL" key and the "C" key at the same, to copy this article. Then print this article for your records to have the names of those you will be sending $1 bills to.

Next, go to the news groups and press "POST AN ARTICLE". A window will open. Type in your headlines in the subject area and then click in the large windows below. If you want to edit the article, do so and then highlight and copy it again. Now everytime you post the article in a newsgroup all you have to reat is "CTRL" and "V" and press POST.

7) That's it! Each time you do this, all you have to do is type in a different newsgroup, so that way, it posts to 200 DIFFERENT newsgroups. You See? Now you just have 100 to go!! (Don't worry, each one takes about 30 seconds, once you get used to it). REMEMBER, 200 IS THE MINIMUM. The more you post, the more money you will make.

You are now in the mail-order business and will start receivng your $1 enveloopes from various people all over the world, within days! HINT: THE MORE NEWSGROUPS YOU POST TOK THE MORE MONEY YOU WILL MAKE.

You may want to rent a PO Box eventualy, because of all the mail. If you wish to stay anonymouse, you can come up with a name, such as "manager" or " investor". Just make sure all the address that you have typed in for the 4 people plus yourself are correct, please.

LET ME TELL YOU WHY THIS SYSTEM WORKS!

Out of every 200 posting, let's say I ONLY receive 5 replies, which is actually VERY LOW. So I made 5 dollars with my name at #5. Now, each person who just sent me $1 makes, say, only 200 posting, now with your name at number 4, WHICH IS A TOTAL OF 1000 POSTINGS, not including yours too. So people send you $1 now-that's $50 you have just made! Next, your new 50 agens each post 200 newsgroups with your name at number #3, or 10,000 POSTINGS (50x200 = 10,000). The average return is 500 at $1

each, so $500. They make 200 postings, which is 5,000 returns at $1 each, which is $5,000 dollars! and finally, 5,000 people make 200 postings with YOUR NAME AT NUMBER 1. YOU NOW GET A RETURN OF $50,000 BEFROE YOUR NAME DROPS OFF THE LIST. AND THAT'S IF EVERYONE ONLY MAKES 200 POSTINGS, AND IF ONLY 5 PEOPLE RESPOND!!!!!!

When your name is no longer on the list, you simply take the latest posting that is appearing in the newsgroups, and SEND OUT ANOTHER $5 TO THE NAMES ON THE LIST. PUTTING YOUR NAME AT #5 AGAIN. And start posting again. The thing to remember is, THOUSANDS OF PEOPLE ALL OVER THE WORLD ARE JOINING THE INTERNET AND READING THESE ARTICLES EVERY DAY- just like you are right now!!!

So can you aford $5 to see if it really works? I think so.....

People have said, "What if the plan is played out and no one sends you the money?"

So what! What are the chances of that happening when there are TONS OF NEW HONEST USERS AND NEW HONEST PEOPLE who are joining the internet and newsgroups every day and are willing to give it a try?

Estimates are at 20,000 to 50,000 new users, every day with THOUSANDS of those actually joining the internet.

Remember, PLAY FAIRLY, AND HONESTLY, and this WILL WORK, I promise you!!!! You just to be honest. Make sure yhou print this article RIGHT NOW.

Also, try to keep a list of everyone that sends you money and always keep an eye on the newsgroups to make sure everyone is playing fairly.

REMEMBER: HONESTY IS THE BEST POLICY! You don't need to cheat the back idea is to make money!

GOOD LUCK TO ALL PLEASE PLAY FAIRLY, AND YOU WILL REAP THE HUGE REWARDS FROM THIS-TONS OF EXTRA CASH!!!!

One last note: If you try to deceive people by posting the messages with your name on the list and not sending the money to the poeple

already on the list you won't get much.

Someone I talked to knew someone who did that and he only made $150 dollars, and that's after seven or eight weeks! Then he sent the 5 $1 bills, people added his to their list, and in 4-5 weeks he had over $10,000!!!

THIS IS THE FAIREST AND MOST HONEST WAY I HAVE EVER SEEN TO SHARE THE WEALTH OF THE WORLD WITHOUT COSTING US ANYTHING BUT OUR TIME, $5 AND FIVE POSTAGE STAMPS!

6461. Re: Make money!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-26 00:00:00 UTC
From: Ebrummelen@klm.nl
Message-ID: <57ejml$d0s1@ocsgw2.chipshol.tec.klm.nl>
Source record: 7620
Cross-posted to: comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

lars westin <lars@phosworks.se> wrote:

>THIS IS THE FAIREST MOST HONEST WAY I KNOW TO SHARE THE WEALTH!

>Hello!!

>Would you like to make thousands of dollars, quickly, legally, with NO

>CATCH? Then keep reading......please take five minutes to read this

>article- it will change your life, just like it did mine. It's true!

>you can make up to or over $50,000 dollars in 4-6 weeks, maybe sooner! I

>SWEAR I'M NOT LYING TO YOU, AND THIS IS NOT A SCAM! If you're

>interested, keep reading; if you're not, I apologize for wasting your

>time.

> Here we go, A little while back, I was browsing through these

>newsgroups, just like you are now, and came across an article similar to

>this that said you could make thousands of dollars in weeks, with only

>an initial investment of $5! So, I thought, "Yeah, right, must be a

>scam".

>but I was curious, like most of us, so I kept reading. Anyway, it said

>that you send $1 to each of the 5 names

Well, I kept reading up to here... The old chain letter. I must have
about 10 years old when I discovered that you would soon use up all
the possible victims, although I had to explain it to my demented
aunt. That leads me to the conclusion that you are either less than 10
years old or a demented old lady. Cheers.

Evert.

>article. You then place your own name and address in the article at

>the bottom of the list at #5, and post the article in at least 200

>newsgroups (there are thousands). No catch, that was it!

> So after thinking it over, talking to a few people first, I tried
>it. I figured what have I got to lose except for 5 stamps and $5,
>right? Well, guess what....within 7 days, I started getting money in
>the
>mail! I was shocked! I still figured it would end soon, and didn't give
>it another thought. But then money kept coming IN, tripling in size and
>multiplying by 10-20 times the amount that I got the first week! In my
>first week I made about 2- to 30 dollars. But by the end of the second
>week, I had made a total of over $1,000!!!!!! In the third week, I had
>over $10,000 dollars, and it's still growing! This is my fourth week
>(Nov 13) and I've made about $42,000 TOTAL, and believe it or not the
>money is still coming in.......
> Let me tell you how this works and most importantly, WHY it
>works...also, make sure you print a copy of this article NOW so you get
>the information from it, and begin making money.
>The Process is very simple, and it consists of 3 EASY steps:
>STEP 1: Get 5 seperate pieces of paper and write the following on each
>sheet of paper..."PLEASE PUT ME ON YOUR MAILING LIST". YOU ARE NUMBER
>4. get five $1 bills, and place ONE inside each piece of paper that you
>have just written on, and fold each piece of paper so the bill will not
>be seen in the envelope (otherwise, nosey people who like to steal
>envelopes with money in it will get yours). Put one paper inside the
>envelope and seal it. Do the same for all 5. You should now have 5
>envelopes sealed, EACH having a piece of paper and the $1 bill inside.
>NOTE: make sure those words that were stated above are written on each
>piece of paper. What you are doing is creating a service by this.
>This is PERFECTLY LEGAL. Now, mail the 5 envelopes with the paper and $1
>in each to the following 5 addresses.
>1. Bruce, P.I. Box 63 4700 Keele St., North York, Ontario M3J 1P3
>2. Lars Westin Bj&#65533;rkv&#65533;gen 3 740 12 Knutby SWEDEN
>3. D. Hill, 4280 150 6 Ave. S.W., Calgery, AB, Canada T2P 3Y7

>4. Mattias W sernanders v&#65533;g 1 rum 535 752 61 Uppsala Sweden

>5. Jeff Boldrick, RR#2 Tweed, Ontario K0K3J0

>STEP 2: Now take the #1 name off the list that you see above, move the

>other 4 names up (5 becoming 4, 4 becoming 3, etc.) editing what you

>need to edit.

>STEP 3: Post your amended article (with your name at #5) to at least

>200 news groups (there are around 10,000 of them!!). All you need is

>say, at least 200. HOW TO DO THIS: If you have netscape 3.0 do EXACTLY

>the following:

>1) click on any news group like normal, THEN click on 'TO NEWS', which

>is on the far left when you're in the newsgroups page. This will bring

>up a box to type a message in.

>2) Leave the newsgroup box as it is, but CHANGE the subject box to

>somehting eye-catching, like, "NEED CASH $$$ READ HERE" $$$ or "FAST

>CASH" !!!

>3) Tab once and you should be ready to type. Now, Copy and paste or

>retype (only once)

>THIS WHOLE ARTICLE, word for word, except to insert your name at #5, and

>to remove #1 off the list, plus any other small changes you think you

>need to make. Keep almost all of it the same.

>4) When you're done typing(Copy/Paste) the whole article, click on FILE
>in THIS BOX,

>right above send, NOT where it says netscape news on the first box.

>Click on SAVE AS when you're under FILE. Save your article as a Text

>file to our c: or A: drive. DO NOT SEND OR POST YOUR ARTICLE UNTILL YOU

>HAVE SAVED IT. Once saved, move on to number 5 below.

>5) If you still have all of our text. send or post to this newsgroup

>now by simply clicking send, which is right below AFILE, and right above

>the Cc: button.

>6) Here's where you're going to post all 200. OK, click on any

>newsgroups then click on 'TO NEWS', again (in the top left hand corner

>of your netscape navigator. Leave the newsgroups box alone again, put
>your eye-catching title in the SUBJECT BOX, hit tab once you're in the
>body of the message, and then click on ATTACHMENT, which is below the
>subject box. You will get another box to come up. Click on ATTACH
>FILE, then find YOUR FILE THAT YOU HAVE SAVED; click once on this file,
>and then click OPEN. NOw click on OK. If you did this right, you
>should see our file name in the attachments box, and it will be shaded
>green.
>IF YOU USE I.E EXPLORER, IT'S JUST AS EASY: Holding down the left mouse
>button, highlight this article. Then press the "CTRL" key and the "C"
>key at the same, to copy this article. Then print this article for your
>records to have the names of those you will be sending $1 bills to.
>Next, go to the news groups and press "POST AN ARTICLE". A window will
>open. Type in your headlines in the subject area and then click in the
>large windows below. If you want to edit the article, do so and then
>highlight and copy it again. Now everytime you post the article in a
>newsgroup all you have to reat is "CTRL" and "V" and press POST.
>7) That's it! Each time you do this, all you have to do is type in a
>different newsgroup, so that way, it posts to 200 DIFFERENT newsgroups.
>You See? Now you just have 100 to go!! (Don't worry, each one takes
>about 30 seconds, once you get used to it). REMEMBER, 200 IS THE
>MINIMUM. The more you post, the more money you will make.
>You are now in the mail-order business and will start receivng your $1
>enveloopes from various people all over the world, within days! HINT:
>THE MORE NEWSGROUPS YOU POST TOK THE MORE MONEY YOU WILL MAKE.
>You may want to rent a PO Box eventualy, because of all the mail. If
>you wish to stay anonymouse, you can come up with a name, such as
>"manager" or " investor". Just make sure all the address that you have
>typed in for the 4 people plus yourself are correct, please.
>LET ME TELL YOU WHY THIS SYSTEM WORKS!
>Out of every 200 posting, let's say I ONLY receive 5 replies, which is

>actually VERY LOW. So I made 5 dollars with my name at #5. Now, each
>person who just sent me $1 makes, say, only 200 posting, now with your
>name at number 4, WHICH IS A TOTAL OF 1000 POSTINGS, not including yours
>too. So people send you $1 now-that's $50 you have just made! Next,
>your new 50 agens each post 200 newsgroups with your name at number #3,
>or 10,000 POSTINGS (50x200 = 10,000). The average return is 500 at $1
>each, so $500. They make 200 postings, which is 5,000 returns at $1
>each, which is $5,000 dollars! and finally, 5,000 people make 200
>postings with YOUR NAME AT NUMBER 1. YOU NOW GET A RETURN OF $50,000
>BEFROE YOUR NAME DROPS OFF THE LIST. AND THAT'S IF EVERYONE ONLY MAKES
>200 POSTINGS, AND IF ONLY 5 PEOPLE RESPOND!!!!!!
> When your name is no longer on the list, you simply take the latest
>posting that is appearing in the newsgroups, and SEND OUT ANOTHER $5 TO
>THE NAMES ON THE LIST. PUTTING YOUR NAME AT #5 AGAIN. And start
>posting again. The thing to remember is, THOUSANDS OF PEOPLE ALL OVER
>THE WORLD ARE JOINING THE INTERNET AND READING THESE ARTICLES EVERY DAY-
>just like you are right now!!!
>So can you aford $5 to see if it really works? I think
>so...................
>People have said, "What if the plan is played out and no one sends you
>the money?"
>So what! What are the chances of that happening when there are TONS OF
>NEW HONEST USERS AND NEW HONEST PEOPLE who are joining the internet and
>newsgroups every day and are willing to give it a try?
>Estimates are at 20,000 to 50,000 new users, every day with THOUSANDS of
>those actually joining the internet.
>Remember, PLAY FAIRLY, AND HONESTLY, and this WILL WORK, I promise
>you!!!! You just to be honest. Make sure yhou print this article RIGHT
>NOW.
>Also, try to keep a list of everyone that sends you money and always
>keep an eye on the newsgroups to make sure everyone is playing fairly.

>REMEMBER: HONESTY IS THE BEST POLICY! You don't need to cheat the back
>idea is to make money!
>GOOD LUCK TO ALL PLEASE PLAY FAIRLY, AND YOU WILL REAP THE HUGE REWARDS
>FROM THIS-TONS OF EXTRA CASH!!!!
>One last note: If you try to deceive people by posting the messages
>with your name on the list and not sending the money to the poeple
>already on the list you won't get much.
>Someone I talked to knew someone who did that and he only made $150
>dollars, and that's after seven or eight weeks! Then he sent the 5 $1
>bills, people added his to their list, and in 4-5 weeks he had over
>$10,000!!!
>THIS IS THE FAIREST AND MOST HONEST WAY I HAVE EVER SEEN TO SHARE THE
>WEALTH OF THE WORLD WITHOUT COSTING US ANYTHING BUT OUR TIME, $5 AND
>FIVE POSTAGE STAMPS!

6462. Please Help!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-26 00:00:00 UTC
From: Steffin
Message-ID: <329aec48.69865909@news.inet-direct.com>
Source record: 7621

Thanks for taking the time to read this message! This is about a lady that gave all she could to everyone, including me. Her name is Wendy.

When I was young she became my foster mother after my real mother had abandon me. Never having any kids of her own she became a foster parent. That I got to be in her care was probably the best thing that had ever happened to me. She had other foster children and even ended up taking care of many of the neighborhood kids.

Wendy is a lady that just never gave up and always gave more than anyone could imagine. I no longer think of my real mother as mother but rather Wendy as my only true mother. I know that I'm not the only one that thinks that way either. It wasn't just kids that she helped it included the elderly, the disabled and the just down and out. What it takes to qualify for a saint is something I never found out, but I know it can't be more than the things I saw this lady do for anybody. Even people that had wronged her could find themselves looking up at her while she helped them when they were down.

I'm 26 now and many of the things I'm telling you I never really realized until now. Since I was a kid she has helped me with everything from recovering from my mistakes to just being there to say "You can do it... It'll be okay." I've never been able to make a good attempt at trying to repay her for all she's done for me and I'm not alone. Many people just have taken for granted the things she's done for them.

I know by now you're asking yourself why I've posted this letter. Well, to be honest and straight with you it's because I would like your help. If there's one thing that I've learned from Wendy it's that, "We are our neighbors keepers." You know the golden rule, "Do onto others as you would have them do onto you." Anyway now Wendy is an older lady that is disabled and can't do as much as she used to. With the disability sometimes expenses can be too much. I now live in Arkansas and can't be of much help. With no real family I'd like to do something to try to repay all she done for me and many others.

That's were you come in. See if you can think back to someone that helped you no matter how big or small. Maybe it's someone you can't even remember or have lost touch with. For that moment picture Wendy and say, "I'd like to repay that kindness." I wish you would sit down and write a small note saying "Thanks for being the generous person that you have been!" If you could include something to help out. Maybe it's a five dollar bill, a book of stamps, even a dollar. Oh and would you also tell her the Steffin

sends his love. Her birthday is next month on the 27th and I'm hoping
I can make this own a very memorable one.

Thanks for reading and if you choose to help God pless you.
Her address is

Wendy Mcghee
9636 Elm
Taylor, Mi 48180

6463. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-26 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <57dfu5$fqj@morgoth.sfu.ca>
Source record: 7622

optimus@canit.se (Iggy Drougge) writes:

>Does that mean that Video for Windows and Quicktime are the same formats,
>or does QT have (more or less) built-in support for AVI?

Yes. The header used in AVI is exactly the same as the QuickTime header
save for two bytes that Microsoft removed. Apple sued Microsoft
over this and, surprisingly, won. However, since the monitary loss was
insignificant to Microsoft, a court basically sold the QuickTime header
format.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6464. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-26 00:00:00 UTC
From: shendrix@gypsy.engrs.infi.net
Message-ID: <57f25o$p03@nw101.infi.net>
Source record: 7623

Brian Quinlan (quinlan@sfu.ca) wrote:

: I don't believe that the linux kernal supports SMP and distributed
: applications.

It has done this for quite some time now.

: These replacements do not have the architectual strength of linux so
: you are still making a trade.

But not as much of one, I'm sure they'll tell you.

: Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
: quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

``Never ask what sort of computer a guy drives. If he's a Mac user, he'll
point and click until his computer will tell you for him. Otherwise,
he'll either be articulate, or spew nonesense like a Wintel/Amiga/Atari
user.'' :)

--
csh [shendrix@infi.net] [http://www.widomaker.com/~shendrix]

``Where some they sell their dreams for small desires...'' -- Rush

6465. Re: Make money!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-26 00:00:00 UTC
From: egotrip@lesol1.dseg.ti.com
Message-ID: <57fchd$c77@sf18.dseg.ti.com>
Source record: 7624
Cross-posted to: comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

In article <329AB24B.908@phosworks.se>, lars westin said...
>
>THIS IS THE FAIREST MOST HONEST WAY I KNOW TO SHARE THE WEALTH!
>
>Hello!!
>
>Would you like to make thousands of dollars, quickly, legally, with NO
>
>CATCH? Then keep reading......please take five minutes to read this
>
>article- it will change your life, just like it did mine. It's true!
>
>you can make up to or over $50,000 dollars in 4-6 weeks, maybe sooner! I
>
>SWEAR I'M NOT LYING TO YOU, AND THIS IS NOT A SCAM! If you're

Ya, right...

<snip>

>In the third week, I had over $10,000 dollars, and it's still growing!
>
>This is my fourth week (Nov 13) and I've made about $42,000 TOTAL, and
>
>believe it or not the money is still coming in.......

Lets see, $32,000 in $1 bills in one week. That amounts to 32,000 letters. Since the post office does not deliver on Sundays, that means you received an average of 5,333 letters per day. If you sleep for eight hours a day, and spend the rest of it opening 5,333 letters, you would have to open one letter approximately every 11 seconds all day long without rest or food. You won't even have time to pay your bills or do other household chores. You'll also need to rent a truck to drive all that money to the bank and pick up your next load of mail because it will weigh about a ton. That means you'll need to cut into your sleep time and/or open the mail faster.

This is beside the fact that the bank, police, FBI, and the IRS will become very inquisitive over your repeated large cash deposits. Your home will probably be raided once or twice if not outright seized for probable cause of drug trafficing, money laundering/counterfitting, etc. The postmaster general will be after you to explain why you're suddenly getting so much mail. Somebody at the post office will go 'postal' because of the sudden manditory overtime to sort mail. The garbage collectors will fine you for

exceeding your weekly garbage limit, and much of it will remain on your lawn since they can't haul it all away. That means the city will be after you as well because of all the trash in your yard (not to mension that it hasn't been mowed in some time since you've been busy opening 5,333 letter a day). BTW, doesn't your finger get a bit sore and don't the papercuts hurt?

It goes without saying though, if you spam your message to 200 newsgroups, and only 15 people are dumb enough to respond and spam out another 200 messages per person, you will have ran out of news groups to continue the chain in. This is because there are only 3-4,000 newsgroups, not 10,000, and only about half of those see a significant amount of activity. Max profit for you is $15 income - $7 (investment + stamps/envelopes) = $8 net. Wow.

Your story is just a weeeeeee bit far fetched.

6466. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-26 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov26.224032.1@cobra.uni.edu>
Source record: 7625

In article <577f1r$i49@dos.canit.se>, optimus@canit.se (Iggy Drougge) writes:

> Perhaps it's for Mac emulation? =)
> Anyway, that is a fraction of what a Mac needs in order to do any serious
> applications.

What serious TOS applications..List equivelants and get back to me..

>
> --
> /\ __ __ __ __ __ __ __ __ __ ____
> /\// \ / \ / /\ /_ \ / \ / \ / /\ / \ / \ / __/
> / // /\// /\//\ /__ / / // '_// / // / // /\// /\// __/
> \/ __/ __/ __/ \/ __/ \/_/ __/ __/ __/ __/ __/optimus@canit.se

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6467. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-26 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov26.232713.1@cobra.uni.edu>
Source record: 7626

In article <GKXRDCBFUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:

> Perhaps he does do Digital Audio, video capture or something similar?
> Perhaps he uses MagiC and runs several applications at once (remember:
> TOS/MagiC does not ship with VMEM)? And - Petey-boy - a Falcon's ST RAM is
> either 1, 4 or 14 (plus two unusable) megs, 8 would suffice, 4 are a bit
> too low (IMHO) and a 1 meg Falcon is a joke.

Just like on the Mac, but thats different?

> Thorsten

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6468. Re: Grey/Blue Jag Controller

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-26 00:00:00 UTC
From: gozar@kenton.com
Message-ID: <M04myMezGqFM092yn@kenton.com>
Source record: 7627
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

In article <577v2m$jm4@access4.digex.net>,
bond@access4.digex.net (Sean Connery) wrote:
>In article <571181$m5i@nnrp1.news.primenet.com>,
>Robert Worne <rworne@primenet.com> wrote:
>
>>That bites, so when do we see someone who "just came across" a large
>>quantity of Jag controllers sell them on the net for $10-15 apiece?
>
>That is what I think. Some tool just bought them all up hoping to double
>his money over the next 6-12 months. It's great to think that 4Play or
>someone did this as part of a greand scheme that would have meaning...
>But if that was the case I think it would have been done earlier. So I
>suggest that if there comes a time were a person selling pads is a likely
>suspect--boycott them. Even if it means having to pay more for your own
>pad (unlikely really). If they had been ProControllers I would have had
>my order in when I first saw the post...

Isn't this how a business should work? Why boycott someone who found
out about a good deal, and wants to make a little bit of money on it?
The place that had them for $2.50 should've been asking for more!!!

(And no, it isn't me!! :-)

--

Ryan 'Gozar' Collins gozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm

6469. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-26 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <849126134_OASIS_@pwomar.demon.co.uk>
Source record: 7628

In article <1996Nov25.224838.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <GKYHCIBCUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>
>>>60 million can't be wrong!
>>
>> Eat shit! Billions of flies can't be wrong!
>
>Whats your point?

You were implying that just because the installed base of Macs is
60mil then they must be good, billions of flies eat shit so it must be
nice.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.

6470. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-26 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <849125684_OASIS_@pwomar.demon.co.uk>
Source record: 7629

In article <1996Nov25.224317.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <GKXRDCBFUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>
>> Perhaps he does do Digital Audio, video capture or something similar?
>> Perhaps he uses MagiC and runs several applications at once (remember:
>> TOS/MagiC does not ship with VMEM)? And - Petey-boy - a Falcon's ST RAM is
>> either 1, 4 or 14 (plus two unusable) megs, 8 would suffice, 4 are a bit
>> too low (IMHO) and a 1 meg Falcon is a joke.
>
>What excuses..I see it's different with Photoshop...

We are talking about the space data takes not the space that the
program itself takes up. Photoshop takes up a huge chunk of memory
before you have loaded any data.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.

6471. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-27 00:00:00 UTC
From: dirk.figge@uni-essen.de
Message-ID: <57hror$ejr@sun3.uni-essen.de>
Source record: 7491
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

DOMINGO@news.delphi.com (DOMINGO@DELPHI.COM) wrote:

>I'm sure everybody has seen the big Atari symbol in Bladerunner.

Hi Atarians,

i&#65533;m a big atari-enthusiast, so i searched the movie yesterday, but i
didn&#65533;t find the logo.

i&#65533;ve got the directors cut of bladerunner. is the atari symbol
included there?.

could anyone tell me in wich scene the logo is shown?

thanxx, dirk

e-mail: dirk.figge@uni-essen.de

6472. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-27 00:00:00 UTC
From: optimus@canit.se
Message-ID: <57i3m2$vrl@dos.canit.se>
Source record: 7492

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: In article <577f1r$i49@dos.canit.se>, optimus@canit.se (Iggy Drougge) writes:
:
: > Perhaps it's for Mac emulation? =)
: > Anyway, that is a fraction of what a Mac needs in order to do any serious
: > applications.
:
: What serious TOS applications..List equivelants and get back to me..

You know, Degas Elite, NeoChrome, the latest MegaDemo...
Nope, I'd rather let the "pros" handle that, but take, f.ex. APEX Media,
most image processing programs (An image file isn't automagically shrunk,
just because the programs are), recording software, etc.

--
=-+X+-=-+X+-=-+X+-=-+X+-=-+X+-=-+X+-=->X<-=-+X+-=-+X+-=-+X+-=-+X+-=-+X+-=-+X+
// Mail: optimus@canit.se Y Transformer collector | //
\X/ Mail: unniggy@algonet.se | Furry/anime fan | \X/
WWW: http://www.canit.se/~optimus | Sonic Code: Sal+++!^ | Team AMIGA

6473. Mega 4

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-27 00:00:00 UTC
From: email@domain.com
Message-ID: <email-2711961534480001@s117.aquila.com>
Source record: 7493

Atari Mega4 CPU w/software Cubase, Timeworks Desktop Publishing and
Monochrome monitor-$890

Hewlett Packard Deskjet 500 printer-$170

If interested... contact me at ...tjh@greenrmprod.com

6474. Re: Where is my MPEG extension for Quicktime, Brian?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-27 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <57ikfu$klv@morgoth.sfu.ca>
Source record: 7494

Michael Grove <mgrove@ridgecrest.ca.us> writes:

>Where is my MPEG extension for Quicktime?
>The one that will allow my Mac to play MPEG
>files from the finder using Apple Video player.

Sorry, I think that I might have been wrong about QuickTime 2.5 having a MPEG codec. I got the MPEG codec with the last d e v e l o p and didn't realise that it was not release software. BTW, I think that you mean MoviePlayer not Apple Video Player.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6475. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-27 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GK2WEEDKUP@cabal.shnet.org>
Source record: 7495

In <1996Nov26.232713.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>In article <GKXRDCBFUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>
>> Perhaps he does do Digital Audio, video capture or something similar?
>> Perhaps he uses MagiC and runs several applications at once (remember:
>> TOS/MagiC does not ship with VMEM)? And - Petey-boy - a Falcon's ST RAM is
>> either 1, 4 or 14 (plus two unusable) megs, 8 would suffice, 4 are a bit
>> too low (IMHO) and a 1 meg Falcon is a joke.
>
>Just like on the Mac

Petey-boy, don't fool around: you already admitted to have _40_ megabytes
of RAM in your Mac. That's approximately thrice the memory of above Fal-
con.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

6476. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-27 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GK2QACANUP@cabal.shnet.org>
Source record: 7496
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy

In <1996Nov25.224838.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>In article <GKYHCIBCUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
>
>>>60 million can't be wrong!
>>
>> Eat shit! Billions of flies can't be wrong!
>
>Whats your point?

If you don't see it, I'd rather not have a meal anywhere near you.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

6477. Re: Where is my MPEG extension for Quicktime, Brian?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-27 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-2711961835520001@metricom22.ucsc.edu>
Source record: 7497

In article <57ikfu$klv@morgoth.sfu.ca>, quinlan@sfu.ca (Brian Quinlan) wrote:

>Michael Grove <mgrove@ridgecrest.ca.us> writes:
>
>>Where is my MPEG extension for Quicktime?
>>The one that will allow my Mac to play MPEG
>>files from the finder using Apple Video player.
>
>Sorry, I think that I might have been wrong about QuickTime 2.5 having a
>MPEG codec. I got the MPEG codec with the last d e v e l o p and didn't
>realise that it was not release software. BTW, I think that you mean
>MoviePlayer not Apple Video Player.

Hurm, I thought the MPEG codec was released. In any case it has been in
beta status long enough that if it is not out already it should be very,
very soon now.

I believe QT 2.5 has had the hooks all along to support MPEG, it's just
that they needed more time to finish up MPEG and didn't want to hold up
the release of 2.5.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

6478. Re: Repost: 603e faster than 601?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-27 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-2711961832430001@metricom22.ucsc.edu>
Source record: 7498

In article <849178544_OASIS_@pcc-uky.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net wrote:

> SO compare a 200 mhz 603e to a 120 mhz 604!!! The new 6400 is $2800.00,
> and can't even do serious image editing! Stock, only 16-Bit color, and
> VRAM is only 1 meg. (NON-UPGRADEABLE!) This limits you to only 256 hues
> of a color at one time, unless you want to spend more money on a PCI
> card! (Oh, the monitor is -not- included in that $2800 price either!)

Erm, try $2050 from MacMall, after $150 rebate.

(That's for the 16M RAM, 2.4G HD, 8x CD, 28.8 modem model. No, the
monitor isn't included in that price either.)

A better deal by far is the Power Computing PowerBase 200, at $1795 for
16/1.2/8xCD. It is essentially the same motherboard as the 6400, except
that Power Computing substituted an ATI 3D accelerator video chip for
Apple's video chip, and it has 2MB EDO RAM for video. It is also
available at 180 MHz ($1495) and 240 MHz ($2195). Add $100 to any of them
to get the mini-tower case instead of desktop.

There is also a Motorola StarMax 200 MHz 603e, 16M/1.2G/1M vid/8xCD at
$2K. SuperMac has the C600 (200 MHz 603e, 16M/2.1G/?vid/8xCD) at $1895.
I believe both of these are based off a Motorola motherboard.

With three major clone lines, Apple is defintely no longer the only
company to think about when buying a Mac. When CHRP finally gets rolling,
things should get really good.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

6479. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-27 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <329CE458.1BFE@ridgecrest.ca.us>
Source record: 7499
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

Dirk Figge wrote:
>
> DOMINGO@news.delphi.com (DOMINGO@DELPHI.COM) wrote:
>
> >I'm sure everybody has seen the big Atari symbol in Bladerunner.
>
> Hi Atarians,
>
> iï¿½m a big atari-enthusiast, so i searched the movie yesterday, but i
> didnï¿½t find the logo.
>
> iï¿½ve got the directors cut of bladerunner. is the atari symbol
> included there?.
>
> could anyone tell me in wich scene the logo is shown?
>
> thanxx, dirk
>
> e-mail: dirk.figge@uni-essen.de

I don't remember the exact scene, but I think
it was a sign on the side of a building
down at the end of a street scene.

Mike

6480. Re: Repost: 603e faster than 601?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-27 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <329CE6AB.450B@ridgecrest.ca.us>
Source record: 7500

PETER SINCLAIR-DAY wrote:
>
> In article <849178544_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net
(Ronald J. Hall) writes:
>
> > I know I'm butting in here a little bit, but...
>
> Hasn't stopped you before..
>
> > And they're not speed demons either! A 200 mhz 603e is only 12 0.000000aster than
> > a 120 mhz 604!!! (and it only does 3 instructions per clock cycle)
>
> Between a 120-150mhz PPC604. Depends on other issues like video, cache and HD
> speed..
>
> >
> > SO compare a 200 mhz 603e to a 120 mhz 604!!! The new 6400 is $2800.00,
> > and can't even do serious image editing! Stock, only 16-Bit color, and
> > VRAM is only 1 meg. (NON-UPGRADEABLE!) This limits you to only 256 hues
> > of a color at one time, unless you want to spend more money on a PCI
> > card! (Oh, the monitor is -not- included in that $2800 price either!)
>
> Here we go again with misleading info. The 6400/200 is $2199 as of last month.
> The 6400/200 with the Avid Cinema board installed with 32 megs ram is $2699.
>
> The 6400/180 is $1899...
>
> You should be concerned with Direct/Hades 040/060 pricing. The base price is
> $2499/$2999 for a 4 meg/850 meg HD conf and does not include pricing.. If you
> look hard enough, there are a few 040 Quadra 950's around for $1000 new..
>
You should be concerned about where to wipe the crap off your fingers
after
you wipe. Even though the shiet you spread is thin, you must still
stink.
Everything you say is false. You quote false prices, performances, and
availability. You don't ever back up your claims, your only resort to
"I know your are but what am I tactics". Your a snot nose little kid
with
a need to feel like you have pubic hair. I discharge my nose in your
general
direction.

Mike

Mike

6481. Re: Where is my MPEG extension for Quicktime, Brian?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-27 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <329CE7FA.7939@ridgecrest.ca.us>
Source record: 7501

Brian Quinlan wrote:
>
> Michael Grove <mgrove@ridgecrest.ca.us> writes:
>
> >Where is my MPEG extension for Quicktime?
> >The one that will allow my Mac to play MPEG
> >files from the finder using Apple Video player.
>
> Sorry, I think that I might have been wrong about QuickTime 2.5 having a
> MPEG codec. I got the MPEG codec with the last d e v e l o p and didn't
> realise that it was not release software. BTW, I think that you mean
> MoviePlayer not Apple Video Player.

Why must you insist on correcting every statment I make concerning
Apple. I do infact mean Apple Video Player. It is on my 840AV now
as I type this. If you don't know what is available, don't say it
dosen't exist. Now you can be sorry for that as well.
As for the MPEG codec, why include something that none of the
product line will be able to utilize because of the O/S overhead?
Even with custom codecs, MPEG on the Mac is extreamly slow.

Mike

>
> --
>
> Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
> quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6482. Re: Repost: 603e faster than 601?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov27.234458.1@cobra.uni.edu>
Source record: 7502

In article <329CE6AB.450B@ridgecrest.ca.us>, Michael Grove <mgrove@ridgecrest.ca.us>
writes:

> You should be concerned about where to wipe the crap off your fingers
> after
> you wipe. Even though the shiet you spread is thin, you must still
> stink.
> Everything you say is false. You quote false prices, performances, and
> availability. You don't ever back up your claims, your only resort to
> "I know your are but what am I tactics". Your a snot nose little kid
> with
> a need to feel like you have pubic hair. I discharge my nose in your
> general
> direction.

Touchy here.. Everything I say is false? Care to back that up...The prices I
quoted are accurate unless you live in Canada..

I can dig up and post an Apple press release here.. Don't temp me.. Plus the
retailers and catalogs list the prices I posted..

> Mike

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6483. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov27.233730.1@cobra.uni.edu>
Source record: 7503

In article <849126134_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

> You were implying that just because the installed base of Macs is
> 60mil then they must be good, billions of flies eat shit so it must be
> nice.

The installed base of users are 60 million.. The actual hardware installed base is around 25-26 million..

> ---
> Paul Womar - Just your average Atari user on the verge of sanity.

GREETINGS..

|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6484. Re: Where is my MPEG extension for Quicktime, Brian?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-27 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-2711962231590001@metricom05.ucsc.edu>
Source record: 7504

In article <329CE7FA.7939@ridgecrest.ca.us>, Michael Grove
<mgrove@ridgecrest.ca.us> wrote:

>Brian Quinlan wrote:
>>
>> Michael Grove <mgrove@ridgecrest.ca.us> writes:
>>
>> >Where is my MPEG extension for Quicktime?
>> >The one that will allow my Mac to play MPEG
>> >files from the finder using Apple Video player.
>>
>> Sorry, I think that I might have been wrong about QuickTime 2.5 having a
>> MPEG codec. I got the MPEG codec with the last d e v e l o p and didn't
>> realise that it was not release software. BTW, I think that you mean
>> MoviePlayer not Apple Video Player.
>
>Why must you insist on correcting every statment I make concerning
>Apple.

Well, he was correct, you know. You can't really blame him for correcting
you when you are in fact wrong. And it was a much milder correction than
he could have chosen to make, given your confrontational manner.

> I do infact mean Apple Video Player. It is on my 840AV now
>as I type this.

Apple Video Player is an application which displays your 840AV's NTSC/PAL
video digitizer output in a window. It doesn't play QuickTime movies at
all; it doesn't even have an Open command in the File menu! You use it to
view analog video from a VCR or camera. (You should also have a program,
which I forget the name of since it's been a while since I had my 660AV,
which captures the digitized video into a QuickTime movie.)

MoviePlayer is the QuickTime player program supplied by Apple.

> If you don't know what is available, don't say it
>dosen't exist. Now you can be sorry for that as well.

Brian did not say that Apple Video Player does not exist. He said that
you probably meant MoviePlayer instead, which apparently was giving you
more credit for Mac knowledge than you deserved.

>As for the MPEG codec, why include something that none of the
>product line will be able to utilize because of the O/S overhead?
>Even with custom codecs, MPEG on the Mac is extreamly slow.

Define "extreamly [sp] slow". Do you expect your 840AV to decode fullscreen MPEGs even close to realtime? That's a laugh. It's only a 40 MHz 040. Haven't had much experience with MPEG on any platform, have you?

Think of MPEG playback as being like decoding a JPEG picture each frame, except that you must crunch together data from several past frames and perhaps even some future frames as well as expanding the current frame. There is a good reason why people who need to work with MPEG at all buy MPEG coprocessor boards.

(The only announced general purpose CPU capable of realtime MPEG *encoding* is the DEC Alpha 21264, the next-generation Alpha, which will debut at 500 MHz. Think about that.)

BTW, any Atari dealers in R/C? I never found one after Ridgecrest Computer Center shut down.

--

+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

6485. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov27.232850.1@cobra.uni.edu>
Source record: 7505

In article <849179268_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:

>>>> Quote prices to back up your claim that Macs are expensive..
>
> How about $2800.00 for a 200 mhz 6400 that is only 12 0.000000aster than a
> 120 mhz 604 equipped model? This includes 640 x 480 video (ooh!), a
> whopping 1 meg of VRAM (thats NOT upgradeable unless you want to spend
> more money on a PCI card), and NO MONITOR! :)

Nope..The 6400/200 is $2199 and or $2049 with printer rebate..

If thats to much power for ya, the $1499 6360/160 with 28k modem to boot..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6486. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov27.233126.1@cobra.uni.edu>
Source record: 7506

In article <57i3m2$vrl@dos.canit.se>, optimus@canit.se (Iggy Drougge) writes:
> PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
> : In article <577f1r$i49@dos.canit.se>, optimus@canit.se (Iggy Drougge) writes:
> :
> : > Perhaps it's for Mac emulation? =)
> : > Anyway, that is a fraction of what a Mac needs in order to do any serious
> : > applications.
> :
> : What serious TOS applications..List equivelants and get back to me..
>
> You know, Degas Elite, NeoChrome, the latest MegaDemo...
> Nope, I'd rather let the "pros" handle that, but take, f.ex. APEX Media,
> most image processing programs (An image file isn't automagically shrunk,
> just because the programs are), recording software, etc.

Are you serious? Degas Elite and NeoChrome is as old as my car..That long
ago.. The last update was probably 7-8 years ago..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6487. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov27.233541.1@cobra.uni.edu>
Source record: 7507

In article <849125684_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

>>What excuses..I see it's different with Photoshop...
>
> We are talking about the space data takes not the space that the
> program itself takes up. Photoshop takes up a huge chunk of memory
> before you have loaded any data.

Only if you allow it.. Macs ship from 16-32 megs. The memory is not an issue. You should worry about the Hades/Direct pricing.. Not even sold with enough base memory..

> --
> Paul Womar - Just your average Atari user on the verge of sanity.

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6488. Re: MACINTOSH IS THE SHIT

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-27 00:00:00 UTC
From: "fido.odif" <fido@dogfood.net>
Message-ID: <329D0AA4.638B@dogfood.net>
Source record: 7508
Cross-posted to: comp.sys.mac.advocacy,comp.os.msdos.misc,comp.os.ms-windows.advocacy,alt.tasteless.jokes,alt.flame,comp.sys.atari.advocacy,comp.sys.atari.st,harvard.general,alt.sex.stories,alt.aol-sucks

[[[[------------------t04D34T3R------------------]]]]] wrote:
>
> kim9@fas.harvard.edu (Michael Kim) wrote:
>
> >On Wed, 13 Nov 1996 13:55:13 -0500, mms@pobox.com (Max Schaefer)
> >wrote:
> >
> >>Thank heavens. The thought of someone as patently evil as Clancy being a
> >>Mac advocate makes even Windows 95 seem attractive.
> >
> >Actually, Clancy used to be featured in Macintosh advertising in the
> >late 80's, early 90's. I think he was in that "What's on your
> >Powerbook?" series.
> >
> >Mike
> >
>
> Is his new game, SSN available for the Mac?

HELL no.

6489. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-27 00:00:00 UTC
From: Graham Chiu <gchiu@compkarori.co.nz>
Message-ID: <mwnjOHAKk4myEwGt@gchiu.compkarori.co.nz>
Source record: 7630
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

In article <577v2m$jm4@access4.digex.net>, Sean Connery
<bond@access4.digex.net> writes
>But if that was the case I think it would have been done earlier. So I
>suggest that if there comes a time were a person selling pads is a likely
>suspect--boycott them. Even if it means having to pay more for your own

Why? Do you have a problem with the practise of enterprise and the free
market economy in the USA?

If someone has taken the risk of purchasing all these pads to make them
available to the internet community as opposed to the small population
around that shop, then I can only applaud their actions.

6490. Re: Grey/Blue Jag Controller

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-27 00:00:00 UTC
From: Marc M <tbmarc@webspan.net>
Message-ID: <01bbdc0a$fa600100$7b469ace@marcm>
Source record: 7631
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

```
Ryan 'Gozar' Collins <gozar@kenton.com> wrote in article
<M04myMezGqFM092yn@kenton.com>...
| In article <577v2m$jm4@access4.digex.net>,
| bond@access4.digex.net (Sean Connery) wrote:
| >In article <571181$m5i@nnrp1.news.primenet.com>,
| >Robert Worne <rworne@primenet.com> wrote:
| >
| >>That bites, so when do we see someone who "just came across" a large
| >>quantity of Jag controllers sell them on the net for $10-15 apiece?
| >
| >That is what I think. Some tool just bought them all up hoping to
double
| >his money over the next 6-12 months. It's great to think that 4Play or
| >someone did this as part of a greand scheme that would have meaning...
| >But if that was the case I think it would have been done earlier. So I
| >suggest that if there comes a time were a person selling pads is a
likely
| >suspect--boycott them. Even if it means having to pay more for your own
| >pad (unlikely really). If they had been ProControllers I would have had
| >my order in when I first saw the post...
|
| Isn't this how a business should work? Why boycott someone who found
| out about a good deal, and wants to make a little bit of money on it?
| The place that had them for $2.50 should've been asking for more!!!
|
| (And no, it isn't me!! :-)
|
| --
|
-------------------------------------------------------------------------
---
| Ryan 'Gozar' Collins
gozar@kenton.com
| "You can count on others, but its better to use your own fingers and
toes"
| http://www.kenton.com/users/gozar/index.htm
|
-------------------------------------------------------------------------
---
|
This is the most ridiculous thing I've read thus far!!
Get it together.
```

6491. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov27.002939.1@cobra.uni.edu>
Source record: 7632

In article <329A72BB.5163@ridgecrest.ca.us>, Michael Grove <mgrove@ridgecrest.ca.us>
writes:

>> His name is annoymous as far as I see. He is a chicken shit who can't reveal
>> his true identity.
>
> Chicken shit? Who cried when their mail box was full?

Wasn't mine..

>> Quote prices to back up your claim that Macs are expensive..
>
> Macs, that have any use whatsoever, are expensive. A "good"
> Mac starts at around $3500.00. This excludes your piece of shit.

Please list this $3500 model.. I paid $899 for mine which was a steal at the
time..

Speaking of price..I logged onto Computer Directs home page.. My jaw dropped
when I saw the prices on the 040/060 Hades..

$2499 for an 040 box with four megs ram and 850 meg HD..

$2999 for an 060 box with four megs ram and 850 meg HD..

Who actually would buy such yesterdays technology?

Price does not include monitor. For that kind of money, they should take you
out to dinner to celebrate your accession to antiquated 040/060 platform..

>
> Mike

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6492. Re: POWER MAC FOR SALE

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov27.003045.1@cobra.uni.edu>
Source record: 7633

In article <329AA119.3141@airmail.net>, jim petit <jpetit1@airmail.net> writes:
> sam esmail wrote:
>>
>> Power Macintosh Desktop Computer
>
> Think Petey might be interested in this?

Thanks, already have a PowerMac..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6493. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov27.000647.1@cobra.uni.edu>
Source record: 7634

In article <329A762F.451B@airmail.net>, jim petit <jpetit1@airmail.net> writes:

>> > Maybe so. But it's still just a Mac.
>>
>> Yep..
>>
> my,my, do your superiors know you agree with others that a mac is still
> just a mac? Aren't you afraid they will strip you of your campus-rep
> status. Sounds like you're skating on thin ice there, bud.

Please explain? A mac is a mac.. Not a Wintel machine..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6494. Re: Repost: 603e faster than 601?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov27.000331.1@cobra.uni.edu>
Source record: 7635

In article <848964952_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

> I understand that higher speeds are available I thought that was
> fairly clear, I was talking about how 2 similar Mhz rated chips would
> compare. I accept that you misunderstood the point of the question so
> forget it.

Forget what? The last 601 Mac will be phased out in January and the top speed is 120mhz.. Apple no longer makes 603e/ 100-120 mhz desktop Macs. The min speed is 160 mhz...
>
> I didn't think it was appropriate to compare different speed chips
> when taliking about chip power, a 117 Mhz 603e in a Powerbook (I
> believe that exists) is not even close to the speed of a 120 Mhz 601
> according to the magazines I read and the people that I spoke to and I
> wouldn't call that blowing the 601 away.

Why not? Comparing PowerBook speed to desktop ones is like comparing apples and oranges.. PowerBooks tend to have a slower archetecture than their desktop ones due to bus and video speed..

A 160 mhz PPC 603e exceeds a 120 mhz 601..

> ---
> Paul Womar - Just your average Atari user on the verge of sanity.

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6495. Re: Make money!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-27 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <57h560$3o5@balaena.bio.vu.nl>
Source record: 7636
Cross-posted to: comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

>THIS IS THE FAIREST AND MOST HONEST WAY I HAVE EVER SEEN TO SHARE THE
>WEALTH OF THE WORLD

Has this person ever heard of _working_?

>WITHOUT COSTING US ANYTHING BUT OUR TIME

Time is mony. Especially when you're on a 2400 baud link.

>$5 AND FIVE POSTAGE STAMPS!

God, I hate people who leave their Caps-Lock turned on...

Sorry, but one just can't resist replying to such a message :)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer

6496. Re: Repost: 603e faster than 601?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-27 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <849178544_OASIS_@pcc-uky.campus.mci.net>
Source record: 7637

In article <1996Nov27.000331.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

I know I'm butting in here a little bit, but...

>Forget what? The last 601 Mac will be phased out in January and the top speed
>is 120mhz.. Apple no longer makes 603e/ 100-120 mhz desktop Macs. The min
>speed is 160 mhz...

And they're not speed demons either! A 200 mhz 603e is only 12 0.000000aster than
a 120 mhz 604!!! (and it only does 3 instructions per clock cycle)

>Why not? Comparing PowerBook speed to desktop ones is like comparing apples
>and oranges.. PowerBooks tend to have a slower archetecture than their desktop
>ones due to bus and video speed..

SO compare a 200 mhz 603e to a 120 mhz 604!!! The new 6400 is $2800.00,
and can't even do serious image editing! Stock, only 16-Bit color, and
VRAM is only 1 meg. (NON-UPGRADEABLE!) This limits you to only 256 hues
of a color at one time, unless you want to spend more money on a PCI
card! (Oh, the monitor is -not- included in that $2800 price either!)

--

```
_/_/_/
```

6497. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-27 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <849179268_OASIS_@pcc-uky.campus.mci.net>
Source record: 7638

In article <1996Nov27.002939.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>>> Quote prices to back up your claim that Macs are expensive..

How about $2800.00 for a 200 mhz 6400 that is only 12 0.000000aster than a
120 mhz 604 equipped model? This includes 640 x 480 video (ooh!), a
whopping 1 meg of VRAM (thats NOT upgradeable unless you want to spend
more money on a PCI card), and NO MONITOR! :)

>Speaking of price..I logged onto Computer Directs home page.. My jaw dropped
>when I saw the prices on the 040/060 Hades..
>
>$2499 for an 040 box with four megs ram and 850 meg HD..
>
>$2999 for an 060 box with four megs ram and 850 meg HD..
>
>Who actually would buy such yesterdays technology?

Damned if I wouldn't if I had the money! For some reason you keep
(conveniently) forgetting how much more efficient a TOS equipped
computer is...

>Price does not include monitor. For that kind of money, they should take you
>out to dinner to celebrate your accession to antiquated 040/060 platform..

I bet Chris would if you were in the neighborhood! I'm sure that after
dinner conversation with someone like Chris (you know, human?) would be
far easier to swallow than the bunk you try to shove down our throats!

--

_/_/_/

6498. Re: Make money!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-27 00:00:00 UTC
From: jelsterb@pen.k12.va.us
Message-ID: <E1JCJu.2x09@pen.k12.va.us>
Source record: 7639
Cross-posted to: comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

lars westin (lars westin) writes:
> THIS IS THE FAIREST MOST HONEST WAY I KNOW TO SHARE THE WEALTH!
>
> Hello!!
>
> Would you like to make thousands of dollars, quickly, legally, with NO
>
> CATCH? Then keep reading......please take five minutes to read this
>
> article- it will change your life, just like it did mine. It's true!
>

I know of a much more honest way to share the wealth... GET A
JOB!!! Sure you will end up paying some money to the
government, but look at all the wonderful services you get in
return!! And you will feel much better about yourself because
you won't be stuck behind a computer posting to 200 newsgroups!
You may even make a friend or 2!

As for an article changing your life... try giving a read to
the following -
http://www.gospelcom.net/rbc/salvation/index.html

It will take you a lot further and doesn't cost you $5.00

--
Joseph Elster, Senior Programmer/Analyst, County of Albemarle
"All opinions expressed are that of my own and not my employer."
jelsterb@pen.k12.va.us

http://www.geocities.com/CapitolHill/1555

Christians aren't perfect, just forgiven!

6499. Re: Repost: 603e faster than 601?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-27 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov27.111309.1@cobra.uni.edu>
Source record: 7640

In article <849178544_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:

> I know I'm butting in here a little bit, but...

Hasn't stopped you before..

> And they're not speed demons either! A 200 mhz 603e is only 12 0.000000aster than
> a 120 mhz 604!!! (and it only does 3 instructions per clock cycle)

Between a 120-150mhz PPC604. Depends on other issues like video, cache and HD speed..

>
> SO compare a 200 mhz 603e to a 120 mhz 604!!! The new 6400 is $2800.00,
> and can't even do serious image editing! Stock, only 16-Bit color, and
> VRAM is only 1 meg. (NON-UPGRADEABLE!) This limits you to only 256 hues
> of a color at one time, unless you want to spend more money on a PCI
> card! (Oh, the monitor is -not- included in that $2800 price either!)

Here we go again with misleading info. The 6400/200 is $2199 as of last month. The 6400/200 with the Avid Cinema board installed with 32 megs ram is $2699.

The 6400/180 is $1899...

You should be concerned with Direct/Hades 040/060 pricing. The base price is $2499/$2999 for a 4 meg/850 meg HD conf and does not include pricing.. If you look hard enough, there are a few 040 Quadra 950's around for $1000 new..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6500. Re: Grey/Blue Jag Controller

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-28 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.961127193641.21520D-100000@ns1.ptd.net>
Source record: 7509
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

On Tue, 26 Nov 1996, Ryan 'Gozar' Collins wrote:

> >>That bites, so when do we see someone who "just came across" a large
> >>quantity of Jag controllers sell them on the net for $10-15 apiece?
> >
> >That is what I think. Some tool just bought them all up hoping to double
> >his money over the next 6-12 months. It's great to think that 4Play or
> >someone did this as part of a greand scheme that would have meaning...
> >But if that was the case I think it would have been done earlier. So I
> >suggest that if there comes a time were a person selling pads is a likely
> >suspect--boycott them. Even if it means having to pay more for your own
> >pad (unlikely really). If they had been ProControllers I would have had
> >my order in when I first saw the post...
>
> Isn't this how a business should work? Why boycott someone who found
> out about a good deal, and wants to make a little bit of money on it?
> The place that had them for $2.50 should've been asking for more!!!
>
> (And no, it isn't me!! :-)

Had the place that sells the controlers for $2.50 only sells in bulk for other businesses to sell to customers, then that's ok.

But this is a retailer that sells to the public, meaning it was ment for the public buyer. But if dealers will buy out stock from another dealer and sell for a higher price, then what's the consumer to do? If the price were barely higher then that wouldn't bother me, $5 would be fine. But for a ridiculous price that's way out of line, forget it! Then it'll be the same as ticket scalping.

BTW, I'm wondering if anyone with a ST computer still would buy a Jag controler with a good reason. I had an idea for a driver to use Jag pads in games that look for a joystick, but with the way the Atari scene is...looks awful bleak :P

Eric Noss
a.k.a
Mr. Maddog

6501. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-28 00:00:00 UTC
From: Raptor-King <raptorking@onetinc.com>
Message-ID: <01bbdce1$408c27e0$23b550cc@onet.onetinc.com>
Source record: 7510
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

```
It's a outside scene. It's on a store window in the background. it shouws
up several times.
I think it is when he kills those guys outside in the rain.
--
-------------------------------
| Raptor-King... |
| Who Else? |
-------------------------------
```

Dirk Figge <dirk.figge@uni-essen.de> wrote in article
<57hror$ejr@sun3.uni-essen.de>...
> DOMINGO@news.delphi.com (DOMINGO@DELPHI.COM) wrote:
>
>
> >I'm sure everybody has seen the big Atari symbol in Bladerunner.
>
> Hi Atarians,
>
> i�m a big atari-enthusiast, so i searched the movie yesterday, but i
> didn�t find the logo.
>
> i�ve got the directors cut of bladerunner. is the atari symbol
> included there?.
>
> could anyone tell me in wich scene the logo is shown?
>
> thanxx, dirk
>
> e-mail: dirk.figge@uni-essen.de
>
>
>
>

6502. And you thought Atari was expensive to upgrade?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-28 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <329D63CD.7B3C@ridgecrest.ca.us>
Source record: 7511

"Subject:
NuBus Adapter card for a 6100/60
Date:
26 Nov 1996 22:33:17 GMT
From:
"" <xxxx@xxxxx.xxx>
Organization:

Newsgroups:
comp.sys.mac.hardware

I have a 6100/60 and when trying to connect it to a network, I had to
buy a
NuBus Adapter card. I was shocked to find out that apple no longer
makes
the card. They have them, but they are $500.00 Which I think is INSANE.
The
Nubus card itself was only $250.00. Is there anyone who knows where I
can
get a NuBus Adapter card for a 6100/60.
For less than 500.00
****
Only the names were changed to protect the swindled.

Mike

6503. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-28 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvwwv6k0zv.fsf@emw.ericsson.se>
Source record: 7512

optimus@canit.se (Iggy Drougge) writes:

> : What serious TOS applications..List equivelants and get back to me..
>
> You know, Degas Elite, NeoChrome, the latest MegaDemo...
> Nope, I'd rather let the "pros" handle that, but take, f.ex. APEX Media,
> most image processing programs (An image file isn't automagically shrunk,
> just because the programs are), recording software, etc.
>
> --
> =-+X+-=-+X+-=-+X+-=-+X+-=-+X+-=->X<-=-+X+-=-+X+-=-+X+-=-+X+-=-+X+-=-+X+
> // Mail: optimus@canit.se Y Transformer collector | //
> \X/ Mail: unniggy@algonet.se | Furry/anime fan | \X/
> WWW: http://www.canit.se/~optimus | Sonic Code: Sal+++!^ | Team AMIGA

So what is a Amiga user doing in this group talking about Apex Media? :-)
BTW. Apex Media will look like Degas Elite compared to Apex 3. I have seen
it, I know! :

//Magnus Kollberg
--
+--+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

6504. Re: Repost: 603e faster than 601?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-28 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.849200676@gen-off-3>
Source record: 7513

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>They can't...I am like cocaine..

Indeed, Petey gets up your nose.
--
Home page http://www.cix.co.uk/~ktl/hoagy.html
Alternate Email hoagy@ktl.cix.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6505. Re: 10 Reasons To Use an Atari instead of a Macintosh

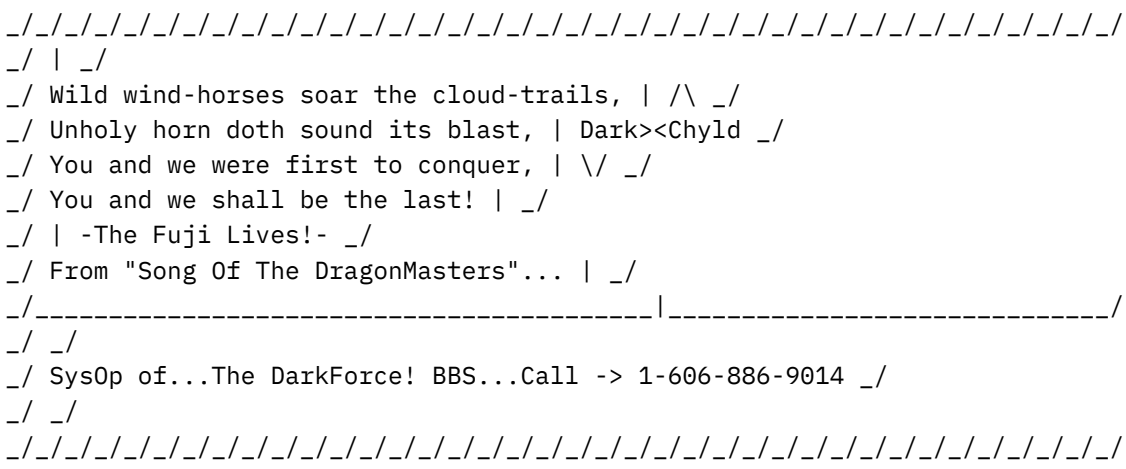
Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-28 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <849265860_OASIS_@pcc-uky.campus.mci.net>
Source record: 7514

In article <1996Nov27.232850.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>Nope..The 6400/200 is $2199 and or $2049 with printer rebate..
>
>If thats to much power for ya, the $1499 6360/160 with 28k modem to boot..

You forgot to mention (what are you, senile?) that it still only comes
with 1 meg of VRAM, and that to upgrade it you have to buy a PCI card,
and it DOES NOT INCLUDE the monitor!

--


_/ | _/
_/ Wild wind-horses soar the cloud-trails, | /\ _/
_/ Unholy horn doth sound its blast, | Dark><Chyld _/
_/ You and we were first to conquer, | \/ _/
_/ You and we shall be the last! | _/
_/ | -The Fuji Lives!- _/
_/ From "Song Of The DragonMasters"... | _/
_/ _/
_/ SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014 _/
_/ _/

6506. Re: Repost: 603e faster than 601?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-28 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <849265360_OASIS_@pcc-uky.campus.mci.net>
Source record: 7515

In article <1996Nov27.111309.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>Hasn't stopped you before..

AND it never will when it comes to confronting your crap, Sinclap...

>Between a 120-150mhz PPC604. Depends on other issues like video, cache and HD
>speed..

Video is slow, slow, slow...VRAM is only 1 meg, limiting it to only
640 x 480 res stock...

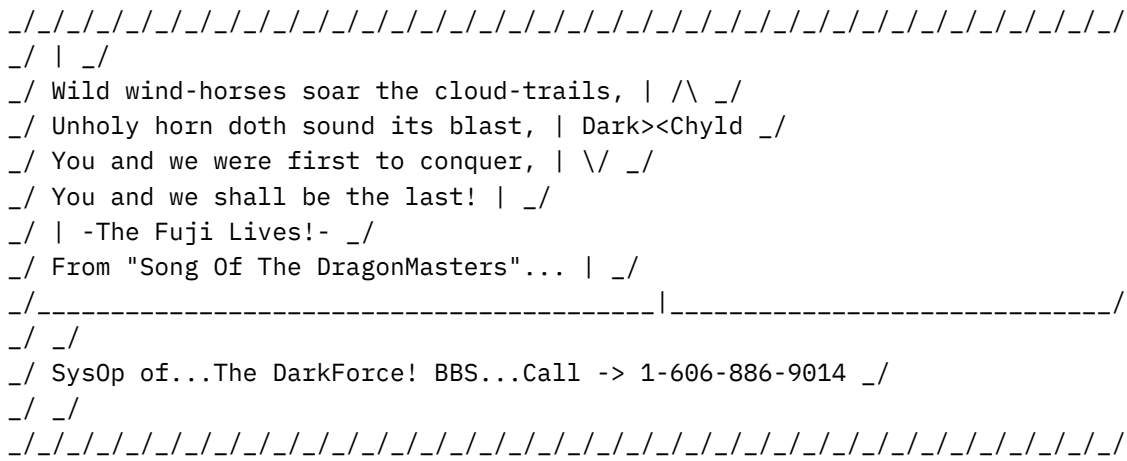
>Here we go again with misleading info. The 6400/200 is $2199 as of last month.
>The 6400/200 with the Avid Cinema board installed with 32 megs ram is $2699.
>
>The 6400/180 is $1899...

I'm quoting directly from the latest issue of the Computer Shopper. AND it
still does not include a monitor...does any of yours???

>You should be concerned with Direct/Hades 040/060 pricing. The base price is
>$2499/$2999 for a 4 meg/850 meg HD conf and does not include pricing.. If you
>look hard enough, there are a few 040 Quadra 950's around for $1000 new..

Thats a fair price for the performance that you would get from a machine
with their specs. running TOS! BTW, why in the world would I want to step
down to a Quadra????? (no matter what the price!)

--



6507. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-28 00:00:00 UTC
From: optimus@canit.se
Message-ID: <57kkq2$an4@dos.canit.se>
Source record: 7516

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: In article <57i3m2$vrl@dos.canit.se>, optimus@canit.se (Iggy Drougge) writes:
: > PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: > : In article <577f1r$i49@dos.canit.se>, optimus@canit.se (Iggy Drougge) writes:
: > :
: > : > Perhaps it's for Mac emulation? =)
: > : > Anyway, that is a fraction of what a Mac needs in order to do any serious
: > : > applications.
: > :
: > : What serious TOS applications..List equivelants and get back to me..
: >
: > You know, Degas Elite, NeoChrome, the latest MegaDemo...
: > Nope, I'd rather let the "pros" handle that, but take, f.ex. APEX Media,
: > most image processing programs (An image file isn't automagically shrunk,
: > just because the programs are), recording software, etc.
:
: Are you serious? Degas Elite and NeoChrome is as old as my car..That long
: ago.. The last update was probably 7-8 years ago..

Sorry, I should have put in a smiley for the humor-impaired. It's amazing
that you didn't get that...

--
=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=
__/__ /// /// __/__
\ .&#65533; / /// / __ __ /\ __ __ __ __ _ /// \ &#65533;. /
/_ o_\ \\\V// / /_/ /_/ /_/. /_/ / / /_/ /_/ /_/ /_//-' \\\V// /_o _\
\/ \XX/ __/ __/ __/ __/ __/ &#65533;&#65533; \XX/ \/
=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=

6508. Re: And you thought Atari was expensive to upgrade?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov28.123843.1@cobra.uni.edu>
Source record: 7517

In article <329D63CD.7B3C@ridgecrest.ca.us>, Michael Grove <mgrove@ridgecrest.ca.us>
writes:
> "Subject:
> NuBus Adapter card for a 6100/60
> Date:
> 26 Nov 1996 22:33:17 GMT
> From:
> "" <xxxx@xxxxx.xxx>
> Organization:
>
> Newsgroups:
> comp.sys.mac.hardware
>
>
> I have a 6100/60 and when trying to connect it to a network, I had to
> buy a
> NuBus Adapter card. I was shocked to find out that apple no longer
> makes
> the card. They have them, but they are $500.00 Which I think is INSANE.
> The
> Nubus card itself was only $250.00. Is there anyone who knows where I
> can
> get a NuBus Adapter card for a 6100/60.
> For less than 500.00
> **
> Only the names were changed to protect the swindled.

ROFL!! Nice try..

The 6100 line comes with ethernet installed, you know a standard feature that
is an extra/option on the overpriced TOS line..

I don't know where this person comes up with $500 for a Nubus card. Does this
price include a ethernet as well. Still the most he would pay for a Nubus plus
ethernet is $200. However, the Nubus adaptor can be had for $49 from Shrieve
Systems and is on my price list...

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I

|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

> Mike

6509. Re: Repost: 603e faster than 601?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov28.124718.1@cobra.uni.edu>
Source record: 7518

In article <849265360_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:

> Video is slow, slow, slow...VRAM is only 1 meg, limiting it to only
> 640 x 480 res stock...

If your not happy with the video, than you should get a PowerComputing PowerBase 180 which comes with the new ATI video chip and 2MB vram for $1499! My bro has one on order..

> I'm quoting directly from the latest issue of the Computer Shopper. AND it
> still does not include a monitor...does any of yours???

Why don't you quote from the inserts in your Sunday paper from the likes of CompUSA and Best Buy...

The Computer Shopper recieves those adds months before publication and are dated. Apple reduced the price in the third week of October..

> Thats a fair price for the performance that you would get from a machine
> with their specs. running TOS! BTW, why in the world would I want to step
> down to a Quadra????? (no matter what the price!)

ROFL again.. What denial! There is nothing efficient about TOS. If TOS has the functionality and features, of course you could brag, but you can't..

Those prices are obscene...

> _/_/_/_

6510. Re: Repost: 603e faster than 601?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-28 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <849228776_OASIS_@pwomar.demon.co.uk>
Source record: 7519

In article <1996Nov27.000331.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <848964952_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>
>> I understand that higher speeds are available I thought that was
>> fairly clear, I was talking about how 2 similar Mhz rated chips would
>> compare. I accept that you misunderstood the point of the question so
>> forget it.
>
>Forget what? The last 601 Mac will be phased out in January and the top speed
>is 120mhz.. Apple no longer makes 603e/ 100-120 mhz desktop Macs. The min
>speed is 160 mhz...

Forget that you don't understand the idea of a fair comparison.

>> I didn't think it was appropriate to compare different speed chips
>> when taliking about chip power, a 117 Mhz 603e in a Powerbook (I
>> believe that exists) is not even close to the speed of a 120 Mhz 601
>> according to the magazines I read and the people that I spoke to and I
>> wouldn't call that blowing the 601 away.
>
>Why not? Comparing PowerBook speed to desktop ones is like comparing apples
>and oranges..

If a desktop machine existed then I would have compared those machines
and I expect the 601 would be faster than the 603e when both are at similar
clock speeds, but as you say, apple have handicapped the 603e machines
so the comparisons are not fair.

>PowerBooks tend to have a slower archetecture than their desktop
>ones due to bus and video speed..
>
>A 160 mhz PPC 603e exceeds a 120 mhz 601..

Can you not see that when comparing chip power it is only sensible to
compare them at similar speeds?

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.

6511. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-28 00:00:00 UTC
From: optimus@canit.se
Message-ID: <57kkt0$an4@dos.canit.se>
Source record: 7520

```
Magnus Kollberg (emwoll@emw.ericsson.se) wrote:
: optimus@canit.se (Iggy Drougge) writes:
:
:
: > : What serious TOS applications..List equivelants and get back to me..
: >
: > You know, Degas Elite, NeoChrome, the latest MegaDemo...
: > Nope, I'd rather let the "pros" handle that, but take, f.ex. APEX Media,
: > most image processing programs (An image file isn't automagically shrunk,
: > just because the programs are), recording software, etc.
: >
: > --
: > =-+X+-=-+X+-=-+X+-=-+X+-=-+X+-=-+X+-=->X<-=-+X+-=-+X+-=-+X+-=-+X+-=-+X+-=-+X+
: > // Mail: optimus@canit.se Y Transformer collector | //
: > \X/ Mail: unniggy@algonet.se | Furry/anime fan | \X/
: > WWW: http://www.canit.se/~optimus | Sonic Code: Sal+++!^ | Team AMIGA
:
: So what is a Amiga user doing in this group talking about Apex Media? :-)
: BTW. Apex Media will look like Degas Elite compared to Apex 3. I have seen
: it, I know! :

I thought it's be interesting what was happening here, and I discovered
Sinclair, who fled the Amiga advocacy group.
```

/Iggy, who has nothing against the Atari.

```
--
=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=
__/\__ /// /// __/\__
\ .@ / /// / __ __ /\ __ __ __ __ _ /// \ @. /
/_ o_\ \\\V// / /_/ /_/ /_/. /_/ / /_/ /_/ /_/ /_//-' \\\V// /_o _\
\/ \XX/ __/ __/ __/ __/ __/ @@ \XX/ \/
=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=
```

6512. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-28 00:00:00 UTC
From: optimus@canit.se
Message-ID: <57kkul$an4@dos.canit.se>
Source record: 7521
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,alt.atari.2600

Dave Hartley (compudav@maui.net) wrote:
: Does anyone out there want a virtually unused Atari Falcon 030?

Yes, please.

--
=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=
__/__ /// /// __/__
\ .&#65533; / /// / __ __ /\ __ __ __ __ _ /// \ &#65533;. /
/_ o_\ \\\V// / /_/ /_/ /_/. /_/ / /_/ /_/ /_/ /_//-' \\\V// /_o _\
\/ \XX/ __/ __/ __/ __/ __/ &#65533;&#65533; \XX/ \/
=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=-=*=

6513. Atari Falcon users!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-28 00:00:00 UTC
From: hhijg@alfred.uib.no
Message-ID: <57ko8l$50t@toralf.uib.no>
Source record: 7522

Please tell me... how is this machine suited for HD-recording and MIDI?

Yours, Jostein!

6514. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov28.125113.1@cobra.uni.edu>
Source record: 7523

In article <849265860_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:

>>Nope..The 6400/200 is $2199 and or $2049 with printer rebate..
>>
>>If thats to much power for ya, the $1499 6360/160 with 28k modem to boot..
>
> You forgot to mention (what are you, senile?) that it still only comes
> with 1 meg of VRAM, and that to upgrade it you have to buy a PCI card,
> and it DOES NOT INCLUDE the monitor!

For most, I meg is fine..However, you have choices.. Try the PowerComputing PowerBase 180 for $1499..Includes the new ATI 2/3d chip with 2meg VRAM..

Still cheaper than a 040 HAdes/Direct by at least a grand..

The TOS machines DO NOT INCLUDE A MONITOR!

> _/_/_/_

6515. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-28 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <329dade6.22235350@news.airtime.co.uk>
Source record: 7524
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,alt.atari.2600

On Wed, 27 Nov 1996 16:14:23 -0800, Dave Hartley <compudav@maui.net>
wrote:

>Does anyone out there want a virtually unused Atari Falcon 030?

DESPERATLY!!!!!!

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

6516. Please Help!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-28 00:00:00 UTC
From: trythis@money.com
Message-ID: <329dfe72.89549975@news.inet-direct.com>
Source record: 7525

Thanks for taking the time to read this message! This is about a lady that gave all she could to everyone, including me. Her name is Wendy.

When I was young she became my foster mother after my real mother had abandon me. Never having any kids of her own she became a foster parent. That I got to be in her care was probably the best thing that had ever happened to me. She had other foster children and even ended up taking care of many of the neighborhood kids.

Wendy is a lady that just never gave up and always gave more than anyone could imagine. I no longer think of my real mother as mother but rather Wendy as my only true mother. I know that I'm not the only one that thinks that way either. It wasn't just kids that she helped it included the elderly, the disabled and the just down and out. What it takes to qualify for a saint is something I never found out, but I know it can't be more than the things I saw this lady do for anybody. Even people that had wronged her could find themselves looking up at her while she helped them when they were down.

I'm 26 now and many of the things I'm telling you I never really realized until now. Since I was a kid she has helped me with everything from recovering from my mistakes to just being there to say "You can do it... It'll be okay." I've never been able to make a good attempt at trying to repay her for all she's done for me and I'm not alone. Many people just have taken for granted the things she's done for them.

I know by now you're asking yourself why I've posted this letter. Well, to be honest and straight with you it's because I would like your help. If there's one thing that I've learned from Wendy it's that, "We are our neighbors keepers." You know the golden rule, "Do onto others as you would have them do onto you." Anyway now Wendy is an older lady that is disabled and can't do as much as she used to. With the disability sometimes expenses can be too much. I now live in Arkansas and can't be of much help. With no real family I'd like to do something to try to repay all she done for me and many others.

That's were you come in. See if you can think back to someone that helped you no matter how big or small. Maybe it's someone you can't even remember or have lost touch with. For that moment picture Wendy and say, "I'd like to repay that kindness." I wish you would sit down and write a small note saying "Thanks for being the generous person that you have been!" If you could include something to help out. Maybe it's a five dollar bill, a book of stamps, even a dollar. Oh and would you also tell her the Steffin sends his love. Her birthday is next month on the 27th and I'm hoping

I can make this own a very memorable one.

Thanks for reading and if you choose to help God pless you.
Her address is

Wendy Mcghee
9636 Elm
Taylor, Mi 48180

6517. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-28 00:00:00 UTC
From: ecastle@cherita.netkonect.co.uk
Message-ID: <329e187e.51874469@news.netkonect.co.uk>
Source record: 7526
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

Hi,

>I don't remember the exact scene, but I think
>it was a sign on the side of a building
>down at the end of a street scene.

Just before he goes to ask about the snake and find out about the woman. I think.

6518. Re: Atari Falcon users!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-28 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <57l68o$ef@scanner.worldgate.com>
Source record: 7527

hhijg@alfred.uib.no (Jostein Dahl Gjelsvik) wrote:
>Please tell me... how is this machine suited for HD-recording and MIDI?
>
>Yours, Jostein!

The Falcon has MIDI and DSP integrated into the design, it is not an add on. It is suited for this purpose right out of the box and many Gold records have been produced on Falcon technology.

This is not really the right newsgroup to ask this question. You are apt to get flames from users like Peter Sinclair-Day whose only goal in life is to entice people to entertain him with stupid feeble arguments.

The best place to find out about the power and functionality of this machine is in comp.sys.atari.st

All the best,

Chris @ Computer Direct

http://compdirect.com

6519. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-28 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <57l5s0$ef@scanner.worldgate.com>
Source record: 7528

optimus@canit.se (Iggy Drougge) wrote:

>I thought it's be interesting what was happening here, and I discovered
>Sinclair, who fled the Amiga advocacy group.
>
>/Iggy, who has nothing against the Atari.

So please share the Amiga Advocacy groups secret with us!

6520. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-28 00:00:00 UTC
From: david@unspacy.demon.co.uk
Message-ID: <849222740.14944.0@unspacy.demon.co.uk>
Source record: 7529
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

Michael Grove <mgrove@ridgecrest.ca.us> wrote:

>I don't remember the exact scene, but I think
>it was a sign on the side of a building
>down at the end of a street scene.

>Mike

It was the scene where he shot that replicant from the strip bar.
During the chase I think.

I
0 0= /I\
-I-+-= /- (The scene recreated recreated in
A /I crap ASCII art (best viewed in
Windows Notepad))

It was a nice surprise when I saw the film a second time. :)

David McIntosh,
david@unspacy.demon.co.uk
URL: http://www.unspacy.demon.co.uk

6521. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-28 00:00:00 UTC
From: rworne@primenet.com
Message-ID: <57lm9p$ep0@nnrp1.news.primenet.com>
Source record: 7530
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

Graham Chiu <gchiu@compkarori.co.nz> wrote:
>In article <577v2m$jm4@access4.digex.net>, Sean Connery
><bond@access4.digex.net> writes
>>But if that was the case I think it would have been done earlier. So I
>>suggest that if there comes a time were a person selling pads is a likely
>>suspect--boycott them. Even if it means having to pay more for your own
>
>Why? Do you have a problem with the practise of enterprise and the free
>market economy in the USA?
>
>If someone has taken the risk of purchasing all these pads to make them
>available to the internet community as opposed to the small population
>around that shop, then I can only applaud their actions.

Simple, from where I learned of this (on the 'net) they did sell all over the country via catalog.

What we apparently have here is someone who is not just interested in taking a risk, for that they could have bought 100-200 or so. Instead, they bought up the whole stock. Doing so for the express purpose of shutting everyone else out so they can demand their own price.

--
Robert Worne NeXT-OS/2-MacOS

Starving CS Undergrad: "Sorry, I don't do Windows! I'd rather starve!"

Visit my videogame collecting site! http://www.primenet.com/~rworne/

6522. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-29 00:00:00 UTC
From: Graham Chiu <gchiu@compkarori.co.nz>
Message-ID: <HP3bBLAMGnnyEw51@gchiu.compkarori.co.nz>
Source record: 7531
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

In article <57lm9p$ep0@nnrp1.news.primenet.com>, Robert Worne
<rworne@primenet.com> writes
>>If someone has taken the risk of purchasing all these pads to make them
>>available to the internet community as opposed to the small population
>>around that shop, then I can only applaud their actions.
>
>Simple, from where I learned of this (on the 'net) they did sell all over the
>country via catalog.

The point you missed is that the internet community extends beyond the
USA.

>
>What we apparently have here is someone who is not just interested in taking
>a risk, for that they could have bought 100-200 or so. Instead, they bought

It would have been pointless to purchase a couple of hundred if others
were still being sold at $2.50.

>up the whole stock. Doing so for the express purpose of shutting everyone
>else out so they can demand their own price.

If this were food, then clearly there would be a problem. But it is
only a game controller. Here's to the free market economy and the
American way of life.

6523. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-29 00:00:00 UTC
From: rworne@primenet.com
Message-ID: <57mecd$om5@nnrp1.news.primenet.com>
Source record: 7532
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

Graham Chiu <gchiu@compkarori.co.nz> wrote:
[Snip]
>It would have been pointless to purchase a couple of hundred if others
>were still being sold at $2.50.
>
>>up the whole stock. Doing so for the express purpose of shutting everyone
>>else out so they can demand their own price.
>
>If this were food, then clearly there would be a problem. But it is
>only a game controller. Here's to the free market economy and the
>American way of life.

Yes, its true, while there's nothing really wrong with buying up the stock,
it does irritate me. Ah well, I just know they will turn up eventually, I
just wonder who...

--
Robert Worne NeXT-OS/2-MacOS

Starving CS Undergrad: "Sorry, I don't do Windows! I'd rather starve!"

Visit my videogame collecting site! http://www.primenet.com/~rworne/

6524. Re: Atari Falcon users!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-29 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.849268810@gen-off-3>
Source record: 7533

Chris Krowchuk <chris@compdirect.com> writes:

>Gold records have been produced on Falcon technology.
I'm not doubting you, but can you name some that have been produced
using Falcon digital audio (as opposed to just using it as a plain
sequencer)?

We're using an Atari for our current recording project, but it's just an
ST as we are using tape (analogue and ADAT) for the audio recording.
--
Home page http://www.cix.co.uk/~ktl/hoagy.html
Alternate Email hoagy@ktl.cix.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6525. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-29 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.849268722@gen-off-3>
Source record: 7534

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>The TOS machines DO NOT INCLUDE A MONITOR!
True. But most Mac machines do not include a monitor, or even a keyboard.
What use is a machine without a keyboard?
--
Home page http://www.cix.co.uk/~ktl/hoagy.html
Alternate Email hoagy@ktl.cix.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6526. Re: Make money!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-29 00:00:00 UTC
From: Jean Robinson <rnbwridr@sierra.net>
Message-ID: <329F3340.6626@sierra.net>
Source record: 7535
Cross-posted to: comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

I don't know. I have always heard that it is best to ignore stupidity.
Just my 2 cents.

Jean

Levien van Zon wrote:
>
> >THIS IS THE FAIREST AND MOST HONEST WAY I HAVE EVER SEEN TO SHARE THE
> >WEALTH OF THE WORLD
>
> Has this person ever heard of _working_?
>
> >WITHOUT COSTING US ANYTHING BUT OUR TIME
>
> Time is mony. Especially when you're on a 2400 baud link.
>
> >$5 AND FIVE POSTAGE STAMPS!
>
> God, I hate people who leave their Caps-Lock turned on...
>
> Sorry, but one just can't resist replying to such a message :)
>
> -=Levjenno
>
> ------
> Levien van Zon (lvzon@bio.vu.nl)
> MALEB Homepage: http://huizen.dds.nl/~levjenno/
> (Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
> ------
>
> "Wrong, wrong. Absolutely brimming over with wrongability."
> --Rimmer

6527. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-30 00:00:00 UTC
From: Christian Groessler <chris@fast-ag.de>
Message-ID: <329F9781.50CBAA3@fast-ag.de>
Source record: 7536
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,alt.atari.2600

> Does anyone out there want a virtually unused Atari Falcon 030?

yes, me

chris

6528. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-30 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <849401902_OASIS_@pwomar.demon.co.uk>
Source record: 7537

In article <1996Nov27.233126.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <57i3m2$vrl@dos.canit.se>, optimus@canit.se (Iggy Drougge) writes:
>> PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
>> : In article <577f1r$i49@dos.canit.se>, optimus@canit.se (Iggy Drougge) writes:
>>
>> You know, Degas Elite, NeoChrome, the latest MegaDemo...
>> Nope, I'd rather let the "pros" handle that, but take, f.ex. APEX Media,
>> most image processing programs (An image file isn't automagically shrunk,
>> just because the programs are), recording software, etc.
>
>Are you serious? Degas Elite and NeoChrome is as old as my car..That long
>ago.. The last update was probably 7-8 years ago..

This is about the 4th time you have brought up this null argument. It
is NOT updates that count it is the quality of the program itself, I
know you would prefer it if a program took 10 years and as many
versions to reach perfection rather than being released as a final,
finished and polished product straight away. I won't be stupid enough
to argue that Degas or Neochrome are particularly powerfull tools,
they are very old and by todays standards very simple. However another
thing that you don't seem to understand is that people use programs
that do what they need them to do, most Atari users aren't stupid
enough to buy the most powerful program on the market when the far
simpler and cheaper one does exactly what they need it to do.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.

6529. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-30 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <849402148_OASIS_@pwomar.demon.co.uk>
Source record: 7538

In article <1996Nov27.233541.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <849125684_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>
>>>What excuses..I see it's different with Photoshop...
>>
>> We are talking about the space data takes not the space that the
>> program itself takes up. Photoshop takes up a huge chunk of memory
>> before you have loaded any data.
>
>Only if you allow it..

You tell it how much you will allow it to have but if you don't give
it a shitload, it doesn't run.

>Macs ship from 16-32 megs. The memory is not an issue.

Of course it's an issue unless of course you get memory chips for
free.

>You should worry about the Hades/Direct pricing.. Not even sold with enough
>base memory..

Not enough memory by Mac standards you mean.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.

6530. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-30 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a012bf.770752@news.airtime.co.uk>
Source record: 7539
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,alt.atari.2600

On Sat, 30 Nov 1996 03:10:09 +0100, Christian Groessler
<chris@fast-ag.de> wrote:

>> Does anyone out there want a virtually unused Atari Falcon 030?
>
>yes, me

Oi! I saw him first ;--)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

6531. Re: Repost: 603e faster than 601?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-30 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <849402820_OASIS_@pwomar.demon.co.uk>
Source record: 7540

In article <1996Nov28.124718.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <849265360_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net
(Ronald J. Hall) writes:
>
>> Thats a fair price for the performance that you would get from a machine
>> with their specs. running TOS! BTW, why in the world would I want to step
>> down to a Quadra????? (no matter what the price!)
>
>ROFL again.. What denial! There is nothing efficient about TOS. If TOS has
>the functionality and features, of course you could brag, but you can't..
>
>Those prices are obscene...

What denial! TOS is incredibly efficient, see a Hades or a Medusa and
then tell us we are in denial, the fact is that you are not in
possesion of any of the facts, you are claiming that we are lying
about a machines power and you've never seen one. You can't tell power
from raw specs, you should know that the OS counts for a hell of a lot
and you can only compare machine specs when everything else is the
same eg the OS. Features have very little to do with efficiency, my
typing might be shit but I can read and write English and I'll give
crdit where credit is due, you make a good point and I will aknowledge
it, that is no problem. The thing is that you can't make a good point
because you are fighting blind, you know nothing about the opposition.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.

6532. re: keep the atari spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-30 00:00:00 UTC
From: Trilobyte@rockford.com
Message-ID: <849376028mnewsTrilobyte@rockford.com>
Source record: 7541
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,alt.atari.2600

> Does anyone out there want a virtually unused Atari Falcon 030?

If I had the cash to waste. Looks & sounds like a great machine. Another computer, like the Amiga, that makes me wonder how the world could be so ignorant as to ignore these systems. I'm using an Amiga right now.

If you'll give it to me for the cost of shipping & handling, sure! Otherwise, sorry.

6533. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-30 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <849403172_OASIS_@pwomar.demon.co.uk>
Source record: 7542

In article <1996Nov27.233730.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <849126134_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>
>> You were implying that just because the installed base of Macs is
>> 60mil then they must be good, billions of flies eat shit so it must be
>> nice.
>
>The installed base of users are 60 million.. The actual hardware installed
>base is around 25-26 million..

It doesn't alter the pont. Your .sig cutting is getting better, you
can manage to cut 2 lines out now, only another 2 to go.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.

6534. Re: Make money!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-30 00:00:00 UTC
From: Toon Moene <toon@moene.indiv.nluug.nl>
Message-ID: <57q1qo$p8i@news.utrecht.NL.net>
Source record: 7543
Cross-posted to: comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

```
>Levien van Zon wrote:
>>
>> >THIS IS THE FAIREST AND MOST HONEST WAY I HAVE EVER SEEN TO SHARE THE
>> >WEALTH OF THE WORLD
>> Levien van Zon (lvzon@bio.vu.nl)
^^

And then those stupid French think that coffee shops are the worst problem in
my country :-( :-(

--
Toon Moene (toon@moene.indiv.nluug.nl)
Saturnushof 14, 3738 XG Maartensdijk, The Netherlands
Phone: +31 346 214290; Fax: +31 346 214286
URL: http://www.knmi.nl/hirlam
```

6535. Re: 10 Reasons To Use an Atari instead of a Macintoshz

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-30 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov30.142857.1@cobra.uni.edu>
Source record: 7544

In article <djs.849268722@gen-off-3>, djs@jet.uk (David Stevenson) writes:

> True. But most Mac machines do not include a monitor, or even a keyboard.
> What use is a machine without a keyboard?

True..Much of the Pentiums in the retail do not include a monitor. TOS machines do not include a modem and CD-Rom...

Apple's current PowerMac label line do not include a keyboard and monitor. This line is target for those who want customization. However, keyboards will be added as standard in the Q1/97 for all.

> Home page http://www.cix.co.uk/~ktl/hoagy.html

GREETINGS..

|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |

I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|

"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6536. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-30 00:00:00 UTC
From: ad329@james.freenet.hamilton.on.ca
Message-ID: <57qj47$qld@james.freenet.hamilton.on.ca>
Source record: 7545
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

In article <HP3bBLAMGnnyEw51@gchiu.compkarori.co.nz>, Graham Chiu <gchiu@compkarori.co.nz> wrote:
>Here's to the free market economy and the
>American way of life.
~^~^~^

6537. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-30 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov30.223018.1@cobra.uni.edu>
Source record: 7546

In article <849401902_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

> This is about the 4th time you have brought up this null argument. It
> is NOT updates that count it is the quality of the program itself, I
> know you would prefer it if a program took 10 years and as many
> versions to reach perfection rather than being released as a final,
> finished and polished product straight away. I won't be stupid enough
> to argue that Degas or Neochrome are particularly powerfull tools,
> they are very old and by todays standards very simple. However another
> thing that you don't seem to understand is that people use programs
> that do what they need them to do, most Atari users aren't stupid
> enough to buy the most powerful program on the market when the far

WHATEVER!! So what your stating is when one plucks down $3,000 for a
Hades/Direct Degas or Neochrome would suffice..?

> --
> Paul Womar - Just your average Atari user on the verge of sanity.

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6538. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-30 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Nov30.224413.1@cobra.uni.edu>
Source record: 7547

In article <849402148_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

> You tell it how much you will allow it to have but if you don't give
> it a shitload, it doesn't run.

Through the get info function, you can set the bare min of memory if you want. Depending what you are using it for, you can set the memory usage..

>>Macs ship from 16-32 megs. The memory is not an issue.
>
> Of course it's an issue unless of course you get memory chips for
> free.

Considering that the medium range PowerMacs are hundreds of dollars cheaper than a Hades/Direct which are equivelant below the lowend PowerMacs..

Memory is cheap..

> Not enough memory by Mac standards you mean.

I suppose when you are stuck with 1980's apps., four megs should suffice...J

> Paul Womar - Just your average Atari user on the verge of sanity.

GREETINGS..

|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6539. Re: Jag Controller ??

Newsgroup: comp.sys.atari.advocacy
Date: 1996-11-30 00:00:00 UTC
From: wiseguy@webzone.net
Message-ID: <57p8p6$b3c@news2.cais.com>
Source record: 7548
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

"Mr. Maddog" <mrmaddog@ptdprolog.net> wrote:

>On Tue, 26 Nov 1996, Ryan 'Gozar' Collins wrote:

>> >>That bites, so when do we see someone who "just came across" a large
>> >>quantity of Jag controllers sell them on the net for $10-15 apiece?
>> >
>> >That is what I think. Some tool just bought them all up hoping to double
>> >his money over the next 6-12 months. It's great to think that 4Play or
>> >someone did this as part of a greand scheme that would have meaning...
>> >But if that was the case I think it would have been done earlier. So I
>> >suggest that if there comes a time were a person selling pads is a likely
>> >suspect--boycott them. Even if it means having to pay more for your own
>> >pad (unlikely really). If they had been ProControllers I would have had
>> >my order in when I first saw the post...
>>
>> Isn't this how a business should work? Why boycott someone who found
>> out about a good deal, and wants to make a little bit of money on it?
>> The place that had them for $2.50 should've been asking for more!!!
>>
>> (And no, it isn't me!! :-)

>Had the place that sells the controlers for $2.50 only sells in bulk for
>other businesses to sell to customers, then that's ok.

>But this is a retailer that sells to the public, meaning it was ment for
>the public buyer. But if dealers will buy out stock from another dealer
>and sell for a higher price, then what's the consumer to do? If the price
>were barely higher then that wouldn't bother me, $5 would be fine. But
>for a ridiculous price that's way out of line, forget it! Then it'll be
>the same as ticket scalping.

>BTW, I'm wondering if anyone with a ST computer still would buy a Jag
>controler with a good reason. I had an idea for a driver to use Jag pads
>in games that look for a joystick, but with the way the Atari scene
>is...looks awful bleak :P

>Eric Noss
>a.k.a
>Mr. Maddog

Does the Jag controller really work for the 5200????
The \/\/iseguy
wiseguy@webzone.net

Black Kettle Recordings

6540. Be a Beta Tester!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-01 00:00:00 UTC
From: btr@trenet.com
Message-ID: <32a0c11b.15374724@nntp.cts.com>
Source record: 7549

```
Be a Beta Tester!

http://www.trenet.com/btr
```

6541. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-01 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <57qiji$pm9@orm.southern.co.nz>
Source record: 7550
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

Hi there!

Michael Grove (mgrove@ridgecrest.ca.us) wrote:
: Dirk Figge wrote:
: > DOMINGO@news.delphi.com (DOMINGO@DELPHI.COM) wrote:
: > >I'm sure everybody has seen the big Atari symbol in Bladerunner.
: > Hi Atarians,
: > i�m a big atari-enthusiast, so i searched the movie yesterday, but i
: > didn�t find the logo.
: > i�ve got the directors cut of bladerunner. is the atari symbol
: > included there?.

I've got the directors cut and am not sure about the 'lesser' version, but in the directors cut the scene is the one where Deckard (Harrison Ford) chases the replicant Zhora after she polaxes him in the niteclub artists' changing room. There is a shot of a shop front as he searches for her along the street, and the shop is selling -you guessed it!!- Atari. The next shot is shortly afterwards where Deckard hesitates as he climbs down from a small step. As he begins to move away you can see the Atari logo filling the backdrop.

I purchased a Pro-Logic system just to enjoy watching the Atari logo in Blade Runner and Terminator 2 BTW!!! :)

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/DSP/FPU

6542. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-01 00:00:00 UTC
From: Tim Young <pwilso39@mail.icon.net>
Message-ID: <32A1CEDB.3CA2@mail.icon.net>
Source record: 7551
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,alt.atari.2600

```
Dave Hartley wrote:
>
> Does anyone out there want a virtually unused Atari Falcon 030?
>
> --
> Best Wishes, Dave.

Sure do! How much are you asking for it?
```

6543. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-01 00:00:00 UTC
From: colbee@tyndale.apana.org.au
Message-ID: <849490524_OASIS_@tyndale.apana.org.au>
Source record: 7552

In article <1996Nov30.142857.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

> TOS machines do not include a modem and CD-Rom...
>
>Apple's current PowerMac label line do not include a keyboard and monitor.
>

I'd much rather try to use a computer without a modem or CDRom than
without keyboard and monitor. 990f all TOS machines have keyboard and monitor
when supplied.
Show us your productivity without keyboard and monitor, Petey, being the
standard "as supplied" Mac config.
Maybe THAT'S why he doesn't generally edit too well!!!???

--


```
-------------------------------------------------------------------------
__ __ __ ___ ___ ___ _ _ __ _ _ Tablature is the
/ _)/ \( ) ( ,)( _)( ,) ( \( ) ( )( )( ) refuge of the
( (_( () ))(__ ) ,\ ) _) ) \ ) ( /__\ )()( musical
\__)\__/(____) (___/(___)(_)\_)(_)\_)(_)(_)\__/ illiterate
G U I T A R I S T colbee@tyndale.apana.org.au
-------------------------------------------------------------------------
```

6544. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-01 00:00:00 UTC
From: colbee@tyndale.apana.org.au
Message-ID: <849491024_OASIS_@tyndale.apana.org.au>
Source record: 7553

In article <1996Nov30.223018.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <849401902_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>
>> This is about the 4th time you have brought up this null argument. It
>> is NOT updates that count it is the quality of the program itself, I
>> know you would prefer it if a program took 10 years and as many
>> versions to reach perfection rather than being released as a final,
>> finished and polished product straight away. I won't be stupid enough
>> to argue that Degas or Neochrome are particularly powerfull tools,
>> they are very old and by todays standards very simple. However another
>> thing that you don't seem to understand is that people use programs
>> that do what they need them to do, most Atari users aren't stupid
>> enough to buy the most powerful program on the market when the far
>
>WHATEVER!! So what your stating is when one plucks down $3,000 for a
>Hades/Direct Degas or Neochrome would suffice..?
>
Once more, I typed VERY SLOWLY for Petey's benefit. I will explain,
as best I can, in words of one syllable. Paul was trying (Soory, can't manage
just one syllable!) to point out that the most intelligent beings around will
generally use whichever tools suit the job.
In many, many cases, a 520ST with neochrome would suit the purpose, and
cost next to nothing. Only a fool would suggest Neochrome and a Hades!
Somewhat akin to suggesting a 727 with butterfly wings?? Perhaps a janitor
equipped with a toothbrush to clean the university halls??
--

```
__ __ __ ___ ___ ___ _ _ __ _ _ Tablature is the
/ _)/ \( ) ( ,)( _)( ,) ( \( ) ( )( )( ) refuge of the
( (_( () ))(__ ) ,\ ) _) ) \ ) ( /__\ )()( musical
\__)\__/(____) (___/(___)(_)\_)(_)\_)(_)(_)\__/ illiterate
G U I T A R I S T colbee@tyndale.apana.org.au
```

6545. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-01 00:00:00 UTC
From: Graham Chiu <gchiu@compkarori.co.nz>
Message-ID: <foztICAhcQoyEwwV@gchiu.compkarori.co.nz>
Source record: 7554
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

```
In article <57qj47$qld@james.freenet.hamilton.on.ca>, Chris Cracknell
<ad329@james.freenet.hamilton.on.ca> writes
>>American way of life.
>~^~^~^
```

6546. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-01 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0112962057580001@metricom21.ucsc.edu>
Source record: 7555

In article <849490524_OASIS_@tyndale.apana.org.au>,
colbee@tyndale.apana.org.au wrote:

> I'd much rather try to use a computer without a modem or CDRom than
>without keyboard and monitor. 990f all TOS machines have keyboard and monitor
>when supplied.

This is a bizarre assertion, considering that Atari itself never had any special monitor/system bundles. That I can remember, anyhow. It was up to the dealers to include a monitor. Same way with most Macs; the monitor and keyboard are not included in the base system price because the idea is that you get to CHOOSE which ones you want.

The inclusion of keyboard with Ataris was solely due to the fact that you didn't have any options on most of the Atari hardware ever sold; even on the machines which had a detachable keyboard there were no non-Atari keyboards available. Which led to such things as spring and even keyswitch replacement kits for Atari's keyboards, since they were so crummy. And expensive adapters to allow you to use IBM keyboards. And so on.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

6547. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec1.224455.1@cobra.uni.edu>
Source record: 7556

In article <849491024_OASIS_@tyndale.apana.org.au>, colbee@tyndale.apana.org.au (Colin Bernau) writes:

> Once more, I typed VERY SLOWLY for Petey's benefit. I will explain,
> as best I can, in words of one syllable. Paul was trying (Soory, can't manage
> just one syllable!) to point out that the most intelligent beings around will
> generally use whichever tools suit the job.
> In many, many cases, a 520ST with neochrome would suit the purpose, and
> cost next to nothing. Only a fool would suggest Neochrome and a Hades!
> Somewhat akin to suggesting a 727 with butterfly wings?? Perhaps a janitor
> equipped with a toothbrush to clean the university halls??

So whats better than Neochrome for the beloved Hades, Sherlock?

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6548. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-01 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec1.224304.1@cobra.uni.edu>
Source record: 7557

In article <849490524_OASIS_@tyndale.apana.org.au>, colbee@tyndale.apana.org.au (Colin Bernau) writes:

> I'd much rather try to use a computer without a modem or CDRom than
> without keyboard and monitor. 990f all TOS machines have keyboard and monitor
> when supplied.

I suppose TOS users do not need a Cd-Rom considering that modern apps are very lacking and most likely come on floppy disks..

> Show us your productivity without keyboard and monitor, Petey, being the
> standard "as supplied" Mac config.
> Maybe THAT'S why he doesn't generally edit too well!!!???
> __
Hello...Hello.. The TOS units do not include a monitor in the price..

You would think one would ad a keyboard and monitor to the system...
> --
> __ __ __ ___ ___ ___ _ _ __ _ _ Tablature is the

GREETINGS..
|--|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|--|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6549. Re: Make money!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-02 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <c27cc$d182.ab@HERMES>
Source record: 7558
Cross-posted to: comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

In article <329AB24B.908@phosworks.se>, lars westin said...
>Would you like to make thousands of dollars, quickly, legally, with NO
[snip - "Make Money Fast"]

No thanks.

I _like_ being a pauper.

--

Quote For The Month:

"Come back here with my fish, you horse thief"

6550. Re: ATARI MEGA ST2 FOR SALE CHEAP

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-02 00:00:00 UTC
From: shannon@som-uky.campus.mci.net
Message-ID: <57tuvf$9n@news.campus.mci.net>
Source record: 7559

probably too late, but wondered if you had any offers on it?

I have something to say to nkennedy@geocities.com (Neal Kennedy) On 10 Nov 1996 01:53:21 GMT because they wrote:

>Atari MEGA ST2 for sale in Austin, Texas - As is/where is.

>Will not boot. It worked the last time I used it, but it has been
>in the back of my closet for several years. It could be something minor, it
>could be something major, it could be that I don't remember how to turn
>the damn thing on. I don't know/I don't care. I just hate to throw it in
>the trash. I figure it has to be worth something to someone, even for parts.

>The computer has an internal 3/5 " drive and an external 5.25 drive
>(Microbyte by Paradox). No hard drive. Monocrome monitor (Atari SM124).

>Lots of software, including The Final Word word processing software,
>PageStream Publishing Partner Professional, Word Writer ST, Express Writer,
>Dac Easy Accounting, PC Ditto, Hippo Concept, The Hitchhiker's Guide to the
>Galaxy, Zork II, Flight Simulator II, Backgammon, Chess, and other assorted
>utility programs and games.

>All Power supplies, cables, Keyboard and manuals included.

>Best offer by November 30, 1996 gets it all (even if the best offer is
>"I won't charge you to haul it off," so don't be shy.)

>E-mail any offers to nkennedy@geocities.com

6551. Re: Atari Computers for sale...cheap!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-02 00:00:00 UTC
From: shannon@som-uky.campus.mci.net
Message-ID: <57tuvm$9n@news.campus.mci.net>
Source record: 7560
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

do you still have the following availiable?

I have something to say to kmiller@mines.edu On Fri, 15 Nov 96
07:37:20 PDT because they wrote:

>Hi,

>I have several accumulated Atari items that I'd like to sell.
>The reason is not only growing disenchantment with the
>support of Atari products by not only the 3rd party developers,
>but also a seemingly loyal secondary and primary retail market.
>I just can't make the things do what I need them to do anymore.
>But, I guess my lose is your gain. I have 8-bits, Jaguar stuff,
>ST stuff, and just some other stuff and remember: THE PRICES ARE
>NOT CUT IN STONE...if you have an ideal price (not free!) then we can talk.
>All items work as of Friday at 8:00 in the morning!
>Shipping is extra.

>ST stuff:
>Whoever buys these will get half of my software collection
>including a ram disky thing from ANTIC, ST Word, etc. Quite a deal
>at no cost to you.

>1040STf works perfect and is a cosmetic 9.0! Disk drive perfect, etc.
>Includes working mouse and some docs $50

>520 ST upgraded to 1 meg...you know the story! Includes mouse and
>some docs $40

>SF314 (2) disk drives with cables and docs and connection cords $25 each

>SC1224 (?) the colour monitor with box. No burn-in works well.
>I've never had a problem with it. Docs included. $45

>SC124 (?) Mono high res monitor. No docs or box but still works
>like a gem. $35

>SF204 HDD 20 meg (can you dig it?) hard disk drive. Works well
>comes with all software preloaded to make it go once attached to
>your Atari computer. $50 (I paid $90 :-()

>8-bit computers. As above, all work well and are cosmetically
>near mint...at any rate they have been well maintained. All
>items come with cords and power supplies, and some come with the
>original docs and boxes.

>400 you know the story. Includes docs for 400/800. Can I
>pay you to tow it away. Cosmetically, this is about as perfect as they come.
>$ 20

>800XL works nice, just not my cup of tea. Even comes with original box...
>hey, it's America! $40

>65xe works well. comes with original box. I;'ll include the docs
>if I can find them in my closet. $40

>130xe How can Toad charge $100 for these things? No box but looks
>and works like day 1. $50

>1050 disk drives. Nothing fancy, but power supply included. One of
>them come with a box, the other...does not! $45 each

>835 modem...viva 300 baud! perfect condition! $15

>I also have some carts for the 8-bit like Assembly Editor,
>BASIC, and some games. Will include with first purchase for
>$2 each.

>2600 works well but no power supply or docs. Several games.
>$15

>Jaguar game console plus 3 controllers. All cables, cords, etc.
>two controllers are the regular black ones and the other is
>a rare prototype grey one with blue buttons (available separately
>for $25). I'll includew with the purchase of the Jag several carts like
>Alien Vs. Predator, Checkered Flag, Power Drvie Rally, and...CYBERMORPH!
>Jag comes with box and most game come with boxes...not all mind you.
>whole package...minue proto controller $60

>That's all...thanks for looking!

>karl.

6552. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-02 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.849547676@gen-off-3>
Source record: 7561

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>Only if you allow it.. Macs ship from 16-32 megs.

Most Macs in the UK ship with 16MB, or even less. My 20MB Mac is not
man enough to load Corel Draw 6 without turning on Virtual Memory.
To upgrade the RAM further, I can't just plug in another SIMM, as
it only has one socket. So I have to go to the hassle of taking out
the old SIMM and trying to sell it. Of all the things you can say
about the Mac "memory isn't an issue" is not one of them.
--
Home page http://www.cix.co.uk/~ktl/hoagy.html
Alternate Email hoagy@ktl.cix.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6553. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-02 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <849571878_OASIS_@pwomar.demon.co.uk>
Source record: 7562

In article <1996Nov30.223018.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <849401902_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>
>> This is about the 4th time you have brought up this null argument. It
>> is NOT updates that count it is the quality of the program itself, I
>> know you would prefer it if a program took 10 years and as many
>> versions to reach perfection rather than being released as a final,
>> finished and polished product straight away. I won't be stupid enough
>> to argue that Degas or Neochrome are particularly powerfull tools,
>> they are very old and by todays standards very simple. However another
>> thing that you don't seem to understand is that people use programs
>> that do what they need them to do, most Atari users aren't stupid
>> enough to buy the most powerful program on the market when the far
>
>WHATEVER!! So what your stating is when one plucks down $3,000 for a
>Hades/Direct Degas or Neochrome would suffice..?

If you care to read the title you will see this is about Falcons but
never mind. If someone pays $3000 for a Hades to use as a graphics
machine then of course it is unlikely to do anything close to what they
need. If they use it to run a huge database or something then they
decide they need a few quick pictures of a cartoon dog or whatever
then Neochrome will suffice. The point is, it depends.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.

6554. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-02 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <849572200_OASIS_@pwomar.demon.co.uk>
Source record: 7563

In article <1996Nov30.224413.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <849402148_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>
>> You tell it how much you will allow it to have but if you don't give
>> it a shitload, it doesn't run.
>
>Through the get info function, you can set the bare min of memory if you want.
>Depending what you are using it for, you can set the memory usage..

It would be nicer if it just took what it needed and needed very
little like most Atari apps.

>>>Macs ship from 16-32 megs. The memory is not an issue.
>>
>> Of course it's an issue unless of course you get memory chips for
>> free.
>
>Considering that the medium range PowerMacs are hundreds of dollars cheaper than
>a Hades/Direct which are equivelant below the lowend PowerMacs..

You don't know this Pete, it a (foolish) assumption.

>Memory is cheap..

It's still cheaper if you don't need to buy extra. Over here a 16meg
DIMM is just under 100 quid, not expensive but that an extra 100 quid
I could spend on something else.

>> Not enough memory by Mac standards you mean.
>
>I suppose when you are stuck with 1980's apps., four megs should suffice...J

I expect it would, I have no idea.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.

6555. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-02 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <849655032_OASIS_@pwomar.demon.co.uk>
Source record: 7564

In article <1996Dec1.224455.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>So whats better than Neochrome for the beloved Hades, Sherlock?

Prism Paint 2 is supposed to be quite good.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.

6556. Re: Falcons are memory hogs!

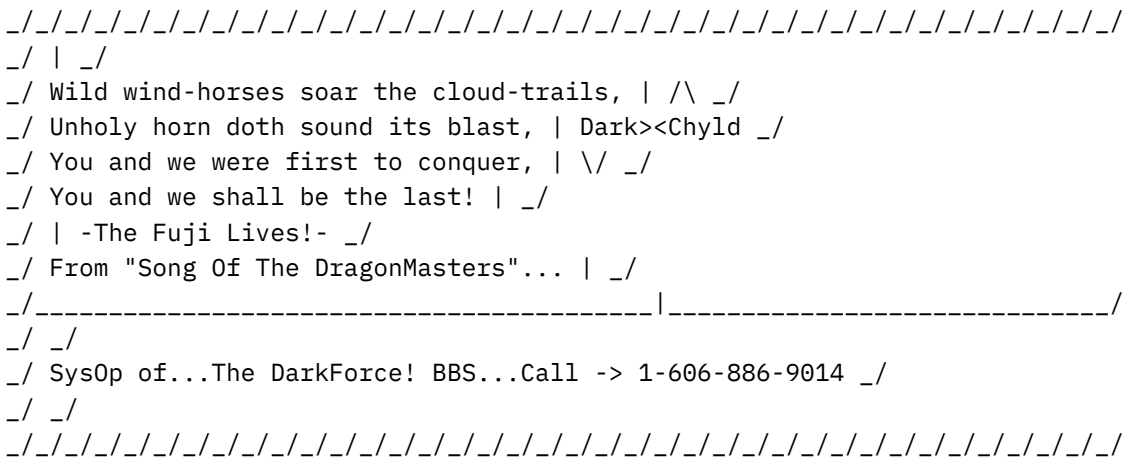
Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-02 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <849638820_OASIS_@pcc-uky.campus.mci.net>
Source record: 7565

In article <1996Dec1.224455.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>So whats better than Neochrome for the beloved Hades, Sherlock?

Geez, Peter we've hit you over the head so much with examples you should have a concussion by now! (maybe thats the problem!) <grin> Anyways, how about Photoline...You know, the one that does several operations -faster- than PhotoSlop! <smile> Also, you can add all the truly wonderful, state of the art/leading edge programs from Black Scorpion Software once the DSP card is released for the clones...(can't wait to see Alpha and Audio!)

--



6557. Re: Atari Falcon users!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-02 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <32A3792D.2EFA@intuit.com>
Source record: 7566

David Stevenson wrote:
>
> Chris Krowchuk <chris@compdirect.com> writes:
>
> >Gold records have been produced on Falcon technology.
> I'm not doubting you, but can you name some that have been produced
> using Falcon digital audio (as opposed to just using it as a plain
> sequencer)?
>
> We're using an Atari for our current recording project, but it's just an
> ST as we are using tape (analogue and ADAT) for the audio recording.
>

There was a short interview in EQ magazine a few months ago with a producer who claimed the Falcon/Cubase Audio were his 'secret weapons.' I don't remember his name. I also read about someone who produced a game and short movie soundtrack using CAF. I don't know of any 'gold' record selling artists, but people are using it for serious tasks, right now.

-Mark

6558. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec2.210916.1@cobra.uni.edu>
Source record: 7567

In article <849638820_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:

> Geez, Peter we've hit you over the head so much with examples you should
> have a concussion by now! (maybe thats the problem!) <grin> Anyways, how
> about Photoline...You know, the one that does several operations -faster-
> than PhotoSlop! <smile> Also, you can add all the truly wonderful, state
> of the art/leading edge programs from Black Scorpion Software once the DSP
> card is released for the clones...(can't wait to see Alpha and Audio!)

He he he.. Plus you need expensive TOS hardware to go with that.. Don't forget the DSP board will cost an arm and a leg.. What ever happen to 'Power with out the Price" The new moto should be "Pay more for less"

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6559. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec2.210609.1@cobra.uni.edu>
Source record: 7568

In article <57vvng$our@news.eecs.umich.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:

> You just don't get it, do you? You waste your time over here bashing
> Atari computers and making a big deal of the Atari/Apple rivalry, when
> your real enemy (Microsoft and Windows) is crushing you.

'Yawn'

Who is crushing whom? Wintel has always had a bigger pie over the last decade.
Guess what, Apple is still here and the Mac OS clone firms are thriving..

> You've got all of your priorities screwed up. The Atari/Apple rivalry
> is a dead horse! Better that you go over to the Apple/Windows/PC advocacy
> groups and fight for Apple which is dying a painful death at their hands.

Thats interesting...How so that Apple is dying? You have been saying that for
years.. I don't see any painful and terminal death..

I suggest you go down to the news stand and buy the Feb 16 issue of Forbes and
get a CLUE! It's the one with Amelio on the cover..

I trust Forbes over your track record..

> Or you can go ahead and continue to waste your time here. I'll just keep
> on laughing.

Ah pooey!! Ah give all this up? I am like cocaine, very addicitve..

Plus after a long day, I find this as winding down with a cold beer..

> /Kevin

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6560. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec2.211341.1@cobra.uni.edu>
Source record: 7569

In article <djs.849547676@gen-off-3>, djs@jet.uk (David Stevenson) writes:

> Most Macs in the UK ship with 16MB, or even less. My 20MB Mac is not
> man enough to load Corel Draw 6 without turning on Virtual Memory.
> To upgrade the RAM further, I can't just plug in another SIMM, as
> it only has one socket. So I have to go to the hassle of taking out
> the old SIMM and trying to sell it. Of all the things you can say
> about the Mac "memory isn't an issue" is not one of them.

Looks like you need a new Draw app. MacWeek panned Corel Draw.. Get Mac
Draw..

I suggest you forget about a new memory simm and get Ram Doubler II..Will sove
your memory blues..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6561. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-02 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec2.211946.1@cobra.uni.edu>
Source record: 7570

In article <849572200_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

>>> You tell it how much you will allow it to have but if you don't give
>>> it a shitload, it doesn't run.

Thats strange..I set many of my apps to the bare min and works for me..

> It would be nicer if it just took what it needed and needed very
> little like most Atari apps.

We live in an imperfect world..

Plus we have low memory apps which would be considered high end in the TOS platform..

>>Considering that the medium range PowerMacs are hundreds of dollars cheaper than
>>a Hades/Direct which are equivelant below the lowend PowerMacs..
>
> You don't know this Pete, it a (foolish) assumption.

Assumption that medium range PowerMacs cost hundreds less than a Hades/Direct?

Here in NA, thats the case..

> It's still cheaper if you don't need to buy extra. Over here a 16meg
> DIMM is just under 100 quid, not expensive but that an extra 100 quid
> I could spend on something else.

So when you get a TOS box, you will pay many times more quid than a medium PowerMac.. What is your point? Plus you have a Mac...Why?

> I expect it would, I have no idea.

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6562. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-02 00:00:00 UTC
From: The Maverick <TheMaverick@volcano.net>
Message-ID: <32A3B489.4936@volcano.net>
Source record: 7571
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

Graham Chiu wrote:
>
> If someone has taken the risk of purchasing all these pads to make them
> available to the internet community as opposed to the small population
> around that shop, then I can only applaud their actions.

There WERE available to everyone on the internet... maybe that's the
point that's being missed here. You could have ordered one yourself
for $2.50 (there was NO minimum order) or 10 or more at $2.00 each.
Now you can only get them for the jacked up rate...

Free market works two ways, and if the price is jacked up too much,
the approrpriate response is to not buy them.

the Mav

--
--> none of the above statements are represented to be the facts,
--> even if they coincidentally happen to be true!

-------=======++++++++++++++++++++++++++++++++++=======-------
http://www.volcano.net/~themaverick/
-------=======++++++++++++++++++++++++++++++++++=======-------

6563. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-02 00:00:00 UTC
From: JEDI
Message-ID: <57vjbo$h6f@lana.zippo.com>
Source record: 7572

In article <bwanga-0112962057580001@metricom21.ucsc.edu>, bwanga@cats.ucsc.edu says...
>
>In article <849490524_OASIS_@tyndale.apana.org.au>,
>colbee@tyndale.apana.org.au wrote:
[deletia]
>The inclusion of keyboard with Ataris was solely due to the fact that you
>didn't have any options on most of the Atari hardware ever sold; even on
>the machines which had a detachable keyboard there were no non-Atari
>keyboards available. Which led to such things as spring and even
>keyswitch replacement kits for Atari's keyboards, since they were so
>crummy. And expensive adapters to allow you to use IBM keyboards. And so
>on.

Considering that my original 520STm (no f) is still banging away quite
nicely, I've never really gotten the point of all of this keyboard
bashing wrt the ST. Aesthetic quarrels aside, ST keyboards are quite
reliable and not quite so overpriced as they appear.

6564. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-02 00:00:00 UTC
From: colbee@tyndale.apana.org.au
Message-ID: <849587580_OASIS_@tyndale.apana.org.au>
Source record: 7573

In article <bwanga-0112962057580001@metricom21.ucsc.edu>
bwanga@cats.ucsc.edu (Timothy A. Seufert) said:-

>In article <849490524_OASIS_@tyndale.apana.org.au>,
>colbee@tyndale.apana.org.au wrote:
>
>> I'd much rather try to use a computer without a modem or CDRom than
>>without keyboard and monitor. 990f all TOS machines have keyboard and monitor
>>when supplied.
>
>This is a bizarre assertion, considering that Atari itself never had any
>special monitor/system bundles. That I can remember, anyhow. It was up
>to the dealers to include a monitor.

Hardly bizarre, certainly not in Australia, anyway. St's were virtually never
quoted without monitors. TT's and Falcons were, because using standard VGA's
etc. is an option.

--

```
------------------------------------------------------------------------
__ __ __ ___ ___ ___ _ _ __ _ _ Tablature is the
/ _)/ \( ) ( ,)( _)( ,) ( \( ) ( )( )( ) refuge of the
( (_( () ))(__ ) ,\ ) _) ) \ ) ( /__\ )()( musical
\__)\__/(____) (___/(___)(_)\_)(_)\_)(_)(_)\__/ illiterate
G U I T A R I S T colbee@tyndale.apana.org.au
------------------------------------------------------------------------
```

6565. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-03 00:00:00 UTC
From: jim petit <jpetit1@airmail.net>
Message-ID: <32A5083A.6B6C@airmail.net>
Source record: 7441
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

Chris Cracknell wrote:

> Well, yes, Canada is part of Americas, North America to be exact. But we
> are not "American". That's a designation that applies distinctly to
> citizens of the United States of America (probably because it sounds cooler
> than calling them "United Statesians").
>
> Of course I've been in many parts of the world where people believe that
> Canada is part of the USA.
>
> "Oh, anyone can miss Canada, all tucked away down there."
>
> I've also talked with Americans who were suprised to hear that Canada was
> not a Communist country.
>
> "But I don't understand! It's pink on the map."
>

The one I like is when one of my fellow citizens complains people don't
speak "American".

Or they think New Mexio (state) is part of Mexico (another country).

6566. Re: And you thought Atari was expensive to upgrade?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-03 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec3.232408.1@cobra.uni.edu>
Source record: 7442

In article <32A4B335.3E2A@intuit.com>, Mark Fassett <mark_fassett@intuit.com> writes:

> I had a 660AV at work that required the same card. I bought the
> card NEW for $125 I believe. For some reason, Apple decided to use
> a different type of slot in these machines (not PCI either).
>
> Now that I don't need the adapter anymore, maybe I'll sell it to
> some poor sucker and make some extra money.. :)

You can try..Shrieve Systems sells that adaptor card for $49..

> -Mark

GREETINGS..

|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6567. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-03 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec3.232910.1@cobra.uni.edu>
Source record: 7443

In article <32A4D199.AC0@ridgecrest.ca.us>, Michael Grove <mgrove@ridgecrest.ca.us>
writes:

> I've tried to understand all the adds for Ram Doubler and such,
> but I just stuck in a couple of 32's in the 840AV and didn't
> mess with any of it. Still, even with 7.5.5 I end up with
> out of memory problems everynow and then. I can't image a
> 50meg frag between applications:). Aside from Quick
> Mail I use both Macs for video grabbing and MagiC Mac, which
> both require all types of memory management utilites to be
> switched off. At least with the Mac I've went from waste not
> want not to, filler up with premium.

So you need a Mac to get the job done..Can't the Hades/Direct handle it?

With RD II, can set the memory to 128k-192k...

>
> Mike

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6568. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-03 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec3.234535.1@cobra.uni.edu>
Source record: 7444

In article <581r6p$jn9@lana.zippo.com>, JEDI writes:

> This is just an excuse to deal with the fact that Apple tends to
> neglect necessary components in it's rather overpriced systems.

What overpriced systems? The only thing that is grossly overpriced is the
Hades/Direct boxes..

GREETINGS..

|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6569. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-03 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec3.234322.1@cobra.uni.edu>
Source record: 7445

In article <581rvf$l84@lana.zippo.com>, JEDI writes:

> You couldn't tell it by retail presence. Mac Clones are nowhere to
> be found (unless you're already a dedicated mac worshipper) while
> what Macs can be found by the non-converted are out of date collecting
> dust in the back corner.

Why? Because the clones leave the factory straight into the arms of the
owners..

> At least the cloner (& cloner mail order) vendors actually manage to
> make their presence known to the masses. We could tell them that Apple
> is already dead and they would never be able to tell the difference.

They would laugh in your face...

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6570. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-03 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0312962240520001@metricom54.ucsc.edu>
Source record: 7446

In article <32A40D20.4704@ridgecrest.ca.us>, Michael Grove
<mgrove@ridgecrest.ca.us> wrote:

>Opps, isn't Ram Doubler an application that fixes the fragmented memory
>problems of Macs and utilizes wierd memory locations?

No. It's a replacement for the MacOS virtual memory system (and that's
really all it is). Unlike the built-in VM, it does not need to create a
swapfile which is the total size of the virtual address space; it grows
its swapfile as needed. In order to avoid too much disk activity, it sets
aside a RAM buffer where evicted pages are stored in a compressed form.
This makes it significantly faster than Apple's VM as long as you don't
really overload it (which forces it to go to disk). In general it is
faster than Apple VM.

>Is there a FAQ to tell me which version of Ram Doubler to use with
>the version of the Mac O/S I decide to install?

Easy: install the latest version of RAM Doubler. Period. I don't think
any of the versions are specific to a MacOS version; they just generally
require some form of System 7 (it may be that 7.1 or later is required, I
don't remember).

>Can I run three or four versions of Ram Doubler at one time to
>be compatible with software that only supports certian versions of
>Ram Doubler?

No, of course not. Fortunately, that isn't really necessary either.

>If I rename Ram Doubler to Doubler Doubler will I get twice the Ram?

No. But if you hack into it and change the multiplier variable to 6 you
will get a virtual address space six times the size of your physical RAM.
And if you get RAM Doubler 2.0, you can change between 1x, 1.5x, 2x, 2.5x,
and 3x with its control panel. The choice to call the thing RAM Doubler
and limit it to multiples of physical memory is pretty much a marketing
decision; your VM space can be as large as 2GB (which is the MacOS limit
if I recall correctly).

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

6571. Re: And you thought Atari was expensive to upgrade?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-03 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0312962248020001@metricom54.ucsc.edu>
Source record: 7447

In article <32A4B335.3E2A@intuit.com>, mark_fassett@intuit.com wrote:

>I had a 660AV at work that required the same card. I bought the
>card NEW for $125 I believe. For some reason, Apple decided to use
>a different type of slot in these machines (not PCI either).

Heh. It's basically a direct connection to the 68040 (or 601 in the case of the 6100) memory bus. The adapter card, in both cases, contains a NuBus controller and a NuBus connector. Not putting the controller on the low-cost machines was a cost savings; I guess Apple figured that the target market traditionally didn't care about expansion cards.

$125 probably wasn't a bad price for the things either. NuBus controllers are expensive for some reason, which is part of the reason Apple switched to PCI. (The other part is of course that PCI kicks butt on NuBus in the speed category. :)

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

6572. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-03 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <849737436_OASIS_@pwomar.demon.co.uk>
Source record: 7448

In article <32a379e4.15000233@news.airtime.co.uk>
stosser@airtime.co.uk (Tony Greenwood) said:-

>On Mon, 2 Dec 96 23:17:12 GMT, Paul@pwomar.demon.co.uk (Paul Womar)
>wrote:
>
>
>>>So whats better than Neochrome for the beloved Hades, Sherlock?
>>
>>Prism Paint 2 is supposed to be quite good.
>
> wo: a mutual contact tells me you are getting a MAC soon, true/false?
>:)

At this moment I am unable to confirm or deny this :) but I'm looking
into it, it depends on how stable MagicMac is really, i'm looking for
someone who has used it, anyone?

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.

6573. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-03 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <57vrst$205@morgoth.sfu.ca>
Source record: 7574

djs@jet.uk (David Stevenson) writes:

>Most Macs in the UK ship with 16MB, or even less. My 20MB Mac is not
>man enough to load Corel Draw 6 without turning on Virtual Memory.
>To upgrade the RAM further, I can't just plug in another SIMM, as
>it only has one socket. So I have to go to the hassle of taking out
>the old SIMM and trying to sell it. Of all the things you can say
>about the Mac "memory isn't an issue" is not one of them.

Which type of Macintosh do you have? I didn't know that any of the
PowerMacs had only one SIMM slot. Also, and I'm not trying to refute
your claim, why are you using CorelDraw? It is one of the worst
illustration programs that I have ever encountered.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6574. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-03 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <57vvng$our@news.eecs.umich.edu>
Source record: 7575

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:

>I suppose when you are stuck with 1980's apps., four megs should suffice...J

You just don't get it, do you? You waste your time over here bashing
Atari computers and making a big deal of the Atari/Apple rivalry, when
your real enemy (Microsoft and Windows) is crushing you.

You've got all of your priorities screwed up. The Atari/Apple rivalry
is a dead horse! Better that you go over to the Apple/Windows/PC advocacy
groups and fight for Apple which is dying a painful death at their hands.

Or you can go ahead and continue to waste your time here. I'll just keep
on laughing.

/Kevin

> GREETINGS..
>|---|
>| Peter Sinclair-Day POWERMAC OF COURSE.... |

6575. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-03 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a379e4.15000233@news.airtime.co.uk>
Source record: 7576

On Mon, 2 Dec 96 23:17:12 GMT, Paul@pwomar.demon.co.uk (Paul Womar)
wrote:

>>So whats better than Neochrome for the beloved Hades, Sherlock?
>
>Prism Paint 2 is supposed to be quite good.

wo: a mutual contact tells me you are getting a MAC soon, true/false?
:)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

6576. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-03 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <580kb9$l53@morgoth.sfu.ca>
Source record: 7577

JEDI writes:

> Considering that my original 520STm (no f) is still banging away quite
> nicely, I've never really gotten the point of all of this keyboard
> bashing wrt the ST. Aesthetic quarrels aside, ST keyboards are quite
> reliable and not quite so overpriced as they appear.

I think that most people would be complaining about the ergonomics of the
Atari keyboards. They aren't curved and there is not wrist support. I
think that buying the keyboard seperately is a better idea because you
can get the one that you want.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6577. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-03 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.849612348@gen-off-3>
Source record: 7578

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>Looks like you need a new Draw app. MacWeek panned Corel Draw..
Corel Draw is new, it's the newest! I would have preferred Illustrator,
but at 99GBP for the Corel bundle, including WordPerfect, Corel seemed
a good deal.

>I suggest you forget about a new memory simm and get Ram Doubler II..Will sove
>your memory blues..
Nonsense, RAM Doubler causes too many incompatibilities. There's no
substitute for real RAM.
--
Home page http://www.cix.co.uk/~ktl/hoagy.html
Alternate Email hoagy@ktl.cix.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6578. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-03 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32A40C0E.41D0@ridgecrest.ca.us>
Source record: 7579

Brian Quinlan wrote:
>
> JEDI writes:
>
> > Considering that my original 520STm (no f) is still banging away quite
> > nicely, I've never really gotten the point of all of this keyboard
> > bashing wrt the ST. Aesthetic quarrels aside, ST keyboards are quite
> > reliable and not quite so overpriced as they appear.
>
> I think that most people would be complaining about the ergonomics of the
> Atari keyboards. They aren't curved and there is not wrist support. I
> think that buying the keyboard seperately is a better idea because you
> can get the one that you want.
>

Yea, just like the MacPro Plus keyboard that I am using like many other
Mac users. Of course lets not get into the discussion of what a Mac
keyboard
cost, we Atarians suffer the same problem.
The Falcon keyboards are pretty nice, at least compairing it to the old
1040ST I have. But the MegaSTE keyboard on my C-Lab cased Falcon is
nicer
than most all but the most current and most expensive keyboards
available
for most other platforms, mostly at this time, most of the time.
So for the most part, I am mostly happy with the MegaSTE keyboard. Most
of the time it is connected to my Falcon, but sometimes (when it isn't
mostly) I connect a PC keyboard to my Falcon in a tower with a Keyboard
Gizzmo, mostly, but sometime with the Decca from Wizztronics, which most
of the time is available from Toad.

Mike

> --
>
> Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
> quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6579. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-03 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32A40D20.4704@ridgecrest.ca.us>
Source record: 7580

David Stevenson wrote:
>
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
> >Looks like you need a new Draw app. MacWeek panned Corel Draw..
> Corel Draw is new, it's the newest! I would have preferred Illustrator,
> but at 99GBP for the Corel bundle, including WordPerfect, Corel seemed
> a good deal.
>
> >I suggest you forget about a new memory simm and get Ram Doubler II..Will sove
> >your memory blues..
> Nonsense, RAM Doubler causes too many incompatibilities. There's no
> substitute for real RAM.

Opps, isn't Ram Doubler an application that fixes the fragmented memory
problems of Macs and utilizes wierd memory locations?
Is there a FAQ to tell me which version of Ram Doubler to use with
the version of the Mac O/S I decide to install?
Can I run three or four versions of Ram Doubler at one time to
be compatible with software that only supports certian versions of
Ram Doubler?
If I rename Ram Doubler to Doubler Doubler will I get twice the Ram?

Mike

> --
> Home page http://www.cix.co.uk/~ktl/hoagy.html
> Alternate Email hoagy@ktl.cix.co.uk or phone 0973 795327
>
> ==========
> The above article is the personal view of the poster and should not be
> considered as an official comment from the JET Joint Undertaking
> ==========

6580. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-03 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.849628857@gen-off-3>
Source record: 7581

Michael Grove <mgrove@ridgecrest.ca.us> writes:
>Opps, isn't Ram Doubler an application that fixes the fragmented memory
>problems of Macs and utilizes wierd memory locations?
Yes. Why the "opps" (sic)? Are you suggesting that I may have claimed that
the MacOS has good memory handling? I never did.

No-one in their right mind (this excludes Petey, of course) would claim the
MacOS RAM handling is anything other than cack.
--
Home page http://www.cix.co.uk/~ktl/hoagy.html
Alternate Email hoagy@ktl.cix.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6581. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-03 00:00:00 UTC
From: ad329@james.freenet.hamilton.on.ca
Message-ID: <581rk9$50t@james.freenet.hamilton.on.ca>
Source record: 7582
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

In article <foztICAhcQoyEwwV@gchiu.compkarori.co.nz>, Graham Chiu <gchiu@compkarori.co.nz> wrote:

>Isn't Canada part of the Americas?
~^~^~^

6582. Re: And you thought Atari was expensive to upgrade?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-03 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <32A4B335.3E2A@intuit.com>
Source record: 7583

Michael Grove wrote:

> I have a 6100/60 and when trying to connect it to a network, I had to buy a NuBus Adapter card. I was shocked to find out that apple no longer makes the card. They have them, but they are $500.00 Which I think is INSANE. The Nubus card itself was only $250.00. Is there anyone who knows where I can get a NuBus Adapter card for a 6100/60. For less than 500.00

I had a 660AV at work that required the same card. I bought the card NEW for $125 I believe. For some reason, Apple decided to use a different type of slot in these machines (not PCI either).

Now that I don't need the adapter anymore, maybe I'll sell it to some poor sucker and make some extra money.. :)

-Mark

6583. Re: And you thought Atari was expensive to upgrade?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-03 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32A4CF3C.1E2E@ridgecrest.ca.us>
Source record: 7584

Mark Fassett wrote:
>
> Michael Grove wrote:
>
> >
> > I have a 6100/60 and when trying to connect it to a network, I had to
> > buy a
> > NuBus Adapter card.

> I had a 660AV at work that required the same card. I bought the
> card NEW for $125 I believe. For some reason, Apple decided to use
> a different type of slot in these machines (not PCI either).
>
> Now that I don't need the adapter anymore, maybe I'll sell it to
> some poor sucker and make some extra money.. :)
>
> -Mark

I copied the post right from comp.sys.mac.hardware. Got for it and
make a few bucks:)

Mike

6584. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-03 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32A4D199.AC0@ridgecrest.ca.us>
Source record: 7585

David Stevenson wrote:
>
> Michael Grove <mgrove@ridgecrest.ca.us> writes:
> >Opps, isn't Ram Doubler an application that fixes the fragmented memory
> >problems of Macs and utilizes wierd memory locations?
> Yes. Why the "opps" (sic)? Are you suggesting that I may have claimed that
> the MacOS has good memory handling? I never did.

The "Opps" was for the other poster. I felt that he was implying
that Ram Doubler was a "Virtual" memory only solution. If I'm
not mistaken it does a little more than that.
For once I didn't attack what you said :)

>
> No-one in their right mind (this excludes Petey, of course) would claim the
> MacOS RAM handling is anything other than cack.

I've tried to understand all the adds for Ram Doubler and such,
but I just stuck in a couple of 32's in the 840AV and didn't
mess with any of it. Still, even with 7.5.5 I end up with
out of memory problems everynow and then. I can't image a
50meg frag between applications:). Aside from Quick
Mail I use both Macs for video grabbing and MagiC Mac, which
both require all types of memory management utilites to be
switched off. At least with the Mac I've went from waste not
want not to, filler up with premium.

Mike

6585. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-03 00:00:00 UTC
From: JEDI
Message-ID: <581rvf$l84@lana.zippo.com>
Source record: 7586

In article <1996Dec2.210609.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <57vvng$our@news.eecs.umich.edu>, khaley@nova.gmi.edu (Kevin Haley) writes:
>
>> You just don't get it, do you? You waste your time over here bashing
>> Atari computers and making a big deal of the Atari/Apple rivalry, when
>> your real enemy (Microsoft and Windows) is crushing you.
>
>'Yawn'
>
>Who is crushing whom? Wintel has always had a bigger pie over the last decade.
>Guess what, Apple is still here and the Mac OS clone firms are thriving..

You couldn't tell it by retail presence. Mac Clones are nowhere to
be found (unless you're already a dedicated mac worshipper) while
what Macs can be found by the non-converted are out of date collecting
dust in the back corner.

At least the cloner (& cloner mail order) vendors actually manage to
make their presence known to the masses. We could tell them that Apple
is already dead and they would never be able to tell the difference.

6586. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-03 00:00:00 UTC
From: JEDI
Message-ID: <581qni$io8@lana.zippo.com>
Source record: 7587

In article <32A40C0E.41D0@ridgecrest.ca.us>, Michael says...
>
>Brian Quinlan wrote:
>>
>> JEDI writes:
>>
>> > Considering that my original 520STm (no f) is still banging away quite
>> > nicely, I've never really gotten the point of all of this keyboard
>> > bashing wrt the ST. Aesthetic quarrels aside, ST keyboards are quite
>> > reliable and not quite so overpriced as they appear.
>>
>> I think that most people would be complaining about the ergonomics of the
>> Atari keyboards. They aren't curved and there is not wrist support. I

>> think that buying the keyboard seperately is a better idea because you
>> can get the one that you want.
>>
>
>Yea, just like the MacPro Plus keyboard that I am using like many other
>Mac users. Of course lets not get into the discussion of what a Mac
>keyboard
>cost, we Atarians suffer the same problem.
>The Falcon keyboards are pretty nice, at least compairing it to the old
>1040ST I have. But the MegaSTE keyboard on my C-Lab cased Falcon is
>nicer
>than most all but the most current and most expensive keyboards
>available
>for most other platforms, mostly at this time, most of the time.
>So for the most part, I am mostly happy with the MegaSTE keyboard. Most
>of the time it is connected to my Falcon, but sometimes (when it isn't
>mostly) I connect a PC keyboard to my Falcon in a tower with a Keyboard
>Gizzmo, mostly, but sometime with the Decca from Wizztronics, which most
>of the time is available from Toad.
>
>Mike
>
>> --
>>
>> Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
>> quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6587. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-03 00:00:00 UTC
From: JEDI
Message-ID: <581r6p$jn9@lana.zippo.com>
Source record: 7588

In article <32A40C0E.41D0@ridgecrest.ca.us>, Michael says...
>
>Brian Quinlan wrote:
>>
>> JEDI writes:
>>
>> > Considering that my original 520STm (no f) is still banging away quite
>> > nicely, I've never really gotten the point of all of this keyboard
>> > bashing wrt the ST. Aesthetic quarrels aside, ST keyboards are quite
>> > reliable and not quite so overpriced as they appear.
>>
>> I think that most people would be complaining about the ergonomics of the
>> Atari keyboards. They aren't curved and there is not wrist support. I

Virtually NO keyboard provides its own wrist support. The ones you're harking about require the same $5 solution that would work just as well with an ST keyboard. Then there are your beloved curved keyboard: which only works if you happen to conform physically to the maker's preconcieved notions. In this respect they are no better ergonomically than a straight keyboard.

It's a shame that Apple's hinged design didn't catch on. The M$ natural and it's feelalikes are really rather shallow immitations...

>> think that buying the keyboard seperately is a better idea because you
>> can get the one that you want.

This is just an excuse to deal with the fact that Apple tends to neglect necessary components in it's rather overpriced systems.

6588. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-03 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec3.231728.1@cobra.uni.edu>
Source record: 7589
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

In article <581rk9$50t@james.freenet.hamilton.on.ca>, ad329@james.freenet.hamilton.on.ca (Chris Cracknell) writes:

> I've also talked with Americans who were suprised to hear that Canada was
> not a Communist country.

ROFLMAO! Why I am not surprised..

> "But I don't understand! It's pink on the map."

He hic he..
>
> CRACKERS
> (Social Studies class from hell!!)

GREETINGS..
|--|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|--|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6589. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-03 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec3.231419.1@cobra.uni.edu>
Source record: 7590

In article <djs.849612348@gen-off-3>, djs@jet.uk (David Stevenson) writes:

> Nonsense, RAM Doubler causes too many incompatibilities. There's no
> substitute for real RAM.

I have 24 megs of real memory..
Since RD II has been installed, no incompatibilities yet..

> --
> Home page http://www.cix.co.uk/~ktl/hoagy.html
> Alternate Email hoagy@ktl.cix.co.uk or phone 0973 795327
>
> ==
> The above article is the personal view of the poster and should not be
> considered as an official comment from the JET Joint Undertaking
> ==

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6590. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-04 00:00:00 UTC
From: intern@world.std.com
Message-ID: <E1vFBr.58G@world.std.com>
Source record: 7449
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

Great Bira, that's one of my favorite all-time Homer Simpson quotes...wonderful...

In article <581rk9$50t@james.freenet.hamilton.on.ca>, Chris Cracknell <ad329@james.freenet.hamilton.on.ca> wrote:
>
>"Oh, anyone can miss Canada, all tucked away down there."
>

6591. Lie Detector program for the 800 series

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-04 00:00:00 UTC
From: samsams@aol.com
Message-ID: <19961204033900.WAA22029@ladder01.news.aol.com>
Source record: 7450

I am looking for an old basic program from the 1980,s that I found in a mag.
It is a Lie Detector program that used the old game paddles. If anyone has, or knows where i can get a copy of this program please let me know.

Thank You
Samsams aol

6592. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-04 00:00:00 UTC
From: metallik@iglou.com
Message-ID: <E1vMp3.3xL@iglou.com>
Source record: 7451
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

```
: Well, yes, Canada is part of Americas, North America to be exact. But we
: are not "American". That's a designation that applies distinctly to
: citizens of the United States of America (probably because it sounds cooler
: than calling them "United Statesians").

Where have you been, anyway? Don't you remember.. the U.S. annexed Canada
in '93. I think Congress gave the Canadian government $500 and a Smurfs
Save the Day cartridge..
```

6593. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-04 00:00:00 UTC
From: Miika Tervo <miitervo@jypoly.fi>
Message-ID: <32A52593.2A18@jypoly.fi>
Source record: 7452

Brian Quinlan wrote:

> I think that most people would be complaining about the ergonomics of the
> Atari keyboards. They aren't curved and there is not wrist support. I
> think that buying the keyboard seperately is a better idea because you
> can get the one that you want.

I agree with that, the ST/Falcon series keyboards may be long lasting,
but don't have the "touch". The MEGA/TT keyboards are a way better,
but I still prefer PC keyboard, unfortunately the interfaces are quite
expensive compared to the price of a keyboard :-/

Take Care, Miika

e-mail: miitervo@jypoly.fi

6594. Re: Lie Detector program for the 800 series

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-04 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a54c82.1934508@news.airtime.co.uk>
Source record: 7453

On 4 Dec 1996 03:38:38 GMT, samsams@aol.com wrote:

>I am looking for an old basic program from the 1980,s that I found in a
>mag.
>It is a Lie Detector program that used the old game paddles. If anyone

My apologies, I know not of this program, But your posting interests
me, can you give me a brief description of exactly what this program
does, for, how etc,
BUT maybe not in here, wouldn't like to upset Micky Mouse and all his
mates?:)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

6595. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-04 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.849703136@gen-off-3>
Source record: 7454

quinlan@sfu.ca (Brian Quinlan) writes:
>Which type of Macintosh do you have? I didn't know that any of the
>PowerMacs had only one SIMM slot.
It's a Performa 475 (a 68k machine) upgraded with a PPC card.
4MB on the motherboard, one 72pin SIMM slot.

>why are you using CorelDraw?
Price. The bundle of CorelDraw, Artisan, WordPerfect, RayDream
all for 99 quid. My level of usage does not justify spending much more
than that on a drawing program. It's to replace DA's Vektor, which
does not run on the PPC.

--
Home page http://www.cix.co.uk/~ktl/hoagy.html
Alternate Email hoagy@ktl.cix.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6596. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-04 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.849703379@gen-off-3>
Source record: 7455

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>Since RD II has been installed, no incompatibilities yet..

MagiCMac won't run with it for a start. (Cue obvious MagiC bashing
from Petey).
--
Home page http://www.cix.co.uk/~ktl/hoagy.html
Alternate Email hoagy@ktl.cix.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6597. A weak excuse at best (was Re: Falcons are memory hogs!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-04 00:00:00 UTC
From: JEDI
Message-ID: <58408m$edk@lana.zippo.com>
Source record: 7456

In article <1996Dec3.234322.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <581rvf$l84@lana.zippo.com>, JEDI writes:
>
>> You couldn't tell it by retail presence. Mac Clones are nowhere to
>> be found (unless you're already a dedicated mac worshipper) while
>> what Macs can be found by the non-converted are out of date collecting
>> dust in the back corner.
>
>Why? Because the clones leave the factory straight into the arms of the
>owners..

A weak excuse at best...

>
>> At least the cloner (& cloner mail order) vendors actually manage to
>> make their presence known to the masses. We could tell them that Apple
>> is already dead and they would never be able to tell the difference.
>
>They would laugh in your face...

They would laugh in YOUR face. All the things that they would
likely see would indicate to them that you are sadly dellusional.
There is nothing in the public eye to indicate to anyone, except
those who already have an irrational devotion to apple, that apple
is not in decline.

Learn to read sometime. I was not talking of preaching to the choir.

Your actions quite reflect the nature of Apple's marketing incompetence.
You go to great efforts to antagonise the group most likely to resist
the great hype and fail at any opportunity to show how your beloved
machine would better serve than a 10 year old orphan.

Childish posturing devoid of relevant details is all you are capable of.

You are a pathetic advocate.

6598. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-04 00:00:00 UTC
From: JEDI
Message-ID: <58417n$g08@lana.zippo.com>
Source record: 7457

In article <1996Dec3.234535.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <581r6p$jn9@lana.zippo.com>, JEDI writes:
>
>> This is just an excuse to deal with the fact that Apple tends to
>> neglect necessary components in it's rather overpriced systems.
>
>What overpriced systems? The only thing that is grossly overpriced is the
>Hades/Direct boxes..

Their thruput, which you deny much like a frightened little child
clinging to it's pillow after a nightmare, would indicate otherwise.
Perhaps what is needed is a version of TOS for PPC that completely
tosses the MacOS. Then perhaps, full utilization of it's hardware
would be attained...

6599. Why Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-04 00:00:00 UTC
From: Thomas Main <main@conrad.appstate.edu>
Message-ID: <Pine.PMDF.3.95.961204164352.576723512A-100000@conrad.appstate.edu>
Source record: 7458

I have been using Atari products for many years. When I was a teenager, a friend had an Atari 800 and I was very impressed with it. I also got an Atari 800 and learned to program a bit on it, played some games, typed in programs, etc. I lost interest in computers for a few years after that. Once I was in college, I started writing a lot and was using an Apple IIe with AppleWorks as my writing tool. I remembered using an Atari several years earlier and looked into getting one again. I would up getting a 130XE with disk drive and Atari Writer Plus and was pleased with the performance, even though I only had 40 columns in my word processor.

Sometime later I found out Atari was still making computers and I bought a used 520ST. I was amazed with the usefulness of the machine. I loved using NeoChrome to draw pictures (an application I hadn't really tried with a computer before). I also started to delve into a little BASIC programming and was very satisfied with the machine. I upgraded to a 1040STe later to run Calamus. I liked Calamus a lot and used it to produce all kind of things at work from bookmarks to flyers to invitations, etc. I then went to an Atari show and bought a Falcon. In the two years I had this machine I started writing reviews of software, using a lot of PD and enjoyed the graphic applications of the machine.

I also bought a Jaguar when it came out (not that I was a big video game player - actually I never had played video games all that much). I was impressed with the system, though, and hoped it would be a sucess.

I also became very disillusioned with Atari - always having to reboot my computer after a crash, no support from Atari Corp., not being taken seriously as a computer enthusiast by others, etc.

So, after hanging in there with Atari for many years, I got rid of all my Atari stuff. I felt good about it, making a clean slate.

I bought a Windows compatible machine and later upgraded it and started using Win95. Mostly, I use this system for Netscape and other internet applications. I works nicely and I am pleased with it.

However, a nagging memory of Atari stuff still haunted me and I have started re-accumulating a lot of Atari stuff. This time around it feels different because I KNOW the platform is dead and I feel I can really enjoy it. I got an 800XL and am having more fun with it than I could ever imagine having with an 8-bit system - learning more about programming too! I got a Jaguar again because they are really cheap to buy now and I use it to play a game on occasion without worrying whether it's really "64-bit". I have GEMulator on my PC which I can tolerate but don't really like. I'm hoping to get a used Falcon system sometime in the next year.

Has anyone else had this sort of fascination-rejection-and renewal of interest with Atari products? Why do we continue to use/enjoy Atari products? Speaking for myself and just for this week I enjoy Atari because of Iron Soldier on the Jaguar and Music Composer on the Atari 8-bit. Microsoft asks "Where do you want to go today?" Maybe I should say, "Where you yesterday and would you like to go back today."

Thomas Main
main@appstate.edu

6600. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-04 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <849792534_OASIS_@pcc-uky.campus.mci.net>
Source record: 7459

In article <1996Dec3.232910.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <32A4D199.AC0@ridgecrest.ca.us>, Michael Grove <mgrove@ridgecrest.ca.us>
writes:
>
>> I've tried to understand all the adds for Ram Doubler and such,
>> but I just stuck in a couple of 32's in the 840AV and didn't
>> mess with any of it. Still, even with 7.5.5 I end up with
>> out of memory problems everynow and then. I can't image a
>> 50meg frag between applications:). Aside from Quick

Let me get this straight...you've got 64 megs of ram and you still get
out of memory errors? Is that right? Geez...Thats not good!

>So you need a Mac to get the job done..Can't the Hades/Direct handle it?

Betcha the Hades/DirecT won't give you out of memory errors with half
that amount of ram, let alone 64 megs!!!

--

_/_/_/

6601. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-04 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <849792818_OASIS_@pcc-uky.campus.mci.net>
Source record: 7460

In article <1996Dec3.234535.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>What overpriced systems? The only thing that is grossly overpriced is the
>Hades/Direct boxes..

Not for the amount of power and the ease of use inherent with TOS...

I'll give you an example...notice the way that I was able to cut/edit
this message without leaving a partial of someone else's SIG? It was
so easy with my TOS machine...something that is obviously beyond you
and your Mac... <snicker>

--

```
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
_/ | _/
_/ Wild wind-horses soar the cloud-trails, | /\ _/
_/ Unholy horn doth sound its blast, | Dark><Chyld _/
_/ You and we were first to conquer, | \/ _/
_/ You and we shall be the last! | _/
_/ | -The Fuji Lives!- _/
_/ From "Song Of The DragonMasters"... | _/
_/_____________________________________|_____________________________/
_/ _/
_/ SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014 _/
_/ _/
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
```

6602. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-04 00:00:00 UTC
From: Steve <krunch@intac.com>
Message-ID: <32A62DE8.43C8@intac.com>
Source record: 7461
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

> Well, yes, Canada is part of Americas, North America to be exact. But we
> are not "American". That's a designation that applies distinctly to
> citizens of the United States of America (probably because it sounds cooler
> than calling them "United Statesians").
>
> Of course I've been in many parts of the world where people believe that
> Canada is part of the USA.

Unfortunately your correct. Most Americans know very little about
their own country, let alone another country. What do you expect? The
current president can't remember the difference between the Constitution
or the Declaration of Indepenence. I feel to be presiden, it should be
mandatory knowledge before one can become a candidate.
>
> "Oh, anyone can miss Canada, all tucked away down there."
>
> I've also talked with Americans who were suprised to hear that Canada was
> not a Communist country.
> --

Join the Telegames list. As a result of the list, 4 new games will
be released for the JAguar. Show your support!!!! Contact Telegames at
http://www.telegames.com

1) Breakout2000 (Dec. '96)
2) TowersII (Dec. '96)
3) Worms (Jan. '97)
4) Zero 5 (Feb. '97)

All can be pre oredered from Bits O' Fun at 1-800-FUN-JAGS. Dave
is a great guy and has some deals for you if you order several. Tell him
Krunch sent you. :)
Remember, is it the squeaky gear that gets the grease.
Make sure you order some of these as they are all excellent games and
Telegames has said they will release more based on the successes of this
run of games. Help me help you get the games you want! :)
How would you feel about Jaguar shareware and would you be willing to
pay money for a hardware add on that allowed it? Developers Welcome.
Vote for the games you want to see @ Kitten Litter
http://www.dfw.net/~kitten/

6603. Re: Why Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-05 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a6056e.49281685@news.airtime.co.uk>
Source record: 7462

On Wed, 4 Dec 1996 17:03:20 EST, Thomas Main
<main@conrad.appstate.edu> wrote:

>I have been using Atari products for many years. When I was a teenager, a
>friend had an Atari 800 and I was very impressed with it. I also got an

I was impressed with my ATARI 800 as well, great stuff :),but like my
spectrum...gone..

>Atari 800 and learned to program a bit on it, played some games, typed in

made my first BASIC program on one of them, :)

>programs, etc. I lost interest in computers for a few years after that.

bet it was a woman? :)

>used 520ST. I was amazed with the usefulness of the machine. I loved
>using NeoChrome to draw pictures (an application I hadn't really tried
>with a computer before). I also started to delve into a little BASIC
>programming and was very satisfied with the machine. I upgraded to a

Sounds just like me <sniff>

>1040STe later to run Calamus. I liked Calamus a lot and used it to
>produce all kind of things at work from bookmarks to flyers to

Am I the only ATARIan never to have tried or found a want for
Calamus? hmmm

>invitations, etc. I then went to an Atari show and bought a Falcon. In

You Jammy bugger, I wouldn't mind one of them myself :)

>the two years I had this machine I started writing reviews of software,

ATARI Software? where did the reviews go?, Interested, seriously? :)

>I also bought a Jaguar when it came out (not that I was a big video game

So did I....is this the way everyone went do you think ?

>I also became very disillusioned with Atari - always having to reboot my
>computer after a crash, no support from Atari Corp., not being taken
>seriously as a computer enthusiast by others, etc.

eh?.....You made it crash if it crashed, the computer won't suddenly
decide to crash, either the software was not up to the job or you did
something wrong,

>So, after hanging in there with Atari for many years, I got rid of all my
>Atari stuff. I felt good about it, making a clean slate.

Mistake, should have kept the atari stuff, shuved it away until that
day you knew you would need it again :)

>I bought a Windows compatible machine and later upgraded it and started
>using Win95. Mostly, I use this system for Netscape and other internet
>applications. I works nicely and I am pleased with it.

Same here, win 95, dunno what the problem is, I like it, works great,
using it for internet and wp, multimedia presentations and lots of
other nifty things:)

>However, a nagging memory of Atari stuff still haunted me and I have
>started re-accumulating a lot of Atari stuff. This time around it feels

Told you, you should have kept the ATARI :)

>different because I KNOW the platform is dead and I feel I can really

WOOOOOOOOO! What the hell is this?, waddaya mean you "know" the
platform is dead? what was all the above, flame bait? suppose it must
have been, seeing as you posted this in an advocacy group, a shame, we
were doing well until you said you KNEW the platform was dead, from
being an ex atarian to an ATARI knocking saddo, in one line :(

>"64-bit". I have GEMulator on my PC which I can tolerate but don't really

I only have the gemulator demo, but it works very well on my pc,
tolerate?,

>like. I'm hoping to get a used Falcon system sometime in the next year.

why for a dead platform, it isn't dead! but you seem to think it is?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

6604. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-05 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0512960129140001@metricom20.ucsc.edu>
Source record: 7463

In article <849587580_OASIS_@tyndale.apana.org.au>,
colbee@tyndale.apana.org.au wrote:

> In article <bwanga-0112962057580001@metricom21.ucsc.edu>
> bwanga@cats.ucsc.edu (Timothy A. Seufert) said:-
>
>>In article <849490524_OASIS_@tyndale.apana.org.au>,
>>colbee@tyndale.apana.org.au wrote:
>>
>>> I'd much rather try to use a computer without a modem or CDRom than
>>>without keyboard and monitor. 990f all TOS machines have keyboard and monitor
>>>when supplied.
>>
>>This is a bizarre assertion, considering that Atari itself never had any
>>special monitor/system bundles. That I can remember, anyhow. It was up
>>to the dealers to include a monitor.
>
>Hardly bizarre, certainly not in Australia, anyway. St's were virtually never
>quoted without monitors. TT's and Falcons were, because using standard VGA's
>etc. is an option.

There's a difference between being quoted with a monitor and being
bundled. Was Atari Australia bundling monitors with STs, or were the
dealers doing it? I am fairly certain that US Ataris were never sold *by
Atari* with a particular monitor bundled.

Macs are not bundled with a monitor by Apple. Dealers don't usually quote
prices with monitors, but I suspect that is mostly because there are a lot
of possible choices for the customer to make. Monitor buying these days
is a matter of figuring out how much money you're willing to pay for size
and quality.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

6605. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-05 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0512960134440001@metricom20.ucsc.edu>
Source record: 7464

In article <djs.849703379@gen-off-3>, djs@jet.uk (David Stevenson) wrote:

>sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>>Since RD II has been installed, no incompatibilities yet..
>
>MagiCMac won't run with it for a start. (Cue obvious MagiC bashing
>from Petey).

When I have tried MagiCMac so far, it doesn't work with virtual memory, period. Apple's VM or RAM Doubler, it makes no difference. I have seen announcements about the upcoming version which say it is now compatible with VM.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

6606. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-05 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0512960144430001@metricom20.ucsc.edu>
Source record: 7465

In article <849792534_OASIS_@pcc-uky.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net wrote:

> Let me get this straight...you've got 64 megs of ram and you still get
> out of memory errors? Is that right? Geez...Thats not good!

It's memory fragmentation. Something any OS suffers from if it is not running VM of some kind. MacOS tends to suffer more because its memory allocation system was designed to let a fairly complex GUI run on a 128K machine; it hasn't aged real well.

>>So you need a Mac to get the job done..Can't the Hades/Direct handle it?
>
> Betcha the Hades/DirecT won't give you out of memory errors with half
> that amount of ram, let alone 64 megs!!!

Sure will. Easy way to do it: run program A that uses 31 MB, run program B that uses 60K, quit program A, run program C that wants 40 MB. On a 64M machine with no VM there will be an out of memory error, because after quitting A there is no free block which is 40 MB. Doesn't matter what OS you are using either.

This is why I run RAM Doubler, even though I have a 64 MB Mac. It gives me a VM system, which eliminates memory fragmentation problems. I could use Apple's VM, but that would require a 65 MB VM file to sit around on my disk all the time, and Apple's is slower than RD anyway.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

6607. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-05 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32A69A34.16A4@ridgecrest.ca.us>
Source record: 7466

Timothy A. Seufert wrote:
>
> In article <849587580_OASIS_@tyndale.apana.org.au>,
> colbee@tyndale.apana.org.au wrote:
>
> > In article <bwanga-0112962057580001@metricom21.ucsc.edu>
> > bwanga@cats.ucsc.edu (Timothy A. Seufert) said:-
> > >
> >>In article <849490524_OASIS_@tyndale.apana.org.au>,
> >>colbee@tyndale.apana.org.au wrote:
> >>
> >>> I'd much rather try to use a computer without a modem or CDRom than
> >>>without keyboard and monitor. 990f all TOS machines have keyboard and monitor
> >>>when supplied.
> >>
> >>This is a bizarre assertion, considering that Atari itself never had any
> >>special monitor/system bundles. That I can remember, anyhow. It was up
> >>to the dealers to include a monitor.
> >
> >Hardly bizarre, certainly not in Australia, anyway. St's were virtually never
> >quoted without monitors. TT's and Falcons were, because using standard VGA's
> >etc. is an option.
>
> There's a difference between being quoted with a monitor and being
> bundled. Was Atari Australia bundling monitors with STs, or were the
> dealers doing it? I am fairly certain that US Ataris were never sold *by
> Atari* with a particular monitor bundled.

The NTSC machines didn't need a monitor, they could be connected to a
video
monitor :) (RF or Composite).

Mike

6608. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-05 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32A69D8B.1A95@ridgecrest.ca.us>
Source record: 7467

Paul Womar wrote:
>
> In article <32a379e4.15000233@news.airtime.co.uk>
> stosser@airtime.co.uk (Tony Greenwood) said:-
>
> >On Mon, 2 Dec 96 23:17:12 GMT, Paul@pwomar.demon.co.uk (Paul Womar)
> >wrote:
> > >
> > >
> > >>>So whats better than Neochrome for the beloved Hades, Sherlock?
> > >>
> > >>Prism Paint 2 is supposed to be quite good.
> > >
> > > wo: a mutual contact tells me you are getting a MAC soon, true/false?
> > >:)
>
> At this moment I am unable to confirm or deny this :) but I'm looking
> into it, it depends on how stable MagicMac is really, i'm looking for
> someone who has used it, anyone?
>

As far as Mac's go, get a used 840AV. They run at 40mhz and MagiC
runs quite nicely at that speed on an 040 (more than can be said for
Mac O/S). "Refrbished" ones go for about $1000.00 U.S. MagicC is nice
for Calamus or for that matter most any DTP or WP for TOS, ImageCopy
works great, as does Photoline, GT Look, Kandisky, Lattice C 5.6 and
DEV Pac ect..... Plus you get s-video input with the Mac. With NVDI
you can go up to 800*600 24bit color. Runs like a fast TT with a
graphics
card. According to Gembench, MagiC runs as fast as a Medusa (I think
the reference is to a Medusa 040).

Mike

6609. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-05 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.849783338@gen-off-3>
Source record: 7468

bwanga@cats.ucsc.edu (Timothy A. Seufert) writes:
>When I have tried MagiCMac so far, it doesn't work with virtual memory,
>period.
Earlier versions claimed to work with VM (but not RAM Doubler).
The PPC version does NOT run with VM, as it hogs the mmu itself.
I don't know about current 030/040 versions.
--
Home page http://www.cix.co.uk/~ktl/hoagy.html
Alternate Email hoagy@ktl.cix.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6610. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-05 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.849792120@gen-off-3>
Source record: 7469

Michael Grove <mgrove@ridgecrest.ca.us> writes:
>As far as Mac's go, get a used 840AV.

I can't agree with this recommendation. I would suggest getting a PowerMac.
Depending on which model you get, it can be slower or faster than
the 840 at running MagiCMac programs, but you are likely to migrate
fairly quickly to native Mac programs, in which case the PPC gives a BIG
performance boost. It only took me a year to migrate all my work from
Atari s/w running under MagiCMac to native PPC software running fast
on the PowerMac.

If you never go native, then the 840 is a good bet. But when you realise
what Mac s/w is out there...
--
Home page http://www.cix.co.uk/~ktl/hoagy.html
Alternate Email hoagy@ktl.cix.co.uk or phone 0973 795327

==
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==

6611. Re: Keep the Atari Spirit alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-05 00:00:00 UTC
From: dirk.figge@uni-essen.de
Message-ID: <586ilj$6ho@sun3.uni-essen.de>
Source record: 7470
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

chriswil@southern.co.nz (Chris Wilkinson) wrote:

> I'm sure everybody has seen the big Atari symbol in Bladerunner.

Hi Guys,

me again! thanx for telling me the scenes. i thought it was a good
idea to watch this great movie again. so far, i found 4 (!)
appearances of atari in the director's cut. whow! that's cool because
it's a science fiction movie with a plot in the future and as atari is
concerned this future will never happen :(

what about the appearance of atari in terminator 2. where is it ?
(of course i have seen the portfolio, but is there an advertisement
somewhere, too?).

later, dirk

6612. Re: Make money!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-05 00:00:00 UTC
From: msiy@unixg.ubc.ca
Message-ID: <32a6fa1c.26583103@news.ucs.ubc.ca>
Source record: 7471
Cross-posted to: comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

MAN ... I really hate this stuff !!

Mark

On Fri, 29 Nov 1996 11:02:24 -0800, Jean Robinson
<rnbwridr@sierra.net> wrote:

[-->I don't know. I have always heard that it is best to ignore
stupidity.
[-->Just my 2 cents.
[-->
[-->Jean
[-->
[-->Levien van Zon wrote:
[-->>
[-->> >THIS IS THE FAIREST AND MOST HONEST WAY I HAVE EVER SEEN TO
SHARE THE
[-->> >WEALTH OF THE WORLD
[-->>
[-->> Has this person ever heard of _working_?
[-->>
[-->> >WITHOUT COSTING US ANYTHING BUT OUR TIME
[-->>
[-->> Time is mony. Especially when you're on a 2400 baud link.
[-->>
[-->> >$5 AND FIVE POSTAGE STAMPS!
[-->>
[-->> God, I hate people who leave their Caps-Lock turned on...
[-->>
[-->> Sorry, but one just can't resist replying to such a message :)
[-->>
[-->> -=Levjenno
[-->>
[-->> ------
[-->> Levien van Zon (lvzon@bio.vu.nl)
[-->> MALEB Homepage: http://huizen.dds.nl/~levjenno/
[-->> (Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
[-->> ------
[-->>
[-->> "Wrong, wrong. Absolutely brimming over with wrongability."
[-->> --Rimmer

6613. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-05 00:00:00 UTC
From: ad329@james.freenet.hamilton.on.ca
Message-ID: <587eq1$n9d@james.freenet.hamilton.on.ca>
Source record: 7472
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

In article <E1vMp3.3xL@iglou.com>, metallik@iglou.com (Larry Scott Ii) wrote:

>Where have you been, anyway? Don't you remember.. the U.S. annexed Canada
>in '93. I think Congress gave the Canadian government $500 and a Smurfs
>Save the Day cartridge..
~^~^~^

6614. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-05 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0512961204140001@metricom20.ucsc.edu>
Source record: 7473

In article <32A69D8B.1A95@ridgecrest.ca.us>, Michael Grove
<mgrove@ridgecrest.ca.us> wrote:

>As far as Mac's go, get a used 840AV. They run at 40mhz and MagiC
>runs quite nicely at that speed on an 040 (more than can be said for
>Mac O/S). "Refrbished" ones go for about $1000.00 U.S. MagicC is nice
>for Calamus or for that matter most any DTP or WP for TOS, ImageCopy
>works great, as does Photoline, GT Look, Kandisky, Lattice C 5.6 and
>DEV Pac ect........ Plus you get s-video input with the Mac. With NVDI
>you can go up to 800*600 24bit color. Runs like a fast TT with a
>graphics
>card. According to Gembench, MagiC runs as fast as a Medusa (I think
>the reference is to a Medusa 040).

For a new machine, you might look at the Performa 6360, or one of the
clone machines in its price range ($1500). At that price level you can
get a 160 to 180 MHz 603e, some form of video input (actually that may
cost extra, I haven't looked at the pricing in detail), and some PCI slots
(probably more of them on a Power Computing machine than a Perf. 6360).
Add Speed Doubler and the machine is guaranteed to exceed the 840AV's
680x0 performance by a factor of 2 (at least), except for FP programs.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

6615. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-05 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <849910918_OASIS_@pcc-uky.campus.mci.net>
Source record: 7474

In article <bwanga-0512960144430001@metricom20.ucsc.edu>
bwanga@cats.ucsc.edu (Timothy A. Seufert) said:-

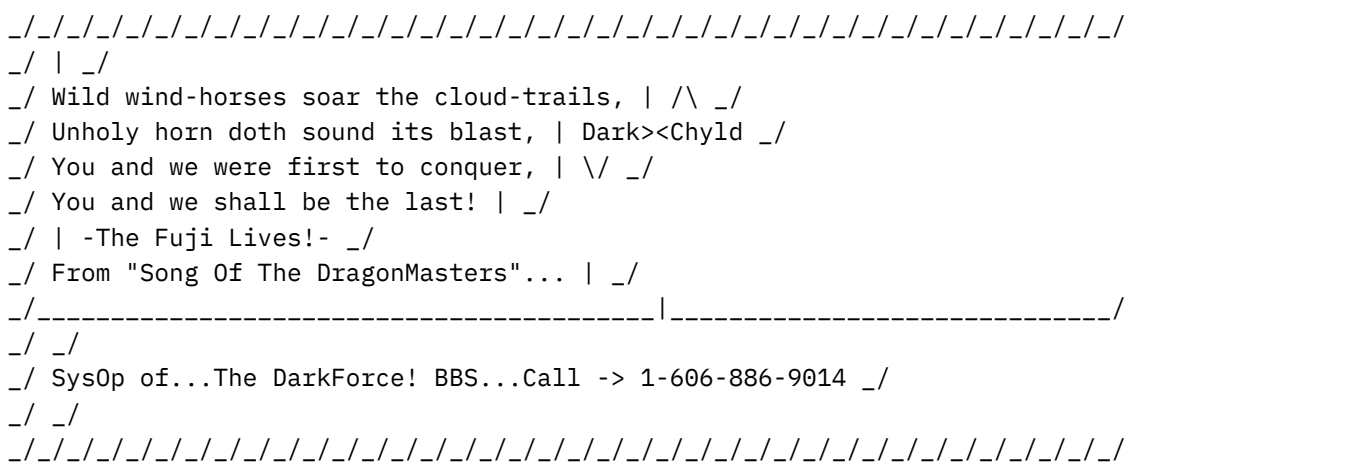
>It's memory fragmentation. Something any OS suffers from if it is not
>running VM of some kind. MacOS tends to suffer more because its memory
>allocation system was designed to let a fairly complex GUI run on a 128K
>machine; it hasn't aged real well.

Thanks for the explanation--I'm not real strong on Macs... :)

>Sure will. Easy way to do it: run program A that uses 31 MB, run program
>B that uses 60K, quit program A, run program C that wants 40 MB. On a 64M
>machine with no VM there will be an out of memory error, because after
>quitting A there is no free block which is 40 MB. Doesn't matter what OS
>you are using either.

I'm not saying this is wrong-but I have a problem with it. I can run
several different Euro-style demos (which as anyone familiar with this
type of coding can attest to) which use almost all of my Falcon's 4 megs
of Ram...I can quit out of one and goto another without having to reboot
or getting "out of memory" errors...I assumed this was good programming,
simply having the exiting program let the system know that the memory
was once again available...

--


_/ | _/
_/ Wild wind-horses soar the cloud-trails, | /\ _/
_/ Unholy horn doth sound its blast, | Dark><Chyld _/
_/ You and we were first to conquer, | \/ _/
_/ You and we shall be the last! | _/
_/ | -The Fuji Lives!- _/
_/ From "Song Of The DragonMasters"... | _/
_/ _/
_/ SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014 _/
_/ _/

6616. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-05 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.849781935@gen-off-3>
Source record: 7475

Paul@pwomar.demon.co.uk (Paul Womar) writes:
>into it, it depends on how stable MagicMac is really, i'm looking for
>someone who has used it, anyone?
It's fairly stable. DA's Vektor was the big one to give me problems,
but it's a very buggy program at the best of times.

A few of the things I ran successfully with MMac include Calamus SL,
PageStream, ImageCopy, GemView, ConNect demo (040 only, doesn't
like my PPC), Emacs, Lattice C, Papyrus, DA's Picture, things I'd
written myself...

The VT52 emulator is cack, so text-based programs don't run very well.

As time went on, I found better Mac-native equivalents of the above programs,
and only use MagiCMac for one thing; accessing CIX via the CixComm/CixRead
programs. Now that I've got SoftWindows 95 on the way, even that use
will disappear.
--
Home page http://www.cix.co.uk/~ktl/hoagy.html
Alternate Email hoagy@ktl.cix.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6617. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-05 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.849783432@gen-off-3>
Source record: 7476

bwanga@cats.ucsc.edu (Timothy A. Seufert) writes:
>memory fragmentation. Something any OS suffers from if it is not
>running VM of some kind.
Not necessarily, it depends on the memory model. I could turn off
VM on OS/2 and segmentation was not a problem, as you don't have all
programs sharing a single logical address space.

Can someone explain one aspect of the PowerMac VM to me please?
A Get Info on an application typically says something like "minimum
memory requirement reduced by 1300K if running with VM on".
--
Home page http://www.cix.co.uk/~ktl/hoagy.html
Alternate Email hoagy@ktl.cix.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6618. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-06 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <589n93$ak8@ornews.intel.com>
Source record: 7341
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

In article <1996Dec6.002946.1@cobra.uni.edu>,
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:

>Newsgroups:
rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,co
mp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

Spammer!

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

6619. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-06 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <589n9j$ak8@ornews.intel.com>
Source record: 7342
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

In article <32A85CF2.1BE3@intac.com>, Steve <krunch@intac.com> wrote:

>Newsgroups:
rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

Spammer!

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

6620. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-06 00:00:00 UTC
From: JEDI
Message-ID: <589ckk$8s9@lana.zippo.com>
Source record: 7343

In article <1996Dec6.001928.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <58417n$g08@lana.zippo.com>, JEDI writes:
>
>>>What overpriced systems? The only thing that is grossly overpriced is the
>>>Hades/Direct boxes..
>>
>> Their thruput, which you deny much like a frightened little child
>> clinging to it's pillow after a nightmare, would indicate otherwise.
>> Perhaps what is needed is a version of TOS for PPC that completely
>> tosses the MacOS. Then perhaps, full utilization of it's hardware
>> would be attained...
>
>TOS is no more than a hack put together by the now defunct Digital Research..

Actually, it's GEM you moron. TOS is GEM + GEMDOS for the ST.

Well, this hack provided a filesystem, virtual devices, virtual
device api's, a windowing system, a windowing manager, a desktop
shell & a primitive scheduler all in 200K and did it in such a
fashion as to be trivial to port and easy to augment.

This trumps MacOS by quite a bit.

>
>TOS has no were the functionality, features and technology that is tied to the
>Mac OS.

The IDEA is tied to Xerox PARC, actually. It is an idea, not actual
technology that X, Digital Research or MicroSlop 'may' have swiped.

However, Apple's intent to assimilate BeOS is actual copying of
technology.

Despite Apple somehow being capable of generating their own unique
intellectual property or despite MacOS being somehow superior (to
anything), Apple must depend upon someone else's technology and
not just ideas or concepts in order to keep up with an orphan platform.
Apple must do this despite all of it's admittedly superior resources.

It is truely sad when the OS offerings from an orphan can compete
with a giant like MicroSlop and the OS offerings from another giant
cannot.

Your blind loyalty is a greater threat to Apple than MicroSloth and all
the PC vendors combined. You nullify what proper market forces might be
in place to coerce Apple to do what is required to compete in a larger

market. Now they have lost whatever advantage they may have had to mitigate their higher prices and less support.

Apple has gotten a free ride from the likes of you in the past and is now paying dearly for it.

6621. Re: A weak excuse at best (was Re: Falcons are memory hogs!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-06 00:00:00 UTC
From: JEDI
Message-ID: <589b9n$68j@lana.zippo.com>
Source record: 7344

In article <1996Dec6.001700.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <58408m$edk@lana.zippo.com>, JEDI writes:
>
>>>Why? Because the clones leave the factory straight into the arms of the
>>>owners..
>>
>> A weak excuse at best...
>
>Not a weak excuse at all. PowerComputing is backordered.. 50,000 reportedly
>for the PowerBase alone.. However, Power is shipping in quantity to stamp out
>that backlog.. Umax/SuperMac is doing well despite that their line has not
>reached all retailers yet. Motorola started producing their first 20,000
>StarMax line. APS will start rolling out this week for their clients..

Macs have no retail presence at this time. Without this, people will
begin to consider them dead. There is nothing in the public eye to
give people a good impression of Apple with the most recent visible
coverage being about Apple's imminent demise.

A few lines in more financially oriented publications will not counter
this. Then the general public will see the Mac's pathetic storefront
presence and jump to conclusions.

Mail order chain backorders wont help. Furthermore, those numbers are
rather meagre when compared to the rest of the market. This is the
market that Apple actually competes against and gets compared to. That
you can best a 10 year old orphan [in PR] is of no consequence.

[deletia]
>>>They would laugh in your face...
>>
>> They would laugh in YOUR face. All the things that they would
>> likely see would indicate to them that you are sadly dellusional.
>> There is nothing in the public eye to indicate to anyone, except
>> those who already have an irrational devotion to apple, that apple
>> is not in decline.
>
>The only entity that is in decline is a lifeform called a Jabba...
>
>Apple is getting their house in order.. Pricing is in line.. The Performa
>6400 higher ed price is around $1500 as of today..

The percentage of consumers that exist within that market really is
minscule. THAT is not the public eye. A price tag at a college store
(that is assuming that there is shelf space at the college store) where

no one may venture to is not even the college public eye let alone so
in general.

>
>
>> Learn to read sometime. I was not talking of preaching to the choir.
>
>
>Learn to get a clue and educate yourself..

All I need do is look around. Aptiva is visible as is Gateway 2000
without ANY effort to find them. Clones still haven't shown their
faces any where near the general public. I have yet to even encounter
print ads for them in publications one might expect a non-MacWorshiper
to read. Further that with the general lack of retail presence and you
have a grim picture.

It may not reflect reality but, it need not do so. That is the point
you cannot seem to grasp. An elitist attitude and the unwillingess to
proper PR wont get Apple anywhere.

The best you can come up with is educational pricing.

>
>
>> Your actions quite reflect the nature of Apple's marketing incompetence.
>> You go to great efforts to antagonise the group most likely to resist
>> the great hype and fail at any opportunity to show how your beloved
>> machine would better serve than a 10 year old orphan.
>
>Apple does have marketing issues that need to be addressed. I have mentioned
>this before.
>
>Considering that there are more than one Mac clone firms, Apple is not the only
>game in town.. Ain't competition grand? There should be competition to the
>Hades/Direct to drive those fanatsy prices down..

Actually it IS the only game in town. No one else is willing to market
in my 20M+ stretch of the planet.

>
>
>> Childish posturing devoid of relevant details is all you are capable of.
>>
>> You are a pathetic advocate.
[deletia]

6622. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-06 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <849981634_OASIS_@pcc-uky.campus.mci.net>
Source record: 7345

In article <1996Dec6.001928.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>TOS is no more than a hack put together by the now defunct Digital Research..
>
>TOS has no were the functionality, features and technology that is tied to the
>Mac OS.

Wrong. Wrong. Wrong...1st of all TOS is no "hack"...its the most efficient
OS around...Go ahead, Peter and tell us the difference between TOS and GEM
and what Digital Research has to do with each...(picture SingedClap trying
to do the reseach to cover for this boo-boo)

Technology tied to the Mac OS? Don't ya mean "hamstrung" ??? <grin>

--

```
_/_/_/
```

6623. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-06 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0612962307080001@metricom41.ucsc.edu>
Source record: 7346

In article <849910918_OASIS_@pcc-uky.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net wrote:

> In article <bwanga-0512960144430001@metricom20.ucsc.edu>
> bwanga@cats.ucsc.edu (Timothy A. Seufert) said:-

>>Sure will. Easy way to do it: run program A that uses 31 MB, run program
>>B that uses 60K, quit program A, run program C that wants 40 MB. On a 64M
>>machine with no VM there will be an out of memory error, because after
>>quitting A there is no free block which is 40 MB. Doesn't matter what OS
>>you are using either.
>
> I'm not saying this is wrong-but I have a problem with it. I can run
> several different Euro-style demos (which as anyone familiar with this
> type of coding can attest to) which use almost all of my Falcon's 4 megs
> of Ram...I can quit out of one and goto another without having to reboot
> or getting "out of memory" errors...I assumed this was good programming,
> simply having the exiting program let the system know that the memory
> was once again available...

You're running only one program at a time. When you quit it, all its
memory is freed up, as you say. However, if you have a multitasking
operating system, it is possible to get a program stuck in the middle of
memory. Run program A, run program B, quit program A, and you will have
fragmentation because B is still sitting in the middle of memory.

Ataris would have massive problems with this issue, except that most of
them don't run a multitasking OS. The model on Atari tends to be that you
run a single application program at a time, which takes up all available
RAM. Desk accessories are there, but they load during the boot and cannot
be quit, so they don't cause fragmentation.

VM completely bypasses this problem by virtualizing addresses. This means
that Program A might think it has an address space starting at address 0
and going to address X, but it is actually stored in a relatively random
jumble of physical addresses, which are not even necessarily in increasing
order. Memory is allocated in chunks, typically 4KB, referred to as
pages. The lower bits of a virtual address are the offset from the
beginning of a page, and the upper bits are the virtual page number. The
CPU automatically translates the virtual page number to a physical page
number, typically using a Translation Lookaside Buffer (TLB). (A TLB is a
cache which caches the systemwide page table, which is typically a
megabyte or two of RAM set aside to store all the virtual->physical
mappings.)

An operating system can change the virtual->physical page mappings so that pages can be moved wherever it wants in physical memory. And even if memory is horribly fragmented, the OS just chooses whichever pages are free to allocate to a program; as far as the program is concerned it has a linear and unbroken chunk of memory. Pages can be swapped out to disk, too: just set a bit in a page table entry which says it is not resident in RAM, and the OS will be called when an access to that page is attempted. The OS can then read the page back from the disk and restart the program which needed that page.

--

+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

6624. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-06 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0612962310580001@metricom41.ucsc.edu>
Source record: 7347

In article <57vjbo$h6f@lana.zippo.com>, JEDI wrote:

>In article <bwanga-0112962057580001@metricom21.ucsc.edu>,
bwanga@cats.ucsc.edu says...
>>
>>In article <849490524_OASIS_@tyndale.apana.org.au>,
>>colbee@tyndale.apana.org.au wrote:
>[deletia]
>>The inclusion of keyboard with Ataris was solely due to the fact that you
>>didn't have any options on most of the Atari hardware ever sold; even on
>>the machines which had a detachable keyboard there were no non-Atari
>>keyboards available. Which led to such things as spring and even
>>keyswitch replacement kits for Atari's keyboards, since they were so
>>crummy. And expensive adapters to allow you to use IBM keyboards. And so
>>on.
>
> Considering that my original 520STm (no f) is still banging away quite
> nicely, I've never really gotten the point of all of this keyboard
> bashing wrt the ST. Aesthetic quarrels aside, ST keyboards are quite
> reliable and not quite so overpriced as they appear.

I'm not saying they were unreliable. I'm saying that, for myself at
least, the 1040STe keyboard felt like it had mush behind the keys instead
of springs. Personally, I like IBM (True Blue, not cloner) full click
keyboards, and almost everybody I've ever talked to doesn't really like to
type on a keyboard with no feel whatsoever. At least not if they are
touch-typists. (Hunt&peck typists seem to get on fine regardless, because
if you have to look at the keyboard you don't need the physical feedback
from the keys as much.)

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

6625. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-06 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0612962319010001@metricom41.ucsc.edu>
Source record: 7348

In article <589ckk$8s9@lana.zippo.com>, JEDI wrote:

> Actually, it's GEM you moron. TOS is GEM + GEMDOS for the ST.
>
> Well, this hack provided a filesystem, virtual devices, virtual
> device api's, a windowing system, a windowing manager, a desktop
> shell & a primitive scheduler all in 200K and did it in such a
> fashion as to be trivial to port and easy to augment.
>
> This trumps MacOS by quite a bit.

Indeed? It's trivial to port and easy to augment because it implements very, very few services compared to the MacOS. GEMDOS is essentially a slightly cleaned up DOS (if you look at the calls, they're nearly identical). GEM is a very simplistic windowing system. It all fit in 200K because it did so little.

Actually, as far as size goes, System 1.0 for the Mac was probably more impressive. The Toolbox routines sat in 64K of ROM and the rest of the OS had to share 128K with application programs. And it had more features than TOS.

(That's not really surprising, considering that Apple had been working on the Macintosh System for several years, starting from a blank slate, while GEM/GEMDOS was essentially a bolt&go OS put together in very little time.)

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

6626. Re: A weak excuse at best (was Re: Falcons are memory hogs!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-06 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0612962321290001@metricom41.ucsc.edu>
Source record: 7349

In article <589b9n$68j@lana.zippo.com>, JEDI wrote:

> Macs have no retail presence at this time. Without this, people will
> begin to consider them dead. There is nothing in the public eye to
> give people a good impression of Apple with the most recent visible
> coverage being about Apple's imminent demise.

Macs have never had much of a retail presence. Traditionally, mail-order
is where the bulk of Macintosh sales (hardware and software) take place.

That's not to say that the current problem with retail stores dropping
Macs doesn't disturb me. But it's not the kiss of death you make it out
to be.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

6627. My New Macintosh - Observations and Comments

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-06 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <32A8E9DA.3A92@tiac.net>
Source record: 7350

Well, everyone, I am typing this from the keyboard of my new Performa PowerMac 6320, which I bought on close-out from Staples. As an Atari user, I have a number of observations about both platforms that I hope will quell much of the BS on the net:

Where Mac excels beyond TOS machines:

1) Multimedia (at least in this machine). I was able to record, edit, and playback video without a crash, or peep.

2) Application availablity. 'Nuff said.

3) General speed (surprise - a 120 MHz 603e is faster than a 16 MHz '030 (though it doesn't feel that way sometimes!).

Where TOS excels beyond Mac machines:

1) Stability. I have crashed this Mac more that five times as frequently as my Falcon030.

2) Multitasking. Even using DA's for multitasking, Falcon destroys MacOS. I attempted to run a simple Kermit transfer in the background from ClarisWorks while running the word processor from within Claris-Works. Heh, stopped that quick - characters were dropped and took several seconds to appear on the screen. On the Falcon, STalker and AtariWorks multitasked seamlessly in 4 megs under MultiTOS, without any delays at all!

Folks, choose your machine. And use it and enjoy it.

BR Miller
Boston, MA

6628. Why Petey likes apples

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-06 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <c67cc$d3928.102@HERMES>
Source record: 7477

```
-- forwarded message found in alt.humor.best-of-usenet --
Subject: Re: Newton booth at COMDEX
From: dsf3g@faraday.clas.Virginia.EDU (David Salvador Flores)
Newsgroups: comp.sys.newton.misc

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> wrote:
>raphael@liberty.batnet.com (Glen Raphael) writes:
>
>
>> Actually, we get most of our paper from trees that were grown for the
>> purpose of making paper. Reduce the demand for paper, and you'll reduce
>> the demand for trees; people will grow something else on their land.
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>Like pot...

Just one more reason to buy a Newton.

-- end forwarded message --

--

Quote For The Month:

"Come back here with my fish, you horse thief"
```

6629. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-06 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec6.001928.1@cobra.uni.edu>
Source record: 7478

In article <58417n$g08@lana.zippo.com>, JEDI writes:

>>What overpriced systems? The only thing that is grossly overpriced is the
>>Hades/Direct boxes..
>
> Their thruput, which you deny much like a frightened little child
> clinging to it's pillow after a nightmare, would indicate otherwise.
> Perhaps what is needed is a version of TOS for PPC that completely
> tosses the MacOS. Then perhaps, full utilization of it's hardware
> would be attained...

TOS is no more than a hack put together by the now defunct Digital Research..

TOS has no were the functionality, features and technology that is tied to the
Mac OS.

Give it up Jabba..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6630. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-06 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec6.002059.1@cobra.uni.edu>
Source record: 7479

In article <849737436_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

> At this moment I am unable to confirm or deny this :) but I'm looking
> into it, it depends on how stable MagicMac is really, i'm looking for
> someone who has used it, anyone?

Whats wrong with the Hades/Direct thud box? Not good enough?

> ---
> Paul Womar - Just your average Atari user on the verge of sanity.

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6631. Re: A weak excuse at best (was Re: Falcons are memory hogs!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-06 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec6.001700.1@cobra.uni.edu>
Source record: 7480

In article <58408m$edk@lana.zippo.com>, JEDI writes:

>>Why? Because the clones leave the factory straight into the arms of the
>>owners..
>
> A weak excuse at best...

Not a weak excuse at all. PowerComputing is backordered.. 50,000 reportedly for the PowerBase alone.. However, Power is shipping in quantity to stamp out that backlog.. Umax/SuperMac is doing well despite that their line has not reached all retailers yet. Motorola started producing their first 20,000 StarMax line. APS will start rolling out this week for their clients..

PowerComputing has done well for a two year company. Power will defantly break a billion in sales in '97'. Wonder why the Tramiels/Atari did not forsee this..

>>They would laugh in your face...
>
> They would laugh in YOUR face. All the things that they would
> likely see would indicate to them that you are sadly dellusional.
> There is nothing in the public eye to indicate to anyone, except
> those who already have an irrational devotion to apple, that apple
> is not in decline.

The only entity that is in decline is a lifeform called a Jabba...

Apple is getting their house in order.. Pricing is in line.. The Performa 6400 higher ed price is around $1500 as of today..

> Learn to read sometime. I was not talking of preaching to the choir.

Learn to get a clue and educate yourself..

> Your actions quite reflect the nature of Apple's marketing incompetence.
> You go to great efforts to antagonise the group most likely to resist
> the great hype and fail at any opportunity to show how your beloved
> machine would better serve than a 10 year old orphan.

Apple does have marketing issues that need to be addressed. I have mentioned this before.

Considering that there are more than one Mac clone firms, Apple is not the only game in town.. Ain't competition grand? There should be competition to the Hades/Direct to drive those fanatsy prices down..

> Childish posturing devoid of relevant details is all you are capable of.
>

> You are a pathetic advocate.

Yo ma ma!

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6632. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-06 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec6.002946.1@cobra.uni.edu>
Source record: 7481
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

In article <32A62DE8.43C8@intac.com>, Steve <krunch@intac.com> writes:

> Unfortunately your correct. Most Americans know very little about
> their own country, let alone another country. What do you expect? The
> current president can't remember the difference between the Constitution
> or the Declaration of Indepenence. I feel to be presiden, it should be
> mandatory knowledge before one can become a candidate.

I agree on the first point.. The second I disagree. So Stevey, tell us the
difference(Rush's view) bewtween the two..

Four more and 8 more for Gore, get over it..

When Ragun was in office, we got on with our lives..

-Bloated sig deleted..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6633. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-06 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec6.003153.1@cobra.uni.edu>
Source record: 7482
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

In article <585656$dj2@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
> : Isn't Canada part of the Americas?
>
> If you mean North America ... sure! If you mean part of the
> States, no we aren't a state. (don't laugh ... I've met a few americans
> who think that. I've met others who showed up at my house in July looking
> for the ski hills. :-)

That was probably me..:)

> --
> Mark Rathwell
> E_Mail: mrathwel@uoguelph.ca
> Web Page: http://www.uoguelph.ca/~mrathwel

GREETINGS..
|--|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|--|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6634. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-06 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec6.002539.1@cobra.uni.edu>
Source record: 7483

In article <849792818_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:

>>What overpriced systems? The only thing that is grossly overpriced is the
>>Hades/Direct boxes..
>
> Not for the amount of power and the ease of use inherent with TOS...

Still not worth the spending that kind of funds for a non supported platform.
Those funds buy 200Mhz 604e boxes..

> I'll give you an example...notice the way that I was able to cut/edit
> this message without leaving a partial of someone else's SIG? It was
> so easy with my TOS machine...something that is obviously beyond you
> and your Mac... <snicker>

Okay, I'l give you that...:) Feel better now?

> _/_/_/_

6635. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-06 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32A813F2.4942@ridgecrest.ca.us>
Source record: 7484

David Stevenson wrote:
>
> Michael Grove <mgrove@ridgecrest.ca.us> writes:
> >As far as Mac's go, get a used 840AV.
>
> I can't agree with this recommendation. I would suggest getting a PowerMac.
> Depending on which model you get, it can be slower or faster than
> the 840 at running MagiCMac programs, but you are likely to migrate
> fairly quickly to native Mac programs, in which case the PPC gives a BIG
> performance boost. It only took me a year to migrate all my work from
> Atari s/w running under MagiCMac to native PPC software running fast
> on the PowerMac.
>
> If you never go native, then the 840 is a good bet. But when you realise
> what Mac s/w is out there...

And you will wish you never got started:) After adding a Mac
to my collection, I have been disapointed more times than not
with the quality and pricing of the available software and
hardware. You will really hate the Mac O/S after moving from
the Atari platform (especially if your using a Falcon).
The file system really sucks. Try editing in a directory
containing a couple thousand files, or renaming multiple
file names. Can't be easily done. Kobold handles this without
problem. Go to Walmart and try to purchase some Mac software on
a Friday night binge. Good luck.
There are a few that stand out, but for the most part I favor my
TOS applications. If you really want an inexpensive Atari clone and
want quality apps get a Pentium and stick an Gemulator inside if
all you want to do is run ST software. Quality software at
affordable prices, and inexpensive hardware upgrades are
the norm in the PC world. Windowns NT is nice, I haven't
played with Win 95, and you will find OS/2 will be more to
your liking switching from TOS. If you are currently using
a Falcon, you will miss the DSP software that won't run under
MagiC Mac, but if your looking to see Calamus or Photoline at
800*600 in 24bit go for the Quadra. Video memory for the
Quadra is only about $45.00 to go to two meg and is easily
installed at home. Uses 72 pinn standard simms (60ns) that
can be mixed and matched in whatever configuration.
You also get the ATT DSP which "some" Mac apps utilize
for quicker filtering, and maybe some sound app's make
use of it. For $999.00 its a steal. Don't be ripped off
about this powermac shit. The only reason these guys push

it is they remember how slow the Mac O/S is on an 040
Mac. Running MagiC Mac is a completely different story.
Like the difference in speed over a 1040ST and a TT.
On the Quadra 840AV, Phoenix (Xenomorph) will render
four time faster than my Falcon running from 32mb of Fast
at 32mhz/64mhz FPU. Screen redraws and general desktop
performance is quite impressive as well making the Mac
O/S look like something from running PC Ditto (software
version) on an 8mhz 1040ST.
Anyway I don't think he was asking for advice on which Mac
to purchase for the purpose to "migrate" over to PPC apps,
he ask which Mac would run MagiC Mac the best. By far the most
cost effective method is the Quadra 840AV. With a cheap clock
speeder, you might get up to 46mhz, easily keeping up with the
PPC's running MagiC Mac. You get the Mac onboard video. Which
PPC includes that for under a grand? The cheapest Mac clone
will run you $2200.00 for included video (DC20).

And I was just starting to like you, Brian.

Mike

6636. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-06 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32A81485.392B@ridgecrest.ca.us>
Source record: 7485

David Stevenson wrote:
>
> bwanga@cats.ucsc.edu (Timothy A. Seufert) writes:
> >When I have tried MagiCMac so far, it doesn't work with virtual memory,
> >period.
> Earlier versions claimed to work with VM (but not RAM Doubler).
> The PPC version does NOT run with VM, as it hogs the mmu itself.
> I don't know about current 030/040 versions.

Wrong! It clearly states in the MagiC Manual, in English,
that VM must be disabled. This has been true for both versions
that Toad has had imported to date.

Mike

6637. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-06 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32A816C3.CAC@ridgecrest.ca.us>
Source record: 7486

PETER SINCLAIR-DAY wrote:
>
> In article <849737436_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>
> > At this moment I am unable to confirm or deny this :) but I'm looking
> > into it, it depends on how stable MagicMac is really, i'm looking for
> > someone who has used it, anyone?
>
> Whats wrong with the Hades/Direct thud box? Not good enough?
>

Does the Hades run MagiC? The only reason for his question, I
think, was that he is looking for an inexpensive way to run TOS
applications. Utilizing MagiC Mac, he can have an 040 TOS
machine for less than anything else on the market. You would
expect to pay more for the performance increase you would see
with the Hades. But at least the option is there, one that allows
several O/S's on a single platform, performance compairable to
the newest machines on the market without having to reinvest
in all new software.
Personally I think that if he is to abandon his Atari machines
he should go with an Intel clone. So much more software and
hardware for soooooo much less money.
But if he is good at Christmas, I would ask for a Hades:)

Mike

6638. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-06 00:00:00 UTC
From: Steve <krunch@intac.com>
Message-ID: <32A85CF2.1BE3@intac.com>
Source record: 7487
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

PETER SINCLAIR-DAY wrote:
>
> In article <32A62DE8.43C8@intac.com>, Steve <krunch@intac.com> writes:
>
> > Unfortunately your correct. Most Americans know very little about
> > their own country, let alone another country. What do you expect? The
> > current president can't remember the difference between the Constitution
> > or the Declaration of Indepenence. I feel to be presiden, it should be
> > mandatory knowledge before one can become a candidate.
>
> I agree on the first point.. The second I disagree.

Of course, you can't handle the truth when it was placed right
before you on national news. The left way is always deny everything no
matter the truth.

So Stevey, tell us the
> difference(Rush's view) bewtween the two..

First off, you'll have to ask Rush if you want his
views. Second, Rush happens to agree with me, not the other way around. I
unlike most liberals I know, can think for myself without the govermant
doing it for me. It is I and 84% of this nation(consevatives) that put
Rush where he is and not the other way. Liberals are always trying to say
Rush listeners are mindless. The fact is your just jealous because no one
likes or listens to liberals and this is why you have no voice in talk
radio, becuase all who have tried have failed, Penis. Why have they
failed? They have failed because liberalism is not at all a mainstream
idea. You just don't get it do you?

>
> Four more and 8 more for Gore, get over it..

Don't count on it to hard Penis. That is if you can count.

>
> When Ragun was in office, we got on with our lives..

Ragun was never in office. Reagan was however and you liberal
scum didn't let up for 12 years and now even with your prez, you still
aren't satisfied and still bitch about Reagan. You Commies wont be happy
until this country is a total socialist nation. Clinton wont effect me
because I know how to survive without the government unlike your self and
millions of liberals like you who feel it is the only hope. Such a pity.

> Bloated sig deleted indeed!!

Join the Telegames list. As a result of the list, 4 new games will
be released for the JAguar. Show your support!!!! Contact Telegames at
http://www.telegames.com

1) Breakout2000 (Dec. '96)
2) TowersII (Dec. '96)
3) Worms (Jan. '97)
4) Zero 5 (Feb. '97)

All can be pre oredered from Bits O' Fun at 1-800-FUN-JAGS. Dave
is a great guy and has some deals for you if you order several. Tell him
Krunch sent you. :)
Remember, is it the squeaky gear that gets the grease.
Make sure you order some of these as they are all excellent games and
Telegames has said they will release more based on the successes of this
run of games. Help me help you get the games you want! :)
How would you feel about Jaguar shareware and would you be willing to
pay money for a hardware add on that allowed it? Developers Welcome.
Vote for the games you want to see @ Kitten Litter
http://www.dfw.net/~kitten/

6639. Re: Why Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-06 00:00:00 UTC
From: Thomas Main <main@conrad.appstate.edu>
Message-ID: <Pine.PMDF.3.95.961206083229.583017858D-100000@conrad.appstate.edu>
Source record: 7488

On Thu, 5 Dec 1996, Tony Greenwood wrote:

> On Wed, 4 Dec 1996 17:03:20 EST, Thomas Main
> <main@conrad.appstate.edu> wrote:
>
> ATARI Software? where did the reviews go?, Interested, seriously? :)

I wrote a couple of reviews for the CAIN newsletter, one for ST Informer
and I am preparing one for Atari Computing.>
>
>
> >I also became very disillusioned with Atari - always having to reboot my
> >computer after a crash, no support from Atari Corp., not being taken
> >seriously as a computer enthusiast by others, etc.
>
> eh?.....You made it crash if it crashed, the computer won't suddenly
> decide to crash, either the software was not up to the job or you did
> something wrong,
>
A lot of my crashes happened because of conflicting software, especially
AUTO folder programs conflicting with each other/programs I was running.
I like the way Win95 can "recover" from a crash without having to reboot
the system versus the way the Atari locked up.

As to support from Atari
Corp., one example I want to point out is that when I bought my Falcon, I
bought TruePaint with it. The grid function didn't work properly and
after calling the distributor and trying various things, we discovered
that the problem occured only under TOS 4.02 and not 4.04. Since I had
just bought my Falcon and it was still under warantee, I asked to exchange
it for a model with TOS 4.04. Atari said "no can do." My dealer said
that "in a couple of months" Atari was going to release 4.04 as a chipset
that I could buy for around $60 + installation costs. I'm not sure
whether TOS 4.04 ever became available as a separate package you could
buy. Contrast this with Packard Bell - I bought a Win 3.1 computer from
them and later they sent me a free upgrade to Win95 because I had bought
my machine within the last 6 mos.

As to not being taken seriously by other computer enthusiasts - I'm sure
this is something that everyone who uses Atari has had to put up with from
time to time.

>
> >different because I KNOW the platform is dead and I feel I can really
>
> WOOOOOOOOO! What the hell is this?, waddaya mean you "know" the

> platform is dead? what was all the above, flame bait? suppose it must
> have been, seeing as you posted this in an advocacy group, a shame, we
> were doing well until you said you KNEW the platform was dead, from
> being an ex atarian to an ATARI knocking saddo, in one line :(
>
Well, yes, that is why I posted in an advocacy group :) But I'm not
really knocking Atari by calling it "dead." I know that there are some
really dedicated developers who are still working to produce some things
for the Atari and I congratulate them on their effort. I call Atari
"dead" now because I don't think that there is any chance of mass-market
acceptance of the platform. The Atari 8-bit is "dead" too, but there are
still some developers for it and many enthusiasts. Calling a platform
dead is not really an insult. (Of course, when Business Week put Apple's
logo on their cover with the headline "Death of an American Icon" I
thought that was insulting - and premature, somewhat like Mark Twain said,
"The reports of my death have been highly exagerrated.")

>
> >"64-bit". I have GEMulator on my PC which I can tolerate but don't really
>
> I only have the gemulator demo, but it works very well on my pc,
> tolerate?,
>
Well, GEMulator works well for an emulator, I guess. But it is not
anything like the real thing. I have noticed especially that in drawing
programs I do not have the control of the mouse that is needed (may be due
to a too slow PC). Also, after working with a Falcon, the speed, lack of
high resolution-color support, and lack of Falcon compatibility is VERY
noticeable. I also have a lot of file management control problems, like
trying to import text into Calamus, copying from floppies, etc. I would
much rather have a real Atari than the GEMulator.

> Cheers.............!ynoT
> Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
> irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
>
> Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site
>
>
>

Hope this answers some of the concerns you posted. BTW, thanks for
replying, I was hoping my post would generate some discussion :)

-Thomas Main

6640. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-06 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.849889661@gen-off-3>
Source record: 7489

Michael Grove <mgrove@ridgecrest.ca.us> writes:
>Wrong! It clearly states in the MagiC Manual, in English,
>that VM must be disabled. This has been true for both versions
>that Toad has had imported to date.

As I said, if you cared to read it instead of just rudely shouting
"wrong", older versions worked with VM. If Toad (whoever they are)
have only imported two versions, then they clearly haven't imported
them all.

VM support was changed when the PPC-compatible version was produced.
--
Home page http://www.cix.co.uk/~ktl/hoagy.html
Alternate Email hoagy@ktl.cix.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6641. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-06 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <589n8f$ak8@ornews.intel.com>
Source record: 7490
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

In article <588r4t$oqn@brain.npiec.on.ca>,
bcampbel@freenet.npiec.on.ca (Bruce Campbell) wrote:

>Newsgroups:
rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,co
mp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

Spammer!

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

6642. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-07 00:00:00 UTC
From: tiltonj@erols.com
Message-ID: <58ane0$ift@boursy.news.erols.com>
Source record: 7351
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) wrote:

>Spammer!

Pot, kettle, black, 'nuff said.
--
Jay Tilton | tiltonj@erols.com

6643. Re: Why Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-07 00:00:00 UTC
From: mbur@gallifrey
Message-ID: <58bg8p$jl@news.taranaki.ac.nz>
Source record: 7352

Thomas Main (main@conrad.appstate.edu) wrote:
: I have been using Atari products for many years. When I was a teenager, a
<snip>
: I also became very disillusioned with Atari - always having to reboot my
: computer after a crash, no support from Atari Corp., not being taken
: seriously as a computer enthusiast by others, etc.
<snip>

: Has anyone else had this sort of fascination-rejection-and renewal of
: interest with Atari products? Why do we continue to use/enjoy Atari
: products? Speaking for myself and just for this week I enjoy Atari
: because of Iron Soldier on the Jaguar and Music Composer on the Atari
: 8-bit. Microsoft asks "Where do you want to go today?" Maybe I should
: say, "Where you yesterday and would you like to go back today."

I can't say That I ever lost my facination with my first ever computer,
a 1040stfm. Having worked with PC's and seen a little of the apple and
commodore offerings of the day i decided that the one meg st was the
the pick of the bunch for my budget. I liked the midi interface, the
commercial and free/shareware software and the games..
I didn't like the mouse or the position of it's port but these irritation
were easily fixed. I hoped for a long working life
and to accumulate enough software before commercial support dried up
(as it always does for any given platform).

So now you know where I was yesterday and you know what,, I'm still there.
I'ts not so bad either. Second hand atari gear has to be fantastic value
I recently bought a one meg stfm, a one meg ste, a mono monitor, a colour
monitor, and a 30 meg hard disk and still had change from $400.
As for software.. just hang about here (on the internet) and you won't have
too many problems. I personally am waiting for the www package with ppp.
I can't use slip because my isp can't get it to work on his linux system!

I snipped your comment saying that atari was dead. True for the corporation
but the movement lives on especially in germany of all places.

6644. Re: 10 Reasons To Use an Atari instead of a Macintosh

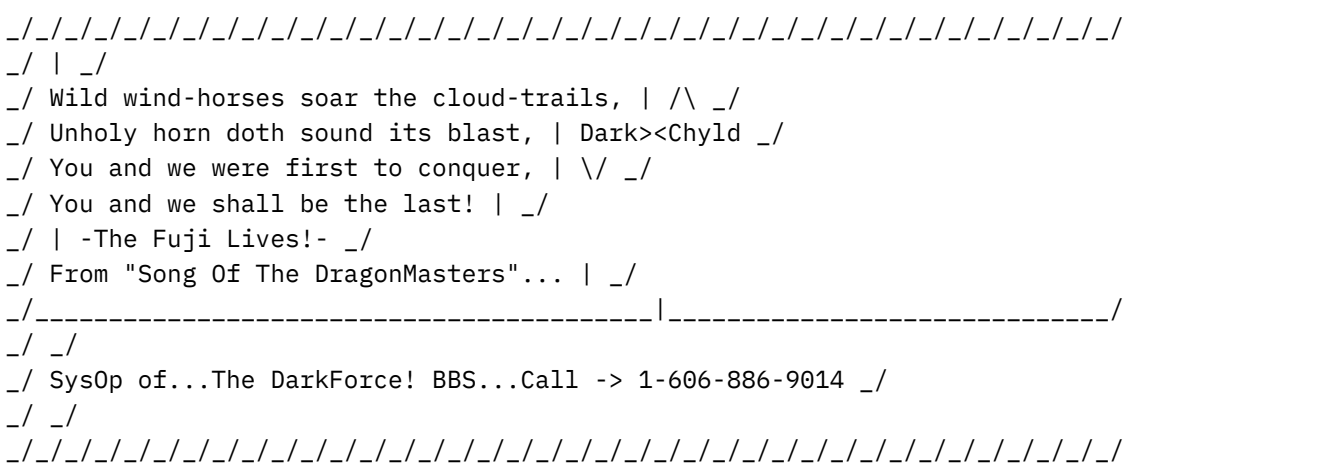
Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-07 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <850038150_OASIS_@pcc-uky.campus.mci.net>
Source record: 7353

In article <bwanga-0612962319010001@metricom41.ucsc.edu>
bwanga@cats.ucsc.edu (Timothy A. Seufert) said:-

>Indeed? It's trivial to port and easy to augment because it implements
>very, very few services compared to the MacOS. GEMDOS is essentially a
>slightly cleaned up DOS (if you look at the calls, they're nearly
>identical). GEM is a very simplistic windowing system. It all fit in
>200K because it did so little.

It just like with cache...more is not necessarily better. I'll take TOS's
clean, hard 'n fast OS (especially the file ops) over any other OS on the
market anytime...everytime...! :)

--



6645. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-07 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <850038378_OASIS_@pcc-uky.campus.mci.net>
Source record: 7354

In article <bwanga-0612962307080001@metricom41.ucsc.edu>
bwanga@cats.ucsc.edu (Timothy A. Seufert) said:-

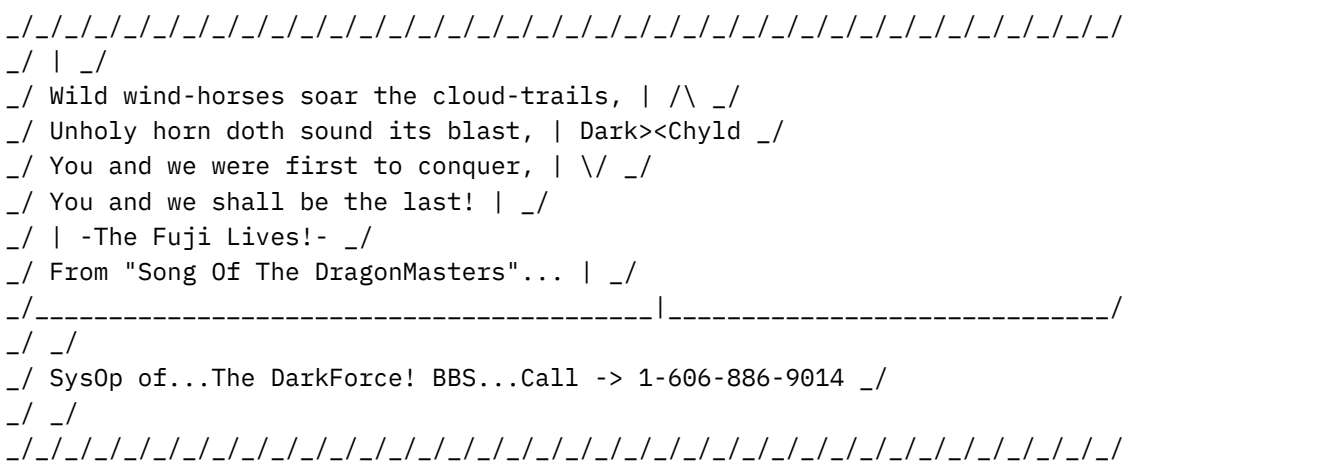
>You're running only one program at a time. When you quit it, all its
>memory is freed up, as you say. However, if you have a multitasking
>operating system, it is possible to get a program stuck in the middle of
>memory. Run program A, run program B, quit program A, and you will have
>fragmentation because B is still sitting in the middle of memory.

Sorry, I didn't know we were talking about multitasking-my mistake. :)

>Ataris would have massive problems with this issue, except that most of
>them don't run a multitasking OS. The model on Atari tends to be that you
>run a single application program at a time, which takes up all available
>RAM. Desk accessories are there, but they load during the boot and cannot
>be quit, so they don't cause fragmentation.

AFAIK, (from newsgroup browsing-since I don't actually use them myself)
both Geneva and Magic handle these problems well...

--



6646. Atari 800 & 1040ST stuff FOR SALE

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-07 00:00:00 UTC
From: Kevin Burkhardt <kb-1@ix.netcom.com>
Message-ID: <01bbe457$1f030580$67c5b8cd@p5-133>
Source record: 7355

FOR SALE: ATARI 1040 ST - SYSTEM AND SOFTWARE !!!
ATARI 800 - SYSTEM AND SOFTWARE !!! (Listed Below)

****
ATARI 1040 ST - SYSTEM AND SOFTWARE !!!
****

***** Best Offer ****** For Everything *****
(plus shipping costs)
Will sell components separately.

HARDWARE: Original boxes and documentation.

ATARI 1040 ST and ATARI SC-1224 COLOR MONITOR
ATARI SH-204 HARD DRIVE
ATARI SX-212 MODEM - 2400 Baud
SUPER CHARGER - TALON TECHNOLOGY (converts Atari to IBM format)
SF354 3-1/2" EXTERNAL FLOPPY DISK DRIVE
MASTER-5S 5-1/4" EXTERNAL FLOPPY DISK DRIVE
WIRELESS REMOTE CONTROL JOYSTICKS - (2 on 1 base)
(1) QUICKSHOT JOYSTICK (2) ATARI JOYSTICKS
* All hardware purchased in 1990. (except for 2 original style
joysticks)
* Original cost new in 1990 was $2,000+-

ATARI ST SOFTWARE: All original disks.
(All software believed to be in working order, but not guaranteed)

BOOT DISK ST LANGUAGE DISK
LANGUAGE DISK 1st - WORD
PROCOPY COPY II ST - Disk backup utility
PC/InterComm
SUPERCHARGER (images) ST Informer disks - 1291,192,392,492,592
REGIONAL COOKING COLLECTION AMERICAN COOKS CHINESE
ADDITIONAL PROGRAMS LOADED ON HARD DRIVE, HOWEVER NOT CATALOGED.

GAMES: (All in original boxes with instructions & 1 disk,
unless otherwise noted)

ARKNOID (instructions, no box)
DUNGEON MASTER (instructions, no box) -
(also comes with print outs of
maps and story)
MISSILE COMMAND (instructions, no box)
OBLITERATOR (instructions, no box)
(2 disks)
SUPER CYCLE (instructions, no box)

TIME AND MAGIK (instructions, no box)
The WRATH OF NIKADEMUS (instructions, no box) (2 disks)
WARLOCK (instructions, no box)
PRINCES IN AMBER (box, no instructions)
TIME BANDIT (box, no instructions)
XEVIOUS (no box, no instructions)
TEMPLE OF APSHAI TRILOGY (no box, no instructions)
ADVANCED DUNGEON & DRAGONS - HEROES OF THE LANCE
(no box, no instructions)
(3 disks)
ADVANCED DUNGEONS & DRAGONS - HILLSFAR (2 disks)
BARBARIAN S.D.I | The BLACK CALDRON (2 disks)
BLOOD MONEY | CHRONO QUEST (4 disks)
CRYSTAL CASTLES | DEATH BRINGER (3 disks)
DRAGON LORD | FOUNDATIONS WASTE (2 disks)
GATEWAY (2 disks) | GAUNTLET (2 disks)
GHOSTBUSTERS 2 | The GUILD OF THIEVES
IRON LORD (3 disks) | JINXTER
KNIGHT ORC (2 disks) | The KRISTAL
OOZE (2 disks) | OUT RUN
QUESTRON II (2 disks) | NINE RINGS OF ZILFIN (3 disks)
ROAD RAIDER (2 disks) | ROBO COP
ROGUE | SPACE HARRIER (2 disks)
WANDERER ROAD | WILLOW (2 disks)

****
ATARI 800 - SYSTEM AND SOFTWARE !!!
****

***** Best Offer ****** For Everything *****
(plus shipping costs, if necessary)

HARDWARE:
ATARI 800 COMPUTER SYSTEM
ATARI 1050 5.25" DUAL DENSITY FLOPPY DRIVE WITH HAPPY BOARD
MPP-1000C MODEM

SOFTWARE: MEDIA: 5.25" FLOPPY
ATARI MASTER DISKETTE 3
HAPPY COMPUTERS WARP SPEED SOFTWARE
M.U.L.E.
ALTERNATE REALITY
SUPER BUNNY
ASYLUM
FREETRADER
NEW YORK TIMES CROSSWORD
DR. C. WACKO'S MIRACLE GUIDE TO DESIGNING & PROGRAMMING
YOUR OWN ATARI COMPUTER ARCADE GAMES
ENCOUNTER
ULYSSES AND THE GOLDEN FLEECE
60 5.25" FLOPPY DISKS WITH ASSORTED BACKUP COPIES OF VARIOUS SOFTWARE.

ZAXXON TAPE PLAYER CASSETTE TAPE

SOFTWARE: MEDIA:CARTRIDGE
BASIC
ALANTIS
RIVER RAID
MISSILE COMMAND

If interested:
Contact - Kevin at kb-1@ix.netcom.com

6647. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-07 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <58cfk3$fj@morgoth.sfu.ca>
Source record: 7356

thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:

> It just like with cache...more is not necessarily better. I'll take TOS's
> clean, hard 'n fast OS (especially the file ops) over any other OS on the
> market anytime...everytime...! :)

You'd really take TOS over any other operating system on the market? Does
this include IRIX and BeOS?

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6648. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-07 00:00:00 UTC
From: bduke@ebtech.net
Message-ID: <bduke-0712961541260001@line76.ebtech.net>
Source record: 7357

> There's a difference between being quoted with a monitor and being
> bundled. Was Atari Australia bundling monitors with STs, or were the
> dealers doing it? I am fairly certain that US Ataris were never sold *by
> Atari* with a particular monitor bundled.
>
> Macs are not bundled with a monitor by Apple. Dealers don't usually quote
> prices with monitors, but I suspect that is mostly because there are a lot
> of possible choices for the customer to make. Monitor buying these days
> is a matter of figuring out how much money you're willing to pay for size
> and quality.

Actually, Apple's Performa line of Mac's are bundled with monitors,
keyboards, modems, etc. The only exception to this I believe is the 6400.

6649. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-07 00:00:00 UTC
From: bduke@ebtech.net
Message-ID: <bduke-0712961544420001@line76.ebtech.net>
Source record: 7358

In article <1996Nov27.002939.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:

> In article <329A72BB.5163@ridgecrest.ca.us>, Michael Grove <mgrove@ridgecrest.ca.us> writes:
>
> >> His name is annoymous as far as I see. He is a chicken shit who can't reveal
> >> his true identity.
> >
> > Chicken shit? Who cried when their mail box was full?
>
> Wasn't mine..
>
> >> Quote prices to back up your claim that Macs are expensive..
> >
> > Macs, that have any use whatsoever, are expensive. A "good"
> > Mac starts at around $3500.00. This excludes your piece of shit.
>
> Please list this $3500 model.. I paid $899 for mine which was a steal at the
> time..
>
> Speaking of price..I logged onto Computer Directs home page.. My jaw dropped
> when I saw the prices on the 040/060 Hades..
>
> $2499 for an 040 box with four megs ram and 850 meg HD..
>
> $2999 for an 060 box with four megs ram and 850 meg HD..
>
> Who actually would buy such yesterdays technology?
>
> Price does not include monitor. For that kind of money, they should take you
> out to dinner to celebrate your accession to antiquated 040/060 platform..

Actually, you can pick up a brand new Performa 6400 for about $2000.00US. This is one very usable and capable machine.

6650. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-07 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32A9D965.205D@ridgecrest.ca.us>
Source record: 7359

Michael Grove <mgrove@ridgecrest.ca.us> writes:
>Wrong! It clearly states in the MagiC Manual, in English,
>that VM must be disabled. This has been true for both versions
>that Toad has had imported to date.

As I said, if you cared to read it instead of just rudely shouting "wrong", older versions worked with VM. If Toad (whoever they are) have only imported two versions, then they clearly haven't imported them all.

VM support was changed when the PPC-compatible version was produced.

Sorry, Wrong again! For the sake of not having to look-up every revision that Toad has imported (from the same place you buy your copy) I stated two revs. In fact it has been 4 or 5, I have forgotten the actual number. In anycase, the first release of MCM, in the U.S, from System Solutions, imported by Toad Computers, inside the manual it states to disable VM on the Mac as it does not work (both with MCM and the Mac O/S:). This is the version prior to PPC support. So if this version is prior to PPC support, and your stating that it wasn't changed until the PPC was available, then your statement is false. If I could have possibly misunderstood what you stated, please try again.

Mike

6651. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-07 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <850008290_OASIS_@pwomar.demon.co.uk>
Source record: 7360

In article <32A816C3.CAC@ridgecrest.ca.us>
Michael Grove <mgrove@ridgecrest.ca.us> said:-

>PETER SINCLAIR-DAY wrote:
>>
>> In article <849737436_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>>
>> > At this moment I am unable to confirm or deny this :) but I'm looking
>> > into it, it depends on how stable MagicMac is really, i'm looking for
>> > someone who has used it, anyone?
>>
>> Whats wrong with the Hades/Direct thud box? Not good enough?
>>
>Personally I think that if he is to abandon his Atari machines
>he should go with an Intel clone.

Well I'm not going to abandon it, I'm going to keep my ST still for a
while and just gradually move across, and its going to take a loooong
time before something can replcae Tempus. And there is no way that
I'mm move to a Wintel machine by choice.

>So much more software and
>hardware for soooooo much less money.
>But if he is good at Christmas, I would ask for a Hades:)

I'm not bothered about the quantity but the prices of software are well
out of line.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.

6652. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-07 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <850008114_OASIS_@pwomar.demon.co.uk>
Source record: 7361

In article <1996Dec6.002059.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <849737436_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>
>> At this moment I am unable to confirm or deny this :) but I'm looking
>> into it, it depends on how stable MagicMac is really, i'm looking for
>> someone who has used it, anyone?
>
>Whats wrong with the Hades/Direct thud box? Not good enough?

A little to good I'm afraid, if you only want to draw a few pictures
you don't buy SGI.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.

6653. Re: A weak excuse at best (was Re: Falcons are memory hogs!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-07 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <850008812_OASIS_@pwomar.demon.co.uk>
Source record: 7362

In article <1996Dec6.001700.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <58408m$edk@lana.zippo.com>, JEDI writes:
>
>>>Why? Because the clones leave the factory straight into the arms of the
>>>owners..
>>
>> A weak excuse at best...
>
>Not a weak excuse at all. PowerComputing is backordered.. 50,000 reportedly
>for the PowerBase alone.. However, Power is shipping in quantity to stamp out
>that backlog.. Umax/SuperMac is doing well despite that their line has not
>reached all retailers yet. Motorola started producing their first 20,000
>StarMax line. APS will start rolling out this week for their clients..
>
>PowerComputing has done well for a two year company. Power will defantly break
>a billion in sales in '97'. Wonder why the Tramiels/Atari did not forsee
>this..

This Powercomputing clone lark is not as true as it appears,
apparently the main Apple clone maker is owned by Apple and Olivetti.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.

6654. Re: Atari Falcon users!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-07 00:00:00 UTC
From: none-set <76031.1247@CompuServe.COM>
Message-ID: <58caq1$or2$1@mhafc.production.compuserve.com>
Source record: 7363

I won't post his name but he has a studio in Brooklyn, has worked with many top artist in the music field (several gold records). His studio was profiled in an issue of "EQ" a US magazine. His secret is a C-Lab Falcon with CAF. He also owns a PowerMac 7600, not to mention a few other pieces of gear.

To be honest its not the gear, its how you use it or do you know how to use it. Many gold records are still recorded on paper. The Falcon or any other platform with a sequencer (or better a combined audio/sequncer) is a handy tool in the song writting (composing) process. At least for me. Still, all my recordings end up on a ADAT tape.

Non-linear for jumping around will working on parts and when everything is (oopps "will" is supposed to be "while") done, it all goes onto a ADAT. A Falcon with the latest version of CAF or AudioTracker very stable. I have multi-channel analog ins/outs, S/PDIF in/out and a ADAT Light Pipe in/out.

Regards,

Rich

6655. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-07 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GLHODIAFUP@cabal.shnet.org>
Source record: 7364

In <bwanga-0612962319010001@metricom41.ucsc.edu> Timothy A. Seufert wrote:
>In article <589ckk$8s9@lana.zippo.com>, JEDI wrote:
>
>> Actually, it's GEM you moron. TOS is GEM + GEMDOS for the ST.
>>
>> Well, this hack provided a filesystem, virtual devices, virtual
>> device api's, a windowing system, a windowing manager, a desktop
>> shell & a primitive scheduler all in 200K and did it in such a
>> fashion as to be trivial to port and easy to augment.
>>
>> This trumps MacOS by quite a bit.
>
>Indeed?

Yes.

>It's trivial to port and easy to augment because it implements
>very, very few services compared to the MacOS.

It implements functionality for dropdown and popup menus, windows, alert
and dialog boxes, provides 1000 RGB levels (24 bit graphics cards only
need 256), several device independant routines for drawing circles, arcs,
rectangles, lines, etc., font management (today also including Speedo (tm)
and TrueType (tm) fonts), a far more acceptable memory management than
MacOS, etc.. MultiTOS (or N.AES) provide loadable file systems, preemptive
multitasking and many more very unix-ish functions.

>GEMDOS is essentially a
>slightly cleaned up DOS (if you look at the calls, they're nearly
>identical).

GEMDOS is the weakest part of an Atari's OS, but it's not a part of GEM.

>GEM is a very simplistic windowing system. It all fit in
>200K because it did so little.

See above, define "little". MacOS didn't even come with subdirectories
("folders") when it was new.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

6656. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec7.223243.1@cobra.uni.edu>
Source record: 7365

In article <32A813F2.4942@ridgecrest.ca.us>, Michael Grove <mgrove@ridgecrest.ca.us>
writes:

>> If you never go native, then the 840 is a good bet. But when you realise
>> what Mac s/w is out there...

I don't see how you can't go native today. More and more apps today are native
only or barely runs decently on the 68k Macs..

> And you will wish you never got started:) After adding a Mac
> to my collection, I have been disapointed more times than not
> with the quality and pricing of the available software and
> hardware. You will really hate the Mac O/S after moving from
> the Atari platform (especially if your using a Falcon).
> The file system really sucks. Try editing in a directory
> containing a couple thousand files, or renaming multiple
> file names. Can't be easily done. Kobold handles this without
> problem. Go to Walmart and try to purchase some Mac software on
> a Friday night binge. Good luck.

Quality and pricing of apps compared to TOS ones is not good? Please list the
apps and prices compared to the equivelant TOS ones..

Why not try the Mall stores and the superstores.. Or try the mailorders like
MacZone, MacWareHouse, MacConnection, ClubMac, GDW and MacMall? I rarely buy
from the mall stores.. Why should I pay at least $30 more per app when I can
get from one of those mailorder firms the next day for additional $3 and no
tax? I am sure you recieve those nice glossy catalogs weekly..

> Anyway I don't think he was asking for advice on which Mac
> to purchase for the purpose to "migrate" over to PPC apps,
> he ask which Mac would run MagiC Mac the best. By far the most
> cost effective method is the Quadra 840AV. With a cheap clock
> speeder, you might get up to 46mhz, easily keeping up with the
> PPC's running MagiC Mac. You get the Mac onboard video. Which
> PPC includes that for under a grand? The cheapest Mac clone
> will run you $2200.00 for included video (DC20).

You're money.. The Q840AV had some quality issues that may have not been
resolved after discontinuation.

I don't know what world you live in, The cheapest Mac clone now is the Umax
C500 at $1299 for a 160mhz 603e, 16 megs ram, 1.2gig, 8xCD, 16 bit sound,
keyboard, mouse and software bundle.

Infinity is selling clone kits starting at $899 for a barebones Tower unit that
includes a Motorola motherboard(603e - 160 mhz). Prices will drop as usual..

Where selling the Performa 6400/180 for under $1500..

>
> And I was just starting to like you, Brian.
>
> Mike

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6657. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec7.223713.1@cobra.uni.edu>
Source record: 7366

In article <32A816C3.CAC@ridgecrest.ca.us>, Michael Grove <mgrove@ridgecrest.ca.us>
writes:

> Does the Hades run MagiC? The only reason for his question, I
> think, was that he is looking for an inexpensive way to run TOS
> applications. Utilizing MagiC Mac, he can have an 040 TOS
> machine for less than anything else on the market. You would
> expect to pay more for the performance increase you would see
> with the Hades. But at least the option is there, one that allows
> several O/S's on a single platform, performance compairable to
> the newest machines on the market without having to reinvest
> in all new software.
> Personally I think that if he is to abandon his Atari machines
> he should go with an Intel clone. So much more software and
> hardware for soooooo much less money.
> But if he is good at Christmas, I would ask for a Hades:)

I don't see the performance gain for an 040 Hades when the price is higher than
the Umax 600-240Mhz 603e Tower for $2299.. The C600 just smokes it..

Actually the mac clones and some Apple models are cheaper than equivelant
Pentium clones. Plus you spend time actually using the machine instead of
figuring out the ins of wintel..

> Mike

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6658. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec7.224629.1@cobra.uni.edu>
Source record: 7367
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

In article <32A85CF2.1BE3@intac.com>, Steve <krunch@intac.com> writes:

> Of course, you can't handle the truth when it was placed right
> before you on national news. The left way is always deny everything no
> matter the truth.

What is the left denying?

> So Stevey, tell us the
>> difference(Rush's view) bewtween the two..
>
> First off, you'll have to ask Rush if you want his
> views. Second, Rush happens to agree with me, not the other way around. I
> unlike most liberals I know, can think for myself without the govermant
> doing it for me. It is I and 84% of this nation(consevatives) that put
> Rush where he is and not the other way. Liberals are always trying to say
> Rush listeners are mindless. The fact is your just jealous because no one
> likes or listens to liberals and this is why you have no voice in talk
> radio, becuase all who have tried have failed, Penis. Why have they
> failed? They have failed because liberalism is not at all a mainstream
> idea. You just don't get it do you?

Oh, please..I don't think you can articulate ideas like he can.. If you could,
who needs Rush?

I know a lot of Conservatives who despise Rush. They know how to think for
themselves and articulate ideas and thoughts. And these conservatives despise
your wanna be's because you need Rush to think for you..

We do not have a popular Liberal one because Liberals do not need one to think
for them..

>> When Ragun was in office, we got on with our lives..
>
> Ragun was never in office. Reagan was however and you liberal
> scum didn't let up for 12 years and now even with your prez, you still
> aren't satisfied and still bitch about Reagan. You Commies wont be happy
> until this country is a total socialist nation. Clinton wont effect me
> because I know how to survive without the government unlike your self and
> millions of liberals like you who feel it is the only hope. Such a pity.

There is one thing Rush needs to work on for the dittoheads.. Learn to write
and articualte a thought on your own..

What's a Commie? Sounds like McCarthyism here..

I hate to tell ya, we do live in a socialist country. We hand out over $200 billion in corporate welfare..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6659. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec7.224855.1@cobra.uni.edu>
Source record: 7368
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

In article <589n93$ak8@ornews.intel.com>, atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) writes:
> In article <1996Dec6.002946.1@cobra.uni.edu>,
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>
>>Newsgroups:
> rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,co
> mp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion
>
> Spammer!

Whats your point?

>
> ----------------------http://www.teleport.com/~atari----------------------
> ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
> NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
> email for subscription details and further information
> Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
> --------------------ftp://ftp.teleport.com/users/atari--------------------

Aren't you a spammer to?

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6660. Re: A weak excuse at best (was Re: Falcons are memory hogs!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec7.230412.1@cobra.uni.edu>
Source record: 7369

In article <589b9n$68j@lana.zippo.com>, JEDI writes:

> Macs have no retail presence at this time. Without this, people will
> begin to consider them dead. There is nothing in the public eye to
> give people a good impression of Apple with the most recent visible
> coverage being about Apple's imminent demise.

Macs have no retail presense? Have you told this to Ireland Technologies down
the street from where I live, Best Buy, CompUSA, OfficeMax, ComputerWare,
ComputerTown and to much to list..

I don't know what you smoke on your homeworld, Can I have some...:)

> A few lines in more financially oriented publications will not counter
> this. Then the general public will see the Mac's pathetic storefront
> presence and jump to conclusions.

So RollingStones and other lifestyle Gen X publications does not count?

> Mail order chain backorders wont help. Furthermore, those numbers are
> rather meagre when compared to the rest of the market. This is the
> market that Apple actually competes against and gets compared to. That
> you can best a 10 year old orphan [in PR] is of no consequence.

Ha ha ha..So desparate..Mailorder is meager compared to the rest? Have you
told this to GateWay and Dell?

Apple is holding their own and letting the Mac clone firms to expand the
market..

> The percentage of consumers that exist within that market really is
> minscule. THAT is not the public eye. A price tag at a college store
> (that is assuming that there is shelf space at the college store) where
> no one may venture to is not even the college public eye let alone so
> in general.

Calling the ed market miniscule? Multibillion market. I am sure you know
miniscule very well in regards to Atari..

>>Learn to get a clue and educate yourself..
>
> All I need do is look around. Aptiva is visible as is Gateway 2000
> without ANY effort to find them. Clones still haven't shown their
> faces any where near the general public. I have yet to even encounter
> print ads for them in publications one might expect a non-MacWorshiper
> to read. Further that with the general lack of retail presence and you
> have a grim picture.

GateWay 2000 is mailorder only. No retail presence except for the Destination line which has not done well.

You need to lookelse were from the star trek rags. I don't see this general lack of retail presense. At least not in Iowa..
>
> It may not reflect reality but, it need not do so. That is the point
> you cannot seem to grasp. An elitist attitude and the unwillingess to
> proper PR wont get Apple anywhere.

What are mumbling about? What elitist attitude? Despites Apple's PR blunders, Apple is here to stay and getting their house in order..

>
> The best you can come up with is educational pricing.

Very prospering market. Why do you think Dell and Compaq are trying to steal Apple's cake?

>>> Your actions quite reflect the nature of Apple's marketing incompetence.
>>> You go to great efforts to antagonise the group most likely to resist
>>> the great hype and fail at any opportunity to show how your beloved
>>> machine would better serve than a 10 year old orphan.

You are very deranged.. Do you hang out on a street corner shout" Steal from the merchant" like all anarchists do?

>>Apple does have marketing issues that need to be addressed. I have mentioned
>>this before.
>>
>>Considering that there are more than one Mac clone firms, Apple is not the only
>>game in town.. Ain't competition grand? There should be competition to the
>>Hades/Direct to drive those fanatsy prices down..
>
> Actually it IS the only game in town. No one else is willing to market
> in my 20M+ stretch of the planet.

A hAdes is available in you necks of the woods in Ohio?

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6661. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec7.231210.1@cobra.uni.edu>
Source record: 7370

In article <589ckk$8s9@lana.zippo.com>, JEDI writes:

>
> Actually, it's GEM you moron. TOS is GEM + GEMDOS for the ST.
>
> Well, this hack provided a filesystem, virtual devices, virtual
> device api's, a windowing system, a windowing manager, a desktop
> shell & a primitive scheduler all in 200K and did it in such a
> fashion as to be trivial to port and easy to augment.

Actually it is the original Mac OS 1.0 that ran on a 128k Mac.. Such efficient
and tight code. Progress tookover and the added hardware became commodity.

> This trumps MacOS by quite a bit.

I don't think so..

>>TOS has no were the functionality, features and technology that is tied to the
>>Mac OS.
>
> The IDEA is tied to Xerox PARC, actually. It is an idea, not actual
> technology that X, Digital Research or MicroSlop 'may' have swiped.
>
> However, Apple's intent to assimilate BeOS is actual copying of
> technology.

Apple is acquiring the technology with hard cold cash.. There is a difference
bewtween legal means and pirating/copying..

> Despite Apple somehow being capable of generating their own unique
> intellectual property or despite MacOS being somehow superior (to
> anything), Apple must depend upon someone else's technology and
> not just ideas or concepts in order to keep up with an orphan platform.
> Apple must do this despite all of it's admittedly superior resources.

Didn't Atari try to copy apple speak to keep up.? Like adding a laser printer
and publishing app. Not very original..

> It is truely sad when the OS offerings from an orphan can compete
> with a giant like MicroSlop and the OS offerings from another giant
> cannot.

I didn't know the Mac is an orphan.. One is sold every nine seconds..

> Your blind loyalty is a greater threat to Apple than MicroSloth and all
> the PC vendors combined. You nullify what proper market forces might be
> in place to coerce Apple to do what is required to compete in a larger
> market. Now they have lost whatever advantage they may have had to

> mitigate their higher prices and less support.

Please explain further.. Also quote the higher prices to..

> Apple has gotten a free ride from the likes of you in the past and is
> now paying dearly for it.

And how is that? I have benefited from their screwups..Like buying a box with a gig and awesome software bundle new for $899.. Much cheaper and useful to boot than a Hades..

GREETINGS..

|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6662. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-07 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <850089370_OASIS_@pcc-uky.campus.mci.net>
Source record: 7371

In article <58cfk3$fj@morgoth.sfu.ca>
quinlan@sfu.ca (Brian Quinlan) said:-

>You'd really take TOS over any other operating system on the market? Does
>this include IRIX and BeOS?

Have not used those two...so I can't honestly say about them. (but oh, boy
do I doubt it!)

The only other OS that I've used (and that includes TOS, DOS, Win 3.x,
Win '95, Mac Sys. 7.x, and Linux) that I would even remotely consider
over TOS would be WorkBench 3.x on the Amiga... :)

--

```
_/_/_/
```

6663. Re: A weak excuse at best (was Re: Falcons are memory hogs!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec7.232132.1@cobra.uni.edu>
Source record: 7372

In article <850008812_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

> This Powercomputing clone lark is not as true as it appears,
> apparently the main Apple clone maker is owned by Apple and Olivetti.

Apple does not own a part of Power. Apple does recieve licensing fees for each unit Power sells.

> ---
> Paul Womar - Just your average Atari user on the verge of sanity.

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6664. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec7.231813.1@cobra.uni.edu>
Source record: 7373

In article <bduke-0712961541260001@line76.ebtech.net>, bduke@ebtech.net writes:
>
> Actually, Apple's Performa line of Mac's are bundled with monitors,
> keyboards, modems, etc. The only exception to this I believe is the 6400.

Actually the current Performas are no longer bundled with monitors.. This
includes the 6360.

GREETINGS..
|--|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|--|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6665. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec7.231542.1@cobra.uni.edu>
Source record: 7374

In article <58b9fc$tqv@brain.npiec.on.ca>, bcampbel@freenet.npiec.on.ca (Bruce Campbell) writes:

> Listen to Kevin Petey, He's made about the best sense that anyone here
> has in a long time. (including myself)
> Intel and Gates are the real adversaries-- we all got to stop the
> growing Monopoly before it becomes the only choice we have!

Oh, whatever.. I don't fear Intel and MS.. There always will be choices..

> Bruce H. Campbell
>
> "They can have my TOS/GEM computer only when
> they can pluck it from my dead, cold fingers!"
>

GREETINGS..

|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6666. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-07 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <32AA0A89.45FD@tiac.net>
Source record: 7375

PETER SINCLAIR-DAY wrote:
>
> In article <32A813F2.4942@ridgecrest.ca.us>, Michael Grove <mgrove@ridgecrest.ca.us>
writes:
>
> >> If you never go native, then the 840 is a good bet. But when you realise
> >> what Mac s/w is out there...
>
> I don't see how you can't go native today. More and more apps today are native
> only or barely runs decently on the 68k Macs..
>
> > And you will wish you never got started:) After adding a Mac
> > to my collection, I have been disapointed more times than not
> > with the quality and pricing of the available software and
> > hardware. You will really hate the Mac O/S after moving from
> > the Atari platform (especially if your using a Falcon).
> > The file system really sucks. Try editing in a directory
> > containing a couple thousand files, or renaming multiple
> > file names. Can't be easily done. Kobold handles this without
> > problem. Go to Walmart and try to purchase some Mac software on
> > a Friday night binge. Good luck.
>
> Quality and pricing of apps compared to TOS ones is not good? Please list the
> apps and prices compared to the equivelant TOS ones..
>
> Why not try the Mall stores and the superstores.. Or try the mailorders like
> MacZone, MacWareHouse, MacConnection, ClubMac, GDW and MacMall? I rarely buy
> from the mall stores.. Why should I pay at least $30 more per app when I can
> get from one of those mailorder firms the next day for additional $3 and no
> tax? I am sure you recieve those nice glossy catalogs weekly..

I agree, application availability is better - but many of the
applications I am running on my PowerMac are not of substantially-higher
quality than my better TOS ones - Papyrus, for instance. Certainly,
there's no need to "upgrade" if you are only looking to get a better
word processor or DTP program, since the TOS ones are quite comparable
to the Mac ones (and TOS is more stable).

> > Anyway I don't think he was asking for advice on which Mac
> > to purchase for the purpose to "migrate" over to PPC apps,
> > he ask which Mac would run MagiC Mac the best. By far the most
> > cost effective method is the Quadra 840AV. With a cheap clock
> > speeder, you might get up to 46mhz, easily keeping up with the
> > PPC's running MagiC Mac. You get the Mac onboard video. Which
> > PPC includes that for under a grand? The cheapest Mac clone

> > will run you $2200.00 for included video (DC20).
>
> You're money.. The Q840AV had some quality issues that may have not been
> resolved after discontinuation.
>
> I don't know what world you live in, The cheapest Mac clone now is the Umax
> C500 at $1299 for a 160mhz 603e, 16 megs ram, 1.2gig, 8xCD, 16 bit sound,
> keyboard, mouse and software bundle.
>
> Infinity is selling clone kits starting at $899 for a barebones Tower unit that
> includes a Motorola motherboard(603e - 160 mhz). Prices will drop as usual..
>
> Where selling the Performa 6400/180 for under $1500..
>
I grabbed my Performa 6320 (120 MHz 603e) for $1500 at Staples,
including monitor, KB (oooh, they even gave me a keyboard! :')), mouse
(whoohoo! a mouse! how generous! ;'>) and a load of CDs with a lot
of crappy software and some decent stuff.

I am running SoftWindoze 95, which is competent, and a tad faster here
than on some friends' 486/66 DX2s. I plan to get MagicMac, so I can
continue running some of the better TOS apps (like Calamus SL).
Purchasing a replacement for Calamus on the Mac platform would set me
back over $700, something I'm not too keen on right now.

Really, it's not as bad as JEDI infers, nor as blissful as PSD
proclaims.

BR Miller
Boston, MA

6667. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-08 00:00:00 UTC
From: none-set <76031.1247@CompuServe.COM>
Message-ID: <58fhj6$d44$1@mhafc.production.compuserve.com>
Source record: 7291

I just have to say after seeing the BeOS in operation I believe the MacOS is holding back the PPC chip. I also read that Copeland has been dropped!

Rich

6668. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-08 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <850175382_OASIS_@pwomar.demon.co.uk>
Source record: 7292

In article <1996Dec7.223243.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <32A813F2.4942@ridgecrest.ca.us>, Michael Grove <mgrove@ridgecrest.ca.us>
writes:
>
>>> If you never go native, then the 840 is a good bet. But when you realise
>>> what Mac s/w is out there...
>
>I don't see how you can't go native today. More and more apps today are native
>only or barely runs decently on the 68k Macs..

I most probably won't, probably get a UMAX Apus Tower.

>Quality and pricing of apps compared to TOS ones is not good? Please list the
>apps and prices compared to the equivelant TOS ones..

No I'm sorry Pete, the programs may have more features and all the
stuff you list as usual but pound for pound they aren't as good value,
I don't want to pay for features that I don't want. Some of the fun
and very lightweight apps are well priced but go for Word/Excel and
that's 250UKP each, Pagemaker 400UKP, Photoshop 400UKP. These prices
are all well and good if it's the core of your buisiness but if you
think I'm going to spend 800UKP(+VAT!) to do a bit of image
manipulation and design my web pages then you are quite wrong.

>> Which
>> PPC includes that for under a grand? The cheapest Mac clone
>> will run you $2200.00 for included video (DC20).
>
>
>You're money.. The Q840AV had some quality issues that may have not been
>resolved after discontinuation.

I'm not one to pick up on peoples bad spelling (mainly because my
typing is so bad) BUT Pete, you've done this many a time and said
"You're money" for someone who supposedly work in a library this is
awful. As I said before "I am not money".

>I don't know what world you live in, The cheapest Mac clone now is the Umax
>C500 at $1299 for a 160mhz 603e, 16 megs ram, 1.2gig, 8xCD, 16 bit sound,
>keyboard, mouse and software bundle.

In the UK this costs you just under a 1000UKP.

>Infinity is selling clone kits starting at $899 for a barebones Tower unit that
>includes a Motorola motherboard(603e - 160 mhz). Prices will drop as usual..

>
>Where selling the Performa 6400/180 for under $1500..

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.

6669. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-08 00:00:00 UTC
From: jnorton@nilenet.com
Message-ID: <58dh1i$asa@thoth.nilenet.com>
Source record: 7376

n$g08@lana.zippo.com> <1996Dec6.001928.1@cobra.uni.edu>
Organization: NileNet, Ltd.
Distribution:

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
: TOS is no more than a hack put together by the now defunct Digital Research

GEM means "Graphics Environment Manager" and was essential written by Gary Kildall and team at Digital Research. GEM embodied the best of the office analogy graphical user interfaces. Elegant, coherent and logical. Gary Kildall is not with us anymore (so he can't defend himself from you) and GEM is now owned by others. TOS was written by a team at Atari and, for the time, one of the best of the operating systems. GEM and TOS work very together.

I really thought you were interested in recruiting Atarians to the Mac. I think you are really an Atarian who is angry that the Tramiels didn't develop your favorite computer to full potential.

Why don't you spend your time over at the Mac groups helping newcomers learn their machines. Wouldn't that be more gratifying?

6670. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-08 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <58dmea$15e@morgoth.sfu.ca>
Source record: 7377

thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:

> Have not used those two...so I can't honestly say about them. (but oh, boy
> do I doubt it!)

I use IRIX extensively and I beleive that it is the best operating system
that I have ever encountered. It provides all the functionality of UNIX
with an absolutely beautiful and functional X/Motif interface.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6671. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-08 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0812960226520001@metricom14.ucsc.edu>
Source record: 7378

In article <GLHODIAFUP@cabal.shnet.org>, guenther@cabal.shnet.org
(Thorsten Guenther) wrote:

>In <bwanga-0612962319010001@metricom41.ucsc.edu> Timothy A. Seufert wrote:

>>It's trivial to port and easy to augment because it implements
>>very, very few services compared to the MacOS.
>
>It implements functionality for dropdown and popup menus, windows, alert
>and dialog boxes, provides 1000 RGB levels (24 bit graphics cards only
>need 256), several device independant routines for drawing circles, arcs,
>rectangles, lines, etc., font management (today also including Speedo (tm)
>and TrueType (tm) fonts),

I've looked at the features offered by QuickDraw and GEM. QuickDraw wins,
hands down. It is easier to use, more flexible, and offers a more
complete set of graphics primitive calls. It has very powerful features,
like clipping regions (which, as far as I know, exist in no other graphics
API). Some of the really simple things, like the ability to create
offscreen buffers that can be drawn to with the standard calls, are
completely impossible in GEM (unless my memory deceives me).

(BTW, just in case you were wondering, QD provides 65536 levels for each
primary color -- its internal color representation is 48-bit.)

> a far more acceptable memory management than
>MacOS, etc..

Are you kidding? Basic TOS has *no* memory management, or at least not
enough to talk about. It just runs a program and gives it all the free
RAM in the machine. (We were talking about what fits in 200K, remember?)

> MultiTOS (or N.AES) provide loadable file systems, preemptive
>multitasking and many more very unix-ish functions.

MultiTOS was crap. I say that from experience. :)

I've never used N.AES, whatever that is.

In any case, these are *extensions* of TOS. The original message said
something to the effect that TOS was better than MacOS because it was
trivial to port and easy to augment. I was pointing out that these things
were due to the extremely spartan nature of TOS.

>>GEM is a very simplistic windowing system. It all fit in
>>200K because it did so little.
>
>See above, define "little". MacOS didn't even come with subdirectories

>("folders") when it was new.

Yeah, and it was new in 1984. I'm pretty sure HFS got introduced by the time the Atari came out. (I think it's obviously no argument that HFS blows away the FAT file system used by TOS.)

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

6672. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-08 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0812960249170001@metricom14.ucsc.edu>
Source record: 7379

In article <djs.849783432@gen-off-3>, djs@jet.uk (David Stevenson) wrote:

>bwanga@cats.ucsc.edu (Timothy A. Seufert) writes:
>>memory fragmentation. Something any OS suffers from if it is not
>>running VM of some kind.
>Not necessarily, it depends on the memory model. I could turn off
>VM on OS/2 and segmentation was not a problem, as you don't have all
>programs sharing a single logical address space.

If there is more than one logical address space, that means that addresses are virtualized, which is what you need to avoid fragmentation. VM, virtualized adddresses, and memory protection are so interrelated that it is unlikely OS/2 can really stop having a virtual addressing system. (Nor would they want to, since good memory management is a lot harder when blocks have to be physically contiguous.)

>Can someone explain one aspect of the PowerMac VM to me please?
>A Get Info on an application typically says something like "minimum
>memory requirement reduced by 1300K if running with VM on".

When VM is on, the PowerMac treats the executable code of a PowerPC native program a bit differently. The executable is not allocated inside of the normal address space. This is because the program file itself is used as the backing store, instead of the systemwide swapfile. That's possible because PowerPC code, by definition, is never modified once loaded from a file. Since all PowerPC program code sits outside of the main address space, it effectively isn't taking up any of that address space. That's what allows the reduction in minimum memory requirement.

The number in the Get Info box reflects the exact size of the program's code fragment. If the file is actually larger, that's because Macs store a lot of stuff besides code in a program file.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

6673. Re: My New Macintosh - Observations and Comments

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-08 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0812960310110001@metricom14.ucsc.edu>
Source record: 7380

In article <32A8E9DA.3A92@tiac.net>, Brian-Roland Miller
<brmiller@tiac.net> wrote:

>3) General speed (surprise - a 120 MHz 603e is faster than a 16 MHz
>'030 (though it doesn't feel that way sometimes!).

You can improve this. Apple tends to put a ton o' crap in the Extensions
folder that the typical user doesn't really need. One big thing is that
if you aren't on a network and don't use an AppleTalk printer, you can
turn off AppleTalk to regain some memory and speed.

I highly recommend Speed Doubler; if you can afford the 800K RAM penalty
it makes the machine a LOT snappier. Sorta like TOS+Warp 9. :)

>Where TOS excels beyond Mac machines:
>
>1) Stability. I have crashed this Mac more that five times as
>frequently as my Falcon030.

You might want to get your System upgraded to 7.5.5, if it isn't already
at that version. 7.5.2 and 7.5.3 have had notable stability problems.
7.5.5 isn't perfect, but it does seem to be a lot better.

>2) Multitasking. Even using DA's for multitasking, Falcon destroys
>MacOS. I attempted to run a simple Kermit transfer in the background
>from ClarisWorks while running the word processor from within
>Claris-Works. Heh, stopped that quick - characters were dropped and
>took several seconds to appear on the screen. On the Falcon, STalker
>and AtariWorks multitasked seamlessly in 4 megs under MultiTOS, without
>any delays at all!

That sounds like a Claris Works problem. I am able to crank up multiple
FTP sessions in the background on my Mac with no problem. The
communications tools in most "Works" programs are notorious for being less
than solid.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

6674. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-08 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32AA962E.37DD@ridgecrest.ca.us>
Source record: 7381
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

PETER SINCLAIR-DAY wrote:
>
> In article <589n93$ak8@ornews.intel.com>, atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) writes:
> > In article <1996Dec6.002946.1@cobra.uni.edu>,
> > sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
> >
> >>Newsgroups:
> > rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,co
> > mp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion
> >
> > Spammer!
>
> Whats your point?
>

What an ignorant bastard.

Mike

6675. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-08 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32AA97B6.48A8@ridgecrest.ca.us>
Source record: 7382

Timothy A. Seufert wrote:
>
> In article <djs.849783432@gen-off-3>, djs@jet.uk (David Stevenson) wrote:
>

>
> When VM is on, the PowerMac treats the executable code of a PowerPC native
> program a bit differently. The executable is not allocated inside of the
> normal address space. This is because the program file itself is used as
> the backing store, instead of the systemwide swapfile. That's possible
> because PowerPC code, by definition, is never modified once loaded from a
> file. Since all PowerPC program code sits outside of the main address
> space, it effectively isn't taking up any of that address space. That's
> what allows the reduction in minimum memory requirement.

Yup, no self modifying code :(
>

Mike

6676. Put politics in its place (was Re: Grey/Blue Jag Controllers)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-08 00:00:00 UTC
From: mdoerty@wvnvms.wvnet.edu
Message-ID: <1996Dec8.102837.17877@wvnvms>
Source record: 7383
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

Could someone please tell me what this disucssion has to do with video games?

Other than the fact that -- depending upon your political perspective -- some would want to see a game where you save Rush from the liberals or destroy Rush as a liberal.

Please take stuff like this to email or the approiopriate group.

And for the record, I have voted for both Bush and Clinton.

m ike dougherty

In article <1996Dec7.224629.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
> In article <32A85CF2.1BE3@intac.com>, Steve <krunch@intac.com> writes:
>
>> Of course, you can't handle the truth when it was placed right
>> before you on national news. The left way is always deny everything no
>> matter the truth.
>
> What is the left denying?
>
>> So Stevey, tell us the
>>> difference(Rush's view) bewtween the two..
>>
>> First off, you'll have to ask Rush if you want his
>> views. Second, Rush happens to agree with me, not the other way around. I
>> unlike most liberals I know, can think for myself without the govermant
>> doing it for me. It is I and 84% of this nation(consevatives) that put
>> Rush where he is and not the other way. Liberals are always trying to say
>> Rush listeners are mindless. The fact is your just jealous because no one
>> likes or listens to liberals and this is why you have no voice in talk
>> radio, becuase all who have tried have failed, Penis. Why have they
>> failed? They have failed because liberalism is not at all a mainstream
>> idea. You just don't get it do you?
>
> Oh, please..I don't think you can articulate ideas like he can.. If you could,
> who needs Rush?
>
> I know a lot of Conservatives who despise Rush. They know how to think for
> themselves and articulate ideas and thoughts. And these conservatives despise
> your wanna be's because you need Rush to think for you..
>
> We do not have a popular Liberal one because Liberals do not need one to think

> for them..
>
>>> When Ragun was in office, we got on with our lives..
>>
>> Ragun was never in office. Reagan was however and you liberal
>> scum didn't let up for 12 years and now even with your prez, you still
>> aren't satisfied and still bitch about Reagan. You Commies wont be happy
>> until this country is a total socialist nation. Clinton wont effect me
>> because I know how to survive without the government unlike your self and
>> millions of liberals like you who feel it is the only hope. Such a pity.
>
> There is one thing Rush needs to work on for the dittoheads.. Learn to write
> and articualte a thought on your own..
>
> What's a Commie? Sounds like McCarthyism here..
>
> I hate to tell ya, we do live in a socialist country. We hand out over $200
> billion in corporate welfare..
>
>
> GREETINGS..
> |---|
> | Peter Sinclair-Day POWERMAC OF COURSE.... |
> | University of Northern Iowa |
> I I
> I Do you believe in Macintosh? Learn how to help the cause by subscribing I
> I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
> I go to: <http://www.solutions.apple.com/ListAdmin/>. I
> |---|
> "Rush Limbaugh is for people who aren't mature enough for Barney..."
>
> ....David E. Romm - Shockwave

6677. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-08 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GLIPBCAYUP@cabal.shnet.org>
Source record: 7384

In <bwanga-0812960226520001@metricom14.ucsc.edu> Timothy A. Seufert wrote:
>In article <GLHODIAFUP@cabal.shnet.org>, guenther@cabal.shnet.org
>(Thorsten Guenther) wrote:
>>In <bwanga-0612962319010001@metricom41.ucsc.edu> Timothy A. Seufert wrote:
>
>>>It's trivial to port and easy to augment because it implements
>>>very, very few services compared to the MacOS.
>>
>>It implements functionality for dropdown and popup menus, windows, alert
>>and dialog boxes, provides 1000 RGB levels (24 bit graphics cards only
>>need 256), several device independant routines for drawing circles, arcs,
>>rectangles, lines, etc., font management (today also including Speedo (tm)
>>and TrueType (tm) fonts),
>
>I've looked at the features offered by QuickDraw and GEM. QuickDraw wins,
>hands down.

Easy, as it's much larger.

>Some of the really simple things, like the ability to create
>offscreen buffers that can be drawn to with the standard calls, are
>completely impossible in GEM (unless my memory deceives me).

Offscreen bitmaps are IIRC implemented in NVDI >= 3.0. Clipping areas,
though, are not.

>(BTW, just in case you were wondering, QD provides 65536 levels for each
>primary color -- its internal color representation is 48-bit.)
>
>> a far more acceptable memory management than
>>MacOS, etc..
>
>Are you kidding? Basic TOS has *no* memory management, or at least not
>enough to talk about. It just runs a program and gives it all the free
>RAM in the machine. (We were talking about what fits in 200K, remember?)

So why are you mentioning Quickdraw, then?

>> MultiTOS (or N.AES) provide loadable file systems, preemptive
>>multitasking and many more very unix-ish functions.
>
>MultiTOS was crap. I say that from experience. :)

MultiTOS was never finished (the AES was still not completely adapted to
run sufficiently fast under MiNT), that's why. Version 1.08beta was much
faster, according to it's testers. And even MultiTOS needs much less

processing power than MacOS.

>I've never used N.AES, whatever that is

A replacement for the MultiTOS AES.

>In any case, these are *extensions* of TOS.

An AES is no extension, it's an elementary part of GEM.

>The original message said
>something to the effect that TOS was better than MacOS because it was
>trivial to port and easy to augment. I was pointing out that these things
>were due to the extremely spartan nature of TOS.

Nope, they are due to the portability and easy improveability. Products
like MagiC show how easily clean GEM and TOS programs run under a preemp-
tively multitasking environment, MultiTOS or it's inofficial heir N.AES
show what "easy augment" means, just like NVDI, MinixFS or MiNTnet do.

>>>GEM is a very simplistic windowing system. It all fit in
>>>200K because it did so little.
>>
>>See above, define "little". MacOS didn't even come with subdirectories
>>("folders") when it was new.
>
>Yeah, and it was new in 1984. I'm pretty sure HFS got introduced by the
>time the Atari came out. (I think it's obviously no argument that HFS
>blows away the FAT file system used by TOS.)

And HFS is blown away by MinixFS.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

6678. FS: XE, STE, Falcon030 + Lots 'o' Stuff!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-08 00:00:00 UTC
From: Daniel Lee <dlee@pop.interport.net>
Message-ID: <58eu86$j12@park.interport.net>
Source record: 7385

```
Atari 130XE
CSS Black Box SCSI HD, Parallel, & RS232 Interface
Rana Systems DD FDD

Atari 1040STe
VGA Sync Box
ICD Link SCSI Disk Interface
TOS 2.06
4 MEG RAM
Mouse

Atari Falcon030
VGA Adapter
Internal 2.5" 30 MEG HD
16 MEG RAM
Mouse
Docs

Works on all 3!!!
Parallel Printer
28.8 Modem
External SyQuest 270 SCSI

Software Original Media And Docs
STE, Falcon, Lattice C 5.6
STE, Flacon, Stalker
STE, Falcon, Speedo GDOS 5
STE, Flacon, AtariWorks
STE, Flacon, Crawly Crypt CDROM
STE, Falcon, All Things Falcon CDROM
XE, many games and programs

Software Shareware (Mostly XE): Hundreds of floppies, over 100MB on
SyQuest.
```

6679. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-08 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <850130322_OASIS_@pcc-uky.campus.mci.net>
Source record: 7386

In article <1996Dec7.231542.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>Oh, whatever.. I don't fear Intel and MS.. There always will be choices..

Right...you're catching on! Thats why most of us here in this group
choose TOS!!! :)

AND what the *heck* is your problem with editing???????? You've really
got to go back and read the instructions!!!!!!! Just look at that mess
below...I bet your Mama never taught you that! She would probably be
soooooo ashamed! :)

(apologies to all for not editing the mess below)

>> Bruce H. Campbell
>>
>> "They can have my TOS/GEM computer only when
>> they can pluck it from my dead, cold fingers!"
>>
>
> GREETINGS..
>|---|
>| Peter Sinclair-Day POWERMAC OF COURSE.... |
>| University of Northern Iowa |
>I I
>I Do you believe in Macintosh? Learn how to help the cause by subscribing I
>I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
>I go to: <http://www.solutions.apple.com/ListAdmin/>. I
>|---|
> "Rush Limbaugh is for people who aren't mature enough for Barney..."
>
> ....David E. Romm - Shockwave

--

_/_/_/

```
_/ SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014 _/
_/ _/
_/_/_/
```

6680. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-08 00:00:00 UTC
From: root@dementia.linux
Message-ID: <slrn5amhff.sd.root@dementia.linux>
Source record: 7387

In article <bwanga-0612962310580001@metricom41.ucsc.edu>, Timothy A. Seufert wrote:
>In article <57vjbo$h6f@lana.zippo.com>, JEDI wrote:
>
>>In article <bwanga-0112962057580001@metricom21.ucsc.edu>,
>bwanga@cats.ucsc.edu says...
>>>
>>>In article <849490524_OASIS_@tyndale.apana.org.au>,
>>>colbee@tyndale.apana.org.au wrote:
>>[deletia]
>>>The inclusion of keyboard with Ataris was solely due to the fact that you
>>>didn't have any options on most of the Atari hardware ever sold; even on
>>>the machines which had a detachable keyboard there were no non-Atari
>>>keyboards available. Which led to such things as spring and even
>>>keyswitch replacement kits for Atari's keyboards, since they were so
>>>crummy. And expensive adapters to allow you to use IBM keyboards. And so
>>>on.
>>
>> Considering that my original 520STm (no f) is still banging away quite
>> nicely, I've never really gotten the point of all of this keyboard
>> bashing wrt the ST. Aesthetic quarrels aside, ST keyboards are quite
>> reliable and not quite so overpriced as they appear.
>
>I'm not saying they were unreliable. I'm saying that, for myself at
>least, the 1040STe keyboard felt like it had mush behind the keys instead
>of springs. Personally, I like IBM (True Blue, not cloner) full click
>keyboards, and almost everybody I've ever talked to doesn't really like to
>type on a keyboard with no feel whatsoever. At least not if they are
>touch-typists. (Hunt&peck typists seem to get on fine regardless, because

I am a touch typist and I feel no need to have the keyboard reassure
me that I have indeed touched the right key.

I personally like the DEC feel...

>if you have to look at the keyboard you don't need the physical feedback
>from the keys as much.)

6681. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-08 00:00:00 UTC
From: root@dementia.linux
Message-ID: <slrn5amhtr.sd.root@dementia.linux>
Source record: 7388

In article <bwanga-0812960226520001@metricom14.ucsc.edu>, Timothy A. Seufert wrote:
>In article <GLHODIAFUP@cabal.shnet.org>, guenther@cabal.shnet.org
>(Thorsten Guenther) wrote:
>
>>In <bwanga-0612962319010001@metricom41.ucsc.edu> Timothy A. Seufert wrote:
[deletia]
>
>I've never used N.AES, whatever that is.
>
>In any case, these are *extensions* of TOS. The original message said
>something to the effect that TOS was better than MacOS because it was
>trivial to port and easy to augment. I was pointing out that these things
>were due to the extremely spartan nature of TOS.

NVDI and NAES are not 'extensions'. They are REPLACEMENTS.
GEM is structured in a well organized and layered fashion.
Each level can be replaced quite independently of the others
so long as the base API spec is adhered to.

>
>>>GEM is a very simplistic windowing system. It all fit in
>>>200K because it did so little.

It was made to fit the machine. It's a shame no one ever bothers
to do that anymore. GEM austerity surely trumps planned obsolecence
and OSes that cant fit into the memory space of the machines that
they were delivered with.

>>
>>See above, define "little". MacOS didn't even come with subdirectories
>>("folders") when it was new.
>
>Yeah, and it was new in 1984. I'm pretty sure HFS got introduced by the
>time the Atari came out. (I think it's obviously no argument that HFS
>blows away the FAT file system used by TOS.)

So? How does it blow FAT away?

6682. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-08 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.961208181325.22743C-100000@user1.ptd.net>
Source record: 7389
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,alt.atari-jaguar.discussion

Hey!

This is a thead relating to video games, not stupid poltical liberals and conservatives crap that SinClap made the whole thing out to be.

It's bad enough having him come on the Atari ST newsgroups saying how crap the platform is, now he's pushing liberalism in everyone's face. You think he's a big Hollywood producer or something.

Everything has it's place...

ST's, not Mac's

and video games, not politics

Have the right to speak your mind, but use some bloody common sense and responsibility!

BTW, before anyone balls about me crossposting...1) It's already crossposted before I even responded to it and 2) I'm trying to stop it from getting out of hand.

As for Jag controls, I really was hoping they become as wide spread as the Sega controlers. I really would like to have all ST computers to use those. So if alot of people do buy them, then let me know...then I'll feel better :)

Using a soapbox as a footstool instead...

Eric Noss
a.k.a
Mr. Maddog

6683. Re: A weak excuse at best (was Re: Falcons are memory hogs!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-08 00:00:00 UTC
From: root@dementia.linux
Message-ID: <slrn5amiko.sd.root@dementia.linux>
Source record: 7390

In article <bwanga-0612962321290001@metricom41.ucsc.edu>, Timothy A. Seufert wrote:
>In article <589b9n$68j@lana.zippo.com>, JEDI wrote:
>
>> Macs have no retail presence at this time. Without this, people will
>> begin to consider them dead. There is nothing in the public eye to
>> give people a good impression of Apple with the most recent visible
>> coverage being about Apple's imminent demise.
>
>Macs have never had much of a retail presence. Traditionally, mail-order
>is where the bulk of Macintosh sales (hardware and software) take place.
>
>That's not to say that the current problem with retail stores dropping
>Macs doesn't disturb me. But it's not the kiss of death you make it out
>to be.

When the conventional media harks upon the imminent demise of Apple,
their lack of presence in the marketplace only reinforces this idea
to those who might otherwise consider a Mac.

The desperate advocacy attempts that too closely resemble the
Atari Revolution don't help either...

6684. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-09 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <58fr7f$jp2@morgoth.sfu.ca>
Source record: 7293

Michael Grove <mgrove@ridgecrest.ca.us> writes:

>Yup, no self modifying code :(

Self modifying code is very expensive in most cached architectures (especially ones with split cache) so it is very reasonable to exclude it from the PEF.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6685. SLRN Test

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-09 00:00:00 UTC
From: bin@dementia.linux
Message-ID: <slrn5amtcv.1o3.bin@dementia.linux>
Source record: 7294

```
This is just a test, don't pay it any mind...
```

6686. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-09 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32ABDE62.23F@ridgecrest.ca.us>
Source record: 7295

Brian-Roland Miller wrote:
>
> PETER SINCLAIR-DAY wrote:
> >
> > In article <32A813F2.4942@ridgecrest.ca.us>, Michael Grove <mgrove@ridgecrest.ca.us>
writes:
> >
> > >> If you never go native, then the 840 is a good bet. But when you realise
> > >> what Mac s/w is out there...
> >
> > I don't see how you can't go native today. More and more apps today are native
> > only or barely runs decently on the 68k Macs..

Peter, screw yourself.

> >
> > > And you will wish you never got started:) After adding a Mac
> > > to my collection, I have been disapointed more times than not
> > > with the quality and pricing of the available software and
> > > hardware. You will really hate the Mac O/S after moving from
> > > the Atari platform (especially if your using a Falcon).
> > > The file system really sucks. Try editing in a directory
> > > containing a couple thousand files, or renaming multiple
> > > file names. Can't be easily done. Kobold handles this without
> > > problem. Go to Walmart and try to purchase some Mac software on
> > > a Friday night binge. Good luck.
> >
> > Quality and pricing of apps compared to TOS ones is not good? Please list the
> > apps and prices compared to the equivelant TOS ones..

Do it again, Peter.

> >
> > Why not try the Mall stores and the superstores.. Or try the mailorders like
> > MacZone, MacWareHouse, MacConnection, ClubMac, GDW and MacMall? I rarely buy
> > from the mall stores.. Why should I pay at least $30 more per app when I can
> > get from one of those mailorder firms the next day for additional $3 and no
> > tax? I am sure you recieve those nice glossy catalogs weekly..

This is true, except for the $30.00 more per app at Walmart.
My statement was, "Go to Walmart and try to purchase some Mac software
on
a Friday night binge. Good luck." Sometimes I like to go shopping with
my
family, and sometimes we end up at WalMart or the Wherehouse. Been a
while

since i've seen Mac apps there. I wasn't talking about a "planned"
purchase.
My budget dosen't require me to "plan ahead". If i'm out at 10:00 pm and
see
something I "want" I buy it. As far as the superstores go, very rarely
do they
beat the "Zones" prices, but it is funny to see all the Mac's piled up
in a
little corner with three or four models being shown when 3/4's the store
is full of the latest PC crap and the other 3/16 full of PC software and
add on's. That leaves about 1/16 for the Mac market. Yea, I get the
glossies
weekly at work where my Uncle buys everything I want out of it:) If I
don't
like it, I give it away. Spoiled bastard, arn't I:).
I'll bet it drives you insane that a 1986 1040STF with a VideoMaster is
used
to inspect mirrors for weapons in use by the U.S.....well, lets leave
that
part out. The 1040 fits nicely under the Zygo and didn't cost our lab
but
about $150.00 in hardware.

Do it again. Peter.

>
> I agree, application availability is better - but many of the
> applications I am running on my PowerMac are not of substantially-higher
> quality than my better TOS ones - Papyrus, for instance. Certainly,
> there's no need to "upgrade" if you are only looking to get a better
> word processor or DTP program, since the TOS ones are quite comparable
> to the Mac ones (and TOS is more stable).

Spoken like a Gentleman. Well said. I totally agree there are some
awsome products for the Mac that will never be matched in the TOS
market. However, there are some TOS apps that just can't be passed
over, as most current and ex-TOS users know.
>
> > > Anyway I don't think he was asking for advice on which Mac
> > > to purchase for the purpose to "migrate" over to PPC apps,
> > > he ask which Mac would run MagiC Mac the best. By far the most
> > > cost effective method is the Quadra 840AV. With a cheap clock
> > > speeder, you might get up to 46mhz, easily keeping up with the
> > > PPC's running MagiC Mac. You get the Mac onboard video. Which
> > > PPC includes that for under a grand? The cheapest Mac clone
> > > will run you $2200.00 for included video (DC20).
> > >
> > You're money.. The Q840AV had some quality issues that may have not been
> > resolved after discontinuation.

No problems here. It's a very nice machine for the price, and is a
complete
package not needing a fist full of cash to get it started. You can
actually
start out with just MagiC Mac, decide which TOS programs to keep and
which
to replace and go from there.
If you have the cash to blow, get an SGI.

> >
> > I don't know what world you live in, The cheapest Mac clone now is the Umax
> > C500 at $1299 for a 160mhz 603e, 16 megs ram, 1.2gig, 8xCD, 16 bit sound,
> > keyboard, mouse and software bundle.

bla, bla, bla.

> >
> > Infinity is selling clone kits starting at $899 for a barebones Tower unit that
> > includes a Motorola motherboard(603e - 160 mhz). Prices will drop as usual..

But not for the hardware add on's. They will remain expensive long after
the
machine is considered outdated.

> >
> > Where selling the Performa 6400/180 for under $1500..
> >
> I grabbed my Performa 6320 (120 MHz 603e) for $1500 at Staples,
> including monitor, KB (oooh, they even gave me a keyboard! :')), mouse
> (whoohoo! a mouse! how generous! ;'>) and a load of CDs with a lot
> of crappy software and some decent stuff.

Kind of high for a slow Mac isn't it? Indeed, Sinplop has stated this
many times over. Not once does he compair the 120mhz to the Falcon or
Hades, it's always the 220mhz 603e or the beastly 604e. Can you image?
Why even compair a 180mhz 603e to the Falcon. It's just plain stupid
and a method to keep threads like this going. We are talking about a
16mhz 030 machine here are we not? But as slow as it is, like the
action on a 44 mag, some prefer it to what else it out there.

>
> I am running SoftWindoze 95, which is competent, and a tad faster here
> than on some friends' 486/66 DX2s. I plan to get MagicMac, so I can
> continue running some of the better TOS apps (like Calamus SL).
> Purchasing a replacement for Calamus on the Mac platform would set me
> back over $700, something I'm not too keen on right now.

Now there is a honest, truthful statement that makes sence:)

>
> Really, it's not as bad as JEDI infers, nor as blissful as PSD
> proclaims.

Isn't that what this is all about?

Mike

6687. I will buy your 1040ST

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-09 00:00:00 UTC
From: Mykle <mykle@con2.com>
Message-ID: <32AC3493.2BED@con2.com>
Source record: 7296

Hey!

Want to get rid of that tired old 1040ST. I will buy it along with your color monitor (1224c), mouse and joystick.

Hurry.

Mykle@con2.com

6688. ANNOUNCE: New MPEG Audio Layer II DSP player for Falcon.

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-09 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.961209223148.12675C-100000@tintin.lysator.liu.se>
Source record: 7297
Cross-posted to: alt.crews.atari,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

New version of NoCrew's MPEG Audio Layer II realtime DSP player for Falcon
is out now!!

Latest version is 0.95 with lots of new features from the last one. (0.7)

* Dynamic buffer allocation
* Config file
* Drag & Drop protocol supported
* VA_START message supported
* Keyboard control
* Automatically find the next song
* New buttons:
* Skip to next
* Skip to previous
* Fast Forward
* Count direction

Read more about this product on http://noring.org/mp2 where you also can
get the latest version. It can also be found on ftp site:
ftp://ftp.nocrew.pp.se/pub/nocrew/tos

Download, unpack and blast away with your mp2 songs playing in the
background, taking no CPU time!

Mpeg songs can be found at http://www.iuma.com or ftp://ftp.iuma.com

!!!!!!!!!!!! NOTE !!!!!!!!!!!!
ONLY STEREO SONGS ARE SUPPORTED

Let's hear now what the public has to say about this.

Anders Eriksson, aka Evl of DHS: "BLOODY WELL DONE!!"

I'm not sure if he was talking about the player or his dinner though.

This is a dream coming true for every Falcon user, try it now!!
Send donations afterwards! :)

Tomas

--
NoBrain/NoCrew
nobrain@nocrew.pp.se
http://www.lysator.liu.se/~tobe

6689. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-09 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0912961516250001@metricom36.ucsc.edu>
Source record: 7298

In article <GLIPBCAYUP@cabal.shnet.org>, guenther@cabal.shnet.org
(Thorsten Guenther) wrote:

>>I've looked at the features offered by QuickDraw and GEM. QuickDraw wins,
>>hands down.
>
>Easy, as it's much larger.

Not the original version which fit in the 64K ROMs of the Mac 128.

>>Are you kidding? Basic TOS has *no* memory management, or at least not
>>enough to talk about. It just runs a program and gives it all the free
>>RAM in the machine. (We were talking about what fits in 200K, remember?)
>
>So why are you mentioning Quickdraw, then?

QuickDraw has been around since the beginning. Its feature set beat GEM
then. The major thing missing was full color support (in the era of the
B&W Macs, QD supported an 8-color scheme that was never really used). But
in a graphics API, color support on the level of setting a color to draw
in is trivial to implement. And that's basically what GEM has.

>>MultiTOS was crap. I say that from experience. :)
>
>MultiTOS was never finished (the AES was still not completely adapted to
>run sufficiently fast under MiNT), that's why. Version 1.08beta was much
>faster, according to it's testers. And even MultiTOS needs much less
>processing power than MacOS.

Would you say the same of Linux? I've got a benchmark that runs faster
under MacOS than under Linux, on the same Mac. And no, it wasn't built to
do that.

>>I've never used N.AES, whatever that is
>
>A replacement for the MultiTOS AES.
>
>>In any case, these are *extensions* of TOS.
>
>An AES is no extension, it's an elementary part of GEM.

Did you or did you not read what I was saying? TOS = what's in ROM.
N.AES is replacement for MultiTOS AES, which in turn is a replacement for
the ROM AES.

>>The original message said
>>something to the effect that TOS was better than MacOS because it was

>>trivial to port and easy to augment. I was pointing out that these things
>>were due to the extremely spartan nature of TOS.
>
>Nope, they are due to the portability and easy improveability.

And where does the portability and improvability come from? Mainly from the fact that the base TOS system is, as I have been trying to say all along despite your continual sidetracking, a very simple and spartan OS. The simpler they are, the easier they are to port and improve upon. Is it too difficult for you to understand that I am not trying to argue anything else?

>>Yeah, and it was new in 1984. I'm pretty sure HFS got introduced by the
>>time the Atari came out. (I think it's obviously no argument that HFS
>>blows away the FAT file system used by TOS.)
>
>And HFS is blown away by MinixFS.

Sorry to break it to you, but it simply is not. MinixFS is a simple i-node file system, which, while much better than FAT file systems, is not too hard to beat.

Let me give you an example. On the four partitions I have mounted on my Mac desktop right now, there are roughly 9,500 files. If I try a find file on a phrase that doesn't exist in any of the filenames on any drive, it finishes with no matches found in about 1.5 seconds. That's for searching the entire directory structure of each drive. I very much doubt any inode file system could do the same.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

6690. Re: A weak excuse at best (was Re: Falcons are memory hogs!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-09 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <850176438_OASIS_@pwomar.demon.co.uk>
Source record: 7299

In article <1996Dec7.232132.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>In article <850008812_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar)
writes:
>
>> This Powercomputing clone lark is not as true as it appears,
>> apparently the main Apple clone maker is owned by Apple and Olivetti.
>
>Apple does not own a part of Power. Apple does recieve licensing fees for each
>unit Power sells.

I realise they recieve fees for licencing. Please explain the follwing
quote from Macformat 42 then for me: "...was Power Computing. The
company was jointly set up by Apple and Oliveti..."

>
>> ---
>> Paul Womar - Just your average Atari user on the verge of sanity.
>
> GREETINGS..
>|---|
>| Peter Sinclair-Day POWERMAC OF COURSE.... |
>| University of Northern Iowa |
>I I
>I Do you believe in Macintosh? Learn how to help the cause by subscribing I
>I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
>I go to: <http://www.solutions.apple.com/ListAdmin/>. I
>|---|
> "Rush Limbaugh is for people who aren't mature enough for Barney..."
>
> ....David E. Romm - Shockwave
>

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.

6691. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-09 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <850176086_OASIS_@pwomar.demon.co.uk>
Source record: 7300

In article <850089370_OASIS_@pcc-uky.campus.mci.net>
thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) said:-

> In article <58cfk3$fj@morgoth.sfu.ca>
> quinlan@sfu.ca (Brian Quinlan) said:-
>
>>You'd really take TOS over any other operating system on the market? Does
>>this include IRIX and BeOS?
>
> Have not used those two...so I can't honestly say about them. (but oh, boy
> do I doubt it!)

I've not even heared of IRIX but from what I have heared BeOS is a
superb bit of kit and if I get a Mac I will be only to happy to
install the PowerMac version when it is released. The problem with
MacOS & Windows is the need to retain backwards compatability to the
very earliest of machines, with BeOS they have a brand new OS written
for the new hardware. It's taken the modern good bits of MacOS and
mixed them with the simplicity and power/efficiency of TOS, making an
OS that is just right.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.

6692. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-09 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0912961521420001@metricom36.ucsc.edu>
Source record: 7301

In article <32AA97B6.48A8@ridgecrest.ca.us>, Michael Grove
<mgrove@ridgecrest.ca.us> wrote:

>Timothy A. Seufert wrote:
>>
>> In article <djs.849783432@gen-off-3>, djs@jet.uk (David Stevenson) wrote:
>>
>
>>
>> When VM is on, the PowerMac treats the executable code of a PowerPC native
>> program a bit differently. The executable is not allocated inside of the
>> normal address space. This is because the program file itself is used as
>> the backing store, instead of the systemwide swapfile. That's possible
>> because PowerPC code, by definition, is never modified once loaded from a
>> file. Since all PowerPC program code sits outside of the main address
>> space, it effectively isn't taking up any of that address space. That's
>> what allows the reduction in minimum memory requirement.
>
>Yup, no self modifying code :(

You can't have it anyway. Self-mod is a no-no on any CPU with split
instruction and data caches, whether it's the 68040 or PowerPC 604e. (You
can write self modifying code on the 601, because it uses a single unified
cache, but it will break hard on the other PowerPC processors. Not
recommended.)

The lone exception to that rule is probably the x86. Intel spends extra
silicon to allow even the P6 to execute self modifying code correctly,
without any forced cache flushes. They probably did this solely because
of the pressure to maintain full compatability with really old DOS
programs, etc.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

6693. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-09 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <850253594_OASIS_@pcc-uky.campus.mci.net>
Source record: 7302

In article <bwanga-0912961516250001@metricom36.ucsc.edu>
bwanga@cats.ucsc.edu (Timothy A. Seufert) said:-

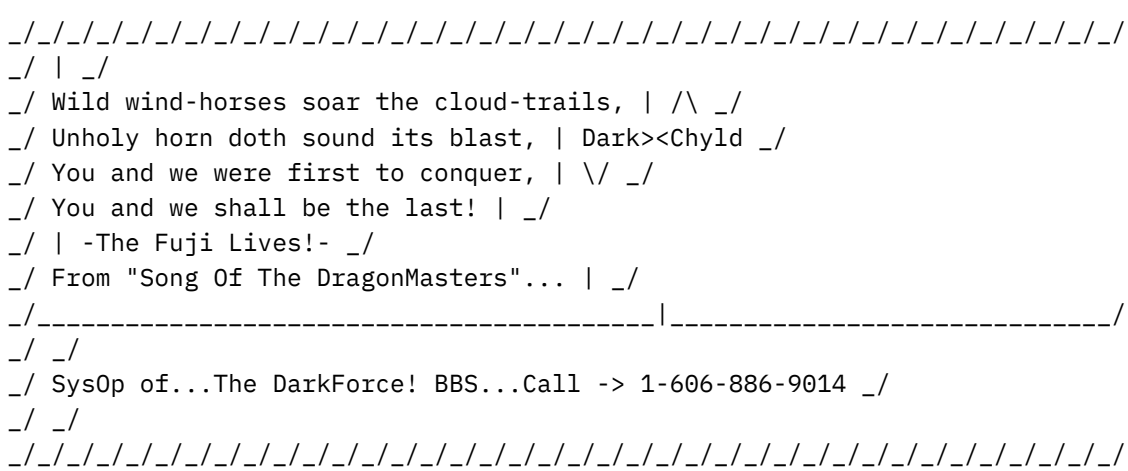
>Did you or did you not read what I was saying? TOS = what's in ROM.
>N.AES is replacement for MultiTOS AES, which in turn is a replacement for
>the ROM AES.

Hmm...so everything in the Mac OS is in ROM and nothing is loaded from
disk? :)

>Let me give you an example. On the four partitions I have mounted on my
>Mac desktop right now, there are roughly 9,500 files. If I try a find
>file on a phrase that doesn't exist in any of the filenames on any drive,
>it finishes with no matches found in about 1.5 seconds. That's for
>searching the entire directory structure of each drive. I very much doubt
>any inode file system could do the same.

I have 6 partitions on my 4 meg/TOS 4.04 Atari Falcon...that equals 492
folders and 5,427 files...using the standard, drop-down search option
from the menu bar, I can do the same search with results in around 2
seconds... :)

--


_/ | _/
_/ Wild wind-horses soar the cloud-trails, | /\ _/
_/ Unholy horn doth sound its blast, | Dark><Chyld _/
_/ You and we were first to conquer, | \/ _/
_/ You and we shall be the last! | _/
_/ | -The Fuji Lives!- _/
_/ From "Song Of The DragonMasters"... | _/
_/ _/
_/ SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014 _/
_/ _/

6694. Re: Why Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-10 00:00:00 UTC
From: Ben Hills <ben@imperial.co.uk>
Message-ID: <32ADDEBF.3CD8@imperial.co.uk>
Source record: 7303

Thomas Main wrote:
>
> I have been using Atari products for many years. When I was a teenager, a
> friend had an Atari 800 and I was very impressed with it. I also got an
> Atari 800 and learned to program a bit on it, played some games, typed in
> programs, etc. I lost interest in computers for a few years after that.
> Once I was in college, I started writing a lot and was using an Apple IIe
> with AppleWorks as my writing tool. I remembered using an Atari several
> years earlier and looked into getting one again. I would up getting a
> 130XE with disk drive and Atari Writer Plus and was pleased with the
> performance, even though I only had 40 columns in my word processor.
>
> Sometime later I found out Atari was still making computers and I bought a
> used 520ST. I was amazed with the usefulness of the machine. I loved
> using NeoChrome to draw pictures (an application I hadn't really tried
> with a computer before). I also started to delve into a little BASIC
> programming and was very satisfied with the machine. I upgraded to a
> 1040STe later to run Calamus. I liked Calamus a lot and used it to
> produce all kind of things at work from bookmarks to flyers to
> invitations, etc. I then went to an Atari show and bought a Falcon. In
> the two years I had this machine I started writing reviews of software,
> using a lot of PD and enjoyed the graphic applications of the machine.
>
> I also bought a Jaguar when it came out (not that I was a big video game
> player - actually I never had played video games all that much). I was
> impressed with the system, though, and hoped it would be a sucess.
>
> I also became very disillusioned with Atari - always having to reboot my
> computer after a crash, no support from Atari Corp., not being taken
> seriously as a computer enthusiast by others, etc.
>
> So, after hanging in there with Atari for many years, I got rid of all my
> Atari stuff. I felt good about it, making a clean slate.
>
> I bought a Windows compatible machine and later upgraded it and started
> using Win95. Mostly, I use this system for Netscape and other internet
> applications. I works nicely and I am pleased with it.
>
> However, a nagging memory of Atari stuff still haunted me and I have
> started re-accumulating a lot of Atari stuff. This time around it feels
> different because I KNOW the platform is dead and I feel I can really
> enjoy it. I got an 800XL and am having more fun with it than I could ever
> imagine having with an 8-bit system - learning more about programming too!
> I got a Jaguar again because they are really cheap to buy now and I use

> it to play a game on occasion without worrying whether it's really
> "64-bit". I have GEMulator on my PC which I can tolerate but don't really
> like. I'm hoping to get a used Falcon system sometime in the next year.
>
> Has anyone else had this sort of fascination-rejection-and renewal of
> interest with Atari products? Why do we continue to use/enjoy Atari
> products? Speaking for myself and just for this week I enjoy Atari
> because of Iron Soldier on the Jaguar and Music Composer on the Atari
> 8-bit. Microsoft asks "Where do you want to go today?" Maybe I should
> say, "Where you yesterday and would you like to go back today."
>
> -----------------
> Thomas Main
> main@appstate.edu
> -----------------

Hi Thomas,

I currently own two Atari machines, a 1040STE and a Falcon. They are both very good machines, but Atari have really left users to fend for themselves. Fortunately, other companies have taken over where Atari left off. There are a few Atari clones around, such as the C-Lab Falcon I, II and MK-X, the Direct TT040, 060, Medusa040, 060 and the Hades. There is even a new machine being developed in France.

Although the Computer market is hardly flooding with Atari Software there is a good supply of quality software, both commercial and shareware.

It seems that as one more company abandons the Atari market and makes me re-think whether or not I should continue with Atari, another Company takes its place.

I hope to stick with Atari as long as I can. I don't wan't to have to switch to a PC running crappy Windows, which takes so much processing power to run, you need at least a Pentium before you've even started.

Anyway, enough of my rambling.

Cheereo,

Ben Hills.

ben@imperial.co.uk

6695. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-10 00:00:00 UTC
From: jnorton@nilenet.com
Message-ID: <58kb4a$76t@thoth.nilenet.com>
Source record: 7304

Paul Womar (Paul@pwomar.demon.co.uk) wrote:
: very earliest of machines, with BeOS they have a brand new OS written
: for the new hardware. It's taken the modern good bits of MacOS and
: mixed them with the simplicity and power/efficiency of TOS, making an
: OS that is just right.

Can you see a little bit of GEM in the BE GUI? If so, then that would be great! And, if so where would I get to see the thing?

I always hated that the Mac was a "GUI by committee" with Jobs breathing down the committee's neck to "get it finished". GEM was the vision of one person, Gary Kildale and shines because of it!

6696. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-10 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GLKUDEDEUP@cabal.shnet.org>
Source record: 7305

In <bwanga-0912961516250001@metricom36.ucsc.edu> wrote:
>I've got a benchmark that runs faster
>under MacOS than under Linux, on the same Mac.

MkLinux, that is.

>TOS = what's in ROM.

MacOS= what's in ROM.

>>Nope, they are due to the portability and easy improveability.
>
>And where does the portability and improvability come from? Mainly from
>the fact that the base TOS system is, as I have been trying to say all
>along despite your continual sidetracking, a very simple and spartan OS.

Ah, now I see. You are using "simple and spartan" in the meaning of "slim
and resource friendly". Sorry, my mistake. Seems I need to brush up my
English a little.

>The simpler they are, the easier they are to port and improve upon.

The fatter and crappier in source they are, the less. Tells one about
MacOS when one reads the estimated release date of System 8.

>>And HFS is blown away by MinixFS.
>
>Sorry to break it to you, but it simply is not.

Copying a file on MacOS lasts significantly longer than on any other FS,
including the original TOS-FS, e.g..

Thorsten

--
"Synchron ist die Rache der Deutschen an den Alliierten!"
- Kurt E. Ludwig, Synchronsprecher von James "Scotty" Doohan

6697. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-10 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32AE5685.26FE@ridgecrest.ca.us>
Source record: 7306

Ronald J. Hall wrote:
>
> In article <bwanga-0912961516250001@metricom36.ucsc.edu>
> bwanga@cats.ucsc.edu (Timothy A. Seufert) said:-
>
> >Did you or did you not read what I was saying? TOS = what's in ROM.
> >N.AES is replacement for MultiTOS AES, which in turn is a replacement for
> >the ROM AES.
>
> Hmm...so everything in the Mac OS is in ROM and nothing is loaded from
> disk? :)
>
> >Let me give you an example. On the four partitions I have mounted on my
> >Mac desktop right now, there are roughly 9,500 files. If I try a find
> >file on a phrase that doesn't exist in any of the filenames on any drive,
> >it finishes with no matches found in about 1.5 seconds. That's for
> >searching the entire directory structure of each drive. I very much doubt
> >any inode file system could do the same.
>
> I have 6 partitions on my 4 meg/TOS 4.04 Atari Falcon...that equals 492
> folders and 5,427 files...using the standard, drop-down search option
> from the menu bar, I can do the same search with results in around 2
> seconds... :)
>

Either they don't know how bad they have it, and we do, or they just
don't get it. Can you image all these big bad Applets picking on our
little platform. Why can't we just die in peace:)

Mike

6698. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-10 00:00:00 UTC
From: chainxor@iesd.auc.dk
Message-ID: <58kt3p$4v4@newsfeed.cs.auc.dk>
Source record: 7307

In article <560e64$2pa@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
> We run QT movies on Falcons daily, what's the big deal?

Dunno :-)

Keep Cool and Flying...

ChainXOR...

--
*** Atari Falcon030/FX, 40 Mhz 68030 CPU/FPU, 50 Mhz DSP56k ***
*** Toshiba 4x CD-Rom, 850 MB IDE HDD, 4 MB ST-RAM+4 MB FastRAM ***
*** Running MagiC 4 OS and LiNUX 68k+X11 ***
*** E-Mail : chainxor@cs.auc.dk ***
*** Homepage : http://www.cs.auc.dk/~chainxor ***

6699. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-10 00:00:00 UTC
From: chainxor@iesd.auc.dk
Message-ID: <58kt2d$4qr@newsfeed.cs.auc.dk>
Source record: 7308

In article <1996Nov8.234425.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
> In article <847421170_OASIS_@pcc-uky.campus.mci.net>, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
>
> >>Pretty much soo..
>
> > Oh, so every piece of software on the Atari doesn't follow the same
> > conventions and its a major crime...but only "pretty much so" on the
> > Mac isn't a crime then? Huh? Typical Sinclap crap...
>
> Atari apps in gneral do not follow consistent guidelines, were as Mac apps do.

New Atari applications _certainly_ do! And by new applications I mean app's from 1991/92 so forth.

And Atari's have pre-emtive multitasking OS, namely MagiC and the very powerfull MiNT+MiNTnet+N.AES which has support for BSD sockets and built-in _true_ TCP/IP network at OS level thanx to MiNT-Net which is a socket.

Things which MacOS doesn't have!

......And will never get either, since Apple has cancelled the development of CopeLand, the "next generation" MacOS that was suppossed to be pre-emtive.

> There have been previous Mac apps that failed the guidelines and as a result
> failed in the market..

Just as MacOS has now, and Apple seems to admit it by cancelling the CopeLand projekt!

Of course there's always BeOS, which has been ported for Mac hardware, but it is by no means compatible with MacOS software.

Keep Cool and Flying...

ChainXOR...

--
*** Atari Falcon030/FX, 40 Mhz 68030 CPU/FPU, 50 Mhz DSP56k ***
*** Toshiba 4x CD-Rom, 850 MB IDE HDD, 4 MB ST-RAM+4 MB FastRAM ***
*** Running MagiC 4 OS and LiNUX 68k+X11 ***
*** E-Mail : chainxor@cs.auc.dk ***
*** Homepage : http://www.cs.auc.dk/~chainxor ***

6700. Atari portfolio

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-11 00:00:00 UTC
From: d.cosmo@altanet.it
Message-ID: <58ktpv$q3t@dante.italia.com>
Source record: 7309

Dear Portfolio friend,
i hope you can answer me:
Can I change the ram cipset in my portfolio for more internal ram ?
Where I found a serial port for my portfolio ?
If yes How ?
Can you send me material about portfolio big write?
Have you the ATARI PORTFOLIO's electric map ?
I LOVE PORTFOLIO and I wount all material about it
I hope you answer me soon.

A Friend

Donato Cosmo
d.cosmo@altanet.it

6701. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-11 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <58lph9$9ld@morgoth.sfu.ca>
Source record: 7310

guenther@cabal.shnet.org (Thorsten Guenther) writes:

>>I've got a benchmark that runs faster
>>under MacOS than under Linux, on the same Mac.

>MkLinux, that is.

Since disk access is handled in server code rather than in kernal code,
the kernal of the particular linux flavor doesn't matter if we assume that
the server makes little use of the kernal. This is the case. Of course the
loading of the kernal from disk at bootup is done in kernal space.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6702. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-11 00:00:00 UTC
From: Stacey Abshire <sabshire@cwv.net>
Message-ID: <1853.6919T627T1700@cwv.net>
Source record: 7311

> In article <58cfk3$fj@morgoth.sfu.ca>
> quinlan@sfu.ca (Brian Quinlan) said:-

>>You'd really take TOS over any other operating system on the market? Does
>>this include IRIX and BeOS?

> Have not used those two...so I can't honestly say about them. (but oh, boy
> do I doubt it!)

> The only other OS that I've used (and that includes TOS, DOS, Win 3.x,
> Win '95, Mac Sys. 7.x, and Linux) that I would even remotely consider
> over TOS would be WorkBench 3.x on the Amiga... :)

being an avid amiga user, and being a perso who has used just about everthing
out there as far as OS's go... i wonder what is the benefits of using TOS?

I am not being sarcastic, or anything like that. I had a friend who used to
use an atari, and he loved it. But he had gotten rid of it before i ever
got to see anything from it.

So give me some idea of what TOS is about. Also, what does TOS stand for??
(??? Operating System)

thanks guys... maybe one day the world wil wise up and abandon M$ winBloze!

>__

> _/_/_/_

> _/ SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014
> _/
> _/
> _/
> _/_/_/_

6703. Don't let it gather dust. My daughter wants it.

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-11 00:00:00 UTC
From: Mykle <mykle@con2.com>
Message-ID: <32AEE09F.2A2C@con2.com>
Source record: 7312

I know that some of you have this machine gathering dust in a closet.
Your probably using a Mac or a PC now and didn't think anyone would ever
want to buy your ST. Well, here's your chance. It's not worth much but
at least you'll get something for it.

I'll give you $100

Mykle

6704. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-11 00:00:00 UTC
From: jnorton@nilenet.com
Message-ID: <58msj0$io2@thoth.nilenet.com>
Source record: 7313

Stacey Abshire (sabshire@cwv.net) wrote:
: So give me some idea of what TOS is about. Also, what does TOS stand for??
: (??? Operating System)

TOS stands for "Tramiel Operating System" or "The Operating System".
Take your pick. It is similar to other operating systems. "TOS controls
the way the computer works, handling tasks such as reading from and
writing to disks, translating mouse movement into onscreen cursor
movement, and displaying information on the screen." - from the MegaSTE
manual.

GEM is part of TOS (also from the manual!). It was written by Gary
Kildall and team at Digital Research Inc. (DRI) and recoded to work as
the GUI (under TOS) for the ST line of computers. GEM was originally
written as a GUI for the PC (I am told and I really don't know why it
wasn't successfull in that regard.) Gary Kildall passed away last year.
GEM is (IMHO) the very best of all the office analogy GUI's as it was
written with one persons vision (Gary Kildall) and it really looks just
like a simple office. It originally had icons for file drawers, folders,
files and trash cans and directories would list out on virtual sheets of
paper. Why MS called them windows I have no idea. Windows have nothing
to do with an office. Double click to run programs - how easy can you
get.

Atari did very well to go to DRI for their GUI instead of writing it "in
house" (although they probably could have with no problem). I also
understand that the Jay Miners (sp) AmigaDOS and GUI is exceptional.

6705. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-11 00:00:00 UTC
From: jnorton@nilenet.com
Message-ID: <58msm0$io2@thoth.nilenet.com>
Source record: 7314

John Norton (jnorton@nilenet.com) wrote:
: GEM is part of TOS (also from the manual!). It was written by Gary

Oh! Almost forgot. GEM stands for Graphics Environment Manager.

6706. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-11 00:00:00 UTC
From: JEDI
Message-ID: <58mr5c$ksa@lana.zippo.com>
Source record: 7315

In article <1853.6919T627T1700@cwv.net>, Stacey says...
>
>> In article <58cfk3$fj@morgoth.sfu.ca>
>> quinlan@sfu.ca (Brian Quinlan) said:-
>
>>>You'd really take TOS over any other operating system on the market? Does
>>>this include IRIX and BeOS?
>
>> Have not used those two...so I can't honestly say about them. (but oh, boy
>> do I doubt it!)
>
>> The only other OS that I've used (and that includes TOS, DOS, Win 3.x,
>> Win '95, Mac Sys. 7.x, and Linux) that I would even remotely consider
>> over TOS would be WorkBench 3.x on the Amiga... :)
>
>being an avid amiga user, and being a perso who has used just about everthing
>out there as far as OS's go... i wonder what is the benefits of using TOS?

Slightly less than using Workbench. Multitasking is limited to
Desk Accessories/TSRs.

It's an austere beast. Essentially, it is a minimal working set
for a GUI based OS & UI. With TOS/GEM you can do most of what
a Mac or Win user would want to do but on much less powerful
hardware. It is somewhat Amigish in this respect.

>
>I am not being sarcastic, or anything like that. I had a friend who used to
>use an atari, and he loved it. But he had gotten rid of it before i ever
>got to see anything from it.
>
>So give me some idea of what TOS is about. Also, what does TOS stand for??
>(??? Operating System)
>
>thanks guys... maybe one day the world wil wise up and abandon M$ winBloze!

Put a penguin in your processor!

6707. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-11 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <850384184_OASIS_@pcc-uky.campus.mci.net>
Source record: 7316

In article <32AE5685.26FE@ridgecrest.ca.us>
Michael Grove <mgrove@ridgecrest.ca.us> said:-

>Either they don't know how bad they have it, and we do, or they just
>don't get it. Can you image all these big bad Applets picking on our
>little platform. Why can't we just die in peace:)

Exactly...It kinda reminds me of some of those Sci-Fi scenarios when
Mankind is confronted with older, more advanced technology, and he is
in denial, or at the very least confusion... And even when Man's -
existing Technology is more advanced-they are awed by what was done
by the Elders before...

--

_/_/_/

6708. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-11 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <850422350_OASIS_@pcc-uky.campus.mci.net>
Source record: 7317

In article <1853.6919T627T1700@cwv.net>
Stacey Abshire <sabshire@cwv.net> said:-

>being an avid amiga user, and being a perso who has used just about everthing
>out there as far as OS's go... i wonder what is the benefits of using TOS?
>
>I am not being sarcastic, or anything like that. I had a friend who used to
>use an atari, and he loved it. But he had gotten rid of it before i ever
>got to see anything from it.
>
>So give me some idea of what TOS is about. Also, what does TOS stand for??
>(??? Operating System)
>
>thanks guys... maybe one day the world wil wise up and abandon M$ winBloze!

Well, there has been some debate, but I go with "The Operating System"...
I've heard "Tramiel Operating System" as well.

TOS is probably the single-most "friendliest" OS in existence...at least
as far as the OS's I've used, it is...Like the Amiga OS, its footprint
is very small, and uses resources very efficiently. There are apps that
you can "install' for almost every major form of picture/sound/anim so
that a double-click on the ext. (say *.GIF/*.JPG/*.TGA/*.MOD/*.WAV, etc)
starts the associated app and bingo!, the file is shown, played, run,
etc,.. File Ops are the most logical of any system I've used. Most of TOS
is in ROM so we don't have near the fear of viruses that the Mac/Win
world does...TOS runs well in an 8mhz enviroment...but of course, really
shines the faster you push it. There is lots more, but I just don't have
the room...Having owned Amiga's (A2000, A1200, and I still have a very
venerable old A1000 that I can't bear to part with because of Jay Miner
and his dogs signature) I can say (despite the ancient Amiga/Atari wars)
that users of both machines have more in common than with Mac/Wintel
hardware/software...I have an AMinet CD on my BBS as well as Atari and
PC's...(umm...6 CD's total now) :) Oh well, I've typed long enough here
I suppose-I hope I've at least shown you a small part of the TOS world,
and if you are really interested, then by all means, download some of
the various FAQ files about the ST/Lynx/Jaguar/Portfolio/Falcon/TT and
the new clones...See ya 'round Cyberspace! :')

--

_/_/_/

```
_/ You and we shall be the last! | _/
_/ | -The Fuji Lives!- _/
_/ From "Song Of The DragonMasters"... | _/
_/_____________________________________|_____________________________/
_/ _/
_/ SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014 _/
_/ _/
_/_/_/
```

6709. Your GOD Loves You - YES YOU!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-12 00:00:00 UTC
From: Someone <Someone@home.thinking.about.you.com>
Message-ID: <12121996024025833866704250l4Someone@home.thinking.about.you.com>
Source record: 7318

I hope that you know your GOD loves you, no matter what GOD you believe in. Thank your GOD for life and ask your GOD to let you live as your GOD would want you to. When we look closely at GOD we begin to realize that we all believe in the same GOD, we may see GOD in different ways, but GOD will always be GOD. There can only be one GOD, and that one GOD loves us all, and wants nothing but the best for us. If your in doubt, just remember GOD works in mysterious ways, there is a reason for everything...

God thank you.

Someone

6710. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-12 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-12129603284600001@metricom08.ucsc.edu>
Source record: 7319

In article <GLKUDEDEUP@cabal.shnet.org>, guenther@cabal.shnet.org
(Thorsten Guenther) wrote:

>In <bwanga-0912961516250001@metricom36.ucsc.edu> wrote:
>>I've got a benchmark that runs faster
>>under MacOS than under Linux, on the same Mac.
>
>MkLinux, that is.

No, Linux. There is an experimental monolithic Linux release for the PCI
PowerMacs.

>>TOS = what's in ROM.
>
>MacOS= what's in ROM.

Nope.

MacOS was never shipped as an entirely ROM-based OS. Parts of it have
always loaded off disk. TOS is ROM-based (except in the early days, when
it was disk based solely because they hadn't cut it down to 192K to fit in
the ROMs as intended). Things like MultiTOS entirely bypass the TOS ROMs.

>>The simpler they are, the easier they are to port and improve upon.
>
>The fatter and crappier in source they are, the less. Tells one about
>MacOS when one reads the estimated release date of System 8.

That's really a mixture of unrealistic design goals and horrendous
management problems (management problems are what sunk Atari, after all!).

>>>And HFS is blown away by MinixFS.
>>
>>Sorry to break it to you, but it simply is not.
>
>Copying a file on MacOS lasts significantly longer than on any other FS,
>including the original TOS-FS, e.g..

Correction. This is true for the traditional Finder copy routines, which
are known to be way less than optimal. Speed Doubler, in addition to
containing a faster 68K emulator, replaces the Finder copy routines with
code that can copy at the maximum possible rate (i.e. as fast as the disk
can transfer data in raw block tests). I have timed it; it achieves 5MB/s
copies on my 5MB/s drive, and it hardly slows down even if you are copying
a large number of small files.

```
--
+-------------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-------------------------------------------------------------+
```

6711. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-12 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1212960334550001@metricom08.ucsc.edu>
Source record: 7320

In article <58kt2d$4qr@newsfeed.cs.auc.dk>, chainxor@iesd.auc.dk wrote:

>And Atari's have pre-emtive multitasking OS, namely MagiC and the very
powerfull
>MiNT+MiNTnet+N.AES which has support for BSD sockets and built-in _true_
TCP/IP
>network at OS level thanx to MiNT-Net which is a socket.
>
>Things which MacOS doesn't have!

Preemptive multitasking, not yet (except in a limited way), but MacOS has
had true TCP/IP network support at the OS level for a very long time. Or
is there some way in which MacTCP is somehow not "true" TCP/IP?

Open Transport is Apple's latest. Open Transport is basically a port of
several UNIX related networking systems (STREAMS, the X/Open Transport
Layer, etc.). It comes with drivers for TCP/IP and AppleTalk, and drivers
are available for a whole slew of other network protocols.

>......And will never get either, since Apple has cancelled the development
>of CopeLand, the "next generation" MacOS that was suppossed to be pre-emtive.

Actually, the word is that OS 8 (Copland) is continuing development, but
not necessarily in the same form that was originally discussed.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

6712. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec12.204018.1@cobra.uni.edu>
Source record: 7321

In article <58fhj6$d44$1@mhafc.production.compuserve.com>, none-set
<76031.1247@CompuServe.COM> writes:
> I just have to say after seeing the BeOS in operation I believe the MacOS
> is holding back the PPC chip. I also read that Copeland has been dropped!

Copland has been dropped. Mac OS8 hasn't..

>
> Rich

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6713. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec12.205538.1@cobra.uni.edu>
Source record: 7322

In article <32ABDE62.23F@ridgecrest.ca.us>, Michael Grove <mgrove@ridgecrest.ca.us>
writes:

>> > I don't see how you can't go native today. More and more apps today are native
>> > only or barely runs decently on the 68k Macs..
>
> Peter, screw yourself.

Huh?

> Do it again, Peter.

Do what?

Wal-Mart stuff deleted..

What can I tell ya.

> little corner with three or four models being shown when 3/4's the store
> is full of the latest PC crap and the other 3/16 full of PC software and
> add on's. That leaves about 1/16 for the Mac market. Yea, I get the
> glossies
> weekly at work where my Uncle buys everything I want out of it:) If I
> don't
> like it, I give it away. Spoiled bastard, arn't I:).

Yea you are a spoiled bastard.. The mailorder firms do have a 30 day MBG on
some apps.

So did you see any GateWays and Dells there? Probably not, but do well
anyways..

Wal-Mart and the thier superstores never did a superb job on the Mac. I
presume Apple has deamphasize the chain and concentrate on the ones who have
terrific Mac support. Their are many..Like ComputerTown and Computerware
chain..

> I'll bet it drives you insane that a 1986 1040STF with a VideoMaster is
> used
> to inspect mirrors for weapons in use by the U.S.....well, lets leave
> that
> part out. The 1040 fits nicely under the Zygo and didn't cost our lab
> but
> about $150.00 in hardware.

Why should it..

> Do it again. Peter.

Do what again?

> No problems here. It's a very nice machine for the price, and is a
> complete
> package not needing a fist full of cash to get it started. You can
> actually
> start out with just MagiC Mac, decide which TOS programs to keep and
> which
> to replace and go from there.
> If you have the cash to blow, get an SGI.

I can get refurbished Performa 6115's for $599 with memory, HD, keyboard and
software..

>> >
>> > I don't know what world you live in, The cheapest Mac clone now is the Umax
>> > C500 at $1299 for a 160mhz 603e, 16 megs ram, 1.2gig, 8xCD, 16 bit sound,
>> > keyboard, mouse and software bundle.
>
> bla, bla, bla.

The truth hurts..

>> > Infinity is selling clone kits starting at $899 for a barebones Tower unit that
>> > includes a Motorola motherboard(603e - 160 mhz). Prices will drop as usual..
>
> But not for the hardware add on's. They will remain expensive long after
> the
> machine is considered outdated.

What is expensive? Memory? HD? Maybe in the TOS world it is.

> Kind of high for a slow Mac isn't it? Indeed, Sinplop has stated this
> many times over. Not once does he compair the 120mhz to the Falcon or
> Hades, it's always the 220mhz 603e or the beastly 604e. Can you image?
> Why even compair a 180mhz 603e to the Falcon. It's just plain stupid
> and a method to keep threads like this going. We are talking about a
> 16mhz 030 machine here are we not? But as slow as it is, like the
> action on a 44 mag, some prefer it to what else it out there.

Not when it includes the Apple 15' multiscan monitor.. The 6320 is no longer
manufactured and has been discontinued. Considering what he paid for it and
did include the monitor. So in essense it stomps on the Falcon for
price/performance.

The slowest desktop in Apple's retail arsenal is the $1500 6360. Not bad for
what you get compared to the Falcon..More computer/less money describes the
cheapest Performa in comparison to the Falcn.

> Now there is a honest, truthful statement that makes sence:)
>
>> proclaims.
>
> Isn't that what this is all about?

>
> Mike

GREETINGS..

```
|-----------------------------------------------------------------------------|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|-----------------------------------------------------------------------------|
```

"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6714. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec12.210309.1@cobra.uni.edu>
Source record: 7323

In article <58kt2d$4qr@newsfeed.cs.auc.dk>, chainxor@iesd.auc.dk (Henrik Lunardi Weide) writes:

> New Atari applications _certainly_ do! And by new applications I mean app's from 1991/92 so forth.

How new? And what are they?

> And Atari's have pre-emtive multitasking OS, namely MagiC and the very powerfull
> MiNT+MiNTnet+N.AES which has support for BSD sockets and built-in _true_ TCP/IP
> network at OS level thanx to MiNT-Net which is a socket.
>
> Things which MacOS doesn't have!

Thats funny, I swore I had Mac TCP and Open Transport laying around in the HD.

Things TOS machines do not have are decent internet apps like a Netscape browser.

> ......And will never get either, since Apple has cancelled the development
> of CopeLand, the "next generation" MacOS that was suppossed to be pre-emtive.

Apple has cancelled Copland not Mac OS8..

>> There have been previous Mac apps that failed the guidelines and as a result
>> failed in the market..
>
> Just as MacOS has now, and Apple seems to admit it by cancelling the CopeLand
> projekt!

I suppose selling millions of units annual is a sign of failure plus the addition of Mac OS clones..

As for Copland read above..

>
> Of course there's always BeOS, which has been ported for Mac hardware, but
> it is by no means compatible with MacOS software.

Not yet. An emulator could easiy be developed..

> Keep Cool and Flying...
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I

I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6715. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-12 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32B09E93.77DD@ridgecrest.ca.us>
Source record: 7324

Timothy A. Seufert wrote:
>

>
> Actually, the word is that OS 8 (Copland) is continuing development, but
> not necessarily in the same form that was originally discussed.

If you believe Mac World (Sinclap sure quotes them a lot.
are you taking over for him while he is on X-Mas vacation?).
you will never see a Mac O/S with the name Copland. They intend
to offer much small bug fixes and improvements rather than a totally
new O/S offering, again according to Mac World.
One thing is for sure. With Apple being so indecisive, clones
being produced that have the ability to run O/S's other than
the Mac O/S, and the Be O/S coming, the future will be interesting,
inculding TOS clones. One can only hope that for some strange reason
SGI drops the price on an INDY to $1999.95. We would then however,
have nothing to debate.

Mike

6716. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-12 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1212962234530001@metricom22.ucsc.edu>
Source record: 7325

In article <32B09E93.77DD@ridgecrest.ca.us>, Michael Grove
<mgrove@ridgecrest.ca.us> wrote:

>Timothy A. Seufert wrote:
>>
>
>>
>> Actually, the word is that OS 8 (Copland) is continuing development, but
>> not necessarily in the same form that was originally discussed.
>
>If you believe Mac World (Sinclap sure quotes them a lot.
>are you taking over for him while he is on X-Mas vacation?).

Hell, no! The day I take over for that moron is the day they put me in an institution. Mainly I'm here because I'm bored and I see a lot of people saying untrue things (many of them are overreactions to Sinclap, the Advocate Who Will Not Die).

I'll be going on christmas vacation very soon now myself, so if you see me drop out of this thread, don't be surprised.

>you will never see a Mac O/S with the name Copland. They intend
>to offer much small bug fixes and improvements rather than a totally
>new O/S offering, again according to Mac World.

No. They intend to release "reference versions" every 6 months, and updates 3 months after each reference version. It is unclear what exactly will happen to the mass of code developed for Copland, execpt that the user interface and similar noncritical stuff will get added to 7.6 3 months after 7.6 ships in January. However, the general gist has been that OS 8 technology will be fully developed. They're just not holding up every piece of it to wait for the preemptive multitasking and memory protection parts.

The most plausible of the recent rumors surrounding Apple and Be had Apple using the BeOS application programming model on the microkernel developed for MacOS 8, with MacOS 8 APIs like QuickDraw GX, the device driver system, etc. If there is anything to these rumors, Apple is now more willing to abandon the legacy MacOS architecture in favor of a clean architecture with an emulator box for 7.x applications.

>One thing is for sure. With Apple being so indecisive, clones
>being produced that have the ability to run O/S's other than
>the Mac O/S, and the Be O/S coming, the future will be interesting,
>inculding TOS clones. One can only hope that for some strange reason
>SGI drops the price on an INDY to $1999.95. We would then however,

>have nothing to debate.

Indys are discontinued, I think. I doubt that SGI is going to drop prices that low soon. It's not their market.

Alphas, on the other hand, may be poised to jump on the Pentium Pro market. It's looking like the 21164PC, Digital's low-cost Alpha, is going to compete *very* well in price with the PPro, for certain markets.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

6717. Atari 1040ST 1meg ram, dual floppies, color monitor

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-12 00:00:00 UTC
From: Blake Moore <bmoore@www.carolinanet.com>
Message-ID: <32B0FC6E.398F@www.carolinanet.com>
Source record: 7326

Atari 1040ST 1meg ram, dual floppies, color monitor, mouse, joy stic,
software atari 1st word, vip proffesional, starglider, flight sim, and
other games, all original doc's and software, everything works fine, is
in very good shape,
This is a nice machine, but just isn't being used, won't to sell, will
ship COD + shipping, make an offer.
bmoore@carolinanet.com

6718. Small Office System

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-13 00:00:00 UTC
From: Mark Simms <mark@bri.hp.com>
Message-ID: <32B142C6.26B4@bri.hp.com>
Source record: 7327
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

I am, oce again looking at the computer market in an attempt to find a good home office system. With the increase in price of mainstream computers, buying something non-standard looks a bit more attractive. So I am looking for recommendations.

The system must run standard office productivity tools including a word processor, spreadsheet, database, drawing package and terminal based communications package. The word processor must support multiple proportional fonts in arbitrary sizes, multiple columns, colour output and inclusion of drawings. The spreadsheet must support at least 2000x2000 cells and ability to access and process all the functions from Lotus version 2 files.

The choice of system will be judged on ease of use, cost and reliability, provided the basic functionality has been met. The obvious system to compare with is the current low end Apple Macintosh Performa with a colour inkjet printer. This comes with Claris Works as standard which is a market leader in ease of use for an integrated office productivity package.

Any systems suggested must be complete and include any necessary software as well as all the hardware necessary, including a printer. Price estimates are important as well as information about sources for any software that is not bundled with the system.

I look forward to hearing any suggestions

Mark Simms

Mark Simms, Hewlett-Packard Computer Peripherals Division. UK
"Black and white in a grey world" (Leslie Phillips)

6719. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-13 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GLNHEBCFUP@cabal.shnet.org>
Source record: 7328

In <bwanga-1212960328460001@metricom08.ucsc.edu> Timothy A. Seufert wrote:
>In article <GLKUDEDEUP@cabal.shnet.org>, guenther@cabal.shnet.org
>(Thorsten Guenther) wrote:
>>In <bwanga-0912961516250001@metricom36.ucsc.edu> wrote:
>>>I've got a benchmark that runs faster
>>>under MacOS than under Linux, on the same Mac.
>>
>>MkLinux, that is.
>
>No, Linux. There is an experimental monolithic Linux release for the PCI
>PowerMacs.

A "hack" (Peter Sinclair-Day), you mean? IIRC, Apple doesn't give
data about hardware, interfaces etc., all these essentials for OS
programmers.

>>>TOS = what's in ROM.

Nope.

>>MacOS= what's in ROM.
>
>Nope.
>
>MacOS was never shipped as an entirely ROM-based OS.

TOS was never shipped as an entirely ROM-based OS.

>Parts of it have
>always loaded off disk.

Yup, e.g. GDOS.

>>>The simpler they are, the easier they are to port and improve upon.
>>
>>The fatter and crappier in source they are, the less. Tells one about
>>MacOS when one reads the estimated release date of System 8.
>
>That's really a mixture of unrealistic design goals and horrendous
>management problems (management problems are what sunk Atari, after all!).
>
>>>>And HFS is blown away by MinixFS.
>>>
>>>Sorry to break it to you, but it simply is not.
>>
>>Copying a file on MacOS lasts significantly longer than on any other FS,
>>including the original TOS-FS, e.g..

>
>Correction. This is true for the traditional Finder copy routines, which
>are known to be way less than optimal. Speed Doubler, in addition to
>containing a faster 68K emulator, replaces the Finder copy routines with
>code that can copy at the maximum possible rate

Is Speed Doubler a part of MacOS? since when?

Thorsten

--
"Synchron ist die Rache der Deutschen an den Alliierten!"
- Kurt E. Ludwig, Synchronsprecher von James "Scotty" Doohan

6720. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-13 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GLNLCIAMUP@cabal.shnet.org>
Source record: 7329

In <1996Dec12.210309.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>In article <58kt2d$4qr@newsfeed.cs.auc.dk>, chainxor@iesd.auc.dk (Henrik Lunardi Weide) writes:
>
>> New Atari applications _certainly_ do! And by new applications I mean app's from 1991/92 so forth.
>
>How new? And what are they?

CAB, e.g..

>> And Atari's have pre-emtive multitasking OS, namely MagiC and the very powerfull
>> MiNT+MiNTnet+N.AES which has support for BSD sockets and built-in _true_ TCP/IP
>> network at OS level thanx to MiNT-Net which is a socket.
>>
>> Things which MacOS doesn't have!
>
>Thats funny, I swore I had Mac TCP and Open Transport laying around in the HD.

And where's the preemptive multitasking in MacOS? Where's the BSD sockets?

>Things TOS machines do not have are decent internet apps like a Netscape
>browser.

Well, CAB is pretty decent, lynx also is, as are most other Unix VT applications such as newsreaders, mail readers, IRC clients, etc..

Thorsten

--
"Synchron ist die Rache der Deutschen an den Alliierten!"
- Kurt E. Ludwig, Synchronsprecher von James "Scotty" Doohan

6721. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-13 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <58scn3$4j5@morgoth.sfu.ca>
Source record: 7330

guenther@cabal.shnet.org (Thorsten Guenther) writes:

>A "hack" (Peter Sinclair-Day), you mean? IIRC, Apple doesn't give
>data about hardware, interfaces etc., all these essentials for OS
>programmers.

Apple ships MkLinux with all the source code. Anyone who wants to write an operating system for the PowerMac can use it as a guide. Also, Be has sucessfully ported BeOS to the PowerMac PCI series and has indicated that Apple was very helpful in providing necessary hardware details.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6722. RE: Quadra 840AV quality problems (Was 840AV and MagiC Mac)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-13 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32B13410.6E1D@ridgecrest.ca.us>
Source record: 7331

After searching through a few hundred
doc's at the Apples developer site,
I found some information on a "bug"
with the Q840AV. Not to be specific,
there was a chip change in this model.
This chip had tighter timing requirements
than the previous Quadra line machines.
Some manufactures of expansion cards wondered
why cards that worked fine in Q700-900's
now would cause the machine to hang,
even with no bus activity.
With the timing narrowed, and the
aftermarket cards having a loose
timing tolerance, the cards failed.
There was a technical programming
explaination given to the developers
on how to bring their cards up to spec
with software solutions.
I only mention this because someone had
posted that this may not be a desireable
machine to run MagiC Mac with because
it had quality problems. The quality
problems, from the two or three hours
I spent reading, were with the aftermarket
hardware and not the Quadra 840AV itself.
If you need a PPC spend the bucks. If you
want to run MagiC Mac, enjoy running TOS
applications 4 to 6 times faster than a
Falcon and don't care about spending more
bucks for Mac software, get the Quadra 840AV.

Mike

6723. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-14 00:00:00 UTC
From: root@dementia.sprynet.com
Message-ID: <slrn5b47bi.58.root@dementia.sprynet.com>
Source record: 7332

In article <1996Dec12.205538.1@cobra.uni.edu>, PETER SINCLAIR-DAY wrote:
$>In article <32ABDE62.23F@ridgecrest.ca.us>, Michael Grove <mgrove@ridgecrest.ca.us>
writes:
$>
$>>> > I don't see how you can't go native today. More and more apps today are native
$>>> > only or barely runs decently on the 68k Macs..
$>>
$>> Peter, screw yourself.
$>
$>Huh?
$>
$>> Do it again, Peter.
$>
$>Do what?
$>
$>Wal-Mart stuff deleted..

Yeah, we don't want to actually make it EASY for our potential
customers to get our product. We wouldn't want them to feel as
if they actually had wide support as opposed to being Atari-esqe
orphans.

$>
$>
$>What can I tell ya.
$>
$>> little corner with three or four models being shown when 3/4's the store
$>> is full of the latest PC crap and the other 3/16 full of PC software and
$>> add on's. That leaves about 1/16 for the Mac market. Yea, I get the
$>> glossies
$>> weekly at work where my Uncle buys everything I want out of it:) If I
$>> don't
$>> like it, I give it away. Spoiled bastard, arn't I:).
$>
$>Yea you are a spoiled bastard.. The mailorder firms do have a 30 day MBG on
$>some apps.
$>
$>So did you see any GateWays and Dells there? Probably not, but do well
$>anyways..

He doesn't need to. There will be Aptivas,Pacard Hells,HP's,Acers
and others going from one end of the store to the other. Each has
more presence than Mac or it's clones. Together they have more
presence than the Macs and it's clones.

If he wants to see Gateway... all he has to do is watch TV for
awhile. They'll come to him, like any sane merchant.

$>
$>Wal-Mart and the thier superstores never did a superb job on the Mac. I
$>presume Apple has deamphasize the chain and concentrate on the ones who have
$>terrific Mac support. Their are many..Like ComputerTown and Computerware
$>chain..

Too bad we'll never see them. Places like CompUSA have had better
Mac support in the past however. 2 years ago the macs stretched
half the width of the store with PC's filling the rest. It isn't
so much the presence now that is troublesome as much as the
diminishing trend is.

6724. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-14 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GLOKBEAIUP@cabal.shnet.org>
Source record: 7333

In <58scn3$4j5@morgoth.sfu.ca> Brian Quinlan wrote:
>guenther@cabal.shnet.org (Thorsten Guenther) writes:
>
>>A "hack" (Peter Sinclair-Day), you mean? IIRC, Apple doesn't give
>>data about hardware, interfaces etc., all these essentials for OS
>>programmers.
>
>Apple ships MkLinux with all the source code. Anyone who wants to write an
>operating system for the PowerMac can use it as a guide. Also, Be has
>sucessfully ported BeOS to the PowerMac PCI series and has indicated that
>Apple was very helpful in providing necessary hardware details.

They must be pretty desperate to do this.

Thorsten

--
"Synchron ist die Rache der Deutschen an den Alliierten!"
- Kurt E. Ludwig, Synchronsprecher von James "Scotty" Doohan

6725. ! MASS POST Was Here (uxvicl)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-14 00:00:00 UTC
From: Ones-And-Zeros@Prodigy.net
Message-ID: <58u6ck$7a1m@usenet1w.prodigy.net>
Source record: 7334

MASS POST, by Ones And Zeros, will let you post to as many newsgroups as you want!

To find out more about this exciting new program, visit a business newsgroup.

(This ad was sent to thousands of newsgroups!)

(hxrdgl)

6726. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-14 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <58v22u$aa6@morgoth.sfu.ca>
Source record: 7335

X-Newsreader: NN version 6.5.0 #5 (NOV)

guenther@cabal.shnet.org (Thorsten Guenther) writes:

>They must be pretty desperate to do this.

Actually, I believe that they think that this will help them. Since PPCP boxes will probably ship in Q1 of next year anyone will be able to write an operating system for them. By providing PPCP operating system makers hardware details for the PowerMac line they might be attempting slow their obsolesence.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6727. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec14.221140.1@cobra.uni.edu>
Source record: 7336

In article <slrn5b47bi.58.root@dementia.sprynet.com>, root@dementia.sprynet.com (JEDI) writes:

> Yeah, we don't want to actually make it EASY for our potential
> customers to get our product. We wouldn't want them to feel as
> if they actually had wide support as opposed to being Atari-esqe
> orphans.

You can't compare Apple's retail presence to Atari's near zero retail presence. The mall software stores next to Wal-Mart that I have been to had decent section of Mac apps but at higher prices compared to MacZone. I don't know about you, I like to save money even it means calling an 800 number and paying $3 for over night shipping. Gotta make use of the bazillion Mac catalogs I recieve every month..

I keep all of the catalogs for the on campus demos to pass out.. I like to save my customers money..

> He doesn't need to. There will be Aptivas,Pacard Hells,HP's,Acers
> and others going from one end of the store to the other. Each has
> more presence than Mac or it's clones. Together they have more
> presence than the Macs and it's clones.

I wouldn't go far as that.. In my lakes of the woods, I can count at least 5 retailers who have Macs..And this includes one Mac only reseller..Must of been the reason why the local Wal-Mart drop the Performas. Both were selling the same models at the same price. The difference was that the Mac reseller provided alot more support and the people have a clue..

If he wants to see Gateway... all he has to do is watch TV for
> awhile. They'll come to him, like any sane merchant.

And he/she wants an alternative Apple branded Mac can call PowerComputing. What is your point.

> Too bad we'll never see them. Places like CompUSA have had better
> Mac support in the past however. 2 years ago the macs stretched
> half the width of the store with PC's filling the rest. It isn't
> so much the presence now that is troublesome as much as the
> diminishing trend is.
>

I wouldn't go far as saying that the Mac had half the space.. All I can say is that Iowa is saturated with Apple resellers..Must be blissed..Considering were sterotyped as being just rural..

You should get a car Jabba and get out more..

GREETINGS..

|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |

I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I

|---|

"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6728. Sinclap will be in Southern Cal and needs Lynx help..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-14 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec14.222513.1@cobra.uni.edu>
Source record: 7337
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

This time of the year. Sinclap will be in Southern California. Actually in Claremont. Can anyone point me a place that carry's Atari related items like Lynx titles?

GREETINGS..

|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |

I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6729. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-15 00:00:00 UTC
From: root@dementia.sprynet.com
Message-ID: <slrn5b8pi3.3t.root@dementia.sprynet.com>
Source record: 7338

In article <1996Dec14.221140.1@cobra.uni.edu>, PETER SINCLAIR-DAY wrote:
$>In article <slrn5b47bi.58.root@dementia.sprynet.com>, root@dementia.sprynet.com (JEDI)
writes:
$>
$>> Yeah, we don't want to actually make it EASY for our potential
$>> customers to get our product. We wouldn't want them to feel as
$>> if they actually had wide support as opposed to being Atari-esqe
$>> orphans.
$>
$>You can't compare Apple's retail presence to Atari's near zero retail presence.

It doesn't have to compare. It really is quite irrelevant. Bashing
upon Atari will do nothing diminish that fact that Mac is diminishing.

$>The mall software stores next to Wal-Mart that I have been to had decent

Mall software stores? Really, you must be joking. Those places are
more likely to have more Atari (jaguar,lynx) software than Mac. Those
places stopped supporting Apple (mac & apple2) at around the same time
they gave up on the ST and the Amiga.

Only chain superstores carry anything Apple these days and you wont
find them at the mall. If you target audience never ventures outside
the mall the Mac is as dead to them as Atari or Amiga.

$>section of Mac apps but at higher prices compared to MacZone. I don't know
$>about you, I like to save money even it means calling an 800 number and paying
$>$3 for over night shipping. Gotta make use of the bazillion Mac catalogs I
$>recieve every month..
$>
$>I keep all of the catalogs for the on campus demos to pass out.. I like to
$>save my customers money..

This is all fine and dandy if you actually go to the effort to reach
your customers. Apple simply does not do this. One is more likely
to see an add for the local garage PC shop than for an apple of any
kind.

$>
$>> He doesn't need to. There will be Aptivas,Pacard Hells,HP's,Acers
$>> and others going from one end of the store to the other. Each has
$>> more presence than Mac or it's clones. Together they have more
$>> presence than the Macs and it's clones.
$>
$>I wouldn't go far as that.. In my lakes of the woods, I can count at least 5
$>retailers who have Macs..And this includes one Mac only reseller..Must of been

$>the reason why the local Wal-Mart drop the Performas. Both were selling the
$>same models at the same price. The difference was that the Mac reseller
$>provided alot more support and the people have a clue..

I bet a lot of corn farmers buy macs.

They might want to make a presence for themselves where a
significant number humans actually live instead of states
that are one big long corn or wheatfield.

$>
$> If he wants to see Gateway... all he has to do is watch TV for
$>> awhile. They'll come to him, like any sane merchant.
$>
$>And he/she wants an alternative Apple branded Mac can call PowerComputing.
$>What is your point.

They've got to know about the place first. They'll know about
Gateway, they'll never know about Power Computing.

With attitudes like this, it is little wonder that Apple couldn't
market to save itself.

At least Atari Revolutionaries had a clue about PR.

$>
$>> Too bad we'll never see them. Places like CompUSA have had better
$>> Mac support in the past however. 2 years ago the macs stretched
$>> half the width of the store with PC's filling the rest. It isn't
$>> so much the presence now that is troublesome as much as the
$>> diminishing trend is.
$>>
$>
$>I wouldn't go far as saying that the Mac had half the space..

I would. It does not discredit me to admit this as it does you.

All I can say is
$>that Iowa is saturated with Apple resellers..Must be blissed..Considering were
$>sterotyped as being just rural..
$>
$>You should get a car Jabba and get out more..

I do get out more. I'm easy driving distance from at least 9
cities with populations over 1 million. Yet in all of this
mass of humanity, as opposed to cornstalks, I can find no great
Mac presence. Where is it hiding?

6730. Re: Sinclap will be in Southern Cal and needs Lynx help..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-15 00:00:00 UTC
From: rjung@netcom.com
Message-ID: <rjungE2HABx.6G2@netcom.com>
Source record: 7339
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <1996Dec14.222513.1@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
>This time of the year. Sinclap will be in Southern California. Actually in
>Claremont.

Well, I know where I -won't- be visiting for the next few weeks.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

6731. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-15 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec15.235601.1@cobra.uni.edu>
Source record: 7340

In article <slrn5b8pi3.3t.root@dementia.sprynet.com>, root@dementia.sprynet.com (JEDI) writes:

> It doesn't have to compare. It really is quite irrelevant. Bashing
> upon Atari will do nothing diminish that fact that Mac is diminishing.

ROFL! Only if it is was true. PowerComputing is the fastest startup company this year and will have sold hundreds of thousands of units this year. Will most likely exceed a million units for '97' Not bad for a two year firm. While Umax/Supermac will be a success as they are today. Plus Motorola has started cranking out units in the tens of thousands and will catch up to Apple's 4 million plus annual units in '98'..

Look for GateWay to enter the Mac market..

> $>The mall software stores next to Wal-Mart that I have been to had decent
>
> Mall software stores? Really, you must be joking. Those places are
> more likely to have more Atari (jaguar,lynx) software than Mac. Those
> places stopped supporting Apple (mac & apple2) at around the same time
> they gave up on the ST and the Amiga.

Thats interesting..I have yet to see anything Atari in these shops. Just wishful delusions by Jabba..

The local Software ETC has a nice size Mac selection. I still can't understand why they do well Mac app sales when you can buy mailorder and save a bundle.

Only chain superstores carry anything Apple these days and you wont
> find them at the mall. If you target audience never ventures outside
> the mall the Mac is as dead to them as Atari or Amiga.

Well what delusions.. Apple has over 4000 authorized resellers in the U.S. I count for five places in a five mile radius and just as many in the Des Moines area..

You need to get out some more..

> This is all fine and dandy if you actually go to the effort to reach
> your customers. Apple simply does not do this. One is more likely
> to see an add for the local garage PC shop than for an apple of any
> kind.

Huh? Apple does indeed advertise. I may not agree with their message, they do advertise. They advertised many times this semester in our student paper. I have seen their ads in other student papers. I have seen their ads in RollingStones, Fortune, Businessweek, Time, NewsWeek, and lots more..

You need to quit talking out of your ass.

>
> I bet a lot of corn farmers buy macs.
>
> They might want to make a presence for themselves where a
> significant number humans actually live instead of states
> that are one big long corn or wheatfield.

Typical stereotyping.. I have seen lots of Mac ads by resellers in the major
papers such as the LA Times, Washington Post and the New York Times..

> They've got to know about the place first. They'll know about
> Gateway, they'll never know about Power Computing.

Yes they will. PowerComputing is the next Dell and GateWay. They have had
excellent sales this year. They may most likely will exceed a billion in '97'.
A critical mass to fund tv advertising.

Dell doesn't advertise as much as GateWay on tv.

>
> With attitudes like this, it is little wonder that Apple couldn't
> market to save itself.
>
> At least Atari Revolutionaries had a clue about PR.
>

What are you talking about? Apple sells million units annual and has sales of
$10 billion annual.

Atari Revulutionaries coud not fill a sink hole. Thier arrogance widened it..

> I would. It does not discredit me to admit this as it does you.
>

You have been descridited..

> I do get out more. I'm easy driving distance from at least 9
> cities with populations over 1 million. Yet in all of this
> mass of humanity, as opposed to cornstalks, I can find no great
> Mac presence. Where is it hiding?

Open your eyes..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6732. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-15 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <32B45A09.5F12@tiac.net>
Source record: 7391

JEDI wrote:

>
> Mall software stores? Really, you must be joking. Those places are
> more likely to have more Atari (jaguar,lynx) software than Mac. Those
> places stopped supporting Apple (mac & apple2) at around the same time
> they gave up on the ST and the Amiga.
>
> Only chain superstores carry anything Apple these days and you wont
> find them at the mall. If you target audience never ventures outside
> the mall the Mac is as dead to them as Atari or Amiga.

BZZZZT! Wrong. I have found dozens of titles for Macintosh in "superstores" all over the country. Does it have the same quantity as PCs? No. But it has beeter quality. Does quality of applications exceed the Falcon? In some areas, yes. In other areas, no. Internet software, particularly CyberDog, and authoring tools - are more mature, albeit more expensive than, Falcon systems.

If you're looking for greater software, hardware, and retail availability, Mac does just fine. Of course, you have to be lucky like me and grab one on closeout so you can afford the Apple-badged ones. There is a firm called APS that sells Mac clones @ 120 MHz for $1399, if you're looking for an el-cheapo system.

But why are we arguing about this? Within two years, we shall be able to run TOS and BeOS and MacOS on the same machine under a Power PC processor, and we can run the best of all worlds.

And retail software support is becoming marginal at best - look at the Babbage's bankruptcy for an example. The Netscape model of selling software via the web will take off as never before. Believe me as an Internet marketing consultant.

Have I abandoned TOS? Hell, no! Much of what Petey says about TOS is untrue, and TOS is still very fast and flexible. But I need more updated tools in Internet authoring. I need a system that has more software availability. That's why I bought a Mac.

BR Miller
Boston, MA

6733. Re: Why Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-16 00:00:00 UTC
From: _Highlander <d69stu@cdsnet.net>
Message-ID: <32B5240D.1DDD@cdsnet.net>
Source record: 7392

I have my original ATARI Mega 4 ST and an accumulation of peripheral stuff - modems, printers, scanners. I still use all this stuff regularly. Never did abandon it, actually. I have a PC - p75 running WIN95 and a bunch of other stuff, but it seems all I really use this beater for is the Internet. I would dump it all in a minute if there were something comparable to NETSCAPE that I could run on the ATARI. I never did think much of the PC and having acquired one and learned to program in VB and VC, if find that it is still just as easy to write a bit more code by hand in MWC or GFA. All the bells and whistles are BS!

A finished program in VB - with all the support modules - is around 2.5 meg (example) while the same program with the same look and feel in the custom interface and done in GFA 3.5 is only 300k! and 200k of that is the custom interface!

ATARI rules!

--


```
_________________________________________________
| ///\\\ |
| o o |
| ;;;^^;;; HOUSE of STUART |
| |
| http://home.cdsnet.net/~d69stu - HomePage |
| d69stu@cdsnet.net - e-mail |
| |
| David J. Stuart |
|_____________________________________________|
-------------------------------------------------
```

6734. Is MagiCMac Really This Fast?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-16 00:00:00 UTC
From: steved45@aol.com
Message-ID: <19961216125501.HAA09230@ladder01.news.aol.com>
Source record: 7393

I recently tried the MagiCMac demo on my PowerWave 604/132. Keeping in mind that this =is= a demo and may not perfectly reflect the full package, and keeping in mind that the three anims I multitasked were very low end, the overall feeling I got was that this thing ran 6 times as fast as MacOS. What I'm wondering here is whether this really reflects the kind of speed I'd get from the package, and whether the available apps will reflect this speed as well.

Please consider that I have no previous experience with Atari computers. I'm not here to bash anyone. All I can say is that I found the speed and PMT breathtaking, and I want more! :>

Best;
Steve
A4060T & PowerWave 604/132

6735. Re: Sinclap will be in Southern Cal and needs Lynx help..

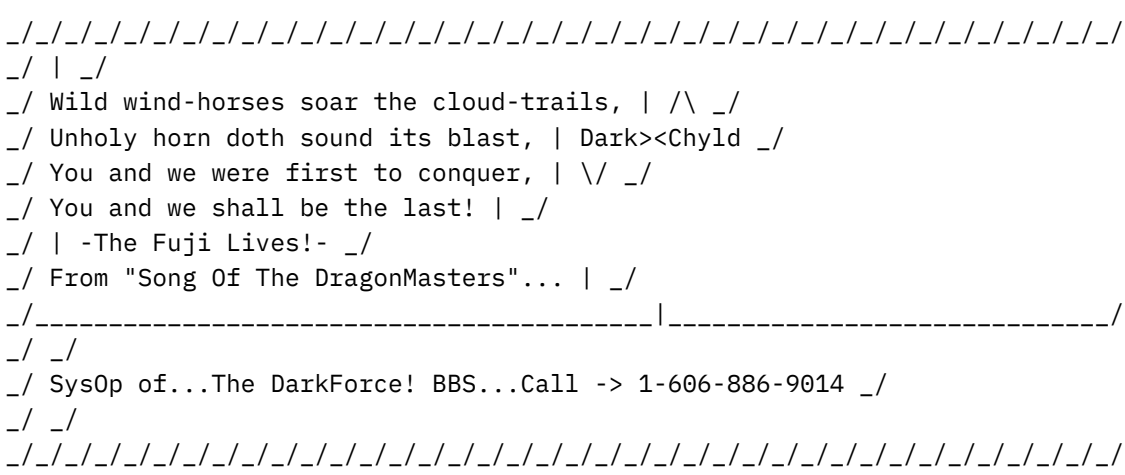
Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-16 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <850838262_OASIS_@pcc-uky.campus.mci.net>
Source record: 7394

In article <rjungE2HABx.6G2@netcom.com>
rjung@netcom.com (Robert A. Jung) said:-

>In article <1996Dec14.222513.1@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER
SINCLAIR-DAY) writes:
>>This time of the year. Sinclap will be in Southern California. Actually in
>>Claremont.
>
> Well, I know where I -won't- be visiting for the next few weeks.
>
> --R.J.
> B-)

-That- makes several thousand of us! :)

--



6736. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-16 00:00:00 UTC
From: JEDI
Message-ID: <594gfc$rbs@lana.zippo.com>
Source record: 7395

In article <1996Dec15.235601.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <slrn5b8pi3.3t.root@dementia.sprynet.com>, root@dementia.sprynet.com (JEDI)
writes:
[deletia]
>> $>The mall software stores next to Wal-Mart that I have been to had decent
>>
>> Mall software stores? Really, you must be joking. Those places are
>> more likely to have more Atari (jaguar,lynx) software than Mac. Those
>> places stopped supporting Apple (mac & apple2) at around the same time
>> they gave up on the ST and the Amiga.
>
>Thats interesting..I have yet to see anything Atari in these shops. Just
>wishful delusions by Jabba..

No, the delusion is all yours. Such places will likely be about half
dedicated to console games and half dedicated to PC software. A few
will still have Atari closeouts. This really says nothing of the Atari
console market. It's just that those platforms were given somewhat of
a chance. These remants are left over from that.

Even that meagre presence is quite a bit more than NOTHING, which is
what they have in the way of apple support.

>
>The local Software ETC has a nice size Mac selection. I still can't understand
>why they do well Mac app sales when you can buy mailorder and save a bundle.
>
>
> Only chain superstores carry anything Apple these days and you wont
>> find them at the mall. If you target audience never ventures outside
>> the mall the Mac is as dead to them as Atari or Amiga.
>
>
>Well what delusions.. Apple has over 4000 authorized resellers in the U.S. I
>count for five places in a five mile radius and just as many in the Des Moines
>area..

Well, that explains it. All the apple Dealers are sitting about
in Iowa cornfields, incompetently trying to mock Gateway, while
real population centers are left desolate.

Oh, I forgot... CompuUSA and BestBuy probably count as resellers...

This would be much like McDonald's having all of their many locations
tucked away in some deep dark corner of a Taco Hell.

>
>You need to get out some more..

There are more than enough cornfields in my own state thanyou...

>
>> This is all fine and dandy if you actually go to the effort to reach
>> your customers. Apple simply does not do this. One is more likely
>> to see an add for the local garage PC shop than for an apple of any
>> kind.
>
>Huh? Apple does indeed advertise. I may not agree with their message, they do

The college radio station doesn't count.

>advertise. They advertised many times this semester in our student paper. I
>have seen their ads in other student papers. I have seen their ads in

Oooohyeah... all those students with all of that negative cashflow...
...and who have easy access to more computing resources than they
even need...

>RollingStones, Fortune, Businessweek, Time, NewsWeek, and lots more..
>
>You need to quit talking out of your ass.

I'm not. However, print advertisements for PC products quite
dwarf Mac ones. In fact, in that domain, the situation probably
appears WORSE.

Nevermind that not ONE of the cloners was mentioned ONCE.

It would appear, that you only bolstered my point.

In print, Mac is drowning in a sea of clones while Mac's own
cloners are nowhere to be found and not counteracting any of the
PC-tide.

So Mac prices and less support keep the masses away, while the
'converted' jump ship to the cloners.

In the end, the only visible 'Mac' diminishes even more in real terms.

>
>>
>> I bet a lot of corn farmers buy macs.
>>
>> They might want to make a presence for themselves where a
>> significant number humans actually live instead of states
>> that are one big long corn or wheatfield.
>
>Typical stereotyping.. I have seen lots of Mac ads by resellers in the major
>papers such as the LA Times, Washington Post and the New York Times..

You mean resellers like... CompUSA and... BestBuy?

With friends like that who needs enemies...

Besides, such 'ads' don't generally give any preference to Macs.
They just show how expensive the Macs are...
...how genuinely lame...

It's not stereotyping, BTW. I've driven through that part of the
country. It's downright desolate compared to the rest of the
country. It makes Indiana look like the big Apple.

>
>> They've got to know about the place first. They'll know about
>> Gateway, they'll never know about Power Computing.
>
>Yes they will. PowerComputing is the next Dell and GateWay. They have had
>excellent sales this year. They may most likely will exceed a billion in '97'.
>A critical mass to fund tv advertising.

They DONT now. Hallucinations induced from too much manure sniffing
are quite immaterial.

>
>Dell doesn't advertise as much as GateWay on tv.

So what. It is not the IBM PC Clone that needs to convince the buying
public that it is a viable expenditure. Dell can survive off of the
others 'table scraps'.

>
>>
>> With attitudes like this, it is little wonder that Apple couldn't
>> market to save itself.
>>
>> At least Atari Revolutionaries had a clue about PR.
>>
>
>What are you talking about? Apple sells million units annual and has sales of
>$10 billion annual.
>
>Atari Revulutionaries coud not fill a sink hole. Thier arrogance widened it..
>
>> I would. It does not discredit me to admit this as it does you.
>>
>
>You have been descridited..
>
>> I do get out more. I'm easy driving distance from at least 9
>> cities with populations over 1 million. Yet in all of this
>> mass of humanity, as opposed to cornstalks, I can find no great
>> Mac presence. Where is it hiding?
>

The typical Elitist Macindroid response: put all the marketing
responsibility upon the customer...

..keep it up long enough and even Linux will manage to
pass you by...

>Open your eyes..

I challenged you once to show me where there was a strong retail
presence for Apple anywhere EAST of the Missisipi.

The SILENCE was DEAFENING.

MicroSleaze got ya down?
The new apple wont run your old wares?

Then.... Put a penguin in your processor!

6737. Re: Is MagiCMac Really This Fast?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-16 00:00:00 UTC
From: JEDI
Message-ID: <594cqd$je4@lana.zippo.com>
Source record: 7396

In article <19961216125501.HAA09230@ladder01.news.aol.com>, steved45@aol.com says...
>
>I recently tried the MagiCMac demo on my PowerWave 604/132. Keeping in
>mind that this =is= a demo and may not perfectly reflect the full package,
>and keeping in mind that the three anims I multitasked were very low end,
>the overall feeling I got was that this thing ran 6 times as fast as
>MacOS. What I'm wondering here is whether this really reflects the kind
>of speed I'd get from the package, and whether the available apps will
>reflect this speed as well.
>
>Please consider that I have no previous experience with Atari computers.
>I'm not here to bash anyone. All I can say is that I found the speed and
>PMT breathtaking, and I want more! :>

MagiC, in it's original form, is designed to be able to do what
it does with hardware comparable to a Mac Plus (Atari ST).

Take that level of efficiency, and then apply the power of a more
contemporary machine to it, and the effect you've produced should
not be at all unexpected.

Available apps will be limited however. Atari is an orphan. However,
unless you have some pressing professional need, this should not be
too much of a problem.

6738. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-16 00:00:00 UTC
From: JEDI
Message-ID: <594e7m$mho@lana.zippo.com>
Source record: 7397

In article <32B45A09.5F12@tiac.net>, Brian-Roland says...
>
>JEDI wrote:
>
>>
>> Mall software stores? Really, you must be joking. Those places are
>> more likely to have more Atari (jaguar,lynx) software than Mac. Those
>> places stopped supporting Apple (mac & apple2) at around the same time
>> they gave up on the ST and the Amiga.
>>
>> Only chain superstores carry anything Apple these days and you wont
>> find them at the mall. If you target audience never ventures outside
>> the mall the Mac is as dead to them as Atari or Amiga.
>
>BZZZZT! Wrong. I have found dozens of titles for Macintosh in

Are ANY Mac Advocates literate? I do believe I acknowledged that
'superstores' care Mac wares. It is the stores directly attached to
other stores with a nicely covered and warmed walkway that tend to
not know of Mac's existence. Such places are quite a bit easier to
wander into on a whim.

>"superstores" all over the country. Does it have the same quantity as
>PCs? No. But it has beeter quality. Does quality of applications
>exceed the Falcon? In some areas, yes. In other areas, no. Internet
>software, particularly CyberDog, and authoring tools - are more mature,
>albeit more expensive than, Falcon systems.

Please fight illiteracy: read.

>
>If you're looking for greater software, hardware, and retail
>availability, Mac does just fine. Of course, you have to be lucky like
>me and grab one on closeout so you can afford the Apple-badged ones.
>There is a firm called APS that sells Mac clones @ 120 MHz for $1399, if
>you're looking for an el-cheapo system.

120Mhz is pretty weak by today's standards. For $1400 you can get
200Mhz PC systems and get better quality components (from the PC)
while doing it to...

'El-cheapo', loaded 120Mhz Pentia go for less than $1000.

Besides, 'El-cheapo' clones are entirely outside of the scope of
the point you quoted. Join RIF or somesuch.

>
>But why are we arguing about this? Within two years, we shall be able
>to run TOS and BeOS and MacOS on the same machine under a Power PC
>processor, and we can run the best of all worlds.

I'll believe it when I can buy it. Empty promises and vapourware
mean nothing to me. We were supposed to be able to run x86 software
at speed already on the PPC. THAT never materialized. And while SPEC
numbers for the X704 are dissapointing to say the least, 500Mhz Alphas
can be had for less now than the X704 machines are supposed to cost
whenever it is they are supposed to get here...
...you'd be better off with a Sparc, MAE, WABI & STonX...

Until it actually materializes, all you are doing is farting in my
general direction...

>
>And retail software support is becoming marginal at best - look at the
>Babbage's bankruptcy for an example. The Netscape model of selling
>software via the web will take off as never before. Believe me as an
>Internet marketing consultant.

Everyone else seems to be doing fine... While predictions are nice
and all, they are not of any more value than a palm reading. This
is especially so when such predictions are completely uninformed.
Future and past observable effects seem quite a bit more reliable.

6739. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-16 00:00:00 UTC
From: chainxor@iesd.auc.dk
Message-ID: <594b27$d82@newsfeed.cs.auc.dk>
Source record: 7398

In article <1996Dec12.210309.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) writes:
> In article <58kt2d$4qr@newsfeed.cs.auc.dk>, chainxor@iesd.auc.dk (Henrik Lunardi Weide) writes:
>
> > New Atari applications _certainly_ do! And by new applications I mean app's from 1991/92 so forth.
>
> How new? And what are they?

Like PhotoLine, CalamusSL '96, ARTWORX, TEXEL, Connect95, FaceValue, APEX 3, GCC, CAB v.1.5 etc.etc., all brand new.

> > And Atari's have pre-emtive multitasking OS, namely MagiC and the very powerfull
> > MiNT+MiNTnet+N.AES which has support for BSD sockets and built-in _true_ TCP/IP
> > network at OS level thanx to MiNT-Net which is a socket.
> >
> > Things which MacOS doesn't have!
>
> Thats funny, I swore I had Mac TCP and Open Transport laying around in the HD.

Hallooooooo, don't you get _anything_, I said at OS-level!

It easy to have a pheudo-network socket running as an application, that method is also being used for singleTOS-users which is also co-operative.
It utterly impossible to have sockets in MacOS, due to it's outdated architecture being co-operative just like plain TOS.

The only things that is "updated" in MacOS is the user-interface, but it's like an old shined-up car, real nice to look at, but doesn't do shit for engine performance.

> Things TOS machines do not have are decent internet apps like a Netscape
> browser.

It's funny you always keep talking about NetScape, is that all you Mac-owners really do when your networking ?

And by the way CAB is getting better and better by the week. In fact the only thing it still doesn't have is the JAVA-virtual machine. Frames, animated GIF's, netscape-extensions, real-audio etc.etc. are all part of the CAB-support.

> > ......And will never get either, since Apple has cancelled the development
> > of CopeLand, the "next generation" MacOS that was suppossed to be pre-emtive.
>
> Apple has cancelled Copland not Mac OS8..

And ? Will MAC OS8 be pre-emtive and have BSD-socket support like so many
other decent OS'es like WindowsNT, MiNT, LiNUX, SOLARIS, IRIX, AMIGA-OS,
FreeBSD etc. ?

If so, congratulations!

- If not, and it's just another "souped up" user-interface, than no-thanx...

> >> There have been previous Mac apps that failed the guidelines and as a result
> >> failed in the market..
> >
> > Just as MacOS has now, and Apple seems to admit it by cancelling the CopeLand
> > projekt!
>
> I suppose selling millions of units annual is a sign of failure plus the
> addition of Mac OS clones..

It really seems that you're always thinking of the U.S., when it comes to the Mac
market. Have you ever considered that there are a another world outside where
the conditions are quite different ? Like Europe for instance.

By all means the Mac plays a little part here in Europe, but it definitly
has it's difficulties in keeping on the current market. The only real market
it has are specialized - the consumer market and student market is 99.5 %
PC-relative. And there's a good reason for that. Esspecially for a
computer-science student like myself, I would not be really fond of working
with a Mac, the MacOS simply doesn't have the power I need. I'm not
talking CPU-speeds or graphics, but OS-features in general. I have worked
with Mac's, have one myself, they are good computers for some things, but
they're definitly not _the ultimate solution_. My Falcon fills many of
my needs better, than the Mac.

> As for Copland read above..
>
> >
> > Of course there's always BeOS, which has been ported for Mac hardware, but
> > it is by no means compatible with MacOS software.
>
> Not yet. An emulator could easiy be developed..

Yes, of course, and by all means they should, But it's only a temporary solution.

Keep Cool and Flying...

ChainXOR...

--
*** Atari Falcon030/FX, 40 Mhz 68030 CPU/FPU, 50 Mhz DSP56k ***
*** Toshiba 4x CD-Rom, 850 MB IDE HDD, 4 MB ST-RAM+4 MB FastRAM ***
*** Running MagiC 4 OS and LiNUX 68k+X11 ***
*** E-Mail : chainxor@cs.auc.dk ***
*** Homepage : http://www.cs.auc.dk/~chainxor ***

6740. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-16 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <32B58D88.BDB@tiac.net>
Source record: 7399

JEDI wrote:
>
> In article <32B45A09.5F12@tiac.net>, Brian-Roland says...
> >
> >JEDI wrote:
> >
> >>
> >> Mall software stores? Really, you must be joking. Those places are
> >> more likely to have more Atari (jaguar,lynx) software than Mac. Those
> >> places stopped supporting Apple (mac & apple2) at around the same time
> >> they gave up on the ST and the Amiga.
> >>
> >> Only chain superstores carry anything Apple these days and you wont
> >> find them at the mall. If you target audience never ventures outside
> >> the mall the Mac is as dead to them as Atari or Amiga.
> >
> >BZZZZT! Wrong. I have found dozens of titles for Macintosh in
>
> Are ANY Mac Advocates literate? I do believe I acknowledged that
> 'superstores' care Mac wares. It is the stores directly attached to
> other stores with a nicely covered and warmed walkway that tend to
> not know of Mac's existence. Such places are quite a bit easier to
> wander into on a whim.

You are out of line. Firstly, I am not a "Mac advocate," but am a TOS user who recently bought a PowerMac. Secondly, your attack upon my literacy coupled with a subtle change in literary devices suggests a mendaciousness which I find scurrilous. :') You have a real hate of Macintoshes, and are the Peter Sinclair-Day of the Atari userbase. You intimated that Macintosh software and hardware is difficult to find, and that, in general, Mac users have to REALLY SEARCH to find support. It simply isn't true, at least not in Boston, Massachusetts, USA (which may be different in many ways from the rest of the country, but I doubt in computer support, it is all that different from other cities).

JEDI wrote:

> Please fight illiteracy: read.
You point again, is. . . ?

> 120Mhz is pretty weak by today's standards. For $1400 you can get
> 200Mhz PC systems and get better quality components (from the PC)
> while doing it to...
>
> 'El-cheapo', loaded 120Mhz Pentia go for less than $1000.

>
> Besides, 'El-cheapo' clones are entirely outside of the scope of
> the point you quoted. Join RIF or somesuch.

120 MHz is "weak" by today's standards? Why, foolish me, I thought that those $2,000 Sony and IBM systems all ran at 120 or 166 MHz. . . I looked at the $1,000 Packard-Bell Pentiums. What quality construction. The mouse ergonomics are quite. . . er, interesting. Believe me, most users do not want to go to Joe's DOS shack and cobble up a system of their own. Heck, Atari in 1993 had better call-in technical support than most big clone companies have today!

Fact of the matter is, if you are going to measure performance on MHz, the Falcon falls far behind the times, and becomes obsolete. However, if you choose to measure performance based upon some substantive measure (like how easily you get work done), Falcon keeps up nicely, and a 120 MHz 603e even more so. Keep in mind that PowerPC processors are considerably faster than Pentiums at a similar given clock speed.

> >
> >But why are we arguing about this? Within two years, we shall be able
> >to run TOS and BeOS and MacOS on the same machine under a Power PC
> >processor, and we can run the best of all worlds.
>
> I'll believe it when I can buy it. Empty promises and vapourware
> mean nothing to me. We were supposed to be able to run x86 software
> at speed already on the PPC. THAT never materialized. And while SPEC
> numbers for the X704 are dissapointing to say the least, 500Mhz Alphas
> can be had for less now than the X704 machines are supposed to cost
> whenever it is they are supposed to get here...
> ...you'd be better off with a Sparc, MAE, WABI & STonX...
>
> Until it actually materializes, all you are doing is farting in my
> general direction...

I see. I suppose that SoftWindows 3.0 doesn't run Windows 95? Hmmm. . . could have fooled me. As for running applications "at speed," I recall no such promise - only a committment to allow compatibility and enable users to switch from legacy Windows to a more advanced processor with a more-advanced OS.

I chose not to wallow in the past and curse the general computing world. You see, JEDI and others, the computer market is having its last great battle for supremacy. If MS wins, and defeats the open Java coalition, we might as well pack our bags, shelve our Amigas, Ataris, Macs, and Bes, and buy W97 Pentium Pro systems. I don't want to let that happen.

Atari lost the war, not through its users incompetence, but through its own short-sightedness, blindness, and stupidity. Remember the problems Dave Small had getting permission to get TOS for an accellerator board for the Mega ST? Remember Atari's absolute hate of cloning and

extensions to the OS? Remember the ST Plus, which was supposed to be a 68020 system with thousands of colors for half the price of a Mac or PC in 1988? Remember the failed launch of the Falcon? I love TOS, I love my Falcon, I like my Mac alot. But frankly, I wanted to participate in the battle against Microsoft, not be a bitter armchair quarterback like yourself.

You see, if MS makes Java WIN32-dependent, you can even forget armchair quarterbacking - you won't have an alternative platform to bash from.

> >And retail software support is becoming marginal at best - look at the
> >Babbage's bankruptcy for an example. The Netscape model of selling
> >software via the web will take off as never before. Believe me as an
> >Internet marketing consultant.
>
> Everyone else seems to be doing fine... While predictions are nice
> and all, they are not of any more value than a palm reading. This
> is especially so when such predictions are completely uninformed.
> Future and past observable effects seem quite a bit more reliable.

It's common knowledge that retailing is a dying field. Look at Sears, the Macy's bankruptcy, the deaths of major regional stores like Jordon-M, the losses that ComputerCity has heaped on Tandy Corp. Consumers are buying more and more products through the mail, via discount places like TJ Maxx, and the Internet. This is because little value is perceived in the sales experience at a retail store. Every small software retailer from Babbage's to Egghead is losing money and in serious financial trouble. Check the business section of your local paper, or the Wall ST. Journal once in a while. The stories are frequent.

Customers are buying elsewhere - like from Dell and Gateway, both of which have built billion-dollar empires through mail order PCs.

BR Miller
Boston, MA

6741. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-16 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <32B58EF3.120C@tiac.net>
Source record: 7400

JEDI wrote:
>
> In article <1996Dec15.235601.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
> >
> >In article <slrn5b8pi3.3t.root@dementia.sprynet.com>, root@dementia.sprynet.com (JEDI)
writes:
> [deletia]
> >> $>The mall software stores next to Wal-Mart that I have been to had decent
> >>
> >> Mall software stores? Really, you must be joking. Those places are
> >> more likely to have more Atari (jaguar,lynx) software than Mac. Those
> >> places stopped supporting Apple (mac & apple2) at around the same time
> >> they gave up on the ST and the Amiga.
> >
> >Thats interesting..I have yet to see anything Atari in these shops. Just
> >wishful delusions by Jabba..
>
> No, the delusion is all yours. Such places will likely be about half
> dedicated to console games and half dedicated to PC software. A few
> will still have Atari closeouts. This really says nothing of the Atari
> console market. It's just that those platforms were given somewhat of
> a chance. These remants are left over from that.
>
> Even that meagre presence is quite a bit more than NOTHING, which is
> what they have in the way of apple support.

You make that contention - but do not name retail stores. It's not been
my experience. So either your mendaciousness has emerged yet again, or
experience in your quadrant is severely affected by a reality-distortion
field.

As for Apple retail presence "East of the Mississippi", in Boston and
greater New England, we have a chain of stores called "ComputerTown"
that sells nothing but Mac and Mac-related stuff. It recently expanded
and opened its first Non-New England store in Arizona. Macs are for
sales in Sears, Circuit City, and numerous other such retail
establishments, as well as electronics discount stores and office stores
like OfficeMax and Staples.

Of course, you consider success in marketing to be availablity through
the dying retail chain, which is seeing NPV revenue flow DECREASE every
year since 1990. Why? Because consumers are buying elsewhere, and only
a few retailers, specialty ones like ComputerTown, for example, are
doing well.

BR Miller
Boston, MA

6742. Toad Christmas SPECIALS -- through 12/23/96!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-16 00:00:00 UTC
From: Dave Troy <dave@toad.net>
Message-ID: <32B60228.7EC5@toad.net>
Source record: 7401
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

THERE'S STILL TIME TO GET ATARI STUFF IN TIME FOR CHRISTMAS!!

Our unique selection of Atari hardware and software (Lynx, Jaguar, and
ST!) is the perfect gift for the Atari fan on your Christmas list, and
if
you're the Atari fan, giving hints to the ones you love is certainly
encouraged!!

Here's a list of some of this year's hottest sellers:

LYNX GAMES

Games List & Prices as of Dec 11, 1996

A. P. B. $19.95 NFL Football $39.95
Awesome Golf $29.95 Ninja Gaiden $29.95
Basketbrawl $19.95 Pacland $19.95
Baseball Heroes $19.95 Paperboy $39.95
Batman Returns $19.95 Pinball Jam $19.95
Battle Wheels $39.95 Pit Fighter $19.95
Battlezone 2000 $39.95 Power Factor $19.95
Bill & Ted's $19.95 QIX $19.95
Ex. Adventure
Blockout $19.95 Rampage $19.95
Blue Lightning $19.95 Rampart $19.95
Bubble Trouble $39.95 RoadBlaster $39.95
California Games $39.95 Robosquash $19.95
Checkered Flag $39.95 Robotron 2084 $19.95
Chip's Challenge $19.95 Rygar $19.95
Crystal Mines II $19.95 Scrapyard Dog $19.95
Desert Strike $39.95 Shadow of the Beast $19.95
Dinolympics $19.95 Shanghai $19.95
Dirty Larry $19.95 S.T.U.N. Runner $19.95
Double Dragon $29.95 Slime World $19.95
Dracula $19.95 Steel Talons $19.95
Electrocop $39.95 Super Asteroids/ $39.95
European Soccer $29.95 Missile/Command
Challenge Super Off Road $39.95
Gates of Zendocon$19.95 Superskweek $19.95
Gauntlet $39.95 Switchblade II $19.95
Gordo $19.95 TOKI $29.95
Hard Drivin' $39.95 Tounrament Cyberball $19.95
Hockey $19.95 Turbo Sub $19.95
Hydra $19.95 Ultimate Chess $29.95

Ishido - The Way $19.95 Challenge
of Stones Viking Child $19.95
Jimmy Connors' $19.95 Warbirds $39.95
Joust $39.95 World Class Soccer $39.95
KLAX $19.95 Xenophobe $39.95
Krazy Ace $39.95 Xybots $19.95
Mini Golf
Kung Food $19.95 Zarlor Mercenary $39.95
Lemmings $49.95
Lynx Casino $39.95
Malibu Bikini $19.95
Volleyball
Ms Pacman $39.95

Lynx Kit Carrying Case.....$24.00
AC Adapter.....$17.00
ComLynx Cable.....$15.00
SunVisor.....$ 8.00
Power Pack (req's batteries).....$19.00
NAKI Car Lighter Adapter.....$12.00
NAKI Rechargeable Battery.....$39.00
(with AC Adapter)
Call (800) 448-8623 to order, or send e-mail to orders@toad.net!

NEW JAGUAR TITLES NOW AVAILABLE!
==========

Now available for the Atari Jaguar are TOWERS II and BREAKOUT 2000!

Vince Valenti's ST hit TOWERS II is now available for the Jaguar for
just
$59.95! Available now!!

The all-time arcade classic makes its way onto the Atari Jaguar! Just
$59.95!

Also, buy an Atari Jaguar system with Wolfenstein 3D for just $59.95!!!
It's a FANTASTIC DEAL! Order TOADAY! FULL SELECTION OF OTHER JAGUAR
TITLES
AVAILABLE TOO, WITH SPECIAL PRICES GOOD THROUGH 12/23!!

AMAZINGLY HOT ST STUFF -- PRICES GOOD THROUGH 12/23/96!

This holiday, give the gift of TRUE MULTITASKING with MagiC 5, just
$99.00! Or, give what everyone's after, TRUETYPE FONT MANAGEMENT and VDI
ACCELERATION with NVDI 4!

MAGIC PC SPECIAL! THROUGH 12/23!!
Get MagiC PC for Windows 95 and run ST programs on your PC -- FAST!

It's just $169.95 -- NORMALLY $189.95 -- through 12/23!! Order TOADAY!

MAGICMAC SPECIAL! THROUGH 12/23!!
Why pay more for MagiCMac, the premier ST emulation software for the Mac!
Through 12/23 pay just $169.95 -- NORMALLY $219.00!! SAVE $50.00!! Works on Power PC and 680x0 machines! Also, get POWER PRINT for Macintosh (use any parallel printer on the Mac or with MagicMac) for just $189.00!!

IMAGECOPY 4.0CD!! JUST $49.95!!
The premier image conversion & printing program for the ST/Falcon is still
available! Also available is the ImageCopy 4.0CD upgrade for just $15.00!!

PAGESTREAM!! JUST $39.95!
PageStream, the best, valuepacked page layout & design program for the ST
is just $39.95!! ORDER YOURS TOADAY!

C-LAB FALCON SPECIAL!! THROUGH 12/23!! PRICES SO LOW, WE CAN'T PRINT THEM!
We've got C-LAB Falcon MK-X, MK-I, and MK-II machines, in 4 and 16MB configurations! If you're interested in getting a quote, please call Jennifer at (410) 544-6943! Available with and without Cubase Audio!!

C-LAB FALCON MK-X UPGRADE KITS! JUST $299!! SAVE $100!
Upgrade your Atari or C-LAB Falcon to the Falcon MK-X expandable, sleek black case for just $299! Available through 12/23 for $100 off the regular
$399 price!

ATARI HARD DISK SPECIAL!! FANTASTIC CHRISTMAS OFFER!
OUT OF THE TOAD VAULTS AND INTO YOUR HOME come these fantastic deals on these VERY CUTE, very SMALL hard disk drives for your Atari ST/TT/Falcon.
They are small, portable SCSI drives available for a LIMITED TIME ONLY! BUY NOW AND SAVE! Based on 2.5" SCSI drive mechanisms, they are fast and very reliable!

40mb.....$ 79.00
80mb.....$ 99.00
120mb.....$109.00
160mb.....$129.00
530mb.....$249.00
ICD Link II.....$ 99.00

ATARI SM147 MONITORS -- WHERE ELSE CAN YOU GET THEM?
We still have Atari SM147 14" monochrome monitors available for $199 --- all available in time for Christmas delivery. Nothing else comes close!! Great for musicians! 14" display size makes a great upgrade from the SM124! But if you want the SM124, we still have refurbished models for $99

each!

ATARI TTM195 MONITORS -- WE HAVE THEM!
If you need 19" black-and-white clarity on your Atari TT030, there's no substitute for the ATARI TTM195. We have them NEW for $250(!) and a used model for $150(!!) Get yours while they last!! Only a small quantity remaining!

ATARI STACY COMPUTERS!!
If you're looking for the portable power of the Atari STACY, we have refurbished models available for $999! Don't miss this -- this could be your last chance to get one of these classic machines!

ATARI 1040ST and 1040STE Computers!!
We have used Atari 1040ST computers available for $199 and used Atari 1040STE computers available for $299! New STE computers available too! Call for pricing! Order yours today!

HIGH DENSITY DISK DRIVE KITS!
Buy the best ST High Density disk drive kit now for just $89, including the floppy drive! FANTASTIC DEAL!

FALCON POWERUP 2! GO TO 32MHZ with your FALCON030!
Take your Falcon to new speeds for just $79!! Normally $99! SAVE NOW!!

XTRA-RAM DELUXE FOR ATARI ST!
Atari ST 2/4MB RAM UPGRADE AVAILABLE FOR JUST $49.95! NOW THROUGH 12/23/96! GET IT WITH 4 1MB SIMMS FOR JUST $99.95!! SAVE TODAY! OR GET 4 1MB ST SIMMS FOR JUST $49.95! SAVE NOW!

ATARI ST, PC & MAC BEETLE MICE! Beetle Mouse for Atari ST available now through 12/23 for just $29!! SAVE NOW, ORDER TODAY! PC Beetle Mouse PS/2 or Serial just $20, Mac Beetle Mouse just $20!!

AMAZING CD-ROM SPECIAL!! AVAILABLE NOW THROUGH 12/23!!
Get incredible prices on Atari CD-ROMs published by Toad Computers, now through 12/23/96!!

Bird of Prey.....$19.95
Atari Compendium.....$19.95
Suzy B DOUBLE CD SET.....$24.95

Or get ALL THREE for just $49.95! That's right! Just $49.95 for ALL THREE
CD'S -- this is our LOWEST PRICE EVER ON THIS SET OF EXCELLENT CD's!!

GEMULATOR 96 + MAGIC 2!! NOW THROUGH 12/23/96 JUST $99.95!!
Run your favorite ST Programs on your Windows 3.1/95 machine with GEMULATOR '96 and MagiC 2 -- the first ALL SOFTWARE Gemulator solution. Also works with Magic 4!! Call for more details!!

ATARI PORTFOLIO ACCESSORIES -- GET THEM WHILE YOU STILL CAN!! The Atari Portfolio PC Card drive allows you to read and write Portfolio memory cards using a standard PC! Now just $19.95 -- THROUGH 12/23!! ORDER

TOADAY! Also available: 64K Portfolio Memory cards -- just $9.95!! Order yours TOADAY!

SOUNDPOOL ANALOG 4/8, FDI, and other MUSIC ACCESSORIES! Available at amazing prices through 12/23! Call Jennifer at (410) 544-6943 for latest prices and to order! We also have a full line of Atari music software and
accessories available, at incredibly affordable prices!!

UNITOR MIDI/SMPTE EXPANSION UNITS BACK IN STOCK AT $349!!! Also available
are MO-4 (Midi-out 4 MIDI Expansion), Export, and others! Call Jennifer at
(410) 544-6943 for the latest prices, SPECIAL THROUGH 12/23!!

FANTASTIC ATARI JOYSTICK EXTENDERS ARE PERFECT FOR 1040/FALCON OWNERS! Tired of the silly, under-the-keyboard joystick and mouse ports on the Atari 1040ST/E/Falcon? Well, banish them forever with these simple custom
manufactured JOYSTICK EXTENDERS!! GREAT STOCKING STUFFERS! Just $4.99 each
with any order!

ATARI CX-40-LIKE JOYSTICKS FOR ATARI/COMMODORE!
Still available, these sturdy joysticks are reminiscent of the original Atari CX-40! Just $8.99 each or 2 for $12, these are a fantastic deal!!

ATARI ST CHIPS AND IC's -- AVAILABLE!!

CO25912 MMU.....$5.00
CO25914 VIDEO SHIFTER.....$5.00
CO25913 DMA CHIP.....$5.00
CO25915 GLUE CHIP.....$5.00
WDC1772 DISK CONTROLLER.....$5.00
THESE PRICES GOOD THROUGH 12/23!! CALL FOR OTHER ST PARTS!

ATARI ST MONITOR SWITCHBOXES!! SWITCH EASILY BETWEEN COLOR & MONO!
Great deal! Now switch between color & monochrome monitors, without ripping your back out!! It's just $14.95!! Price good through 12/23/96!

WARP 9 FOR ATARI ST -- NOW JUST $19.95!! PRICE GOOD THROUGH 12/23/96!
LDW POWER FOR ATARI ST -- NOW JUST $29.95!! PRICE GOOD THROUGH 12/23/96!
PRINTMASTER PLUS FOR ATARI ST -- NOW JUST $14.95! THROUGH 12/23/96!
AdSPEED ST/STE -- JUST $99!! PRICE GOOD THROUGH 12/23/96!
MEGA STE/ST/TT030 KEYBOARDS -- JUST $99.95!! PRICE GOOD THROUGH 12/23/96!
HD DRIVER v6 UPGRADE -- JUST $19.95!! PRICE GOOD THROUGH 12/23/96!
CUBASE AUDIO -- JUST $399.95!! PRICE GOOD THROUGH 12/23/96!

Order between now and 12/23/96 and receive a GOLDEN IMAGE BRUSH MOUSE free
-- just for asking!! All you have to do is ask!!

ALL THIS PLUS HUNDREDS OF OTHER ATARI ST/JAG/LYNX ITEMS IN STOCK, READY
TO
SHIP TODAY, IN TIME FOR CHRISTMAS DELIVERY!!

Ask about our great prices on PC systems, too!!

IF YOU CAN WAIT TO ORDER, YOU'LL PAY MORE IF YOU DO IT AFTER 12/23/96!!

To order, contact: Toad Computers
570 Ritchie Highway
Severna Park, MD 21146-2925
orders@toad.net
(410) 544-6943 info & orders
http://www.ataricentral.com

UPS and FEDEX Standard and overnight shipping is available throughout
the
US and Canada, and anywhere else in the world!! Call for more details!!

6743. Re: Is MagiCMac Really This Fast?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-17 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <595kct$ecc@scanner.worldgate.com>
Source record: 7402

Hi Again Steve,

Jedi made a comment that seems to indicate professional software does not exist for the Atari any longer. This is simply not true as I can name a dozen new high end publishing and office tools released in the last year.

The withdrawal of Atari from the market has not affected sales in any way, we still survive on sales of Atari product 100%, with the exception of MagiCMac if you consider that to be a mac application.

All the best,

Chris @ Computer Direct

6744. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-17 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <595i87$k61@morgoth.sfu.ca>
Source record: 7403

JEDI writes:

> 120Mhz is pretty weak by today's standards. For $1400 you can get
> 200Mhz PC systems and get better quality components (from the PC)
> while doing it to...

What components are you refering too? And you get more performance from
a 604 at 120MHz than a pentium with the same clock speed.

> I'll believe it when I can buy it. Empty promises and vapourware
> mean nothing to me. We were supposed to be able to run x86 software
> at speed already on the PPC. THAT never materialized. And while SPEC
> numbers for the X704 are dissapointing to say the least, 500Mhz Alphas
> can be had for less now than the X704 machines are supposed to cost
> whenever it is they are supposed to get here...

What number of you using for the cost of X704 computers and were did you
get those numbers? Similarily, where did you get the X704 SPECmarks and
why do you consider them disappointing?

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6745. Re: Is MagiCMac Really This Fast?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-17 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <595k5s$ecc@scanner.worldgate.com>
Source record: 7404

Hi Steve,

What you saw is not an illusion, it is a true representation of the speed that you can expect in MagiCMac.

MagiCMac is written in highly efficient machine code and takes advantage of the processing power in that Mac. The MacOS on the other hand is very slow and sluggish in direct comparison.

The other thing to remember is that all Atari Apps are also written in highly optimized code and execute and run much faster than Mac apps. They
are also designed to run on our lowest common denominator machine, a 68000 8MHz 16 bit computer with 1 MB of RAM. Given this hardware limitation one can quickly see why the software runs so fast when used on a powerful processor.

If you want more info on MagiCMac, see our web site.

There are many excellent, low cost apps also available and info is also available on our web site.

All the best,

Chris @ Computer Direct

http://compdirect.com

ps> I forgot to mention that MagiCMac is a true 32 bit pre-emptive multitasking OS with adaptive prioritization and memory protection.

6746. Re: Is MagiCMac Really This Fast?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-17 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32B68402.665B@ridgecrest.ca.us>
Source record: 7405

STEVE D 45 wrote:
>
> I recently tried the MagiCMac demo on my PowerWave 604/132. Keeping in
> mind that this =is= a demo and may not perfectly reflect the full package,
> and keeping in mind that the three anims I multitasked were very low end,
> the overall feeling I got was that this thing ran 6 times as fast as
> MacOS. What I'm wondering here is whether this really reflects the kind
> of speed I'd get from the package, and whether the available apps will
> reflect this speed as well.
>
> Please consider that I have no previous experience with Atari computers.
> I'm not here to bash anyone. All I can say is that I found the speed and
> PMT breathtaking, and I want more! :>
>

Six time as fast? Who is this really :). On my much more dated machine,
MagiC Mac indeed runs much faster than the Mac O/S. As you have no
experience with Atari computers, a compairson is not important. What
is, is the fact that you have found a more efficent operating system
for your (all) Mac's and feel the need for speed.
With what you said about "keeping in mind", if you spend the time
finding "Atari" applications that fit your needs, you will end up with
much higher computing performances in all areas. There are many "Atari"
applications that perform the same function as those available on the
"Mac" platform. Down the the last one, you will benifit from the "speed"
increase over the Mac O/S side of your computer.
It is even hard for users of "Real Atari" machines to believe it when
they see it.

Mike

> Best;
> Steve
> A4060T & PowerWave 604/132

6747. Re: Sinclap will be in Southern Cal and needs Lynx help..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-17 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32B68477.3648@ridgecrest.ca.us>
Source record: 7406

Ronald J. Hall wrote:
>
> In article <rjungE2HABx.6G2@netcom.com>
> rjung@netcom.com (Robert A. Jung) said:-
>
> >In article <1996Dec14.222513.1@cobra.uni.edu> sinclap2954@cobra.uni.edu (PETER
SINCLAIR-DAY) writes:
> >>This time of the year. Sinclap will be in Southern California. Actually in
> >>Claremont.
> >
> > Well, I know where I -won't- be visiting for the next few weeks.
> >
> > --R.J.
> > B-)
>
> -That- makes several thousand of us! :)

Where exactally in Claremont (Mike asks with a big sh*t eating grin)?

Mike

>
> __
>
> _/_/_/_

6748. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-17 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <32B63BEE.74E0@tiac.net>
Source record: 7407

> No they're not. Given equivalent memory and OS architecture,
> Pentia are slightly faster at the same clock speed.
>
> Although this is meaningless when you can get a significantly
> faster 'clocked' PC for less.

Oh, I see, so the BYTE study is wrong. And that Performa 6400/200 is
really MORE expensive than the Aptiva. I guess some malicious bastard
at Computer City switched the price labels again, eh? :')

> $>I see. I suppose that SoftWindows 3.0 doesn't run Windows 95? Hmmm. .
>
> Are you sure you aren't a MacVocate. You sure do spread FUD in a
> similar manner.
>
> $>. could have fooled me. As for running applications "at speed," I
> $>recall no such promise - only a committment to allow compatibility and
>
> You must be senile. That particular boast particularly stuck out
> in my mind as yielding greatly from the benefits of RISC. Apparently
> Apple's vision of RISC didn't measure up.
>
> Letting them welch will not benefit them in the end, or us.

I suppose I would be the youngest diagnosed case of Alzheimers in the
history of the US if I was, but realistically, I remember no committment
to "full-speed emulation." The committment was to speedy emulation (ie,
a PowerPC emulates a Pentium a helluva lot faster than a Pentium
emulates a PPC), and to Windows NT on PPC. One is here, the latter is
in development.

Apple's vision of RISC was to provide users with a more powerful system
than the competition could offer. Apple succeeded, as BYTE's study of
PowerPC chips demonstrates admirably. PowerPC Macs blew the doors off
of comparably priced, comparably equipped Pentia in all areas. I hardly
call that "welch"ing.

> $>enable users to switch from legacy Windows to a more advanced processor
> $>with a more-advanced OS.
> $>
> $>I chose not to wallow in the past and curse the general computing
> $>world. You see, JEDI and others, the computer market is having its last
> $>great battle for supremacy. If MS wins, and defeats the open Java
> $>coalition, we might as well pack our bags, shelve our Amigas, Ataris,
> $>Macs, and Bes, and buy W97 Pentium Pro systems. I don't want to let
> $>that happen.

>
> The computing world is much bigger than that. If you weren't
> led around by the nose so much by the major microcomputer
> vendors you might see a glimpse of the larger universe of
> computing.

I see, so there are more hardware platforms available than the ST,
Amiga, Mac, and Windoze with some semblance of vendor application
support. Oh, forgive me, I forgot the cobble-it-yourself Linux system
(no applications, few vendors); the Atari 400/800/XL (Computer Dungeon
still services them, at least); the Commodore 64 (discounts on
Ghostbusters at K-Mart!); the Timex Sinclair (great little machine), the
Coleco Adam (dot matrix printer included!), etc.

No, I'm talking about machines which reached some semblance of market
acceptance. This is required to get tools like Internet software,
decently-supported word processors, spreadsheets, financial accounting
software, and other such applications the world needs to revolve
around. For that, only the four aforementioned systems meet the tab.
The former two are fading fast. That leaves the latter two in control -
and if open standards are not adopted by the market, the chance of
success for Be and other new entrants is decidedly slim.

The market has never been at a more crucial crossroads.

>
> $>
> $>Atari lost the war, not through its users incompetence, but through its
> $>own short-sightedness, blindness, and stupidity. Remember the problems
>
> So what?! I was proclaiming this quite a bit before you were.

The fact of the matter is, unless some development direction is taken,
the TOS OS will not be a contender for mass-market approval. And that
is what is needed to continue getting useful applications. If the TOS
market was rosy, with great sales, you wouldn't see ASH, HiSoft, Oregon
Research, etc. halting development and scrambling for other platforms.

> $>Dave Small had getting permission to get TOS for an accellerator board
> $>for the Mega ST? Remember Atari's absolute hate of cloning and
> $>extensions to the OS? Remember the ST Plus, which was supposed to be a
> $>68020 system with thousands of colors for half the price of a Mac or PC
> $>in 1988? Remember the failed launch of the Falcon? I love TOS, I love
> $>my Falcon, I like my Mac alot. But frankly, I wanted to participate in
> $>the battle against Microsoft, not be a bitter armchair quarterback like
> $>yourself.
> $>
> $>You see, if MS makes Java WIN32-dependent, you can even forget armchair
> $>quarterbacking - you won't have an alternative platform to bash from.
>
> I already do you ignorant rube. While you are busy chasing pipe
> dreams, I am using a hardware independent OS, TODAY.

I see, and what OS would that be? TOS? If so, I use it too. Got news for you. Very fast, very efficient, still some development. But support is fading every day. And in some key areas that I needed tools in, I couldn't get them. That's why a Macintosh sits next to the Falcon030 on my desk. (Interesting how you assume I don't own one simply because you hate to see the reality of the situation.)

> $>It's common knowledge that retailing is a dying field. Look at Sears,
> $>the Macy's bankruptcy, the deaths of major regional stores like
>
> Sears is a dinosaur from the last century. It is hardly a fitting
> comparison. It's core structure is 100 years out of date. Nevermind
> that there are others that are growing quite well (JCPenny's,Walmart,
> CompUSA,) and willing to take their place.

It remains common knowledge that retailing is a shrinking portion of the economy, and continues to shrink. In addition, interestingly enough, CompUSA has been doing so "well" that it has begun a MAIL-ORDER program instead of opening additional stores. Why? Because revenues per square foot are below expectations. Not healthy.

Hmmm. . . JCPenny's is doing well, eh? Could have fooled me. And WalMart? Hardly a retailer - more like a discounter. And a rarity in the large store marketplace right now.

Regardless, it has been more than sufficiently proven that measuring success through retail availability is a 'dinosaur from the last century.'

BR Miller
Boston, MA

6749. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-17 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <32B63D0A.42A@tiac.net>
Source record: 7408

. So either your mendaciousness has emerged yet again, or
> $>experience in your quadrant is severely affected by a reality-distortion
> $>field.
>
> Software Etc & Electronics Boutique.
Not so - I bought Warcraft II for Mac in Electronics Boutique (which is,
interestingly enough, in financial trouble). I cannot speak for
Software Etc., since there are none in New England.

> $>
> $>As for Apple retail presence "East of the Mississippi", in Boston and
> $>greater New England, we have a chain of stores called "ComputerTown"
> $>that sells nothing but Mac and Mac-related stuff. It recently expanded
> $>and opened its first Non-New England store in Arizona. Macs are for
> $>sales in Sears, Circuit City, and numerous other such retail
>
> Sears? Isn't this the dying dinosaur. They have little in the
> way of computers in total much less much mac specific stuff.

Yes it is, but if you measure "success" through retail availability,
Sears is the best darn example of "retail availability" on the planet.

> $>establishments, as well as electronics discount stores and office stores
> $>like OfficeMax and Staples.
>

> They have also shown a decline in Mac floorspace as well.

In computer floorspace, as well. Since Apple consolidated Performa into
three variations, there is need only for three kiosks. But at the
original Staples in Framingham, MA. Mac floor space and software space
is growing. And the Staples in Natick gained a Mac display for the
first time, displacing those horrible word processing machines (does
ANYONE buy those anymore?).

BR Miller
Boston, MA

6750. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-17 00:00:00 UTC
From: JEDI
Message-ID: <596p21$q3e@lana.zippo.com>
Source record: 7409

In article <595i87$k61@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>JEDI writes:
>
>> 120Mhz is pretty weak by today's standards. For $1400 you can get
>> 200Mhz PC systems and get better quality components (from the PC)
>> while doing it to...
>
>What components are you refering too? And you get more performance from
>a 604 at 120MHz than a pentium with the same clock speed.

That might mean something if you could get a 604/120 machine
for $1400 but, you can't (at least not from APS). The $1400
APS machine touted by you is a 160Mhz 603e based machine. It's
a nice attempt but not entirely competitive. This is even while
ignoring the 'El-Cheapo' clones that frighten MacVocates so.

As far as PC components go: Intel Controllers, ATI 3D graphics chips,
Creative Labs multimedia, Western Digital
PIO Mode 4 (faster than SCSI2) drives &
other big brand brand name items.

APS Tech's only advertised 604 based system was $2600.

6751. Re: Is MagiCMac Really This Fast?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-17 00:00:00 UTC
From: chainxor@iesd.auc.dk
Message-ID: <595g77$na4@newsfeed.cs.auc.dk>
Source record: 7410

In article <594cqd$je4@lana.zippo.com>, JEDI writes:
> In article <19961216125501.HAA09230@ladder01.news.aol.com>, steved45@aol.com says...
> >
> >I recently tried the MagiCMac demo on my PowerWave 604/132. Keeping in
> >mind that this =is= a demo and may not perfectly reflect the full package,
> >and keeping in mind that the three anims I multitasked were very low end,
> >the overall feeling I got was that this thing ran 6 times as fast as
> >MacOS. What I'm wondering here is whether this really reflects the kind
> >of speed I'd get from the package, and whether the available apps will
> >reflect this speed as well.
> >
> >Please consider that I have no previous experience with Atari computers.
> >I'm not here to bash anyone. All I can say is that I found the speed and
> >PMT breathtaking, and I want more! :>
>
> MagiC, in it's original form, is designed to be able to do what
> it does with hardware comparable to a Mac Plus (Atari ST).

It also supports newer better CPU's natively than just 'ye olde 68000.
And the newest MagiCMac version also has some PPC-native routines.

> Take that level of efficiency, and then apply the power of a more
> contemporary machine to it, and the effect you've produced should
> not be at all unexpected.

Yes, but why should it be otherwise anyway ?

> Available apps will be limited however. Atari is an orphan.

Yes, but it has "foster parents" like C-Lab and Medusa Computer Systems, both
do various Atari-clone computers. And believe me, they wouldn't be doing
them if it wouldn't be worth it in terms of demand.

> However,
> unless you have some pressing professional need, this should not be
> too much of a problem.

Ahem! This "pressing professional need" can most certainly be satisfied with a
program like CALAMUS SL, which I personally think is much better (and faster)
than PageMaker and QUARK XPress - In terms of typography of course.
And CALAMUS SL runs just fine under MagiCMac.

Anyway running MagiCMac can be seen as an alternative to MacOS, without having to
bypass MacOS. MagiCMac can work as an intregrated unit running fast programs
along with MacOS programs. Use a program like CALAMUS dtp under MagiCMac
along-side with PhotoShop under MacOS and share the files. Many people
do that and it proves to be quite a powerfull combination.

It's just too bad that so few Mac-owners actually knows about MagiCMac,
it could be quite a powerfull system enhancement for their machines and
it would make the MagiC/Atari market grow.

Keep Cool and Flying...

ChainXOR...

--
*** Atari Falcon030/FX, 40 Mhz 68030 CPU/FPU, 50 Mhz DSP56k ***
*** Toshiba 4x CD-Rom, 850 MB EIDE HDD,4 MB ST-RAM+4 MB FastRAM ***
*** Running MagiC 5 OS and LiNUX 68k+X11 ***
*** E-Mail : chainxor@cs.auc.dk ***
*** Homepage : http://www.cs.auc.dk/~chainxor ***

6752. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-17 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <32B71B14.6761@tiac.net>
Source record: 7411

JEDI wrote:
>
> In article <595i87$k61@morgoth.sfu.ca>, quinlan@sfu.ca says...
> >
> >JEDI writes:
> >
> >> 120Mhz is pretty weak by today's standards. For $1400 you can get
> >> 200Mhz PC systems and get better quality components (from the PC)
> >> while doing it to...
> >
> >What components are you refering too? And you get more performance from
> >a 604 at 120MHz than a pentium with the same clock speed.
>
> That might mean something if you could get a 604/120 machine
> for $1400 but, you can't (at least not from APS). The $1400
> APS machine touted by you is a 160Mhz 603e based machine. It's
> a nice attempt but not entirely competitive. This is even while
> ignoring the 'El-Cheapo' clones that frighten MacVocates so.

You can also "roll your own" 604 box (like most PC advocates like to)
with Motorola-based motherboards and such. Check the latest Macworld -
they were listing $2000 for a 604/200/32 with a 2 gig hard drive, roll
your own.

Incidentally, the APS clones are a fantastic buy. 160 MHz is plenty
fast, and puts easy-to-use computing with a consistent interface and
more-refined products in the hands of those who have had enough of
defective PCs from Packard Bell and Gateway (oh, the stories I have from
experience with THOS two!)

> As far as PC components go: Intel Controllers, ATI 3D graphics chips,
> Creative Labs multimedia, Western Digital
> PIO Mode 4 (faster than SCSI2) drives &
> other big brand brand name items.
>
> APS Tech's only advertised 604 based system was $2600.

Uh-huh. Your point is?

For real throughput (ie getting useful work done), any modern Macintosh
is fully price and speed-competitive with a comparably-priced PC clone.
And in many areas, the system integration is 100 times better.

Just try having a layman install RAM, add an Ethernet adaptor and
internal CD-ROM to a PC clone. See what happens. I have, and it ain't
pretty.

BR Miller
Boston, MA

6753. Re: Is MagiCMac Really This Fast?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-17 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <32B71C63.7E03@tiac.net>
Source record: 7412

>
> Anyway running MagiCMac can be seen as an alternative to MacOS, without having to
> bypass MacOS. MagiCMac can work as an intregrated unit running fast programs
> along with MacOS programs. Use a program like CALAMUS dtp under MagiCMac
> along-side with PhotoShop under MacOS and share the files. Many people
> do that and it proves to be quite a powerfull combination.
> It's just too bad that so few Mac-owners actually knows about MagiCMac,
> it could be quite a powerfull system enhancement for their machines and
> it would make the MagiC/Atari market grow.
>
> Keep Cool and Flying...

It would be a cheap solution to Apple's current OS woes as well (using a MagiC kernel to replace MacOS). It would probably be more compatible than BeOS, and would offer many developers on the Atari side a platform to develop for that is growing.

A side benefit would be the simultaneous deaths of Jedi and Peter Sinclair-Day. Why, can you imagine Peter's reaction when Apple goes to TOS for kernel salvation? Or Jedi's response to the establishment of Macintosh as the TOS platform of the 90s? Level 25 apoplectic seizure, anyone? <grin>

BR Miller
Boston, MA

6754. Re: Is MagiCMac Really This Fast?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-18 00:00:00 UTC
From: steved45@aol.com
Message-ID: <19961218004300.TAA16130@ladder01.news.aol.com>
Source record: 7413

In article <595cqd$je4@lana.zippo.com> JEDI wrote:

>>Available apps will be limited however. Atari is an orphan. However, unless you have some pressing professional need, this should not be too much of a problem.<<

This is no problem. I recently purchased the Amiga A4060T alluded to in my sig. I like exciting computers, whether they're orphaned or not. :>

In article <595k5s$ecc@scanner.worldgate.com> Chris Krowchuk wrote;

>>What you saw is not an illusion, it is a true representation of the speed that you can expect in MagiCMac.<<

Very cool!

{much worthwhile info snipped}

>>ps> I forgot to mention that MagiCMac is a true 32 bit pre-emptive multitasking OS with adaptive prioritization and memory protection.<<

Memory protection? Damn, this sounds better all the time. BTW, I visited your website. You'll be hearing from me, though it may not be until February before I can make purchases (the Amiga needs a monitor and a CV64/3D card <g>). I'll definitely be purchasing NVIDI with any package I put together.

In article <32B68402.665B@ridgecrest.ca.us> Michael Grove wrote;

>>Six time as fast? Who is this really :).<<

I really am just a Mac guy who ran this demo, and was mightily impressed. Honest.

Please excuse this weird posting -- I figured I'd do it this way instead of providing three separate ones. Also, please excuse the oddball quoting method -- the AOL newsreader leaves something to be desired in this regard. :>

I should mention that after I demoed MagiCMac I went searching for a review of this OS in MacUser and MacWorld. There were no articles dealing with it, even though it appears to have been out for a little while. I'll send letters to both magazines suggesting they offer a review. It seems an awful shame that a ready OS with so many features and so much speed, not to mention a useful number of apps, should remain unknown. The way I figure it, this could delay my need for a hardware upgrade for at least a year!

Thanks to all for answering my questions. It really has been a big help.
:)

Best;
Steve Duff
A4060T & PowerWave 604/132

6755. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-18 00:00:00 UTC
From: root@dementia.sprynet.com
Message-ID: <slrn5begk4.kt.root@dementia.sprynet.com>
Source record: 7414

In article <32B58D88.BDB@tiac.net>, Brian-Roland Miller wrote:
$>JEDI wrote:
$>>
$>> In article <32B45A09.5F12@tiac.net>, Brian-Roland says...
$>> >
$>> >JEDI wrote:
[deletia]
$>JEDI wrote:
$>
$>> Please fight illiteracy: read.
$>You point again, is. . . ?
$>
$>
$>> 120Mhz is pretty weak by today's standards. For $1400 you can get
$>> 200Mhz PC systems and get better quality components (from the PC)
$>> while doing it to...
$>>
$>> 'El-cheapo', loaded 120Mhz Pentia go for less than $1000.
$>>
$>> Besides, 'El-cheapo' clones are entirely outside of the scope of
$>> the point you quoted. Join RIF or somesuch.
$>
$>120 MHz is "weak" by today's standards? Why, foolish me, I thought that
$>those $2,000 Sony and IBM systems all ran at 120 or 166 MHz. . . I

Yes it is. If you were paying attention to these things you'd
know that. 120Mhz machines tend to get stuck in the corner next
to the closeout macs. 166Mhz and above is the typical lower end
fare at a 'superstore' these days.

$>looked at the $1,000 Packard-Bell Pentiums. What quality construction.
$>The mouse ergonomics are quite. . . er, interesting. Believe me, most
$>users do not want to go to Joe's DOS shack and cobble up a system of
$>their own. Heck, Atari in 1993 had better call-in technical support
$>than most big clone companies have today!

That's interesting consdering that the sole support for Atari's
have typically been 'Joe's'.

If the uniformed wish to pay more for less that is their affair.
Like any other purchase, if you don't care to be knowledgable
about it you will get fleeced.

$>
$>Fact of the matter is, if you are going to measure performance on MHz,
$>the Falcon falls far behind the times, and becomes obsolete. However,

$>if you choose to measure performance based upon some substantive measure
$>(like how easily you get work done), Falcon keeps up nicely, and a 120
$>MHz 603e even more so. Keep in mind that PowerPC processors are
$>considerably faster than Pentiums at a similar given clock speed.

No they're not. Given equivalent memory and OS architecture,
Pentia are slightly faster at the same clock speed.

Although this is meaningless when you can get a significantly
faster 'clocked' PC for less.

$>
$>
$>> >
$>> >But why are we arguing about this? Within two years, we shall be able
$>> >to run TOS and BeOS and MacOS on the same machine under a Power PC
$>> >processor, and we can run the best of all worlds.
$>>
$>> I'll believe it when I can buy it. Empty promises and vapourware
$>> mean nothing to me. We were supposed to be able to run x86 software
$>> at speed already on the PPC. THAT never materialized. And while SPEC
$>> numbers for the X704 are dissapointing to say the least, 500Mhz Alphas
$>> can be had for less now than the X704 machines are supposed to cost
$>> whenever it is they are supposed to get here...
$>> ...you'd be better off with a Sparc, MAE, WABI & STonX...
$>>
$>> Until it actually materializes, all you are doing is farting in my
$>> general direction...
$>
$>I see. I suppose that SoftWindows 3.0 doesn't run Windows 95? Hmmm. .

Are you sure you aren't a MacVocate. You sure do spread FUD in a
similar manner.

$>. could have fooled me. As for running applications "at speed," I
$>recall no such promise - only a committment to allow compatibility and

You must be senile. That particular boast particularly stuck out
in my mind as yielding greatly from the benefits of RISC. Apparently
Apple's vision of RISC didn't measure up.

Letting them welch will not benefit them in the end, or us.

$>enable users to switch from legacy Windows to a more advanced processor
$>with a more-advanced OS.
$>
$>I chose not to wallow in the past and curse the general computing
$>world. You see, JEDI and others, the computer market is having its last
$>great battle for supremacy. If MS wins, and defeats the open Java
$>coalition, we might as well pack our bags, shelve our Amigas, Ataris,
$>Macs, and Bes, and buy W97 Pentium Pro systems. I don't want to let
$>that happen.

The computing world is much bigger than that. If you weren't
led around by the nose so much by the major microcomputer
vendors you might see a glimpse of the larger universe of
computing.

$>
$>Atari lost the war, not through its users incompetence, but through its
$>own short-sightedness, blindness, and stupidity. Remember the problems

So what?! I was proclaiming this quite a bit before you were.

$>Dave Small had getting permission to get TOS for an accellerator board
$>for the Mega ST? Remember Atari's absolute hate of cloning and
$>extensions to the OS? Remember the ST Plus, which was supposed to be a
$>68020 system with thousands of colors for half the price of a Mac or PC
$>in 1988? Remember the failed launch of the Falcon? I love TOS, I love
$>my Falcon, I like my Mac alot. But frankly, I wanted to participate in
$>the battle against Microsoft, not be a bitter armchair quarterback like
$>yourself.
$>
$>You see, if MS makes Java WIN32-dependent, you can even forget armchair
$>quarterbacking - you won't have an alternative platform to bash from.

I already do you ignorant rube. While you are busy chasing pipe
dreams, I am using a hardware independent OS, TODAY.

$>
$>
$>> >And retail software support is becoming marginal at best - look at the
$>> >Babbage's bankruptcy for an example. The Netscape model of selling
$>> >software via the web will take off as never before. Believe me as an
$>> >Internet marketing consultant.
$>>
$>> Everyone else seems to be doing fine... While predictions are nice
$>> and all, they are not of any more value than a palm reading. This
$>> is especially so when such predictions are completely uninformed.
$>> Future and past observable effects seem quite a bit more reliable.
$>
$>It's common knowledge that retailing is a dying field. Look at Sears,
$>the Macy's bankruptcy, the deaths of major regional stores like

Sears is a dinosaur from the last century. It is hardly a fitting
comparison. It's core structure is 100 years out of date. Nevermind
that there are others that are growing quite well (JCPenny's,Walmart,
CompUSA,) and willing to take their place.

6756. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-18 00:00:00 UTC
From: root@dementia.sprynet.com
Message-ID: <slrn5begs1.kt.root@dementia.sprynet.com>
Source record: 7415

In article <32B58EF3.120C@tiac.net>, Brian-Roland Miller wrote:
$>JEDI wrote:
$>>
$>> In article <1996Dec15.235601.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
$>> >
$>> >In article <slrn5b8pi3.3t.root@dementia.sprynet.com>, root@dementia.sprynet.com
(JEDI) writes:
$>> [deletia]
$>> >> $>The mall software stores next to Wal-Mart that I have been to had decent
$>> >>
$>> >> Mall software stores? Really, you must be joking. Those places are
$>> >> more likely to have more Atari (jaguar,lynx) software than Mac. Those
$>> >> places stopped supporting Apple (mac & apple2) at around the same time
$>> >> they gave up on the ST and the Amiga.
$>> >
$>> >Thats interesting..I have yet to see anything Atari in these shops. Just
$>> >wishful delusions by Jabba..
$>>
$>> No, the delusion is all yours. Such places will likely be about half
$>> dedicated to console games and half dedicated to PC software. A few
$>> will still have Atari closeouts. This really says nothing of the Atari
$>> console market. It's just that those platforms were given somewhat of
$>> a chance. These remants are left over from that.
$>>
$>> Even that meagre presence is quite a bit more than NOTHING, which is
$>> what they have in the way of apple support.
$>
$>
$>You make that contention - but do not name retail stores. It's not been
$>my experience. So either your mendaciousness has emerged yet again, or
$>experience in your quadrant is severely affected by a reality-distortion
$>field.

Software Etc & Electronics Boutique.

$>
$>As for Apple retail presence "East of the Mississippi", in Boston and
$>greater New England, we have a chain of stores called "ComputerTown"
$>that sells nothing but Mac and Mac-related stuff. It recently expanded
$>and opened its first Non-New England store in Arizona. Macs are for
$>sales in Sears, Circuit City, and numerous other such retail

Sears? Isn't this the dying dinosaur. They have little in the
way of computers in total much less much mac specific stuff.

$>establishments, as well as electronics discount stores and office stores
$>like OfficeMax and Staples.

They have also shown a decline in Mac floorspace as well.

6757. Bulk-Mailing Software

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-18 00:00:00 UTC
From: jorge@mailloop.com
Message-ID: <597oem$k94@crawler.dlc.fi>
Source record: 7416

```
Mailloop is bulk mailing software that will revolutionize how
people advertise on the internet.

See what all the fuss is about...

http://www.mailloop.com
```

6758. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-18 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.850904188@gen-off-3>
Source record: 7417

Brian-Roland Miller <brmiller@tiac.net> writes:
> [You] are the Peter Sinclair-Day of the Atari userbase.
That's not fair, he's much worse than PSD ;-) At least Peter has the decency to give his name and an Email address. JEDI is either too ashamed of his outpourings to give name/email, or can't work out how to set up his software.

I didn't understand JEDI's dig at your literacy; Pete is the only person regularly posting here who suffers from real literacy problems.
--
Home page http://www.cix.co.uk/~ktl/hoagy.html
Alternate Email hoagy@ktl.cix.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be considered as an official comment from the JET Joint Undertaking
==========

6759. need MIDI SW for ST

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-18 00:00:00 UTC
From: nbanke@mail4u.atnet.at
Message-ID: <32b7c9eb.5154369@192.168.1.1>
Source record: 7418

does anybody has MIDI software for 1040st.
Best would be free or sharware

Norbert

6760. Re: Is MagiCMac Really This Fast?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-18 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GLSTDEBVUP@cabal.shnet.org>
Source record: 7419

In <19961216125501.HAA09230@ladder01.news.aol.com> STEVE D 45 wrote:
>I recently tried the MagiCMac demo on my PowerWave 604/132. Keeping in
>mind that this =is= a demo and may not perfectly reflect the full package,
>and keeping in mind that the three anims I multitasked were very low end,
>the overall feeling I got was that this thing ran 6 times as fast as
>MacOS. What I'm wondering here is whether this really reflects the kind
>of speed I'd get from the package, and whether the available apps will
>reflect this speed as well.

Well, Atari apps are considered fast when ported to OS/2 (papyrus, a
word processor), why should they be slow on a much faster 604 PPC?
They are usually optimized to run acceptably fast on an 8 MHz 68000,
most run quite great on a 32 MHz 030 (MPEG players require more
power, of course).

Of course, a PPC POVray will always be faster on a PPC than a 030
POVray, but for text editors, word processors, etc., the impression
you got was correct.

Thorsten

--
"Synchron ist die Rache der Deutschen an den Alliierten!"
- Kurt E. Ludwig, Synchronsprecher von James "Scotty" Doohan

6761. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-18 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <32B788E2.220F@tiac.net>
Source record: 7420

Brian Quinlan wrote:

> >And by the way CAB is getting better and better by the week. In fact the only
> >thing it still doesn't have is the JAVA-virtual machine. Frames,animated GIFs,
> >netscape-extensions, real-audio etc.etc. are all part of the CAB-support.
>
> Does CAB support Shockwave?

I wouldn't consider Shockwave to be much of an asset - I mean, come on!
On my Mac, I have allocated ELEVEN MEGABYTES of RAM (silicon RAM, not
VRAM) to Netscape with Shockwave extensions. And I _STILL_ suffer from
"out of memory" errors when I try to, say, visit a basic web page and
read news at the same time. It has sent me running screaming to
Cyberdog (which only takes about 1.4 megs of RAM).

Also, on a 28.8 connection, Shockwave is an abortion to wait for
loading!

BR Miller
Boston, MA

6762. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-18 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <32B8BDCE.4D51@tiac.net>
Source record: 7421

JEDI wrote:
>
> In article <32B71B14.6761@tiac.net>, Brian-Roland says...
> >
> >JEDI wrote:
> >>
> >> In article <595i87$k61@morgoth.sfu.ca>, quinlan@sfu.ca says...
> >> >
> >> >JEDI writes:
> >> >
> >> >> 120Mhz is pretty weak by today's standards. For $1400 you can get
> >> >> 200Mhz PC systems and get better quality components (from the PC)
> >> >> while doing it to...
> >> >
> >> >What components are you refering too? And you get more performance from
> >> >a 604 at 120MHz than a pentium with the same clock speed.
> >>
> >> That might mean something if you could get a 604/120 machine
> >> for $1400 but, you can't (at least not from APS). The $1400
> >> APS machine touted by you is a 160Mhz 603e based machine. It's
> >> a nice attempt but not entirely competitive. This is even while
> >> ignoring the 'El-Cheapo' clones that frighten MacVocates so.
> >
> >You can also "roll your own" 604 box (like most PC advocates like to)
>
> That is not what you originally posted.

Of course, but it is an option frequently put forward by PC users. . . A
copy of MacUser or MacWorld reads much like a clone mag these days
because of the huge content of advertisements for clone systems.
DayStar, Motorola, APS, Apple, Power Computing, UMAX, and a number of
smaller companies are all making Macintosh compatibles or offering "roll
your own" systems. And prices are plunging on all models.

> >with Motorola-based motherboards and such. Check the latest Macworld -
> >they were listing $2000 for a 604/200/32 with a 2 gig hard drive, roll
> >your own.
>
> Spend that much on a PC of that calibre and you don't have to roll your own.

A "PC of that calibre" would cost considerably more, simply because of
the slow speed and general inefficiency of the Pentium. It would
require a Pentium system running at a 20 to 40% faster clock speed to
equal it.

The best PC for $2K I could find (quality PC, that is, not Packard
Bell) was a Sony AVIO at COmputer City. I was far from impressed.
Incidentally, it was a Pentium 166.

>
> [deletia]
> >
> >
> >> As far as PC components go: Intel Controllers, ATI 3D graphics chips,
> >> Creative Labs multimedia, Western Digital
> >> PIO Mode 4 (faster than SCSI2) drives &
> >> other big brand brand name items.
> >>
> >> APS Tech's only advertised 604 based system was $2600.
> >
> >Uh-huh. Your point is?
>
> You were ranting on about how 604's outperform pentia.
>
> Comparing the performance of a $2600 machine to a $1000 one
> is hardly fair. Unless the more expensive vendor is ripping
> you off, you should expect more.
>

604's outperform Pentiums at equivalent clock speeds on all levels.
What this basically translates to is that in all cases, a high end
Macintosh system will outperform a high-end Intel system, and that in
order to move low end boxes, they have to be priced quite low (with
faulty components). Take a look at a Packard Bell's repair rate (or a
Gateway's for that matter). I have horror stories in corporate settings
about both. As usual, the adage is - you get what you pay for. And
they really do make it up later. Ever try calling 900-number tech
support?

> >
> >For real throughput (ie getting useful work done), any modern Macintosh
> >is fully price and speed-competitive with a comparably-priced PC clone.
> >And in many areas, the system integration is 100 times better.
>
> 'Macintoshes' are NOT price competitive. Some clones are beginning
> to be. However, to achieve this, they typically have to strip the
> machine to the bones in the process. Add the merest minor options
> and even the clones loose any edge.
>
> Bear in mind that an 'option' on a Mac Clone might merely be a
> case that can accept another removable media device.

Depends upon what application you are talking about, how much experience
you have, and what you seek to do.

A $1,000 Packard Bell is cheaper than a $1,499 Performa 6360. But with
the 6360, you get quality construction, toll-free tech support, and a
host of USEFUL programs (like ClarisWorks).

With the Packard Bell, you get a system that is virtually guaranteed to have a major failure that renders it inoperative in a year. You also get a system that is less expandable and made obsolete far sooner than a Macintosh.

Your claim about Mac clone "stripping" is actually an apt description of Packard Bell and MOST bargain-basement PC clones. Ever try to replace the sound card, install SCSI, or add a CD-ROM on one of those? Most require HUGE expenditures in additional hardware because of their "bargain basement" rankings. Their quality is unacceptable.

An APS low-end Mac clone includes 16 megs of RAM, 16 bit stereo sound, keyboard, mouse, a 1.2 gig hard drive, a 160 MHz 603e, IDE and SCSI, ability to use a VGA monitor and PS/2 mouse ports. Hardly a "strippo" system.

Another thing you get with Mac? Real multimedia that's easy to use. PC multimedia is many years behind, unrefined, and a hodge-podge of BIOS-conflicting, IRQ-confusing, expensive, poorly-supported hardware and software. And since multimedia is what many people aim for (even if merely for games), people again get what they pay for.

The multimedia capabilities of that $1,499 Performa 6360 or $1,399 APS blow the $1,299 Packard Bell out of the water.

> >
> >Just try having a layman install RAM, add an Ethernet adaptor and
> >internal CD-ROM to a PC clone. See what happens. I have, and it ain't
> >pretty.
>
> The Ethernet may be problematic. The typical PC has many options
> in this regard. Not all of them have the same level of complexity.
> Configurability is a triple edged sword.

Yes, it is. Unless you have a Mac. Then, you just plug in the card, install the driver, and go. No "Plug and Pray" like what they typical Windows 95 user experiences. You spend less time installing, and more time working.

And if you do have a problem, Apple doesn't charge for tech support. Microsoft and most clone makers do, directly, through a 900 number, or indirectly, through toll calls (assuming you don't get put on hold for a year.)

You get what you pay for.

> RAM is just a matter of plugging it in. This is no different be it
> Atari ST, Mac, or PC. If they would have problems with this task
> on a PC, they would fare no better with any other machine (mac incl).

Not hardly. A client of mine had purchased Gateway computers (a bank of them) and installed them (all four) in a 10-Base-T network running Windows NT server and Windows NT workstation. The setup was designed to run SBT Accounting software exclusively.

After suffering from numerous memory problems (the machines ran out of memory, only 32 megs on each "dumb terminal workstation" and 64 on the server), we determined we had a defective batch of machines. Gateway had to be screamed at, while we were down for over two weeks. Finally, the PCs were replaced.

I went to install the new SIMMS in the server (to upgrade it to 128 megs), and couldn't get it to work. Why? The BIOS had to be put through some sort of arcane process before it would recognize the new RAM. That network had so many problems that they ended up hiring a seperate hardware consultant, and, I understand, purchased a new server. Not a glowing endorsement of PC technology.

In a Mac setting, the systems could have been installed by an entry clerk, with minimum help from me. Even if they had gone for the most expensive, least-cost-effective Mac systems, they would have saved tens of thousands of dollars in downtime, new hardware, and consultancy fees.

> The only hitch on a PC internal device is the possibility of plugging
> it in backwards. The rest is a matter of plugging it in and running
> the configuration software. If the device is already supported by
> the current revision of the OS, this isn't even necessary.
>
> Plugging in an IDE socket is much like plugging in a SCSI one.
> Jumpering an IDE drive to master is much like terminating a SCSI dev.
> Plugging in the power is much the same.
> Mounting it in the case is much the same.

Yeah, it's real simple. Just make sure that the BIOS is properly booted. Type AN$1 when the BIOS prompt loads. This takes you to the IRQ layout screen. Write down all the IRQ numbers. Tear out hair. Try various mixtures of IRQ numbers until you find the problem. Spend about four hours doing so. Assign new numbers that Windows NT 4 will find acceptable. Tear out hair. Reboot. Get new driver from hardware maker because it won't allow reassignment. Tair out hair. I've been through all this before, thanks. It ain't Plug and play, no matter what Bill Gates dreams it should be.

> Without more specific details, your anecdotes aren't even that.
>
> Some people have a knack for making their lives difficult no matter
> what they're using. Others merely don't let the machine intimidate
> them and just follow the instructions.

I follow(ed) the instructions, all right. Too bad they charge for the English translation. And any tech support. After all, if you were a clone maker, with razor thin margins after you gut all quality components out of your machine - would you want to stand behind your product? I would - as far behind it as possible.

BR Miller
Boston, MA

6763. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-18 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <32B8C7B5.34A6@tiac.net>
Source record: 7422

JEDI wrote:
>
> In article <32B63BEE.74E0@tiac.net>, Brian-Roland says...
> >
> >> No they're not. Given equivalent memory and OS architecture,
> >> Pentia are slightly faster at the same clock speed.
> >>
> >> Although this is meaningless when you can get a significantly
> >> faster 'clocked' PC for less.
> >
> >Oh, I see, so the BYTE study is wrong. And that Performa 6400/200 is
>
> No one who understands computer architecture takes them seriously.
> They're about as useful as an SI rating. SPEC, on the other hand,
> uses code more resembling actual applications. Furthermore, the
> test bed machines for both processors more closely resemble each
> other sans processor. SPEC does quite a better job of isolating
> other factors besides the CPU that might effect system performance.
>
> What performance advantage a Mac may have over a PC is most probably
> due to memory architecture & not the CPU.

I see. That's why InfoWorld, BYTE, and even Intel concur that the 604
is more efficient?

Regardless, the performance (and quality) edge is there.

> >really MORE expensive than the Aptiva. I guess some malicious bastard
> >at Computer City switched the price labels again, eh? :')
> >
> >
> >> $>I see. I suppose that SoftWindows 3.0 doesn't run Windows 95? Hmmm. .
> >>
> >> Are you sure you aren't a MacVocate. You sure do spread FUD in a
> >> similar manner.

I am someone interested in using tools and telling other people about my
experiences. And I am tired of seeing Atarians manipulated and lied to
by others. Fact of the matter is, if a TOS user is considering a
migration, a Macintosh will fit expectations and experiences better than
a PC. Period.

> >>
> >> $>. could have fooled me. As for running applications "at speed," I
> >> $>recall no such promise - only a committment to allow compatibility and
> >>

> >> You must be senile. That particular boast particularly stuck out
> >> in my mind as yielding greatly from the benefits of RISC. Apparently
> >> Apple's vision of RISC didn't measure up.
> >>
> >> Letting them welch will not benefit them in the end, or us.
> >
> >I suppose I would be the youngest diagnosed case of Alzheimers in the
> >history of the US if I was, but realistically, I remember no committment
> >to "full-speed emulation." The committment was to speedy emulation (ie,
> >a PowerPC emulates a Pentium a helluva lot faster than a Pentium
> >emulates a PPC), and to Windows NT on PPC. One is here, the latter is
> >in development.
>
> If that was all that they were promising, then the industry should
> have let out a collective yawn. For what they were promising was
> trivial and already quite commonplace in some areas.

Nice try. The industry was thrilled over PowerPC for the same reasons
they were thrilled over the ST and Amiga - it was exciting, new
affordable technology that offered a huge leap over the moribund,
boring, pushed-to-the-limit technology being foisted upon them by other
companies at the time.

> Aftermarket software emulation solutions are nothing to hype.
>
> Even the lowly ST has those. SoftWindows being PC-Ditto95 is
> nothing special at all.

Except that there is no PC-Ditto 95.

> Actually, although not fully supporting System7, Executor does in
> fact support Mac hardware with a greater degree of efficiency that
> Macs support PC hardware.

Hmmm. . . wonder if a Radius NuBus card would work in a PC? And of
course, the PowerMac version of Fractal Design Painter would smoke,
right? Oh, forgot, FDP requires System 7, and Executor only runs MacOS
6 with 68000 emulation. . . A slow Mac Plus!

On the other hand, I have Win95 running fine (as fine as it can run)
under SoftWindows. When I'm required to run legacy Windows
applications, I've got it available.

>
> >
> >Apple's vision of RISC was to provide users with a more powerful system
> >than the competition could offer. Apple succeeded, as BYTE's study of
>
> WRONG. The competition can offer 500Mhz NT workstations.
> Apple isn't quite up to that yet. The competition can also
> offer SMP solutions that will actually take advantage of
> multiple processors as opposed to that joke which is DayStar.

I see. Which would those be, Alphas? Intel sure isn't offering a
Pentium that goes that fast. And the Tanzania boards by Motorola and
Apple's upcoming machines will run 604s at 500 MHz. You can even
purchase 604 accellerators today that do 300 MHz.

Oh, and also, from experience, Alpha AXP workstations have LOADS of NT
applications written for them. I'll bet I've run all three of them in
the store!

>
> >PowerPC chips demonstrates admirably. PowerPC Macs blew the doors off
> >of comparably priced, comparably equipped Pentia in all areas. I hardly
> >call that "welch"ing.
>
> The only time macs blow the doors off of PC's is when the Macs
> in question cost several times more.

Seems you could use a similar argument for the Atari 800 - the only time
PC's outperformed an Atari 800 was when they got to 386 levels with 16
bit SoundBlaster cards. Thus, a PC clone is a poor investment, and the
Atari 800 is a better buy.

You also ignore the fact that mainstream people want to get work done.
A Pentium PC is like a Camaro Z28 with a stripped tranny. Sometimes it
works quickly, but it's in the shop a lot, and costs a lot to maintain.
And it's been proven, time and again, that professional (and personal)
environments running Windows (95 or NT) suffer from greater downtime and
are generall less productive than Macintosh environments. You buy a
computer to get work done, not just to impress the neighbors.

And too bad that, finally, Macintosh is undeniably faster at the high
end than any Intel box, and a better value at the low end.

A PC is a step down from an ST, not a viable migration option.

> >
> >
> >
> >> $>enable users to switch from legacy Windows to a more advanced processor
> >> $>with a more-advanced OS.
> >> $>
> >> $>I chose not to wallow in the past and curse the general computing
> >> $>world. You see, JEDI and others, the computer market is having its last
> >> $>great battle for supremacy. If MS wins, and defeats the open Java
> >> $>coalition, we might as well pack our bags, shelve our Amigas, Ataris,
> >> $>Macs, and Bes, and buy W97 Pentium Pro systems. I don't want to let
> >> $>that happen.
> >>
> >> The computing world is much bigger than that. If you weren't
> >> led around by the nose so much by the major microcomputer
> >> vendors you might see a glimpse of the larger universe of
> >> computing.
> >

> >I see, so there are more hardware platforms available than the ST,
> >Amiga, Mac, and Windoze with some semblance of vendor application
> >support. Oh, forgive me, I forgot the cobble-it-yourself Linux system
> >(no applications, few vendors); the Atari 400/800/XL (Computer Dungeon
>

> I'll keep that in mind the next time I fire up my Linux
> version of Wingz or contemplate purchasing WordPerfect 6.0.

You do that. While you're doing it, please call Diamond Multimedia and get me their latest Linux drivers, and Creative Media as well. After that's complete, give me a call back. I expect you won't be calling.

> BTW-Linux runs SCO binaries. If you had the slightest idea
> what was going on, you would realize the significance of that.

Ah, the Santa Cruz Operation - a blast from the past. They're giving away Xenix for free, now that Linux is out there. Too bad that neither has substantial market acceptance, major applications, technical support, or any sorts of creative tools. It's hardly an option for any but the most computer-nerd oriented. No typical small business or individual would benefit from a Unix system. The only people who would are the consultants who charge to keep the system current.

> >still services them, at least); the Commodore 64 (discounts on
> >Ghostbusters at K-Mart!); the Timex Sinclair (great little machine), the
> >Coleco Adam (dot matrix printer included!), etc.
> >
>No, I'm talking about machines which reached some semblance of market
> >acceptance. This is required to get tools like Internet software,
>
> You are seriously attempting to criticize the Internet software
> availability of a Unix variant? Go crash your Mac or something.

Absolutely. Where can I get a fully graphical compliant HTML program, with support for Quicktime multimedia and all the other jazz my clients are looking for, under Linnux? How much will it cost? Can I get tech support? Is it updated?

I don't recall mentioning UNIX in the above post, either! Seems like literacy criticisms are misdirected! UNIX is not a mainstream, mass-market system. It is an OS for hobbyists, academics, and IS-types in large corporations. It is expensive and poorly-supported, as well as available in a range of non-compatible configurations. Hardly a decent choice for small business or the individual.

> >decently-supported word processors, spreadsheets, financial accounting
>
> Linux is supported by Unix vendors, big surprise.

Wow! You can run TeX on it! And you can pay $7,000 for a copy of FLORCON! Real alternative to the Mac, there!

>
> >software, and other such applications the world needs to revolve
> >around. For that, only the four aforementioned systems meet the tab.
> >The former two are fading fast. That leaves the latter two in control -
> >and if open standards are not adopted by the market, the chance of
> >success for Be and other new entrants is decidedly slim.
>
> Linux is not a commercial venture. For that very reason
> it has potential.

Actually, I would agree with you there. But what it needs to succeed is
an integrated, fully graphical, consistent interface, provisions for
multimedia, and support (RABID SUPPORT) by a computer maker to succeed.
Without these, it is another NeXTStep.

> It will continue to exist and grow
> regardless of the marketplace.

But so will TOS systems and Macs. And both are more mainstream, have
more software, and more support.

> It is quite independent
> of it. There are no Tramiels that can destroy it.

Always a good thing - but I don't think Tramiels succeeded. Otherwise,
I wouldn't run MagiCMac.

> IT
> may take quite some time for Linux to be palatable to
> the masses.

Actually, not really. The next big computer format will be that which
appeals to small business and entrepreneurs. One that offers bang for
the buck. And one that runs on RISC (which precludes all current
generations of Intel processors).

However, Linux has all the time it needs.
> It is not tied to one particular set of hardware or the
> fortunes of one particular corporate entity.

True, but it needs the support of sizable corporate entities to
establish the reseller presence to succeed. It would be interesting to
see how the Internet comes to bear in this. It also needs to be easy to
use, which it is decidedly not, unless you like grepping. "What the
hell is 'grepping'?" is the response from the typical computer user.

>
>
> >
> >The market has never been at a more crucial crossroads.
> >
> >>
> >> $>
> >> $>Atari lost the war, not through its users incompetence, but through its

> >> $>own short-sightedness, blindness, and stupidity. Remember the problems
> >>
> >> So what?! I was proclaiming this quite a bit before you were.
> >
> >The fact of the matter is, unless some development direction is taken,
> >the TOS OS will not be a contender for mass-market approval. And that
>
> TOS OS was NEVER a contender for mass-market approval.

Hmmm. . . that's interesting. From 1985 to 1989, I remember a market craze which placed Atari at the forefront of technology. I remember a day when Microprose, Sierra-On-Line, WordPerfect, and others supported the ST with regular releases. I even hear that the ST kinda sold okay in Europe (you know, that #1 selling system designation).

>
> >
> >> $>Dave Small had getting permission to get TOS for an accellerator board
> >> $>for the Mega ST? Remember Atari's absolute hate of cloning and
> >> $>extensions to the OS? Remember the ST Plus, which was supposed to be a
> >> $>68020 system with thousands of colors for half the price of a Mac or PC
> >> $>in 1988? Remember the failed launch of the Falcon? I love TOS, I love
> >> $>my Falcon, I like my Mac alot. But frankly, I wanted to participate in
> >> $>the battle against Microsoft, not be a bitter armchair quarterback like
> >> $>yourself.
> >> $>
> >> $>You see, if MS makes Java WIN32-dependent, you can even forget armchair
> >> $>quarterbacking - you won't have an alternative platform to bash from.
> >>
> >> I already do you ignorant rube. While you are busy chasing pipe
> >> dreams, I am using a hardware independent OS, TODAY.
> >
> >I see, and what OS would that be? TOS? If so, I use it too. Got news
>
> L-I-N-U-X

Whoopee. Not mass market, not a realistic solution. It lacks the API, interface, and applications (dare I be P S-D and say apps?) that the market requires. Thus, it is not a realistic option.

> >for you. Very fast, very efficient, still some development. But
> >support is fading every day. And in some key areas that I needed tools
> >in, I couldn't get them. That's why a Macintosh sits next to the
> >Falcon030 on my desk. (Interesting how you assume I don't own one simply
> >because you hate to see the reality of the situation.)
>
> MacVocate !-> !(Atarian)

Nope, a person who appreciates elegant, usable, cost-effective tools. And someone who has to recommend solutions to others (I have completely gotten out of the PC business because I could not ethically justify recommending WNT4). What I do know is that in the creative areas (like

my fairly successful Web business), Macintosh computers dominate and
have an unmatched tool-set.

Linux and Windoze don't. TOS doesn't.

> >
> >> $>It's common knowledge that retailing is a dying field. Look at Sears,
> >> $>the Macy's bankruptcy, the deaths of major regional stores like
> >>
> >> Sears is a dinosaur from the last century. It is hardly a fitting
> >> comparison. It's core structure is 100 years out of date. Nevermind
> >> that there are others that are growing quite well (JCPenny's,Walmart,
> >> CompUSA,) and willing to take their place.
> >
> >It remains common knowledge that retailing is a shrinking portion of the
> >economy, and continues to shrink. In addition, interestingly enough,
> >CompUSA has been doing so "well" that it has begun a MAIL-ORDER program
> >instead of opening additional stores. Why? Because revenues per square
> >foot are below expectations. Not healthy.
>
> A Service Merchandise or Lee Ward's model might actually be a good
> one. I wouldn't expect a new user to trust some unseen entity with
> a costly system.

Service Merchandise? Another company with failing financials. Lee
Wards is not a national chain, at least not one with stores in New
England.

> Furthermore, 'below expectations' != 'unprofitable'.

Yes. In Finance, there is the concept of the "discount rate" - ie, $1
today is 38 cents ten years from now. When cash flows do not meet
expectations, net present value of stock declines, shareholder value
declines, and weighted average cost of capital increases, constricting
ability to make further expenditures. That restriction leads to greater
decreases in revenue, further constriction, and, well, you get the
idea. See "Commodore International, Ltd. - 1992 to 1994" for more
detailed results.

> That they failed to accurately predict how much space they
> should use for their rather specialized store does not negate
> the concept in general. Perhaps the Tramiels are now running
> CompUSA... '-)

No, CompUSA still advertises. :')

>
> Other retailers are expanding at this time. (Sun,Microcenter)
> It may be folly but, it is happening nonetheless.

By and large, though, the retail establishment is dying.

> >
> >Hmmm. . . JCPenny's is doing well, eh? Could have fooled me. And
>
> Their last quarter profits were up ~30%.

Net income was up, but stock prices weren't. You know why? Cash flow from operations was below expectations. Something that amuses and amazes me is the fixation of net income figures. Cash flow is the measure that the market uses to determine present value.

>
> >WalMart? Hardly a retailer - more like a discounter. And a rarity in
> >the large store marketplace right now.
>
> Typical Macvocate attitude. If it is in-expensive, it is somehow
> beneath us. 'Discounters' have been around as long as 'retailers'.
> Walmart != Odd Lots.

I see. Would being a "Macvocate" be similar to being, say, a Jew? Well, hey, the reason I asked is because both labels have been used against me in a negative fashion, assigning me beliefs that I "supposedly have", which assigns me a certain IQ level, and validity. I hardly consider either context to be intellectually becoming or socially acceptable.

Now that we have that out of the way, let us discuss the difference between "retailer" and "discounter." A "retailer" sells specialty goods at substantial markup, with a clearly-outlined marketing strategy. A "discounter" sells a variety of products, whichever it thinks it can sell profitably, with minimal markup, and pursues a price-oriented marketing strategy. Hence the reason that Walmart/K'Mart/Ames/TJ Maxx advertise "we have really, really low prices on everything you want," while Neiman Marcus advertises using those artsy jazz commercials.

>
> >
> >Regardless, it has been more than sufficiently proven that measuring
> >success through retail availability is a 'dinosaur from the last
> >century.'
>
> Still, if the market is all moving to mail order, then why
> aren't any mac mail order vendors making their presence
> known outside of those who would make efforts to find them
> themselves?

It's not all moving to mail order. . .

Actually, the PC market has moved, to a large extent, to mail order. What makes mail-order PCs sell? I think you can figure that out. Just call Gateway or Dell and ask.

> Computer Shopper doesn't even seem to have any Mac Clone ads.

Computer Shopper is a PC-oriented rag, and hasn't covered Macintosh with any detail since it dropped Apple II, ST, Amiga, and Mac coverage in 1991.

> What is visible to most customers in most of the US is a lone
> brand of Mac drowining in a sea of PC clones.

Then they buy them, and discover the "joys" of daily use. Then the PC goes in the closet, or collects dust, or little Billy uses it to play Doom on and subsequently flunks out of middle school. Sounds rather prejudicial, no? Same with your statement above.

Mac vendors are
> not doing enough to convince anyone to go against the
> lemming tide.

I agree, but most are still young companies. They are growing, their marketing budgets are burgeoning, and Motorola is even convincing its Windows NT customers to switch to MacOS. The reall battle is at the creative and small business levels, and on both these fronts, Apple itself is putting on a formidable battle.

I also remember all the hype about IBM "dying" in 1991. Seems to me that the IBM brand, along with Chrysler, International Truck, and American Airlines have all faded into the night because of consumer perceptions generated by ill-informed media spinning. Right?

BR Miller
Boston, MA

6764. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-18 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <32B8B82B.568B@tiac.net>
Source record: 7423

JEDI wrote:
>
> In article <djs.850904188@gen-off-3>, djs@jet.uk says...
> >
> >Brian-Roland Miller <brmiller@tiac.net> writes:
> >> [You] are the Peter Sinclair-Day of the Atari userbase.
> >That's not fair, he's much worse than PSD ;-) At least Peter has the
> >decency to give his name and an Email address. JEDI is either too ashamed
> >of his outpourings to give name/email, or can't work out how to set up
> >his software.
>
> I choose to exercise my liberties instead of whining like
> a petty little european peasant.

Eh, yeah. . . I think. . .

BR Miller
Boston, MA

6765. Re: Is MagiCMac Really This Fast?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-18 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <32B8CA5A.7642@tiac.net>
Source record: 7424

John Norton wrote:
>
> David Stevenson (djs@jet.uk) wrote:
> : Even PageStream manages basic PostScript support.
>
> Pagestream is very nice. I was managing 2540 dpi Linotronic output with
> very nice Adobe Postscript display and text fonts mixed with imported
> and PGS graphics several years ago. I did several major projects.
> Everything worked flawlessly! I still use it for hospital forms.
>
> I wonder what happened to the fall '96 release of PGS for the PC line?
> I think (not sure on this one) that PGS was released for the Mac and, of
> course, there is still a strong following among the Amiga users.

The Mac version is REALLY buggy, and I suspect that SoftLogik is running low on financial resources. It never had THAT many to begin with, and abandoning the platform that provided it with 30% of its business (TOS), it couldn't have helped itself too much. . .

Also, the situation in the Amiga camp is a tragedy of errors. Seems ESCOM, the company who bought Commodore a full YEAR after Commodore went broke (ie, no development or availability of Amigas for a year), has filed for bankruptcy. No real R&D had been in place at ESCOM to speak of, either. Amiga 1200s and 4000Ts have been sold at the same prices they were in 1992. There's no Amiga PowerPC OS, and availability of machines is dwindling. No R&D is being conducted, and another bidding war has broken out for the Amiga operation. VISCorp (a set-top box company) wants the tech for set-top boxes, and claims to have interest in developing computers (yeah right). Apparently, it's financial backing for a bid has fallen through, and now another gaggle of obscure companies is bidding for Amiga.

Maybe in ten years, we'll see a PowerAmiga, considering the on-again, off-again R&D status. . .

Well, regardless, I'm sure this has hurt SoftLogik as well - lots of Amiga owners have jumped ship.

> I know this is advocacy, but I am not really "flame" hunting. Just
> thought it would be nice to "mention something nice" for a change.

No prob, I'm not Jedi. :')

BR Miller
Boston, MA

6766. Re: Is MagiCMac Really This Fast?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-18 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <32B8CB7F.6877@tiac.net>
Source record: 7425

Gaven Miller wrote:
>
> Brian-Roland Miller (brmiller@tiac.net) wrote:
> > A side benefit would be the simultaneous deaths of Jedi and Peter
> > Sinclair-Day. Why, can you imagine Peter's reaction when Apple goes to
> > TOS for kernel salvation? Or Jedi's response to the establishment of
> > Macintosh as the TOS platform of the 90s? Level 25 apoplectic seizure,
> > anyone? <grin>
>
> Shhh! You're not supposed to know about those plans yet!
>
> (Who broke their NDA and told you?)
>
> <HSEG> {[:-)]
>
> --
I admit it, I broke the NDA myself. As long as I've broken it, I might
as well mention the rest of the info I know. Apparently, Jack Tramiel
got a job at Apple, and appointed Sam T. as director of public relations
for new OS development. Hence all the success with Copland and OS
public relations as of late. I understand Sam may move up to director
of Press Relations for all of Apple, to reassure investors that Apple
stock really is a bad deal, and to sell it off, so the T. family can buy
it. And Irving Gould is now heading up PowerBook development, and was
the man responsible for the fast time-to-market of the PowerBook 5300's
revolutionary lithium-ion battery system. :') It even doubles as a
portable hand grenade - the Urban Macintosh! (R)

All the above is a joke, don't want to start any rumors. :')

BR Miller
Boston, MA

6767. Re: x86 vs. PPC SPEC numbers [LONG] (was Re: Falcons are memory hogs!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-18 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <32B8C8D7.51E8@tiac.net>
Source record: 7426

JEDI wrote:
>
> In article <59c5q4$jhe@morgoth.sfu.ca>, quinlan@sfu.ca says...
> >
> >root@dementia.sprynet.com (JEDI) writes:
> >
> >> No they're not. Given equivalent memory and OS architecture,
> >> Pentia are slightly faster at the same clock speed.
> >
> >That is an interesting claim. According to both BYTEmarks and SPECmarks,
> >the 603e is faster than an equivalently clocked Pentium. The 604e chip
> >similarly outperforms the PentiumPro chips.
>
> Is that so?...
>
> IBM 860 MPC603e 166 256+16/16 3.62 2.62 Oct96 www.ibm
> IBM 43P/140 MPC604e 200 1M+32/32 6.91 5.07 Oct96 www.ibm
> Intel XXpress Pentium 66/166 1M+8/8 4.76 3.37 Jan96 www.intel
> Intel Alder PentiumPro 200 256+8/8 8.09 5.99 Jan96 www.intel

Ahhh, www.intel.com - a great source for non-biased information. And
using the IBM AIX terminals to measure clock speeds - pure genius!
You're great at bending the rules to fit your wishes!

Let's see the numbers for DayStar, and Apple high-performance computers
and compare again. And compare processors to processors, not IBM
computers to Intel processors.

BR Miller
Boston, MA

And really, in that large load of extraneous material, you could have
found something a little more recent. The MPC 601 is old hat.

6768. Re: Toad Christmas SPECIALS -- through 12/23/96!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-19 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <59c6s3$52c@alexander.INS.CWRU.Edu>
Source record: 7241
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

Before somebody says something about the Toad ad, I wanna jump in.
Thanks Toad. We don't get many stuff like this, you're the last
(maybe just a few left).

6769. Re: Is MagiCMac Really This Fast?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-19 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <c147cc$b3337.bf@HERMES>
Source record: 7242

Brian-Roland Miller (brmiller@tiac.net) wrote:
> A side benefit would be the simultaneous deaths of Jedi and Peter
> Sinclair-Day. Why, can you imagine Peter's reaction when Apple goes to
> TOS for kernel salvation? Or Jedi's response to the establishment of
> Macintosh as the TOS platform of the 90s? Level 25 apoplectic seizure,
> anyone? <grin>

Shhh! You're not supposed to know about those plans yet!

(Who broke their NDA and told you?)

<HSEG> {[:-)]

--

Quote For The Month:

"Come back here with my fish, you horse thief"

6770. x86 vs. PPC SPEC numbers [LONG] (was Re: Falcons are memory hogs!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-19 00:00:00 UTC
From: JEDI
Message-ID: <59cave$qa2@lana.zippo.com>
Source record: 7243

In article <59c5q4$jhe@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>root@dementia.sprynet.com (JEDI) writes:
>
>> No they're not. Given equivalent memory and OS architecture,
>> Pentia are slightly faster at the same clock speed.
>
>That is an interesting claim. According to both BYTEmarks and SPECmarks,
>the 603e is faster than an equivalently clocked Pentium. The 604e chip
>similarly outperforms the PentiumPro chips.

Is that so?...

IBM 860 MPC603e 166 256+16/16 3.62 2.62 Oct96 www.ibm
IBM 43P/140 MPC604e 200 1M+32/32 6.91 5.07 Oct96 www.ibm
Intel XXpress Pentium 66/166 1M+8/8 4.76 3.37 Jan96 www.intel
Intel Alder PentiumPro 200 256+8/8 8.09 5.99 Jan96 www.intel

THESE numbers would suggest otherwise.

/***/
[file edited for brevity]

SPECmarks for various machines

$Id: spectable,v 5.92 1996/12/05 14:58:41 jdd Exp $

What this is: A file of reported SPEC CINT/CFP benchmark results (means only)
for various machines. These figures are generally taken from
numbers published on the net, or in manufacturer press releases
or reports.

This file is organized into eight tables, the first reporting SPECint_base95
and SPECfp_base95, the second reporting reporting SPECint_rate_base95
and SPECfp_rate_base95, the third reporting SPECint95 and SPECfp95,
the fourth reporting SPECint_rate95 and SPECfp_rate95, the fifth reporting
SPECint_base92 and SPECfp_base92, the sixth reporting SPECint_rate_base92 and
SPECfp_rate_base92, the seventh reporting SPECint92 and SPECFP92, and the
eighth reporting SPECint_rate92 and SPECfp_rate92. SPECmark89 (obsolete) is
no longer reported.

There are no chip-only entries (as opposed to systems with those chips in
them); SPEC CINT95/CINT92 CFP95/CFP92 are suites of component-level
benchmarks that measure primarily the performance of a system's processor,
memory architecture, operating system and compiler. Reporting SPEC results
for a chip alone is misleading.

Some specrate numbers have been computed from reported specint/FP92 numbers
for various uniprocessor systems. These are indicated by a trailing "c".

Manufacturer estimates, or estimates of any sort, are not normally reported.

This file is available via anonymous ftp from ftp.cdf.toronto.edu in
the file /pub/spectable.

A SPEC FAQ describing the SPEC benchmark suite and the SPEC consortium is
periodically posted to comp.benchmarks, and can be found on the WWW at
"http://www.specbench.org/spec/specfaq.html". I strongly recommend reading
that document before using these numbers.

More SPEC-related information is available at the SPEC WWW site,
"http://www.specbench.org", and at the Performance Database Web site,
"http://performance.netlib.org/performance/html/spec.html".

Note carefully: benchmark results depend not only on processor type, speed,
and cache size, but compiler, OS and other machine characteristics that are
not reported here. In particular, the compiler can have a significant effect.

Quote:
" While no one benchmark can fully characterize overall system
performance, the results of a variety of realistic benchmarks
can give valuable insight into expected real performance. "
- SPEC newsletter.

Disclaimer: These numbers have not been verified. Nobody guarantees
their correctness, and there is no guarantee that they
accurately reflect the true performance of these systems.
Furthermore, this is not a publication of the SPEC consortium
and is not endorsed by the SPEC consortium in any way.

Please send all corrections, updates, and new entries to jdd@cdf.toronto.edu.

John
--
John DiMarco <jdd@cdf.toronto.edu> Office: EA201B
Computing Disciplines Facility Systems Manager Phone: 416-978-1928
University of Toronto Fax: 416-978-1931
http://www.cdf.toronto.edu/personal/jdd/jdd.html

******** Legend ********

Guide to Vendor Acronyms:

DEC: Digital Equipment Corporation
DG: Data General
HP: Hewlett-Packard
IBM: International Business Machines
SGI: Silicon Graphics Inc.
SNI/Pyr: Siemens-Nixdorf Inc./Pyramid Techology Corp.

Guide to processor families:

88000: 88100
68000: 68040, 68060
ALPHA: A21064, A21064A, A21066, A21164
HP PA: PA1.1, PA7100, PA7100LC, PA7150, PA7200, PA7300LC, PA1.1, PA8000
i86: 80487SX, 80486DX, 80486DX2, 80486DX4, Pentium, PentiumPro
MIPS: R2000, R3000, R4000, R4400, R4600, R5000, R6000, R8000, R10000
POWER: RSC3308, RSC4608, POWER, POWER2, MPC601, MPC603e, MPC604, MPC604e
SPARC: SuperSPARC, SuperSPARC-II, HyperSPARC(RT620), MicroSPARC, MicroSPARC-II,
FJMB86902(LSI64911), FJMB86903, RT601, RT605, Weitek PowerUp, UltraSPARC,
TurboSPARC
VAX: REX520, SOC, KA46, NVAX, KA650, KA660, KA680

******** TABLE 1: SPECint_base95, SPECfp_base95 ********

Notes:
- SPECint_base95 is derived from the results of eight integer
benchmarks compiled with conservative optimization. It is the
geometric mean of eight normalized ratios (one for each integer
benchmark).
- SPECfp_base95 is derived from the results of ten floating-point
benchmarks compiled with conservative optimization. It is the
geometric mean of ten normalized ratios (one for each integer
benchmark).

(to sort on SPECint_base95/fp95, "sort -n +0.48 -0.55"/"sort -n +0.56 -0.63")

Field start, end column positions:
0,17 18,28 29,36 37,47 48,55 56,63 64,69 70,79

System CPU ClkMHz Cache SPECint SPECfp Info Source
Name (NUMx)Type ext/in Ext+I/D base95 base95 Date Obtained
================ ========== ======= ========== ======= ======= ===== =========
Dell DimensionXPS Pentium 66/100 512+8/8 3.16 2.09 Jan96 www.intel
Dell DimensionXPS Pentium 60/120 512+8/8 3.53 2.26 Jan96 www.intel
Dell DimensionXPS Pentium 66/133 512+8/8 3.90 2.48 Jan96 www.intel
Dell Optiplex Pentium 60/120 512+8/8 3.51 2.16 Jan96 www.intel
Dell Optiplex Pentium 66/133 512+8/8 3.90 2.32 Jan96 www.intel
Fuji/ICL J650i PentiumPro 200 512+8/8 8.71 5.95 May96 www.spec
Gateway P5-75 Pentium 50/75 256+8/8 2.31 1.50 Jan96 www.intel
Gateway P5-90 Pentium 60/90 256+8/8 2.74 1.86 Jan96 www.intel
Gateway P5-100 Pentium 66/100 256+8/8 3.05 2.07 Jan96 www.intel
IBM 250 MPC601 66 32 1.69 2.23 Sep96 www.ibm
IBM 250 MPC601 80 32 2.03 2.58 Sep96 www.ibm

6771. Re: Toad Christmas SPECIALS -- through 12/23/96!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-19 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <32B8CC44.51D2@tiac.net>
Source record: 7244
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

Thomas Main wrote:
>
> Toad's prices for used ST equipment are way too high, IMO. Last week, an
> Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
> Compare this with the $299 "special" Toad is offering on USED STe's.
> Also, a few days ago on this very group someone was selling a VERY nice TT
> for $300. I think people in this group ought to write to Toad and tell
> them that we are not willing to pay these prices! I know that Toad has
> long supported the Atari platform, but that is not an excuse to excercise
> price gouging. If you agree, write to Toad "Toaday" and let them know
> their prices are way off. I think the Atari community will be better off
> with realistic prices set for equipment.
>

I suspect they're trying to liquidate their remaining inventory without too much of a loss. Now that they're in the PC business, all that old ST equipment is taking up room and costing money to store, heat, and air-condition. If you mention prices, they'll probably come down.

I thought STeve Kipker's STeve's Atari Sales was the last Atari-only bastion, but even STeve has been forced to go Macintosh. But he hasn't made the intimations that he is dropping TOS support (like Toad has).

BR Miller
Boston, MA

6772. Re: Toad Christmas SPECIALS -- through 12/23/96!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-19 00:00:00 UTC
From: "David C. Troy" <dave@beast.toad.net>
Message-ID: <Pine.LNX.3.95.961219165154.10481A-100000@beast.toad.net>
Source record: 7245
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

On Thu, 19 Dec 1996, Thomas Main wrote:

> Toad's prices for used ST equipment are way too high, IMO.

We set our prices based on two basic principles: supply and demand. In our experience the prices on that equipment are agreeable to the people who buy it, hence their inclination to purchase.

With all due respect if you would like us to lower our prices, you will need to either increase supply or decrease demand. :)

Dave

6773. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-19 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <59af47$t2k@morgoth.sfu.ca>
Source record: 7427

chainxor@iesd.auc.dk (Henrik Lunardi Weide) writes:

>Hallooooooo, don't you get _anything_, I said at OS-level!

>It easy to have a pheudo-network socket running as an application, that
>method is also being used for singleTOS-users which is also co-operative.
>It utterly impossible to have sockets in MacOS, due to it's outdated
>architecture being co-operative just like plain TOS.

Please explain to me why it is impossible to implement sockets in the MacOS.
It is interesting that you consider application implementations of network
services inferior to operating system implementations. IRIX and SunOS
implement sockets as a server (which is just a special kind of application)
while the MacOS does implement networking at the operating system level.

>And by the way CAB is getting better and better by the week. In fact the only
>thing it still doesn't have is the JAVA-virtual machine. Frames,animated GIFs,
>netscape-extensions, real-audio etc.etc. are all part of the CAB-support.

Does CAB support Shockwave?

>And ? Will MAC OS8 be pre-emtive and have BSD-socket support like so many
>other decent OS'es like WindowsNT, MiNT, LiNUX, SOLARIS, IRIX, AMIGA-OS,
>FreeBSD etc. ?

What is it that you like so much about BSD-sockets? There are other ways
of handling multiple clients by listening on a single port. TLI springs
to mind. Do you like something else about them?

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6774. Re: Is MagiCMac Really This Fast?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-19 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.851003300@gen-off-3>
Source record: 7428

chainxor@iesd.auc.dk (Henrik Lunardi Weide) writes:
>program like CALAMUS SL, which I personally think is much better (and faster)
>than PageMaker and QUARK XPress
Calamus is a joke. It combines difficulty of use with a lack of proper
PostScript support. Nuff said.

Even PageStream manages basic PostScript support.

--
Home page http://www.cix.co.uk/~ktl/hoagy.html
Alternate Email hoagy@ktl.cix.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

6775. Re: Is MagiCMac Really This Fast?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-19 00:00:00 UTC
From: jnorton@nilenet.com
Message-ID: <59btii$qtq@thoth.nilenet.com>
Source record: 7429

David Stevenson (djs@jet.uk) wrote:
: Even PageStream manages basic PostScript support.

Pagestream is very nice. I was managing 2540 dpi Linotronic output with very nice Adobe Postscript display and text fonts mixed with imported and PGS graphics several years ago. I did several major projects. Everything worked flawlessly! I still use it for hospital forms.

I wonder what happened to the fall '96 release of PGS for the PC line? I think (not sure on this one) that PGS was released for the Mac and, of course, there is still a strong following among the Amiga users.

I know this is advocacy, but I am not really "flame" hunting. Just thought it would be nice to "mention something nice" for a change.

6776. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-19 00:00:00 UTC
From: JEDI
Message-ID: <59bian$c2s@lana.zippo.com>
Source record: 7430

In article <32B63D0A.42A@tiac.net>, Brian-Roland says...
>
>. So either your mendaciousness has emerged yet again, or
>> $>experience in your quadrant is severely affected by a reality-distortion
>> $>field.
>>
>> Software Etc & Electronics Boutique.
>Not so - I bought Warcraft II for Mac in Electronics Boutique (which is,
>interestingly enough, in financial trouble). I cannot speak for
>Software Etc., since there are none in New England.

You've already given the impression that Boston is somewhat of a
Mac enclave. I have also heard this from others as well. Your
local vendors probably refect this.

If you thought traffic was bad now, just wait until the rest of us
(100 million) come to town to do our mac shopping... '-)

>
>
>> $>
>> $>As for Apple retail presence "East of the Mississippi", in Boston and
>> $>greater New England, we have a chain of stores called "ComputerTown"
>> $>that sells nothing but Mac and Mac-related stuff. It recently expanded
>> $>and opened its first Non-New England store in Arizona. Macs are for
>> $>sales in Sears, Circuit City, and numerous other such retail
>>
>> Sears? Isn't this the dying dinosaur. They have little in the
>> way of computers in total much less much mac specific stuff.
>
>Yes it is, but if you measure "success" through retail availability,
>Sears is the best darn example of "retail availability" on the planet.

In the 1900's perhaps. However, this is the late 20th century.

>
>
>> $>establishments, as well as electronics discount stores and office stores
>> $>like OfficeMax and Staples.
>>
>
>> They have also shown a decline in Mac floorspace as well.
>
>In computer floorspace, as well. Since Apple consolidated Performa into
>three variations, there is need only for three kiosks. But at the
>_original_ Staples in Framingham, MA. Mac floor space and software space

>is growing. And the Staples in Natick gained a Mac display for the

Around here at places such as OfficeMax, there is a slight bit
of space for mac hardware and a conspicuous lack of Mac peripherals.
OfficeMax here doesn't even bother to carry the SCSI Zip100 and
it could even be said to be a cross platform product (and not just mac).

Not to mention the cloners. OfficeMax here even has Cyrix-centric
clones from who knows where (very generic). Everywhere customers
can look around here Mac dominates. In some respects a Mac user
would be not unlike an Atari user (in these parts).

Toad vs. MacMall.

6777. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-19 00:00:00 UTC
From: JEDI
Message-ID: <59bg4o$8dr@lana.zippo.com>
Source record: 7431

In article <djs.850904188@gen-off-3>, djs@jet.uk says...
>
>Brian-Roland Miller <brmiller@tiac.net> writes:
>> [You] are the Peter Sinclair-Day of the Atari userbase.
>That's not fair, he's much worse than PSD ;-) At least Peter has the
>decency to give his name and an Email address. JEDI is either too ashamed
>of his outpourings to give name/email, or can't work out how to set up
>his software.

I choose to exercise my liberties instead of whining like
a petty little european peasant.

6778. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-19 00:00:00 UTC
From: JEDI
Message-ID: <59bh9d$aa0@lana.zippo.com>
Source record: 7432

In article <32B788E2.220F@tiac.net>, Brian-Roland says...
>
>Brian Quinlan wrote:
>
>> >And by the way CAB is getting better and better by the week. In fact the only
>> >thing it still doesn't have is the JAVA-virtual machine. Frames,animated GIFs,
>> >netscape-extensions, real-audio etc.etc. are all part of the CAB-support.
>>
>> Does CAB support Shockwave?
>
>I wouldn't consider Shockwave to be much of an asset - I mean, come on!
>On my Mac, I have allocated ELEVEN MEGABYTES of RAM (silicon RAM, not
>VRAM) to Netscape with Shockwave extensions. And I _STILL_ suffer from
>"out of memory" errors when I try to, say, visit a basic web page and
>read news at the same time. It has sent me running screaming to
>Cyberdog (which only takes about 1.4 megs of RAM).

Well, of course it does. You haven't loaded it down with other crap
yet. Excepting excessively bad implementation, any minimized solution
should take less space than a rather maximized and bloated one.

Oddly enough, however, such a beast has no problem on the 'other'
machine. Netscrape+Shockwave+5 or more other open applications at
once manage to function adequately in only 8 Megs of physical ram.

Although, if you're still creeping about on an analog modem, there's
no sense in even looking at shockwave yet. Nevermind that I've yet to
see a compelling application of it (T1).

6779. Re: Is MagiCMac Really This Fast?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-19 00:00:00 UTC
From: JEDI
Message-ID: <59bgl2$995@lana.zippo.com>
Source record: 7433

In article <595g77$na4@newsfeed.cs.auc.dk>, chainxor@iesd.auc.dk says...
>
>In article <594cqd$je4@lana.zippo.com>, JEDI writes:
>> In article <19961216125501.HAA09230@ladder01.news.aol.com>, steved45@aol.com says...
>> >
>> >I recently tried the MagiCMac demo on my PowerWave 604/132. Keeping in
>> >mind that this =is= a demo and may not perfectly reflect the full package,
>> >and keeping in mind that the three anims I multitasked were very low end,
>> >the overall feeling I got was that this thing ran 6 times as fast as
>> >MacOS. What I'm wondering here is whether this really reflects the kind
>> >of speed I'd get from the package, and whether the available apps will
>> >reflect this speed as well.
>> >
>> >Please consider that I have no previous experience with Atari computers.
>> >I'm not here to bash anyone. All I can say is that I found the speed and
>> >PMT breathtaking, and I want more! :>
>>
>> MagiC, in it's original form, is designed to be able to do what
>> it does with hardware comparable to a Mac Plus (Atari ST).
>
>It also supports newer better CPU's natively than just 'ye olde 68000.
>And the newest MagiCMac version also has some PPC-native routines.
>
>> Take that level of efficiency, and then apply the power of a more
>> contemporary machine to it, and the effect you've produced should
>> not be at all unexpected.
>
>Yes, but why should it be otherwise anyway ?

MacOS was running on this machine before, remember.
It was once allegedly capable of running well on
Mac+ hardware... '-)

[deletia]
>> However,
>> unless you have some pressing professional need, this should not be
>> too much of a problem.
>
>Ahem! This "pressing professional need" can most certainly be satisfied with a
>program like CALAMUS SL, which I personally think is much better (and faster)

There are three sides to every story and I was merely trying
to paint a more balanced portrait of the situation. Atari
cheerleaders irk me more than the Apple ones do.

>than PageMaker and QUARK XPress - In terms of typography of course.
>And CALAMUS SL runs just fine under MagiCMac.
>
>Anyway running MagiCMac can be seen as an alternative to MacOS, without having to
>bypass MacOS. MagiCMac can work as an intregrated unit running fast programs
>along with MacOS programs. Use a program like CALAMUS dtp under MagiCMac
>along-side with PhotoShop under MacOS and share the files. Many people
>do that and it proves to be quite a powerfull combination.
>It's just too bad that so few Mac-owners actually knows about MagiCMac,
>it could be quite a powerfull system enhancement for their machines and
>it would make the MagiC/Atari market grow.

You can never have too much disclosure (assuming honesty of course).

6780. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-19 00:00:00 UTC
From: JEDI
Message-ID: <59bnjh$knp@lana.zippo.com>
Source record: 7434

In article <32B63BEE.74E0@tiac.net>, Brian-Roland says...
>
>> No they're not. Given equivalent memory and OS architecture,
>> Pentia are slightly faster at the same clock speed.
>>
>> Although this is meaningless when you can get a significantly
>> faster 'clocked' PC for less.
>
>Oh, I see, so the BYTE study is wrong. And that Performa 6400/200 is

No one who understands computer architecture takes them seriously.
They're about as useful as an SI rating. SPEC, on the other hand,
uses code more resembling actual applications. Furthermore, the
test bed machines for both processors more closely resemble each
other sans processor. SPEC does quite a better job of isolating
other factors besides the CPU that might effect system performance.

What performance advantage a Mac may have over a PC is most probably
due to memory architecture & not the CPU.

>really MORE expensive than the Aptiva. I guess some malicious bastard
>at Computer City switched the price labels again, eh? :')
>
>
>> $>I see. I suppose that SoftWindows 3.0 doesn't run Windows 95? Hmmm. .
>>
>> Are you sure you aren't a MacVocate. You sure do spread FUD in a
>> similar manner.
>>
>> $>. could have fooled me. As for running applications "at speed," I
>> $>recall no such promise - only a committment to allow compatibility and
>>
>> You must be senile. That particular boast particularly stuck out
>> in my mind as yielding greatly from the benefits of RISC. Apparently
>> Apple's vision of RISC didn't measure up.
>>
>> Letting them welch will not benefit them in the end, or us.
>
>I suppose I would be the youngest diagnosed case of Alzheimers in the
>history of the US if I was, but realistically, I remember no committment
>to "full-speed emulation." The committment was to speedy emulation (ie,
>a PowerPC emulates a Pentium a helluva lot faster than a Pentium
>emulates a PPC), and to Windows NT on PPC. One is here, the latter is
>in development.

If that was all that they were promising, then the industry should
have let out a collective yawn. For what they were promising was
trivial and already quite commonplace in some areas.

Aftermarket software emulation solutions are nothing to hype.

Even the lowly ST has those. SoftWindows being PC-Ditto95 is
nothing special at all.

Actually, although not fully supporting System7, Executor does in
fact support Mac hardware with a greater degree of efficiency that
Macs support PC hardware.

>
>Apple's vision of RISC was to provide users with a more powerful system
>than the competition could offer. Apple succeeded, as BYTE's study of

WRONG. The competition can offer 500Mhz NT workstations.
Apple isn't quite up to that yet. The competition can also
offer SMP solutions that will actually take advantage of
multiple processors as opposed to that joke which is DayStar.

>PowerPC chips demonstrates admirably. PowerPC Macs blew the doors off
>of comparably priced, comparably equipped Pentia in all areas. I hardly
>call that "welch"ing.

The only time macs blow the doors off of PC's is when the Macs
in question cost several times more.

>
>
>
>> $>enable users to switch from legacy Windows to a more advanced processor
>> $>with a more-advanced OS.
>> $>
>> $>I chose not to wallow in the past and curse the general computing
>> $>world. You see, JEDI and others, the computer market is having its last
>> $>great battle for supremacy. If MS wins, and defeats the open Java
>> $>coalition, we might as well pack our bags, shelve our Amigas, Ataris,
>> $>Macs, and Bes, and buy W97 Pentium Pro systems. I don't want to let
>> $>that happen.
>>
>> The computing world is much bigger than that. If you weren't
>> led around by the nose so much by the major microcomputer
>> vendors you might see a glimpse of the larger universe of
>> computing.
>
>I see, so there are more hardware platforms available than the ST,
>Amiga, Mac, and Windoze with some semblance of vendor application
>support. Oh, forgive me, I forgot the cobble-it-yourself Linux system
>(no applications, few vendors); the Atari 400/800/XL (Computer Dungeon

I'll keep that in mind the next time I fire up my Linux
version of Wingz or contemplate purchasing WordPerfect 6.0.

BTW-Linux runs SCO binaries. If you had the slightest idea
what was going on, you would realize the significance of that.

>still services them, at least); the Commodore 64 (discounts on
>Ghostbusters at K-Mart!); the Timex Sinclair (great little machine), the
>Coleco Adam (dot matrix printer included!), etc.
>
>No, I'm talking about machines which reached some semblance of market
>acceptance. This is required to get tools like Internet software,

You are seriously attempting to criticize the Internet software
availability of a Unix variant? Go crash your Mac or something.

>decently-supported word processors, spreadsheets, financial accounting

Linux is supported by Unix vendors, big surprise.

>software, and other such applications the world needs to revolve
>around. For that, only the four aforementioned systems meet the tab.
>The former two are fading fast. That leaves the latter two in control -
>and if open standards are not adopted by the market, the chance of
>success for Be and other new entrants is decidedly slim.

Linux is not a commercial venture. For that very reason
it has potential. It will continue to exist and grow
regardless of the marketplace. It is quite independent
of it. There are no Tramiels that can destroy it. IT
may take quite some time for Linux to be palatable to
the masses. However, Linux has all the time it needs.
It is not tied to one particular set of hardware or the
fortunes of one particular corporate entity.

>
>The market has never been at a more crucial crossroads.
>
>>
>> $>
>> $>Atari lost the war, not through its users incompetence, but through its
>> $>own short-sightedness, blindness, and stupidity. Remember the problems
>>
>> So what?! I was proclaiming this quite a bit before you were.
>
>The fact of the matter is, unless some development direction is taken,
>the TOS OS will not be a contender for mass-market approval. And that

TOS OS was NEVER a contender for mass-market approval.

>
>> $>Dave Small had getting permission to get TOS for an accellerator board
>> $>for the Mega ST? Remember Atari's absolute hate of cloning and
>> $>extensions to the OS? Remember the ST Plus, which was supposed to be a
>> $>68020 system with thousands of colors for half the price of a Mac or PC
>> $>in 1988? Remember the failed launch of the Falcon? I love TOS, I love
>> $>my Falcon, I like my Mac alot. But frankly, I wanted to participate in

>> $>the battle against Microsoft, not be a bitter armchair quarterback like
>> $>yourself.
>> $>
>> $>You see, if MS makes Java WIN32-dependent, you can even forget armchair
>> $>quarterbacking - you won't have an alternative platform to bash from.
>>
>> I already do you ignorant rube. While you are busy chasing pipe
>> dreams, I am using a hardware independent OS, TODAY.
>
>I see, and what OS would that be? TOS? If so, I use it too. Got news

L-I-N-U-X

>for you. Very fast, very efficient, still some development. But
>support is fading every day. And in some key areas that I needed tools
>in, I couldn't get them. That's why a Macintosh sits next to the
>Falcon030 on my desk. (Interesting how you assume I don't own one simply
>because you hate to see the reality of the situation.)

MacVocate !-> !(Atarian)

>
>> $>It's common knowledge that retailing is a dying field. Look at Sears,
>> $>the Macy's bankruptcy, the deaths of major regional stores like
>>
>> Sears is a dinosaur from the last century. It is hardly a fitting
>> comparison. It's core structure is 100 years out of date. Nevermind
>> that there are others that are growing quite well (JCPenny's,Walmart,
>> CompUSA,) and willing to take their place.
>
>It remains common knowledge that retailing is a shrinking portion of the
>economy, and continues to shrink. In addition, interestingly enough,
>CompUSA has been doing so "well" that it has begun a MAIL-ORDER program
>instead of opening additional stores. Why? Because revenues per square
>foot are below expectations. Not healthy.

A Service Merchandise or Lee Ward's model might actually be a good
one. I wouldn't expect a new user to trust some unseen entity with
a costly system.

Furthermore, 'below expectations' != 'unprofitable'.

That they failed to accurately predict how much space they
should use for their rather specialized store does not negate
the concept in general. Perhaps the Tramiels are now running
CompUSA... '-)

Other retailers are expanding at this time. (Sun,Microcenter)
It may be folly but, it is happening nonetheless.
>
>Hmmm. . . JCPenny's is doing well, eh? Could have fooled me. And

Their last quarter profits were up ~30%.

>WalMart? Hardly a retailer - more like a discounter. And a rarity in
>the large store marketplace right now.

Typical Macvocate attitude. If it is in-expensive, it is somehow
beneath us. 'Discounters' have been around as long as 'retailers'.
Walmart != Odd Lots.

>
>Regardless, it has been more than sufficiently proven that measuring
>success through retail availability is a 'dinosaur from the last
>century.'

Still, if the market is all moving to mail order, then why
aren't any mac mail order vendors making their presence
known outside of those who would make efforts to find them
themselves?

Computer Shopper doesn't even seem to have any Mac Clone ads.

What is visible to most customers in most of the US is a lone
brand of Mac drowining in a sea of PC clones. Mac vendors are
not doing enough to convince anyone to go against the
lemming tide.

6781. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-19 00:00:00 UTC
From: JEDI
Message-ID: <59bpmj$off@lana.zippo.com>
Source record: 7435

In article <59af47$t2k@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>chainxor@iesd.auc.dk (Henrik Lunardi Weide) writes:
[deletia]
>>And by the way CAB is getting better and better by the week. In fact the only
>>thing it still doesn't have is the JAVA-virtual machine. Frames,animated GIFs,
>>netscape-extensions, real-audio etc.etc. are all part of the CAB-support.
>
>Does CAB support Shockwave?

Does it matter? NO!

Most home users don't have the network bandwidth to useably
utilize most of the much harked upon 'plug-ins'. Shockwave
is no exception.

When cheap home network connections can manage effective thruput
of 100Kbps or more, then lack of Shockwave support might be a valid
gripe.

Atarians, try this shockwave out if you can, I suspect that very
few of you will be impressed.

I wonder how much of this shockwave stuff could be implemented with
Instant Graphics or an enhanced version thereof? Tcl/Tk might even
be an improvement...

>
>>And ? Will MAC OS8 be pre-emtive and have BSD-socket support like so many
>>other decent OS'es like WindowsNT, MiNT, LiNUX, SOLARIS, IRIX, AMIGA-OS,
>>FreeBSD etc. ?
>
>What is it that you like so much about BSD-sockets? There are other ways
>of handling multiple clients by listening on a single port. TLI springs
>to mind. Do you like something else about them?

He just might...

Although, it's nice how you just IGNORED the 'pre-emptive' part of
what you quoted...

6782. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-19 00:00:00 UTC
From: JEDI
Message-ID: <59bq7f$pa7@lana.zippo.com>
Source record: 7436

In article <59bian$c2s@lana.zippo.com>, JEDI says...
>
>In article <32B63D0A.42A@tiac.net>, Brian-Roland says...
>>
>>. So either your mendaciousness has emerged yet again, or
>>> $>experience in your quadrant is severely affected by a reality-distortion
>>> $>field.
>>>
>>> Software Etc & Electronics Boutique.
>>Not so - I bought Warcraft II for Mac in Electronics Boutique (which is,
>>interestingly enough, in financial trouble). I cannot speak for
>>Software Etc., since there are none in New England.
>
> You've already given the impression that Boston is somewhat of a
> Mac enclave. I have also heard this from others as well. Your
> local vendors probably refect this.
>
> If you thought traffic was bad now, just wait until the rest of us
> (100 million) come to town to do our mac shopping... '-)
>
>>
>>
>>> $>
>>> $>As for Apple retail presence "East of the Mississippi", in Boston and
>>> $>greater New England, we have a chain of stores called "ComputerTown"
>>> $>that sells nothing but Mac and Mac-related stuff. It recently expanded
>>> $>and opened its first Non-New England store in Arizona. Macs are for
>>> $>sales in Sears, Circuit City, and numerous other such retail
>>>
>>> Sears? Isn't this the dying dinosaur. They have little in the
>>> way of computers in total much less much mac specific stuff.
>>
>>Yes it is, but if you measure "success" through retail availability,
>>Sears is the best darn example of "retail availability" on the planet.
>
> In the 1900's perhaps. However, this is the late 20th century.
>
>>
>>
>>> $>establishments, as well as electronics discount stores and office stores
>>> $>like OfficeMax and Staples.
>>>
>>
>>> They have also shown a decline in Mac floorspace as well.

>>
>>In computer floorspace, as well. Since Apple consolidated Performa into
>>three variations, there is need only for three kiosks. But at the
>>_original_ Staples in Framingham, MA. Mac floor space and software space
>>is growing. And the Staples in Natick gained a Mac display for the
>
> Around here at places such as OfficeMax, there is a slight bit
> of space for mac hardware and a conspicuous lack of Mac peripherals.
> OfficeMax here doesn't even bother to carry the SCSI Zip100 and
> it could even be said to be a cross platform product (and not just mac).
>
> Not to mention the cloners. OfficeMax here even has Cyrix-centric
> clones from who knows where (very generic). Everywhere customers
> can look around here Mac dominates. In some respects a Mac user
^^^ Make that PC...
> would be not unlike an Atari user (in these parts).
>
> Toad vs. MacMall.

6783. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-19 00:00:00 UTC
From: JEDI
Message-ID: <59bk3i$f07@lana.zippo.com>
Source record: 7437

In article <32B71B14.6761@tiac.net>, Brian-Roland says...
>
>JEDI wrote:
>>
>> In article <595i87$k61@morgoth.sfu.ca>, quinlan@sfu.ca says...
>> >
>> >JEDI writes:
>> >
>> >> 120Mhz is pretty weak by today's standards. For $1400 you can get
>> >> 200Mhz PC systems and get better quality components (from the PC)
>> >> while doing it to...
>> >
>> >What components are you refering too? And you get more performance from
>> >a 604 at 120MHz than a pentium with the same clock speed.
>>
>> That might mean something if you could get a 604/120 machine
>> for $1400 but, you can't (at least not from APS). The $1400
>> APS machine touted by you is a 160Mhz 603e based machine. It's
>> a nice attempt but not entirely competitive. This is even while
>> ignoring the 'El-Cheapo' clones that frighten MacVocates so.
>
>You can also "roll your own" 604 box (like most PC advocates like to)

That is not what you originally posted.

>with Motorola-based motherboards and such. Check the latest Macworld -
>they were listing $2000 for a 604/200/32 with a 2 gig hard drive, roll
>your own.

Spend that much on a PC of that calibre and you don't have to roll
your own.

[deletia]
>
>
>> As far as PC components go: Intel Controllers, ATI 3D graphics chips,
>> Creative Labs multimedia, Western Digital
>> PIO Mode 4 (faster than SCSI2) drives &
>> other big brand brand name items.
>>
>> APS Tech's only advertised 604 based system was $2600.
>
>Uh-huh. Your point is?

You were ranting on about how 604's outperform pentia.

Comparing the performance of a $2600 machine to a $1000 one
is hardly fair. Unless the more expensive vendor is ripping
you off, you should expect more.

>
>For real throughput (ie getting useful work done), any modern Macintosh
>is fully price and speed-competitive with a comparably-priced PC clone.
>And in many areas, the system integration is 100 times better.

'Macintoshes' are NOT price competitive. Some clones are beginning
to be. However, to achieve this, they typically have to strip the
machine to the bones in the process. Add the merest minor options
and even the clones loose any edge.

Bear in mind that an 'option' on a Mac Clone might merely be a
case that can accept another removable media device.

>
>Just try having a layman install RAM, add an Ethernet adaptor and
>internal CD-ROM to a PC clone. See what happens. I have, and it ain't
>pretty.

The Ethernet may be problematic. The typical PC has many options
in this regard. Not all of them have the same level of complexity.
Configurability is a triple edged sword.

RAM is just a matter of plugging it in. This is no different be it
Atari ST, Mac, or PC. If they would have problems with this task
on a PC, they would fare no better with any other machine (mac incl).

The only hitch on a PC internal device is the possibility of plugging
it in backwards. The rest is a matter of plugging it in and running
the configuration software. If the device is already supported by
the current revision of the OS, this isn't even necessary.

Plugging in an IDE socket is much like plugging in a SCSI one.
Jumpering an IDE drive to master is much like terminating a SCSI dev.
Plugging in the power is much the same.
Mounting it in the case is much the same.

Without more specific details, your anecdotes aren't even that.

Some people have a knack for making their lives difficult no matter
what they're using. Others merely don't let the machine intimidate
them and just follow the instructions.

6784. Re: 10 Reasons To Use an Atari instead of a Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-19 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <59c5am$ar2@morgoth.sfu.ca>
Source record: 7438

JEDI writes:

> Although, it's nice how you just IGNORED the 'pre-emptive' part of
> what you quoted...

I concede that preemptive multitasking is very important and that the
MacOS should have had it for years. It was just wondering what everyone
thinks is so wonderful about sockets. I actually prefer because it
offers very graceful disconnects.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6785. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-19 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <59c5q4$jhe@morgoth.sfu.ca>
Source record: 7439

root@dementia.sprynet.com (JEDI) writes:

> No they're not. Given equivalent memory and OS architecture,
> Pentia are slightly faster at the same clock speed.

That is an interesting claim. According to both BYTEmarks and SPECmarks,
the 603e is faster than an equivalently clocked Pentium. The 604e chip
similarly outperforms the PentiumPro chips.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6786. Re: Toad Christmas SPECIALS -- through 12/23/96!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-19 00:00:00 UTC
From: Thomas Main <main@conrad.appstate.edu>
Message-ID: <Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>
Source record: 7440
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

Toad's prices for used ST equipment are way too high, IMO. Last week, an
Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
Compare this with the $299 "special" Toad is offering on USED STe's.
Also, a few days ago on this very group someone was selling a VERY nice TT
for $300. I think people in this group ought to write to Toad and tell
them that we are not willing to pay these prices! I know that Toad has
long supported the Atari platform, but that is not an excuse to excercise
price gouging. If you agree, write to Toad "Toaday" and let them know
their prices are way off. I think the Atari community will be better off
with realistic prices set for equipment.

On Mon, 16 Dec 1996, Dave Troy wrote:

> THERE'S STILL TIME TO GET ATARI STUFF IN TIME FOR CHRISTMAS!!
> --
>
> AMAZINGLY HOT ST STUFF -- PRICES GOOD THROUGH 12/23/96!
> --
>
> ATARI 1040ST and 1040STE Computers!!
> We have used Atari 1040ST computers available for $199 and used Atari
> 1040STE computers available for $299! New STE computers available
> too! Call for pricing! Order yours today!
>
> IF YOU CAN WAIT TO ORDER, YOU'LL PAY MORE IF YOU DO IT AFTER 12/23/96!!
> ---

6787. Re: x86 vs. PPC SPEC numbers [LONG] (was Re: Falcons are memory hogs!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-20 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <59csvj$c6q@morgoth.sfu.ca>
Source record: 7246

JEDI writes:

>IBM 860 MPC603e 166 256+16/16 3.62 2.62 Oct96 www.ibm
>IBM 43P/140 MPC604e 200 1M+32/32 6.91 5.07 Oct96 www.ibm
>Intel XXpress Pentium 66/166 1M+8/8 4.76 3.37 Jan96 www.intel
>Intel Alder PentiumPro 200 256+8/8 8.09 5.99 Jan96 www.intel

> THESE numbers would suggest otherwise.

They do suggest otherwise but I got this from www.ibm.com:

Performance (estimated) 6.7 SPECint95, 6.3 SPECfp95 @ 166/66, 1M L2

It is interesting that this indicates almost 25% better floating point
performance with 83% of the clock speed. I couldn't find numbers for
a 166MHz 603e so:

Performance (est) 5.6 SPECint95, 4.1 SPECfp95 @ 200/66, 1M L2 SDRAM

and, reducing everything by 87% (which is actually an exaggeration since
microprocessor performance does not increase linearly with clock speed):

4.6 SPECint95 3.6 SPECfp95

Do you know if the PPC chips are required to operate in an accordance
with IEEE-754 during SPEC testing? That would cost them a few fractions of
a point and some precision.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6788. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-20 00:00:00 UTC
From: raj@gco.apana.org.au
Message-ID: <32c87a72.6531311@news.sydney.apana.org.au>
Source record: 7247
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

>Dave Tholen <tholen@newton.ifa.hawaii.edu> wrote in article
><594ht6$b70@news.Hawaii.Edu>...
>> Claude Biron writes:
>>
>> > It'll be intertaining to see how long comp.os.os2.advocacy continues to
>> > exist beyond IBM's abandonment of OS/2. I bet they can sustain their
>'deep denial' for a year or two more.

I'd give it least 5 years.
Look at the large number of dead operating systems that still have
groups:

Amiga (company bankrupt)
Atari (company bankrupt)
desqview (abandoned by quarterdeck)
coherent (company bankrupt)
Plan 9 (abandoned by AT&T for Lucent)

The only newsgroup that looks positively ill is the coherent
newsgroup. However, Mark Williams (the original coh company) went
bankrupt _many_ years ago.

It is a tremendous Mitzvah to always be happy!
Reb Nachman of Breslov

6789. Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-20 00:00:00 UTC
From: raj@gco.apana.org.au
Message-ID: <32d27c42.6995498@news.sydney.apana.org.au>
Source record: 7248
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

I used Macs some years ago.
I looked at them again recently (I use Linux, Win NT and Win 95)
A couple of my secretaries use Macs.

I am amazed that the Mac OS still doesnt have preemptive multitasking.
I am amazed that the Mac OS still doesnt have robust security.
I am amazed that the Mac OS still doesnt have robust process memory
space isolation.
I am amazed that the Mac OS still doesnt have decent background high
speed comms.

These things have been taken for granted in most modern oses for years
!

It is a tremendous Mitzvah to always be happy!
Reb Nachman of Breslov

6790. Re: Is MagiCMac Really This Fast?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-20 00:00:00 UTC
From: jnorton@nilenet.com
Message-ID: <59e7v5$ca0@thoth.nilenet.com>
Source record: 7249

Brian-Roland Miller (brmiller@tiac.net) wrote:
: The Mac version is REALLY buggy, and I suspect that SoftLogik is running
: low on financial resources. It never had THAT many to begin with, and
: abandoning the platform that provided it with 30% of its business (TOS),
: it couldn't have helped itself too much. . .

That is weird as the TOS version (after some minor tweaking) was really nice. Having fooled with several different computers over the years, I have always wondered if it was really the bean counters who drove everybody to battle over platform/os supremacy. We, the users, suffer in the end.

: Maybe in ten years, we'll see a PowerAmiga, considering the on-again,
: off-again R&D status. . .

Wouldn't it be weird if the Tramiels picked up the pieces. (Not saying they should, mind you!)

Later.....

6791. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-20 00:00:00 UTC
From: jlink@best.com
Message-ID: <59e8jv$13s@nntp1.best.com>
Source record: 7250
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In message <32c87a72.6531311@news.sydney.apana.org.au> - raj@gco.apana.org.au (Raj Thomas)Fri, 20 Dec 1996 11:42:20 GMT writes:
>
>>Dave Tholen <tholen@newton.ifa.hawaii.edu> wrote in article
>><594ht6$b70@news.Hawaii.Edu>...
>>> Claude Biron writes:
>>>
>>> > It'll be intertaining to see how long comp.os.os2.advocacy continues to
>>> > exist beyond IBM's abandonment of OS/2. I bet they can sustain their
>>'deep denial' for a year or two more.
>
>I'd give it least 5 years.
>Look at the large number of dead operating systems that still have
>groups:
>
>Amiga (company bankrupt)
>Atari (company bankrupt)
>desqview (abandoned by quarterdeck)
>coherent (company bankrupt)
>Plan 9 (abandoned by AT&T for Lucent)
>
>The only newsgroup that looks positively ill is the coherent
>newsgroup. However, Mark Williams (the original coh company) went
>bankrupt _many_ years ago.
>____
>It is a tremendous Mitzvah to always be happy!
> Reb Nachman of Breslov

You bet that comp.os.os2.advocacy will be around! I understand that there are still several hundred members of the Flat Earth Society as well.

At least this escapade has taught me, for one, never to trust IBM again. Customer abandonment once is sufficient, thank you.

|^~^|
| J.R. Link |
| Connected with OS/2 Warp 4 |
| In Spite of IBMs Lack of Support, |
| For now! |
| IBM - Famous for Customer Abandonment |
| jlink@best.com |
| |
^~^

6792. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-20 00:00:00 UTC
From: bmeyer@bruce.cs.monash.edu.au
Message-ID: <59dtoi$oh@wombat.hanse.de>
Source record: 7251
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

raj@gco.apana.org.au (Raj Thomas) writes:

>The only newsgroup that looks positively ill is the coherent
>newsgroup. However, Mark Williams (the original coh company) went
>bankrupt _many_ years ago.

"Many", as in "about two"?

Bernie
--
==========
"How does Windows work?"
Mike Battersby, BCS (Hon), System administrator at Deakin Uni, while trying
to handle Netscape/Windows during a meeting of the Linux Users of Victoria

6793. Re: Is MagiCMac Really This Fast?

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-20 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec20.121549.1@cobra.uni.edu>
Source record: 7252

In article <32B71C63.7E03@tiac.net>, Brian-Roland Miller <brmiller@tiac.net> writes:
>
> It would be a cheap solution to Apple's current OS woes as well (using a
> MagiC kernel to replace MacOS). It would probably be more compatible
> than BeOS, and would offer many developers on the Atari side a platform
> to develop for that is growing.
>
> A side benefit would be the simultaneous deaths of Jedi and Peter
> Sinclair-Day. Why, can you imagine Peter's reaction when Apple goes to
> TOS for kernel salvation? Or Jedi's response to the establishment of
> Macintosh as the TOS platform of the 90s? Level 25 apoplectic seizure,
> anyone? <grin>

Not gonna happen.. Whats shocking is the 360 reverse on the Mac. What happen?
Religious rebirth?

>
> ---
> BR Miller
> Boston, MA

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6794. Re: Toad Christmas SPECIALS -- through 12/23/96!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-20 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <59en67$o9h@james.freenet.hamilton.on.ca>
Source record: 7253
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

<Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>
Lines: 30
X-Newsreader: NewsWerthy 2.04 (unregistered)

In <Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>, Thomas
Main <main@conrad.appstate.edu> wrote:

: Toad's prices for used ST equipment are way too high, IMO. Last week, an
: Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
: Compare this with the $299 "special" Toad is offering on USED STe's.

I agree Toad has High prices.

: Also, a few days ago on this very group someone was selling a VERY nice TT
: for $300. I think people in this group ought to write to Toad and tell
: them that we are not willing to pay these prices!

Why should I? I vote with my pocket book. I am not willing to pay those
prices, so I wont. Toad loses a customer. They have a right to ask whatever
they want for their Atari stuff.

: I know that Toad has
: long supported the Atari platform, but that is not an excuse to excercise
: price gouging. If you agree, write to Toad "Toaday" and let them know
: their prices are way off. I think the Atari community will be better off
: with realistic prices set for equipment.

I agree here. The Atari community should have realistic prices. Toad
doesn't have those realistic prices, so buy used. I have never understood
how Toad became THE name in Atari. I wont buy from 'em.

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

6795. Re: Falcons are memory hogs!

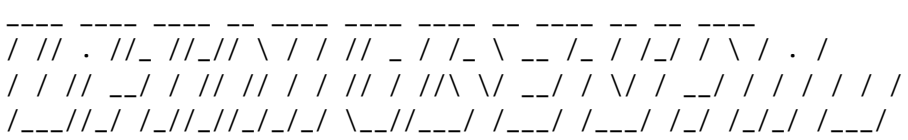
Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-20 00:00:00 UTC
From: optimus@canit.se
Message-ID: <59es45$rtm@dos.canit.se>
Source record: 7254

JEDI wrote:
: In article <djs.850904188@gen-off-3>, djs@jet.uk says...
: >
: >Brian-Roland Miller <brmiller@tiac.net> writes:
: >> [You] are the Peter Sinclair-Day of the Atari userbase.
: >That's not fair, he's much worse than PSD ;-) At least Peter has the
: >decency to give his name and an Email address. JEDI is either too ashamed
: >of his outpourings to give name/email, or can't work out how to set up
: >his software.

: I choose to exercise my liberties instead of whining like
: a petty little european peasant.

Instead you try to insult people based on their nationality. You are a
real bigot, JEDI, and you are not doing the Atari cause any good.

--



6796. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-20 00:00:00 UTC
From: vanderliet@luna.nl
Message-ID: <vanderliet-2012962320390001@28-pstn.rotterdam.luna.net>
Source record: 7255
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <32d27c42.6995498@news.sydney.apana.org.au>,
raj@gco.apana.org.au (Raj Thomas) wrote:

> I used Macs some years ago.
> I looked at them again recently (I use Linux, Win NT and Win 95)
> A couple of my secretaries use Macs.
>
> I am amazed that the Mac OS still doesnt have preemptive multitasking.
> I am amazed that the Mac OS still doesnt have robust security.
> I am amazed that the Mac OS still doesnt have robust process memory
> space isolation.
> I am amazed that the Mac OS still doesnt have decent background high
> speed comms.
>
> These things have been taken for granted in most modern oses for years
> !
> --
> It is a tremendous Mitzvah to always be happy!
> Reb Nachman of Breslov

I am amazed that Windows (NT, 95, CE) doesn't have scriptable applications
I am amazed that Windows (NT, 95, CE) can't boot from a removable SCSI disk
I am amazed that Windows (NT, 95, CE) can't use 4 monitors at once
I am amazed that Windows (NT, 95, CE) can't be booted out of RAM
I am amazed that Windows (NT, 95, CE) can't be used by my mom
I am amazed that Windows (NT, 95, CE) still have lame alias architectures
I am amazed that Windows (NT, 95, CE) are still limited to C: and D: drives

You know man, what you just wrote is common knowledge in the Macintosh
world. Still why do people prefer the MacOS? Because it works, and damn
good as well, I see Linux systems, NT systems and although I have to admit
NT 4.0 is not far off anymore, I am stil frustrated all over the place
when I try to do the same things on a PPro machine with NT that I pull off
with my humble little 601 PowerMac.

--
Windows break when pushed too hard.......

Ton van der Liet
Potosi@luna.nl Ton@bway.net

6797. NextStep will be the next Mac OS!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-20 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec20.174038.1@cobra.uni.edu>
Source record: 7256

Well, looks like Be is out and NEXT is in for the next Mac OS. And it's not TOS!

Well campers, I am off to Southern California. Who knows I may never return..

GREETINGS..

|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |

I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6798. Re: x86 vs. PPC SPEC numbers [LONG] (was Re: Falcons are memory hogs!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-20 00:00:00 UTC
From: JEDI
Message-ID: <59f7eq$t67@lana.zippo.com>
Source record: 7257

```
In article <59csvj$c6q@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>JEDI writes:
>
>>IBM 860 MPC603e 166 256+16/16 3.62 2.62 Oct96 www.ibm
>>IBM 43P/140 MPC604e 200 1M+32/32 6.91 5.07 Oct96 www.ibm
>>Intel XXpress Pentium 66/166 1M+8/8 4.76 3.37 Jan96 www.intel
>>Intel Alder PentiumPro 200 256+8/8 8.09 5.99 Jan96 www.intel
>
>> THESE numbers would suggest otherwise.
>
>They do suggest otherwise but I got this from www.ibm.com:
>
>Performance (estimated) 6.7 SPECint95, 6.3 SPECfp95 @ 166/66, 1M L2

These look suspiciously like the actual SPECmarks of the F40 server
(also from www.ibm.com) which were 5.73 & 4.74. However, the
F40 is a 604e/166 machine...

>
>It is interesting that this indicates almost 25% better floating point
>performance with 83% of the clock speed. I couldn't find numbers for
>a 166MHz 603e so:
>
>Performance (est) 5.6 SPECint95, 4.1 SPECfp95 @ 200/66, 1M L2 SDRAM

These numbers are wholely imagingary. An 'estimate' and an
'estimate' based on another 'estimate' are about worthless.
Couldn't you find any ACTUAL specmarks. IBM's page may be dog
slow & the java search engine may be crap but, their workstation
specs (real ones) are not at all hard to find...
```

6799. Re: x86 vs. PPC SPEC numbers [LONG] (was Re: Falcons are memory hogs!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-21 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <59fim7$r8j@morgoth.sfu.ca>
Source record: 7258

JEDI writes:

> These numbers are wholely imagingary. An 'estimate' and an
> 'estimate' based on another 'estimate' are about worthless.
> Couldn't you find any ACTUAL specmarks. IBM's page may be dog
> slow & the java search engine may be crap but, their workstation
> specs (real ones) are not at all hard to find...

What are we measuring here? The performance of the chip or the performance of a workstation that uses that chip? You were the one who suggested that the processor should be tested without including memory systems, etc.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6800. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-21 00:00:00 UTC
From: jpolaski@wwa.com
Message-ID: <jpolaski-ya023580002112960001030001@198.49.174.10>
Source record: 7259
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <32d27c42.6995498@news.sydney.apana.org.au>,
raj@gco.apana.org.au (Raj Thomas) wrote:

> I used Macs some years ago.
> I looked at them again recently (I use Linux, Win NT and Win 95)
> A couple of my secretaries use Macs.
>
> I am amazed that the Mac OS still doesnt have preemptive multitasking.
> I am amazed that the Mac OS still doesnt have robust security.
> I am amazed that the Mac OS still doesnt have robust process memory
> space isolation.
> I am amazed that the Mac OS still doesnt have decent background high
> speed comms.
>
> These things have been taken for granted in most modern oses for years
> !
====
Let's deal with the security issue. Who won the contest to see if any
hacker could break in to a Mac server and bring it down? Since you say
Mac's have no security of course.

--
...a traveler on the information super-cyber highway, occasionally stopping
to get lost and find something new!

6801. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-21 00:00:00 UTC
From: heitkamp@pc1.ibm.net
Message-ID: <m2d8w33mss.fsf@pc1.ibm.net>
Source record: 7260
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

bmeyer@bruce.cs.monash.edu.au writes:

So. Did IBM actually publicly abandon OS/2 or is this just whining? Could
some one direct me to the official announcement? I thinking about getting
Merlin in a couple weeks and if IBM officially dropped support I may reconsider.
I was really excited about a PPC version of OS/2 and was disappointed when IBM
dropped that. Since I can't afford another computer, and no CHRP or PREP hardware
is available, that wasn't a real problem but if they are quiting on the INTEL
version, that's definately more serious.
>

--

##
Fred Heitkamp
OS/2 Warp, Linux x86, Linux m68k, Amiga
fheitka@ibm.net fheitkamp@worldnet.att.net
##

6802. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-21 00:00:00 UTC
From: sangria@inlink.com
Message-ID: <32bd0ddd.137611015@snoopy>
Source record: 7261
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Fri, 20 Dec 1996 23:20:38 +0100, vanderliet@luna.nl (Erik van der Liet) wrote:

>In article <32d27c42.6995498@news.sydney.apana.org.au>,
>raj@gco.apana.org.au (Raj Thomas) wrote:
>...
>> I am amazed that the Mac OS still doesnt have preemptive multitasking.
>> I am amazed that the Mac OS still doesnt have robust security.
>> I am amazed that the Mac OS still doesnt have robust process memory
>> space isolation.
>> I am amazed that the Mac OS still doesnt have decent background high
>> speed comms.
>...
>I am amazed that Windows (NT, 95, CE) doesn't have scriptable applications

Wrong.

>I am amazed that Windows (NT, 95, CE) can't boot from a removable SCSI disk

Wrong.

>I am amazed that Windows (NT, 95, CE) can't use 4 monitors at once

Wrong.

>I am amazed that Windows (NT, 95, CE) can't be booted out of RAM

What does this mean?

>I am amazed that Windows (NT, 95, CE) can't be used by my mom

Can't comment since I have no idea of what your mom is capable of, on the other hand, I would give her the benefit of the doubt, you however do not feel the same.

>I am amazed that Windows (NT, 95, CE) still have lame alias architectures

Alias?

>I am amazed that Windows (NT, 95, CE) are still limited to C: and D: drives

Wrong again.

Amazing, with all the real shortcomings with Windows NT, you've managed to miss every single one of them.

```
-- Sang.
*******************************************************
* Sang K. Choe sangria@inlink.com *
* http://sangria.inlink.com/index.html *
* finger: sang@sangria.inlink.com *
*******************************************************
```

6803. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-21 00:00:00 UTC
From: "Steven C. Den Beste" <"sdenbest@NOSPAM"@qualcom.comm>
Message-ID: <59h6d0$lku@qualcomm.com>
Source record: 7262
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Frederick V. Heitkamp wrote:
>
> bmeyer@bruce.cs.monash.edu.au writes:
>
> So. Did IBM actually publicly abandon OS/2 or is this just whining? Could
> some one direct me to the official announcement? I thinking about getting
> Merlin in a couple weeks and if IBM officially dropped support I may reconsider.
> I was really excited about a PPC version of OS/2 and was disappointed when IBM
> dropped that. Since I can't afford another computer, and no CHRP or PREP hardware
> is available, that wasn't a real problem but if they are quiting on the INTEL
> version, that's definately more serious.
> >

No, as of yet IBM has not officially dropped support for OS/2. There is hotly-contested speculation that IBM is attempting to let OS/2 die a slow death rather than execute it with a single blow.

Note that *everything* which I will say here is highly controversial. The actual amount of uncontested facts available is damned small; what there are is rumors and rumors of rumors. So virtually everything I'm about to repeat could be either true or false. I am not, at least in this article, trying to make a statement; rather I'm making a quick attempt to summarize the best cases both for and against the contention that IBM is letting OS/2 wither. (And *every* one of these statements can be spun multiple ways, too.)

The case FOR IBM letting OS/2 wither:
1. The development budget for OS/2 has been dropping for some time, and there seems to be reason to believe that it will continue to drop.
2. Presence of OS/2 software in store-front retail outlets has gone from small to nonexistent in the last year, and IBM has not made any attempt to do anything about it.
3. IBM has announced that the target for OS/2 is business. High IBM officials have made disparaging comments about the home market as a target for OS/2. They occasionally toss in comments about "connected consumers" as a target, but that may simply be lip-service.
4. IBM seems to not be making much of an effort to cultivate support among 3rd party developers, either of hardware or software.
5. In the first half of 1996, sales of OS/2 were termed "disappointing" by IBM. Unofficially, they apparently sold about 1 million copies in the first 5 months of 1996.
6. IBM tends to announce sales figures when they're good; IBM has announced no sales figures for Merlin (Warp 4). In this case, "no news

is bad news" and reading between those non-existant lines it is likely that sales of Merlin have also not been good.
7. The supply of native applications for OS/2 continues to be disappointing.
8. Support for OS/2 elsewhere within IBM is something between laughable and non-existent. Especially IBM PCCo, which is probably the one division that PSP would most like support from, has basically abandoned OS/2 and spends all its time pushing Win 95 and Win NT.
9. Advertising by IBM for OS/2 has been sparse and unimpressive.
10. The last major monthly OS/2 magazine in the US just stopped publishing, primarily due to lack of advertising.

The case AGAINST IBM letting OS/2 wither:
1. IBM has formally stated several times recently that it is their policy to support and enhance OS/2.
2. IBM made a special deal with Netscape to port Navigator to OS/2, and IBM is giving it away for free. Though the details of the deal have not been made public, it is assumed that IBM paid Netscape a pile of money for this. Clearly this is a major investment.
3. About a year ago IBM spent an enormous amount of money moving people from Florida to Texas so as to consolidate the development for OS/2 at a single site. That would seem to be unlikely if they wanted to abandon the very product those people were working on.
4. IBM's Lotus division recently announced that they had contracted with an outside developer to port some of their major packages to OS/2.
5. While the supply of native OS/2 apps is nothing like as big as the supply of Win16 apps, it is still comparable to the supply of WIN32 apps, and OS/2 can run most Win16 apps anyway. Just how many spreadsheets do you need? (As they say, "More than a mouthful is a waste.")
6. The features of Merlin are the best of any version of OS/2 to date. The user interface has been upgraded, and voice-controlled navigation and dictation have been included at no extra cost. Even better, it is highly integrated with the desktop and permits easy control of the whole interface.
7. The OS/2 user community is highly connected, and electronic commerce for OS/2 software is alive and healthy. Indelible Blue can sell you anything you need, easily and rapidly, so who needs store-front presence anyway?
8. Equally, while the paper magazine may have gone under, there are several quite good e-zines about OS/2 and they are doing fine. [Although one of them let some asshole Win 95 advocate write a column for a while, but fortunately he gave up and quit.]
9. People have been saying "OS/2 is doomed" for years, yet here it is, going strong.

So there you have it. I've probably missed some points, but these are most of the important arguments which have been tossed around by people on both sides.

I think I can make the following statements without fear of contradiction from anyone:

1. IBM is, as they always have, doing a less than sterling job of marketing OS/2.
2. IBM is not investing as much money in OS/2 as advocates wish they would.
3. 3rd party support for OS/2 is not as good as OS/2 advocates wish it was.
4. The signals from IBM as a whole have been ambiguous.

6804. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-21 00:00:00 UTC
From: gpili@tiac.net
Message-ID: <59h8fm$3lh@news-central.tiac.net>
Source record: 7263
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In message <m2d8w33mss.fsf@pc1.ibm.net> - heitkamp@pc1.ibm.net (Frederick V. Heitkamp)21 Dec 1996 11:05:39 -0500 writes:
:>
:>bmeyer@bruce.cs.monash.edu.au writes:
:>
:>So. Did IBM actually publicly abandon OS/2 or is this just whining? Could
:>some one direct me to the official announcement? I thinking about getting
:>Merlin in a couple weeks and if IBM officially dropped support I may reconsider.
:>I was really excited about a PPC version of OS/2 and was disappointed when IBM
:>dropped that. Since I can't afford another computer, and no CHRP or PREP hardware
:>is available, that wasn't a real problem but if they are quiting on the INTEL
:>version, that's definately more serious.

Absolutely not. IBM has stated they will continue to support OS/2. This thread is more speculation than anything else, so make of it what you will. I personaly believe IBM is working to bring together a more solid strategy around OS/2 -- they recently stated they were working on tying OS/2 in with their Network Computer initiative. Others may scoff, but they have no real proof (other than their own personal reading of the leaves). I may be reading in as well, but *no one* has final word on what is happening right now -- it's all based on action or nonactions by IBM, but *no* official announcements have been made.

Gil

Ayn Rand might have been right if she'd laughed at herself. Once.

6805. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-21 00:00:00 UTC
From: gpili@tiac.net
Message-ID: <59h93v$3lh@news-central.tiac.net>
Source record: 7264
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In message <59h6d0$lku@qualcomm.com> - "Steven C. Den Beste"
<"sdenbest@NOSPAM"@qualcom.comm>Sat, 21 Dec 1996 09:14:50 -0800 writes:
:>
:>Everything* which I will say here is highly controversial.
:>The actual amount of uncontested facts available is damned small; what
:>there are is rumors and rumors of rumors. So virtually everything I'm
:>about to repeat could be either true or false. I am not, at least in
:>this article, trying to make a statement; rather I'm making a quick
:>attempt to summarize the best cases both for and against the contention
:>that IBM is letting OS/2 wither. (And *every* one of these statements
:>can be spun multiple ways, too.)

<snip>

Interesting post, and refreshingly unbiased. I like to think that IBM is working to come up with a fresh strategy for OS/2, based around Java and the NC initiative. It could be wishful thinking, but no one can tell me for certain that it is or is not true.

It *is* frustrating that IBM can't come up with a more coordinated effort with OS/2 -- what's so difficult about making the PC Co and PSP work together on creating a good preload package for the Aptivas? Why can't IBM get a good OS/2 suite out the door? Why can't they bundle new software and package them more attractively? Netscape's and Stardock's efforts are the best initiatives I've seen in this direction; why can't IBM take a cue from these vendors and market their own stuff this way? These are simple things that don't cost huge sums of money, and could make all the difference in dispelling the "OS/2 is dead" stories.

Unfortunately, the longer IBM waits to address these issues, the more creedence is given to the rumors, and the harder it will be to revive OS/2 later on.

Gil

Ayn Rand might have been right if she'd laughed at herself. Once.

6806. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-21 00:00:00 UTC
From: Jose Guzman <j.guzman@arrakis.es>
Message-ID: <VA.000000c1.003567e0@bigboy>
Source record: 7265
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy
Body handling: HTML body converted to readable text

<< I am amazed that Windows (NT, 95, CE) doesn't have scriptable applications>>

Wrong for NT & 95.

<>

Wrong for NT, untetested on 95...

<>

Wrong for NT & 95, there are cards allowing you to use 4 simultaneous and different monitors.

<>

Very wrong.

Jose, Sevilla, SPain

6807. Re: Reasons To Use a real OS instead of Atari or Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-21 00:00:00 UTC
From: raj@gco.apana.org.au
Message-ID: <32c355ed.913423@news.sydney.apana.org.au>
Source record: 7266

Someone who claimed to be Brian-Roland Miller <brmiller@tiac.net>
wrote:

>I wouldn't consider Shockwave to be much of an asset - I mean, come on!
>On my Mac, I have allocated ELEVEN MEGABYTES of RAM (silicon RAM, not
>VRAM) to Netscape with Shockwave extensions. And I _STILL_ suffer from
>"out of memory" errors when I try to, say, visit a basic web page and
>read news at the same time. It has sent me running screaming to
>Cyberdog (which only takes about 1.4 megs of RAM).

Try running it under NT or win 95
No problemo...

It is a tremendous Mitzvah to always be happy!
Reb Nachman of Breslov

6808. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-21 00:00:00 UTC
From: rsteiner@skypoint.com
Message-ID: <F5LvyoHpvarB092yn@skypoint.com>
Source record: 7267
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Here in comp.os.os2.advocacy, "Steven C. Den Beste"
<"sdenbest@NOSPAM"@qualcom.comm> spake unto us, saying:

>The case FOR IBM letting OS/2 wither:

[Snip]

>The case AGAINST IBM letting OS/2 wither:

[Snip]

Thought I'd compliment you on a very good post. Thanks for taking the
time to write it. :-)

--
-Rich Steiner >>>---> rsteiner@skypoint.com >>>---> Bloomington, MN
Written offline using PC Yarn + Yep + FTE under OS/2 Warp 4
Who would imagine that i^2 = -1?

6809. APPEEAL TO WORLD CONSCIENCE & HUMAN RIGHTS ORGANIZATIONS

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-22 00:00:00 UTC
From: Qatari citizen <devil@qatar.net.qa>
Message-ID: <01bbef8f$1deaa7a0$192185c2@qatar.net.qa.qatar.net.qa>
Source record: 7268

APPEEAL TO WORLD CONSCIENCE & HUMAN RIGHTS ORGANIZATIONS

FAHED&SALWA
A CAUSE FOR US ALL
http://www.thebbslist.com/free-page/devil1.html

6810. Re: NextStep will be the next Mac OS!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-22 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <59iiao$bi7@scanner.worldgate.com>
Source record: 7269

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>
>Well, looks like Be is out and NEXT is in for the next Mac OS. And it's not
>TOS!
>
>Well campers, I am off to Southern California. Who knows I may never return..

Announcing your location would probably assure this ...

6811. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-22 00:00:00 UTC
From: Dave Bowman <hal9000@ici.net>
Message-ID: <32BCCEE2.33C@ici.net>
Source record: 7270
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Steven C. Den Beste wrote:
>
> Frederick V. Heitkamp wrote:
> >
> > bmeyer@bruce.cs.monash.edu.au writes:
> >
> > > So. Did IBM actually publicly abandon OS/2 or is this just whining? Could
> > > some one direct me to the official announcement? I thinking about getting
> > > Merlin in a couple weeks and if IBM officially dropped support I may reconsider.
> > > I was really excited about a PPC version of OS/2 and was disappointed when IBM
> > > dropped that. Since I can't afford another computer, and no CHRP or PREP hardware
> > > is available, that wasn't a real problem but if they are quiting on the INTEL
> > > version, that's definately more serious.
> > > >
>
> No, as of yet IBM has not officially dropped support for OS/2. There is
> hotly-contested speculation that IBM is attempting to let OS/2 die a
> slow death rather than execute it with a single blow.
>
> Note that *everything* which I will say here is highly controversial.
> The actual amount of uncontested facts available is damned small; what
> there are is rumors and rumors of rumors. So virtually everything I'm
> about to repeat could be either true or false. I am not, at least in
> this article, trying to make a statement; rather I'm making a quick
> attempt to summarize the best cases both for and against the contention
> that IBM is letting OS/2 wither. (And *every* one of these statements
> can be spun multiple ways, too.)
>
> The case FOR IBM letting OS/2 wither:
> 1. The development budget for OS/2 has been dropping for some time, and
> there seems to be reason to believe that it will continue to drop.
> 2. Presence of OS/2 software in store-front retail outlets has gone from
> small to nonexistent in the last year, and IBM has not made any attempt
> to do anything about it.
> 3. IBM has announced that the target for OS/2 is business. High IBM
> officials have made disparaging comments about the home market as a
> target for OS/2. They occasionally toss in comments about "connected
> consumers" as a target, but that may simply be lip-service.
> 4. IBM seems to not be making much of an effort to cultivate support
> among 3rd party developers, either of hardware or software.
> 5. In the first half of 1996, sales of OS/2 were termed "disappointing"
> by IBM. Unofficially, they apparently sold about 1 million copies in the

> first 5 months of 1996.
> 6. IBM tends to announce sales figures when they're good; IBM has
> announced no sales figures for Merlin (Warp 4). In this case, "no news
> is bad news" and reading between those non-existant lines it is likely
> that sales of Merlin have also not been good.
> 7. The supply of native applications for OS/2 continues to be
> disappointing.
> 8. Support for OS/2 elsewhere within IBM is something between laughable
> and non-existent. Especially IBM PCCo, which is probably the one
> division that PSP would most like support from, has basically abandoned
> OS/2 and spends all its time pushing Win 95 and Win NT.
> 9. Advertising by IBM for OS/2 has been sparse and unimpressive.
> 10. The last major monthly OS/2 magazine in the US just stopped
> publishing, primarily due to lack of advertising.
>
> The case AGAINST IBM letting OS/2 wither:
> 1. IBM has formally stated several times recently that it is their
> policy to support and enhance OS/2.
> 2. IBM made a special deal with Netscape to port Navigator to OS/2, and
> IBM is giving it away for free. Though the details of the deal have not
> been made public, it is assumed that IBM paid Netscape a pile of money
> for this. Clearly this is a major investment.
> 3. About a year ago IBM spent an enormous amount of money moving people
> from Florida to Texas so as to consolidate the development for OS/2 at a
> single site. That would seem to be unlikely if they wanted to abandon
> the very product those people were working on.
> 4. IBM's Lotus division recently announced that they had contracted with
> an outside developer to port some of their major packages to OS/2.
> 5. While the supply of native OS/2 apps is nothing like as big as the
> supply of Win16 apps, it is still comparable to the supply of WIN32
> apps, and OS/2 can run most Win16 apps anyway. Just how many
> spreadsheets do you need? (As they say, "More than a mouthful is a
> waste.")
> 6. The features of Merlin are the best of any version of OS/2 to date.
> The user interface has been upgraded, and voice-controlled navigation
> and dictation have been included at no extra cost. Even better, it is
> highly integrated with the desktop and permits easy control of the whole
> interface.
> 7. The OS/2 user community is highly connected, and electronic commerce
> for OS/2 software is alive and healthy. Indelible Blue can sell you
> anything you need, easily and rapidly, so who needs store-front presence
> anyway?
> 8. Equally, while the paper magazine may have gone under, there are
> several quite good e-zines about OS/2 and they are doing fine. [Although
> one of them let some asshole Win 95 advocate write a column for a while,
> but fortunately he gave up and quit.]
> 9. People have been saying "OS/2 is doomed" for years, yet here it is,
> going strong.
>
> So there you have it. I've probably missed some points, but these are

> most of the important arguments which have been tossed around by people
> on both sides.
>
> I think I can make the following statements without fear of
> contradiction from anyone:
>
> 1. IBM is, as they always have, doing a less than sterling job of
> marketing OS/2.
> 2. IBM is not investing as much money in OS/2 as advocates wish they
> would.
> 3. 3rd party support for OS/2 is not as good as OS/2 advocates wish it
> was.
> 4. The signals from IBM as a whole have been ambiguous.

Very nicely done post! I don't know why people are so concerned about the future of OS/2, from the standpoint of IBM's support. Heck, we have each other, and the operating system itself, won't go anywhere, right. I use, and will continue to use OS/2 Warp now and for the next umpteen years. I'm certain it will run most of the programs I will ever want to use; so why should I worry if another version of OS/2 isn't made.

Use it, be happy, and support oneanother. Let's face it, if we don't help each other, then than is when, and only when, OS/2 is really doomed.

-Joseph

6812. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-22 00:00:00 UTC
From: sangria@inlink.com
Message-ID: <32bdc70f.250557500@snoopy>
Source record: 7271
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 22 Dec 1996 22:11:45 GMT, bobh@wasatch.com (Bob Hauck) wrote:

>> H:\>cdd \\tango\tmp
>>
>> \\tango\tmp>dir
>>
>> Directory of \\tango\tmp*
>>
>> 12/22/96 13:40 <DIR> .
>> 12/22/96 13:40 <DIR> ..
>> 12/13/96 20:12 <DIR> arc
>> 12/18/96 21:08 <DIR> cpi
>> ...
>>
>> \\tango\tmp>echo %OS%
>> Windows_NT
>
>So...you have "long drive letters". If you have an app on tango
>and move it to mango, things break if the app has stored it's
>path somewhere. You can't just remount mango to the mount point
>that tango was on and have everything still work, nor can you make
>a symbolic link to the new spot, right?

Actually, with MS's Dfs I can move the app anywhere and the mount point doesn't have to change as far as the client side is concerned. In otherwords, \\tango\tmp can point to anywhere and can be changed on the Dfs server without having to have the client remap it.

>And what's that "G:" doing up there?

If you mean "H:", it's the default location where the shell starts up from (since that's where it's located). I can have it point to \\tango\tmp if I wanted to (by setting the startup directory in it's shortcut). I just didn't bother since the poster just wanted me to show him that NT is not limited to drive letters.

-- Sang.
****
* Sang K. Choe sangria@inlink.com *
* http://sangria.inlink.com/index.html *
* finger: sang@sangria.inlink.com *
****

6813. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-22 00:00:00 UTC
From: rhevron@ibm.net
Message-ID: <59jus2$f8g$1@news-s01.ny.us.ibm.net>
Source record: 7272
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

>So there you have it. I've probably missed some points, but these are
>most of the important arguments which have been tossed around by people
>on both sides.

Bloody good post! Did you do that off the top of your head? <G>

6814. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-22 00:00:00 UTC
From: rhevron@ibm.net
Message-ID: <59jv3l$f8g$2@news-s01.ny.us.ibm.net>
Source record: 7273
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <59h6d0$lku@qualcomm.com>, "Steven C. Den Beste" <"sdenbest@NOSPAM"@qualcom.comm> writes:

One other thought about OS/2's health and future will be told by the next person to head PSP. PSP went from Lee Reiswig, the Blue Ninja, who was completely commited to IBM and OS/2, to JWT, who was in my opinion, a mediocrity, tepid and lukewarm, who was just doing a job! I saw no particular fire or commitment to OS/2 from him.

All the best,

6815. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-22 00:00:00 UTC
From: kerssing@luna.nl
Message-ID: <kerssing-2212961941170001@19-pstn.rotterdam.luna.net>
Source record: 7274
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy
Body handling: HTML body converted to readable text

In article , j.guzman@arrakis.es wrote:

> << I am amazed that Windows (NT, 95, CE) doesn't have scriptable
> applications>>
>
> Wrong for NT & 95.

Ok, can I write a script within the OS that opens Word, opens a document, prints certain areas of it, quits Word, copies the file to the server and shuts down the computer?
No I don't think so.

>
> < SCSI disk>>
>
> Wrong for NT, untetested on 95...
NT certainly can't do it, starts to complain about the unability to run 16 bits apps and you can't open a DOS box, but a CMD box works.
thus right!
>
> <>
>
> Wrong for NT & 95, there are cards allowing you to use 4 simultaneous
> and different monitors.
No, No, We are talking about the OS and it's build in capabilites!

>
> < drives >>
>
> Very wrong.

Ok, prove otherwise then!!

>
> Jose, Sevilla, SPain

--

R.P.Kerssing, kerssing@luna.nl

6816. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-22 00:00:00 UTC
From: sangria@inlink.com
Message-ID: <32c191a6.236884546@snoopy>
Source record: 7275
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy
Body handling: HTML body converted to readable text

On Sun, 22 Dec 1996 19:41:16 +0100, kerssing@luna.nl (R.P.Kerssing)
wrote:

>In article , j.guzman@arrakis.es wrote:
>
>> << I am amazed that Windows (NT, 95, CE) doesn't have scriptable
>> applications>>
>>
>> Wrong for NT & 95.
>
>Ok, can I write a script within the OS that opens Word, opens a
>document, prints certain areas of it, quits Word, copies the file
>to the server and shuts down the computer?
>No I don't think so.

Umm, guess again.
Using OLE automation you most certain can do what you describe.
Infact, using OLE automation, I've been doing what you describe (and
helluva lot more) for the last four to five months.

>> <> SCSI disk>>
>>
>> Wrong for NT, untetested on 95...
>NT certainly can't do it, starts to complain about the unability to run
>16 bits apps and you can't open a DOS box, but a CMD box works.
>thus right!

What are you talking about?
NT can be made to boot from a removable device. And why would booting
NT from a removable media affect the NTVDM?

>> <>
>>
>> Wrong for NT & 95, there are cards allowing you to use 4 simultaneous
>> and different monitors.
>No, No, We are talking about the OS and it's build in capabilites!

No, No, read the statement:

"I am amazed that Windows (NT, 95, CE) can't use 4 monitors at once"

I don't see "built in" capabilities anywhere in that statement. The
fact is NT can support multiple monitors. Now you just want to change
the criteria since the first statement was proven to be false.

>> <> drives >>
>>
>> Very wrong.
>
>Ok, prove otherwise then!!

H:\>cdd \\tango\tmp

\\tango\tmp>dir

Directory of \\tango\tmp*

12/22/96 13:40 .
12/22/96 13:40 ..
12/13/96 20:12 arc
12/18/96 21:08 cpi
...

\\tango\tmp>echo %OS%
Windows_NT

\\tango\tmp>

You were saying?

-- Sang.
****
* Sang K. Choe sangria@inlink.com *
* http://sangria.inlink.com/index.html *
* finger: sang@sangria.inlink.com *
****

6817. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-22 00:00:00 UTC
From: mlacher@netrax.net
Message-ID: <59k4lo$kls4@roo.netrax.net>
Source record: 7276
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy
Body handling: HTML body converted to readable text

In , Jose Guzman writes:
><drives >>
>
> Very wrong.
True, my father has a Win95 system with drives up to F:

-Mike Lacher
[TeamOS/2]

6818. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-22 00:00:00 UTC
From: bobh@wasatch.com
Message-ID: <59kbn1$ivj@twin.wasatch.com>
Source record: 7277
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
> H:\>cdd \\tango\tmp
>
> \\tango\tmp>dir
>
> Directory of \\tango\tmp\*
>
> 12/22/96 13:40 <DIR> .
> 12/22/96 13:40 <DIR> ..
> 12/13/96 20:12 <DIR> arc
> 12/18/96 21:08 <DIR> cpi
> ...
>
> \\tango\tmp>echo %OS%
> Windows_NT
```

So...you have "long drive letters". If you have an app on tango and move it to mango, things break if the app has stored it's path somewhere. You can't just remount mango to the mount point that tango was on and have everything still work, nor can you make a symbolic link to the new spot, right?

And what's that "G:" doing up there?

Bob Hauck bobh@wasatch.com
Wasatch Communications Group http://www.wasatch.com

6819. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-22 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <32c068ea.1326535@news.onramp.net>
Source record: 7278
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Mon, 23 Dec 1996 06:44:10 GMT, douyang@novice.uwaterloo.ca (Darwin
Ouyang) wrote:

>>H:\>cdd \\tango\tmp
>>\\tango\tmp>dir
>
>What shell are you using? (I *WANT* it. CMD.EXE refuses to cd to a UNC
>pathname. grrr.)

Get Microsoft's update. I want to call it DFS, but I'm sure when
Sang gets back he can tell you more. It abstracts location of files
on the server from the clients. Quite nice.

Reachable at: 713 629 6947 nights
Please quote in all replies

6820. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-23 00:00:00 UTC
From: mats.ljungqvist@enator.se
Message-ID: <32bec470.2153346@kirk.nocom.se>
Source record: 7191
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

vanderliet@luna.nl (Erik van der Liet) wrote:
>I am amazed that Windows (NT, 95, CE) are still limited to C: and D: drives

Actually they aren't (at least not NT and 95).

UNC names work fine.

// Mats

6821. Re: x86 vs. PPC SPEC numbers [LONG] (was Re: Falcons are memory hogs!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-23 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <59mn62$sgm@morgoth.sfu.ca>
Source record: 7192

JEDI writes:

> Of course allowances can be made for architecture features that are
> simply not present on one cpu or the other.

> Either way, 'estimates' are still worthless.

I think that we will need to find out exactly how all the SPECmarks are
generated before we can compare them in any meaningful way. I especially
wonder why the numbers that you gave were so different from IBM's
estimated performance. I really suspect that the workstation test
was not using FMADD instructions which would account for the
very odd floating point results.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6822. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-23 00:00:00 UTC
From: colbee@tyndale.apana.org.au
Message-ID: <851402658_OASIS_@tyndale.apana.org.au>
Source record: 7193

In article <32bdc70f.250557500@snoopy>
sangria@inlink.com (Sangria) said:-

>>> \\tango\tmp>echo %OS%
>>> Windows_NT
>>
>>So...you have "long drive letters". If you have an app on tango
>>and move it to mango, things break if the app has stored it's
>>path somewhere. You can't just remount mango to the mount point
>>that tango was on and have everything still work, nor can you make
>>a symbolic link to the new spot, right?

On my Atari MegaSte, I have drives going up to P: So what??!

--

G U I T A R I S T colbee@tyndale.apana.org.au

6823. Re: NextStep will be the next Mac OS!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-23 00:00:00 UTC
From: colbee@tyndale.apana.org.au
Message-ID: <851402272_OASIS_@tyndale.apana.org.au>
Source record: 7194

In article <1996Dec20.174038.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>Well campers, I am off to Southern California. Who knows I may never return..
>
> GREETINGS..
>|--|
>| Peter Sinclair-Day POWERMAC OF COURSE.... |
>| University of Northern Iowa |

Well,
In this season of good will etc., we can only HOPE!!

--

G U I T A R I S T colbee@tyndale.apana.org.au

6824. Re: Mac OS primitive and insecure

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-23 00:00:00 UTC
From: raj@gco.apana.org.au
Message-ID: <32c9efe8.576328@news.sydney.apana.org.au>
Source record: 7195
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Someone who claimed to be jpolaski@wwa.com (Jim Polaski) wrote:

>> I am amazed that the Mac OS still doesnt have preemptive multitasking.
>> I am amazed that the Mac OS still doesnt have robust security.
>> I am amazed that the Mac OS still doesnt have robust process memory
>> space isolation.
>> These things have been taken for granted in most modern oses for years

>Let's deal with the security issue. Who won the contest to see if any
>hacker could break in to a Mac server and bring it down? Since you say
>Mac's have no security of course.

Actually, I said "robust security ".

However try this well known denial of service attack using extra large
ICMP packets.

ping -l 655510 mac.server.ip.address

Fun ?

It is a tremendous Mitzvah to always be happy!
Reb Nachman of Breslov

6825. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-23 00:00:00 UTC
From: David Every <dke@adnc.com>
Message-ID: <AEE4568A-578C3@207.158.11.43>
Source record: 7196
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

> >I am amazed that Windows (NT, 95, CE) doesn't have scriptable
> applications
>
> You haven't been looking very hard or are just lying? Word and
Excel
> are so scriptable they have their own virii.

They are CLOSED scriptable... you can script inside of them - but not across them and other apps. The Macs SYSTEM AND APPS use the same scripting mechanism.

Example - on the Mac I can open a spreadsheet, create a file, save the file, have the script select the file from the finder, move the file across the network, then open a different App, import the file - save the new file (in a different format), then delete the old file. That is scriptability and the type of thing you cant handle on Windoze. EACH APP must have its own scripting capabilities - different from every other app.

> >I am amazed that Windows (NT, 95, CE) can't boot from a removable
SCSI
> disk
>
> This depends entirely dependent on the BIOS, not the OS.

But the point is that on the Macs it works... period... on the PC's it may work under certain circumstances... or it may not.

> >I am amazed that Windows (NT, 95, CE) can't use 4 monitors at once
>
> This is also WRONG. Troll around the STB homepage. The PC
solution
> is different.

The point is that on a Mac you can take 3 different video cards - off the shelf, and use the internal video, and drive different monitors with different resolutions and display characteristics and have one large workspace... and have concepts like main monitor and UseBestResolution/UseBestColorDepth/etc.... you can not do under windows - and the "solutions" that allow more than one monitor are proprietary hacks that may or may not work well with other things.

> >I am amazed that Windows (NT, 95, CE) can't be booted out of RAM
>

> I think that the Atari ST/TT/Falcon would be the only ones
> capable of this feat. MacOS was never small enough to manage
this.

Huh? I've booted off RAM disk quite a bit... lately its getting harder - but it was not uncommon (though not common either). In fact the Mac Classics had a ROM disk to boot off of. Boot one while holding option-command-x-o... no hard-drive or floppy need be attatched. (They were going to do some diskless serving stuff, but never finished it).

> >I am amazed that Windows (NT, 95, CE) can't be used by my mom
>
> Perhaps my mom should teach your mom.

Perhaps his mom should teach your mom that you should be a computer expert to use a computer.... sorta like you shouldn't have to be a auto-mechanic to drive a car. But if you own a Jag it helps.

--
David K. Every
MacKiDo Warrior - The Power of the Macintosh Way!
--
=A91996 DKE. Non-exclusive, royalty free license to distribute is granted to any service provider except Microsoft. By distributing this, Microsoft agrees to pay $1,000 per posting.

6826. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-23 00:00:00 UTC
From: sangria@inlink.com
Message-ID: <32cb174c.336634453@snoopy>
Source record: 7197
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Mon, 23 Dec 1996 06:44:10 GMT, douyang@novice.uwaterloo.ca (Darwin Ouyang) wrote:

>In article <32c191a6.236884546@snoopy>, Sangria <sangria@inlink.com> wrote:
>..
>>H:\>cdd \\tango\tmp
>>\\tango\tmp>dir
>
>What shell are you using? (I *WANT* it. CMD.EXE refuses to cd to a UNC
>pathname. grrr.)

It's 4NT.

Check out ftp.std.com /vendors/jpsoft/4dosnt

-- Sang.
****
* Sang K. Choe sangria@inlink.com *
* http://sangria.inlink.com/index.html *
* finger: sang@sangria.inlink.com *
****

6827. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-23 00:00:00 UTC
From: sangria@inlink.com
Message-ID: <32cc1795.336707734@snoopy>
Source record: 7198
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Sun, 22 Dec 1996 17:00:01 GMT, dcorn@paradise.pplnet.com (David
Corn) wrote:

>On Mon, 23 Dec 1996 06:44:10 GMT, douyang@novice.uwaterloo.ca (Darwin
>Ouyang) wrote:
>
>>>H:\>cdd \\tango\tmp
>>>\\tango\tmp>dir
>>
>>What shell are you using? (I *WANT* it. CMD.EXE refuses to cd to a UNC
>>pathname. grrr.)
>
>Get Microsoft's update. I want to call it DFS, but I'm sure when
>Sang gets back he can tell you more. It abstracts location of files
>on the server from the clients. Quite nice.

Umm, no.
Dfs (that's captial D, lower case f, lower case s. DFS is trademarked
by Transarc) is somewhat orthogonal to the issue.

I agree, Dfs is nice. But that is more along the lines of keeping
sysadmins (and users) sane regarding multiple mount points (ie.,
ridiculous number of drive letters for network shares).

The use or non-use of drive letters at the local machine is purely
shell dependent. In the case above, I used a shell called 4NT.

-- Sang.
****
* Sang K. Choe sangria@inlink.com *
* http://sangria.inlink.com/index.html *
* finger: sang@sangria.inlink.com *
****

6828. Re: Mac OS primitive and insecure

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-23 00:00:00 UTC
From: sangria@inlink.com
Message-ID: <32cd18bf.337005046@snoopy>
Source record: 7199
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Mon, 23 Dec 1996 20:47:57 GMT, raj@gco.apana.org.au (Raj Thomas)
wrote:

>However try this well known denial of service attack using extra large
>ICMP packets.
>
>ping -l 655510 mac.server.ip.address
^^^^^^

Too big. 8-)

Even NT's ping implementation (which has the bug of letting you pass a
bogus sized ICMP packet) won't accept that large a packet.

You're thinking of 'ping -l 65510 blah.blah.blah...'

-- Sang.
****
* Sang K. Choe sangria@inlink.com *
* http://sangria.inlink.com/index.html *
* finger: sang@sangria.inlink.com *
****

6829. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-23 00:00:00 UTC
From: jhsterne@earthlink.net
Message-ID: <jhsterne-ya023280002312961644430001@news.earthlink.net>
Source record: 7200
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <59m7cs$po8@lana.zippo.com>, JEDI wrote:

>
> >I am amazed that Windows (NT, 95, CE) can't be booted out of RAM
>
> I think that the Atari ST/TT/Falcon would be the only ones
> capable of this feat. MacOS was never small enough to manage this.
>

Actually, at my alma mater, there was (until this fall) an entire roomful
of diskless Mac LCs that ran the OS off a RAM disk. System 7.1, though.

J.

6830. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-23 00:00:00 UTC
From: jedi
Message-ID: <59mqfb$2h9@lana.zippo.com>
Source record: 7201

In article <32B8BDCE.4D51@tiac.net>, Brian-Roland says...
>
>JEDI wrote:
>>
>> In article <32B71B14.6761@tiac.net>, Brian-Roland says...
>> >
>> >JEDI wrote:
>> >>
>> >> In article <595i87$k61@morgoth.sfu.ca>, quinlan@sfu.ca says...
>> >> >
>> >> >JEDI writes:
[deletia]
>
>> >with Motorola-based motherboards and such. Check the latest Macworld -
>> >they were listing $2000 for a 604/200/32 with a 2 gig hard drive, roll
>> >your own.
>>
>> Spend that much on a PC of that calibre and you don't have to roll your own.
>
> A "PC of that calibre" would cost considerably more, simply because of
>the slow speed and general inefficiency of the Pentium. It would

This is more mac FUD. What advantage a mac system may have over
a PC is most probably due to memory interleaving. When compared
on a more even footing in this regard, Pentia actually perform
BETTER than PPC's.

Considering that only certain mac clones seem to have this, even
this benefit doesn't seem universal. Note how only certain PowerC
models allow one to optimize the simm layout for maximum interleaving
benefit.

I've yet to see a benchmark in which a PC was bested where issues
like these were addressed. When they are, Pentia end up being faster.

>require a Pentium system running at a 20 to 40% faster clock speed to
>equal it.
>
> The best PC for $2K I could find (quality PC, that is, not Packard
>Bell) was a Sony AVIO at COmputer City. I was far from impressed.
>Incidentally, it was a Pentium 166.

Considering that this system likely has feature improvements over any
of the macs in it's price class or features not present at all in
equivalent macs, it's not a completely honest comparison. Typically,
the only machines that match mac features are the Packard Hells.

The video specs are especially amusing. Given the lack of detail they
are presented in, Mac video specs seem to compete only with the
generica. 1Meg 64bit video without 3D acceleration would be considered
very substandard on any brand of PC that a MacVocate would call
'quality'. We're talking bottom of the barrel here...

Then there is the low end SCSI2. Excepting bootrom, this is also the
very bottom of the barrel wrt PCs. Furthermore, SCSI2 underperforms
IDE Mode 4 which is quite commonplace on even cheap PCs, not to mention
the ones a MacVocate would call quality.

Excepting disputed cpu benchmarks, most macs can only compare to the
Packard Hell's. To do otherwise typically would require upgrades that
quickly make a mac of any kind loose price advantage.

[deletia]
>604's outperform Pentiums at equivalent clock speeds on all levels.

No they don't. To say so is blantant intentional misrepresentation.

Furthermore, it wasn't relevant to the comparison.

[deletia]
>> >
>> >For real throughput (ie getting useful work done), any modern Macintosh
>> >is fully price and speed-competitive with a comparably-priced PC clone.
>> >And in many areas, the system integration is 100 times better.
>>
>> 'Macintoshes' are NOT price competitive. Some clones are beginning
>> to be. However, to achieve this, they typically have to strip the
>> machine to the bones in the process. Add the merest minor options
>> and even the clones loose any edge.
>>
>> Bear in mind that an 'option' on a Mac Clone might merely be a
>> case that can accept another removable media device.
>
>Depends upon what application you are talking about, how much experience
>you have, and what you seek to do.
>
>A $1,000 Packard Bell is cheaper than a $1,499 Performa 6360. But with
>the 6360, you get quality construction, toll-free tech support, and a
>host of USEFUL programs (like ClarisWorks).

Only MacVocates would agree with you.
Furthermore, Mac bundles become even more laugable once
you see what else is being paraded around as possessing
some obscenely overinflated value.

>
>With the Packard Bell, you get a system that is virtually guaranteed to
>have a major failure that renders it inoperative in a year. You also
>get a system that is less expandable and made obsolete far sooner than a
>Macintosh.

IC. So, you are saying that the greater number and variety of
expansion slots, extra device capacity on the device chain,
extra device capacity on the floppy chain & a case that actually
has external drive bays is less expandable than a system with
less slots, less types of slots, less availability of alternate
motherboards, less availability of CPU upgrades, less availability
of upgrades of any kind and no external expansion capacity in the
case.

Hells are harder to upgrade relative to other clones. This in no
way can be honestly construed as being harder to upgrade relative
to macs.

>
>Your claim about Mac clone "stripping" is actually an apt description of
>Packard Bell and MOST bargain-basement PC clones. Ever try to replace
>the sound card, install SCSI, or add a CD-ROM on one of those? Most

Installing a SCSI card would be no less difficult with any PC.
Neither would a CDROM. Other things would depend upon the level
of integration. Even those would likely not be a problem as you
can disable the onboard video, sound and such.

It is a Packard Hell, not a MacPlus.

>require HUGE expenditures in additional hardware because of their
>"bargain basement" rankings. Their quality is unacceptable.
>
>An APS low-end Mac clone includes 16 megs of RAM, 16 bit stereo sound,
>keyboard, mouse, a 1.2 gig hard drive, a 160 MHz 603e, IDE and SCSI,
>ability to use a VGA monitor and PS/2 mouse ports. Hardly a "strippo"
>system.

This quite aptly describes a Packard Hell, actually. Everything
else tends to have more and better of everything. PS/2 mice tend
come with DB9 adapters to that is no real advantage. Everything
else, except the ultralowend SCSI, can be found on the Packard
Hell.

Unless you like octopi, the slow SCSI2 has little real advantage
over what is delivered even on a Packard Hell.

>
>Another thing you get with Mac? Real multimedia that's easy to use. PC
>multimedia is many years behind, unrefined, and a hodge-podge of
>BIOS-conflicting, IRQ-confusing, expensive, poorly-supported hardware

MacVocates: master of lies.

For 3 years, at least, multimedia has been plug-n-play
at the hardware level. The smaller vendors have tended
to mimic the dominant one to such a degree as to create
a defacto standard in that regard.

The assertion that anything is expensive on PC's when compared
to Macs is beyond absurd. PC's and ultracheap hardware can be
problematic. This is something that Macs don't have however.

>and software. And since multimedia is what many people aim for (even if
>merely for games), people again get what they pay for.

$200 will get them as much plug-n-play multimedia as a CheapMac
can deliver. It will be from the leading vendor (Creative Labs),
will be well supported on any x86 OS (Linux included) and will
be quite well supported.

Who in macdom have their board digrams online?

If you knew what you were talking about, you might be able
to identify the real PC problems. As it is, you seem only
capable of sniping the PC at it's least vulnerable points.

>
>The multimedia capabilities of that $1,499 Performa 6360 or $1,399 APS
>blow the $1,299 Packard Bell out of the water.

So? What are they going to blow the Hell out of the water with:
sad dellusions? The Hell has the same sound capabilities, the
same cdrom capabilities and similar cpu power.

Add that $200 multimedia kit to a 4 year old 486/33 ISA system
and the APS or Performas wont even be able to 'blow' it
'out of the water'.

It would be nice if some concrete examples were given.
As of yet, you're just bluster.

BTW, the $200 Multimedia kit mentioned is the Creative Labs
Value CD 8x. It contains a pnp version of the SoundBlaster
16 IDE and an IDE 8x cdrom drive.

This is all there is to 'multimedia'.

>
>> >
>> >Just try having a layman install RAM, add an Ethernet adaptor and
>> >internal CD-ROM to a PC clone. See what happens. I have, and it ain't
>> >pretty.
>>
>> The Ethernet may be problematic. The typical PC has many options
>> in this regard. Not all of them have the same level of complexity.
>> Configurability is a triple edged sword.
>
>Yes, it is. Unless you have a Mac. Then, you just plug in the card,
>install the driver, and go. No "Plug and Pray" like what they typical
>Windows 95 user experiences. You spend less time installing, and more
>time working.

Well, that's why you check the packages for PLUG & PLAY or
a Windows95/NT label. Or, just look through the control panel.

>
>And if you do have a problem, Apple doesn't charge for tech support.
>Microsoft and most clone makers do, directly, through a 900 number, or
>indirectly, through toll calls (assuming you don't get put on hold for a
>year.)
>
>You get what you pay for.

Then pay a few more bucks, have the store put it in for your, and
STILL spend less.

>
>> RAM is just a matter of plugging it in. This is no different be it
>> Atari ST, Mac, or PC. If they would have problems with this task
>> on a PC, they would fare no better with any other machine (mac incl).
>
>Not hardly. A client of mine had purchased Gateway computers (a bank of
>them) and installed them (all four) in a 10-Base-T network running
>Windows NT server and Windows NT workstation. The setup was designed to
>run SBT Accounting software exclusively.
>
>After suffering from numerous memory problems (the machines ran out of
>memory, only 32 megs on each "dumb terminal workstation" and 64 on the

I dunno about this. I have run full text retrieval database
servers & a webserver concurrently on a machine of this size.
(not to mention X & all the trimmings)

>server), we determined we had a defective batch of machines. Gateway

Pretty much a nobrainer.

>had to be screamed at, while we were down for over two weeks. Finally,
>the PCs were replaced.
>
>I went to install the new SIMMS in the server (to upgrade it to 128
>megs), and couldn't get it to work. Why? The BIOS had to be put

Sounds like an ancient BIOS.

>through some sort of arcane process before it would recognize the new

I wasn't aware that mac users thought that menu driven systems
were arcane.

>RAM. That network had so many problems that they ended up hiring a
>seperate hardware consultant, and, I understand, purchased a new
>server. Not a glowing endorsement of PC technology.

I have seen relatively recent Gateways being upgraded in that
fashion. A BIOS reset was oddly absent. This anecdote seems
quite a bit out of date. The last machine I saw with such an

antiquated BIOS was a Wyse 386.

>
>In a Mac setting, the systems could have been installed by an entry
>clerk, with minimum help from me. Even if they had gone for the most

Much like the relative ease in which my wife upgraded her ram.
Her machine is a skanky, 4year old, bargainbasement, junkware,
Cyrix PC and yet even it didn't have such an awful BIOS. Perhaps
MacVocates shouldn't pick on junkware quite so much...

>expensive, least-cost-effective Mac systems, they would have saved tens
>of thousands of dollars in downtime, new hardware, and consultancy fees.

I think you're full of it. Still you have not come up with any
level of detail. Furthermore, you had to troll into the mail
order domain to get it. I am also not sure about the decade in
which that hardware was manufactured either.

PC's are the proverbial tortoise to Mac's proverbial hare. The
PC's started out slow but have been slowly evolving and improving
in an enviroment of rigourous competition. While, on the other hand,
Apple has primarily rested upon it's laurels secure in the knowledge
that their userbase is so devoted to them that they will never have
go to the touble of maintaining that devotion by at least keeping up
with MicroSloth.

In the end, Apple ends up groping for BeOS and NexSTEP as PC's slowly
improve.

Even 3 years is an eternity in this enviroment. Despite this, the ease
of adding multimedia to a PC has remained fairly constant. If you do
manage to run into trouble such trouble definitely will not be
accompanied by hardware that can be sanely said to be 'expensive'.
Even the best, trusted brands will outperform Mac one's in price.
However, other devices have become more standardized and a plug-n-play
spec for ISA and PCI have come about.

True there will be some problems. However, if you restrict yourself to
sorts of producst that pompous MacVocates would be willing to buy, you
should not have any troubles. Despite this restriction, you will still
have quite a bit of choice. You'll even get to browse for your selections
physically, if you really want to.

>
>> The only hitch on a PC internal device is the possibility of plugging
>> it in backwards. The rest is a matter of plugging it in and running
>> the configuration software. If the device is already supported by
>> the current revision of the OS, this isn't even necessary.
>>
>> Plugging in an IDE socket is much like plugging in a SCSI one.
>> Jumpering an IDE drive to master is much like terminating a SCSI dev.
>> Plugging in the power is much the same.

>> Mounting it in the case is much the same.
>
>Yeah, it's real simple. Just make sure that the BIOS is properly
>booted. Type AN$1 when the BIOS prompt loads. This takes you to the
>IRQ layout screen. Write down all the IRQ numbers. Tear out hair. Try

MacVocates: they shower devotion opon a platform for ease of
use and then make their lives as complicated as they possibly
can on any other [platform].

Just run MSD, you rube.
The DOS installation utility will also likely tell you
what the necessary IRQ's and baseaddresses are.
Nevermind... there's always... tHe MaNuAl...

>various mixtures of IRQ numbers until you find the problem. Spend about
>four hours doing so. Assign new numbers that Windows NT 4 will find
>acceptable. Tear out hair. Reboot. Get new driver from hardware maker
>because it won't allow reassignment. Tair out hair. I've been through
>all this before, thanks. It ain't Plug and play, no matter what Bill
>Gates dreams it should be.

I don't suppose it would be expecting too much of you to have
checked the supported device list before going off half cocked.
Given your pessimism regarding PC's, such behaivor should be a
very minimal standard. This is especially so if you presume to
be a professional.

NT is quite a bit less tolerant than either MacOS or any other
variant of Windows.

With any other CDROM of any kind and any other MicroSloth OS,
you should have just been able to run the installation software
that came with the drive. Win95 even supports DOS drivers for
devices that aren't well supported on it yet.

So? What was that device again? Brand? Model? Interface?
Hell, you couldn't even be bothered to tell us what interface
it were using...

An IDE cdrom drive is plug-n-play EVEN IN LINUX.

At this point in time, as opposed to some distant year, THAT
is the vastly predominant CDROM type for PC's. Even 2 years
ago they were becoming somewhat scarce.

If you buy a PC TODAY, and in not some distant year, the commonly
available CDROM drives (IDE) will be as easy to install on that PC
as a SCSI one would be on a mac.

The discussion was never about attaching ancient CDROM's to ancient
PC's. If you and the rest of MacDom would like to live in the past,
that is your perogative. The rest of the world is moving past you.

>
>
>> Without more specific details, your anecdotes aren't even that.
I reiterate.

>>
>> Some people have a knack for making their lives difficult no matter
>> what they're using. Others merely don't let the machine intimidate
>> them and just follow the instructions.
>
>I follow(ed) the instructions, all right. Too bad they charge for the
>English translation. And any tech support. After all, if you were a
>clone maker, with razor thin margins after you gut all quality
>components out of your machine - would you want to stand behind your
>product? I would - as far behind it as possible.

Spoken like a true ignoramus. You don't have enough
PC knowledge to demand money for your services.

PCdom is quite like a mine-field. There is quite a bit
of legacy hardware floating around. If you go searching
for it, and this is what you have to do to find it, you
will get fragged. It would seem that your biases tend to
lead you and your victims (customers) straight at the mines.

6831. Re: x86 vs. PPC SPEC numbers [LONG] (was Re: Falcons are memory hogs!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-23 00:00:00 UTC
From: JEDI
Message-ID: <59mrcn$49l@lana.zippo.com>
Source record: 7202

In article <59mn62$sgm@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>JEDI writes:
>
>> Of course allowances can be made for architecture features that are
>> simply not present on one cpu or the other.
>
>> Either way, 'estimates' are still worthless.
>
>I think that we will need to find out exactly how all the SPECmarks are
>generated before we can compare them in any meaningful way. I especially
>wonder why the numbers that you gave were so different from IBM's

They weren't different from IBM's: THEY WERE IBMs.
I gave sufficient information from my last cite that
someone could easily verify it. My other cites were
also similarly verifiable and all were of IBM hardware.

There is little mystery in why more concrete, verifiable
examples would contradict a relatively vacuous, poorly
cited 'estimate'.

Furthermore, an 'estimate' from IBM seems highly dubious.
They don't need 'estimates'. They manufacture the chips,
the machines & the OSes. They are all in production and
can be tested directly. Estimates are simply not needed.
I doubt that IBM would find them in any way useful.

[deletia]

6832. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-23 00:00:00 UTC
From: JEDI
Message-ID: <59n5u9$nbi@lana.zippo.com>
Source record: 7203
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article , "David says...
>
>> >I am amazed that Windows (NT, 95, CE) doesn't have scriptable
>> applications
>>
>> You haven't been looking very hard or are just lying? Word and
>Excel
>> are so scriptable they have their own virii.
>
>They are CLOSED scriptable... you can script inside of them - but not
>across them and other apps. The Macs SYSTEM AND APPS use the same
>scripting mechanism.

If that is what you meant then that is what you said.
What you actually said is met by quite a few Win
applications.

>
>Example - on the Mac I can open a spreadsheet, create a file, save the
>file, have the script select the file from the finder, move the file
>across the network, then open a different App, import the file - save
>the new file (in a different format), then delete the old file. That
>is scriptability and the type of thing you cant handle on Windoze.
>EACH APP must have its own scripting capabilities - different from
>every other app.
>
>> >I am amazed that Windows (NT, 95, CE) can't boot from a removable
>SCSI
>> disk
>>
>> This depends entirely dependent on the BIOS, not the OS.
>
>But the point is that on the Macs it works... period... on the PC's it
>may work under certain circumstances... or it may not.

This has NOTHING to do with the OS, however.
That is what you were railing, not PC's in general.

>
>> >I am amazed that Windows (NT, 95, CE) can't use 4 monitors at once
>>
>> This is also WRONG. Troll around the STB homepage. The PC
>solution
>> is different.

>
>The point is that on a Mac you can take 3 different video cards - off
>the shelf, and use the internal video, and drive different monitors

That is NOT what you said. What you SAID is quite possible
with any variant of Win.

[deletia]
>> >I am amazed that Windows (NT, 95, CE) can't be used by my mom
>>
>> Perhaps my mom should teach your mom.
>
>Perhaps his mom should teach your mom that you should be a computer
>expert to use a computer.... sorta like you shouldn't have to be a

My mom is as computer illiterate and as technophobic as they get.
(she eventually got over her fear that a vcr might somehow do a 'pong'
to her TV set). Yet, somehow she manages the Win GUI.

Despite what MacVocates may claim, one set of graphical drop down menus
is not significantly different than another to a user such as 'mom'.

>auto-mechanic to drive a car. But if you own a Jag it helps.

6833. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-23 00:00:00 UTC
From: JEDI
Message-ID: <59mv1r$am7@lana.zippo.com>
Source record: 7204
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy
Body handling: HTML body converted to readable text

In article , kerssing@luna.nl says...
>
>In article , j.guzman@arrakis.es wrote:
>
>> << I am amazed that Windows (NT, 95, CE) doesn't have scriptable
>> applications>>
>>
>> Wrong for NT & 95.
>
>
>Ok, can I write a script within the OS that opens Word, opens a document, prints certain areas of it, quits Word, copies the file to the server and shuts down the computer?
>No I don't think so.

This would be a shell level script language actually.
This was NOT the challenge.

[deletia]
>> Wrong for NT & 95, there are cards allowing you to use 4 simultaneous
>> and different monitors.
>No, No, We are talking about the OS and it's build in capabilites!

I was not aware that a Mac was capable of using multiple monitors
in the absence of multiple video hardware. If this is actually the
case then Apple really has innovated... '-p

Your challenge was '4 monitors'. You did not specify HOW. The
challenge was met, despite your protestations.

Now, however, if you would have said that NT cannot manage to use
4 svga video cards at once, you would have a challenge that NT cannot
meet.

However, that was NOT the challenge.

Need 4 monitors? Replace the video card and load the appropriate
driver. This is no more than what a Mac would require. Although,
with this solution, you have 3 more slots left. If the machine
didn't have 4 slots to begin with, that could be mighty useful...

You said 4 MONITORS, not 4 VIDEO BOARDS.

>
>

>>
>> <> drives >>
>>
>> Very wrong.
>
>Ok, prove otherwise then!!

Peruse a Dos3.3 manual.

6834. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-23 00:00:00 UTC
From: jmckee@miaco.com
Message-ID: <32bdce47.337912442@client.sw.news.psi.net>
Source record: 7279
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy
Body handling: HTML body converted to readable text

On Sun, 22 Dec 1996 20:00:29 GMT, sangria@inlink.com (Sangria) wrote:

>On Sun, 22 Dec 1996 19:41:16 +0100, kerssing@luna.nl (R.P.Kerssing)
>wrote:

>>> <>
>>>
>>> Wrong for NT & 95, there are cards allowing you to use 4 simultaneous
>>> and different monitors.
>>No, No, We are talking about the OS and it's build in capabilites!
>
>No, No, read the statement:
>
>"I am amazed that Windows (NT, 95, CE) can't use 4 monitors at once"
>
>I don't see "built in" capabilities anywhere in that statement. The
>fact is NT can support multiple monitors. Now you just want to change
>the criteria since the first statement was proven to be false.

Since this was hashed about a few months ago, his meaning was obvious
to me. Simply put, the Mac OS can use multiple monitors without the
need for specialized cards to do so. He's correct in his original
assertion, your changing it to suit your needs.

>>> <>> drives >>
>>>
>>> Very wrong.
>>
>>Ok, prove otherwise then!!
>
>H:\>cdd \\tango\tmp
>
>\\tango\tmp>dir
>
> Directory of \\tango\tmp*
>
>12/22/96 13:40 .
>12/22/96 13:40 ..
>12/13/96 20:12 arc
>12/18/96 21:08 cpi
>...
>
>\\tango\tmp>echo %OS%

>Windows_NT
>
>\\tango\tmp>
>
>You were saying?

Taken to literally, as things often are here. I think he was refering
to drive letters in general, not specifically "C" and "D". Drive
letters are one of the few things I do not like about NT.

Josh

6835. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-23 00:00:00 UTC
From: sangria@inlink.com
Message-ID: <32c4dd19.256199234@snoopy>
Source record: 7280
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy
Body handling: HTML body converted to readable text

On Mon, 23 Dec 1996 00:14:59 GMT, jmckee@miaco.com (Joshua T. McKee)
wrote:

>>>....
>>No, No, read the statement:
>>
>>"I am amazed that Windows (NT, 95, CE) can't use 4 monitors at once"
>>
>>I don't see "built in" capabilities anywhere in that statement. The
>>fact is NT can support multiple monitors. Now you just want to change
>>the criteria since the first statement was proven to be false.
>
>Since this was hashed about a few months ago, his meaning was obvious
>to me.

Since that was a few months ago, the context isn't the same. That
should be obvious to you.

>Simply put, the Mac OS can use multiple monitors without the
>need for specialized cards to do so. He's correct in his original
>assertion, your changing it to suit your needs.

Since when?
The original assertion was that NT can't support multiple monitors.
There was absolutely nothing about whether that support was "built in"
or not.

The latter only came up after the *original* assertion was proven
false.

>>>> <>>> drives >>
>>>>
>>>> Very wrong.
>>>
>>>Ok, prove otherwise then!!
>>
>>...
>>\\tango\tmp>echo %OS%
>>Windows_NT
>>
>>\\tango\tmp>
>>
>>You were saying?

>
>Taken to literally, as things often are here. I think he was refering
>to drive letters in general, not specifically "C" and "D". Drive
>letters are one of the few things I do not like about NT.

Look above carefully. Drive letter are there simply for compatiblity
reasons. You do not have to use them nor are they even required.
Infact, you can use disk admin to remove every single drive letter
from all your partitions--using just their lables/shares to access
them.

-- Sang.

****
* Sang K. Choe sangria@inlink.com *
* http://sangria.inlink.com/index.html *
* finger: sang@sangria.inlink.com *
****

6836. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-23 00:00:00 UTC
From: M Dedina <dedina@worldnet.att.net>
Message-ID: <01bbf07a$082c06c0$e0b093cf@saturn>
Source record: 7281
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

J. Link <jlink@best.com> wrote in article <59e8jv$13s@nntp1.best.com>...
>...
>At least this escapade has taught me, for one, never to trust IBM again.
>Customer abandonment once is sufficient, thank you.

Who are you going to trust instead, Microsoft? They're the ones who
abandonded OS/2 in the first place, remember? The bottom line is that you
can't trust *any* of these guys, so don't fool yourself.

Mike Dedina
DC Systems

6837. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-23 00:00:00 UTC
From: dleblanc@mindspring.com
Message-ID: <59kv5p$url@camel0.mindspring.com>
Source record: 7282
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

"M Dedina" <dedina@worldnet.att.net> wrote:

>J. Link <jlink@best.com> wrote in article <59e8jv$13s@nntp1.best.com>...

>>At least this escapade has taught me, for one, never to trust IBM again.
>>Customer abandonment once is sufficient, thank you.

>Who are you going to trust instead, Microsoft?

Trust in Linux - it'll be around as long as there is someone who will
maintain the code.

NT seems to be good ride right now, too.

David LeBlanc |Why would you want to have your desktop user,
dleblanc@mindspring.com |your mere mortals, messing around with a 32-bit
|minicomputer-class computing environment?
|Scott McNealy

6838. Re: NextStep will be the next Mac OS!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-23 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32BE4137.3407@ridgecrest.ca.us>
Source record: 7283

Chris Krowchuk wrote:
>
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
> >
> >Well, looks like Be is out and NEXT is in for the next Mac OS. And it's not
> >TOS!
> >
> >Well campers, I am off to Southern California. Who knows I may never return..
>
> Announcing your location would probably assure this ...

I did request an address :)

Mike

6839. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-23 00:00:00 UTC
From: douyang@novice.uwaterloo.ca
Message-ID: <E2utDM.Jv@novice.uwaterloo.ca>
Source record: 7284
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy
Body handling: HTML body converted to readable text

In article <32c191a6.236884546@snoopy>, Sangria wrote:
>On Sun, 22 Dec 1996 19:41:16 +0100, kerssing@luna.nl (R.P.Kerssing)
>wrote:
>
>>In article , j.guzman@arrakis.es wrote:

>>> <>> drives >>
>>> Very wrong.
>>Ok, prove otherwise then!!
>H:\>cdd \\tango\tmp
>\\tango\tmp>dir

What shell are you using? (I *WANT* it. CMD.EXE refuses to cd to a UNC
pathname. grrr.)

Darwin Ouyang

6840. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-23 00:00:00 UTC
From: Pieter Dubois <duboisp@ibm.net>
Message-ID: <32BE1270.126F@ibm.net>
Source record: 7285
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Steven C. Den Beste wrote:
>
<snip>

Well Steven, I have to admit, very often I disagree with you, but this
was a very thought out post. For someone I consider standing on the
"other side" let me congratulate you for this unbiased post.

It's an example for many others posting in this group (That's enough
-red.) ;-)

--
Pieter Dubois

_____
Disclaimer ... which Disclaimer?
Didn't you read my name?

6841. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-23 00:00:00 UTC
From: raymond@abnr.demon.co.uk
Message-ID: <32bf779b.499833@news.demon.co.uk>
Source record: 7286
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 22 Dec 1996 18:36:37 GMT, rhevron@ibm.net wrote:

>In <59h6d0$lku@qualcomm.com>, "Steven C. Den Beste" <"sdenbest@NOSPAM"@qualcom.comm>
writes:
>
>One other thought about OS/2's health and future will be told by the next person to head
>PSP. PSP went from Lee Reiswig, the Blue Ninja, who was completely commited to
>IBM and OS/2, to JWT, who was in my opinion, a mediocrity, tepid and lukewarm, who
>was just doing a job! I saw no particular fire or commitment to OS/2 from him.
>
>All the best,
>
>

But he did get Netscape though didn't he?
And I think he did a lot more to counteract negative press than anyone else at
IBM.

6842. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-23 00:00:00 UTC
From: Paul Coddington <paulc@mail.act.apana.org.au>
Message-ID: <01bbf0ce$04b09070$825a0cca@bonecabin>
Source record: 7287
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy
Body handling: HTML body converted to readable text

```
Joshua T. McKee wrote in article
<32bdce47.337912442@client.sw.news.psi.net>...
| On Sun, 22 Dec 1996 20:00:29 GMT, sangria@inlink.com (Sangria) wrote:
|
| >On Sun, 22 Dec 1996 19:41:16 +0100, kerssing@luna.nl (R.P.Kerssing)
| >wrote:
|
| >>> <>
| >>>
| >>> Wrong for NT & 95, there are cards allowing you to use 4
simultaneous
| >>> and different monitors.
| >>No, No, We are talking about the OS and it's build in capabilites!
| >
| >No, No, read the statement:
| >
| >"I am amazed that Windows (NT, 95, CE) can't use 4 monitors at once"
| >
| >I don't see "built in" capabilities anywhere in that statement. The
| >fact is NT can support multiple monitors. Now you just want to change
| >the criteria since the first statement was proven to be false.
|
|
| Since this was hashed about a few months ago, his meaning was obvious
| to me. Simply put, the Mac OS can use multiple monitors without the
| need for specialized cards to do so. He's correct in his original
| assertion, your changing it to suit your needs.
|

Gee, that's really clever - the Macintosh OS can use multiple monitors on
hardware that does not support multiple monitors!

If you've done six impossible things today...

--
PAUL CODDINGTON
paulc@mail.act.apana.org.au
http://www.geocities.com/athens/2488

PEC Pink Axolotl is a non-sensical disorganisation...
```

6843. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-23 00:00:00 UTC
From: JEDI
Message-ID: <59m6pc$off@lana.zippo.com>
Source record: 7288

```
In article <59es45$rtm@dos.canit.se>, optimus@canit.se says...
>
>JEDI wrote:
>: In article <djs.850904188@gen-off-3>, djs@jet.uk says...
>: >
>: >Brian-Roland Miller <brmiller@tiac.net> writes:
>: >> [You] are the Peter Sinclair-Day of the Atari userbase.
>: >That's not fair, he's much worse than PSD ;-) At least Peter has the
>: >decency to give his name and an Email address. JEDI is either too ashamed
>: >of his outpourings to give name/email, or can't work out how to set up
>: >his software.
>
>: I choose to exercise my liberties instead of whining like
>: a petty little european peasant.
>
>Instead you try to insult people based on their nationality. You are a
>real bigot, JEDI, and you are not doing the Atari cause any good.

At least get the form of bigotry right if you are going to
attempt to practice political correctness.
```

6844. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-23 00:00:00 UTC
From: JEDI
Message-ID: <59m7cs$po8@lana.zippo.com>
Source record: 7289
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <vanderliet-2012962320390001@28-pstn.rotterdam.luna.net>, vanderliet@luna.nl says...
>
>In article <32d27c42.6995498@news.sydney.apana.org.au>,
>raj@gco.apana.org.au (Raj Thomas) wrote:
>
>> I used Macs some years ago.
>> I looked at them again recently (I use Linux, Win NT and Win 95)
>> A couple of my secretaries use Macs.
>>
>> I am amazed that the Mac OS still doesnt have preemptive multitasking.
>> I am amazed that the Mac OS still doesnt have robust security.
>> I am amazed that the Mac OS still doesnt have robust process memory
>> space isolation.
>> I am amazed that the Mac OS still doesnt have decent background high
>> speed comms.
>>
>> These things have been taken for granted in most modern oses for years
>> !
>> ____
>> It is a tremendous Mitzvah to always be happy!
>> Reb Nachman of Breslov
>
>I am amazed that Windows (NT, 95, CE) doesn't have scriptable applications

You haven't been looking very hard or are just lying? Word and Excel
are so scriptable they have their own virii.

>I am amazed that Windows (NT, 95, CE) can't boot from a removable SCSI disk

This depends entirely dependent on the BIOS, not the OS.

>I am amazed that Windows (NT, 95, CE) can't use 4 monitors at once

This is also WRONG. Troll around the STB homepage. The PC solution
is different.

>I am amazed that Windows (NT, 95, CE) can't be booted out of RAM

I think that the Atari ST/TT/Falcon would be the only ones
capable of this feat. MacOS was never small enough to manage this.

>I am amazed that Windows (NT, 95, CE) can't be used by my mom

Perhaps my mom should teach your mom.

>I am amazed that Windows (NT, 95, CE) still have lame alias architectures
>I am amazed that Windows (NT, 95, CE) are still limited to C: and D: drives
>
>You know man, what you just wrote is common knowledge in the Macintosh
>world. Still why do people prefer the MacOS? Because it works, and damn
>good as well, I see Linux systems, NT systems and although I have to admit
>NT 4.0 is not far off anymore, I am stil frustrated all over the place
>when I try to do the same things on a PPro machine with NT that I pull off
>with my humble little 601 PowerMac.

Like what you mentioned above? Most of what wasn't FUD would not have
much impact on 'make it easy' type users.

6845. Re: x86 vs. PPC SPEC numbers [LONG] (was Re: Falcons are memory hogs!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-23 00:00:00 UTC
From: JEDI
Message-ID: <59m82s$r1v@lana.zippo.com>
Source record: 7290

In article <59fim7$r8j@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>JEDI writes:
>
>> These numbers are wholely imagingary. An 'estimate' and an
>> 'estimate' based on another 'estimate' are about worthless.
>> Couldn't you find any ACTUAL specmarks. IBM's page may be dog
>> slow & the java search engine may be crap but, their workstation
>> specs (real ones) are not at all hard to find...
>
>What are we measuring here? The performance of the chip or the performance
>of a workstation that uses that chip? You were the one who suggested that
>the processor should be tested without including memory systems, etc.

It is a practical impossibility to completely isolate a microprocessor
from it's attached hardware. It requires that attached hardware to do
any work.

I suggested that statistical skewing due to factors outside of the
microprocessor be minimized. Other variable factors within the
respective machines should me made as equal as possible. Ideally,
one machine capable of using either processor as the main cpu
would be most appropriate. Short of that, the machines should at
least have equivalent features. Everything outside of the CPU should
be as close to identical between the machines as possible.

Otherwise, it's nothing resembling a CPU benchmark anymore.

The results may be able to say something but: it won't be
cpu X is faster than cpu Y.

Of course allowances can be made for architecture features that are
simply not present on one cpu or the other.

Either way, 'estimates' are still worthless.

6846. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-24 00:00:00 UTC
From: jmckee@miaco.com
Message-ID: <32bf1de5.2162289@client.sw.news.psi.net>
Source record: 7205
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Mon, 23 Dec 1996 01:16:42 GMT, sangria@inlink.com (Sangria) wrote:

>On Mon, 23 Dec 1996 00:14:59 GMT, jmckee@miaco.com (Joshua T. McKee)
>wrote:

>>Since this was hashed about a few months ago, his meaning was obvious
>>to me.
>
>Since that was a few months ago, the context isn't the same. That
>should be obvious to you.

It has the same meaning now as it did back then. It was obvious to me
what he was referring to.

>>Simply put, the Mac OS can use multiple monitors without the
>>need for specialized cards to do so. He's correct in his original
>>assertion, your changing it to suit your needs.
>
>Since when?
>The original assertion was that NT can't support multiple monitors.
>There was absolutely nothing about whether that support was "built in"
>or not.

Does NT support multiple monitors? Or does a special video card and
driver set? Can I take my NT workstation that I'm typing this on, and
add any graphics card I want and have multiple monitors? If NT
supports multiple monitors, then I shouldn't have any problems doing
it should I? If you answer that I need to buy a special video card,
then I don't think NT supports this...the specialized video card does.

>>Taken to literally, as things often are here. I think he was refering
>>to drive letters in general, not specifically "C" and "D". Drive
>>letters are one of the few things I do not like about NT.
>
>Look above carefully. Drive letter are there simply for compatiblity
>reasons. You do not have to use them nor are they even required.
>Infact, you can use disk admin to remove every single drive letter
>from all your partitions--using just their lables/shares to access
>them.

Can you explain this further? I'd really like to remove all drive
letters from my NT installation. I understand about the share
names,that part is easy. I'm lost as to how I would access the drives
from the console without any drive letters (IE, a non-networked NT

system). I'd appreciate the help.

Josh

6847. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-24 00:00:00 UTC
From: jmckee@miaco.com
Message-ID: <32bf1fd2.2655888@client.sw.news.psi.net>
Source record: 7206
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 23 Dec 1996 12:41:24 GMT, "Paul Coddington"
<paulc@mail.act.apana.org.au> wrote:

>Joshua T. McKee <jmckee@miaco.com> wrote in article

>| Since this was hashed about a few months ago, his meaning was obvious
>| to me. Simply put, the Mac OS can use multiple monitors without the
>| need for specialized cards to do so. He's correct in his original
>| assertion, your changing it to suit your needs.
>|
>
>Gee, that's really clever - the Macintosh OS can use multiple monitors on
>hardware that does not support multiple monitors!
>
>If you've done six impossible things today...

Where did I claim this?

The Mac OS can support multiple monitors on any mac where multiple
video is installed. Some macs may not allow additional video to be
installed, but if they did, the Mac OS would support it.

Josh

6848. Re: Toad Christmas SPECIALS -- through 12/23/96!!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-24 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>
Source record: 7207
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

On Thu, 19 Dec 1996, Thomas Main wrote:

> Toad's prices for used ST equipment are way too high, IMO. Last week, an
> Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
> Compare this with the $299 "special" Toad is offering on USED STe's.
> Also, a few days ago on this very group someone was selling a VERY nice TT
> for $300. I think people in this group ought to write to Toad and tell
> them that we are not willing to pay these prices! I know that Toad has
> long supported the Atari platform, but that is not an excuse to excercise
> price gouging. If you agree, write to Toad "Toaday" and let them know
> their prices are way off. I think the Atari community will be better off
> with realistic prices set for equipment.

This is the kind of Talk that will put Toad out of Business and Kill yet
Another Atari Supporting Business at the Hands of some Cheapskate.

> On Mon, 16 Dec 1996, Dave Troy wrote:
>
> > THERE'S STILL TIME TO GET ATARI STUFF IN TIME FOR CHRISTMAS!!
> > --
> >
> > AMAZINGLY HOT ST STUFF -- PRICES GOOD THROUGH 12/23/96!
> > --
> >
> > ATARI 1040ST and 1040STE Computers!!
> > We have used Atari 1040ST computers available for $199 and used Atari
> > 1040STE computers available for $299! New STE computers available
> > too! Call for pricing! Order yours today!
> >
> > IF YOU CAN WAIT TO ORDER, YOU'LL PAY MORE IF YOU DO IT AFTER 12/23/96!!
> > ---
>
>
>

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

6849. Re: x86 vs. PPC SPEC numbers [LONG] (was Re: Falcons are memory hogs!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-24 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <59o7dd$qgu@morgoth.sfu.ca>
Source record: 7208

JEDI writes:

> They weren't different from IBM's: THEY WERE IBMs.
> I gave sufficient information from my last cite that
> someone could easily verify it. My other cites were
> also similarly verifiable and all were of IBM hardware.

> There is little mystery in why more concrete, verifiable
> examples would contradict a relatively vacuous, poorly
> cited 'estimate'.

Actually, I believe that the value of the estimate increases due to the existance of the examples that you cited. IBM is obviously aware of the SPECmarks awarded to it's workstations so the estimate is obviosly not baseless. IBM could be compensating for the fact that xlc does not generate FMADD instructions or some aspect of their hardware that reduces the performance of the microprocessor. Tomorrow, I think that I'll ask IBM where they got their numbers.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6850. Re: NextStep will be the next Mac OS!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-24 00:00:00 UTC
From: gmoran@nyx.net
Message-ID: <59oivl$1csg@info4.rus.uni-stuttgart.de>
Source record: 7209

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:

>Well, looks like Be is out and NEXT is in for the next Mac OS. And it's not
>TOS!

Whatever happened to Copland? You know, the one you've been babbling
about as being 'just around the corner' for the last two years....

Interesting to see how the fortunes of the Mac have slumped since you
started your crap - it had 20% of the market when you first were here and
now its down to 5-6% share.

Gavan

--
email: gmoran@nyx.net | "There can be only one"
| - the Highlander

6851. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-24 00:00:00 UTC
From: David Every <dke@adnc.com>
Message-ID: <AEE52986-417BC@207.158.13.46>
Source record: 7210
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

> In article , "David says...
> >
> >> >I am amazed that Windows (NT, 95, CE) doesn't have scriptable
> >> applications
> >>
> >> You haven't been looking very hard or are just lying? Word
and Excel
> >> are so scriptable they have their own virii.
> >
> >They are CLOSED scriptable... you can script inside of them - but
not
> >across them and other apps. The Macs SYSTEM AND APPS use the same
> >scripting mechanism.
>
> If that is what you meant then that is what you said.
> What you actually said is met by quite a few Win
> applications.

Actually I just clarified (with differences in the scripting)...
someone else made the point.

If you don't understand the difference between one common open
event/scripting model, and the way windoze does it, then I suggest you
read up more... it would take too much time to enlighten you. But VBA
and MS's scripting models is not even CLOSE to what
AppleEvents/AppleScript is.

> >Example - on the Mac I can open a spreadsheet, create a file, save
the
> >file, have the script select the file from the finder, move the
file
> >across the network, then open a different App, import the file -
save
> >the new file (in a different format), then delete the old file.
That
> >is scriptability and the type of thing you cant handle on Windoze.
> >EACH APP must have its own scripting capabilities - different from
> >every other app.

That is the kind of stuff that DOESN'T work on Windows.

> >> >I am amazed that Windows (NT, 95, CE) can't boot from a
removable
> >SCSI

> >> disk
> >>
> >> This depends entirely dependent on the BIOS, not the OS.
> >
> >But the point is that on the Macs it works... period... on the PC's
it
> >may work under certain circumstances... or it may not.
>
> This has NOTHING to do with the OS, however.
> That is what you were railing, not PC's in general.

It does to! If you can't create a good HAL (Hardware Abstraction
Layer) and you can't integrate the OS with the Hardware (the responsibi=
lity of the OS I might add).... then you've got a shitty System.

Also note, I didn't start that thread - I just reponded to your
response.

The PC-OS's dont do what the MacOS does BECAUSE the MacOS is more
integrated with the hardware. That is what OS's are supposed to do. I
know WHY MS has problems doing so - but that doesn't change that the
OS sucks more because it can't do what it should.

> >> >I am amazed that Windows (NT, 95, CE) can't use 4 monitors at
once
> >>
> >> This is also WRONG. Troll around the STB homepage. The PC
> >solution
> >> is different.
> >
> >The point is that on a Mac you can take 3 different video cards -
off
> >the shelf, and use the internal video, and drive different monitors
>
> That is NOT what you said. What you SAID is quite possible
> with any variant of Win.

I didn't say it... I was clarifying what that person meant (or should
have said).

The point is the Mac way is still better. The Mac WILL allow multiple
monitors quite easily and cheaply. I can buy $100 video card and add a
second monitor (and on some Mac dual monitor support is built in)....
I have 3 monitors at work, and adding a second at home again (I used
to have dual). This is not achievable in the same way, nearly as well,
and at the same costs, for PC's. And once done on the PC's it doesn't
work right (the way it should) anyways.

> [deletia]
> >> >I am amazed that Windows (NT, 95, CE) can't be used by my mom
> >>
> >> Perhaps my mom should teach your mom.

> >
> >Perhaps his mom should teach your mom that you should be a computer
> >expert to use a computer.... sorta like you shouldn't have to be a
>
> My mom is as computer illiterate and as technophobic as they
get.
> (she eventually got over her fear that a vcr might somehow do a
'pong'
> to her TV set). Yet, somehow she manages the Win GUI.
>
> Despite what MacVocates may claim, one set of graphical menus
> is not significantly different than another to a user such as
'mom'.

Lets try this.... you can create good turn-key solutions with PC's. If a PC comes pre-set-up, and pre-configured to run one or two apps, etc... then the PC's are not bad solutions.

But if you want to actually use a computer AS a computer... to add an app, to change a configuration (without it blowing up in your face), add a card, update the system, add a printer, etc... the Mac is better. Users can understand things easier on a Mac, and more things have more predictable behaviors. Its a better computer - but as for the better solution, that depends on what you are doing. (In large companies when you have IS depts. that are paid to maintain your machines, etc. the PC is not nearly as bad as in the home).

Obligatory car analogy -

PC's are OK if used as a bus. (Someone else selects the routes and drives for you). They are great if you are a bus driver or mechanic.

But the Mac is more like a car... you can add your OWN things to it.... you can go where you want to go, when you want to get there.... and its simpler and easier to understand than the BUS's mechanicals, or even the complexity of routes, schedules, etc...

--
David K. Every
MacKiDo Warrior - The Power of the Macintosh Way!
--
=A91996 DKE. Non-exclusive, royalty free license to distribute is granted to any service provider except Microsoft. By distributing this, Microsoft agrees to pay $1,000 per posting.

6852. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-24 00:00:00 UTC
From: JEDI
Message-ID: <59opf8$5es@lana.zippo.com>
Source record: 7211
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <32bf1de5.2162289@client.sw.news.psi.net>, jmckee@miaco.com says...
>
>On Mon, 23 Dec 1996 01:16:42 GMT, sangria@inlink.com (Sangria) wrote:
>
>>On Mon, 23 Dec 1996 00:14:59 GMT, jmckee@miaco.com (Joshua T. McKee)
>>wrote:
[deletia]
>>>Simply put, the Mac OS can use multiple monitors without the
>>>need for specialized cards to do so. He's correct in his original
>>>assertion, your changing it to suit your needs.
>>
>>Since when?
>>The original assertion was that NT can't support multiple monitors.
>>There was absolutely nothing about whether that support was "built in"
>>or not.

Actually the assertion was 'multiple monitors' only. There were no
other restrictions given. NT can accomplish that which was stated.

Furthermore, NT can also support multiple video cards. A MacVocate
would have to put extra conditions on the statement to make that
impossible for NT as well. (vga+herc)

The mac examples are not nearly restrictive enough to handle the
multitudes of PC variations.

>
>
>Does NT support multiple monitors? Or does a special video card and
>driver set? Can I take my NT workstation that I'm typing this on, and

'Special video card' & 'driver set' describes any video card for
either platform. (excepting PCs using vga,ega,cga or herc)

>add any graphics card I want and have multiple monitors? If NT

If that was what was originally intended, THAT is what should
have been said. Revision after refutation looks so sleazy.

>supports multiple monitors, then I shouldn't have any problems doing
>it should I? If you answer that I need to buy a special video card,
>then I don't think NT supports this...the specialized video card does.

Typical MacVocate hypocrisy:
We need to get 3 more cards and have their drivers in order

to use our solution.

But if you just buy a single card and have it's driver, that
wont count as a valid solution.

The multiple frame buffer card requires a video driver, not unlike any
other video card. In the absence of surplus hardware, the distinction
you are making is meaningless.

6853. Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-24 00:00:00 UTC
From: JEDI
Message-ID: <59opm4$5om@lana.zippo.com>
Source record: 7212
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

In article <Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>, Bravo says...
>
>On Thu, 19 Dec 1996, Thomas Main wrote:
>
>> Toad's prices for used ST equipment are way too high, IMO. Last week, an
>> Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
>> Compare this with the $299 "special" Toad is offering on USED STe's.
>> Also, a few days ago on this very group someone was selling a VERY nice TT
>> for $300. I think people in this group ought to write to Toad and tell
>> them that we are not willing to pay these prices! I know that Toad has
>> long supported the Atari platform, but that is not an excuse to excercise
>> price gouging. If you agree, write to Toad "Toaday" and let them know
>> their prices are way off. I think the Atari community will be better off
>> with realistic prices set for equipment.
>
>
>This is the kind of Talk that will put Toad out of Business and Kill yet
>Another Atari Supporting Business at the Hands of some Cheapskate.

We're customers, NOT a benevolence association.

They apply supply and demand to us but, cannot have the same done
to them...

Power without the Price used to be more than just empty words.

6854. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-24 00:00:00 UTC
From: JEDI
Message-ID: <59otr5$bid@lana.zippo.com>
Source record: 7213
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <AEE52986-417BC@207.158.13.46>, "David says...
>
>> In article , "David says...
[deletia]
>> >> >I am amazed that Windows (NT, 95, CE) can't boot from a
>removable
>> >SCSI
>> >> disk
>> >>
>> >> This depends entirely dependent on the BIOS, not the OS.
>> >
>> >But the point is that on the Macs it works... period... on the PC's
>it
>> >may work under certain circumstances... or it may not.
>>
>> This has NOTHING to do with the OS, however.
>> That is what you were railing, not PC's in general.
>
>It does to! If you can't create a good HAL (Hardware Abstraction
>Layer) and you can't integrate the OS with the Hardware (the responsibi=
>lity of the OS I might add).... then you've got a shitty System.

At least some of the microsoft OSes have a HAL. That
puts them far beyond MacOS which is tied to one particular
set of hardware still executing binaries from the last
cpu family in emulation. Any RISC versions of NT are native.
That cannot be said for the 'RISC version' of MacOS.

So.. essentially... this is the MacVocate position:

Win/NT does not support features not supported by the
underlying hardware, therefore it is shitty.

MicroSloth does not have a draconian stranglehold on the BIOS
vendors. M$ has to implement over what it is given. This is
quite distinct from Apple's 'big brother' position over Mac
hardware.

That Apple could best MicroSloth under such conditions does not
do any credit whatsoever to Apple. In this case, Apple has the
same sort of 'unfair advantage' that microsoft is often accused
of.

All else being equal, MacOS has no advantage in this area. MacOS
can only claim advantage in this area when things are not equal.

If MacOS needs such cheap propping up, then it would appear there
is not much being propped up.

>
>Also note, I didn't start that thread - I just reponded to your
>response.
>
>The PC-OS's dont do what the MacOS does BECAUSE the MacOS is more
>integrated with the hardware. That is what OS's are supposed to do. I

Translation: Apple has an advantage that Microsoft does not.

>know WHY MS has problems doing so - but that doesn't change that the
>OS sucks more because it can't do what it should.

Translation: If Microsoft cannot match Apple, even with a unsurmountable
handicap, then it's product 'sucks'

You don't even understand what you're talking about.

>
>> >> >I am amazed that Windows (NT, 95, CE) can't use 4 monitors at
>once
>> >>
>> >> This is also WRONG. Troll around the STB homepage. The PC
>> >solution
>> >> is different.
>> >
>> >The point is that on a Mac you can take 3 different video cards -
>off
>> >the shelf, and use the internal video, and drive different monitors
>>
>> That is NOT what you said. What you SAID is quite possible
>> with any variant of Win.
>
>I didn't say it... I was clarifying what that person meant (or should
>have said).

Historical revisionism would be a better term.
MacDom bears a striking resemblance to Oceana.

>
>The point is the Mac way is still better. The Mac WILL allow multiple
>monitors quite easily and cheaply. I can buy $100 video card and add a
>second monitor (and on some Mac dual monitor support is built in)....

A Win16 box can do this as well. Although it will be a $10 video card.

>I have 3 monitors at work, and adding a second at home again (I used
>to have dual). This is not achievable in the same way, nearly as well,

That is quite a different restriction.

>and at the same costs, for PC's. And once done on the PC's it doesn't
>work right (the way it should) anyways.

This is pure fabrication based entirely upon bigotry.
You have no basis for this assertion. If MacOS is so
'superior', such tactics should not be necessary.

>
>> [deletia]
>> >> >I am amazed that Windows (NT, 95, CE) can't be used by my mom
>> >>
>> >> Perhaps my mom should teach your mom.
>> >
>> >Perhaps his mom should teach your mom that you should be a computer
>> >expert to use a computer.... sorta like you shouldn't have to be a
>>
>> My mom is as computer illiterate and as technophobic as they
>get.
>> (she eventually got over her fear that a vcr might somehow do a
>'pong'
>> to her TV set). Yet, somehow she manages the Win GUI.
>>
>> Despite what MacVocates may claim, one set of graphical menus
>> is not significantly different than another to a user such as
>'mom'.
>
>Lets try this.... you can create good turn-key solutions with PC's. If
>a PC comes pre-set-up, and pre-configured to run one or two apps,
>etc... then the PC's are not bad solutions.

So? How is one graphical menu significantly different from another.
Also, I wasn't merely refering to win16, either. The same could be
said of 10 year old Amigas or Atari's or Commodore's or PC's with
GEM or even a 10 year old version of X.

>
>But if you want to actually use a computer AS a computer... to add an
>app, to change a configuration (without it blowing up in your face),

Just what do Mac users find so hard about hitting the return key
several times?

Also, just what configuration changes will blow up in your face?

>add a card, update the system, add a printer, etc... the Mac is

'update the system', what is this?

'Add a card' is rather vague as well. There are PC cards that are
older than any Mac (or even Lisa).

Adding a printer is quite trivial as well. If it isn't a relic,
the current revision of the OS will install it for you.

>better. Users can understand things easier on a Mac, and more things

You've yet to mention why or give some concrete examples.
Surely your 'mom' could provide us with a few. Although,
I suspect any examples will be rather dated...

>have more predictable behaviors. Its a better computer - but as for
>the better solution, that depends on what you are doing. (In large

Yes, but you've never said why (beyond csh++) in any concrete
or reproducible fashion.

>companies when you have IS depts. that are paid to maintain your
>machines, etc. the PC is not nearly as bad as in the home).
>
[analogous tripe deleted]

6855. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-24 00:00:00 UTC
From: JEDI
Message-ID: <59oo7n$3bt@lana.zippo.com>
Source record: 7214

In article <jhsterne-ya023280002312961644430001@news.earthlink.net>,
jhsterne@earthlink.net says...
>
>In article <59m7cs$po8@lana.zippo.com>, JEDI wrote:
>
>>
>> >I am amazed that Windows (NT, 95, CE) can't be booted out of RAM
>>
>> I think that the Atari ST/TT/Falcon would be the only ones
>> capable of this feat. MacOS was never small enough to manage this.
>>
>
>Actually, at my alma mater, there was (until this fall) an entire roomful
>of diskless Mac LCs that ran the OS off a RAM disk. System 7.1, though.

a) where were the applications stored?
b) what about power hits?

6856. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-24 00:00:00 UTC
From: jcompton@flood.xnet.com
Message-ID: <59p5o4$65c@flood.xnet.com>
Source record: 7215
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

JEDI wrote:
: In article <Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>, Bravo says...
: >This is the kind of Talk that will put Toad out of Business and Kill yet
: >Another Atari Supporting Business at the Hands of some Cheapskate.

: We're customers, NOT a benevolence association.

: They apply supply and demand to us but, cannot have the same done
: to them...

: Power without the Price used to be more than just empty words.

I've looked at Toad's website. Yes, the prices are higher than you can get from a second-hand shop or a direct used sale. That's the nature of being a dealership--on used equipment sales, you can't compete with what somebody just dumping a machine will ask. Somebody just dumping a machine can't take your credit card and be a legal entity you can take recourse against if there's a major problem, either.

As for your statement about supply and demand, you can apply it to them just fine. Don't demand their machines and you're applying it. What's the problem there?

Nobody's asking you to be benevolent. If you think Toad's prices are too high there are other places to get the machines from. They're setting their margins, other people have their own. Personally, I think they're too high for me, so I'm counting on a sales post here to come through. But others may disagree.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
'I said, "You wouldn't understand." Take what's yours, be damned.'

6857. Re: NextStep will be the next Mac OS!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-24 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <59pblh$bup@morgoth.sfu.ca>
Source record: 7216

gmoran@nyx.net (Gavan Moran) writes:

> Interesting to see how the fortunes of the Mac have slumped since you
>started your crap - it had 20% of the market when you first were here and
>now its down to 5-6% share.

The Macintosh has never had 20% of the market. The largest that I can
remember it being is 12%.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

6858. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-24 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <851528472_OASIS_@pwomar.demon.co.uk>
Source record: 7217

In article <32bf1fd2.2655888@client.sw.news.psi.net>
jmckee@miaco.com (Joshua T. McKee) said:-

>Some macs may not allow additional video to be
>installed, but if they did, the Mac OS would support it.

I hope you don't mean this argument. You could say that about
anything! My ST can't raytrace 24 bit 200x200 pictures in a few
minutes but if I put a whacking great big processor in it then it could,
therefore your argument says that my St is capable of of raytracing 24
bit 200x200 pictures in just minutes. It isn't, I've never heared a
valid argument with a "but" in in it.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.

6859. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-24 00:00:00 UTC
From: gmgraves@earthlink.net
Message-ID: <gmgraves-2412961502470001@cust70.max20.san-francisco.ca.ms.uu.net>
Source record: 7218
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <59opf8$5es@lana.zippo.com>, JEDI wrote:

> The multiple frame buffer card requires a video driver, not unlike any
> other video card. In the absence of surplus hardware, the distinction
> you are making is meaningless.

Yeah, but the Mac requires NO drivers. Put the cards in, hook up the monitors, start the Mac go to the Monitors control panel, tell the control panel where you want to put the other monitors in relation to the original (main) monitor by moving the icons around relative to the main one, set your resolutions and color bit depths, and voila! Its done dude! BTW, you can also change bit depth and resolution (on multi-sync monitors) ON THE FLY. NO REBOOTING!

George Graves

6860. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-24 00:00:00 UTC
From: serpent@voicenet.com
Message-ID: <slrn5bvkk5.3knr2g.serpent@wilmington132.voicenet.com>
Source record: 7219
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy
Body handling: HTML body converted to readable text

```
On 22 Dec 1996 20:11:36 GMT, mlacher@netrax.net wrote:
>In , Jose Guzman writes:
>><>drives >>
>>
>> Very wrong.
>True, my father has a Win95 system with drives up to F:

Also, how does one boot up from any drive other than C:? It can't, how
Lame....

> -Mike Lacher

Erikku
```

6861. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-24 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <32c021e4.6017602@news.onramp.net>
Source record: 7220
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 24 Dec 1996 23:02:04 GMT, gmgraves@earthlink.net (George Graves)
wrote:

>color bit depths, and voila! Its done dude! BTW, you can also change bit depth
>and resolution (on multi-sync monitors) ON THE FLY. NO REBOOTING!

Shockingly, this is a fairly recent development. For example, with
7.1 on a Centris 650, I had to grab NEC's DPI-On-The-Fly software to
do this. Amazing...

Reachable at: 713 629 6947 nights
Please quote in all replies

6862. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-24 00:00:00 UTC
From: Thomas Vincent <info@sfbayrun.com>
Message-ID: <32C00B91.567C@sfbayrun.com>
Source record: 7221
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Generally drivers are required, when the board has features that are not
supported by Apples built in drivers. There are lots of drivers in the
Macintosh OS. I would print this using a printer driver. We call them
things like extensions, and control panels though.
Oh yeah, and they conflict a whole lot less often then wintel.
Sang K. Choe wrote:
>
> On 24 Dec 1996 23:02:04 GMT, gmgraves@earthlink.net (George Graves)
> wrote:
>
> >In article <59opf8$5es@lana.zippo.com>, JEDI wrote:
> >
> >> The multiple frame buffer card requires a video driver, not unlike any
> >> other video card. In the absence of surplus hardware, the distinction
> >> you are making is meaningless.
> >
> >Yeah, but the Mac requires NO drivers.
>
> Right no drivers whatsoever. That's why the guys at Matrox wasted all
> that time writing a driver for the Millennium on the PCI PMacs.
>
> -- Sang.
> ***
> * Sang K. Choe sangria@inlink.com *
> * http://sangria.inlink.com/index.html *
> * finger: sang@sangria.inlink.com *
> ***

--
Cheers,

Thomas Vincent
===============
SFbayrun Internet | The NeXT Apple Page
http://www.sfbayrun.com/snet/ | http://www.sfbayrun.com/next/

National High School Cross Country & Track and Field Pages
http://www.sfbayrun.com/scholar/

6863. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-24 00:00:00 UTC
From: jhsterne@earthlink.net
Message-ID: <jhsterne-ya023280002412962008300001@news.earthlink.net>
Source record: 7222
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <32c774c1.426095937@mambo>, sangria@inlink.com (Sang K. Choe) wrote:

> On 24 Dec 1996 23:02:04 GMT, gmgraves@earthlink.net (George Graves)
> wrote:
>
> >In article <59opf8$5es@lana.zippo.com>, JEDI wrote:
> >
> >> The multiple frame buffer card requires a video driver, not unlike any
> >> other video card. In the absence of surplus hardware, the distinction
> >> you are making is meaningless.
> >
> >Yeah, but the Mac requires NO drivers.
>
> Right no drivers whatsoever. That's why the guys at Matrox wasted all
> that time writing a driver for the Millennium on the PCI PMacs.
>

It's also why we PBase owners are still waiting for PCC to ship us 3D
accelerator drivers. ;)

J.

6864. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-24 00:00:00 UTC
From: Mark Hall <markus@humboldtbank.com>
Message-ID: <32C024BE.DB1@humboldtbank.com>
Source record: 7223
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

>> << I am amazed that Windows (NT, 95, CE) doesn't have scriptable
>> applications>>
>>
>> Wrong for NT & 95.
>
>Ok, can I write a script within the OS that opens Word, opens a
>document, prints certain areas of it, quits Word, copies the file
>to the server and shuts down the computer?
>No I don't think so.

>Umm, guess again.
>Using OLE automation you most certain can do what you describe.
>Infact, using OLE automation, I've been doing what you describe (and
>helluva lot more) for the last four to five months.

I think you may be missing something in the first post. He wants to
create the
script to control functions not only of an application, but also of the
OS itself.
As far as I know, OLE automation can only automate the behavior of OLE
objects which
must be exposed by an OLE Server. I don't think Windows itself is an OLE
Server -- yet anyhow(I could be
wrong here, please correct me if I am). One thing is certain though --
creating an
application which automates OLE objects isn't like making applescripts.
Certainly OLE can be
used to create very powerful data management solutions, but the learning
curve is much
steeper than the quasi-english used in applescript. VB for Apps is
pretty simple to use for OLE work,
but you still have to have some concept of methods, properties,
objects...

Can one use OLE Automation to shut down a Win95/NT PC?

Mark

6865. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-25 00:00:00 UTC
From: gmgraves@earthlink.net
Message-ID: <gmgraves-2512961239430001@cust54.max4.san-francisco.ca.ms.uu.net>
Source record: 7141
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <32c08711.7501846@snews.zippo.com>, dehoog@smars.dtinet.or.jp wrote:

> Thomas Vincent <info@sfbayrun.com> wrote:
>
> >Generally drivers are required, when the board has features that are not
> >supported by Apples built in drivers. There are lots of drivers in the
> >Macintosh OS. I would print this using a printer driver. We call them
> >things like extensions, and control panels though.
> >Oh yeah, and they conflict a whole lot less often then wintel.
>
> Which is why Conflict Catcher is among the Mac's hottest selling
> software? Not to mention the extension manager in Now Utilities, or
> the extension manager built into new versions of the MacOS. Or how
> many times Mac users have advised other Mac users to solve crashing
> problems by eliminating extensions one at a time.
>
> On the other hand, I've never even seen a driver "conflict" on a
> Wintel machine. Please elaborate.
> ------
> John De Hoog
> dehoog@super.zippo.com

Actually Mac extension conflicts are not all that common. I know
people who have had Macs for years and never had one. The problem
arises when someone uses a lot of shareware extensions and control
panels (which I will cal by their old name "inits" because its easier
to type) Apple has a strict programming protocol for inits, that if
followed, should never give trouble. Unfortunately, the temptation
to gain some advantage by circumventing those protocols is often
great, and then you end up with problems. Some third-party mfgs
succumb to this temptation as well. NOW software makes a set of
utilities that at one time were shareware. Most "Power" Mac users
wouldn't be without some of them (Now Startup Manager, Now Menus.
Now Wysiwyg, and Super Boomerang being the most popular) because
of their humbel beginings as shareware, this suite of extensions can
be troublesome. They used to cause problems constantly. The latest
versions (6.5) are nuch more stable than they used to be, but it is
still possible for one of their pref files to get corrupted, then
watch out. Since it is impossible for any of us to know what a person
who comes here for help is running, yes, we always suggest that he
start the search for his problem with all extensions turned off. That
does not mean, however, that an extension conflict is ALWAYS the
culprit as you suggest in your above comments. Various conflict

resolvers, are, on the Mac side, a lot like un-installers on the PC. Mot absolutely necessary, but nice to have around when you need them. BTW, those who never install ANY third part inits on their Macs, never have init conflicts. The Apple supplied system inits do not (as a general rule) conflict with one another because Apple requires that they are written to spec. Then the new ones are tested in house with all other Apple inits to make sure.

George Graves

6866. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-25 00:00:00 UTC
From: gmgraves@earthlink.net
Message-ID: <gmgraves-2512961255450001@cust54.max4.san-francisco.ca.ms.uu.net>
Source record: 7142
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <32ce84d4.495746875@mambo>, sangria@inlink.com (Sang K. Choe) wrote:

> On 25 Dec 1996 06:27:44 GMT, gmgraves@earthlink.net (George Graves)
> wrote:
>
> >In article <32c774c1.426095937@mambo>, sangria@inlink.com (Sang K.
Choe) wrote:
> >
> >> On 24 Dec 1996 23:02:04 GMT, gmgraves@earthlink.net (George Graves)
> >> wrote:
> >> ...
> >> >Yeah, but the Mac requires NO drivers.
> >>
> >> Right no drivers whatsoever. That's why the guys at Matrox wasted all
> >> that time writing a driver for the Millennium on the PCI PMacs.
> >
> >Then they are idiots.
>
> Right, *they* are idiots.
> In that case, so are the groups from ATI, Ascend, and IOmega among
> others. Because each of those companies have Mac devices which
> require a driver.

Whoa! Back-up here. I wasn't aware that Iomega made video cards! All
we are talking about here IS VIDEO DISPLAY. And I have a new ATI
PCI video card in my Power Computing PowerCenter, it came with no
software, no drivers. Plug it in, turn on the computer and it works
at any resolution and any screen size supported by 4 megs of VRAM.

Of course, some hardware additions need inits to work, otherwise
the computer has no way of knowing the stuff is there or what its
supposed to do. No one is trying to deny that. Its just that on the Mac,
monitor support ain't one of them!

>
> >I have NEVER seen or used any Nu-bus, PDS, or PCI
> >video cards on the Mac which require any software (other than the what
> >is inherent in the OS) to run them.
>
> And since you've never seen them, they therefore do not exist or if
> they do, the people making the devices are idiots. Great line of
> logic.

They do not exist, Sang, BECAUSE THEY ARE NOT REQUIRED! Some video boards, as I've pointed out before, may do special things (like acceleration which can be turned on or off, or the ability to zoom in and out of the screen by using some macro commands), these, of course require an extenion or control panel to enable these features, but leave the control panel OUT and the video board still works, still allows you to switch resolutions and bit depths on the fly. Once again, VIDEO drivers do not exist for Mac video boards, PCI, Nu-bus, or PDS, because they aren't needed!!!!! I don't see how I can get any clearer than that.

George Graves

6867. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-25 00:00:00 UTC
From: mats.ljungqvist@enator.se
Message-ID: <32c1a2d4.2245298@kirk.nocom.se>
Source record: 7143
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

serpent@voicenet.com (Eric Lanier) wrote:
>On Mon, 23 Dec 1996 17:42:09 GMT, Mats Ljungqvist <mats.ljungqvist@enator.se> wrote:
>>vanderliet@luna.nl (Erik van der Liet) wrote:
>>>I am amazed that Windows (NT, 95, CE) are still limited to C: and D: drives
>>Actually they aren't (at least not NT and 95).
>Ok, I should not have any problems booting from a drive named...
>Borg:BillGates/I/Will/Assimilate/You/os/winnt40/osloader.exe

No, since PC:s doesn't have SMB networking in BIOS they need to load
that support from a local disk.

BTW: NT's loader doesn't care about C:, D: etc either, it uses drive
and partition numbers to address the correct partition on the correct
drive. (Check BOOT.INI on a bootable NT partition)

// Mats

6868. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-25 00:00:00 UTC
From: mats.ljungqvist@enator.se
Message-ID: <32c2a37a.2411898@kirk.nocom.se>
Source record: 7144
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

serpent@voicenet.com (Eric Lanier) wrote:
>And what about the lame 3 character file extensions?

What about them?

There is no limitation of three characters. .html works fine.

// Mats

6869. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-25 00:00:00 UTC
From: Karl Thomas <karlt@ilinks.net>
Message-ID: <01bbf27b$780037c0$79c289ce@ns1.ilinks.net>
Source record: 7145
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Sangria <sangria@inlink.com> wrote in article
<32bd0ddd.137611015@snoopy>...
> On Fri, 20 Dec 1996 23:20:38 +0100, vanderliet@luna.nl (Erik van der
> Liet) wrote:
>
> >In article <32d27c42.6995498@news.sydney.apana.org.au>,
> >raj@gco.apana.org.au (Raj Thomas) wrote:

> >I am amazed that Windows (NT, 95, CE) doesn't have scriptable
applications
>
> Wrong.

Not internally scriptable. Scriptable across applications.

>
> >I am amazed that Windows (NT, 95, CE) can't boot from a removable SCSI
disk
>
> Wrong.

You can boot Win '95 from a Zip Drive, CD-ROM drive?

> >I am amazed that Windows (NT, 95, CE) still have lame alias
architectures
>
> Alias?

They are called shortcuts in Windows. If you make a shortcut in Windows and
then move or rename the file. Windows has a hard time finding it. The Mac
can track the original file no matter what you do to it. On a related
note, create a file in Word and then go out to the Explorer, assuming you
are allowed to, now move and rename the file and go back into Word and see
what happens. I did this on the Mac without even thinking. The
application knew the file had moved and had been renamed and was still able
to save the file in the new location and with the new name.

6870. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-25 00:00:00 UTC
From: Ari Ukkonen <ariukkonen@tnet.net>
Message-ID: <32C19D07.20DF@tnet.net>
Source record: 7146
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

David Corn wrote:
>
> On 24 Dec 1996 23:02:04 GMT, gmgraves@earthlink.net (George Graves)
> wrote:
>
> >color bit depths, and voila! Its done dude! BTW, you can also change bit depth
> >and resolution (on multi-sync monitors) ON THE FLY. NO REBOOTING!
>
> Shockingly, this is a fairly recent development. For example, with
> 7.1 on a Centris 650, I had to grab NEC's DPI-On-The-Fly software to
> do this. Amazing...

Not really, the Amiga has been able to do this for years. :^)
> ____
> Reachable at: 713 629 6947 nights
> Please quote in all replies

--
Ari Ukkonen
Reply-To: ariukkonen@tnet.net
or Ari_Ukkonen@amusers.victoria.bc.ca
Amiga CD32+SX1 6 megs '020 14MHz Amiga 2000HD 1meg chip KS2.04 49MB HD
NEC Ready 9522 P100 Mhz, 16 megs, 1.6 gig HDD, 4X CD, MPEG 1MB 64bit PCI

"95% of computers are used by morons, and you need a MoronOS to keep them
happy. There are only two: Windows and MacOS." (Dave Haynie)

Visit my homepages at:http://www.geocities.com/SiliconValley/Park/7481/
and http://members.tripod.com/~Ukkonen/

6871. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-25 00:00:00 UTC
From: David Every <dke@adnc.com>
Message-ID: <AEE7000A-65F0D@207.158.13.73>
Source record: 7147
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

> Thomas Vincent <info@sfbayrun.com> wrote:
>
> >Generally drivers are required, when the board has features that
are not
> >supported by Apples built in drivers. There are lots of drivers in
the
> >Macintosh OS. I would print this using a printer driver. We call
them
> >things like extensions, and control panels though.
> >Oh yeah, and they conflict a whole lot less often then wintel.
>
> Which is why Conflict Catcher is among the Mac's hottest selling
> software?

Because Mac users often have no fear of changing their system around (unlike PC people)... and Macs are still computers. They CAN get themselves in trouble... it just takes 100 times more work - or for them to start doing things that they can't do on a windoze machine to begin with.

> On the other hand, I've never even seen a driver "conflict" on a
> Wintel machine. Please elaborate.

Try any conflict with Autoexec.bat, Config.sys, BIOS not recognizing a device, or devices that aren't recognized or don't work, etc., etc...

--
David K. Every
MacKiDo Warrior - The Power of the Macintosh Way!
--
=A91996 DKE. Non-exclusive, royalty free license to distribute is granted to any service provider except Microsoft. By distributing this, Microsoft agrees to pay $1,000 per posting.

6872. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-25 00:00:00 UTC
From: David Every <dke@adnc.com>
Message-ID: <AEE6FF7C-63DBC@207.158.13.73>
Source record: 7148
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

<snippage>
> >It does to! If you can't create a good HAL (Hardware Abstraction
> >Layer) and you can't integrate the OS with the Hardware (the
responsibi=3D
> >lity of the OS I might add).... then you've got a shitty System.
>
> At least some of the microsoft OSes have a HAL.

Sure... and those OS's (WinNT) don't work with Plug&Play.... so it
abstracts the hardware a little - but you have to plug in custom
drivers to use it, and if you configure it wrong (which is easy to do)
your system dies. Cool design guys! Typical of MS.

> puts them far beyond MacOS which is tied to one particular
> set of hardware still executing binaries from the last
> cpu family in emulation.

BZZT! WRONG!

What do you expect from Windows trolls.

> Any RISC versions of NT are native.
> That cannot be said for the 'RISC version' of MacOS.

What does that have to do with what we were talking about? Changing
subjects like that is called a "dodge". Nice try though.

> So.. essentially... this is the MacVocate position:
>
> Win/NT does not support features not supported by the
> underlying hardware, therefore it is shitty.

No. That WinNT is only running on a minority of the systems (about
1/10th the Macs)... so its not mainstream. It doesn't self-configure
hardware, and has lots of issues with configuration, has lousy
documentation, is not that stellar a performer or that powerful
compared to VMS (which is was modeled after) or Unix (its
competitor)... etc., etc... all things that would go towards calling
something a "Shitty" OS. Yes it has a slightly better scheduler and
protection scheme than the MacOS - but an OS is a lot more than just a
sheduler.

Win95 which runs on more of the Wintel platforms has crappy plug&play
compared to the Mac... has weird compatibility issue with older apps.
Runs on DOS - but a little less than the past. Has shitty memory

management issues like those low-mem shared globals for GDI/MDI that you can fill up and crash the system, it sometimes is CMT and sometimes PMT... it is the bastard child of all MS OS's that came before it, and is typical MS hacked up garbage.

DOS and Win31 aren't even worth talking about... as even most MS worshipers will NOW admit they they always have been garbage and always will be. (They will do the same for Win95 and the current WinNT in a few years as well).

> MicroSloth does not have a draconian stranglehold on the BIOS
> vendors. M$ has to implement over what it is given. This is
> quite distinct from Apple's 'big brother' position over Mac
> hardware.

Not true... MS could have put in their own BIOS HAL layer from the first version of Windows. They didn't... and they got bit by it... thats THEIR fault - no one elses.

> >Also note, I didn't start that thread - I just reponded to your
> >response.
> >
> >The PC-OS's dont do what the MacOS does BECAUSE the MacOS is more
> >integrated with the hardware. That is what OS's are supposed to do.
I
>
> Translation: Apple has an advantage that Microsoft does not.

More that Apple avoided a problem that MS did not. Its called thinking ahead or engineering.... its something Apple does better than MS. But MS markets crap better than Apple.

> >know WHY MS has problems doing so - but that doesn't change that
the
> >OS sucks more because it can't do what it should.
>
> Translation: If Microsoft cannot match Apple, even with a
> unsurmountable handicap, then it's product 'sucks'
> You don't even understand what you're talking about.

No. Its much simpler. If an OS can't abstract the hardware well - one of the most basic functions of an OS - it seems pretty idiotic to call it a good OS.... unles you are an MS troll... then its par for the course.

> >The point is the Mac way is still better. The Mac WILL allow
multiple
> >monitors quite easily and cheaply. I can buy $100 video card and
add a
> >second monitor (and on some Mac dual monitor support is built
in)....
>
> A Win16 box can do this as well. Although it will be a $10

video card.

No... it will allow you to add a DOS command line ONLY on the second card. Big harry deal. Thats not using the extra desktop space - that allowing you to debug your crappy OS or Apps in a command line. <Yawn> I know this may be exciting to PC types... but Mac users expect their hardware to work right.

> >I have 3 monitors at work, and adding a second at home again (I used
> >to have dual). This is not achievable in the same way, nearly as well,
> >and at the same costs, for PC's. And once done on the PC's it doesn't
> >work right (the way it should) anyways.
>
> This is pure fabrication based entirely upon bigotry.

Nope... pure fact based on using both. Duh! I'm an engineer, you simpleton, who programs both.... and I've got large company IS Dept. support. And I work with lots of other engineers on lots of platforms.

Everyone with a room temperature or above IQ, and who has seen a Mac w/MM's, realizes that the Macs multi-monitor support is better than the PC's... which is really non-existant. (I don't call a debuggin CLI window on a seperate monitor dual monitor support in the way people want to use it).

> You have no basis for this assertion. If MacOS is so
> 'superior', such tactics should not be necessary.

The basis is fact. You position is based on ignorance. Fighting for truth against ignorance of most DOS-trolls is what us Mac users are forced to do all the time. So fighting ignorance is necessary.

> >Lets try this.... you can create good turn-key solutions with PC's. If
> >a PC comes pre-set-up, and pre-configured to run one or two apps,
> >etc... then the PC's are not bad solutions.
>
> So? How is one graphical menu significantly different from another.

One is at the top of the screen so you cant overshoot it... the other may be anywhere on the screen (see non-predictable location), can be overshot (which requires a sorta dampening effect to actually hit the target), can wrap around and be two lines of menus (making vertical hits even harder), the Mac cuts angles on hierarchical menus better, the Mac handles scrolling menu's better, Macs handle menu updates faster/smoother, etc., etc...

> >But if you want to actually use a computer AS a computer... to add an

> >app, to change a configuration (without it blowing up in your
face),
>
> Just what do Mac users find so hard about hitting the return key
> several times?

Nothing... when that works... but its like playing russian roulette.
You don't usually get killed - but when you do its most unpleasant.

Example - a co-worker plugged in both a Parallel Printer (HP) and
Drive (EZ drive). Drive would work until you printed something - the
pass-thru cable was a sick joke that is not really supported.
Brilliant.

I tried to use a different printer after my Win95 machine was up and
working... had to chase down the CD-ROM... (on the Mac I did the
change and it just worked - no re-installation)... when we did that
printer worked... but another printer wouldn't work anymore, my
network connection started getting tempermental, etc... typical PC
crap. Sometimes it works, sometimes it doesn't.

> Also, just what configuration changes will blow up in your face?

Mentioned above... but there are dozens or THOUSANDS of others. I've
had sooo many over the years with all those bullshit IRQ's and COM
port conflicts its not funny.

> Adding a printer is quite trivial as well. If it isn't a relic,
> the current revision of the OS will install it for you.

Nope... it will install it *sometimes* if you ask it, and it *may*
work (actually usually... but that not like the Mac which is 1,000
times closer to always).

> >better. Users can understand things easier on a Mac, and more
things
>
> You've yet to mention why or give some concrete examples.

Why? Your mind is closed.... it wouldn't do much good.

I could mention file paths... or having to MAP network drives to
letters and how fucking archaic that is.... I could mention shortcuts
that fail when you move something..... long file names that can't have
any special characters... and go on and on and on... but you will
blindly argue that its OK because MS is great and their shit doesn't
smell... etc., etc...

> >companies when you have IS depts. that are paid to maintain your
> >machines, etc. the PC is not nearly as bad as in the home).
> >
> [analogous tripe deleted]

And valuable points ignored I see...

--
David K. Every
MacKiDo Warrior - The Power of the Macintosh Way!
--
=A91996 DKE. Non-exclusive, royalty free license to distribute is
granted to any service provider except Microsoft. By distributing
this, Microsoft agrees to pay $1,000 per posting.

6873. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-25 00:00:00 UTC
From: Gary Peake <gpeake@accesscomm.net>
Message-ID: <1194.6933T1398T2595@accesscomm.net>
Source record: 7149
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

David Corn at (dcorn@paradise.pplnet.com) said Re: Mac OS primitive ... did anyone care?

DC> On Wed, 25 Dec 1996 13:30:47 -0800, Ari Ukkonen <ariukkonen@tnet.net>
DC> wrote:

>>> >color bit depths, and voila! Its done dude! BTW, you can also change bit
>>> >depth and resolution (on multi-sync monitors) ON THE FLY. NO REBOOTING!
>>>
>>> Shockingly, this is a fairly recent development. For example, with
>>> 7.1 on a Centris 650, I had to grab NEC's DPI-On-The-Fly software to
>>> do this. Amazing...
>>
>>Not really, the Amiga has been able to do this for years. :^)

DC> That's why it was a shockingly recent development. In any case, the
DC> Amiga insists on closing all windows on the WB prior to changing WB
DC> resolution, which can be a bit annoying if you use that as your main
DC> public screen.

And why is it annoying? They do close, and then re-open in their exact same place at the new resolution ...

--
Gary Peake Coordinator
gpeake@accesscomm.net *Team AMIGA*
1:106/7511.1 In Memory of Rick Lembree
--

"Fool me once, shame on you; fool me twice, shame on me." -Scotty "Friday's Child"

6874. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-25 00:00:00 UTC
From: sangria@inlink.com
Message-ID: <32c774c1.426095937@mambo>
Source record: 7224
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 24 Dec 1996 23:02:04 GMT, gmgraves@earthlink.net (George Graves)
wrote:

>In article <59opf8$5es@lana.zippo.com>, JEDI wrote:
>
>> The multiple frame buffer card requires a video driver, not unlike any
>> other video card. In the absence of surplus hardware, the distinction
>> you are making is meaningless.
>
>Yeah, but the Mac requires NO drivers.

Right no drivers whatsoever. That's why the guys at Matrox wasted all
that time writing a driver for the Millennium on the PCI PMacs.

-- Sang.
****
* Sang K. Choe sangria@inlink.com *
* http://sangria.inlink.com/index.html *
* finger: sang@sangria.inlink.com *
****

6875. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-25 00:00:00 UTC
From: veakblad@Glue.umd.edu
Message-ID: <59pt23$qoi@dailyplanet.wam.umd.edu>
Source record: 7225
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Eric Lanier (serpent@voicenet.com) wrote:
: On 22 Dec 1996 20:11:36 GMT, mlacher@netrax.net <mlacher@netrax.net> wrote:

: >True, my father has a Win95 system with drives up to F:

: Also, how does one boot up from any drive other than C:? It can't, how
: Lame....

Are you sure? Flooopy?

: > -Mike Lacher
: Erikku

6876. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-25 00:00:00 UTC
From: sangria@inlink.com
Message-ID: <32cca579.438567750@mambo>
Source record: 7226
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Tue, 24 Dec 1996 18:45:42 +0000, Mark Hall
<markus@humboldtbank.com> wrote:

>I think you may be missing something in the first post. He wants to
>create the script to control functions not only of an application, but also of the
>OS itself. As far as I know, OLE automation can only automate the behavior of OLE
>objects which must be exposed by an OLE Server. I don't think Windows itself is an OLE
>Server

I'm not sure what the distinction here is.
Any OLE Server can be manipulated. Every component, application,
control, whatever that is registered in the
HKEY_LOCAL_MACHINE\SOFTWARE\Classes is an OLE Server and can be
manipulated--including the shell (in this case Explorer).

If you mean using OLE to manipulate the kernel level objects directly,
you're right, I can't. I'm not so sure you can do the same with
AppleScript. You're right that only registered OLE servers can be
manipulated. However, I think you underestimate the depth and breadth
of OLE servers on a typical system. I would quite surprised if there
was somethng you could with AppleScript that I couldn't do with OLE
automation.

>...but the learning curve is much
>steeper than the quasi-english used in applescript. VB for Apps is
>pretty simple to use for OLE work, but you still have to have some
>concept of methods, properties, objects...

VBA is one of the languages you can use for OLE automation. REXX is
another. Perl, is I believe another (although, it has trouble with
OLE servers contained in .DLLs instead of .EXEs)

As to the learning curve, yes OLE automation is harder. However, I
would argue that OLE automation is also more functional.

>Can one use OLE Automation to shut down a Win95/NT PC?

Now wouldn't that be a nasty trick... :-)

Yes, it only requires an OLE server which has the functionality. You
can create a program that will issue a InitiateSystemShutdown() and
export that method. With MSVC, you can do this with about four lines
of code (the framework can be created using MSVC's AppWizard). Build
it, run it once, and you'll have it registered for any OLE automation
"client" to manipulate the program.

Infact, I wouldn't be surprised if you could manipulate the Explorer
shell itself to initiate the shutdown.

-- Sang.
****
* Sang K. Choe sangria@inlink.com *
* http://sangria.inlink.com/index.html *
* finger: sang@sangria.inlink.com *
****

6877. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-25 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <59qee6$rfl@orm.southern.co.nz>
Source record: 7227
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Hi there!

David Every (dke@adnc.com) wrote:
:
: The point is the Mac way is still better. The Mac WILL allow multiple
: monitors quite easily and cheaply. I can buy $100 video card and add a
: second monitor (and on some Mac dual monitor support is built in)....
: I have 3 monitors at work, and adding a second at home again (I used

I can see much use for having more than one monitor, like growing extra sets of eyes! :) You can hook up hundreds of monitors if you so wish to even a Sinclair Spectrum, just don't expect all screens to be doing something different from one another!! :)

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/DSP/FPU

6878. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-25 00:00:00 UTC
From: gmgraves@earthlink.net
Message-ID: <gmgraves-2412962241250001@cust106.max4.san-francisco.ca.ms.uu.net>
Source record: 7228
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <32C00B91.567C@sfbayrun.com>, info@sfbayrun.com wrote:

> Generally drivers are required, when the board has features that are not
> supported by Apples built in drivers. There are lots of drivers in the
> Macintosh OS. I would print this using a printer driver. We call them
> things like extensions, and control panels though.
> Oh yeah, and they conflict a whole lot less often then wintel.

> Cheers,
>
> Thomas Vincent

I wouldn't go so far as to call them "drivers", at least not in
the Intel sense. The Mac has a fairly strictly defined video
spec. Any monitor board which adheres to that spec simply
works. Now, of course it is true that if certain boards have
special features not supported by the Mac system (for
instance, for years Raster-Ops had a feature which allowed
you to zoom in on the screen with some keystrokes) then
they needed to include an extension or control panel to
enable those features. Keep in mind that the board would
work just fine without the extension, it just wouldn't
be able to access the special features. Wintel machines,
OTOH, need a driver for each board at each resolution and
at each color bit depth. In other words, compared with the
Mac, its a mess.

George Graves

6879. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-25 00:00:00 UTC
From: gmgraves@earthlink.net
Message-ID: <gmgraves-2412962228330001@cust106.max4.san-francisco.ca.ms.uu.net>
Source record: 7229
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <32c774c1.426095937@mambo>, sangria@inlink.com (Sang K. Choe) wrote:

> On 24 Dec 1996 23:02:04 GMT, gmgraves@earthlink.net (George Graves)
> wrote:
>
> >In article <59opf8$5es@lana.zippo.com>, JEDI wrote:
> >
> >> The multiple frame buffer card requires a video driver, not unlike any
> >> other video card. In the absence of surplus hardware, the distinction
> >> you are making is meaningless.
> >
> >Yeah, but the Mac requires NO drivers.
>
> Right no drivers whatsoever. That's why the guys at Matrox wasted all
> that time writing a driver for the Millennium on the PCI PMacs.
>
> -- Sang.
> ***
> * Sang K. Choe sangria@inlink.com *
> * http://sangria.inlink.com/index.html *
> * finger: sang@sangria.inlink.com *
> ***

Then they are idiots. I have NEVER seen or used any Nu-bus, PDS, or PCI
video cards on the Mac which require any software (other than the what
is inherent in the OS) to run them. They are plug-and-play in the purest
sense of the word.

George Graves

6880. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-25 00:00:00 UTC
From: gmgraves@earthlink.net
Message-ID: <gmgraves-2412962230000001@cust106.max4.san-francisco.ca.ms.uu.net>
Source record: 7230
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <32c021e4.6017602@news.onramp.net>, dcorn@paradise.pplnet.com wrote:

> On 24 Dec 1996 23:02:04 GMT, gmgraves@earthlink.net (George Graves)
> wrote:
>
> >color bit depths, and voila! Its done dude! BTW, you can also change
bit depth
> >and resolution (on multi-sync monitors) ON THE FLY. NO REBOOTING!
>
> Shockingly, this is a fairly recent development. For example, with
> 7.1 on a Centris 650, I had to grab NEC's DPI-On-The-Fly software to
> do this. Amazing...
> ____
> Reachable at: 713 629 6947 nights
> Please quote in all replies

System 7.5 actually.

George Graves

6881. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-25 00:00:00 UTC
From: dehoog@mars.dtinet.or.jp
Message-ID: <32c08711.7501846@snews.zippo.com>
Source record: 7231
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Thomas Vincent <info@sfbayrun.com> wrote:

>Generally drivers are required, when the board has features that are not
>supported by Apples built in drivers. There are lots of drivers in the
>Macintosh OS. I would print this using a printer driver. We call them
>things like extensions, and control panels though.
>Oh yeah, and they conflict a whole lot less often then wintel.

Which is why Conflict Catcher is among the Mac's hottest selling
software? Not to mention the extension manager in Now Utilities, or
the extension manager built into new versions of the MacOS. Or how
many times Mac users have advised other Mac users to solve crashing
problems by eliminating extensions one at a time.

On the other hand, I've never even seen a driver "conflict" on a
Wintel machine. Please elaborate.

John De Hoog
dehoog@super.zippo.com

6882. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-25 00:00:00 UTC
From: nagle@netcom.com
Message-ID: <nagleE2yKu5.FC0@netcom.com>
Source record: 7232
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

gmgraves@earthlink.net (George Graves) writes:
>I wouldn't go so far as to call them "drivers", at least not in
>the Intel sense. The Mac has a fairly strictly defined video
>spec. Any monitor board which adheres to that spec simply
>works. Now, of course it is true that if certain boards have
>special features not supported by the Mac system (for
>instance, for years Raster-Ops had a feature which allowed
>you to zoom in on the screen with some keystrokes) then
>they needed to include an extension or control panel to
>enable those features. Keep in mind that the board would
>work just fine without the extension, it just wouldn't
>be able to access the special features. Wintel machines,
>OTOH, need a driver for each board at each resolution and
>at each color bit depth. In other words, compared with the
>Mac, its a mess.

No, it's more like running your graphics board under Win in
plain VGA mode. The Mac is always in basic mode; it doesn't
use things like polygon fill, even if the graphics board can do
them. Arguably, that stuff belongs in a coprocessor, like
the QuickDraw 3D accelerator, rather than in the graphics
board, but Apple has been notorious for building machines with
sockets for wierd kinds of video coprocessors and not building
anything to put in them. (If you have an "AV" machine, you
know about this.)

John Nagle

6883. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-25 00:00:00 UTC
From: Kurt Gharbi <lordmito@ix.netcom.com>
Message-ID: <32C0EC79.4ADB@ix.netcom.com>
Source record: 7233
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Chris Wilkinson wrote:
>
> Hi there!
>
> David Every (dke@adnc.com) wrote:
> :
> : The point is the Mac way is still better. The Mac WILL allow multiple
> : monitors quite easily and cheaply. I can buy $100 video card and add a
> : second monitor (and on some Mac dual monitor support is built in)....
> : I have 3 monitors at work, and adding a second at home again (I used
>
> I can see much use for having more than one monitor, like growing extra
> sets of eyes! :) You can hook up hundreds of monitors if you so wish to
> even a Sinclair Spectrum, just don't expect all screens to be doing
> something different from one another!! :)
>

I'll respond for David on this one. What he is say is that you CAN
expect all the screen to be doing something different from one another.
As for having much use, try this one: Imagine having a Photoshop image
displayed on a 20 inch monitor at 24-bit color depth while all those
otherwise annoying floating menus that Photoshop loves to display are
all by themselves on a second 17 inch monitor running at 16 bit color
depth.
True there's lots of mousing around necessary, but it's worth it for the
extra real estate.

Kurt
--

"Does history record any case in which the majority was right?
Lazarus Long a/k/a
Robert A. Heinlein

6884. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-25 00:00:00 UTC
From: optimus@canit.se
Message-ID: <59qv8l$v98@dos.canit.se>
Source record: 7234

JEDI wrote:
: In article <59es45$rtm@dos.canit.se>, optimus@canit.se says...
: >
: >JEDI wrote:
: >: In article <djs.850904188@gen-off-3>, djs@jet.uk says...
: >: >
: >: >Brian-Roland Miller <brmiller@tiac.net> writes:
: >: >> [You] are the Peter Sinclair-Day of the Atari userbase.
: >: >That's not fair, he's much worse than PSD ;-) At least Peter has the
: >: >decency to give his name and an Email address. JEDI is either too ashamed
: >: >of his outpourings to give name/email, or can't work out how to set up
: >: >his software.
: >
: >: I choose to exercise my liberties instead of whining like
: >: a petty little european peasant.
: >
: >Instead you try to insult people based on their nationality. You are a
: >real bigot, JEDI, and you are not doing the Atari cause any good.
:
: At least get the form of bigotry right if you are going to
: attempt to practice political correctness.

I would never try to force anyone to behave politically correctly, all I
demand is civil behaviour.

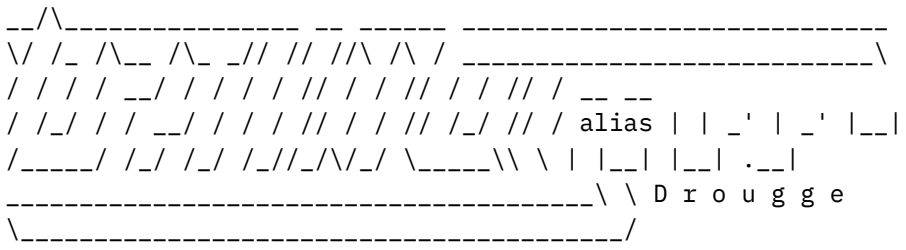
--
=-+X+-=-+X+-=-+X+-=-+X+-=-+X+-=-+X+-=->X<-=-+X+-=-+X+-=-+X+-=-+X+-=-+X+-=-+X+
// Mail: optimus@canit.se Y Transformer collector | //
\X/ Mail: unniggy@algonet.se | Furry/anime fan | \X/
WWW: http://www.canit.se/~optimus | Sonic Code: Sal+++!^ | Team AMIGA

6885. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-25 00:00:00 UTC
From: optimus@canit.se
Message-ID: <59qv4q$v98@dos.canit.se>
Source record: 7235
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy
Body handling: HTML body converted to readable text

Eric Lanier (serpent@voicenet.com) wrote:
: On 22 Dec 1996 20:11:36 GMT, mlacher@netrax.net wrote:
: >In , Jose Guzman writes:
: >><>drives >>
: >>
: >> Very wrong.
: >True, my father has a Win95 system with drives up to F:
:
: Also, how does one boot up from any drive other than C:? It can't, how
: Lame....

Actually, I've booted from A: many a time.

--


6886. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-25 00:00:00 UTC
From: crobato@kuentos.guam.net
Message-ID: <59rgko$73r@lehi.kuentos.guam.net>
Source record: 7236
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <32c08711.7501846@snews.zippo.com>, dehoog@mars.dtinet.or.jp (John De Hoog) writes:
>Thomas Vincent <info@sfbayrun.com> wrote:
>
>>Generally drivers are required, when the board has features that are not
>>supported by Apples built in drivers. There are lots of drivers in the
>>Macintosh OS. I would print this using a printer driver. We call them
>>things like extensions, and control panels though.
>>Oh yeah, and they conflict a whole lot less often then wintel.
>
>Which is why Conflict Catcher is among the Mac's hottest selling
>software? Not to mention the extension manager in Now Utilities, or

Then why are deinstallers and uninstallers among Windows hottest selling
software?

>the extension manager built into new versions of the MacOS. Or how
>many times Mac users have advised other Mac users to solve crashing
>problems by eliminating extensions one at a time.
>
>On the other hand, I've never even seen a driver "conflict" on a
>Wintel machine. Please elaborate.

Then you haven't been using PCs very long.

>------
>John De Hoog
>dehoog@super.zippo.com

Rgds,

Chris

Demonically possessed Lisa: "I am the essence of all the is evil in the computer world."
Gary: "Are you Bill Gates?"
---- from the TV series, Weird Science.

*** crobato@kuentos.guam.net ***

6887. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-25 00:00:00 UTC
From: Jose Guzman <j.guzman@arrakis.es>
Message-ID: <VA.000000d5.004436f3@bigboy>
Source record: 7237
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy
Body handling: HTML body converted to readable text

```
<< > << I am amazed that Windows (NT, 95, CE) doesn't have scriptable
> applications>>
>
> Wrong for NT & 95.

<<

It looks as you don't know OLE automation :)

>
> < SCSI disk>>
>
> Wrong for NT, untetested on 95...
<>

All the OSs have bugs, but it wll be fixed, DO you know an OS bug free
?

> <>
>
> Wrong for NT & 95, there are cards allowing you to use 4
simultaneous
> and different monitors.
<>

If you could write a driver for using 4 monitors, The OS supports it.
NT's driver model and graphics interface supports it out of the box.

> < drives >>
>
> Very wrong.

<>

As with OLE automation, it seems than you don't know the UNC manes :)

Jose, Sevilla, SPain
```

6888. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-25 00:00:00 UTC
From: Soleil@utxvms.cc.utexas.edu
Message-ID: <32c18433.1940177@newshost.cc.utexas.edu>
Source record: 7238
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

serpent@voicenet.com (Eric Lanier) wrote:

>
>And what about the lame 3 character file extensions?

I work with .html registered files all the time.

brandon
soleil@utxvms.cc.utexas.edu

6889. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-25 00:00:00 UTC
From: sangria@inlink.com
Message-ID: <32ce84d4.495746875@mambo>
Source record: 7239
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 25 Dec 1996 06:27:44 GMT, gmgraves@earthlink.net (George Graves)
wrote:

>In article <32c774c1.426095937@mambo>, sangria@inlink.com (Sang K. Choe) wrote:
>
>> On 24 Dec 1996 23:02:04 GMT, gmgraves@earthlink.net (George Graves)
>> wrote:
>> ...
>> >Yeah, but the Mac requires NO drivers.
>>
>> Right no drivers whatsoever. That's why the guys at Matrox wasted all
>> that time writing a driver for the Millennium on the PCI PMacs.
>
>Then they are idiots.

Right, *they* are idiots.
In that case, so are the groups from ATI, Ascend, and IOmega among
others. Because each of those companies have Mac devices which
require a driver.

>I have NEVER seen or used any Nu-bus, PDS, or PCI
>video cards on the Mac which require any software (other than the what
>is inherent in the OS) to run them.

And since you've never seen them, they therefore do not exist or if
they do, the people making the devices are idiots. Great line of
logic.

-- Sang.
****
* Sang K. Choe sangria@inlink.com *
* http://sangria.inlink.com/index.html *
* finger: sang@sangria.inlink.com *
****

6890. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-25 00:00:00 UTC
From: sangria@inlink.com
Message-ID: <32cf859b.495945937@mambo>
Source record: 7240
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 25 Dec 1996 15:18:48 GMT, crobato@kuentos.guam.net wrote:

>In <32c08711.7501846@snews.zippo.com>, dehoog@mars.dtinet.or.jp (John De Hoog) writes:
>>Thomas Vincent <info@sfbayrun.com> wrote:
>>
>>>Generally drivers are required, when the board has features that are not
>>>supported by Apples built in drivers. There are lots of drivers in the
>>>Macintosh OS. I would print this using a printer driver. We call them
>>>things like extensions, and control panels though.
>>>Oh yeah, and they conflict a whole lot less often then wintel.
>>
>>Which is why Conflict Catcher is among the Mac's hottest selling
>>software? Not to mention the extension manager in Now Utilities, or
>
>Then why are deinstallers and uninstallers among Windows hottest selling
>software?

Because like Conflict Catcher, uninstallers address a very real
weakness of MS Windows.

Just like Conflict Catcher, you have RAM Doubler--addressing a real
limitation of MacOS. And on the Windows side, you have dozens of
shell "enhancements" (ala, PC Tools, Norton Desktop, DashBoard,
etc...).

>>On the other hand, I've never even seen a driver "conflict" on a
>>Wintel machine. Please elaborate.
>
>Then you haven't been using PCs very long.

Sorry, there is rarely a driver conflict. Drivers do not stomp on
each other--simply because it's awful hard to shove two video drivers
into the same machine at the same time. What does happen is that
drivers are either buggy or the hardware isn't supported.

-- Sang.
****
* Sang K. Choe sangria@inlink.com *
* http://sangria.inlink.com/index.html *
* finger: sang@sangria.inlink.com *
****

6891. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: sangria@inlink.com
Message-ID: <32d9dc65.518163984@mambo>
Source record: 7150
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 25 Dec 1996 15:53:19 GMT, "Karl Thomas" <karlt@ilinks.net> wrote:

>> >I am amazed that Windows (NT, 95, CE) doesn't have scriptable applications
>>
>> Wrong.
>
>Not internally scriptable. Scriptable across applications.

OLE Automation is scriptable across applications.

>> >I am amazed that Windows (NT, 95, CE) can't boot from a removable SCSI disk
>>
>> Wrong.
>
>You can boot Win '95 from a Zip Drive, CD-ROM drive?

Zip yes. CD, probably not since I know of no Win95 bootable CD.

-- Sang.
****
* Sang K. Choe sangria@inlink.com *
* http://sangria.inlink.com/index.html *
* finger: sang@sangria.inlink.com *
****

6892. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: sangria@inlink.com
Message-ID: <32dadd48.518390968@mambo>
Source record: 7151
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 26 Dec 1996 01:05:56 GMT, crobato@kuentos.guam.net wrote:

>Before under Windows 3.1, I tell you one thing---I had conflicts involving the
>ATI Mach 64 driver with another driver trying to use COM4. There are video
>drivers before that reserve certain I/O addresses and COM ports. Network
>cards and sound cards also compete for available IRQ and I/O addresses. I once
>had a EIDE driver that didn't like my video card driver as well (happened once
>in Windows 3.1, then in a totally seperate occassion, in OS/2.)

Chris, you're describing IRQ/BaseIO conflicts. These aren't exactly
the same as having two drivers stomp on each other. These are
strictly hardware limitation.

>I think when drivers are shoved into the same kernel space, there is a chance
>that conflicts do exist.

On the PC, if there is going to be a conflict in kernel space with
drivers, the drivers can't be loaded--it's just that simple.

-- Sang.
****
* Sang K. Choe sangria@inlink.com *
* http://sangria.inlink.com/index.html *
* finger: sang@sangria.inlink.com *
****

6893. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: crobato@kuentos.guam.net
Message-ID: <59sinr$d3n@lehi.kuentos.guam.net>
Source record: 7152
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <32c774c1.426095937@mambo>, sangria@inlink.com (Sang K. Choe) writes:
>On 24 Dec 1996 23:02:04 GMT, gmgraves@earthlink.net (George Graves)
>wrote:
>
>>In article <59opf8$5es@lana.zippo.com>, JEDI wrote:
>>
>>> The multiple frame buffer card requires a video driver, not unlike any
>>> other video card. In the absence of surplus hardware, the distinction
>>> you are making is meaningless.
>>
>>Yeah, but the Mac requires NO drivers.
>
>Right no drivers whatsoever. That's why the guys at Matrox wasted all
>that time writing a driver for the Millennium on the PCI PMacs.
>

This is getting silly enough. Both the PC and the Mac has some kind of common denominator in the video that allows a video card made to that denominator run without a driver. In the PC we call it VGA or SVGA or VESA, and you can run a Matrox on those modes without the Matrox driver. I have no problem running the Matrox Millenium on 640x480 on 256 colors with DOS games without a dedicated Matrox driver, nor using OS/2's GENGRADD, run the Matrox at 1024x768 resolutions up to 16 bit color *without* the Matrox driver. (Not possible with Windows however.)

The drivers, on the other hand, are needed if you want to fully exploit the specific capabilities of the Matrox card---hence your true investment on that card. Otherwise you are just better off buying a cheap video card.

Rgds,

Chris

Famous People on the Day Windows 95 is Launched---
Neil Armstrong---"One Small Fortune for Bill Gates,
One Giant Leap backward for Mankind."
President Roosevelt---"This date shall live in infamy."
*** crobato@kuentos.guam.net *** TKS for the Contributions.

6894. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: crobato@kuentos.guam.net
Message-ID: <59sj1k$d3n@lehi.kuentos.guam.net>
Source record: 7153
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <32cf859b.495945937@mambo>, sangria@inlink.com (Sang K. Choe) writes:
>On 25 Dec 1996 15:18:48 GMT, crobato@kuentos.guam.net wrote:
>
>>In <32c08711.7501846@snews.zippo.com>, dehoog@mars.dtinet.or.jp (John De Hoog) writes:
>>>Thomas Vincent <info@sfbayrun.com> wrote:
>>>
>>>>Generally drivers are required, when the board has features that are not
>>>>supported by Apples built in drivers. There are lots of drivers in the
>>>>Macintosh OS. I would print this using a printer driver. We call them
>>>>things like extensions, and control panels though.
>>>>Oh yeah, and they conflict a whole lot less often then wintel.
>>>
>>>Which is why Conflict Catcher is among the Mac's hottest selling
>>>software? Not to mention the extension manager in Now Utilities, or
>>
>>Then why are deinstallers and uninstallers among Windows hottest selling
>>software?
>
>Because like Conflict Catcher, uninstallers address a very real
>weakness of MS Windows.
>
>Just like Conflict Catcher, you have RAM Doubler--addressing a real
>limitation of MacOS. And on the Windows side, you have dozens of
>shell "enhancements" (ala, PC Tools, Norton Desktop, DashBoard,
>etc...).
>
>>>On the other hand, I've never even seen a driver "conflict" on a
>>>Wintel machine. Please elaborate.
>>
>>Then you haven't been using PCs very long.
>
>Sorry, there is rarely a driver conflict. Drivers do not stomp on
>each other--simply because it's awful hard to shove two video drivers
>into the same machine at the same time. What does happen is that
>drivers are either buggy or the hardware isn't supported.
>

Before under Windows 3.1, I tell you one thing---I had conflicts involving the ATI Mach 64 driver with another driver trying to use COM4. There are video drivers before that reserve certain I/O addresses and COM ports. Network cards and sound cards also compete for available IRQ and I/O addresses. I once had a EIDE driver that didn't like my video card driver as well (happened once in Windows 3.1, then in a totally seperate occassion, in OS/2.)

I think when drivers are shoved into the same kernel space, there is a chance
that conflicts do exist.

Rgds,

Chris
Famous People on the Day Windows 95 is Launched---
Neil Armstrong---"One Small Fortune for Bill Gates,
One Giant Leap backward for Mankind."
President Roosevelt---"This date shall live in infamy."
*** crobato@kuentos.guam.net *** TKS for the Contributions.

6895. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: Bobby Wang <bobbyw@pacific.net.sg>
Message-ID: <32C2C696.4C16@pacific.net.sg>
Source record: 7154
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Yes, you can boot Windows 95 from Zip drive and CD-ROM drive. Most newer motherboards in the last one year has Bios that supports bootup from CD-ROM drive.

Karl Thomas wrote:
>
> You can boot Win '95 from a Zip Drive, CD-ROM drive?

--

Regards,
Bobby Wang

****
Bobby Wang
bobbyw@pacific.net.sg

Happily Powered by NT 4.0
****

6896. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <32c1e64d.1386809@news.onramp.net>
Source record: 7155
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Thu, 26 Dec 1996 02:02:45 GMT, sangria@inlink.com (Sang K. Choe)
wrote:

>>You can boot Win '95 from a Zip Drive, CD-ROM drive?
>Zip yes. CD, probably not since I know of no Win95 bootable CD.

Why couldn't you burn one? Assuming you've got an El Torrido or
somesuch-friendly BIOS, what's not to work?

Reachable at: 713 629 6947 nights
Please quote in all replies

6897. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: sangria@inlink.com
Message-ID: <32e1eb69.522007515@mambo>
Source record: 7156
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Thu, 26 Dec 1996 02:43:53 GMT, dcorn@paradise.pplnet.com (David
Corn) wrote:

>On Thu, 26 Dec 1996 02:02:45 GMT, sangria@inlink.com (Sang K. Choe)
>wrote:
>
>>>You can boot Win '95 from a Zip Drive, CD-ROM drive?
>>Zip yes. CD, probably not since I know of no Win95 bootable CD.
>
>Why couldn't you burn one? Assuming you've got an El Torrido or
>somesuch-friendly BIOS, what's not to work?

If you spend the time and money to get a Win95 bootable CD burned, yes
you can certainly boot Win95 from a CD. Most decent SCSI controllers
will allow you to boot from a CD--almost all of the new motherboard
BIOS will allow you to do the same.

However, while the Mac has a bootable CD widely available, Win95
doesn't. Which is the reason why I made the comment.

-- Sang.
****
* Sang K. Choe sangria@inlink.com *
* http://sangria.inlink.com/index.html *
* finger: sang@sangria.inlink.com *
****

6898. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <32c4f903.6178386@news.onramp.net>
Source record: 7157
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On Wed, 25 Dec 1996 13:30:47 -0800, Ari Ukkonen <ariukkonen@tnet.net>
wrote:

>> >color bit depths, and voila! Its done dude! BTW, you can also change bit depth
>> >and resolution (on multi-sync monitors) ON THE FLY. NO REBOOTING!
>>
>> Shockingly, this is a fairly recent development. For example, with
>> 7.1 on a Centris 650, I had to grab NEC's DPI-On-The-Fly software to
>> do this. Amazing...
>
>Not really, the Amiga has been able to do this for years. :^)

That's why it was a shockingly recent development. In any case, the
Amiga insists on closing all windows on the WB prior to changing WB
resolution, which can be a bit annoying if you use that as your main
public screen.

Reachable at: 713 629 6947 nights
Please quote in all replies

6899. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: mlchale@mailbox.uq.oz.au
Message-ID: <mlchale-2612961436190001@mlchale.slip.cc.uq.oz.au>
Source record: 7158
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <32d27c42.6995498@news.sydney.apana.org.au>,
raj@gco.apana.org.au (Raj Thomas) wrote:

> I used Macs some years ago.
> I looked at them again recently (I use Linux, Win NT and Win 95)
> A couple of my secretaries use Macs.
>
> I am amazed that the Mac OS still doesnt have preemptive multitasking.
> I am amazed that the Mac OS still doesnt have robust security.
> I am amazed that the Mac OS still doesnt have robust process memory
> space isolation.
> I am amazed that the Mac OS still doesnt have decent background high
> speed comms.
>
> These things have been taken for granted in most modern oses for years
> !

YEP,
MOST PEOPLE WHO USE MACs HAVE NOT NOTICED THE CURRENT MAC/OS HAS A
DIFFERENT "multitasking" THAN (1) PREEMPTIVE MULTITASKING
(2) ETC.
(2) ETC.
(2) ETC.

LIKE YOU THEY ARE AMAZED HOW MAC USERS WORK ON TWO/MANY PROCESS AT ONCE -
EG. FORMAT FLOPPIES & HARDDISKS, DOWNLOAD & PRINT VIA PPP, ARA, IPX RUN
WIN NT APPLICATIONS AT PENTIUM SPEED, APPLE][AT FASTER THAT REAL
HARDWARE, RUN DOS7 & WINDOWS 95 ALL AT THE SAME TIME (THE COPY PROGRESS
BARS MOVE WHILE THE REST GOES ON!

YEP ALL AT THE SAME TIME!!!!!!!!!

I HAVE HAD 31 CRASHES SINCE INSTALLATION AND RUN 28 EXTENSIONS ON STARTUP.
THIS 88MB 150MHz 604 (MORE POWERFUL THAN A PENTIUM PRO 200MHz in
Bytemarks) is now 7 months old.

Yep you should be amazed the current MacOS does all that without etc.
etc.etc.etc.

But it still holds years of advantage over Win NT and DOS7 & Win95.

It was 32bit long before Windows NT and as well all know Win95 is not a
true 32bit operating system.

I am more amazed how few DOS7 & Win95 users can copy files from different locations concurently.

By the way - without any addin PCI card I background my high speed comms at 115,200. Is that slow?

I use all characters but the ":" in my filenames!!!
Do you get amazed at that??
I wouldn't be amazed if MS-DOS/NT/UNIX users couldn't I bet like the Mac users they don't miss the little differences!

6900. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: mlchale@mailbox.uq.oz.au
Message-ID: <mlchale-2612961438210001@mlchale.slip.cc.uq.oz.au>
Source record: 7159
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <32C2C696.4C16@pacific.net.sg>, bobbyw@pacific.net.sg wrote:

> Yes, you can boot Windows 95 from Zip drive and CD-ROM drive. Most newer
> motherboards in the last one year has Bios that supports bootup from
> CD-ROM drive.
>
>
> Karl Thomas wrote:
> >
> > You can boot Win '95 from a Zip Drive, CD-ROM drive?
>
>
> --
You do mean Win95 and not just MS-DOS 7???

6901. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: crobato@kuentos.guam.net
Message-ID: <59tb2c$i1q@lehi.kuentos.guam.net>
Source record: 7160
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <32C2C696.4C16@pacific.net.sg>, Bobby Wang <bobbyw@pacific.net.sg> writes:
>Yes, you can boot Windows 95 from Zip drive and CD-ROM drive. Most newer
>motherboards in the last one year has Bios that supports bootup from
>CD-ROM drive.
>
>

I don't however recall that the Windows 95 CD ROM itself is bootable.

Rgds,

Chris

Famous People on the Day Windows 95 is Launched---
Neil Armstrong---"One Small Fortune for Bill Gates,
One Giant Leap backward for Mankind."
President Roosevelt---"This date shall live in infamy."
*** crobato@kuentos.guam.net *** TKS for the Contributions.

6902. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: sangria@inlink.com
Message-ID: <32c6311e.539852609@mambo>
Source record: 7161
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 26 Dec 1996 07:55:56 GMT, crobato@kuentos.guam.net wrote:

>In <32C2C696.4C16@pacific.net.sg>, Bobby Wang <bobbyw@pacific.net.sg> writes:
>>Yes, you can boot Windows 95 from Zip drive and CD-ROM drive. Most newer
>>motherboards in the last one year has Bios that supports bootup from
>>CD-ROM drive.
>
>I don't however recall that the Windows 95 CD ROM itself is bootable.

Nope it isn't.
The Win95 CD actually has all the setup files in a compressed format
(.CAB files). It also has a bunch of documentation, drivers, etc...

To boot Win95 from a CD, you'll have to burn one.

-- Sang.
****
* Sang K. Choe sangria@inlink.com *
* http://sangria.inlink.com/index.html *
* finger: sang@sangria.inlink.com *
****

6903. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: Bobby Wang <bobbyw@pacific.net.sg>
Message-ID: <32C3367C.7C67@pacific.net.sg>
Source record: 7162
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Yes, I mean Windows 95. You just need to burn in the system and Windows
95 files to the CD-ROM.

Chris Hale wrote:
>
> In article <32C2C696.4C16@pacific.net.sg>, bobbyw@pacific.net.sg wrote:
>
> > Yes, you can boot Windows 95 from Zip drive and CD-ROM drive. Most newer
> > motherboards in the last one year has Bios that supports bootup from
> > CD-ROM drive.
>
> You do mean Win95 and not just MS-DOS 7???

--

Regards,
Bobby Wang

****
Bobby Wang
bobbyw@pacific.net.sg

Happily Powered by NT 4.0
****

6904. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: Bobby Wang <bobbyw@pacific.net.sg>
Message-ID: <32C33771.4EF0@pacific.net.sg>
Source record: 7163
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

You need to copy (burn in) the system files in the root directory and
the Windows 95 folder to the CD-ROM. And this CD-ROM is bootable when
the Bios supports it.

You got this mixed up with the Windows 95 Installation CD-ROM.

crobato@kuentos.guam.net wrote:
>
> In <32C2C696.4C16@pacific.net.sg>, Bobby Wang <bobbyw@pacific.net.sg> writes:
> >Yes, you can boot Windows 95 from Zip drive and CD-ROM drive. Most newer
> >motherboards in the last one year has Bios that supports bootup from
> >CD-ROM drive.
> >
>
> I don't however recall that the Windows 95 CD ROM itself is bootable.

--

Regards,
Bobby Wang

****
Bobby Wang
bobbyw@pacific.net.sg

Happily Powered by NT 4.0
****

6905. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.SUN.3.92.961226024620.9027A-100000@kelly.teleport.com>
Source record: 7164
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

On 24 Dec 1996, it was written:

> In article <Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>, Bravo says...
> >
> >On Thu, 19 Dec 1996, Thomas Main wrote:
> >
> >> Toad's prices for used ST equipment are way too high, IMO. Last week, an
> >> Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
> >> Compare this with the $299 "special" Toad is offering on USED STe's.
> >> Also, a few days ago on this very group someone was selling a VERY nice TT
> >> for $300. I think people in this group ought to write to Toad and tell
> >> them that we are not willing to pay these prices! I know that Toad has
> >> long supported the Atari platform, but that is not an excuse to excercise
> >> price gouging. If you agree, write to Toad "Toaday" and let them know
> >> their prices are way off. I think the Atari community will be better off
> >> with realistic prices set for equipment.
> >
> >
> >This is the kind of Talk that will put Toad out of Business and Kill yet
> >Another Atari Supporting Business at the Hands of some Cheapskate.
>
> We're customers, NOT a benevolence association.
>
> They apply supply and demand to us but, cannot have the same done
> to them...
>
> Power without the Price used to be more than just empty words.

Power without the Price was Atari's idea for a slogan. And a load of Crap. It defies logic and goes against All the Laws of the universe. Like "A Man is worthy of His Hire." and "You get what you Pay for." and "If it sounds too good to be true, It's probably a Lie." and in Atari's case, "You sow what you reap" aka "What goes around, comes around." Atari trying to appeal to cheapskates was it's undoing. Don't punish Toad because of an Atari Slogan. They're trying to support Atari, stay in business and feed their families. I just received a Toad-M SwitchBox which will let me use a MultiSync Monitor on my Atari ST to do Color and MonoChrome on the same MultiSync. This will also be the Last one Toad makes as their Technician is leaving because not enough people wanting to keep him Employed with a DEMAND for work. I know about the Crap that Bonafide Atari dealers put up with. And how many don't appreciate them. I blame it all on Atari, especially their slogan "Power without the Price!"

==Thanx==
===Ben===

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

6906. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: fheitka@ibm.net
Message-ID: <59tppe$28n8$1@news-s01.ny.us.ibm.net>
Source record: 7165
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,alt.art.caricature,alt.politics.usa.republican,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

In message <59kv5p$url@camel0.mindspring.com> - dleblanc@mindspring.com (David LeBlanc)Mon, 23 Dec 1996 03:44:32 GMT writes:
:>
:>
:>NT seems to be good ride right now, too.

I think NT is overrated. For an industrial strength OS it seems to have a few stability holes. I hate to see people support MS if they don't have to. MS is trying to replace open standards with proprietary MS standards, that alone is reason enough to stay away. What Microsoft wants, and you can see this by looking at NT server setups, is an MS server with MS clients. The clients can be nothing more that Windows "terminals" controlled by the sys. admin. All software can be monitored, installed, and usage tracked, from a central location. Now this is not inherently bad, but it smacks of the IBM mainframe and dumb terminal paradigm that everyone complains about. Lets face it. MS has become IBM. At least IBM has made Warp compatible with open systems, i.e. TCP/IP, OpenDOC, CORBA, Java. etc.

:>
:>
:>David LeBlanc |Why would you want to have your desktop user,
:>dleblanc@mindspring.com |your mere mortals, messing around with a 32-bit
:> |minicomputer-class computing environment?
:> |Scott McNealy
:>

###
Fred Heitkamp
Linux x86, Linux m68k, OS/2 Warp, AmigaOS
fheitka@ibm.net fheitkamp@worldnet.att.net
###

6907. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: crobato@kuentos.guam.net
Message-ID: <59tuif$kau@lehi.kuentos.guam.net>
Source record: 7166
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <gmgraves-2512961255450001@cust54.max4.san-francisco.ca.ms.uu.net>,
gmgraves@earthlink.net (George Graves) writes:
>In article <32ce84d4.495746875@mambo>, sangria@inlink.com (Sang K. Choe) wrote:
>
>> On 25 Dec 1996 06:27:44 GMT, gmgraves@earthlink.net (George Graves)
>> wrote:
>>
>> >In article <32c774c1.426095937@mambo>, sangria@inlink.com (Sang K.
>Choe) wrote:
>> >
>> >> On 24 Dec 1996 23:02:04 GMT, gmgraves@earthlink.net (George Graves)
>> >> wrote:
>> >> ...
>> >> >Yeah, but the Mac requires NO drivers.
>> >>
>> >> Right no drivers whatsoever. That's why the guys at Matrox wasted all
>> >> that time writing a driver for the Millennium on the PCI PMacs.
>> >
>> >Then they are idiots.
>>
>> Right, *they* are idiots.
>> In that case, so are the groups from ATI, Ascend, and IOmega among
>> others. Because each of those companies have Mac devices which
>> require a driver.
>
>Whoa! Back-up here. I wasn't aware that Iomega made video cards! All
>we are talking about here IS VIDEO DISPLAY. And I have a new ATI
>PCI video card in my Power Computing PowerCenter, it came with no
>software, no drivers. Plug it in, turn on the computer and it works
>at any resolution and any screen size supported by 4 megs of VRAM.
>
>Of course, some hardware additions need inits to work, otherwise
>the computer has no way of knowing the stuff is there or what its
>supposed to do. No one is trying to deny that. Its just that on the Mac,
>monitor support ain't one of them!
>
>>
>> >I have NEVER seen or used any Nu-bus, PDS, or PCI
>> >video cards on the Mac which require any software (other than the what
>> >is inherent in the OS) to run them.
>>
>> And since you've never seen them, they therefore do not exist or if

>> they do, the people making the devices are idiots. Great line of
>> logic.
>
>They do not exist, Sang, BECAUSE THEY ARE NOT REQUIRED! Some video
>boards, as I've pointed out before, may do special things (like acceleration
>which can be turned on or off, or the ability to zoom in and out of the
>screen by using some macro commands), these, of course require an
>extenion or control panel to enable these features, but leave the control
>panel OUT and the video board still works, still allows you to switch
>resolutions and bit depths on the fly. Once again, VIDEO drivers do not
>exist for Mac video boards, PCI, Nu-bus, or PDS, because they aren't
>needed!!!!! I don't see how I can get any clearer than that.
>
>George Graves

Wooow I should have bought a PCI Mac, and then add a PCI ATI or Matrox card.
(Never had a Mac that used an add on video card before.)

The only way that's possible is if the video card was designed to follow a tight
spec set by the software set within the system itself, and not the other way
around. The actual "driver" of the card must be in a ROM within the card
itself.

Rgds,

Chris

Demonically possessed Lisa: "I am the essence of all the is evil in the computer world."
Gary: "Are you Bill Gates?"
---- from the TV series, Weird Science.

*** crobato@kuentos.guam.net ***

6908. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: crobato@kuentos.guam.net
Message-ID: <59tuu1$kb3@lehi.kuentos.guam.net>
Source record: 7167
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <32c6311e.539852609@mambo>, sangria@inlink.com (Sang K. Choe) writes:
>On 26 Dec 1996 07:55:56 GMT, crobato@kuentos.guam.net wrote:
>
>>In <32C2C696.4C16@pacific.net.sg>, Bobby Wang <bobbyw@pacific.net.sg> writes:
>>>Yes, you can boot Windows 95 from Zip drive and CD-ROM drive. Most newer
>>>motherboards in the last one year has Bios that supports bootup from
>>>CD-ROM drive.
>>
>>I don't however recall that the Windows 95 CD ROM itself is bootable.
>
>Nope it isn't.
>The Win95 CD actually has all the setup files in a compressed format
>(.CAB files). It also has a bunch of documentation, drivers, etc...
>
>To boot Win95 from a CD, you'll have to burn one.
>
>-- Sang.
>***
>* Sang K. Choe sangria@inlink.com *
>* http://sangria.inlink.com/index.html *
>* finger: sang@sangria.inlink.com *
>***

Burn my Windows 95 CD? Isn't the roasting treatment a bit extreme even for
me? :-)

Rgds,

Chris

Demonically possessed Lisa: "I am the essence of all the is evil in the computer world."
Gary: "Are you Bill Gates?"
---- from the TV series, Weird Science.

*** crobato@kuentos.guam.net ***

6909. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: JEDI
Message-ID: <59u34h$eki@lana.zippo.com>
Source record: 7168
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <gmgraves-2412962228330001@cust106.max4.san-francisco.ca.ms.uu.net>,
gmgraves@earthlink.net says...
>
>In article <32c774c1.426095937@mambo>, sangria@inlink.com (Sang K. Choe) wrote:
>
>> On 24 Dec 1996 23:02:04 GMT, gmgraves@earthlink.net (George Graves)
>> wrote:
>>
>> >In article <59opf8$5es@lana.zippo.com>, JEDI wrote:
>> >
>> >> The multiple frame buffer card requires a video driver, not unlike any
>> >> other video card. In the absence of surplus hardware, the distinction
>> >> you are making is meaningless.
>> >
>> >Yeah, but the Mac requires NO drivers.
>>
>> Right no drivers whatsoever. That's why the guys at Matrox wasted all
>> that time writing a driver for the Millennium on the PCI PMacs.
[deletia]
>
>Then they are idiots. I have NEVER seen or used any Nu-bus, PDS, or PCI

Idiots because we realize that there has to be something around telling
that ATI Rage II not to act like a Cirrus Logic 5428. The OS may just
hide it from you but, it needs to be lurking in there somewhere.

>video cards on the Mac which require any software (other than the what
>is inherent in the OS) to run them. They are plug-and-play in the purest
>sense of the word.

...until someone comes out with a new chipset...

oops... time for another OS revision, so they don't realize they
got autocad drivers under the hood... '-p

BTW, according to your twisted definitions, Win95 (and probably NT) still
supports Multiple monitors. The dirvers are sitting right their with the
rest of the STB drivers. We can even look through them so's, we can make
sure that X card wont be stuck in nothing but vga modes...

6910. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: JEDI
Message-ID: <59u25q$d2q@lana.zippo.com>
Source record: 7169

```
In article <59qv8l$v98@dos.canit.se>, optimus@canit.se says...
>
>JEDI wrote:
>: In article <59es45$rtm@dos.canit.se>, optimus@canit.se says...
>: >
>: >JEDI wrote:
>: >: In article <djs.850904188@gen-off-3>, djs@jet.uk says...
>: >: >
>: >: >Brian-Roland Miller <brmiller@tiac.net> writes:
>: >: >> [You] are the Peter Sinclair-Day of the Atari userbase.
>: >: >That's not fair, he's much worse than PSD ;-) At least Peter has the
>: >: >decency to give his name and an Email address. JEDI is either too ashamed
>: >: >of his outpourings to give name/email, or can't work out how to set up
>: >: >his software.
>: >
>: >: I choose to exercise my liberties instead of whining like
>: >: a petty little european peasant.
>: >
>: >Instead you try to insult people based on their nationality. You are a
>: >real bigot, JEDI, and you are not doing the Atari cause any good.
>:
>: At least get the form of bigotry right if you are going to
>: attempt to practice political correctness.
>
>I would never try to force anyone to behave politically correctly, all I
>demand is civil behaviour.

Then demand it in an evenhanded fashion. What you are practicing is
hypocrisy cloaked in pomposity, not civility.
```

6911. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: JEDI
Message-ID: <59u2eg$dfp@lana.zippo.com>
Source record: 7170
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <gmgraves-2412961502470001@cust70.max20.san-francisco.ca.ms.uu.net>, gmgraves@earthlink.net says...
>
>In article <59opf8$5es@lana.zippo.com>, JEDI wrote:
>
>
>> The multiple frame buffer card requires a video driver, not unlike any
>> other video card. In the absence of surplus hardware, the distinction
>> you are making is meaningless.
>
>Yeah, but the Mac requires NO drivers. Put the cards in, hook up the monitors,
>start the Mac go to the Monitors control panel, tell the control panel where

Ok, so where can I go so see: A mac using an Aug95 rev of the OS.
Use, without further drivers.
An ATI 3D Expression+TV ?

6912. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: JEDI
Message-ID: <59u8o5$ool@lana.zippo.com>
Source record: 7171
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <mlchale-2612961436190001@mlchale.slip.cc.uq.oz.au>, mlchale@mailbox.uq.oz.au says...
>
>In article <32d27c42.6995498@news.sydney.apana.org.au>,
>raj@gco.apana.org.au (Raj Thomas) wrote:
[deletia]
>Yep you should be amazed the current MacOS does all that without etc.
>etc.etc.etc.
>
>But it still holds years of advantage over Win NT and DOS7 & Win95.
>
>It was 32bit long before Windows NT and as well all know Win95 is not a
>true 32bit operating system.

If the users don't see it, it doesn't matter.
Only the compilier writers should care.

>
>I am more amazed how few DOS7 & Win95 users can copy files from different
>locations concurently.

I've had no problem accomplishing this on a routine basis since
Win31.

>
>By the way - without any addin PCI card I background my high speed comms
>at 115,200. Is that slow?

Not compared to the usually intended transmission medium.

>
>I use all characters but the ":" in my filenames!!!
>Do you get amazed at that??

It takes more than colons to amaze some of us.

>I wouldn't be amazed if MS-DOS/NT/UNIX users couldn't I bet like the Mac
>users they don't miss the little differences!

Don't drag Unix into this. It would be much like you dragging an
enemy gunfighter into a knife fight...

6913. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: JEDI
Message-ID: <59u3uv$g1h@lana.zippo.com>
Source record: 7172
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <59rgko$73r@lehi.kuentos.guam.net>, crobato@kuentos.guam.net says...
>
>In <32c08711.7501846@snews.zippo.com>, dehoog@mars.dtinet.or.jp (John De Hoog) writes:
>>Thomas Vincent <info@sfbayrun.com> wrote:
>>
>>>Generally drivers are required, when the board has features that are not
>>>supported by Apples built in drivers. There are lots of drivers in the
>>>Macintosh OS. I would print this using a printer driver. We call them
>>>things like extensions, and control panels though.
>>>Oh yeah, and they conflict a whole lot less often then wintel.
>>
>>Which is why Conflict Catcher is among the Mac's hottest selling
>>software? Not to mention the extension manager in Now Utilities, or
>
>Then why are deinstallers and uninstallers among Windows hottest selling
>software?

People are clueless.

Not that filesystem jestsam has any bearing on system stability
to begin with...

>
>
>>the extension manager built into new versions of the MacOS. Or how
>>many times Mac users have advised other Mac users to solve crashing
>>problems by eliminating extensions one at a time.
>>
>>On the other hand, I've never even seen a driver "conflict" on a
>>Wintel machine. Please elaborate.
>
>Then you haven't been using PCs very long.

Quite an elaboration... I must've missed those examples you just gave.
What were they again?

6914. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: JEDI
Message-ID: <59u7vp$n97@lana.zippo.com>
Source record: 7173
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <AEE6FF7C-63DBC@207.158.13.73>, "David says...
>
><snippage>
>> >It does to! If you can't create a good HAL (Hardware Abstraction
>> >Layer) and you can't integrate the OS with the Hardware (the
>responsibi=3D
>> >lity of the OS I might add).... then you've got a shitty System.
>>
>> At least some of the microsoft OSes have a HAL.
>
>Sure... and those OS's (WinNT) don't work with Plug&Play.... so it
>abstracts the hardware a little - but you have to plug in custom

It abstracts it sufficiently enough that a 500Mhz Alpha will
run at full native speed. Considering that MacOS would not
be capable of doing so, that is an acceptable tradeoff. Really,
what's the point of buying an X704 just to run an OS that's coded
in 68K?

>drivers to use it, and if you configure it wrong (which is easy to do)
>your system dies. Cool design guys! Typical of MS.
>
>> puts them far beyond MacOS which is tied to one particular
>> set of hardware still executing binaries from the last
>> cpu family in emulation.
>
>BZZT! WRONG!
>
>What do you expect from Windows trolls.

So? The the current version of the OS doesn't STILL have 68K binaries
imbedded in it?

>
>> Any RISC versions of NT are native.
>> That cannot be said for the 'RISC version' of MacOS.
>
>What does that have to do with what we were talking about? Changing
>subjects like that is called a "dodge". Nice try though.

You were the sorry fool that mentioned HAL's. That IS what HAL's
are for you know. If the MacOS had one, it still wouldn't be running
parts of it's OS as 68K.

>
>> So.. essentially... this is the MacVocate position:
>>
>> Win/NT does not support features not supported by the
>> underlying hardware, therefore it is shitty.
>
>No. That WinNT is only running on a minority of the systems (about
>1/10th the Macs)... so its not mainstream. It doesn't self-configure
>hardware, and has lots of issues with configuration, has lousy
>documentation, is not that stellar a performer or that powerful
>compared to VMS (which is was modeled after) or Unix (its
>competitor)... etc., etc... all things that would go towards calling
>something a "Shitty" OS. Yes it has a slightly better scheduler and
>protection scheme than the MacOS - but an OS is a lot more than just a
>sheduler.

Shitty compared to VMS != Shitty when compared to MacOS.
If you insist on such comparisons then MacOS looks very much
worse than it already would.

So? What's it missing in respect to VMS and Unix? Do tell?

>
>Win95 which runs on more of the Wintel platforms has crappy plug&play
>compared to the Mac... has weird compatibility issue with older apps.

The only compatibility issues that arise are due to tighter system
protection. Programs break when they don't behave nicely. This,
ideally, is what an OS is supposed to do.

Win95 plug-n-pray is of course crappier. There is much more for Win95
to do. It has to deal with hardware that could concievably be older
than any Mac or Lisa in existence. Win95 fails when compared to MacOS
in this regard; it also attempts to achieve more.

Subject yourself to MacOS limitations and the vast majority of those
problems should dissapear.

>Runs on DOS - but a little less than the past. Has shitty memory
>management issues like those low-mem shared globals for GDI/MDI that
>you can fill up and crash the system, it sometimes is CMT and

Dunno about that. I push systems past the edge and I've yet to
run out of USER or GDI segment space on a Win95 box. Perhaps you
could provide some examples? Just what were you doing in Win95
when the GDI dried up? That way we can all reproduce it...

>sometimes PMT... it is the bastard child of all MS OS's that came
>before it, and is typical MS hacked up garbage.

The only problems I really have with Win95 is large scale file
management. Moving around 100M+ or 1000+ files tends to clobber
the explorer. I have the same problems with Moxfm, however.
Neither can acutally crash the system however...

>
>DOS and Win31 aren't even worth talking about... as even most MS
>worshipers will NOW admit they they always have been garbage and
>always will be. (They will do the same for Win95 and the current WinNT
>in a few years as well).

Apparently, they aren't content to dwell in the past.

>
>> MicroSloth does not have a draconian stranglehold on the BIOS
>> vendors. M$ has to implement over what it is given. This is
>> quite distinct from Apple's 'big brother' position over Mac
>> hardware.
>
>Not true... MS could have put in their own BIOS HAL layer from the
>first version of Windows. They didn't... and they got bit by it...
>thats THEIR fault - no one elses.

You are truely clueless.

No amount of cursing, wishing, or praying is going to keep an
OS from NOT being at the mercy of the hardware it is running on.
This 'hardware' also includes the BIOS.

Those fiddly bits are not going to magically jump off, run over to
the disk controller and start it up. THAT bit of magic needs to be
on the mainboard. Until those fiddly bits have finished thier job,
even VMS is at their mercy.

None of your whining is going to change that.

>
>> >Also note, I didn't start that thread - I just reponded to your
>> >response.
>> >
>> >The PC-OS's dont do what the MacOS does BECAUSE the MacOS is more
>> >integrated with the hardware. That is what OS's are supposed to do.
>I
>>
>> Translation: Apple has an advantage that Microsoft does not.
>
>More that Apple avoided a problem that MS did not. Its called thinking
>ahead or engineering.... its something Apple does better than MS. But
>MS markets crap better than Apple.

It is little wonder that a Macindroid is incapable of making the
distinction between hardware and software here. There is plenty
that MicroSloth can actually be blamed for. Go hark upon that
instead of making the Mac look foolish.

When Microsoft starts manufacturing BIOS chips, then you might
be able to complain.

>
>> >know WHY MS has problems doing so - but that doesn't change that
>the
>> >OS sucks more because it can't do what it should.
>>
>> Translation: If Microsoft cannot match Apple, even with a
>> unsurmountable handicap, then it's product 'sucks'
>> You don't even understand what you're talking about.
>
>No. Its much simpler. If an OS can't abstract the hardware well - one
>of the most basic functions of an OS - it seems pretty idiotic to call
>it a good OS.... unles you are an MS troll... then its par for the
>course.

There is nothing to abstract at that point. The entire bootstrap
process occurs before the OS even has an opportunity to get to the
system.

Even an honest Microsoft hater would defend them upon this point.
There is really no need to invent things against them. Such
dishonesty only paints them as a sympathetic victim.

You are doing that quite nicely...

>
>> >The point is the Mac way is still better. The Mac WILL allow
>multiple
>> >monitors quite easily and cheaply. I can buy $100 video card and
>add a
>> >second monitor (and on some Mac dual monitor support is built
>in)....
>>
>> A Win16 box can do this as well. Although it will be a $10
>video card.
>
>No... it will allow you to add a DOS command line ONLY on the second
>card. Big harry deal. Thats not using the extra desktop space - that

Actually, it will allow you to add an NT debugging console.
That can actually be quite useful for those of us who know
what their doing. Not all of us need pictograms to get work
done...

>allowing you to debug your crappy OS or Apps in a command line. <Yawn>
>I know this may be exciting to PC types... but Mac users expect their
>hardware to work right.
>
>> >I have 3 monitors at work, and adding a second at home again (I
>used
>> >to have dual). This is not achievable in the same way, nearly as
>well,
>> >and at the same costs, for PC's. And once done on the PC's it
>doesn't

>> >work right (the way it should) anyways.
>>
>> This is pure fabrication based entirely upon bigotry.
>
>Nope... pure fact based on using both. Duh! I'm an engineer, you
>simpleton, who programs both.... and I've got large company IS Dept.
>support. And I work with lots of other engineers on lots of platforms.

For an engineer, your lack of understanding of the hardware you are
using is quite appaling. If you have a PE (or any other) licence it
should be REVOKED!

As an engineer, trained in science, I can judge the universe based upon
my observations. My observations to this point have not yielded anything
reproducible. Therefore, I can neither confirm nor, deny your babblings.
Since you don't even understand the rudiments of a computer's bootstrap
process, it would be a fair assumption that anything you say is bogus.

The some total of my observations may change at some later point in time.
At which time, my conclusions may need to be revised. However, I don't
think that there is much likelihood of that happening.

>
>
>Everyone with a room temperature or above IQ, and who has seen a Mac
>w/MM's, realizes that the Macs multi-monitor support is better than
>the PC's... which is really non-existant. (I don't call a debuggin CLI

'better' is a qualitative statement.

>window on a seperate monitor dual monitor support in the way people
>want to use it).

It seems that you aren't willing to actually ask people how they
want to use it. Furthermore, THAT wasn't the only solution stated
by myself (or others). STB has solutions available and those are as
plug and play as any Mac solution.

Furthermore, monitors beyond the 30" size range are quite commonly
available in 'engineering'. In that domain, multiple monitors seem
more useful as a gimmick than anything else.

>
>> You have no basis for this assertion. If MacOS is so
>> 'superior', such tactics should not be necessary.
>
>The basis is fact. You position is based on ignorance. Fighting for

Go back to college, 'engineer'. Stating an assertion repeatedly
does not make it a fact.

Were you capable of doing otherwise, you might actually succeed
in making me appear ignorant. That you've gone this long without
providing reproducible examples would appear to indicate that you

are not capable of it.

>truth against ignorance of most DOS-trolls is what us Mac users are
>forced to do all the time. So fighting ignorance is necessary.
>
>> >Lets try this.... you can create good turn-key solutions with PC's.
>If
>> >a PC comes pre-set-up, and pre-configured to run one or two apps,
>> >etc... then the PC's are not bad solutions.
>>
>> So? How is one graphical menu significantly different from
>another.
>
>One is at the top of the screen so you cant overshoot it... the other
>may be anywhere on the screen (see non-predictable location), can be

The maximize the window.

>overshot (which requires a sorta dampening effect to actually hit the
>target), can wrap around and be two lines of menus (making vertical
>hits even harder), the Mac cuts angles on hierarchical menus better,
>the Mac handles scrolling menu's better, Macs handle menu updates

The value of scrolling menus is nil. You have taken a device
useful in limiting information and turned it into a storehouse.
If you want to bombard users, you can just forgo the GUI and
bombard them with man pages.

>faster/smoother, etc., etc...

There's not that much on a menu to handle, or rather there
shouldn't be.

>
>> >But if you want to actually use a computer AS a computer... to add
>an
>> >app, to change a configuration (without it blowing up in your
>face),
>>
>> Just what do Mac users find so hard about hitting the return key
>> several times?
>
>Nothing... when that works... but its like playing russian roulette.
>You don't usually get killed - but when you do its most unpleasant.
>
>Example - a co-worker plugged in both a Parallel Printer (HP) and
>Drive (EZ drive). Drive would work until you printed something - the
>pass-thru cable was a sick joke that is not really supported.
>Brilliant.

BTW, I wasn't aware when hard drives became applications.

The russian roulette part is attempting to use a Parallel port
as a SCSI port. Why didn't they just give her the internal IDE
version?

>
>I tried to use a different printer after my Win95 machine was up and
>working... had to chase down the CD-ROM... (on the Mac I did the
>change and it just worked - no re-installation)... when we did that

When you don't limit your OS to certain devices, you're bound to
have to load a device driver every now and then. (you poor dear)

>printer worked... but another printer wouldn't work anymore, my
>network connection started getting tempermental, etc... typical PC
>crap. Sometimes it works, sometimes it doesn't.
>
>> Also, just what configuration changes will blow up in your face?
>
>Mentioned above... but there are dozens or THOUSANDS of others. I've
>had sooo many over the years with all those bullshit IRQ's and COM
>port conflicts its not funny.

...over the years...

This is 1996, remember?

>
>> Adding a printer is quite trivial as well. If it isn't a relic,
>> the current revision of the OS will install it for you.
>
>Nope... it will install it *sometimes* if you ask it, and it *may*
>work (actually usually... but that not like the Mac which is 1,000
>times closer to always).

So? What printers does Win95 not like? HP? Panasonic? Epxon? Lexmark?
Okimate?

>
>> >better. Users can understand things easier on a Mac, and more
>things
>>
>> You've yet to mention why or give some concrete examples.
>
>Why? Your mind is closed.... it wouldn't do much good.
>
>I could mention file paths... or having to MAP network drives to
>letters and how fucking archaic that is.... I could mention shortcuts

Just how does it hinder you?

>that fail when you move something..... long file names that can't have
>any special characters... and go on and on and on... but you will
>blindly argue that its OK because MS is great and their shit doesn't
>smell... etc., etc...

Some shortcommings are more significant than others. Of course you would have to hark upon the most superficial problem with VFAT, ignoring the more significant ones, the ones that can actually cause problems.

Given the choice between forgoing colons in my filenames vs. loosing data, I'd dump the colons...

>
>> >companies when you have IS depts. that are paid to maintain your
>> >machines, etc. the PC is not nearly as bad as in the home).
>> >
>> [analogous tripe deleted]
>
>And valuable points ignored I see...

Apparently, they weren't valuable enough to replace.

6915. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: JEDI
Message-ID: <59u3ht$fa1@lana.zippo.com>
Source record: 7174
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <gmgraves-2412962241250001@cust106.max4.san-francisco.ca.ms.uu.net>, gmgraves@earthlink.net says...
>
>In article <32C00B91.567C@sfbayrun.com>, info@sfbayrun.com wrote:
>
>> Generally drivers are required, when the board has features that are not
>> supported by Apples built in drivers. There are lots of drivers in the
>> Macintosh OS. I would print this using a printer driver. We call them
>> things like extensions, and control panels though.
>> Oh yeah, and they conflict a whole lot less often then wintel.
>
>> Cheers,
>>
>> Thomas Vincent
>
>
>I wouldn't go so far as to call them "drivers", at least not in
>the Intel sense. The Mac has a fairly strictly defined video
>spec. Any monitor board which adheres to that spec simply
>works. Now, of course it is true that if certain boards have

In Wintel this is called VGA.

So much for the myth; that explains quite a bit now.
Plug-n-play doesn't seem quite as impressive when one
realizes it is nothing more than a warmed over version
of VGA. Admittedly, such a thing is useful but, it is
hardly remarkable.

Macintosh: It will be plug-n-play but, only if it's a vga card...

6916. Atari Prototype Auction #1

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <32C2D2B7.2CEB@aol.com>
Source record: 7175

ATARI PROTOTYPE AUCTION #1:

The following RARE items are available for auctioning.

RULES: Bids start at specified price and will go up in $10 increments. Updates will be posted daily to all bidders. Auction will go until Jan 10th 1997 and will then enter the GOING, GOING TWICE, GONE stage. All bidders who make it to the GONE section of the bidding are responsible for shipping costs. All items will be shipped PRIORITY ONE MAIL. Please don't bid unless you are serious about buying. All items are sold "as-is" and there will be no returns and/or refunds. No items will be shipped until payments are received and cashed.

Atari SALT Diagnostic Module: Enclosed in an Atari 850 interface, has 1 Serial SIO port, 4 Atari RS232 ports, power input, an RCA plug where the Parallel intreface would normally be, and 2 14 pin chip sockets, an HP seven segment ultra-bright LED display and reset switch. Unit powers on and doesn't cause any Atari that was hooked up to it to freeze. Salt Diagnostic ROM or disk software required to activate and use this unit (NOT INCLUDED), picture available on my web page upon request. (3 Available) Minimum BID: $50.00ea.

Atari XL Salt Diagnostic Module: Enclosed in an Atari 850 interface, unit has PBI cable comming out of right side SIO connection cut-out of 850 module for testing parallel bus interface.
Salt Diagnostic ROM or disk software required to activate and use this unit (NOT INCLUDED), picture available on my web page upon request. (1 Available) Minimum BID: $75.00

EXTREMELY RARE: Atari 6402A Prototype Motherboard (only 3 exist!!!) Prototype motherboard, apparently a test bed which has all the same components contained on an Atari 1450XLD "TONG" version motherboard including disk drive controller area, modem area, SC-01 voice synthesiser, Parallel Bus Interface. This unit has ports positioned on all 4 sides and does not appear to be a "commercial" product but appears to be more of a test design to condense the Atari 1450XLD TONG motherboard down to about 1/2 the size, (unit is NOT functional)
Minimum bid $120.00
Image will be posted on my webpage upon request

Atari XE Game System 8 port multicart prototype board:
A prototype test board which may have been a pre-design idea to allow the XE game system to contain and select up to 8 cartridges (this of course turned out to be built in BASIC and MISSLE COMMAND in the released version) The board is about 8" by 12"
Minimum Bid $50.00

Image will be posted on my webpage upon request

Atari XEP-80 Prototype:
Atari Corp design prototype of the XEP-80 system. Design consists of a mainboard, daughter card, DB-25 connectors and Atari joystick interface cable, this unit has never been tested and I am not sure if the current commercially released XEP-80 software will work on this pre-design prototype.
Minimum Bid: $75.00
Image will be posted on my webpage upon request

Make all bids and requests for images to:

Curt Vendel
Email Address: cvendel@aol.com
webpage: http//:members.aol.com/cvendel/vaporware.html

6917. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: gmgraves@earthlink.net
Message-ID: <gmgraves-2612961521510001@cust29.max21.san-francisco.ca.ms.uu.net>
Source record: 7176
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <59u2eg$dfp@lana.zippo.com>, JEDI wrote:

> In article
<gmgraves-2412961502470001@cust70.max20.san-francisco.ca.ms.uu.net>,
gmgraves@earthlink.net says...
> >
> >In article <59opf8$5es@lana.zippo.com>, JEDI wrote:
> >
> >
> >> The multiple frame buffer card requires a video driver, not unlike any
> >> other video card. In the absence of surplus hardware, the distinction
> >> you are making is meaningless.
> >
> >Yeah, but the Mac requires NO drivers. Put the cards in, hook up the
monitors,
> >start the Mac go to the Monitors control panel, tell the control panel where
>
> Ok, so where can I go so see: A mac using an Aug95 rev of the OS.
> Use, without further drivers.
> An ATI 3D Expression+TV ?

I don't know Mr. JEDI. Does ATI make a version of the 3D Expression+TV board
to work with the Mac? If so, I will gaurantee that it doesn't need any drivers
to display any resolution, screen size, or any bit-depth that the board
displays.
It probably would need a control panel for the TV part and possibly the 3D part,
however. But, if you think I am trying to say that Macs never need enabling
software for add-on boards or other peripheral devices, then you haven't been
paying attention. Macs don't need drivers for monitor video cards to display
video at all supported bit-depths, screen sizes or resolutions PERIOD! No
other functions are either stated or implied by me.

George Graves

6918. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: gmgraves@earthlink.net
Message-ID: <gmgraves-2612961511000001@cust29.max21.san-francisco.ca.ms.uu.net>
Source record: 7177
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <59tuif$kau@lehi.kuentos.guam.net>, crobato@kuentos.guam.net wrote:

>
> Wooow I should have bought a PCI Mac, and then add a PCI ATI or Matrox card.
> (Never had a Mac that used an add on video card before.)

That's funny, there have only been Macs which can use add-on video since 1986!
The first Mac II, the Mac IIX, the Mac II CX, Mac II Ci, Mac II FX,
various six slot
towers such a s the Quadra 900, 9100, 9500 had NO on-board video. One had to
use plug-in add-on video cards. Any Nu-bus or PCI or PDS (processor direct slot)
Macs can use add-on video cards. Most don't require them, however, unless one
wanted to drive a larger monitor at a higher bit-depth than the on-board video
allowed

>
> The only way that's possible is if the video card was designed to follow
a tight
> spec set by the software set within the system itself, and not the other way
> around.

I have been saying that for more than a week in this thread. The system contains
all that is necessary to drive all Mac compatible video boards, whether you are
running just one monitor, or six contiguous monitors (that means that the
computer
treats all of the connected monitors as if they were one big virtual
monitor. The
cursor will move from one to the other accross the screen boundries as if the
boundries weren't there) -of course you need a Mac with six board slots to
do that
(like a 9500). Most Macs, PCI or Nu-bus, only have three expansion slots and
"pizza-box" Macs only have a PDS slot.

The actual "driver" of the card must be in a ROM within the card
> itself.

I don't know. Its a non-issue to the user. It just seems like a much
more elegant solution than the Windows route (but, then, isn't
almost anything?) ;<)

George Graves

>
> Rgds,
>

> Chris

6919. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: gmgraves@earthlink.net
Message-ID: <gmgraves-2612961546400001@cust29.max21.san-francisco.ca.ms.uu.net>
Source record: 7178
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <59u3ht$fa1@lana.zippo.com>, JEDI wrote:

> In article
<gmgraves-2412962241250001@cust106.max4.san-francisco.ca.ms.uu.net>,
gmgraves@earthlink.net says...
> >
> >In article <32C00B91.567C@sfbayrun.com>, info@sfbayrun.com wrote:
> >
> >> Generally drivers are required, when the board has features that are not
> >> supported by Apples built in drivers. There are lots of drivers in the
> >> Macintosh OS. I would print this using a printer driver. We call them
> >> things like extensions, and control panels though.
> >> Oh yeah, and they conflict a whole lot less often then wintel.
> >
> >> Cheers,
> >>
> >> Thomas Vincent
> >
> >
> >I wouldn't go so far as to call them "drivers", at least not in
> >the Intel sense. The Mac has a fairly strictly defined video
> >spec. Any monitor board which adheres to that spec simply
> >works. Now, of course it is true that if certain boards have
>
> In Wintel this is called VGA.
>
> So much for the myth; that explains quite a bit now.
> Plug-n-play doesn't seem quite as impressive when one
> realizes it is nothing more than a warmed over version
> of VGA. Admittedly, such a thing is useful but, it is
> hardly remarkable.
>
> Macintosh: It will be plug-n-play but, only if it's a vga card...

Wrong. Mac Video is NOT VGA! Not only that but video plug-n-play
has been a fact on Macintosh SINCE 1986! (so who has warmed-
over what?), and 24-bit color has been available on Mac since
1987.

Plug-n-Play on the Mac is sooo much more than that! Its
plugging in a scanner and having it work first time every time
Its putting a 3D renedering board in a PCI slot, droping an icon
on top of the system folder (where the system then tells you

where its going to put the Control Panel or Extension and why),
and then restarting the machine. The new board is recognized
INSTANTLY, and EVERY TIME!!!! Try that with MS 'Plug-n-Pray'.
And, if its not so remarkable, how come PCs can't do it
reliably, and how come they left it out of NT altogether?

"Enquiring minds WANT to know"!

George Graves

6920. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: gmgraves@earthlink.net
Message-ID: <gmgraves-2612961536050001@cust29.max21.san-francisco.ca.ms.uu.net>
Source record: 7179
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <59u34h$eki@lana.zippo.com>, JEDI wrote:

> In article
<gmgraves-2412962228330001@cust106.max4.san-francisco.ca.ms.uu.net>,
gmgraves@earthlink.net says...
> >
> >In article <32c774c1.426095937@mambo>, sangria@inlink.com (Sang K.
Choe) wrote:
> >
> >> On 24 Dec 1996 23:02:04 GMT, gmgraves@earthlink.net (George Graves)
> >> wrote:
> >>
> >> >In article <59opf8$5es@lana.zippo.com>, JEDI wrote:
> >> >
> >> >> The multiple frame buffer card requires a video driver, not
unlike any
> >> >> other video card. In the absence of surplus hardware, the
distinction
> >> >> you are making is meaningless.
> >> >
> >> >Yeah, but the Mac requires NO drivers.
> >>
> >> Right no drivers whatsoever. That's why the guys at Matrox wasted all
> >> that time writing a driver for the Millennium on the PCI PMacs.
> [deletia]
> >
> >Then they are idiots. I have NEVER seen or used any Nu-bus, PDS, or PCI
> >
> Idiots because we realize that there has to be something around telling
> that ATI Rage II not to act like a Cirrus Logic 5428. The OS may just
> hide it from you but, it needs to be lurking in there somewhere.
>
> >video cards on the Mac which require any software (other than the what
> >is inherent in the OS) to run them. They are plug-and-play in the purest
> >sense of the word.
>
> ...until someone comes out with a new chipset...
>
> oops... time for another OS revision, so they don't realize they
> got autocad drivers under the hood... '-p

Wrong! Mac video cards are written to the Mac video spec or they don't work
at all. That spec has not changed appreciably since the advent of 24-bit color.

How do I know this? Because NO video card I have ever seen comes with any system revision cavaets per se (obviously, a PCI video card won't work with a system that doesn't support PCI, but that's another issue, having nothing to do with the video spec itself). If you want further proof, go to a library and take a look at the book(s)* "Inside Macintosh". It (they) contain all of the
info required for anyone to write software or build hardware for the Mac. You'll be surprised how little the Mac video spec has changed over the years.
>
>
> BTW, according to your twisted definitions, Win95 (and probably NT) still
> supports Multiple monitors. The dirvers are sitting right their with the
> rest of the STB drivers. We can even look through them so's, we can make
> sure that X card wont be stuck in nothing but vga modes...

I don't understand what you are getting at in the above paragraph. Please illucidate. Thanks.

George Graves

*"Inside Macintosh" has been published as many volumes with new ones coming out to cover new enabling technologies as they emerge (something you W/Intel folks never have to worry about;<)). But compendiums of the set covering only recent models (with pertinent information from earlier volumes included) also exist. So one might be confronted with a single volume or multiple volumes going all the way back to the original Mac 128.

6921. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-26 00:00:00 UTC
From: JEDI
Message-ID: <59ubul$1io@lana.zippo.com>
Source record: 7180
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

```
In article <Pine.SUN.3.92.961226024620.9027A-100000@kelly.teleport.com>, Bravo says...
>
>On 24 Dec 1996, it was written:
>
>> In article <Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>, Bravo says...
>> >
>> >On Thu, 19 Dec 1996, Thomas Main wrote:
>> >
>> >> Toad's prices for used ST equipment are way too high, IMO. Last week, an
>> >> Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
>> >> Compare this with the $299 "special" Toad is offering on USED STe's.
>> >> Also, a few days ago on this very group someone was selling a VERY nice TT
>> >> for $300. I think people in this group ought to write to Toad and tell
>> >> them that we are not willing to pay these prices! I know that Toad has
>> >> long supported the Atari platform, but that is not an excuse to excercise
>> >> price gouging. If you agree, write to Toad "Toaday" and let them know
>> >> their prices are way off. I think the Atari community will be better off
>> >> with realistic prices set for equipment.
>> >
>> >
>> >This is the kind of Talk that will put Toad out of Business and Kill yet
>> >Another Atari Supporting Business at the Hands of some Cheapskate.
>>
>> We're customers, NOT a benevolence association.
>>
>> They apply supply and demand to us but, cannot have the same done
>> to them...
>>
>> Power without the Price used to be more than just empty words.
>
>Power without the Price was Atari's idea for a slogan. And a load of Crap.
>It defies logic and goes against All the Laws of the universe. Like "A Man

In 1988, the cheapest PC Clone available in my area was an (PB)
8Mhz, 8088, w/ 640k & 10Meg HD, dual 5.25 floppies and a cga card.

It cost $1000.

A 520ST (w/ SS drive) cost $300.

Despite the appearace that that Clone outspecs this ST, the
ST ran circles around that machine and was quite a bit more
useable.
```

Just because you can't manage it now; it doesn't mean that it never was.

Power without the Price, existed once.

It is not a far stretch to say that that is why many of us are here.

6922. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-27 00:00:00 UTC
From: JEDI
Message-ID: <5a0ofh$qac@lana.zippo.com>
Source record: 6991
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <gmgraves-2612961536050001@cust29.max21.san-francisco.ca.ms.uu.net>,
gmgraves@earthlink.net says...
>
>In article <59u34h$eki@lana.zippo.com>, JEDI wrote:
>
>> In article
><gmgraves-2412962228330001@cust106.max4.san-francisco.ca.ms.uu.net>,
>gmgraves@earthlink.net says...
>> >
>> >In article <32c774c1.426095937@mambo>, sangria@inlink.com (Sang K.
>Choe) wrote:
>> >
>> >> On 24 Dec 1996 23:02:04 GMT, gmgraves@earthlink.net (George Graves)
>> >> wrote:
>> >>
>> >> >In article <59opf8$5es@lana.zippo.com>, JEDI wrote:
>> >> >
>> >> >> The multiple frame buffer card requires a video driver, not
>unlike any
>> >> >> other video card. In the absence of surplus hardware, the
>distinction
>> >> >> you are making is meaningless.
>> >> >
>> >> >Yeah, but the Mac requires NO drivers.
>> >>
>> >> Right no drivers whatsoever. That's why the guys at Matrox wasted all
>> >> that time writing a driver for the Millennium on the PCI PMacs.
>> [deletia]
>> >
>> >Then they are idiots. I have NEVER seen or used any Nu-bus, PDS, or PCI
>>
>> Idiots because we realize that there has to be something around telling
>> that ATI Rage II not to act like a Cirrus Logic 5428. The OS may just
>> hide it from you but, it needs to be lurking in there somewhere.
>>
>> >video cards on the Mac which require any software (other than the what
>> >is inherent in the OS) to run them. They are plug-and-play in the purest
>> >sense of the word.
>>
>> ...until someone comes out with a new chipset...
>>
>> oops... time for another OS revision, so they don't realize they
```

>> got autocad drivers under the hood... '-p
>
>
>Wrong! Mac video cards are written to the Mac video spec or they don't work

Translation: You need to use the Macintosh Analog of a VGA card.

It's a good thing you warned the world about this.

We might have actually gotten the false impression that Macs
were now as expandable as PC's and capable of accepting all
those nifty PCI cards.

You've saved the open minded among us a lot of wasted time, money
and effort.

Now that we've exposed what a paper tiger that Apple Plug-n-play
is we can all feel secure in the knowledge that if we really want
the (new) mac enviroment, all we have to do is buy NextStep or wait
for GNUstep to be 'finished'.

PC: The Mac of tommorrow, Today! '-p

>at all. That spec has not changed appreciably since the advent of 24-bit color.

What? No 2D acceleration? No 3D acceleration?

That's one static rotting old spec there...

>How do I know this? Because NO video card I have ever seen comes with any
>system revision cavaets per se (obviously, a PCI video card won't work with
>a system that doesn't support PCI, but that's another issue, having nothing
>to do with the video spec itself). If you want further proof, go to a library
>and take a look at the book(s)* "Inside Macintosh". It (they) contain all
>of the
>info required for anyone to write software or build hardware for the Mac.
>You'll be surprised how little the Mac video spec has changed over the
>years.

This is supposed to be a badge of honor?

>>
>>
>> BTW, according to your twisted definitions, Win95 (and probably NT) still
>> supports Multiple monitors. The dirvers are sitting right their with the
>> rest of the STB drivers. We can even look through them so's, we can make
>> sure that X card wont be stuck in nothing but vga modes...
>
>I don't understand what you are getting at in the above paragraph. Please
>illucidate. Thanks.

The vast majority of PC video cards are as plug-n-play as any mac
video card. At that level, the same system design idea pervades both.

Installing a new video driver is all point and click.

The original release of Windows95 includes drivers for multiple frame-buffer cards. I found ones for the STB dual and quad. There may be more but, I didn't check any farther.

Just point and click your way to the name of the driver, put in the installation CD (additional, but trivial step) and you've got 2 or 4 distinct displays.

Fortunately, Windows functionality is not merely limited to that which BillyBoy ordains.

Think of us as EastAsia.

(although it's hard to keep them straight really) '-p

6923. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-27 00:00:00 UTC
From: douyang@novice.uwaterloo.ca
Message-ID: <E338KL.Bs@novice.uwaterloo.ca>
Source record: 6992
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <32cb174c.336634453@snoopy>, Sangria <sangria@inlink.com> wrote:
>On Mon, 23 Dec 1996 06:44:10 GMT, douyang@novice.uwaterloo.ca (Darwin
>Ouyang) wrote:
>
>>In article <32c191a6.236884546@snoopy>, Sangria <sangria@inlink.com> wrote:
>>..
>>>H:\>cdd \\tango\tmp
>>>\\tango\tmp>dir
>>
>>What shell are you using? (I *WANT* it. CMD.EXE refuses to cd to a UNC
>>pathname. grrr.)
>
>It's 4NT.
>
>Check out ftp.std.com /vendors/jpsoft/4dosnt

Thanks.

Unfortuantely, I seem to have lost the ability to start documents from the
command line if I use 4NT.

"start blah.txt" or "blah.txt" no longer seems to work. :(

Darwin Ouyang

6924. Re: x86 vs. PPC SPEC numbers [LONG] (was Re: Falcons are memory hogs!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-27 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <32C4389E.4CCF@tiac.net>
Source record: 6993

Brian Quinlan wrote:
>
> JEDI writes:
>
> > Of course allowances can be made for architecture features that are
> > simply not present on one cpu or the other.
>
> > Either way, 'estimates' are still worthless.
>
> I think that we will need to find out exactly how all the SPECmarks are
> generated before we can compare them in any meaningful way. I especially
> wonder why the numbers that you gave were so different from IBM's
> estimated performance. I really suspect that the workstation test
> was not using FMADD instructions which would account for the
> very odd floating point results.
>
> --
>
> Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
> quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy
Sigh.

It's a hopeless battle. There will continue to be FUD floating around
the 'Net about ehich chip is better.

Why is PowerPC superior to Pentium/Pentium Pro?

1) More of a future. CISC is dying, and the PPro's double-die was
incredibly sophisticated. The next iteration will have to be even more
difficult.

2) Transition is already done. There will be yet another wave of
upgrade mania and incompatibilities gripping the PC userbase when Intel
finally migrates to RISC to stay competitive. This will cause even more
confusion than exists now in the three-OS "Windows" market.

3) Higher performance in the very near future. 300 and 530 MHz PowerPC
chips are currently available, and major leaders in the computer
industry are rushing to use them.

4) NeXT is the new Mac OS. The next generation of the MacOS will be
more stable, easier to use, more refined, and more powerful than
anything on an Intel chip, will be running on faster, more efficient,
RISC-based PowerPC chips, and will offer considerably more "native"
applications than whatever OS MS is offering.

BR Miller
Boston, MA

6925. Re: Mac Plug-n-Play = VGA++ (Re: Mac OS primitive)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-27 00:00:00 UTC
From: josh@dimensional.com
Message-ID: <5a1dca$766@nova.dimensional.com>
Source record: 6994
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <5a0nf4$oc1@lana.zippo.com>, <JEDI> wrote:
>In article <gmgraves-2612961546400001@cust29.max21.san-francisco.ca.ms.uu.net>,
gmgraves@earthlink.net says...
>>
>>In article <59u3ht$fa1@lana.zippo.com>, JEDI wrote:
>>
>>> In article
>><gmgraves-2412962241250001@cust106.max4.san-francisco.ca.ms.uu.net>,
>>gmgraves@earthlink.net says...
>>> >
>>> >In article <32C00B91.567C@sfbayrun.com>, info@sfbayrun.com wrote:
>[deletia]
>>> >I wouldn't go so far as to call them "drivers", at least not in
>>> >the Intel sense. The Mac has a fairly strictly defined video
>>> >spec. Any monitor board which adheres to that spec simply
>>> >works. Now, of course it is true that if certain boards have
>>>
>>> In Wintel this is called VGA.
>>>
>>> So much for the myth; that explains quite a bit now.
>>> Plug-n-play doesn't seem quite as impressive when one
>>> realizes it is nothing more than a warmed over version
>>> of VGA. Admittedly, such a thing is useful but, it is
>>> hardly remarkable.
>>>
>>> Macintosh: It will be plug-n-play but, only if it's a vga card...
>>
>>Wrong. Mac Video is NOT VGA! Not only that but video plug-n-play
>>has been a fact on Macintosh SINCE 1986! (so who has warmed-
>>over what?), and 24-bit color has been available on Mac since
>>1987.
>
> So, call it VGA++. It is still the same essential idea as
> hercules, cga, ega, mcga & vga. The Spec is castrated to
> aid in integration. It may be a good design descision but,
> it's nothing to brag about.
>
>>
>>Plug-n-Play on the Mac is sooo much more than that! Its
>>plugging in a scanner and having it work first time every time
>>Its putting a 3D renedering board in a PCI slot, droping an icon
>>on top of the system folder (where the system then tells you
```

>>where its going to put the Control Panel or Extension and why),
>>and then restarting the machine. The new board is recognized
>
> All of this is rather easy to do when you so brutally restrict
> what the system will accept. You're really lowering the bar,
> nothing more.
>
> A PC can use Scanners and 3D boards that simply wont work with a
> Mac, no matter how hard you try.
>
> If PC hardware were so constrained, PC integration would be no
> less difficult.
>
>>INSTANTLY, and EVERY TIME!!!! Try that with MS 'Plug-n-Pray'.
>>And, if its not so remarkable, how come PCs can't do it
>>reliably, and how come they left it out of NT altogether?
>>
>>"Enquiring minds WANT to know"!
>
>
> Why? Because PC's support a greater diversity of hardware, a
> greater diversity of bus options and aren't merely limited to
> cloning someone else's spec.
>
> They aren't merely limited to IDE boards, VGA cards, Sound Blasters
> and the like.
>
> Windows Plug & Pray attempts to achieve much more than the Apple
> version ever dreamed of. The Apple version is nothing more than
> a clever way to stack the deck. Apple has ordained what it will
> support and left the rest to rot. There is nothing remarkable in
> this restriction. When held up to the light, it acutally looks
> rather fascist and cowardly.
>
Facist & Cowardly. You mean, besides the fact that apple had to
good sense to document how they were going to do cards? Let's face
it, I have yet to be able to go a solid week, without hitting some
problem with Plug & Pray. Apple specified which cards would work
and how they would work when they introduced the nubus. As for the
rest of the PCI stuff, remember how backward the i86 system is.

It is amazing that any cards work. Apple may not be at the head of the
pack with OS software, but their hardware is much better then the PC's
that are out there (and I am writing this on a pentium pro 200).
-j.p

> What computer was born in 1984?

--
| "The universe is trully vast. To think that |
| "Someone could compete with Lum's bad taste |

| "in men" -Sakura Sensi |
tenchiken@narf.com

6926. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-27 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <32c4338e.728793@news.onramp.net>
Source record: 6995
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 27 Dec 1996 06:14:12 -0800, JEDI wrote:

>In article <32c38617.30978184@news.onramp.net>, dcorn@paradise.pplnet.com says...
>>
>>On 25 Dec 96 23:18:51 -0500, Gary Peake <gpeake@accesscomm.net> wrote:
>>
>>>And why is it annoying? They do close, and then re-open in their exact same
>>>place at the new resolution ...
>>
>>Why should you need to close all open windows (programs) on the screen
>>prior to changing resolution?
>
> Why should you care?

Because it takes time and effort. Why should you need to bother?

Reachable at: 713 629 6947 nights
Please quote in all replies

6927. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-27 00:00:00 UTC
From: camp1@seanet.com
Message-ID: <5a1ktd$ii4@q.seanet.com>
Source record: 6996
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

>So do AS400 systems.
>(BTW, a client who worked as a systems engineer on AS400 systems
>claims that most of them still have the original 5 letter systems
>engineer password on them. He claims that he telnetted across the
>world across corporate systems using this .... go figure ...)

This is, false informantion. The special password is only useable at the
AS/400 console DURING bootup (IPL).

6928. Re: Mac Plug-n-Play = VGA++ (Re: Mac OS primitive)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-27 00:00:00 UTC
From: drz@apple.com
Message-ID: <drz-2712961555180001@stater.apple.com>
Source record: 6997
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
] >Plug-n-Play on the Mac is sooo much more than that! Its
] >plugging in a scanner and having it work first time every time
] >Its putting a 3D renedering board in a PCI slot, droping an icon
] >on top of the system folder (where the system then tells you
] >where its going to put the Control Panel or Extension and why),
] >and then restarting the machine. The new board is recognized
]
] All of this is rather easy to do when you so brutally restrict
] what the system will accept. You're really lowering the bar,
] nothing more.
]
```

Actually, the MacOS accepts a wide variety of video hardware. The only restriction is that a device driver is provided that provides interfaces to set the resolution, refresh rate, bit depth, color tables, etc. In addition to the many various NuBus and PCI graphics cards supported, Apple develops new and different video hardware with new generations of Macs and PowerBooks.

```
] A PC can use Scanners and 3D boards that simply wont work with a
] Mac, no matter how hard you try.
]
```

Generally, this is because Mac drivers are not provided by the manufacturer, not because of some restriction in the MacOS. Unless, of course, not supporting Windows drivers is considered a restriction :)

```
] If PC hardware were so constrained, PC integration would be no
] less difficult.
]
] >INSTANTLY, and EVERY TIME!!!! Try that with MS 'Plug-n-Pray'.
] >And, if its not so remarkable, how come PCs can't do it
] >reliably, and how come they left it out of NT altogether?
] >
] >"Enquiring minds WANT to know"!
]
]
] Why? Because PC's support a greater diversity of hardware, a
] greater diversity of bus options and aren't merely limited to
] cloning someone else's spec.
]
] They aren't merely limited to IDE boards, VGA cards, Sound Blasters
] and the like.
]
```

] Windows Plug & Pray attempts to achieve much more than the Apple
] version ever dreamed of. The Apple version is nothing more than
] a clever way to stack the deck. Apple has ordained what it will
] support and left the rest to rot. There is nothing remarkable in
] this restriction. When held up to the light, it acutally looks
] rather fascist and cowardly.
]

As far as video display cards, video digitizers, sound cards, SCSI cards, and networking cards go, I don't know what Apple has done to stack the deck and left developers to rot (unless we're stacking the deck by not supporting windows device drivers). Apple itself has developed many different versions of the above hardware in our own products (we've even been dogged for changing our hardware too much) and supports an even greater array of 3rd party hardware, all with plug and play (I assume your use of "Windows Plug & Pray" was a slip).

] What computer was born in 1984?

Wasn't the PC born in 1981? Of course, the PCs and Macs today are quite a bit different that then.

--
Erik Staats
FireWire driver software architect
Apple Computer
"The Fireman"

6929. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-27 00:00:00 UTC
From: Gary Johnson <gajdude@ibm.net>
Message-ID: <32C489FD.1395@ibm.net>
Source record: 6998
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy
Body handling: HTML body converted to readable text

mlacher@netrax.net wrote:
>
> In , Jose Guzman writes:
> >< >drives >>
> >
> > Very wrong.
> True, my father has a Win95 system with drives up to F:

I don't think the point was that Windows was limited to C: and D:
drives as far as non-system drives is concerned, but Windows does have
to be installed on a Primary partition. And since only one primary
partition can be active at a time, that means it is C:. You most likely
wouldn't have a removeable drive as your primary boot drive, therefore
that drive would be D: or E: etc. OS/2 on the other hand can be
installed on any partition using bootmanager (but HPFS can't be
installed on a removable drive..at least not without some magic tricks.)

The Mac doesn't use drive letters, so the Mac System can reside on any
drive, even a removable drive. You could plug your drive into another
Mac and tell it to boot the system from the new drive and you are in
business.

If you tried to do this on a Windows PC, the new drive would most likely
not be C: and therefore WOULD NOT BOOT.

6930. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-27 00:00:00 UTC
From: crobato@kuentos.guam.net
Message-ID: <59vr2d$p9@lehi.kuentos.guam.net>
Source record: 7181
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <32C33771.4EF0@pacific.net.sg>, Bobby Wang <bobbyw@pacific.net.sg> writes:
>You need to copy (burn in) the system files in the root directory and
>the Windows 95 folder to the CD-ROM. And this CD-ROM is bootable when
>the Bios supports it.
>
>You got this mixed up with the Windows 95 Installation CD-ROM.
>
>

Heck too much trouble. Try telling this to someone whose drive has totally
crashed.

Rgds,

Chris

Demonically possessed Lisa: "I am the essence of all the is evil in the computer world."
Gary: "Are you Bill Gates?"
---- from the TV series, Weird Science.

*** crobato@kuentos.guam.net ***

6931. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-27 00:00:00 UTC
From: douyang@novice.uwaterloo.ca
Message-ID: <E32698.I0G@novice.uwaterloo.ca>
Source record: 7182
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <AEE6FF7C-63DBC@207.158.13.73>, David Every <dke@adnc.com> wrote:

>something a "Shitty" OS. Yes it has a slightly better scheduler and
>protection scheme than the MacOS - but an OS is a lot more than just a
>sheduler.

"Slightly" better scheduler and protection scheme?

Ahem. :)

"Slightly" better then MacOS7, which has poor and none. :)

>Everyone with a room temperature or above IQ, and who has seen a Mac
>w/MM's, realizes that the Macs multi-monitor support is better than
>the PC's... which is really non-existant. (I don't call a debuggin CLI
>window on a seperate monitor dual monitor support in the way people
>want to use it).

While I agree that the Mac has better multiple monitor support than the
PC, it is wrong to say that the PC doesn't have it at all.

Try:

http://www.appiantech.com/a2.htm
http://www.appiantech.com/j2.htm
Dual monitor support for NT and 95 using dual Appian video cards.

http://www.matrox.com/mgaweb/brochure.htm
Note where it says multiple monitor support for NT under "Ultra-High
Resolutions & Colors" section.

>> So? How is one graphical menu significantly different from
>> another.

>One is at the top of the screen so you cant overshoot it... the other
>may be anywhere on the screen (see non-predictable location), can be
>overshot (which requires a sorta dampening effect to actually hit the
>target), can wrap around and be two lines of menus (making vertical
>hits even harder), the Mac cuts angles on hierarchical menus better,
>the Mac handles scrolling menu's better, Macs handle menu updates
>faster/smoother, etc., etc...

Actually, I don't like the way the Mac has it. Personal preference really.
I like to have a visual association between the app and its menu. I find
it less confusing overall.

When is the Mac going to get a decent keyboard interface for the menus? Most of the time, I use a Windows program with one hand on the keyboard. (Two if it is an editor or word processor. :)

On the Mac, I find it a lot harder to do this without looking up esoteric Command-Key combinations because Windows menus *display* as I use the key combinations, unlike on the Mac. sigh.

Personally, though, I'd prefer context sensitive right button menus (which I can also get to via Shift-F10 (or some key combination) if necessary).

Ideally, the top menu bar really only *needs* six options: Create New, Open Another, Send To, Save Changes, Save As Another Document, and Discard Changes.

Send To should have "E-mail User", "Printer", and others as sub-options.

Other *document* actions can go here as well as on the context menu for the desktop icon for the document.

You shouldn't really use Open, because you can just open a document from the desktop by double clicking, or by using its right button context menu. (This works for things like network connections as well - treat a network connection as a document on the desktop.)

You shouldn't really use New, because you create new documents by dragging from a template or using a "Create New..." option from the desktop right button context menu.

All other menu options should removed from the top menu and instead be tied to context sensitive right button menus for the objects that they are valid for. Global tools should be available in floating dockable toolbars, with automatic flyout textual names.

For example, if I want to make a line of text bold in my word processor, I'd select the text, click the right button on the selection, and click bold on the context menu. Easier than selecting the text, moving the mouse all the way up to the top of the screen, then looking for "Format", clicking it, looking for "BOLD" and clicking it.

As another example, what if I want to cut a piece of text. Select the text, right click on the selection, look for and click "Cut".

Easier than selecting the text, going all the way up to the top of the screen, looking for and clicking "Edit", then looking for and cliking "Cut".

Let's say I want to go back a page in my WWW browser.

It is easier to right click anywhere on the page, look for and click "Back" on the context pop-up menu.

It is harder to find the "Go" menu at the top of the screen, move the mouse all the way up to the top, click on it, then look for "Back" and click on it.

It is harder, as well, to move the mouse up to the Back button on the toolbar. (Though even the toolbar is a better solution than the top menu in this case.)

If I want to spell check a document, I right click anywhere blank on the document page, and select Spell Check from the context menu. Simple.

The idea is that if I want to work with a "something", I don't need to move the mouse all the way up to the top of the screen and read or rummage about with menu options that have nothing to do with manipulating a "something".

This simplifies the UI for the user, since actions which are not relevant, are not displayed, and mouse movement is reduced a lot.

It frees up screen real-estate, since no unnecessary menus are available.

Furthermore, all actions are directly associated with
what they are acted upon.

Once the user discovers the basic concept of "select the thing you want to change, and click the right mouse button", things become simple, and fast.

Windows is closer to this than the Mac is, though. OS/2 is closer than either of them, but OS/2 has other UI problems. :(

UI design is, of course, a very subjective thing. My version of the ideal UI can, and probably *is* different from yours. :)

Darwin Ouyang

6932. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-27 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <32c38617.30978184@news.onramp.net>
Source record: 7183
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 25 Dec 96 23:18:51 -0500, Gary Peake <gpeake@accesscomm.net> wrote:

>And why is it annoying? They do close, and then re-open in their exact same
>place at the new resolution ...

Why should you need to close all open windows (programs) on the screen
prior to changing resolution?

Reachable at: 713 629 6947 nights
Please quote in all replies

6933. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-27 00:00:00 UTC
From: John Severinsen <jsev@midland.co.nz>
Message-ID: <398.6935T645T2506@midland.co.nz>
Source record: 7184
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc

Can you people check where this is going and TRIM the cross posts!

comp.os.os2.advocacy
comp.sys.mac.advocacy
comp.os.ms-windows.nt.advocacy
comp.sys.amiga.advocacy
comp.sys.atari.advocacy
alt.art.caricature
alt.politics.usa.republican
comp.os.os2.misc
comp.sys.amiga.advocacy
comp.sys.amiga.hardware
comp.sys.amiga.misc

I think the advocacy channels is where it belongs...

6934. holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-27 00:00:00 UTC
From: rajt@gco.apana.org.au
Message-ID: <32d9cec7.14306221@news.sydney.apana.org.au>
Source record: 7185
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

Someone who claimed to be fheitka@ibm.net (Frederick V. Heitkamp)
wrote:
>In message <59kv5p$url@camel0.mindspring.com> - dleblanc@mindspring.com (David
>LeBlanc)Mon, 23 Dec 1996 03:44:32 GMT writes:
>:>NT seems to be good ride right now, too.
>
>I think NT is overrated. For an industrial strength OS it seems to have a few
>holes.

Sure NT has holes.

So do all unices (as evidenced by the large number of CERT reports
that seem to arrive in my mail box)

So does public key encryptation (eg: the Kocher attack)

So do AIX systems (the notorious login -r bug , eventually fixed by
IBM after it was described on the net comes to mind)

So do AS400 systems.
(BTW, a client who worked as a systems engineer on AS400 systems
claims that most of them still have the original 5 letter systems
engineer password on them. He claims that he telnetted across the
world across corporate systems using this .... go figure ...)
No , I am not going to post the 5 letter password here... although
hunting through old issues of phrack sure is informative.... :-)

Heck if your secrets need Fort Knox type security, put them IN Fort
Knox !

If you absolutely need a crashproof system, invest in a fault tolerant
Tandem system with dual controllers, mirroring, dual cpus ,
dual everything and have a parallel system connected by fibre optics
mirroring your original but placed miles away.
Then sit back , pray and prepare for the inevitable crashes ! That is
what the TPC intensive sites (banks, Visa , stock markets) do.

No, little old NT simply is not in the same ball park...
But it and Linux sure are stable enough for my simple needs...

"It is a tremendous Mitzvah to always be happy! "
Reb Nachman of Breslov

6935. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-27 00:00:00 UTC
From: jamesk@ibm.net
Message-ID: <QV/wysbnblka089yn@ibm.net>
Source record: 7186
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

In article <32d9cec7.14306221@news.sydney.apana.org.au>,
rajt@gco.apana.org.au (Raj Thomas) wrote:
>If you absolutely need a crashproof system, invest in a fault tolerant
>Tandem system with dual controllers, mirroring, dual cpus ,
>dual everything and have a parallel system connected by fibre optics
>mirroring your original but placed miles away.

Nah, it'd probably come bundled with Windows 95. :-)

6936. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-27 00:00:00 UTC
From: JEDI
Message-ID: <5a0ljk$lb8@lana.zippo.com>
Source record: 7187
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <32c38617.30978184@news.onramp.net>, dcorn@paradise.pplnet.com says...
>
>On 25 Dec 96 23:18:51 -0500, Gary Peake <gpeake@accesscomm.net> wrote:
>
>>And why is it annoying? They do close, and then re-open in their exact same
>>place at the new resolution ...
>
>Why should you need to close all open windows (programs) on the screen
>prior to changing resolution?

Why should you care?
```

6937. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-27 00:00:00 UTC
From: JEDI
Message-ID: <5a0m11$ltv@lana.zippo.com>
Source record: 7188
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <gmgraves-2612961521510001@cust29.max21.san-francisco.ca.ms.uu.net>,
gmgraves@earthlink.net says...
>
>In article <59u2eg$dfp@lana.zippo.com>, JEDI wrote:
>
>> In article
><gmgraves-2412961502470001@cust70.max20.san-francisco.ca.ms.uu.net>,
>gmgraves@earthlink.net says...
>> >
>> >In article <59opf8$5es@lana.zippo.com>, JEDI wrote:
>> >
>> >
>> >> The multiple frame buffer card requires a video driver, not unlike any
>> >> other video card. In the absence of surplus hardware, the distinction
>> >> you are making is meaningless.
>> >
>> >Yeah, but the Mac requires NO drivers. Put the cards in, hook up the
>monitors,
>> >start the Mac go to the Monitors control panel, tell the control panel where
>>
>> Ok, so where can I go so see: A mac using an Aug95 rev of the OS.
>> Use, without further drivers.
>> An ATI 3D Expression+TV ?
>
>I don't know Mr. JEDI. Does ATI make a version of the 3D Expression+TV board
>to work with the Mac? If so, I will gaurantee that it doesn't need any drivers

It makes a PCI version of that card actually.
Since the current macs claim to be able to use PCI card's,
then your spiffy mac should be able to handle it.

This should be the case regardless of whether or not that
particular PCI card is nothing more than an Uber-VGA card.

>to display any resolution, screen size, or any bit-depth that the board
>displays.
>It probably would need a control panel for the TV part and possibly the 3D part,
>however. But, if you think I am trying to say that Macs never need enabling
>software for add-on boards or other peripheral devices, then you haven't been
>paying attention. Macs don't need drivers for monitor video cards to display
>video at all supported bit-depths, screen sizes or resolutions PERIOD! No
>other functions are either stated or implied by me.

In other words: Mac Video Cards are plug-n-play so long as they
conform to the Apple equivalent of VGA.

WHO CARES!

PC's had 'plug-n-play' of that 'sophistication' long before macs did.

I have been paying attention... all too well.

6938. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-27 00:00:00 UTC
From: JEDI
Message-ID: <5a0mhf$mp1@lana.zippo.com>
Source record: 7189
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <gmgraves-2612961511000001@cust29.max21.san-francisco.ca.ms.uu.net>, gmgraves@earthlink.net says...
>
>In article <59tuif$kau@lehi.kuentos.guam.net>, crobato@kuentos.guam.net wrote:
[deletia]
>>
>> The only way that's possible is if the video card was designed to follow
>a tight
>> spec set by the software set within the system itself, and not the other way
>> around.
>
>I have been saying that for more than a week in this thread. The system contains
>all that is necessary to drive all Mac compatible video boards, whether you are
>running just one monitor, or six contiguous monitors (that means that the
>computer
>treats all of the connected monitors as if they were one big virtual
>monitor. The

WHO CARES!

PC users view VGA cards as about as useful as you would appear to
view hercules cards. It also seems bizzare that anyone who would care
about high end parlour tricks would settle for VGA++ of any kind.

You've shown Apple Plug-n-play for what it really is...
...a set of cloning standards.

Even Billy-Boy could manage plug-n-play in such restrictive
circumstances.

[deletia]
> The actual "driver" of the card must be in a ROM within the card
>> itself.
>
>I don't know. Its a non-issue to the user. It just seems like a much
>more elegant solution than the Windows route (but, then, isn't
>almost anything?) ;<)

Yes, quite elegant:
restrict user choice to the point that integration is trivial.

It's positively Orwellian.

6939. Mac Plug-n-Play = VGA++ (Re: Mac OS primitive)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-27 00:00:00 UTC
From: JEDI
Message-ID: <5a0nf4$oc1@lana.zippo.com>
Source record: 7190
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <gmgraves-2612961546400001@cust29.max21.san-francisco.ca.ms.uu.net>,
gmgraves@earthlink.net says...
>
>In article <59u3ht$fa1@lana.zippo.com>, JEDI wrote:
>
>> In article
><gmgraves-2412962241250001@cust106.max4.san-francisco.ca.ms.uu.net>,
>gmgraves@earthlink.net says...
>> >
>> >In article <32C00B91.567C@sfbayrun.com>, info@sfbayrun.com wrote:
[deletia]
>> >I wouldn't go so far as to call them "drivers", at least not in
>> >the Intel sense. The Mac has a fairly strictly defined video
>> >spec. Any monitor board which adheres to that spec simply
>> >works. Now, of course it is true that if certain boards have
>>
>> In Wintel this is called VGA.
>>
>> So much for the myth; that explains quite a bit now.
>> Plug-n-play doesn't seem quite as impressive when one
>> realizes it is nothing more than a warmed over version
>> of VGA. Admittedly, such a thing is useful but, it is
>> hardly remarkable.
>>
>> Macintosh: It will be plug-n-play but, only if it's a vga card...
>
>Wrong. Mac Video is NOT VGA! Not only that but video plug-n-play
>has been a fact on Macintosh SINCE 1986! (so who has warmed-
>over what?), and 24-bit color has been available on Mac since
>1987.

So, call it VGA++. It is still the same essential idea as
hercules, cga, ega, mcga & vga. The Spec is castrated to
aid in integration. It may be a good design descision but,
it's nothing to brag about.

>
>Plug-n-Play on the Mac is sooo much more than that! Its
>plugging in a scanner and having it work first time every time
>Its putting a 3D renedering board in a PCI slot, droping an icon
>on top of the system folder (where the system then tells you
>where its going to put the Control Panel or Extension and why),
>and then restarting the machine. The new board is recognized

All of this is rather easy to do when you so brutally restrict what the system will accept. You're really lowering the bar, nothing more.

A PC can use Scanners and 3D boards that simply wont work with a Mac, no matter how hard you try.

If PC hardware were so constrained, PC integration would be no less difficult.

>INSTANTLY, and EVERY TIME!!!! Try that with MS 'Plug-n-Pray'.
>And, if its not so remarkable, how come PCs can't do it
>reliably, and how come they left it out of NT altogether?
>
>"Enquiring minds WANT to know"!

Why? Because PC's support a greater diversity of hardware, a greater diversity of bus options and aren't merely limited to cloning someone else's spec.

They aren't merely limited to IDE boards, VGA cards, Sound Blasters and the like.

Windows Plug & Pray attempts to achieve much more than the Apple version ever dreamed of. The Apple version is nothing more than a clever way to stack the deck. Apple has ordained what it will support and left the rest to rot. There is nothing remarkable in this restriction. When held up to the light, it acutally looks rather fascist and cowardly.

What computer was born in 1984?

6940. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-28 00:00:00 UTC
From: crobato@kuentos.guam.net
Message-ID: <5a1p07$9tk@lehi.kuentos.guam.net>
Source record: 6999
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In <gmgraves-2612961546400001@cust29.max21.san-francisco.ca.ms.uu.net>,
gmgraves@earthlink.net (George Graves) writes:
>In article <59u3ht$fa1@lana.zippo.com>, JEDI wrote:
>
>> In article
><gmgraves-2412962241250001@cust106.max4.san-francisco.ca.ms.uu.net>,
>gmgraves@earthlink.net says...
>> >
>> >In article <32C00B91.567C@sfbayrun.com>, info@sfbayrun.com wrote:
>> >
>> >> Generally drivers are required, when the board has features that are not
>> >> supported by Apples built in drivers. There are lots of drivers in the
>> >> Macintosh OS. I would print this using a printer driver. We call them
>> >> things like extensions, and control panels though.
>> >> Oh yeah, and they conflict a whole lot less often then wintel.
>> >
>> >> Cheers,
>> >>
>> >> Thomas Vincent
>> >
>> >
>> >I wouldn't go so far as to call them "drivers", at least not in
>> >the Intel sense. The Mac has a fairly strictly defined video
>> >spec. Any monitor board which adheres to that spec simply
>> >works. Now, of course it is true that if certain boards have
>>
>> In Wintel this is called VGA.
>>
>> So much for the myth; that explains quite a bit now.
>> Plug-n-play doesn't seem quite as impressive when one
>> realizes it is nothing more than a warmed over version
>> of VGA. Admittedly, such a thing is useful but, it is
>> hardly remarkable.
>>
>> Macintosh: It will be plug-n-play but, only if it's a vga card...
>
>Wrong. Mac Video is NOT VGA! Not only that but video plug-n-play

The PC heads think VGA is a default 640x480 screen with 16 or 256 colors.

But that is a RESOLUTION.
```

Macs use a linear addressing video buffer from the very beginning if I recall,
and if I recall, VGA requires paging.

Rgds,

Chris

Famous People on the Day Windows 95 is Launched---
Neil Armstrong---"One Small Fortune for Bill Gates,
One Giant Leap backward for Mankind."
President Roosevelt---"This date shall live in infamy."
*** crobato@kuentos.guam.net *** TKS for the Contributions.

6941. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-28 00:00:00 UTC
From: Pieter Dubois <duboisp@ibm.net>
Message-ID: <32C4DE30.65B7@ibm.net>
Source record: 7000
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

Raj Thomas wrote:
<snip>
> If you absolutely need a crashproof system, invest in a fault tolerant
> Tandem system with dual controllers, mirroring, dual cpus ,
> dual everything and have a parallel system connected by fibre optics
> mirroring your original but placed miles away.
> Then sit back , pray and prepare for the inevitable crashes ! That is
> what the TPC intensive sites (banks, Visa , stock markets) do.

Ore use an x-node SP/2 with HACMP for on-site takeover and HAGEO
connected by ATM-network for OFFSITE take over.

>
> No, little old NT simply is not in the same ball park...
> But it and Linux sure are stable enough for my simple needs...

So is OS/2 for mine.

--
Pieter Dubois

Disclaimer ... which Disclaimer?
Didn't you read my name?

6942. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-28 00:00:00 UTC
From: crobato@kuentos.guam.net
Message-ID: <5a2hsb$dmu@lehi.kuentos.guam.net>
Source record: 7001
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <gmgraves-2612961511000001@cust29.max21.san-francisco.ca.ms.uu.net>,
gmgraves@earthlink.net (George Graves) writes:
>In article <59tuif$kau@lehi.kuentos.guam.net>, crobato@kuentos.guam.net wrote:
>
>>
>> Wooow I should have bought a PCI Mac, and then add a PCI ATI or Matrox card.
>> (Never had a Mac that used an add on video card before.)
>
>That's funny, there have only been Macs which can use add-on video since 1986!
>The first Mac II, the Mac IIX, the Mac II CX, Mac II Ci, Mac II FX,
>various six slot
>towers such a s the Quadra 900, 9100, 9500 had NO on-board video. One had to
>use plug-in add-on video cards. Any Nu-bus or PCI or PDS (processor direct slot)
>Macs can use add-on video cards. Most don't require them, however, unless one
>wanted to drive a larger monitor at a higher bit-depth than the on-board video
>allowed
>

I said I never owned a Mac with add on video---they used to cost an arm and leg.
The video cards I mean.

>>
>> The only way that's possible is if the video card was designed to follow
>a tight
>> spec set by the software set within the system itself, and not the other way
>> around.
>
>I have been saying that for more than a week in this thread. The system contains

That's because many PC people don't understand this paradigm. It's like
describing a butterfly to the blind.

>all that is necessary to drive all Mac compatible video boards, whether you are
>running just one monitor, or six contiguous monitors (that means that the
>computer
>treats all of the connected monitors as if they were one big virtual
>monitor. The
>cursor will move from one to the other accross the screen boundries as if the
>boundries weren't there) -of course you need a Mac with six board slots to
>do that
>(like a 9500). Most Macs, PCI or Nu-bus, only have three expansion slots and
>"pizza-box" Macs only have a PDS slot.
>
>

>
> The actual "driver" of the card must be in a ROM within the card
>> itself.
>
>I don't know. Its a non-issue to the user. It just seems like a much
>more elegant solution than the Windows route (but, then, isn't
>almost anything?) ;<)
>

I still think there has to be some code in the card. It can easily patch the
trap tables, but I'll let someone more familiar with this tell me.

Rgds,

Chris

>George Graves
>
>

Rgds,

Chris
Famous People on the Day Windows 95 is Launched---
Neil Armstrong---"One Small Fortune for Bill Gates,
One Giant Leap backward for Mankind."
President Roosevelt---"This date shall live in infamy."
*** crobato@kuentos.guam.net *** TKS for the Contributions.

6943. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-28 00:00:00 UTC
From: Karl Thomas <karlt@ilinks.net>
Message-ID: <01bbf45b$1cefcee0$6cc289ce@ns1.ilinks.net>
Source record: 7002
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

JEDI wrote in article <5a0m11$ltv@lana.zippo.com>...
> In article
<gmgraves-2612961521510001@cust29.max21.san-francisco.ca.ms.uu.net>,
gmgraves@earthlink.net says...
> >
> >In article <59u2eg$dfp@lana.zippo.com>, JEDI wrote:
> >
> >> In article
> ><gmgraves-2412961502470001@cust70.max20.san-francisco.ca.ms.uu.net>,
> >gmgraves@earthlink.net says...
> >> >
> >> >In article <59opf8$5es@lana.zippo.com>, JEDI wrote:
> >> Ok, so where can I go so see: A mac using an Aug95 rev of the OS.
> >> Use, without further drivers.
> >> An ATI 3D Expression+TV ?
> >
> >I don't know Mr. JEDI. Does ATI make a version of the 3D Expression+TV
board
> >to work with the Mac? If so, I will gaurantee that it doesn't need any
drivers

Yes it would need driver or extension or whatever you want to call it.

>
> It makes a PCI version of that card actually.
> Since the current macs claim to be able to use PCI card's,
> then your spiffy mac should be able to handle it.

How would any OS handle a card that was not designed for it either
inherently or through the use of driver?

>
> This should be the case regardless of whether or not that
> particular PCI card is nothing more than an Uber-VGA card.
>

Supporting the various Quickdraw functions is a lot more than just
supporting a dumb frame buffer.

> In other words: Mac Video Cards are plug-n-play so long as they
> conform to the Apple equivalent of VGA.

Mac video cards are plug-n-play as long as they conform to the MacOS's
guidelines just like a card made for the PC must have drivers that conform

to the Window's spec or whatever other OS you're running.

6944. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-28 00:00:00 UTC
From: Karl Thomas <karlt@ilinks.net>
Message-ID: <01bbf45a$00793cc0$6cc289ce@ns1.ilinks.net>
Source record: 7003
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

JEDI wrote in article <5a0ofh$qac@lana.zippo.com>...
> In article
<gmgraves-2612961536050001@cust29.max21.san-francisco.ca.ms.uu.net>,
gmgraves@earthlink.net says...
> >
> >In article <59u34h$eki@lana.zippo.com>, JEDI wrote:
> >
> >> In article
> ><gmgraves-2412962228330001@cust106.max4.san-francisco.ca.ms.uu.net>,
> >gmgraves@earthlink.net says...
> >> >
> >> >In article <32c774c1.426095937@mambo>, sangria@inlink.com (Sang K.
> >Choe) wrote:
> >> >
> >> >> On 24 Dec 1996 23:02:04 GMT, gmgraves@earthlink.net (George Graves)
> >> >> wrote:
> >> >>
> >> >> >In article <59opf8$5es@lana.zippo.com>, JEDI wrote:
> >Wrong! Mac video cards are written to the Mac video spec or they don't
work
>
> Translation: You need to use the Macintosh Analog of a VGA card.
>
> It's a good thing you warned the world about this.
>
> We might have actually gotten the false impression that Macs
> were now as expandable as PC's and capable of accepting all
> those nifty PCI cards.
>

Macs don't need drivers for basic functionality. They can take advantage
of graphics acceleration without. Some cards need drivers though for
things that go beyond the Quickdraw spec.

> Now that we've exposed what a paper tiger that Apple Plug-n-play
> is we can all feel secure in the knowledge that if we really want
> the (new) mac enviroment, all we have to do is buy NextStep or wait
> for GNUstep to be 'finished'.

A card has software on the card itself to interface with the QuickDraw
engine

> What? No 2D acceleration? No 3D acceleration?

The card takes advantage of acceleration the same way it does with Windows, by accelerating the graphics routines.

> >info required for anyone to write software or build hardware for the Mac.
> >You'll be surprised how little the Mac video spec has changed over the
> >years.
>
> This is supposed to be a badge of honor?

If it was done right the first time yes it is. But Quickdraw 3D has been added to the spec the cards do take advantage of them.

> Fortunately, Windows functionality is not merely limited to that which
> BillyBoy ordains.

This whole argument is pointless. The driver's for the Mac on the card and the Windows's driver's are installed separately. There is really know difference in the functionality.

6945. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-29 00:00:00 UTC
From: ekl@metronet.com
Message-ID: <32C61367.4FAF@metronet.com>
Source record: 7004
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

> their families. I just received a Toad-M SwitchBox which will let me use
> a MultiSync Monitor on my Atari ST to do Color and MonoChrome on the same
> MultiSync. This will also be the Last one Toad makes as their Technician
> is leaving because not enough people wanting to keep him Employed with a
> DEMAND for work. I know about the Crap that Bonafide Atari dealers put up
> with. And how many don't appreciate them. I blame it all on Atari,
> especially their slogan "Power without the Price!"
>
> ==Thanx==
> ===Ben===

Ben, I used to hate it when people said that Atari was dead. But now
its true.
There is no more Atari computer company. Your 'Multisync Switch Box' is
not
only totally unnecessary on new equipment (the need for such was just a
way to
sell monitors anyway), but you can make one yourself with a small platic
box
and a rotary switch. Total cost about $5-$10 and 30 mins to an hour of
work.
So, forgive me if I'm not floored at the loss of the WonderTech and his
super switch box.

Toad prices suck. All Atari prices such. A Pentium 90 w/512K cache,
dual EIDE
controllers, dual 16550 UART serial ports, parallel, full PCI, etc, is
$250!
Add a case, hard disk, monitor, and keyboard - all of which can be had
at your
local sidewalk sale for pennies, and you have a decent machine. Add
Linux for
an OS and you never have to look at MicroSloth either. I hate Intel,
but the
ST just doesn't have the power, and its WAY too expensive to upgrade.
That's
why I dumped the Atari 8-bit - upgrade was too expensive. Now there
isn't any
cheap Atari to upgrade too. Sure a Hades would be great, but if I was
gonna
buy another unsupported piece of hardware, I'd get a BeBox - at least
that has
some upgradeability and a decent price point.

CYA,
Evan

6946. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-29 00:00:00 UTC
From: Bobby Wang <bobbyw@pacific.net.sg>
Message-ID: <32C72EE9.2EC7@pacific.net.sg>
Source record: 7005
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In case you don't know, Autoexec.bat & Config.sys is totally irrelevant
in Windows NT 4.0 and Windows 95 (unless you are using some old hardware
that hasn't updated its Windows 95 driver).

David Every wrote:
>
> Try any conflict with Autoexec.bat, Config.sys, BIOS not recognizing a
> device, or devices that aren't recognized or don't work, etc., etc...

--

Regards,
Bobby Wang

****
Bobby Wang
bobbyw@pacific.net.sg

Happily Powered by NT 4.0
****

6947. Atari Prototypes Auction #1 (Update #1)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-29 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19961229153000.KAA09669@ladder01.news.aol.com>
Source record: 7006

ATARI PROTOTYPE AUCTION #1: (UPDATE #1 12/29/96)

The following RARE items are available for auctioning.

RULES: Bids start at specified price and will go up in $10 increments. Updates will be posted daily to all bidders. Auction will go until Jan 10th 1997 and will then enter the GOING, GOING TWICE, GONE stage. All bidders who make it to the GONE section of the bidding are responsible for shipping costs. All items will be shipped PRIORITY ONE MAIL. Please don't bid unless you are serious about buying. All items are sold "as-is" and there will be no returns and/or refunds. No items will be shipped until payments are received and cashed.

Atari SALT Diagnostic Module: Enclosed in an Atari 850 interface, has 1 Serial SIO port, 4 Atari RS232 ports, power input, an RCA plug where the Parallel intreface would normally be, and 2 14 pin chip sockets, an HP seven segment ultra-bright LED display and reset switch. Unit powers on and doesn't cause any Atari that was hooked up to it to freeze. Salt Diagnostic ROM or disk software required to activate and use this unit (NOT INCLUDED), picture available on my web page upon request. (3 Available) Minimum BID: $50.00ea.

BID: $50.00 MKyle

Atari XL Salt Diagnostic Module: Enclosed in an Atari 850 interface, unit has PBI cable comming out of right side SIO connection cut-out of 850 module for testing parallel bus interface.
Salt Diagnostic ROM or disk software required to activate and use this unit (NOT INCLUDED), picture available on my web page upon request. (1 Available) Minimum BID: $75.00

BID: $75.00 MKyle

EXTREMELY RARE: Atari 6402A Prototype Motherboard (only 3 exist!!!) Prototype motherboard, apparently a test bed which has all the same components contained on an Atari 1450XLD "TONG" version motherboard including disk drive controller area, modem area, SC-01 voice synthesiser, Parallel Bus Interface. This unit has ports positioned on all 4 sides and does not appear to be a "commercial" product but appears to be more of a test design to condense the Atari 1450XLD TONG motherboard down to about 1/2 the size, (unit is NOT functional)
Minimum bid $120.00
Image will be posted on my webpage upon request

BID: $120.00 MKyle

Atari XE Game System 8 port multicart prototype board:
A prototype test board which may have been a pre-design idea to allow the XE game system to contain and select up to 8 cartridges (this of course turned out to be built in BASIC and MISSLE COMMAND in the released version) The board is about 8" by 12"
Minimum Bid $50.00
Image will be posted on my webpage upon request
BID: NONE

Atari XEP-80 Prototype:
Atari Corp design prototype of the XEP-80 system. Design consists of a mainboard, daughter card, DB-25 connectors and Atari joystick interface cable, this unit has never been tested and I am not sure if the current commercially released XEP-80 software will work on this pre-design prototype.
Minimum Bid: $75.00
Image will be posted on my webpage upon request

BID: NONE

Make all bids and requests for images to:

Curt Vendel

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http//:members.aol.com/cvendel/vaporware.html

6948. Lowering the bar until they can stumble over (was Re: Mac OS primitive)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-29 00:00:00 UTC
From: JEDI
Message-ID: <5a669b$49s@lana.zippo.com>
Source record: 7007
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article , crobato@kuentos.guam.net says...
>
>In <gmgraves-2612961511000001@cust29.max21.san-francisco.ca.ms.uu.net>,
gmgraves@earthlink.net (George Graves) writes:
>>In article <59tuif$kau@lehi.kuentos.guam.net>, crobato@kuentos.guam.net wrote:
[deletia]
>>>
>>> The only way that's possible is if the video card was designed to follow
>>a tight
>>> spec set by the software set within the system itself, and not the other way
>>> around.
>>
>>I have been saying that for more than a week in this thread. The system contains
>
>That's because many PC people don't understand this paradigm. It's like
>describing a butterfly to the blind.

They would understand it all too well, given full disclosure.
They used to refer to such things as VGA and EGA. If they
want to so restrict themselves in the name of ease, they have
the option to use such things.

However, they would all laugh in your face if they knew that
such things are what Mac Plug & Play is truely limited to.

The accomplishment, in reality, is much less impressive than
it would appear (Mac Clone & Play).

6949. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-29 00:00:00 UTC
From: JEDI
Message-ID: <5a67to$6in@lana.zippo.com>
Source record: 7008
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article , "Karl says...
>
>
>
>JEDI wrote in article <5a0ofh$qac@lana.zippo.com>...
>> In article
><gmgraves-2612961536050001@cust29.max21.san-francisco.ca.ms.uu.net>,
>gmgraves@earthlink.net says...
>> >
>> >In article <59u34h$eki@lana.zippo.com>, JEDI wrote:
>> >
>> >> In article
>> ><gmgraves-2412962228330001@cust106.max4.san-francisco.ca.ms.uu.net>,
>> >gmgraves@earthlink.net says...
>> >> >
>> >> >In article <32c774c1.426095937@mambo>, sangria@inlink.com (Sang K.
>> >Choe) wrote:
>> >> >
>> >> >> On 24 Dec 1996 23:02:04 GMT, gmgraves@earthlink.net (George Graves)
>> >> >> wrote:
>> >> >>
>> >> >> >In article <59opf8$5es@lana.zippo.com>, JEDI wrote:
>> >Wrong! Mac video cards are written to the Mac video spec or they don't
>work
>>
>> Translation: You need to use the Macintosh Analog of a VGA card.
>>
>> It's a good thing you warned the world about this.
>>
>> We might have actually gotten the false impression that Macs
>> were now as expandable as PC's and capable of accepting all
>> those nifty PCI cards.
>>
>
>Macs don't need drivers for basic functionality. They can take advantage

PC's don't need drivers for ''basic'' functionality either.

>of graphics acceleration without. Some cards need drivers though for
>things that go beyond the Quickdraw spec.
>
>> Now that we've exposed what a paper tiger that Apple Plug-n-play
>> is we can all feel secure in the knowledge that if we really want
```

>> the (new) mac enviroment, all we have to do is buy NextStep or wait
>> for GNUstep to be 'finished'.
>
>A card has software on the card itself to interface with the QuickDraw
>engine

So much for the open bus standard...

Thanks for bursting our bubble. We thought now that one card
could service the same need on a PC, an Alpha clone, an Atari
clone (mebbe Amiga clone too) or even a Mac.

You've just reduced the situation to where it used to be.
Macs require their own special hardware.

>
>> What? No 2D acceleration? No 3D acceleration?
>
>The card takes advantage of acceleration the same way it does with Windows,
>by accelerating the graphics routines.

Since MacOS was not designed with ''oddities'' like the CL 5434 or
the ATI Rage II in mind, it wont be accelerating anything.

Plug & Play will disapear.

>
>> >info required for anyone to write software or build hardware for the
>Mac.
>> >You'll be surprised how little the Mac video spec has changed over the
>> >years.
>>
>> This is supposed to be a badge of honor?
>
>If it was done right the first time yes it is. But Quickdraw 3D has been
>added to the spec the cards do take advantage of them.

VGA+... VGA++

>
>> Fortunately, Windows functionality is not merely limited to that
>which
>> BillyBoy ordains.
>
>This whole argument is pointless. The driver's for the Mac on the card and
>the Windows's driver's are installed separately. There is really know
>difference in the functionality.

Then tell it to your fellow MacVocates.

6950. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-29 00:00:00 UTC
From: JEDI
Message-ID: <5a67dm$5rl@lana.zippo.com>
Source record: 7009
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article , "Karl says...
>
>
>
>JEDI wrote in article <5a0m11$ltv@lana.zippo.com>...
>> In article
><gmgraves-2612961521510001@cust29.max21.san-francisco.ca.ms.uu.net>,
>gmgraves@earthlink.net says...
>> >
>> >In article <59u2eg$dfp@lana.zippo.com>, JEDI wrote:
>> >
>> >> In article
>> ><gmgraves-2412961502470001@cust70.max20.san-francisco.ca.ms.uu.net>,
>> >gmgraves@earthlink.net says...
>> >> >
>> >> >In article <59opf8$5es@lana.zippo.com>, JEDI wrote:
>> >> Ok, so where can I go so see: A mac using an Aug95 rev of the OS.
>> >> Use, without further drivers.
>> >> An ATI 3D Expression+TV ?
>> >
>> >I don't know Mr. JEDI. Does ATI make a version of the 3D Expression+TV
>board
>> >to work with the Mac? If so, I will gaurantee that it doesn't need any
>drivers
>
>Yes it would need driver or extension or whatever you want to call it.
>
>>
>> It makes a PCI version of that card actually.
>> Since the current macs claim to be able to use PCI card's,
>> then your spiffy mac should be able to handle it.
>
>How would any OS handle a card that was not designed for it either
>inherently or through the use of driver?

Precisely. In this manner, the fact that Windows 95 comes delivered
with driver support for multi-monitor video cards makes that functionality
just as 'built in' as it is for MacOS.

>
>>
>> This should be the case regardless of whether or not that
>> particular PCI card is nothing more than an Uber-VGA card.
```

>>
>
>Supporting the various Quickdraw functions is a lot more than just
>supporting a dumb frame buffer.

It would depend upon the hardware actually.

I also suspect that this 'standard' is just another instance
of VGA++. Everyone is essentially cloning the same hard-
ware specification.

>
>> In other words: Mac Video Cards are plug-n-play so long as they
>> conform to the Apple equivalent of VGA.
>
>Mac video cards are plug-n-play as long as they conform to the MacOS's
>guidelines just like a card made for the PC must have drivers that conform
>to the Window's spec or whatever other OS you're running.

Precisely. The MacOS requires conforming hardware. Everyone
else merely requires a conforming driver interface. It is not too
difficult to see here how complexity and choice are being
simultaneously restricted. One gains at the expense of another.
Options and flexibility are sacrificed for ease. In the end, what
is achieved is qualitatively and quantitatively different.

MacOS plug & play is not a superset of Win95 plug & play.
That should be well understood and freely admitted. Anything
else is pure fraud.

Users should know exactly what they're getting. They should
be capable of making informed choices. The Mac tendency
to hide important details quite interferes with this.

If anything: Win95 plug & play attempts to be a superset of
the Mac's.

6951. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-29 00:00:00 UTC
From: JEDI
Message-ID: <5a68c1$77i@lana.zippo.com>
Source record: 7010
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article , crobato@kuentos.guam.net says...
>
>In <gmgraves-2612961546400001@cust29.max21.san-francisco.ca.ms.uu.net>,
gmgraves@earthlink.net (George Graves) writes:
>>In article <59u3ht$fa1@lana.zippo.com>, JEDI wrote:
>>
>>> In article
>><gmgraves-2412962241250001@cust106.max4.san-francisco.ca.ms.uu.net>,
>>gmgraves@earthlink.net says...
>>> >
>>> >In article <32C00B91.567C@sfbayrun.com>, info@sfbayrun.com wrote:
>>> >
>>> >> Generally drivers are required, when the board has features that are not
>>> >> supported by Apples built in drivers. There are lots of drivers in the
>>> >> Macintosh OS. I would print this using a printer driver. We call them
>>> >> things like extensions, and control panels though.
>>> >> Oh yeah, and they conflict a whole lot less often then wintel.
>>> >
>>> >> Cheers,
>>> >>
>>> >> Thomas Vincent
>>> >
>>> >
>>> >I wouldn't go so far as to call them "drivers", at least not in
>>> >the Intel sense. The Mac has a fairly strictly defined video
>>> >spec. Any monitor board which adheres to that spec simply
>>> >works. Now, of course it is true that if certain boards have
>>>
>>> In Wintel this is called VGA.
>>>
>>> So much for the myth; that explains quite a bit now.
>>> Plug-n-play doesn't seem quite as impressive when one
>>> realizes it is nothing more than a warmed over version
>>> of VGA. Admittedly, such a thing is useful but, it is
>>> hardly remarkable.
>>>
>>> Macintosh: It will be plug-n-play but, only if it's a vga card...
>>
>>Wrong. Mac Video is NOT VGA! Not only that but video plug-n-play
>
>The PC heads think VGA is a default 640x480 screen with 16 or 256 colors.
>
```

>But that is a RESOLUTION.

Actually, VGA is a low level video spec. that also happens to include standard resolution and color depths.

Such cards are register level compatible with a standard driver that comes as a part of the BIOS on PC motherboards.

The design paradigm at work is identical to the one that drives Mac 'Clone & Play'. One driver ships with the machine and all hardware is expected to run with that driver.

One spec has a few more frillsl than the other but, that is it.

6952. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-29 00:00:00 UTC
From: David Every <dke@adnc.com>
Message-ID: <AEEC06F0-2205A@207.158.11.10>
Source record: 7011
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

JEDI -
> Precisely. In this manner, the fact that Windows 95 comes
delivered
> with driver support for multi-monitor video cards makes that
> functionality just as 'built in' as it is for MacOS.

You are delving into idiot areas....

Anyone who has used both machines knows that the Macs multi-monitor support is faaaaaaar superior to windows. <period>

With a Mac you can plug in multiple different off-the-shelf monitor cards, and have a virtual desktop of the union of those monitors - arranged as the user wished, and use them for various things. The system allows apps to request certain things - like highest res., most colors, etc. and work accordingly. The system also auto-dithers images across monitors, and knows which is the primary monitor.

The PC way is that App writers can try to talk to every known driver out there to try to figure out the same thing, and then features will only work one app at a time. Some cards support multiple monitors of the same resolution... but the system doesn't know shit about it. (can you say cheesy hack?!)

The Mac was is far superior. <period> MS is lazy, and implemented a bad (limiting) design.... and users pay the price.

> Precisely. The MacOS requires conforming hardware.
Everyone
> else merely requires a conforming driver interface. It is
not too
> difficult to see here how complexity and choice are being
> simultaneously restricted. One gains at the expense of
another.

Nope... people add by making their cards compliant with certain system restrictions... just like windoze. There are often FEWER restrictions on the Macs than on the PC's. So where is the cost?

Apple designed their stuff better... it took longer up front, and more money... MS just hacked it and called it "good enough".

> Options and flexibility are sacrificed for ease. In the
end, what
> is achieved is qualitatively and quantitatively different.

Yes... the Mac is better and more versitile, and works more the way people would like it to.

> MacOS plug & play is not a superset of Win95 plug & play.
> That should be well understood and freely admitted.
Anything
> else is pure fraud.

Superset? No... Win95 is a cheap hack that is meant to make up for a bad initial design (or lack of an initial design)...

The Mac is well designed, with versitility in mind.

Call Mac PnP a superset of Win95 PnPray is like calling a BMW a superset of a Model-T (with electronic ignition and after-market air-conditioning bolted on). Sure they both have wheels and a motor- but one is designed far superior than the other.

> If anything: Win95 plug & play attempts to be a superset
of
> the Mac's.

It may try... but it falls far short of success.

Mac PnP works.

--
David K. Every
MacKiDo Warrior - The Power of the Macintosh Way!
--
=A91996 DKE. Non-exclusive, royalty free license to distribute is granted to any service provider except Microsoft. By distributing this, Microsoft agrees to pay $1,000 per posting.

6953. Re: TOS Jihads will claim that NextStep sucks..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-29 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <851984744_OASIS_@pwomar.demon.co.uk>
Source record: 7012

In article <1996Dec29.134536.1@cobra.uni.edu>
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) said:-

>
>Now that the next Mac OS will be based on NeXT Step, TOS advocates will claim
>that changes nothing and TOS will be superior until enternity.

What you mean is that you desperately HOPE that some TOS advocates
will claim this because you might actually have a good point and an
argument that might win for once. I know very little about NeXT but
I have seen bit of it in use and have only heared pleasnt things about
it. I didn't think that MacOS was going to be based upon it but I was
under the impression that NeXT was being developed for the PPc range
which I believe to be a better idea.

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.

6954. Re: Mac Plug-n-Play = VGA++ (Re: Mac OS primitive)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-29 00:00:00 UTC
From: Karl Thomas <karlt@ilinks.net>
Message-ID: <01bbf5b1$26822320$88c289ce@ns1.ilinks.net>
Source record: 7013
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

JEDI wrote in article <5a699m$8ht@lana.zippo.com>...
> In article , drz@apple.com says...
> > Actually, the MacOS accepts a wide variety of video hardware. The
only
> >restriction is that a device driver is provided that provides interfaces
> >to set the resolution, refresh rate, bit depth, color tables, etc. In
>
> This is quite a different story than the MacVocates are telling.
> With them, video hardware either conforms to the low level
> design spec or it gets left out in the cold.

Quickdraw is no more a low level design spec than GDI or DirectDraw.

> Without a driver api, 3rd party drivers become somewhat difficult.

There is a driver API -- despite what some Mac users in this group seem to
believe.
>
> This question is fielded to actual users:
> Can you expect MacOS plug & play to work when a 3rd
> party driver is required? Will it work if the low
level hardware
> spec is not adhered to?

Yes, with the proper extensions. Writing an extension to support various
types of hardware is well-known and well documented.

6955. Re: Lowering the bar until they can stumble over (was Re: Mac OS primitive)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-29 00:00:00 UTC
From: Karl Thomas <karlt@ilinks.net>
Message-ID: <01bbf5a6$fba213e0$88c289ce@ns1.ilinks.net>
Source record: 7014
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

JEDI wrote in article <5a669b$49s@lana.zippo.com>...
> In article , crobato@kuentos.guam.net says...
> They would understand it all too well, given full disclosure.
> They used to refer to such things as VGA and EGA. If they
> want to so restrict themselves in the name of ease, they have
> the option to use such things.

The VGA and EGA specs did not provide OS specific routines to allow
advanced graphics handling. A Mac compatible card can and does accelerate
Quickdraw functions just like a PC graphics card provides GDI
accelerations. There is no difference.

6956. TOS Jihads will claim that NextStep sucks..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-29 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec29.134536.1@cobra.uni.edu>
Source record: 7015

Now that the next Mac OS will be based on NeXT Step, TOS advocates will claim
that changes nothing and TOS will be superior until enternity.

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6957. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-29 00:00:00 UTC
From: sangria@inlink.com
Message-ID: <32cde222.73659765@mambo>
Source record: 7016
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 29 Dec 96 11:30:51 +0000, "David Every" <dke@adnc.com> wrote:

>JEDI -
>> Precisely. In this manner, the fact that Windows 95 comes delivered
>> with driver support for multi-monitor video cards makes that
>> functionality just as 'built in' as it is for MacOS.
>
>You are delving into idiot areas....
>
>Anyone who has used both machines knows that the Macs multi-monitor
>support is faaaaaaar superior to windows. <period>

No kidding.
Given that Apple has dictated exactly how the hardware must be
designed since 1984, I would be incredibly surprised if Macs didn't
support multiple monitors better than Windows/Win95/WinNT/OS/2.

However, this whole thing started because someone made the comment
that Windows/Win95/WinNT did not support multiple monitors. Nothing
about supporting it "better" than a Mac.

Windows/Win95/WinNT supports multiple monitors <period>.

-- Sang.
****
* Sang K. Choe sangria@inlink.com *
* http://sangria.inlink.com/index.html *
* finger: sang@sangria.inlink.com *
****

6958. Re: Falcons are memory hogs!

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-29 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <32C6F1F0.7580@tiac.net>
Source record: 7017

JEDI wrote:
>
> In article <59qv8l$v98@dos.canit.se>, optimus@canit.se says...
> >
> >JEDI wrote:
> >: In article <59es45$rtm@dos.canit.se>, optimus@canit.se says...
> >: >
> >: >JEDI wrote:
> >: >: In article <djs.850904188@gen-off-3>, djs@jet.uk says...
> >: >: >
> >: >: >Brian-Roland Miller <brmiller@tiac.net> writes:
> >: >: >> [You] are the Peter Sinclair-Day of the Atari userbase.
> >: >: >That's not fair, he's much worse than PSD ;-) At least Peter has the
> >: >: >decency to give his name and an Email address. JEDI is either too ashamed
> >: >: >of his outpourings to give name/email, or can't work out how to set up
> >: >: >his software.
> >: >
> >: >: I choose to exercise my liberties instead of whining like
> >: >: a petty little european peasant.
> >: >
> >: >Instead you try to insult people based on their nationality. You are a
> >: >real bigot, JEDI, and you are not doing the Atari cause any good.
> >:
> >: At least get the form of bigotry right if you are going to
> >: attempt to practice political correctness.
> >
> >I would never try to force anyone to behave politically correctly, all I
> >demand is civil behaviour.
>
> Then demand it in an evenhanded fashion. What you are practicing is
> hypocrisy cloaked in pomposity, not civility.

By labeling someone based upon their nation of origin, you are engaging
in two of the most base of logical fallacies - nationalism and
regionalism. Neither contributes to your logos.

BR Miller
Boston, MA

6959. Re: TOS Jihads will claim that NextStep sucks..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-29 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <32C6F367.102A@tiac.net>
Source record: 7018

PETER SINCLAIR-DAY wrote:
>
> Now that the next Mac OS will be based on NeXT Step, TOS advocates will claim
> that changes nothing and TOS will be superior until enternity.
>
> GREETINGS..

Perhaps, but TOS _IS_ superior in some key areas, including hardware efficiency and resource allocation.

It certainly isn't superior in support or speed, but, as you consistently fail to notice (or are retarded by feeble neurons from realizing), different people use different computers for different reasons. So for many people, TOS will be superior to MacOS 9 running on a quad PowerPC 609e 100 GHz machine.

> |---|
> | Peter Sinclair-Day POWERMAC OF COURSE.... |
> | University of Northern Iowa |
> I I
> I Do you believe in Macintosh? Learn how to help the cause by subscribing I
> I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
> I go to: <http://www.solutions.apple.com/ListAdmin/>. I
> |---|
> "Rush Limbaugh is for people who aren't mature enough for Barney..."
>
> ....David E. Romm - Shockwave

Got to love those Democrats and Republicans - claiming to be so different, yet running two candidates whose positions differed in one, insignificant area.

Unbelieveable.

BR Miller
Boston, MA

6960. Re: Mac Plug-n-Play = VGA++ (Re: Mac OS primitive)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-29 00:00:00 UTC
From: JEDI
Message-ID: <5a699m$8ht@lana.zippo.com>
Source record: 7019
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article , drz@apple.com says...
>
>] >Plug-n-Play on the Mac is sooo much more than that! Its
>] >plugging in a scanner and having it work first time every time
>] >Its putting a 3D renedering board in a PCI slot, droping an icon
>] >on top of the system folder (where the system then tells you
>] >where its going to put the Control Panel or Extension and why),
>] >and then restarting the machine. The new board is recognized
>]
>] All of this is rather easy to do when you so brutally restrict
>] what the system will accept. You're really lowering the bar,
>] nothing more.
>]
>
> Actually, the MacOS accepts a wide variety of video hardware. The only
>restriction is that a device driver is provided that provides interfaces
>to set the resolution, refresh rate, bit depth, color tables, etc. In

This is quite a different story than the MacVocates are telling.
With them, video hardware either conforms to the low level
design spec or it gets left out in the cold.

To them, the concept of installing a driver of any kind, in any
way is completely alien. They rail upon this as a Win failing.

[deletia]
>] A PC can use Scanners and 3D boards that simply wont work with a
>] Mac, no matter how hard you try.
>]
>
> Generally, this is because Mac drivers are not provided by the
>manufacturer, not because of some restriction in the MacOS. Unless, of
>course, not supporting Windows drivers is considered a restriction :)

Without a driver api, 3rd party drivers become somewhat difficult.

[deletia]
>] Windows Plug & Pray attempts to achieve much more than the Apple
>] version ever dreamed of. The Apple version is nothing more than
>] a clever way to stack the deck. Apple has ordained what it will
>] support and left the rest to rot. There is nothing remarkable in
>] this restriction. When held up to the light, it acutally looks
>] rather fascist and cowardly.
>]

>
> As far as video display cards, video digitizers, sound cards, SCSI
>cards, and networking cards go, I don't know what Apple has done to stack
>the deck and left developers to rot (unless we're stacking the deck by not

This question is fielded to actual users:
Can you expect MacOS plug & play to work when a 3rd
party driver is required? Will it work if the low level hardware
spec is not adhered to?

>supporting windows device drivers). Apple itself has developed many
>different versions of the above hardware in our own products (we've even
>been dogged for changing our hardware too much) and supports an even
>greater array of 3rd party hardware, all with plug and play (I assume your
>use of "Windows Plug & Pray" was a slip).

I have no sad dellusions. I feel no need to lie to anyone.

>
>] What computer was born in 1984?

Hoist upon your own pitard & you don't even know it...

6961. Re: TOS Jihads will claim that NextStep sucks..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-30 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <5a74d6$j36@orm.southern.co.nz>
Source record: 7020

Hi there!

PETER SINCLAIR-DAY (sinclap2954@cobra.uni.edu) wrote:
:
: Now that the next Mac OS will be based on NeXT Step, TOS advocates will claim
: that changes nothing and TOS will be superior until enternity.

Must still be more TOS machines around than NeXT machines. Maybe the NeXT
machines are just shy and keep well hidden!! :)

I still reckon that no-one, INCLUDING Apple, know where their next OS is
gonna come from...

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/DSP/FPU

6962. Re: TOS Jihads will claim that NextStep sucks..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-30 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GL5ECFAOUP@cabal.shnet.org>
Source record: 7021

In <1996Dec29.134536.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>Now that the next Mac OS will be based on NeXT Step, TOS advocates will claim
>that changes nothing and TOS will be superior until enternity.

Yes, will they? Where?

Thorsten

--
"April fool! Your wife's dead and the baby's a spastic!!"
- The Joker in "Batman - Arkham Asylum" (Morrison/McKean)

6963. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-30 00:00:00 UTC
From: bendokus@postoffice.ptd.net
Message-ID: <5a7n72ogi1@news.ptd.net>
Source record: 7022
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

JEDI wrote:

>In article <Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>, Bravo says...
>>
>>On Thu, 19 Dec 1996, Thomas Main wrote:
>>
>>> Toad's prices for used ST equipment are way too high, IMO. Last week, an
>>> Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
>>> Compare this with the $299 "special" Toad is offering on USED STe's.
>>> Also, a few days ago on this very group someone was selling a VERY nice TT
>>> for $300. I think people in this group ought to write to Toad and tell
>>> them that we are not willing to pay these prices! I know that Toad has
>>> long supported the Atari platform, but that is not an excuse to excercise
>>> price gouging. If you agree, write to Toad "Toaday" and let them know
>>> their prices are way off. I think the Atari community will be better off
>>> with realistic prices set for equipment.
>>
I personally haven't dealt with Toad since I met the Troy's at an
Atari show several years ago. They had a bin full of 8-bit carts that
were selling for $10 a piece (even though you could find them
elsewhere at the show for a buck or two). Anyway, I found a rare cart
in there and when they saw me looking at it, Mrs. Troy literally
snatched it out of my hands from across the booth and rudely told me
it wasn't supposed to be in the bin! I'd never had someone do this to
me before or since, even with all the hostile people I've dealt with
at flea markets over the years, and I was quite pissed! There could
have been another way to tell me the stupid thing wasn't for
sale...Anyway, I appreciate that they support Atari after all these
years, but get real...they have always charged close to full retail
for EVERYTHING, since the very beginning. How the hell did they
survive this long dealing Atari wares when all the good vendors fell
by the wayside?

Just my 2 cents worth...

Greg

6964. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-30 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GL5KBAASUP@cabal.shnet.org>
Source record: 7023
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <mlchale-2612961436190001@mlchale.slip.cc.uq.oz.au> Chris Hale wrote:
>YEP,
>MOST PEOPLE WHO USE MACs HAVE NOT NOTICED THE CURRENT MAC/OS HAS A
>DIFFERENT "multitasking" THAN (1) PREEMPTIVE MULTITASKING
> (2) ETC.
> (2) ETC.
> (2) ETC.
>
>LIKE YOU THEY ARE AMAZED HOW MAC USERS WORK ON TWO/MANY PROCESS AT ONCE -
>EG. FORMAT FLOPPIES & HARDDISKS, DOWNLOAD & PRINT VIA PPP, ARA, IPX RUN
>WIN NT APPLICATIONS AT PENTIUM SPEED, APPLE][AT FASTER THAT REAL
>HARDWARE, RUN DOS7 & WINDOWS 95 ALL AT THE SAME TIME (THE COPY PROGRESS
>BARS MOVE WHILE THE REST GOES ON!
>
>YEP ALL AT THE SAME TIME!!!!!!!!!
>
>I HAVE HAD 31 CRASHES SINCE INSTALLATION AND RUN 28 EXTENSIONS ON STARTUP.
>THIS 88MB 150MHz 604 (MORE POWERFUL THAN A PENTIUM PRO 200MHz

It seems the Mac also has no small letters and it's keyboard sucks
(see how often the exclamation mark shows up above).

>But it still holds years of advantage over Win NT and DOS7 & Win95.

I have yet to see any of those systems making it's user unable to
avoid multiple exclamation marks and articles in (mostly) all caps.

Compared with Win NT and Win 95, MacOS is much worse. That's why
Apple bought NeXT - to get in advance again.

Thorsten

--
"April fool! Your wife's dead and the baby's a spastic!!"
- The Joker in "Batman - Arkham Asylum" (Morrison/McKean)

6965. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-30 00:00:00 UTC
From: gpearce@freenet.columbus.oh.us
Message-ID: <5a8er6$e6a@login.freenet.columbus.oh.us>
Source record: 7024
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

<32bdce47.337912442@client.sw.news.psi.net> <32c4dd19.256199234@snoopy>
<32bf1de5.2162289@client.sw.news.psi.net> <59opf8$5es@lana.zippo.com>
<gmgraves-2412961502470001@cust70.max20.san-francisco.ca.ms.uu.net>
<32c021e4.6017602@news.onramp.net> <32C19D07
:
.20DF@tnet.net> <32c4f903.6178386@news.onramp.net>
Distribution:

David Corn (dcorn@paradise.pplnet.com) wrote:

: That's why it was a shockingly recent development. In any case, the
: Amiga insists on closing all windows on the WB prior to changing WB
: resolution, which can be a bit annoying if you use that as your main
: public screen.
: _____
: Reachable at: 713 629 6947 nights
: Please quote in all replies
The Amiga doesn't always insist on closing all windows-this generally
happens when you have a screen behind the WB screen. If you just have
some WB windows open it will generally redraw the screen without any
trouble. Windows 95 makes you reboot to change screen resolution. As far
as I can tell, you can't run multiple screens in different resolutions in
Win 95, something which the Amiga does quite nicely. I've had to buy a
clone laptop for school, 120mhz Pentium, 24 megs of ram, 1 gig HD, 6x
CDROM, 1meg video ram (SVGA) 16 bit sound card, etc. Win 95 was preinstalled.
I've used it for a couple of months. I'm still waiting to be wowed by
this machine. I've run it out of memory, browsing the Web with one or two
apps in the background, something I've not done with my 18 meg 3000, As
for Win 95 memory protection, this is something I'm glad it has because it
really needs it. I will say Win 95 is much better that Win 3.1, but then
again AmigaDOS 1.1 was better than Win3.1.

Perceptually, this clone is not any faster than my 030 3000. I know that
it is many times faster hardware wise, but in everyday usage, the 3000
opens screens just as fast, I download and Web browse just as fast, it
prints just as fast on the same printer. Could I run 2 3D renderers,
print in letter quality, download at 28.8, decompress files from CD to
RAM:, all at once on this clone with out noticing any system degradation?1
I seriously doubt it. Could I do this on my 3000? Hell, I don't know, I
did it on my 030 2000 with 9 megs o' ram, testing a shareware task scheduler.

Win 95 has a long way to go. The only advantage I can see for the clone
is the variety of software, and you still have to separate the wheat from
the chaff...

--
Pegasone

6966. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-30 00:00:00 UTC
From: hkennedy@mercury.ncat.edu
Message-ID: <5a8ec8$pav@mercury.ncat.edu>
Source record: 7025
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

In article <32d9cec7.14306221@news.sydney.apana.org.au>,
>
>No, little old NT simply is not in the same ball park...
>But it and Linux sure are stable enough for my simple needs...

I have noticed that a lot of win95, OS/2, and NT folks run Linux. I guess
those systems must be lacking something that real Unix type system can give
:-).

6967. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-30 00:00:00 UTC
From: "Matthew J. Brock" <mjb@azstarnet.com>
Message-ID: <01bbf65d$e3ace190$380ec5a9@server>
Source record: 7026
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy
Body handling: HTML body converted to readable text

I have on my system right now:

2GB SCSI Hard Drive (C: and E:) C: is regular FAT with 95
on it, E: is NTFS
Syquest EZ135 Internal EIDE drive (D:)
Iomega Jaz 1GB Removable SCSI drive (F:)
Phillips CD-Recordable SCSI drive (G:)
Mitsumi EIDE CD-ROM (H:)

They all work just fine under NT4.0, so that is all the
proof I need!

I can boot off my C: drive, the EZ135, or the Jaz drive if
I want to.

If I every need 4 monitors at once, I guess I will feel
left out! :)
--

Matthew J. Brock
Computer Solutions:AZ
Tucson, AZ

: > < drives >>
: >
: > Very wrong.
:
: <>

6968. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-30 00:00:00 UTC
From: "Matthew J. Brock" <mjb@azstarnet.com>
Message-ID: <01bbf65c$ba1fa200$380ec5a9@server>
Source record: 7027
Cross-posted to: comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

My BIOS has a boot from CD-ROM choice. I could burn my own
CD-ROM and boot off it if I really needed to, but haven't
had a burning need for it yet. Maybe later.
--

Matthew J. Brock
Computer Solutions:AZ
Tucson, AZ

: >You can boot Win '95 from a Zip Drive, CD-ROM drive?
:
: Zip yes. CD, probably not since I know of no Win95
bootable CD.

6969. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-30 00:00:00 UTC
From: jamesk@ibm.net
Message-ID: <D19xysbnblmM089yn@ibm.net>
Source record: 7028
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

In article <5a8ec8$pav@mercury.ncat.edu>,
hkennedy@mercury.ncat.edu (Helen A. Kennedy) wrote:
>In article <32d9cec7.14306221@news.sydney.apana.org.au>,
>>
>>No, little old NT simply is not in the same ball park...
>>But it and Linux sure are stable enough for my simple needs...
>
>I have noticed that a lot of win95, OS/2, and NT folks run Linux. I guess
>those systems must be lacking something that real Unix type system can give
>:-).
>
I have used Linux only out of curiousity. I feel one should know about the
various OSs available, even if only using one.

6970. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-30 00:00:00 UTC
From: steve@sbell.demon.co.uk
Message-ID: <AEED94D4966814B9C@sbell.demon.co.uk>
Source record: 7029
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <32C72EE9.2EC7@pacific.net.sg>,
Bobby Wang <bobbyw@pacific.net.sg> wrote:

>In case you don't know, Autoexec.bat & Config.sys is totally irrelevant
>in Windows NT 4.0 and Windows 95 (unless you are using some old hardware
>that hasn't updated its Windows 95 driver).
>
>
>David Every wrote:
>>
>> Try any conflict with Autoexec.bat, Config.sys, BIOS not recognizing a
>> device, or devices that aren't recognized or don't work, etc., etc...
>
>
>--
>

Or unless my 10x CD drivers conflict with my sound card and installing a MS joystick causes more fun and games than I'd bargained for with the SB16.

W95, don,t make me laugh.

Roll on NexTMaC so I can junk this PC trash.

sb

6971. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-30 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn5cfqqe.ff9.asmolar@nscs.fast.net>
Source record: 7030
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

```
>>Power without the Price was Atari's idea for a slogan. And a load of Crap.
>>It defies logic and goes against All the Laws of the universe. Like "A Man
>
> In 1988, the cheapest PC Clone available in my area was an (PB)
> 8Mhz, 8088, w/ 640k & 10Meg HD, dual 5.25 floppies and a cga card.
>
> It cost $1000.
>
> A 520ST (w/ SS drive) cost $300.
>
> Despite the appearace that that Clone outspecs this ST, the
> ST ran circles around that machine and was quite a bit more
> useable.
>
> Just because you can't manage it now; it doesn't mean that it
> never was.
>
> Power without the Price, existed once.
>
> It is not a far stretch to say that that is why many of us are here.

In the mid-80's when Atari was using the slogan "Power without the Price"
It was true. You couldn't buy a better system for the money. The problem
is that the prices on Atari hardware became stagnant, while hardware prices in
the PC world dropped rapidly. For instance, in 1992 Atari released the Falcon
'030 (1 meg, no HD) for $799. Today toad is still selling the MK-I falcons
with the same specs for... $799. In 1992, $799 might have bought you a 286
or 386 system with 1meg and a small HD if you were lucky. Now you can buy
a low-end Pentium-class machine with 16meg RAM and a 850meg (or better) HD.

Add-ons are similar. For over $150, you can take your 8mhz ST to 16mhz with
an Adspeed. For about $50 you can replace a 66mhz 486DX2 with a 133Mhz 5x86
CPU on a PC.

I would love to have an Atari clone that was as powerful as my PC (like one of those
Medusas or Hades machines) But at $3500 for what is equivalent to a slower
Pentium at best, I just can't afford it. :(
```

6972. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-30 00:00:00 UTC
From: dcorn@paradise.pplnet.com
Message-ID: <32c8168b.72530819@news.onramp.net>
Source record: 7031
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 30 Dec 1996 08:07:50 -0500, gpearce@freenet.columbus.oh.us (Greg Pearce) wrote:

>trouble. Windows 95 makes you reboot to change screen resolution. As far

No it doesn't. And with QuickRes you don't need to reboot to change screen bit depth either. Or run SR2.

>as I can tell, you can't run multiple screens in different resolutions in
>Win 95, something which the Amiga does quite nicely. I've had to buy a
>clone laptop for school, 120mhz Pentium, 24 megs of ram, 1 gig HD, 6x

Can't the Amiga give you all you need? What's it lacking?

Reachable at: 713 629 6947 nights
Please quote in all replies

6973. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-30 00:00:00 UTC
From: rajt@gco.apana.org.au
Message-ID: <32d24ff0.2832442@news.sydney.apana.org.au>
Source record: 7032
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Someone who claimed to be hkennedy@mercury.ncat.edu (Helen A. Kennedy)
wrote:
>In article <32d9cec7.14306221@news.sydney.apana.org.au>,
>>No, little old NT simply is not in the same ball park...
>>But it and Linux sure are stable enough for my simple needs...

>I have noticed that a lot of win95, OS/2, and NT folks run Linux. I guess
>those systems must be lacking something that real Unix type system can give

The joy of fiddling with the system !
(Almost as good as a good book and better than s*x !)

Win NT/9x are good for getting work done...
However, when you want to play with the innards, Linux is supreme !

"It is a tremendous Mitzvah to always be happy! "
Reb Nachman of Breslov

6974. Re: holes in nt, unix, AS400s, PGP etc

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-31 00:00:00 UTC
From: jsheehy@ix.netcom.com
Message-ID: <32dc7d5a.16038415@nntp.ix.netcom.com>
Source record: 7033
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.os.os2.misc,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.misc

hkennedy@mercury.ncat.edu (Helen A. Kennedy) writes:

>In article <32d9cec7.14306221@news.sydney.apana.org.au>,
>>
>>No, little old NT simply is not in the same ball park...
>>But it and Linux sure are stable enough for my simple needs...
>
>I have noticed that a lot of win95, OS/2, and NT folks run Linux. I guess
>those systems must be lacking something that real Unix type system can give
>:-).

And visa-versa. I run Win95 and Linux, and find them both to have their
pros and cons, but if I had to choose one, I would choose Win95.

Now, some Amiga-centric person is probably out there saying, "Gee, these
PC losers need multiple OSes to get what an Amiga owner has in one OS",
and to that person I say, "I would choose either one of them over
AmigaDOS". I have all three, and my computing time is about 60% Win95,
35% Linux (intel), and 5% AmigaDOS. OS/2 was down to 0%, so I deleted
the partition.

<>>< ><<> ><<> <>>< ><<> <>>< <>>< ><<>
John P Sheehy <jsheehy@ix.netcom.com>
><<> <>>< <>>< ><<> <>>< ><<> ><<> <>>>

6975. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-31 00:00:00 UTC
From: Karl Thomas <karlt@ilinks.net>
Message-ID: <01bbf6c2$bdbeb160$78c289ce@ns1.ilinks.net>
Source record: 7034
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Greg Pearce <gpearce@freenet.columbus.oh.us> wrote in article
<5a8er6$e6a@login.freenet.columbus.oh.us>...
> <32bdce47.337912442@client.sw.news.psi.net> <32c4dd19.256199234@snoopy>
<32bf1de5.2162289@client.sw.news.psi.net> <59opf8$5es@lana.zippo.com>
<gmgraves-2412961502470001@cust70.max20.san-francisco.ca.ms.uu.net>
<32c021e4.6017602@news.onramp.net> <32C19D07
> :
> .20DF@tnet.net> <32c4f903.6178386@news.onramp.net>
> Distribution:
>
> David Corn (dcorn@paradise.pplnet.com) wrote:
> Perceptually, this clone is not any faster than my 030 3000. I know that
> it is many times faster hardware wise, but in everyday usage, the 3000
> opens screens just as fast, I download and Web browse just as fast,

Why wouldn't you browse the web just as fast? The modem would be the
limiting factor.

> it
> prints just as fast on the same printer.

Again this is a i/o bound task that wouldn't be significantly affected by
the processor. Unless you are using a printer that depends on the CPU for
rendering.

> Could I run 2 3D renderers,
> print in letter quality, download at 28.8, decompress files from CD to
> RAM:, all at once on this clone with out noticing any system
degradation?1

That only means that all of your background tasks are being starved for CPU
time.

6976. Re: Mac Plug-n-Play = VGA++ (Re: Mac OS primitive)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-31 00:00:00 UTC
From: drz@apple.com
Message-ID: <drz-3112960746340001@stater.apple.com>
Source record: 7035
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <5a699m$8ht@lana.zippo.com>, JEDI wrote:

> >
> > Actually, the MacOS accepts a wide variety of video hardware. The only
> >restriction is that a device driver is provided that provides interfaces
> >to set the resolution, refresh rate, bit depth, color tables, etc. In
>
> This is quite a different story than the MacVocates are telling.
> With them, video hardware either conforms to the low level
> design spec or it gets left out in the cold.
>

I guess, then, that not many of them have written video drivers :)

> To them, the concept of installing a driver of any kind, in any
> way is completely alien. They rail upon this as a Win failing.
>

This probably stems from the fact that one part of the spec of NuBus and PCI is a method of providing video drivers in a card ROM. Video cards are not required to do this, but, if they do, the user does not have to install a driver.

Another factor is that Mac users typically do not need to select the driver to use with most types of cards. Usually, the most that is needed is to run an installer script on a flopppy. The OS and sometimes the driver will determine if the driver's hardware is present. If it is, the driver is loaded. If it isn't, the driver is not loaded. Thus, you could, theoretically, have hundreds of video drivers installed on your system, plug in a video card that requires one of those drivers, and the correct driver will load and run the video card; the user will not have to select which driver to load for the card.

> Without a driver api, 3rd party drivers become somewhat difficult.
>

True. I'm glad we provide driver api's for many device classes.

> > As far as video display cards, video digitizers, sound cards, SCSI
> >cards, and networking cards go, I don't know what Apple has done to stack
> >the deck and left developers to rot (unless we're stacking the deck by not
>
> This question is fielded to actual users:
> Can you expect MacOS plug & play to work when a 3rd
> party driver is required? Will it work if the low

level hardware
> spec is not adhered to?
>

There are a few levels to plug-n-play. The first is being able to write a driver and have it or the OS be able to tell if the hardware for the driver is available and automatically load the driver and correctly configure and operate the device. The only requirement for the user is to run some installer script on a floppy -- no setting IRQ's, com ports, SCSI ID's, etc. The second level of plug-n-play is all of the above with the driver being loaded from the hardware device itself. In this case, all the user has to do is plug in the hardware, and the driver software is automatically installed. This level of plug-n-play is possible with NuBus, PCI, most hard drives (read off the media), FireWire (we're working on Open Firmware specs for FireWire), and others.

As far as the low level hardware spec goes, a PCI video card should adhere to the PCI spec. If it does and has a video driver in card ROM or installed from a floppy, it will work. If it doesn't conform to the PCI spec, all bets are off.

--
Erik Staats
FireWire driver software architect
Apple Computer
"The Fireman"

6977. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-31 00:00:00 UTC
From: drz@apple.com
Message-ID: <drz-3112960841290001@stater.apple.com>
Source record: 7036
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <01bbf45a$00793cc0$6cc289ce@ns1.ilinks.net>, "Karl Thomas"
<karlt@ilinks.net> wrote:

> JEDI wrote in article <5a0ofh$qac@lana.zippo.com>...
> > In article
> <gmgraves-2612961536050001@cust29.max21.san-francisco.ca.ms.uu.net>,
> gmgraves@earthlink.net says...
> > >
> > >In article <59u34h$eki@lana.zippo.com>, JEDI wrote:
> > >
> > >> In article
> > ><gmgraves-2412962228330001@cust106.max4.san-francisco.ca.ms.uu.net>,
> > >gmgraves@earthlink.net says...
> > >Wrong! Mac video cards are written to the Mac video spec or they don't
> work

This is not actually correct. Perhaps you meant to say "Mac video card
'drivers' are written to the Mac video 'driver' spec or they don't work."
That statement is correct for both the Mac and Windows.

> >
> > Translation: You need to use the Macintosh Analog of a VGA card.
> >
> > It's a good thing you warned the world about this.
> >
> > We might have actually gotten the false impression that Macs
> > were now as expandable as PC's and capable of accepting all
> > those nifty PCI cards.
> >

Well, they are. But, just as with some applications, 3rd parties don't
neccessarily support the MacOS. It's merely a matter of software drivers,
not hardware.

>
> Macs don't need drivers for basic functionality. They can take advantage
> of graphics acceleration without. Some cards need drivers though for
> things that go beyond the Quickdraw spec.
>

As for video cards, Macs do need drivers for basic functionality and
graphics acceleration. On most video cards, however, a driver is provided
in the card ROM, so users don't need to install any drivers from a floppy.

>
> > >info required for anyone to write software or build hardware for the
> Mac.
> > >You'll be surprised how little the Mac video spec has changed over the
> > >years.
> >

As far as video hardware goes, it has changed quite a bit on our own systems. Apple doesn't mandate any video hardware spec other than providing a basic frame buffer. As far as the video driver spec, a lot of it has remained the same, but a lot has been added such as support for sleep, graphics acceleration, and hardware cursors.

--
Erik Staats
FireWire driver software architect
Apple Computer
"The Fireman"

6978. Re: Mac OS primitive

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-31 00:00:00 UTC
From: drz@apple.com
Message-ID: <drz-3112960857520001@stater.apple.com>
Source record: 7037
Cross-posted to: comp.os.ms-windows.nt.advocacy,comp.sys.mac.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <5a67dm$5rl@lana.zippo.com>, JEDI wrote:

> In article , "Karl says...
> >
> >
> >
> >JEDI wrote in article <5a0m11$ltv@lana.zippo.com>...
> >> In article
> ><gmgraves-2612961521510001@cust29.max21.san-francisco.ca.ms.uu.net>,
> >gmgraves@earthlink.net says...
> >> >
> >> >In article <59u2eg$dfp@lana.zippo.com>, JEDI wrote:
> >> >
> >> >> In article
> >> ><gmgraves-2412961502470001@cust70.max20.san-francisco.ca.ms.uu.net>,
> >> >gmgraves@earthlink.net says...
> >
> Precisely. In this manner, the fact that Windows 95 comes delivered
> with driver support for multi-monitor video cards makes that
functionality
> just as 'built in' as it is for MacOS.
>

From what I've heard, multi-monitor support in Windows 95 is dependent upon support in the driver and possibly the video card itself. If a 3rd party does not implement extra code in their driver, multi-monitors are not supported for those cards. I've heard that some Windows video drivers support multi-card multi-monitors if you have more than one of the same video card with each set to the same resolution and bit depth.

The difference on a Mac is that multi-monitor support is built in to QuickDraw; it is not a function of the video driver. Thus, on the Mac, you can install multiple video cards from different vendors, set them to different resolutions and bit-depths and have it all work. Windows can span across the various screens and will display correctly even if the displays have different bit-depths.

> >
> >Supporting the various Quickdraw functions is a lot more than just
> >supporting a dumb frame buffer.

Actually, Quickdraw assumes a dumb frame buffer unless a card has hardware acceleration and provides driver software to support the acceleration.

> I also suspect that this 'standard' is just another instance
> of VGA++. Everyone is essentially cloning the same hard-
> ware specification.

However, the dumb frame buffer hardware may be implemented in many
different ways. The only video card memory that Quickdraw directly
accesses is the frame buffer. Quickdraw makes driver calls to get the
frame buffer base address, resolution, bit-depth, row bytes and to set the
resolution, bit-depth, etc.

> >> In other words: Mac Video Cards are plug-n-play so long as they
> >> conform to the Apple equivalent of VGA.
> >
> >Mac video cards are plug-n-play as long as they conform to the MacOS's
> >guidelines just like a card made for the PC must have drivers that conform
> >to the Window's spec or whatever other OS you're running.
>
> Precisely. The MacOS requires conforming hardware. Everyone
> else merely requires a conforming driver interface. It is not too
> difficult to see here how complexity and choice are being
> simultaneously restricted. One gains at the expense of another.
> Options and flexibility are sacrificed for ease. In the end, what
> is achieved is qualitatively and quantitatively different.

I've mentioned this on another thread, but this thread is getting more
attention so I'll clear things up here too. The MacOS only requires
conforming driver software, not hardware.

--
Erik Staats
FireWire driver software architect
Apple Computer
"The Fireman"

6979. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-31 00:00:00 UTC
From: Raj Rijhwani <raj@courtfld.demon.co.uk>
Message-ID: <852052484snz@courtfld.demon.co.uk>
Source record: 7038
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

In article <5a7n72ogi1@news.ptd.net>
bendokus@postoffice.ptd.net "Greg Bendokus" writes:

> sale...Anyway, I appreciate that they support Atari after all these
> years, but get real...they have always charged close to full retail
> for EVERYTHING, since the very beginning. How the hell did they
> survive this long dealing Atari wares when all the good vendors fell
> by the wayside?

I know not the people of which you speak, but as a business man myself,
I would suggest that the answer to your query lies in the question.

They charge what the market will bear, and in so doing maintain the
viability of their endeavour. Or to turn it the other way round, the
ones you like because they charge less disappear because in keeping
you happy they are themselves unviable in the long term.
--
Raj Rijhwani (umtsb5/16) | This is the voice of the Mysterons...
raj@courtfld.demon.co.uk | ... We know that you can hear us Earthmen
scarlet@fido.zetnet.co.uk | "Lieutenant Green: Launch all Angels!"
http://www.courtfld.demon.co.uk/raj/ (demon, and gods, willing...)

6980. Re: os/2 newsgroups dying like OS/2 itself !

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-31 00:00:00 UTC
From: tholen@galileo.ifa.hawaii.edu
Message-ID: <5abqqm$9pm@news.Hawaii.Edu>
Source record: 7039
Cross-posted to: comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.nt.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Fred Heitkamp writes:

> So. Did IBM actually publicly abandon OS/2 or is this just whining?

No, IBM did not abandon OS/2.

> Could some one direct me to the official announcement?

No one can.

> I thinking about getting Merlin in a couple weeks
> and if IBM officially dropped support I may reconsider.

No need to reconsider.

> I was really excited about a PPC version of OS/2 and was disappointed
> when IBM dropped that.

IBM didn't "drop it", but merely suspended development for at least a
year.

> Since I can't afford another computer, and no CHRP or PREP hardware
> is available, that wasn't a real problem but if they are quiting on
> the INTEL version, that's definately more serious.

The key word here is "if".

6981. Need Atari ST Emulator for IBM

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-31 00:00:00 UTC
From: zmedland@netcom.ca
Message-ID: <32C97290.1DFA@netcom.ca>
Source record: 7040

Hey, if anyone out there has an ST emulator I'm in desperate need...
get back to me please!

-NEMESIS

6982. Re: TOS Jihads will claim that NextStep sucks..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-31 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5ac3r2$mq7@scanner.worldgate.com>
Source record: 7041

Brian-Roland Miller <brmiller@tiac.net> wrote:

>It certainly isn't superior in support or speed, but, as you

Actually TOS is superiour to NeXT OS in terms of speed. I think what you may have been referring to is hardware speed. In which case, TOS based machines can and do compare quite nicely.

The rest of this message is not aimed specifically at you Brian...

The combination of an efficient OS and efficient application programming make so called antique (by Peter's standards anyway) hardware like an 040 or 060 perform faster than MacOS and applications on the fastest PPC.

The fact that even Apple doesn't seem to know where it wants to go today,
only sets Apple up for more criticism by non Apple users as well as Apple users.

There is absolutely nothing wrong with a company that changes business plans part way through a year. In fact, this is a good sign, a company that is flexible and open minded and willing to change with the market is a healthy company.

However, a company that flip flops and changes it's mind several times during the year looks to be indecisive and gasping for air. This is exactly the problem with Apple today and the NeXT announcement only serves more fuel to the fire.

We can all comfort in knowing that MicroSoft will not let Apple die since that would leave MS in a risky situation with the Justice Dept. If Apple dies, MS might be forced to become smaller.

1997 will be a big year for personal computing. 1997 will an enormous amount of innovation in computing and .... believe it or not .... the post office!

I wish everyone a Happy and Prosperous New Year!

All the best,
Chris @ Computer Direct

6983. Re: TOS Jihads will claim that NextStep sucks..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-31 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec31.135205.1@cobra.uni.edu>
Source record: 7042

In article <851984744_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:

> What you mean is that you desperately HOPE that some TOS advocates
> will claim this because you might actually have a good point and an
> argument that might win for once. I know very little about NeXT but
> I have seen bit of it in use and have only heared pleasnt things about
> it. I didn't think that MacOS was going to be based upon it but I was
> under the impression that NeXT was being developed for the PPc range
> which I believe to be a better idea.

From what I have read, parts of Copland will be grafted over Next Step. The remaining unix that the user sees will be eliminated. The end product will hopefully be a nice OS when its ships later in '97'. By that time a 300mhz PowerMac can be had for $2000 or less.

Also, now that the Be OS will not be adopted, I am sure there is an incentive for Be to finish the OS and get it out and let the market forces decide.

> ---
> Paul Womar - Just your average Atari user on the verge of sanity.

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6984. Re: TOS Jihads will claim that NextStep sucks..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-31 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec31.134655.1@cobra.uni.edu>
Source record: 7043

In article <32C6F367.102A@tiac.net>, Brian-Roland Miller <brmiller@tiac.net> writes:

> Perhaps, but TOS _IS_ superior in some key areas, including hardware
> efficiency and resource allocation.

What efficiency? If it can run today's modern apps without a hitch, you have a point.

> It certainly isn't superior in support or speed, but, as you
> consistently fail to notice (or are retarded by feeble neurons from
> realizing), different people use different computers for different
> reasons. So for many people, TOS will be superior to MacOS 9 running on
> a quad PowerPC 609e 100 GHz machine.

Very true that many will think that TOS will be superior in their minds. People should use whats best for them. My only beef when they start to exagerate and become deluded in regards to other platforms.

>> "Rush Limbaugh is for people who aren't mature enough for Barney..."
>>
>> ....David E. Romm - Shockwave
>
> Got to love those Democrats and Republicans - claiming to be so
> different, yet running two candidates whose positions differed in one,
> insignificant area.

And what might that be? I would have not lost any sleep if Dole was elected. However, with a Repub Congress, thats just too much for my stomach. Amazing that no one talks about the Contract on America anymore. Lets hope that the sensible middle on both sides can work together..

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6985. Re: TOS Jihads will claim that NextStep sucks..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-31 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec31.135421.1@cobra.uni.edu>
Source record: 7044

In article <GL5ECFAOUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:

>
> Yes, will they? Where?

Please explain..

>
> Thorsten
>
> --
> "April fool! Your wife's dead and the baby's a spastic!!"
> - The Joker in "Batman - Arkham Asylum" (Morrison/McKean)
>

GREETINGS..

|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |

I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

6986. Re: TOS Jihads will claim that NextStep sucks..

Newsgroup: comp.sys.atari.advocacy
Date: 1996-12-31 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1996Dec31.135338.1@cobra.uni.edu>
Source record: 7045

In article <5a74d6$j36@orm.southern.co.nz>, chriswil@southern.co.nz (Chris Wilkinson) writes:

> Must still be more TOS machines around than NeXT machines. Maybe the NeXT
> machines are just shy and keep well hidden!! :)

There are more TOS machines out than Next's..

> I still reckon that no-one, INCLUDING Apple, know where their next OS is
> gonna come from...

Next Step..

>
> Chris W.
> /|\ ATARI Falcon030 16Mb/340Mb/DSP/FPU
>

GREETINGS..
|---|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave